WISDOM FROM THE WASTELANDS

Mutant Future COMPATIBLE PRODUCT

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One of the most entertaining aspects of a post-apocalyptic role-playing game is the many sorts of artifacts that can be found. Simply put, artifacts are the "magic" weapons and items of the science-fantasy genre and, as such, both players and Mutant Lords are always on the hunt for new items that can be used both by characters and against them. *Mutant Future* and other popular post-apocalyptic RPG games have decent rules for figuring out and repairing artifacts and, with an eye to providing players and MLs with some new and interesting elements to add to their games, we wanted to take these to the next level in this publication. Accordingly, this first issue of *Wisdom from the Wastelands* covers several new rules, from optional bonuses on figuring out artifacts, to manuals and toolkits. There are also rules that cover saving throws for artifacts and how much damage they can sustain before being damaged or destroyed.

Rules Option: Bonuses to Figuring Out Artifacts

An ML can, if he desires, give bonuses to a character trying to figure out artifacts in certain situations. These are generally one-time bonuses and some can be cumulative.

Artifact Bonuses Table

Bonus	Situation
+10%	Seen Artifact used once or twice.
+20%	Seen Artifact used numerous times.
+40%	Used an almost identical artifact before.
+10%	Used a similar artifact before.
+30%	Followed written instructions (not a manual) in use of artifact.
+15%	Had someone describe how to use artifact.
+10%	Similar category to a known artifact.

For example, if an enemy used a laser pistol against a character and the character ends up defeating that enemy, thereby gaining the weapon, he will gain a +10% bonus to figuring out the artifact. Also, because the character already knows how to use automatic pistols and the laser pistol falls into a similar category, he gains an additional +10% bonus

to figuring out the artifact. A further example would be if the character had experience using a laser rifle in the past, in which case the Mutant Lord might grant another bonus of +10% because the laser pistol is similar.

There are also artifacts that are pretty self-explanatory and PCs may be able to use some of their functions, but until they have figured out how to use them completely, will lose benefits. For example, most pistols, no matter what sort, looks relatively the same. So, if the PCs have some automatic pistols with them and encounter an enemy with a laser pistol, defeat that enemy and take his weapon, if they find themselves on combat again soon after they might almost immediately attempt and use the new weapon. The Mutant Lord may thus allow them to fire the weapon, but they will have no idea how many charges it holds and, once the ammunition has run dry, they will not be able to reload it until they figure out how to use the artifact properly.

As another example, the party might find a ballistic vest. They can tell it is armor and decide to attempt to use it before figuring it out and the Mutant Lord may allow them to do so

but at a lower armor class. While this vest would normally give them an AC of 4, because they do not know how to use it properly the Mutant Lord may decide it only provides AC 5 or even AC 6.

If an artifact is sufficiently complex, of course, the Mutant Lord can decide that there is no way the PCs could figure out how to utilize even a portion of its functions until they have had the time to sit down and really try to figure it out. Others can help try to figure out the functions of an artifact. The character with the highest bonus is the primary roller, and for each other person who assists add 5% each to the roll. Optionally, the ML may limit the number of people who can help figure out the artifact to a maximum of three.

A failure to figure out an artifact can be reattempted, but each time the character suffers a -10% to his roll until, eventually, no matter what happens he will not be able to figure it out. If the ML wishes, when the characters fail to successfully figure out an artifact he can opt to have them roll on the following chart:

Roll	Effect
01-50	**Nothing Happens:** Artifact and characters remain unharmed.
51-70	**Wasted:** The item wastes a single charge (if it has any) and the character is back to square one. If it is a one-use item such as a drug the item is totally wasted and nothing is learned from it.
71-80	**Accidental Discharge:** If it is a weapon, make a single attack against the nearest target. If no target present, the character must save versus energy or suffer the attack from the weapon. If the artifact is not a weapon the character still manages to injure themselves. Take 2d4 damage. If it is a bomb, grenade, or other explosive, this could be devastating.
81-86	**Slight Damage:** while fiddling with the item, the character inadvertently causes 1 condition level damage to it.
87-95	**Serious Damage:** the character causes the item to lose 1d3+1 condition levels. Can you say oops?
96-00	**Destroyed:** The character flubbed up in a major way. The artifact is now a worthless pile of scrap parts!

Rules Option: Manuals

The following rules are completely optional and have been written to add a new type of treasure to the game, but at the same time were written to be quite simple, easy to follow, and simple to incorporate into any existing game. Included is a table that shows bonuses that can be obtained for figuring out artifacts based on circumstances.

Manuals come in general two types: Owner Manuals and Technical Manuals. These documents were designed by the Ancients to help people learn how to use various products that they might have purchased or to maintain and keep said items in good working order.

Owner Manuals will give the user a bonus based on the condition of the manual to figuring out artifacts. Technical Manuals will give the user a bonus, once again based on the condition of the manual, in repairing damaged artifacts.

As with artifacts, manuals need to be figured out and require a roll to do so. (And there are no manuals for figuring out manuals!)

Manuals were originally written in languages used by the Ancients and came in many formats, including hardcopy, electronic, and video. The ML should decide ahead of time what medium the manual is in. After all, if the players do not have a video player, computer, etc. they won't be able to access a manual that is stored on a disk, flash drive, or other futuristic information storage device. In fact, they might have to figure out the item before they know what to do with it.

Whenever a manual is found, the ML should either decide what it is or roll to determine this on the Manual Type Table, below. He should then decide or roll for the condition of the manual on the Manual Condition Table so that he knows exactly what type of bonus it will give the players.

When a character wishes to make use of a manual, he first must be able to read or understand Ancient. As stated above, this could require the character to figure out the manual first. Once the character understands the manual, he can then use it to help him figure out an actual artifact.

If character has a manual for a Mk 1 Laser pistol and has in his possession an actual Mk 1 Laser pistol, for example, then the manual matches the artifact and the character automatically figures out how to use the artifact.

Say, however, that the character does not have a Mk 1 Laser pistol in his possession but instead has a Stun Pistol. The ML decides that because the weapons are similar in nature, both being pistols, he can use the manual as a basic guide to assist him. Instead of having an automatic success, the ML rules that he gets a bonus of 30% instead. Again, if the character has a Laser Rifle, the ML rules that he will get a bonus of 30% because they are both laser weapons. If, however, the player attempts to use the manual to figure out an Energy Baton, there will be no bonus, as they are completely different sorts of items.

The ML has the last say on what kind of bonus is gained in this manner. Condition of the manual can mean many things. It can be a shrink-wrapped, mint condition manual with no damage or pages missing (Condition Grade 5), to a

hand written copy using terrible English and grammar and missing entire paragraphs (Condition Grade 1 or 2). The ML is encouraged to use his imagination when coming up with what the manual is depending on the condition.

One thing to note: Manuals can only be repaired under one condition. If a character manages to get his hands on a manual that is of the exact same type and in better condition, he can effectively "repair" the lower condition manual by using the higher condition manual, with no degradation to the latter. If, for example, a character has a Mk 1 laser pistol manual that is in Condition Grade 2 and gets his hands on a Mk 1 laser pistol manual that is in Condition Grade 4 he can use the better manual to improve the inferior one up to Condition Grade 4.

Manuals are forever unless actively destroyed by a person. Just because the manual is used once does not mean that it cannot be used again. Manuals can be sold and their prices are dependent entirely on the type of artifacts they are used for, and their condition. A character can keep a manual in his possession to gain the similar artifact bonus when dealing with other discoveries.

Finally, manuals for the most part weigh next to nothing. The most a manual should weigh is 5 lbs., although most commonly they will weigh about 1 lb.

Manual Type Table

Roll	Type
01-05	Primitive Firearms
06-17	Advanced Melee Weapons
18-25	Advanced Pistols
26-33	Advanced Rifles
34-41	Advanced Armor
42-50	Power Sources
51-59	Grenades
60-68	Bombs and Missiles
69-79	Gizmos
80-90	Drugs and Chemicals
91-95	Robotic Units
96-00	Vehicles

Manual Condition Table

Roll	Condition Grade	Bonus Modifier
01-10	5	100%
11-25	4	75%
26-50	3	50%
51-75	2	25%
76-00	1	5%

Rules Option: Toolkits

Toolkits are used for repairing all sorts of damaged items, including electronics, robotics or vehicles, weapons, and gizmos. Most toolkits are quite specialized and used for specific tasks, but many can be used for more general purposes.

Every toolkit, depending on the quality of the tools and the condition of the kit, provides a bonus to the regular chance of repairing damaged artifacts (e.g., per the "Repairing

Technology" option in *Mutant Future*).

When the ML gets a result of a Gizmo on the Artifact Tables in the *Mutant Future* core rule book, he can either determine that it is a toolkit, assign a percentage chance that it might be (e.g., 5%), or modify the Gizmos table to include toolkits. Then, use the Toolkit Types Table, below, to determine the type of toolkit found; then determine the quality of the toolkit using the Toolkit Quality Table; and, finally, determine the the condition of the tool kit using the Toolkit Condition Table. The quality determines the bonus that a player gets when it comes to repairing a specific type of artifact.

Toolkit Types Table

Roll	Type
01-30	General Tools
31-35	Primitive Firearms
36-40	Energy Melee Weapons
41-50	Metalworking
51-60	Small Electronics
61-65	Computer
66-70	Robotics
71-75	Energy Weapons
76-85	Vehicle
86-90	Power Systems
91-95	Advanced Armor
96-00	Explosives

General Tools can be used for pretty much anything, from fixing a toaster to doing work on robots and computers. The tools contained in such kits are quite generic and can be used for any job, but provide only half the bonus that would be given if a more specialized tool kit was used.

Primitive Firearms kits can be used for work on all manner of pistols, rifles, and black powder weapons. They can be used to repair energy weapons but provide only half the bonus.

Energy Melee Weapons kits are used to repair Stun Batons, Shock Gloves, and the like. If used on primitive melee weapons, they provide only half the optimum bonus.

Metalworking kits are used in repairing things like robots, vehicles, and the like. Most of the time, such kits will only provide half the optimum bonus, the exception being if the item being worked on is made only of metal (e.g., non-powered metal armor).

Small Electronics kits are used to repair electronic gizmos and similar devices. These can also be used to repair computers, robotics, power systems, energy weapons, or advanced armor, but at half the normal bonus.

Computer Kits are used to repair computers and can also be used to repair small electronics at the full bonus. They can also be used on energy weapons and energy melee weapons at half the optimum bonus.

Robotics kits are used to repair robots, androids, and cybernetic components of all sorts. They can also be used to repair computers and power systems at the full bonus, but only gain half the usual bonus to repair energy weapons, energy melee weapons, and advanced armor.

Energy Weapons kits are used to repair energy-based pistols, rifles and support weapons. They can also be used to repair primitive firearms but provide only half the usual bonus.

Vehicle kits are used in the repair and maintenance of all manner of vehicles. They can also be used to repair robotic and power systems at half the usual bonus.

Power Systems kits are used in the repair of power cells and similar items. They can be used to repair computers, energy weapons, energy melee weapons, robotics, vehicles, small electronics, and advanced armor at half the usual bonus.

Advanced Armor kits are used in repairing advanced armor, including Encasing Military Armors (EMA). They can be used to repair robotic and power systems at half the usual bonus.

Explosives kits are used in the maintenance of grenades, bombs, and missiles. This is the only sort of kit that cannot be used to repair other items.

Once the type of kit has been determined the quality of the tools must be assessed. Toolkits range from those created to be cheap and easily replaceable all the way up to ones of the highest quality that only those with the greatest resources could afford. Roll on the following table to determine the quality of the tools and the bonus that they provide to repair rolls:

Toolkit Quality Table

Roll	Quality	Bonus Provided
01-25	Low	5%
26-75	Average	15%
75-99	High	25%
100	Master	50%

Finally, the bonus provided may be modified by the condition of the kit:

Toolkit Condition Table

Condition Grade	Bonus Modifier
5	100%
4	75%
3	50%
2	25%
1	5%
0	0%

Item Saving Throws

In certain situations, the ML may call for an item that a character is carrying or using to make a saving throw and, failing it, either be destroyed outright or suffer loss of condition level(s). This could happen if the character is exposed to a fall, drops an item from a great height, is exposed to a powerful electrical field, the item is exposed to explosives, and the like.

It is up to the ML to decide when an item will have to save against a specific type of attack. Generally, each time an item fails a saving throw, its overall Condition Grade drops by one level. Any item that is already at Condition Grade 0 automatically fails and cannot be damaged any further. There are various types of attacks that could call for this saving throw.

Item Strength

A character may sometimes wish to attempt to destroy an item. This could be something as simple as breaking a lock on a door to smashing a door down or breaking a window. The table below lists the most common structural materials that will be encountered:

Item Strength Table

Material	DR	Hit Points/Inch
Alloy, Modern	15	40
Alloy, Super	25	60
Ceramic	1	2
Crystal	2	4
Dirt	4	8
Fiberglass	5	10
Ice	1	3
Glass, Hardened	2	5
Glass, Metallized	3	8
Glass, Regular	1	1
Leather/Thick Hide	1	3
Paper	0	1
Plastic, Armored	4	10
Plastic, Hard	2	5
Plastic, Soft	1	3
Metal, Hard	10	30
Metal, Soft	7	20
Rock/Concrete, Regular	8	15
Rock/Concrete, Reinforced	12	25
Wood, Hard	5	10
Wood, Soft	3	6

Items all have hit points based on the type of materials they are made of, as well as their overall thickness. Most of the time a character will be attempting to blast through cover, so the ML will have to decide what type of material the cover is made of, and just how thick it is. For example, a character might know that an enemy combatant is hiding just to the left of a door, behind a reinforced concrete wall. The ML decides that the wall is 3 inches thick and, as a result, has a damage reduction (DR) of 12, so if the character hits the wall, 12 hit points would be removed from the overall damage and the rest of the damage would be done to the wall. In order to destroy the wall, the character would have to do a total of 75 hit points of damage overall.

The ML could decide if an item has an actual armor class, in case a character is attempting to hit it from a distance (e.g., if a character wants to destroy a padlock on a door and is using a laser pistol and is firing from down a corridor, the ML could decide that the lock has an armor class of 5 due to its size and the distance). Note that many forms of mental attacks will have no effect whatsoever on materials. A mental blast, for example, will not affect mindless objects, but mental attacks with physical damage will have an effect on materials.
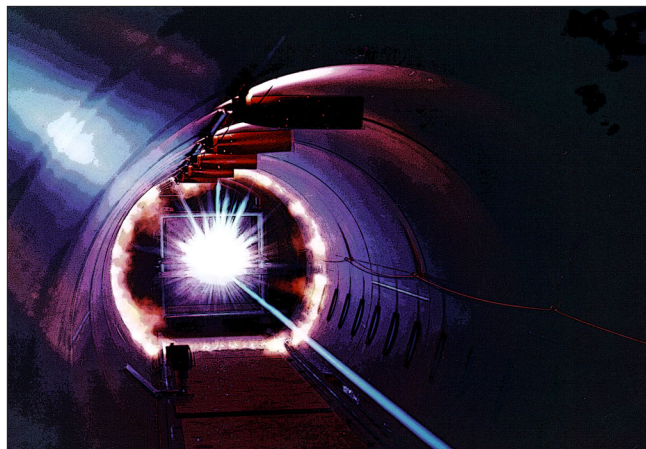
Condition Grade	Energy	Kinetic	Acid	Sonic	Explosive	Heat/Cold
5	5	6	6	3	6	3
4	8	9	9	6	10	6
3	12	13	13	10	14	10
2	15	16	16	14	17	17
1	18	19	19	17	20	19

Rules Option: Damage Modifiers By Damage Type

Certain types of damage may have a greater or lesser effect on various material types, thus making some types of weapons more or less desirable when attempting to damage certain types of material. Such modifiers are listed below, as the percentage of damage added to or subtracted from an attack (with 0% being no effect); NR means no result and indicates that the type of attack will not affect the material at all.

Damage Modifiers By Type Table

Material	Acid	Cold	Energy	Kinetic	Sonic	Thermal
Alloy	+25%	0%	0%	0%	0%	0%
Ceramic	-25%	0%	0%	0%	+25%	0%
Crystal	NR	-50%	-75%	+100%	+200%	-50%
Dirt	0%	0%	0%	0%	0%	0%
Fiberglass	0%	-50%	0%	0%	0%	+50%
Ice	NR	NR	0%	0%	0%	+200%
Glass	NR	0%	-50%	+100%	+200%	0%
Leather	+100%	-50%	0%	0%	0%	+200%
Paper	0%	0%	+100%	0%	0%	+200%
Plastic	NR	+100%	0%	-50%	0%	+100%
Metal	0%	-25%	0%	0%	0%	-25%
Rock/Concrete	0%	-25%	0%	0%	0%	-25%
Wood	+100%	-50%	0%	0%	0%	+150%

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By Derek Holland and the Skirmisher Game Development Group

Like a fine wine, some monsters improve with age, and it is to them that this second thematic issue of *Wisdom from the Wastelands* is devoted! This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The rules contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).

An age chart can be a wonderful tool for Game Masters who want to scale monster encounters so that they are commensurate with the powers and artifacts possessed by the player characters. A chart of this sort is made up of three columns, one each for the age of a creature, its hit dice, and notes. Notes include damage, mutations, drawbacks, and anything else that affects the creature in or out of combat.

There are a few alternate forms for these charts. Most have Hit Dice that increase by one per age level, a few do not. Some have hit dice that constantly increase, and some decrease after a certain level to represent the weaknesses of aging (I call these "elder age" charts). Some creatures can have multiple age charts, which represents changes in diet, habitat, proximity of other specific creatures, or exposure to certain elements, such as heat or radiation. In most cases, once a creature has started its path down one chart, it is restricted to that chart for its entire life. In rare cases a mutant can change growth charts but this means they have to survive exposure to an extreme of something, which could include radiation, chemicals, parasites, or disease. And, finally, there are those mutants that go through metamorphosis and have one or more age charts (e.g., a larval form might have one age chart and the adult form another).

A number of examples follow.

Standard Age Chart
Grape Mass

No. Enc.:	0 (2d12)
Alignment:	Neutral
Movement:	0'
Armor Class:	6
Hit Dice:	See chart
Attacks:	1 (vine)
Damage:	See chart
Save:	L (1/2 HD)
Morale:	12
Hoard Class:	See chart

These plants have taken the strangler fig lifestyle to an extreme. Separate Grape Vines grow denser and denser to the point where they strangle trees, envelope structures, and cover city blocks. Eventually, they fuse into tree-like forms and the trees then fuse into a mass. Each mass can have as many as two dozen trunks and cover a square mile or more.

See the chart below for the mutations they gain as they age. The length of their vines, and later their branches, is one foot per hit die, to a maximum of 20'. When engulfing a building, the vines and branches do grow into rooms with sunlight and thus a mass can reach into shaded areas if attacking. As the masses grow larger, their weight increases to the point where all but the strongest structures will collapse. As the only creatures the masses do not attack are those less than a pound, the covered landscape is excluded from human habitation and home to many tiny creatures. The fruit they produce is popular with birds, and some intelligent bird and

insect mutants barter them with human populations for artifacts that can aid in their survival and comfort. So far the only known limitations on their growth are climate — they do not reach mountain tops or invade deserts — and salt water. Although they are subject to being eaten by herbivores, the adult vines are just too powerful to be consumed by any but the largest creatures.

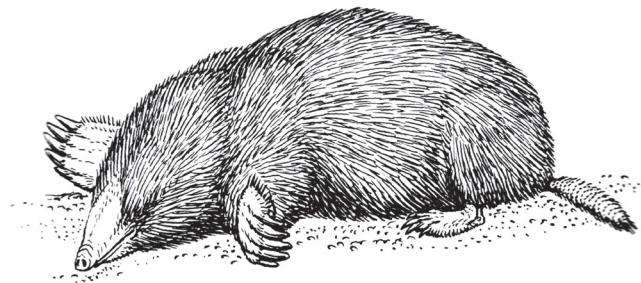**Mutations:** *natural vegetal weapon, special.*

Age (Years)	Hit Dice	Notes
0-1	2	One natural vegetal weapon (d4 damage), HC VI
2-5	3	Two natural vegetal weapons (d4 damage), HC VII
6-10	4	Vine damage increases to d6/d6, HC XII, XIII
11-20	8	Gains *grenade-like fruit*, vine damage increases to d8/d8, HC XII, XIII
21-50	12	Fruit damage increases to 3d6, four natural vegetal weapons (d8 damage), HC XVIII
51-100	20	This is when the vines fuse into trees, the four vine attacks become eight branch attacks (d10 damage) and they gain one more grenade-like fruit attack (two total), HC XVIII
101-500	20 per trunk	Trees fuse into a mass, number of attacks is dependent on number of trunks, HC XV, XVIII, XXII
501+	20 per trunk	Masses start to fuse at this point, the whole can cover square miles, HC XV, XVIII, XXII (X number of masses)

Variant Age Chart

Lazra

No. Enc.:	d4 (2d6)
Alignment:	Neutral
Movement:	90' (30')
	Burrow 30' (10')
Armor Class:	6
Hit Dice:	See chart
Attacks:	2 (claws)
Damage:	See chart
Save:	L (1/2 HD)
Morale:	5
Hoard Class:	VI

Lazra are asymmetrical mutant moles that hunt on the surface and sleep underground. The males' right paws and the females' left paws are much larger than their other paws. Both sexes fight for mating rights and it is not unheard of for the loser to be disemboweled. Lazra can grow to the size of large dogs. They feed on insects and other small creatures that live on and just under the soil surface and find them by scent. They dwell in hollow trees and stream banks in small groups for defense. There is always a guard by the entrance and any non-Lazra attempting to get in will be viciously attacked. Young are born in mid-summer and leave the nest after a year, looking to find their other groups to live with and to ensure inbreeding does not occur. The eldest Lazra collect static electricity and zap creatures they come into contact with. One of the only reasons people pay attention to Lazra is their tendency to cause minor landslides by burrowing, which can cause all manner of trouble. There is also the fact that their pelts are waterproof, and some aquatic people pay good money for Lazra pelts as they can be used, among other things, to make air filled containers to hold artifacts damaged by excessive moisture. Pelts cannot be from the eldest individuals, however, because of an ability to collect and discharge electricity that may short out electronics (but which is not powerful enough to be adapted into weapons).

Mutations: *aberrant form (natural attack), bizarre appearance, gigantism, natural armor, vision impairment.*

Age (Months)	Hit Dice	Notes
0-4	2	Claws do d3/d2 points of damage
5-8	2+4	Movement increases to 120' (40'), burrow 60' (20')
9-12	3	Claws do d6/d3 points of damage
13-16	3+4	Armor Class decreases to 5, becomes an adult
17-20	4	Claws do d8/d4 points of damage
21+	4+4	Burrow increases to 90' (30'), gains *energy-retaining cell structure*

Multiple Age Charts

Giant Green Crayfish

No. Enc.:	d8 (5d10+20)
Alignment:	Neutral
Movement:	180' (60')
	Swim 90' (30')
Armor Class:	6
Hit Dice:	See charts
Attacks:	3 (2 claws and variable)
Damage:	See charts
Save:	L (1/2 HD)
Morale:	10
Hoard Class:	XII

The Giant Green Crayfish is a eusocial animal (i.e., it has an ant- or termite-like social structure). This mutant is restricted to forests and creates hives within and beneath living trees, keeping the host tree alive by secreting chemicals that stimulate growth. The trees not only grow faster but they also flood their heartwood with water as a reaction to the chemical excretions. Unlike insects, crustaceans grow throughout their adult lives and the Giant Green Crayfish is no exception.

There are four known castes. The young workers and soldiers are kept together for the first week of their lives and most people cannot tell them apart. Warriors are an offshoot of the soldier and, although cannibalism is uncommon except in times of extreme hunger, reproductives are kept apart, as they are too rare to risk the chance the other young might consume them (and in times of famine soldiers will consume workers, especially to protect the reproductive).

Workers grow up to eight feet in length and to as much as 150 pounds. It collects plant and animal material from the surrounding area to feed the whole colony. Using water produced by the trees under which the lives, the workers are able to turn the soil around the hive into a thin mud that allows its members to swim through the soil and yet still keeps the surrounding trees immobile. Any creature walking onto the mud will immediately sink and could possibly drown.

In addition to their claws, the workers have tail fins that can be used for defense. About 75% of the members of a colony are workers.

Soldiers are basic protectors of the colony. They grow up to 10 feet in length and up to 200 pounds. Soldiers use their poisonous claws and nasty bites to rend flesh from bone. If their poison does not kill an intruder, a combination of bite and claw will usually do the trick. There are always a few soldiers stationed at the various entrances to a colony. About 20% of the members of a colony are soldiers.

Warriors only appear if the hive is about to be overrun. They are older soldiers that go through an amazing growth spurt, one that takes 3d4 minutes and will kill them in a matter of hours. The change is triggered when the water is full of blood and hormones. The largest warriors are up to 20 feet in length and weigh as much as 500 pounds. In addition to their claws and bites, warriors also possess the mental mutation *telekinesis*. They use this mutation to trip or capture opponents (save versus stun or fall, or be immobilized if already prone). Warriors are not normally found in colonies.

Reproductives are kings and queens. Each can reach up to 15 feet in length and weigh up to 275 pounds. A large colony will contain several pairs. These creatures are more lethal than soldiers and possess a massive growth of spines, which they can remove and throw at targets up to 50' distant. This ranged attack is in addition to their claws. Despite being kings and queens, these creatures are not intelligent and do not have any control over the hive and the other castes. If one is slain, more reproductives can be created by elder workers undergoing a metamorphosis, triggered by the lack of pheromones from the slain reproductive. All the potential reproductives transform quickly, taking three days to do so. Once the metamorphosis is complete, the reproductives start producing eggs and larvae to replace any losses that have occurred. Usually, only 5% of a colony are reproductives. If a colony suffered a loss of its reproductives and many of its workers and warriors, then this number might be anywhere from 1% to 80%, as the eldest of the remaining workers transform.

Mutations: *gigantism, natural armor, special.*

Worker

Age (Weeks)	Hit Dice	Notes
1-4	2	Claws do d4 each, tail does d4
5-8	3	Claws do d6 each, swim movement rate increases to 120' (40')
9-12	4	Claws do d6+1 each, AC decreases to 5
13-16	5	Claws do d8 each, tail does d6
17+	6	Claws do d8+2 each, tail does d6+1, can become reproductives

Soldier

Age (Weeks)	Hit Dice	Notes
1-4	4	Claws do d6 each, bite does d8, gains *toxic weapon* (poison class 4)
5-8	5	Claws do d8 each, poison class 5, AC decreases to 5
9-12	6	Claws do d10 each, poison class 6, AC decreases to 4
13-16	7	Claws do d10+1 each, bite does d10, poison class 7
17-20	8	Claws do d12 each, poison class 8, AC decreases to 3, can become warrior
21+	9	Claws do d12+2 each, poison class 12

Warrior

Age (Hours)	Hit Dice	Notes
0-1	10	Claws do 4d4 each, bite does d12+2, poison class 12, AC decreases to 2, gains *neural telekinesis*
2-3	12	Claws do 5d4 each, bite does 3d6, poison class 14, AC decreases to 1
4-5	14	Claws do 5d6 each, bite does 3d6+4, AC decreases to 0, penalty to save of *neural telekinesis* is -4
6-7	16	Claws do 5d8 each, bite does 3d8+4, AC decreases to -2
8	N/A	Dead

Reproductive

Age (Weeks)	Hit Dice	Notes
1-6	7	Claws do d8 each, spines do d10, AC decreases to 4
7-12	8	Claws do d10 each, AC decreases to 2
13-18	9	Claws do 3d4 each, spines do d12 each, AC decreases to 0
19+	10	Claws do 3d6 each, spines do 3d6 each, AC decreases to -2

Metamorphic Age Chart

Dekodec Larva

No. Enc.:	0 (3d4)
Alignment	Neutral
Movement:	60' (20')
Armor Class:	8
Hit Dice:	See chart
Attacks:	2 (tentacles)
Damage:	See chart
Save:	L (1/2 HD)
Morale:	4
Hoard Class:	None

Dekodecs are extremely mutated giant ants. Their grubs have proto antennae that give them excellent senses of touch and smell. They have no eyes, legs, or wings but do have a pair of five-foot-long tentacles that emerge from their abdomens and are used to rend prey. The grubs are never found outside a colony unless taken by a predator or person wanting an unusual pet. Adults will abandon their offspring if the colony is attacked by overwhelming forces, something that keeps their population down. As the larvae grow, they gain toxic spines on their tentacles that inject a class 11 poison meant to subdue larger and larger prey. They also gain the ability to fly psionically, just before they transform, and the *density alteration (others)* mutation, which is used in self defense. This is actually quite handy underground, as creatures attacking the larva can be made so large that they cannot move through the tunnel or chamber.

Mutations: aberrant form (extra body parts, natural weapon), gigantism, increases sense (smell, touch).

Age (Weeks)	Hit Dice	Notes
0-1	1	Damage d4/d4
2-3	2	Tentacles grow to 10 feet length
4-5	3	Damage d6/d6, gains *toxic weapon*
6-7	4	Gains psionic flight, fly movement rate is 90' (30'), gains *density alteration (others)*
8+	N/A	Transforms into adult

Dekodec Adult

No. Enc.:	d4 (d6)
Alignment:	Neutral
Movement:	120' (40')
	Fly 150' (50')
Armor Class:	5
Hit Dice:	See chart
Attacks:	1 (bite)
Damage:	See chart
Save:	L (1/2 HD) +1
Morale:	4
Hoard Class:	XII

Unlike most insects, Dekodecs do continue to grow after becoming adults. They replaced their wings with *psionic flight* and this has made such growth possible. Initially, they look like giant ants but change significantly over time and grow horns and jumping legs, and gain the abilities to project a caustic adhesive from their abdomen and make telekinetic attacks. This spit does d8 points of damage the first round, d6 the second, and d4 the third; it also acts like strength 16 glue until it wears off (in four rounds). The organ that produces this acidic glue is a massive horn that grows from behind the head. The telekinetic attack forces the opponent to save versus stun or be held down. The adult cannot attack a creature it is holding, due to the need for concentration, but another Dekodec or creature can. The only reason that Dekodec colonies are so small is their constant retreat and abandonment of their larvae when facing difficult odds. However, this also allows them to survive in cases when giant ants would be exterminated, as they quickly set up new colonies 10 to 50 miles away.
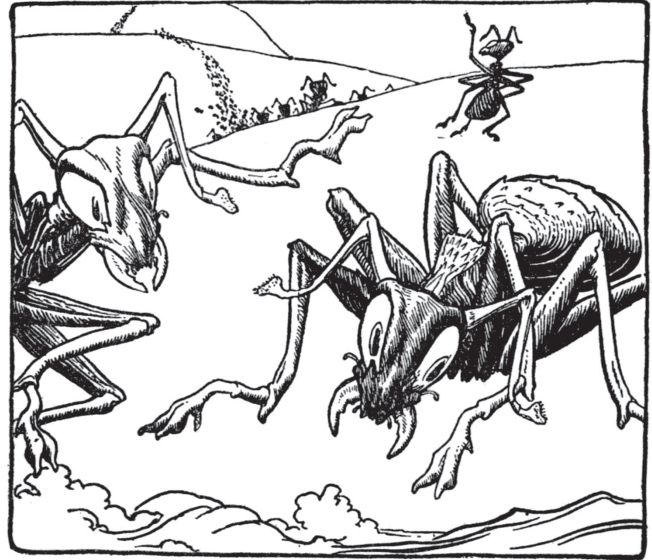
A close cousin has the ability to produce silk that acts like a gill. It has taken to the water and swims with its telekinesis. Other than having an increased ability to resist drowning (triple standard time), they are identical to normal Dekodecs.

Mutations: *aberrant form (extra body parts), density alteration (others), gigantism, increased sense (smell, touch), psionic flight.*

Age (Months)	Hit Dice	Notes
0-2	3	Bite does d6
3-5	4	Gains *aberrant form* (natural attack), horns do d8 points of damage
6-8	5	Bite does d8, horns do d12, AC decreases to 4
9-11	6	Gains caustic spit, gains *bizzare appearance*
12-15	7	Bite does d10, horn does 3d4+2, gains telekinetic attack
16	N/A	Dead from natural causes

WISDOM FROM THE WASTELANDS

By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

Like magical weapons in fantasy games, high technology firearms are treasures that adventurers seek out with great eagerness in the post-apocalyptic world. No matter how cool a weapon is, however, players will always be looking for something better to use against the many hazards that populate the science fantasy post-apocalyptic wastes, and this third issue of *Wisdom from the Wastelands* is devoted to new toys that Game Masters can use to reward — or punish — their players. Several of the new weapons presented herein have the option of different types of ammunition, to add even more variety to a GM's game.

This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The rules contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).

Flamer

The flamer is a weapon that was created more as a terror weapon than one to be used commonly on the battlefield. Just about everything is afraid of fire, and that is exactly what the flamer is: a weapon that projects fire.

When flamers were first introduced in the early 20th century, they were almost as dangerous to their wielders as to the enemy. The user had to carry on his back a heavy fuel tank, which was vulnerable to stray rounds and could blow up, and used what was essentially a long gun with a nozzle to spray an area with fire.

In the decades before the Ancients' final apocalypse, flamers had become quite refined and a great deal smaller than they had been in the early years. New chemicals had been created that burned hotter and longer than any of the old-fashioned napalm weapons. Still, many modern military officers balked at using the weapons because they were so universally inhumane; many weapons could kill instantly, but a flamer would burn and cause horrible pain to a victim.

The most common flamer used was a rifle-like weapon that had a small tank attached where a magazine would normally go. The tank was heavily armored and the contents were under extremely high pressure, giving such weapons a surprisingly number of charges before their tanks had to be changed. Smaller weapons were also produced, essentially one-handed pistols, as well as larger versions that could be mounted on vehicles or powered armor.

Flamers are area-of-effect weapons, and any targets caught in their cones of fire have a chance of being hit. When using a flamer, the wielder must choose a target and make a roll to hit it. Any other targets within the area of effect are allowed a saving throw against energy to avoid the effects of the weapon; success means that they will not be hit and failure means that the wielder has a chance to hit them and can roll a normal attack against them.

All flame weapons inflict an initial amount of damage and will then continue to burn for several rounds thereafter, based on the type of flamer in question. Water will not put out the fire, but modern fire extinguishers as well as extreme cold will. As each round passes, the fire will continue to burn but at only half damage, rounded down. So, for example, if the initial damage was 5d6 and 22 points of damage was rolled, the target would take 11 points of damage the second round, 5 points the third, and 2 points the fourth. Any items carried by the target must save against the damage done by the fire or take 1d3 condition levels of damage (*see the Mutant Future core book or the first issue of this publication for more information about Condition Grades*).

Flamer Table

Weapon	Damage	Trigger Type	Range	Maximum Width	Weight	Shots	Burn Life
Flamer Pistol	5d6 + special	Normal	25'	10'	5 lbs.	4	1d4 rounds
Flamer Rifle	8d6 + special	Normal	50'	15'	15 lbs.	12	1d6 rounds
Flamer Support Weapon	8d6 + special	Normal	75'	20'	35 lbs.	50	1d10 rounds

Wounds caused by this weapon tend to leave hideous scars, and anyone who has sustained more than 50% of their hit points in damage from a flamer must make a save versus death or permanently lose 1d3 points of charisma.

Also, wounds caused by the flamer take significantly longer to heal and, as a result, the natural healing rate is cut in half when it comes to healing the damage sustained from such a weapon.

Micro-Missile Gun

The original concept of this weapon was the gyrojet, a handgun or rifle that instead of firing a bullet that would fire a tiny rocket or guided missile. Over the centuries, this concept was refined to a point that the weapon could fire bullet-sized missiles at targets with a great deal of accuracy. The rounds themselves also evolved so that they could carry a variety of warheads and even different methods of aiming and tracking targets.

Such weapons appear to be standard handguns and rifles, and several different versions were designed and commonly found not only on the battlefield but also in the hands of hunters, security, and police personnel across the globe.

Each weapon is powered by a single power cell, which keeps the targeting computer functional, and the individual rounds have their own internal power sources and propellants.

Micro-Missile Gun Table

Weapon	Trigger Type	Range	Weight	Magazine Capacity
MM Pistol	Normal	300'/600'	3 lbs.	8
MM Hunting Rifle	Normal	750'/1500'	7 lbs.	6
MM Assault Rifle	Automatic	500'/1000'	10 lbs.	25
MM Sniper Rifle	Normal	2,000'/4,000'	8 lbs.	5
MM Squad Support Weapon	Rapid Fire	500'/1000'	22 lbs.	200

Ammunition with differing effects is available for micro-missile guns and each inflicts its own sort of damage. If a round misses, it will continue to fly to the maximum range, where it will hit the ground and then detonate if appropriate, possibly affecting anything within its radius of effect. An explosive, gas, or cryo round can also be fired into a wall or other barrier, in which case it will detonate and affect any targets within its radius of effect (and allowing them all a saving throw against it).

Targeting systems of various sorts are available for individual micro-missiles and are described on their own chart.

Micro-Missile Ammunition Table

Ammunition Type	Damage	Special
Solid	5d6	The standard round, essentially a "dummy" missile that can only use a Computer Assisted targeting system (*see below*). Anything hit by this weapon must also make a save versus stun or become stunned for 1d6 rounds from the sheer kinetic impact the round possesses.
Armor Piercing	6d6	The round is designed to penetrate heavy armor and, as such, gains a bonus of +2 to hit any AC of 4 or better. It is slightly less effective against unarmored targets, however, doing only 75% damage (AC 5 or worse).
Explosive	5d6	The explosive radius is 20' and those caught in the blast are allowed a save versus energy for half damage.
Fragmenting	3d6	Damage is doubled when used against unarmored targets (including natural armor, fur, and the like). Damage against armored targets is normal.
Gas	1d6	The round produces a gas cloud in a radius of 30' The cloud can be any type of toxin, poison, or even simple obscuring.

Hollow	3d6	The round can be filled with various toxins or poisons.
Hollow Point	6d6	The round is designed to shatter on impact, which is devastating against unarmored targets (AC 5 or worse) but only does 25% damage against armored targets (AC 4 or better).
Incendiary	5d6	Target must save versus energy or catch fire, taking 3d6 points of thermal damage per round for 2d4 rounds. All items carried by target must save or take 1d3 condition levels of damage (*see Issue #1 of this publication or the Mutant Future core book for more information*).
Cryo	5d6	The round explodes in a 15' radius and everything in that area must save versus energy for half damage. Anyone who takes such freezing damage must make another save versus death or gain the slow mutant mutation effect for 2d4 rounds. Plastic items must make a save or suffer 1d3 condition levels of damage (*see Issue #1 of this publication or the Mutant Future core book for more information*).

Micro-Missile Targeting System Table

Targeting System	Bonus to Hit	Special
Computer-Assisted	+1	The standard targeting module included in all rounds, controlled by the weapon's onboard computer
Gene-Seeking	+5	A sample of a specific target's DNA must be entered into the weapon's processor, which is accomplished by putting a drop of blood or other organic matter into a tiny receptacle in the weapon (a special feature that not all guns have). Once this is done, the weapon needs three rounds to encode the tracking information into the projectile. It is by far the most accurate targeting mode available and was used almost exclusively by assassins.
Thermal	+2	Negates any penalties to hit for smoke or fog, but only works on targets with a thermal signature (the GM can increase the bonus depending on how hot the target is). The bonus is lost on any cold target. Any significant source of heat near the target or between it and the shooter, such as a fire, will negate the benefits of such ammunition.
Magnetic	+2	The round is specifically designed to home in on ferrous material and, as such, gains a +2 bonus to hit when targeting metallic objects. The bonus is lost against non-metallic targets.
Imaging Lock	+3	The gun must take a single round to place an image into the round. After this has been accomplished, the round will then actively seek the target based on its image. This can be defeated by smoke or other methods of obscuring and, in such a case, the bonus to hit is lost.

Nerve Ripper

This type of weapon produces a powerful electrical discharge that appears to be a nearly-invisible line of jagged lightning. Such weapons are distinguished by short, stubby barrels set with three prongs are spaced in a triangle. There are just three classes of this weapon, holdout, pistol, and rifle, and the range of all of them is extremely limited.

When one of these weapons hits it first causes electrical damage, after which the target must save vs. energy attacks or suffer from exceptionally painful neural signals that make it feel as if its nerves are being torn apart. If the save succeeds, the target suffers a –1 to hit and saves and +1 to Armor Class for 1d6 rounds. If the save fails, the target is paralyzed for 1d6 minutes and is incapable of acting due to the extreme agony it suffers during this period of time, after which it suffers a –1 to hit and saves and +1 to Armor Class for 1d6 hours.

Robotic units are not immune to these effects, which cause damage to their internal circuits and are subject to the same effects as if they were organic creatures.
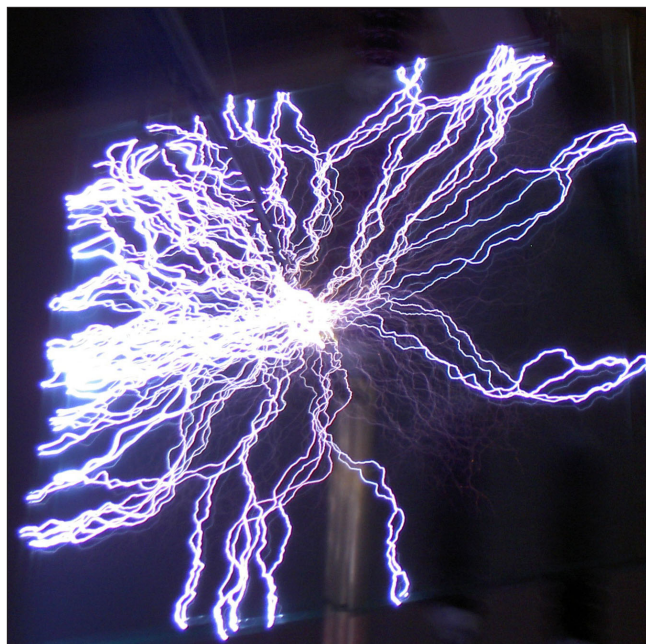
Nerve Ripper Table

Weapon	Damage	Trigger Type	Range	Weight	Power Source	Charges
Nerve Ripper Holdout	1d6 + special	Normal	10'	1 lb.	Power Cell	2
Nerve Ripper Pistol	2d6 + special	Normal	10'	3 lb.	Power Clip	6
Nerve Ripper Rifle	4d6 + special	Normal	25'	7 lb.	Power Clip or Beltpack	10 or 25

Rail Gun

First used during the 21ˢᵗ century primarily as ship-mounted defensive weapons for destroying incoming enemy missiles and fighter jets, rail guns were soon adapted for use by ground forces as support weapons. By using a powerful electrical current along a pair of "rails," a weapon of this sort creates a magnetic field that it uses to propel a projectile.

Rail guns have an extremely long range and were used widely by various military factions because of their relatively cheap ammunition and the powerful punch they packed. Near the end of the Ancient era, the latest models of rail gun had been shrunk in size so that they could be effectively carried by an individual soldier, although they were still more typically found on armored vehicles, robotic units, or powered armor.

The most common version used was a long-range sniper rifle, followed by a six-barreled squad support weapon that looks like a fat-barreled Gatling gun and can be effectively fired twice per round, and a pistol version that was in the experimental stages when the end came.

Such weapons consume power very quickly and the battery life column indicates how many shots a power source will be able to provide the energy for.

Rail Gun Table

Weapon	Damage	TriggerType	Range	Weight	Power Source	Charges
RG Sniper Rifle	6d6	Normal	2000'/ 4000'	15 lbs.	Beltpack or Backpack	25 or 50
RG Support Weapon	4d6	Rapid Fire	1500'/ 3000'	40 lbs.	Backpack	100
RG Pistol	2d6	Normal	500'/1000'	2 lbs.	Power clip	4

Although standard rail gun ammunition is very cheap to produce, several variants have been created, including depleted uranium core, explosive, steel, and tungsten.

Depleted uranium core rounds are extremely heavy and suffer the greatest reduction in range but do far greater damage than normal and have the effect of contaminating the target and anything within 10' of it with class 3 radiation. This radiation has a very short half-life and will expire in 24 hours.

Explosive rounds have slightly reduced range and damage but can injure targets within 15' of the target.

Steel rounds have a slightly increased range but are not as effective against heavily-armored targets.

Tungsten rounds have a greater kinetic impact when they hit, doing additional damage.

Rail Gun Ammunition Table

Type	Range Modifier	Effect
Depleted Uranium Core	-50%	Regular damage against heavy armor, +25% damage against light armor, plus radiation effect.
Explosive	-25%	- 25% damage, but causes it in a 15' radius burst.
Steel	+25%	-25% damage against heavy armor.
Tungsten	None	Regular damage against heavy armor, +1 per die of damage against lightly armored or unarmored targets (AC 5 or worse).

Sliver Caster

Sliver casters are a type of anti-personnel weapon that use flechettes similar to those sometimes fired from shotguns and cannons and use magnets to project tiny slivers of metal. These sorts of weapons were, in fact, fairly cheap to produce and the ammunition was easy to come by and were quite popular with civilians for hunting and pest control.

Against plastic or harder material, sliver casters weapons have little to no effect but against unprotected or lightly-protected flesh, and even certain types of ballistic weave, they can be devastating. As a result, many militaries adopted assault versions of this weapon and used them against poorly-

equipped enemies.

The most common versions available were small "room broom" shotguns, hunting rifles, and assault rifles. These weapons have a far greater range than traditional pellet or slug shotguns. The usual rules for shotguns apply to the sliver shotgun.

Most sliver ammunition was traditional steel but hollow, shattering, and hardened versions were also available.

When used against unprotected or lightly-protected flesh (e.g., no armor, clothing, leathers, scales, heavy hides), the damage will be increased by +1 per die of damage. This can increase depending on the type of ammunition used as well.

Sliver Shotguns inflict 6d4 points of damage to a target in their normal range and 2d4 to those at up to maximum range.

Sliver Caster Table

Weapon	Damage	Trigger Type	Range	Weight	Battery	Magazine Capacity	Power Source
Sliver Shotgun	6d4/2d4	Normal	100'/200'	12 lbs.	Beltpack/Backpack	6	Pack
Sliver Hunting Rifle	4d4	Normal	1,000'/2,000'	18 lbs.	Backpack	15	Clip
Sliver Assault Rifle	4d4	Automatic	900'/1,800'	15 lbs.	Power Clip	30	Clip

Metal slivers are the standard type of ammunition used by these weapons.

Shatter slivers are made from a brittle alloy and when they come into contact with any surface shatter into small fragments that rip and tear through flesh, causing excessive damage. This type of sliver is completely ineffective against any type of armor.

Hardened slivers were developed to be used against targets in plastic or heavier types of armor. Although not as effective as slug rounds or even energy weapons, hardened slivers can still inflict some damage against armored targets.

Hollow slivers are slightly larger and heavier than the usual type of ammunition but have been designed in such a way as to be able to inject a drug or poison into the target. Such ammunition is completely ineffectual against any type of armor and even some heavier types of hides (creatures with a natural AC of 4 or better are immune).

Sliver Caster Ammunition Table

Type	Range Modifier	Effect
Metal	None	-75% damage versus plastic armor (round down), no effect against metal armor.
Shatter	None	No effect against plastic or heavier armor, +100% against flesh, +50% against heavy hide, scales, etc.
Hardened	None	-25% damage versus plastic armor, -50% damage versus metal or harder armor.
Hollow	-25%	No effect against armor heavier than hide (use natural armor mutation as a guideline), but can be filled with poison or toxins. +50% damage against flesh or unprotected targets.

Scrambler

Scramblers were created to subdue robotic units, as many companies did not want their valuable equipment destroyed and quite often the police and military wanted intact robots for study, as evidence, and so forth.

Such weapons work by temporarily scrambling the CPU and electronic circuits of a robot and putting the machine into a "shutdown" mode. The weapon does cause some damage to the unit in question and this cannot be avoided.

Any robot, android, replicant, or the like that is hit must make a save versus stun or be shut down for 1d8 rounds.

Scramblers come in three forms: pistol, rifle, and grenade. Unlike regular grenades, which are destroyed upon use, scrambler grenades can be used over and over and only require replacing the spent power cell.

Scramblers can be used on non-robotic units and will inflict the damage listed, but will not cause the stun effects.

Scrambler Table

Weapon	Damage	TriggerType	Range	Weight	Power Source	Charges
Pistol	1d4, stun	Normal	150'/300'	2 lbs.	Power Clip	10
Rifle	2d4. stun	Automatic	300'/600'	7 lbs.	Power Clip/Belt Pack/Back Pack	10/25/50
Grenade	4d4, stun	N/A	30' Radius	1 lbs.	Power Clip	4

OPEN GAME LICENSE VERSION 1.0A

By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

Even though some post-apocalyptic game worlds have only allowed Humans, mutants, mutant plants, and animals as characters, there has always been room to expand upon this. *Mutant Future* did an admirable job by introducing androids and other similarly "created" races but not enough to please many players and game masters. With that in mind, this issue of *Wisdom from the Wastelands* contains seven new "races" for players and GMs to use in their campaigns. Two are essentially mirror images of one another, while another brings in a group that was completely missed in the *Mutant Future* game.

These are general guidelines and are as such subject to the whims and moods of the GM. The GM can use as many or as few of the races presented here, as they stand or with his own modifications. Rules for dealing with robots are also included at the end of the article.

This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The rules contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).

Ancients

Whether through being caught in a bizarre time warp, being in suspended animation during the apocalypse, or dumb luck, there are members of the Ancient people who have found themselves in the mutant future. There are always players who want to play Ancients and this will give them a chance to do so.

Ancients are, for the most part, pure Humans. The pure Humans of the *Mutant Future* game, however, are the descendants of the Ancients and, even though they do not have mutations, benefit from the genetic modifications that made the Ancients the undisputed masters of the world before it came crashing down around them.

Ancients do have several advantages over pure Humans but also suffer from distinct drawbacks as well.

When a GM allows a player to use an Ancient, they should come up with a good background story as to why and how the character is now in the radioactive future. Depending on how well the background is written up, the GM may award the player with a couple of technological items (but should be careful when doing so!).

Also, there is no reason that a player should not have

knowledge of what the world was like before the apocalypse. The GM and player should work together in helping "flesh out" the world of the past. Just because the character has certain memories and knowledge of the way things were before, however, does not mean this has to have a major impact on the campaign world. While the character might know the layout of a city like the back of his hand, for example, it will not help him much if that same city is nothing more than a huge crater whose glow can be seen for hundreds of miles even during the daytime!

Appearance: Ancients are pure Humans. They are generally taller, fitter, and more attractive than even those who have come from a long line of pure Human descendants.

Ancients never have to worry about AI recognition. If the GM allows, a player may opt to have an Exotic look for his Ancient (*see below*). If that is the case, the player is not allowed to take any extra "mutations" (*see below*).

Hit Dice: 1d8 per point of Constitution.

Mutations: Ancients are allowed to take 1d3 non-defect physical mutations, subject to approval by the GM. These are not actually mutations per se but are instead cyberware or "inserts" that give their users an edge. Radical mutations should not, in any event, be allowed. Ancients cannot gain mutations throughout the game, with the exception of certain drugs, technological devices, or parasite mutations.

Note that the cyberware or inserts can be harmed by certain types of attacks, such as EMP, electrical, or energy. The GM will have to decide if and when the enhancements are subject to attacks and if they can be repaired.

Statistic Modifiers: Like Pure Humans, Ancients are granted a bonus of +3 to Charisma, Intelligence and Constitution (although the Constitution score cannot exceed 18).

Bonuses/Drawbacks: Ancients do have several advantages that separate them from the rest of the world. First, they are familiar with technology and, when attempting to figure out an artifact, they gain a 30% bonus. Not every Ancient was a technician however, and they they this do not gain any bonuses to repairing technology. Also, because medical healing drugs were tailor-made for them, they gain a +2 per dice bonus whenever they use any artifact drug or equipment that heals.

The downside is that, unlike their descendants, they have not grown up in a world that is filled with all manner of toxins and mutated diseases. As a result, they suffer a -4 to saving throws versus poisons and diseases and take +1 per dice extra damage from the effects of these.

Aquatics

An offshoot of Exotics (*see below*), Aquatics are Humans that have been genetically modified to thrive in watery environments. Unlike Exotics, who often have issues with AI recognition, robots, androids, and artificial intelligences recognize Aquatics as being Human and not as some strangely-shaped animals.

There are a couple of sub-varieties of the Aquatics, with several actually taking on a more bizarre or exotic appearance. The main two varieties, however, are those adapted to living and working in tropical and sub-tropical conditions, while a third variety was designed to live in temperate or even colder-water conditions.

Appearance: The only really visible differences in appearance between most Aqautics and normal Humans in their gills, which can be conveniently covered by a collar, and webbing between their fingers and toes.

In addition to gills, both the tropical and subtropical varieties have fingers and toes are slightly longer than most Humans, typically being about an inch lengthier, and these are fully webbed. Both these subspecies also have clear nictitating membranes that can cover the eyes and provide protection from the harsh water conditions that they encounter.

The third variety of Aquatics have a far more exotic appearance that can include blue skin or even scales, shark-like skin, or fur. Some even go as far as having natural weapons grafted into their genome, giving them deadly shark-like teeth or natural claws. This variety of Aquatic is subject to AI recognition, depending on just how obvious the change in appearance is.

Hit dice: 1d8 per point of Constitution. They are limited to a maximum of 18 Constitution.

Mutations: All variants gain *aberrant form (xenomorphism — webbed fingers and toes, nictitating membrane, gills)*. For those who choose to go exotic, the GM can allow up to two physical mutations that are for the most part cosmetic, *bizarre appearance* being the most common by far, with fur, *natural weapons* (although no toxic weapons), and *echolocation* being allowed. As usual, the GM has the final say in whatever mutations are taken by the player. Mental mutations are not allowed.

Movement: These mutants are natural-born swimmers and gain the swim movement trait 120' (40'). This is in addition to their regular movement rate.

Statistic modifiers: Physically, Aquatics are a little heartier than other Pure Humans and as such gain a +2 to their Constitution scores.

Body Masters

Mutants often outnumber the number of Humans and Pure Humans by a significant factor. With each generation that passes, some of these mutants further deviate from the human genome. Many of these mutants have begun specific breeding practices, trying to cull out drawbacks and undesirable traits.

Body Masters are an offshoot of the mutant Human race that has concentrated on breeding out mental mutations. They find that these mutations are a weakness and that only perfection of the body matters. The result is that they have far more physical mutations compared to mental mutations, and that their physical attributes tend to be higher than their mental attributes. Also, Body Masters are heartier when it comes to resisting physical damage, poisons, and disease.

Note that Body Masters are subject to AI recognition

Note that Body Masters are subject to AI recognition (*see below*), if that optional rule is used.

Appearance: Body Masters appear as Humans, but obvious physical mutations will set them apart from the rest of Humans and Pure Humans. Appearance varies greatly from individual-to-individual.

Hit Dice: 1d6 per point of Constitution.

Mutations: Body masters begin the game with 2d4 physical mutations and 1d4-2 mental mutations. Due to careful breeding, Body Masters have managed to do an admirable job of removing genetic drawbacks from their genome. As a result, when a drawback is rolled, the player is allowed a second roll, with a modifier equal to double the character's Constitution score subtracted from the roll, giving them a slight bonus to avoid gaining a defect.

For example, say a character has a Constitution score of 16. He rolls a 98 and thus would gain the *slow* mutant drawback. The GM has the character re-roll the mutation and this time he rolls a 68. The character subtracts 32 from the roll, making that 68 a 36 instead, giving the mutant *night vision* instead.

This reduces the number of drawback mutations the character will gain. This also applies when the character gains new mutations through game play. Note, however, that such characters still have an equal chance of gaining a mental mutation.

Statistic Modifiers: When the character is generated, the player is allowed to modify its physical attributes by up to 2 points each, but for whatever attributes they modify in this manner they must drop a mental statistic by the same amount. For example, say a character rolls 12 for strength, 9 for Constitution, and 14 for Dexterity. The player decides that he wishes to increase the character's Constitution and Dexterity by 2 points each, and must then must reduce two of the three mental statistics.

Saving throws: Body Masters gain a +2 bonus to saves against poison, disease, and radiation, but suffer a -2 penalty to saves against death, stun and energy attacks.

Exotics

Before the final wars destroyed civilization, many of the richer nations' populations enjoyed the opportunity for body sculpting and a large subculture existed in which people would undergo permanent changes to their physical appearance (although they still retained their status as Pure Humans).

These exotics would often take the form of "furries" or even fantasy creatures that were popular in the "pop culture" of the time.

Because these physical changes were done at a genetic level, and the genes were made to be dominant, they were passed down from parent to offspring. As a result, there are many "exotics" in the world that, even though they might appear to be mutants, are in fact Pure Humans.

Like Pure Humans, Exotics cannot gain mutations throughout gameplay.

The drawback is that they do have deal with robot recognition.

Appearance: The appearance of Exotics runs the entire gamut and can include anything from having deep blue skin, to fur, to scales, and even natural weapons or strange eyes. The physical appearance is entirely up to the player.

Hit Dice: 1d8 per point of Constitution, although they are limited to a maximum of 18 Constitution.

Mutations: Up to four physical mutations that are for the most part cosmetic, with *bizarre appearance* being the most common by far. Fur and *natural weapons* (although no toxic weapons), are allowed. The GM has the final say in whatever mutations are taken by the player. Mental mutations are not allowed.

Statistic modifiers: None.

Yamavu/Wikimedia Commons

Humans, Regular

No one knows why or how — maybe they are missing some important genetic trait that was common in most pre-war humanity — but, if it was not for Regular Humans, mutated Humans would not exist.

Pure Humans were the "elite" of the human race. They had undergone extensive genetic modification to ensure that there was no chance of genetic mutation slipping into and corrupting the genome. This was done at the genetic level and, as such, the traits were passed down to their Pure Human offspring.

When the final wars nearly destroyed the planet, the majority of humanity in developed nations was of this Pure Human stock. Regular humans were still common in many of the poorer countries, however, and were still found doing menial labor and other such jobs in the richer countries.

Regular Humans function like Pure Humans in nearly every way and can benefit from medical equipment and drugs, as well as full AI recognition (*see below*). The difference is that they can be mutated when exposed to radiation or mutagenic toxins.

Appearance: Humans look like modern people.

Hit Dice: 1d8 per point of Constitution until a mutation is gained, then the hit dice drop to 1d6 (and a subsequent drop in hit points of 1 per point of Constitution occurs). Their Constitution score is limited to 18 as well.

Mutations: None (*but mutations can be gained through play; see above*).

Statistic modifiers: Regular Humans receive a +1 bonus to Charisma, Intelligence, and Constitution
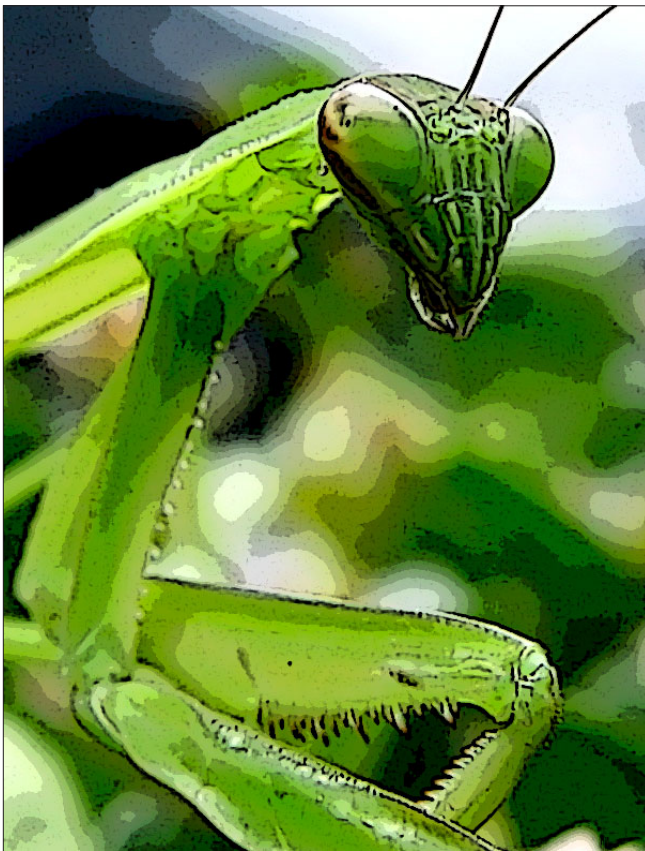
Insectoids

Insects outnumber all life on Earth, other than plants, by an uncounted factor. Even though many species were wiped out during the apocalypse, many more survived and, due to the fact that most insects have a short lifespan (and short time between generations), many thrived and mutated in the radioactive and toxic wastes of the new world.

Because of the sheer number of insect life forms that cover the entire planet, there is no reason that they should not be used as player characters. When creating an Insectoid, the GM and the player need to work together to come up with the type of insect and any advantages or disadvantages it might have. This entry covers some generic advantages and disadvantages when it comes to playing a member of this "race" and covers other types of insects such as arachnids, centipedes, and the like. Essentially, anything that is creepy crawly.

An Insectoid is considered to be man-sized, although the GM can allow them to be bigger or smaller. Also take into account that the character should have a near-human lifespan (playing a bug that dies in 24 hours would not be all that much fun, after all).

Appearance: It's a bug! The player should decide what type of insect he is playing. All insects are subject to AI recognition if this option is used (*see below*).

Hit Dice: 1d6 per point of Constitution.

Mutations: 1d3 physical mutations and 1d4 mental mutations. The GM and player can choose two mutations from the following list of mutations that they will gain automatically: *aberrant form (natural weapon)*, *chameleon epidermis*, *complete wing development*, *natural armor*, *toxic weapon*.

Statistic Modifiers: Insectoids are immensely strong, but their intellect is quite strange to most of the other life forms on the planet. As a result, they gain a +3 bonus to Strength and a +2 bonus to Willpower (as their minds tend to be very alien), but a -3 to intelligence and charisma.

Save Modifiers: All insects gain a +3 bonus on saving throws against radiation.

Mind Masters

Mind Masters are an offshoot of the mutant Human race that has concentrated on gaining as many mental mutations as possible through breeding (just as Body Masters have done with physical mutations). They often seek out those with powerful minds to potentially add to their gene pool, increasing the mental powers with each generation. The result is that they have achieved superior intellect but often have weakened physiques, something that many Mind Masters consider to be a fair tradeoff.

The result of all this is that Mind Masters have far more mental mutations that physical mutations, and their mental attributes tend to be higher than their physical attributes. The drawback is that they are not as physically sturdy as other mutants, and as a result have fewer hit points and tend to have more difficulty in defending against natural toxins and the like, but have better resistances against mental

attacks, stun, and the like.

Appearance: Because most mental mutations do not alter the mutant's physical appearance, a great many of Mind Masters appear as Human or Pure Human. Those who do possess obvious physical mutations, however, are clearly marked as mutants.

Hit Dice: 1d4 per point of Constitution.

Mutations: Mind Masters begin the game with 2d4+2 mental mutations and 1d4-2 physical mutations. Due to careful breeding, Mind Masters have managed to do an admirable job of removing genetic drawbacks from their genome. As a result, when a drawback is rolled, the player is allowed a second roll, with a modifier equal to the characters Willpower score subtracted from the roll, giving them a slight bonus to avoid gaining a defect.

For example, say a character has a Willpower score of 16. He rolls an 86 and thus would gain the *atrophied cerebellum* drawback. The GM has the character re-roll the mutation and this time he rolls a 68. The character subtracts 16 from the roll, making that 68 a 52 instead, giving him *mental barrier* instead.

This reduces the number of drawback mutations the character will gain and also applies when the character gains new mutations through game play. Note, however, that they still have an equal chance of gaining mental mutations.

Statistic Modifiers: When the character is generated, the player is allowed to modify its physical attributes by up to 2 points each, but for whatever attributes he modifies in this manner he must drop a mental statistic by the same amount. For example, if a character rolls 12 for Willpower, 9 for Intelligence, and 14 for Charisma, the player may decide] that he wishes to increase their Willpower and Intelligence by 2 points each. The character then must reduce two of the three physical statistics.

Saving throws: Mind Masters gain a +2 bonus to saving throws against death, stun, and energy. They suffer, however, a -2 penalty to saves against poison, disease and radiation attacks.

Rules Option: AI Recognition

Programmed robots will generally speak to or acknowledge Humans. They will, however, ignore obvious non-Humans, considering them to be nothing more than pets, or possibly constructs, similar to themselves. This also applies to sentient plants and full animals.

Of course, unless a character is carrying ID that a robot will recognize and acknowledge, the robot will not follow any orders given to it, but may speak to the character (if capable of doing so), answer questions, etc.

Robots or installations with AI capability will be able to interact with mutant Humans, plants, animals, and the like and will be able to determine the sentience of such a creature. They might, however, treat mutants or other non-Humans with disdain, perhaps as if they are little more than curiosities. Of course, a mutant carrying a proper identification will be obeyed, no matter what the robot thinks.

To determine if a robotic unit will interact with a mutant

character, roll 2d6. A Pure Human will always be recognized, but each obvious mutation reduces the chance of recognition. The modifier is based on the mutation itself:

AI Recognition Table

Mutation	Modifier
Aberrant Form	+4
Chameleon Epidermis	+1
Complete Wing Development	+4
Dermal Poison Slime	+1
Dual Headed	+4
Dwarfism	+1
Gigantism	+2
Natural Armor	+3
Prehensile Tail	+1
Spiny Growth	+2
Toxic Weapon	+2
Albinism (drawback)	+1
Bizarre Appearance	+1 to +4
Simian Deformity	+4

If the roll is less than or equal to the robot recognition target number then the AI will respond to the character in a desirable way. For example, because a character with *albinism* has a +1 to the roll, it would have to roll an 11 or less for the robot to treat it as Human. And if a character has the *dual headed* mutation (+4) and a *prehensile tail* (+1), it would have to roll six or less on 2d6 to be treated as Human.

If the roll fails, the robot will ignore the character, unless the character attacks it, then the robot will defend itself or attempt to summon aid.

Note that a roll is not required if the character presents the correct identification card.

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WISDOM FROM THE WASTELANDS

By Derek Holland and the Skirmisher Game Development Group

With the huge variety of life, domesticated creatures in *Mutant Future* come in all shapes and sizes. Some are harmless, some are inherently dangerous, and some become so when they are not tended and become feral. This issue of *Wisdom from the Wastelands* contains 10 new creatures that the people of the post-apocalyptic wastes have relationships with and make use of in various ways.

This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The material contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).

Big Tooth

No. Enc.:	d6 (d6)
Alignment:	Neutral
Movement:	90' (30')
	Swim 120' (40')
Armor Class:	4
Hit Dice:	28
Attacks:	2 (flippers)
Damage:	4d6/4d6
Save:	L14
Morale:	8
Hoard Class:	Special

Big Teeth are massive walruses found in temperate and arctic waters. They grow to 80' long and to as much as 20 tons, so large that nomadic people occasionally live in their honeycombed tusks (some seal their homes against the water, while amphibious or gilled tenants allow the water to wash through the tusks). Wild Big Teeth feed on benthos, creatures living on or in the sea bottom, such as shrimp, crabs, worms, coral, and bivalve mollusks, with giant clams being a favorite. Masters can control their tamed Big Teeth with food, but some do not try and simply go along for the ride, using their big teeth as cheap transportation and effective protec. tion.

Mutations: *aberrant form, gigantism, natural armor.*

Dangling Gourds

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	Fly 240' (80')
Armor Class:	7
Hit Dice:	25
Attacks: Special (seeds)	
Damage:	6d6
Save:	L12
Morale:	12
Hoard Class:	None

Dangling Gourds are 400-500' diameter vine masses that normally float a half mile above the ground. They drop to

lower altitudes (100' or so) when releasing their seeds, which are surrounded by *explosive fruit*. The explosives kill plants that might prevent the seeds from germinating and anything caught in the barrage takes 6d6 points of damage every round for the five rounds fruit are dropped (save versus energy attacks for half damage). After a few weeks, the seedlings hatch, take to the air, and merge into their own masses — or join existing masses if adult gourds are near the liftoff point. When the gourds descend, people have been known to fly or jump up into the masses, finding relatively safe housing or passage as long as they can avoid the inedible, *explosive fruit* during a bombardment. A dangling gourd can cover hundreds of miles between fruitings (which happen throughout the growing season, depending on latitude and climate), and can carry a few hundred normal-sized humans. Some peoples have tried domesticating Dangling Gourds, a lengthy process that entails shaping the plants, using artifacts or mutations to ameliorate the fruit's explosive nature, and crossbreeding with the hope that desirable traits will emerge; as the mass's composing vines are replaced or converted, the plants gradually become what the gardeners want or need. This has resulted in scores of cultivars and even new species, as each domesticating race would desire something completely different.

Mutations: *abnormal size, flight (plant), grenade-like fruit, +d4 plant mutations.*

Hydrorose

No. Enc.	0 (3d8)
Alignment:	Neutral
Movement:	0'
Armor Class:	5
Hit Dice:	7
Attacks:	1 (prickles)
Damage:	3d4
Save:	L4
Morale:	10
Hoard Class:	VII

Hydro-plants were created by the Ancients to provide clean

sources of water almost anywhere on the planet, filtering it from the soil. There was a huge variety before the cataclysm, and people ensured that many of these precious plants survived to the current day. Hydroroses are nearly-feral patches that cover 10-20' diameter areas. If tended weekly, each plant produce five gallons of water a day during the growing season and 10 pounds of edible fruit (rose hips) in mid-summer. If not trimmed for more than a week, the plants animate and attack anything that comes within 10' of them, whipping the victims with stems covered in spike-sized prickles. The only solution to this problem is cutting the rose to the ground and then tending the resulting sprout with more care.

Mutations: *natural armor (plants), natural vegetal weapon, special.*

Jellybird

No. Enc.:	5d6 (10d10)
Alignment:	Neutral
Movement:	10' (3')
	Fly 120' (40')
Armor Class:	7
Hit Dice:	1/2
Attacks:	1 (impact)
Damage:	d6
Save:	L0
Morale:	5
Hoard Class:	None

These strange mutant sparrows look similar to their stock species — four inches tall and dark brown with white markings — but, unlike the predecessors, Jellybirds have skeletons so soft the animals can survive crushing (but which do not protect them from being suffocated by compressive damage). People like raising them because the birds' bodies are completely edible, they reproduce in huge numbers (in captivity, a pair will have 10-20 young per brood), and they are only mildly dangerous. Usually, the omnivorous adult

birds are given seeds, with chicks getting a higher protein diet of insects or offal bits. If a jellybird flock has not been fed for a couple days, however, the birds will go berserk (morale 12, gains the *quickness* mutation), slamming into anything remotely edible until they make a kill and eat.

Mutations: *aberrant form*, *quickness (variant)*.

Lemming Grass

No. Enc.:	Swarm
Alignment:	Neutral
Movement:	0'
	Seed 150' (50)
Armor Class:	8 (seed 6)
Hit Dice:	18
Attacks:	None (seed contact)
Damage:	None (seed 2d4)
Save:	L0 (seed L4)
Morale:	12
Hoard Class:	None

Lemming Grass is a dream come true for carnivores: a grain with kernels that are effectively small rodents. When the mouse-sized seeds mature, they animate and swarm, searching for new planting areas. As long as the seeds can still move, carnivores can eat them. The seed swarms are

dangerous because they tend to strip all plant life from where they will plant themselves. Any animals or robots caught in a swarm are also torn apart. Fortunately for plantlife, the lemming grass seeds are only active for two weeks in the spring. Meat eaters can pickle the animated seeds and extend their use for a few months. Intelligent carnivores are trying to breed strains with shorter lifespans (for multiple crops per year) and more seed production.

Mutations: *animate seed, animal parts or organs*.

Monitor Serpent

No. Enc.:	d4 (d6)
Alignment:	Neutral
Movement:	90' (30')
	Swim 120' (40')
Armor Class:	5
Hit Dice:	6
Attacks:	1 (bite)
Damage:	d8
Save:	L3
Morale:	9
Hoard Class:	VI
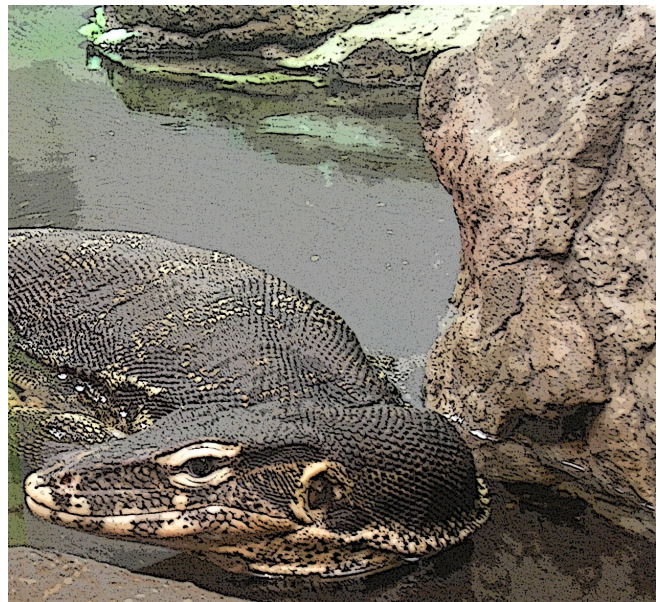
These 18' long, legless, mutant monitor lizards are dangerous but very important aquatic mounts for those who live near water. Besides *gills*, Monitor Serpents have organs that allow them to share oxygen with other creatures, which they normally use for keeping their young alive underwater (as hatchlings do not have gills until they six months old), but which others can use as well. A human rider can remain submerged until the animal falls asleep, but will then suffocate, because the serpents cannot extract sufficient extra oxygen while sleeping. Serpents with young overcome this by taking turns: one parent sleeps while the other tends the offspring. The animals are carnivores with large appetites and can detect prey and objects greater than five pounds within 50' using a lateral-line sense organ, similar to a fish's.

But domestic serpents are not allowed to forage because they tend to not return after hunting. Instead, people who keep them use the lizards as garbage disposals, feeding them the inedible parts of animal carcasses so scavengers do not catch the scent of blood and decay.

Mutations: *aberrant form (gills), gigantism, unique sense, special.*

Philly's Stone

No. Enc.:	0 (6d6)
Alignment:	Neutral
Movement:	0'
Armor Class:	1
Hit Dice:	12
Attacks:	Special
Damage:	Special
Save:	L8
Morale:	12
Hoard Class:	None

Resembling cacti or trees without branches, Philly's Stones are unusual among plants for their very high mineral content. This adaptation protects the plant so well that any physical weapon (melee or missile) used against it will break unless the wielder saves versus stun. Attacking creatures using natural weapons (i.e., claws, teeth) will likely snap them, losing the attribute until the body parts grow back and perhaps permanently. The Philly's Stone fruit is likewise protected until it matures, when the flesh becomes sweet and edible — but those who cultivate the plants generally use them more for protection than food. A village surrounded by a wall of these plants can more easily weather an attack because invaders' weapons will often shatter trying to destroy them. The stone-like plants are also used as obstacles in pit fighting, where gladiators try to trick or force one another into striking one and losing a weapon. Philly's Stones have no special

vulnerabilities and burn like wet plants and the best way to kill them is with radiation. These plants can not be harvested for building materials while alive but crumble over time after dying, making their remains useful as fertilizer but not much else.

Mutations: *special.*

Rana

No. Enc.:	d8 (4d6)
Alignment:	Neutral
Movement:	240' (80')
	Swim 150' (50')
Armor Class:	6
Hit Dice:	3
Attacks:	2 (claws)
Damage:	d4/d4
Save:	L2
Morale:	5
Hoard Class:	None

Ranas are giant frogs, the adults reaching about six feet long and a weight of 120 pounds. They have enlarged forelegs, the result of engineering meant to increase the amount of meat a single animal could provide. When they were mutated, Ranas gained size, claws, and (poor) chewing teeth. Consequently, Ranas do not bite prey or attack with a sticky tongue, but instead they tear food to bits before eating it. Rana keepers feed the frogs with giant insects, travelers, and criminals. Because they are frogs, Ranas need to breed in water. The tadpoles get up to eight feet long, including their tails, and some people prefer to eat these instead of mature ranas, as a pair of adults can produce scores of young. The adults are dangerous, fast, and too stupid to train. No one in their right mind would want to ride one these beasts, as the leaping would cause nausea, and the frogs would constantly try to eat their riders. People who raise them do so out of desperation or have access to mutations or artifacts that can control the frogs.

Mutations: *aberrant form (natural weapon), gigantism.*

Leafy Sandstone

No. Enc.:	0 (1)
Alignment:	Neutral
Movement:	0'
Armor Class:	4
Hit Dice:	15+
Attacks:	3+
Damage:	d8 each
Save:	L10
Morale:	12
Hoard Class:	XII

This vine grows in sand just under the surface. It has tiny leaves that emerge from the ground making it appear to be many small plants. Leafy Sandstone is carnivorous and, similarly to ant lions, uses pit traps to capture small animals, which are drained of blood and buried below the sandstone. For every five hit dice the plant has, there will be one pit with 10-foot-long, thorn-covered vines. The plant has become a major part of many desert and beach communities because it converts sand into sandstone; while the plant is alive, the stone remains strong and useful for construction. Homebuilders heap up piles of sand, seed them with the plants, and then excavate the interiors after an entire pile is converted to stone. Unfortunately, soon after the plant dies the stone starts to crumble. People with living houses may have to go far out of their way to ensure their home's integrity, and some even maintain herds of small animals to feed their homes.

Mutations: *alter soil consistency (new), natural vegetal weapon.*

Tarry Maple

No. Enc.:	0 (3d4)
Alignment:	Neutral
Movement:	0'
Armor Class:	4
Hit Dice:	24
Attacks:	3 (slams)
Damage:	d6

Save:	L18
Morale:	12
Hoard Class:	VII

Nasty predators that consume everything coming into contact with them, tarry maples have very soft and gooey surfaces infused with a class 6 poison. Any creature unfortunate enough to touch a maple is not only exposed to the toxin, but also must make an additional saving throw versus death or be drawn into the plant, taking 5d6 points of damage per round thereafter. Indigestible parts and items are forcibly expelled a few days later and thrown 20' to 50' from the trunk. The fallen leaves of the tarry maple are not only edible but also full of blood and mutants requiring blood to survive can drain these leaves as if they were animals. If attacked with ranged weapons or fire, the Tarry Maple can alter itself into a hard form that provides an armor class of -2 and takes half damage from fire and cold attacks. While in this form, the maple cannot absorb prey.

Mutations: *alter physical state (new), bud sport, toxic weapon, special.*

NEW MUTATIONS
Alter Physical State
The mutant can alter the physical state of matter without altering its temperature. For example, wood could be converted into a liquid form. One use allows one state change (i.e., solid to liquid, liquid to gas), and the mutant cannot turn a solid into a gas or a gas into a solid with a single use of this mutation. Alter physical state can be used three times per day and affects 50 pounds per use. Some GMs want to limit this to one substance (and in this case can use the chart for *alter atomic composition* at http://roll-d-infinity.blogspot.com/2011/02/closer-examination-of-mutation-alter.html).

Alter Soil Consistency
The plant produces chemicals that alter the density and strength of soil, from mud to sandstone. It can affect 50 pounds of material per day.

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WISDOM FROM THE WASTELANDS

Social-political groups were one element that brought a lot of fun into the original old school science-fantasy games. This issue presents several factions or alliances Mutant Lords can easily incorporate into their existing campaigns. There are no rules covering these organizations, and decisions regarding joining/recruitment, membership benefits, NPCs, group size, and home base locations are left up to the fertile imaginations of individual MLs. That said, however, each faction has a general outlook on life and some broad goals.

This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games' *Mutant Future* RPG in particular. The material contained herein are compatible with it and any others that use the "Basic" system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).

Gaian

This faction is made up entirely of aggressive, intelligent plants that believe in the complete primacy of green life. Gaians are at war — constant and total — against all other creatures.

Despite this view, Gaians do feel gratitude towards pure humans for their sciences and genetic experimentation, which hurried plant sentience by a million years. Scholars speculate that intelligent vegetation came from the same virus that created sentient animals, so the plants also have a lot in common with the other uplifted species in the post-apocalyptic world (*see the Uplifted faction, below, for more information*).

Unfortunately, the Gaians also learned the first life to ever gain a solid foothold on Earth (other than single cell organisms) was flora, which spread across nearly the entire surface of the planet. Fauna, or animal life, evolved much, much later. Because of this, Gaians believe the Earth rightfully belongs to them and only them. All other life, with the exception of some insects, and smaller animals useful in pollination, must be eradicated outright — or used for fertilizer.

The only reason this group has not become a serious threat is that it has so few members. Not all sentient plant life holds the same fanatical beliefs, and many intelligent plants simply scoff at the very idea of a planet ruled by vegetation. These beings might be content with their existence, or think in ways so alien they cannot understand what the Gaians plan for the world.

But Gaians also attack some of their own. Many plant species have mutated (or were genetically manipulated before the apocalypse) to include animal traits in their genomes, so they now have animal organs. To the Gaians, these hybrids are abominations and must be actively eradicated. As a result, the flora species are split even further.

Although a small faction, Gaians manifest powers that other sentient creatures find very disturbing.

First, the most advanced and mutated Gaians seem to be masters of genetic manipulation, able to change their own genetic code at a personal level, not just a generational level. These entities initially appear as one type of plant, with one set of abilities, but when encountered later they could have a new type of biological attack, or be immune to a formerly effective weapon. Sometimes, later versions might have new weaknesses, as the genetic remapping can go horribly wrong, and some sentient flora develop a fatal defects that kill them over a short period of time. But discovering new species of hostile, sentient plants in every single encounter greatly concerns the scholars of the wastelands.

There is also the fact that many weapons used against the plants will show up weeks or months later in organic plant form. There have been recent reports of Wastelanders successfully using weapons of the Ancients, such as laser rifles, against the Gaians. Trouble arose when these warriors encountered the Gaians again and discovered that the plant creatures had developed, or grown, weapons that worked exactly like laser rifles, but were made entirely of plant matter.

The Gaians also have the terrifying ability to control many insect species, especially those that fly. Worse yet, the plants also seem able to change the insects on a genetic level and monstrous mutant insects have been sighted working with the Gaians, giving the faction both an effective armored infantry corps and an air force.

Lastly, in recent encounters with the Gaians, the plants fielded a new biological agent, useable not only on the plants' natural weapons, but on any melee or ranged weapon they use (except firearms and energy weapons). This attack appears to affect any type of fauna but is utterly ineffective against other types of flora, even those plants that have animal organs or parts. This insidious weapon first takes over victims'

minds, and turns them into puppets of the Gaians, who frequently order them to immediately attack their former comrades. In other instances, the Gaians allow infected targets to return with their allies. Later, a second, physical, change takes place. It is uncertain how the Gaians are able to control this, but many scholars believe the process is based on a telepathic trigger; within 12 hours of returning home, each victim undergoes a complete and utterly irreversible transformation into a plant weapon-entity, telepathically linked to the Gaians and existing only to spread the metamorphosing infection. These new plant-entities are incredibly fast and usually armed with spikes and thorns, which can be used for both melee and ranged attacks. Worse, when these things are killed, they explode into toxic clouds that spread the infection to others nearby, creating even more living weapons.

There are three philosophical camps within the Gaian faction: Overlords, Returners, and Changers.

Overlords: This bloc believes sentient plant life should dominate the world and that destroying all other intelligent life is paramount. As mentioned above, lesser life would be allowed to flourish solely for nourishment and pollination. Overlords see pure humans' technology as a boon, one that will help them achieve their goal of a planet run by sentient plants. They cherish and save all knowledge that they discover, knowing that one day, when they have achieved their goals, that it will help them reach the stars.

Returners: Like the Overlords, this camp wants a plant-controlled world. Unlike them, however, Returners despise technology and everything it brings. Instead, they want to restore the planet to a "perfect state," where no trace of civilization need exist and the vestiges of mankind it should be absolutely eradicated. Once the world's sentient fauna has been dealt with, Returners intend to impose their will on the Overlords, ensuring mother Earth is returned to a pristine condition, where technology and civilization are nothing more than horrible memories.

Changers: This Gaian camp is responsible for the new biological weapons. Its members have the same outlook as the Overlords but, rather than simply eradicating all other sentient life, Changers will give animals the gift of Gaia and turn them from flesh-and-blood into vegetation but have them retain their intellect and knowledge. Changers do not see the need to eradicate all other intelligent life; instead, other life forms will ascend to a new level of existence and be brought into the Gaians' embrace.

If war should erupt between the three camps, the odds favor the Overlords and the Changers, which are not above using science and technology to help achieve their goals.

Legion

After the Final Wars' nuclear dust finally settled, and the last guns fell silent, miraculously, there were still soldiers who had survived. Most dispersed into the myriad of tiny surviving communities scattered across the blasted and twisted landscape and eventually faded into obscurity.

But some kept their weapons and maintained their

Rob Juszak

training and knew there would always be a need for them. Those who deserted their units, or those whose commanders and comrades vanished, somehow managed to find one another. Some of these encounters were brief and bloody, with one or both sides destroyed. But many survivors drew together, forming small units that would hire out their services for food, goods, companionship, or shelter.

Some of these bands would endure, and become Legion.

Although centuries passed since the final wars destroyed civilization, the Legion grew and became a political force across the wasteland. Loosely modeled after the ancient French Foreign Legion, the faction follows a similar precept: anyone who presents themselves at a Legion fortress, wishing to join, will not be turned away. Recruits who survive the often-fatal training will be brought into the Legion's fold and become part of the best fighting force found in the ruins of North America.

Enlistment is not restricted solely to warriors, as support staff are also needed. Technicians, workers, scavengers, and almost any other skill set is welcomed into the Legion, and usually no questions are asked. As a result, those fleeing from justice often try joining the Legion to escape pursuit. When the organization discovers it harbors a fugitive, a tribunal weighs the crimes committed against the skills, knowledge, or services the accused brought to the cause. If the individual is sufficiently valuable to the Legion, restitution may be made to the victim. Other times the accused is simply turned over with appropriate apologies to those seeking justice.

When restitution is paid, the legionnaire in question is expected to reimburse the faction. Typically for minor amounts, the soldier's pay is garnished but, for severe crimes, a legionnaire may be indentured to the Legion, a condition little better than slavery.

As an organization, the Legion is not beholden to any state, ruler, or political group, and is an entity unto itself that is loyal only to its legionnaires. Even those who hire the Legion gain loyalty only to a point, and the faction will not fight for despots or would-be dictators. When the Legion has discovered that it has been hired by groups with such aspirations, it has turned on its employers and destroyed them. This history has given the Legion a powerful reputation, one the group will fight to maintain at almost any cost. Should it be revealed a legionnaire acted dishonorably, that individual would suffer less with a quick suicide, as death at the hands of fellow legionnaires would be a long and pain-filled ordeal.

Even though most Legion personnel are pure humans and mutant humans, the faction has no bias against mutant animals, plants, or even artificially-constructed intelligences from joining the ranks. Units are always mixed, with legionnaires from all different genomes acting as a cohesive unit, due to strong *esprit de corps*. In the very rare event a legionnaire is unable to overcome some prejudice, the member is either transferred to another unit or, as a last resort, drummed out of the Legion entirely.

The Legion does contain several specialized detachments composed entirely of mutant humans, mutant animals, or

plants. These "Special Forces" units are considered the elite of the elite, with philosophical roots extending back to various organizations from across the globe and including SEALS, SAS, Spetsnaz, Rangers, and the like.

The Legion uses whatever weapons and equipment it can access. Some units are trained almost exclusively with primitive melee weapons, while others carry the most deadly technology ever deployed during the Final Wars. Each base also has units cross-trained with a variety of weapons. Additionally, the main Legion base (located on the great Atlantic shore of what was once called "Florida") is known to have the largest stock of functional military vehicles and aircraft on the continent.

Should someone have the cash and is not a budding tyrant, the Legion will fight for them.

Uplifted
Decades before the Final Wars destroyed civilization and reduced the survivors to little more than scattered tribes, the Ancients delved heavily into genetic engineering. This miracle (or, as some believed, curse) allowed the great thinkers to tinker not only with their own bodies but also to modify existing creatures and even create entirely new species.

Ancient myth claims a prolific 20th century writer first envisioned the idea of "uplifting" various animal species, so they had human-level or greater intelligence. Whether true or not, many nations experimented with creating intelligent animals and the first "uplifted" species was the bottlenose dolphin. Highly intelligent creatures even before modification, dolphins quickly gained the ability to speak, and some developed powerful mental abilities far beyond the wildest dreams of scientists who helped to "birth" this new sentient race.

Following this success, other species were modified: first the great apes, followed by more aquatic mammals, including other dolphins and whales. The Ancients did not stop there, however and, the more skilled they became at genetic manipulation, the more new species they uplifted.

Currently, scholars can only speculate whether the

intelligent animals alive today were created by the Ancients' genetic manipulation or through mutation induced by the many and varied weapons used during the Final Wars. In this knowledge gap, myth again rears its head. Scholars say that during the last days of the apocalypse scientists scattered across the warring nations unleashed a plague, whether of nanotech or biology it is not certain, and this pestilence was designed with the ability to modify the genetic structure of anything it encountered. Victims were unaware of this infection but any offspring were mutated beyond recognition.

There are some who believe this weapon was created to wipe out survivors by destroying the next generation. Others think the scientists were certain that no humans would survive the horrific final conflict and so wanted to ensure some form of intelligence would go on, in the form of uncontrolled uplifts. Either way, the end result is that there are thousands of intelligent animals species spread across the globe. These are collectively known as the Uplifted, although most humans and mutant humans consider them to be nothing more than animals. Even many intelligent animals do not consider themselves to be Uplifted and are content with the world and their place in it.

Of those who chose to actively engage with others, many have formed into several different factions, each with its own beliefs and goals, which often lead to conflict between the groups.

Orwellians: Adhering to the belief that all uplifts were created equal, this group feels animals are destined to rule

the world — although opinions differ on methodology. Hardline Orwellian ideologues believe all humans and mutant humans (except those with clearly animal traits) should be completely erased from the face of the planet. Fortunately, not all Orwellians share this view. Moderates agree humans should be conquered and treated as servants, slaves, or pets but not destroyed outright; after all, their forebears created the uplifted. Ultimately, the Orwellians simply want to seize control from those who were responsible for the planet's current condition.

Apes: This faction thinks true apes, including humans and mutant humans, should be the only uplifts allowed to survive, as other sentient animals are a threat to simian greatness. Members of the Ape faction believe humanity was the original uplifted species, created from ape stock by an ancient race of beings, and that it just took a little longer for humans to get around to uplifting their cousins.

Unlike Orwellians, Apes do not want to dominate the world and instead strive for a return to the pre-apocalypse order with humans in charge and all other uplifted species stripped of their intellect, relegated back to the status of simple animals.

Truebloods: Not all uplifted species were given human traits and many were solely modified to possess human-like intelligence. These sentient animals want little to do with the humans and other uplifted species. Instead, they live as their ancestors did — in the wild. The difference now is that many live together in packs or communities, instead of as loners or mated pairs.

Of all the uplifted factions, Truebloods are the least frequently encountered. They have no desire for world domination, and usually just want to live in peace, do not rely on technology, and try to be at harmony with nature. However, Truebloods will occasionally interact with other intelligent species if these prove worthy of trust.

Anthromorphs: Of all the uplifted factions, Anthromorphs are the closest to humans and mutant humans, and members do not consider themselves to be animals at all. Instead, they believe their ancestors were humans who took on the traits of animals for reasons now completely unfathomable.

Anthromorphs study every aspect of human society and either imitate it fully or attempt to integrate themselves into any human communities close at hand. Many succeed at the latter, especially in those human and mutant human communities that tolerate mutant animal species. The Anthromorphs become, with the exception of their physical appearances, human. Many even attempt to take human or mutant humans mates, and frequently manage to find willing partners. Sometimes the pairing is accepted, but often communities are surprised, shocked, and, in many cases, disgusted by this, exiling or killing outright the couples. Even more shocking is how often offspring are produced from these unlikely matings.

By favoring humans and actively opposing the Orwellians, Anthromorphs suffer the same hate that Orwellians feel towards humans and mutant humans.

Xenophobes

Before the apocalypse devastated the planet, humanity reached the heavens, colonizing Luna, several of the Solar planets, much of the asteroid belt, and many of the moons around the gas giants. Ships were even sent to investigate other stars. There are some who believe the Ancients discovered civilizations outside the solar system, and that these aliens were less than friendly. Some even believe these entities caused the apocalypse.

No one knows if this is fact or a myth that sprung up after the Final Wars. But, some say they have files, eye witness accounts, and even the aliens themselves to prove earthlings are not alone in the universe. These claimants are collectively known as Xenophobes, and they believe the aliens are on their way to finish the job mankind began: to destroy all life on the planet.

To prevent this, Xenophobes act on their motto taken from the mid-20th century, "Watch the skies." But they are also raising an army, recruiting as many able bodied soldiers as possible — especially those who were alive before and during the Final Wars — and amassing high-tech weapons, armor, and vehicles, especially those able to operate outside the atmosphere.

Compared to other political factions, the Xenophobes are better organized and equipped than most. In addition to an extensive world-wide communication network (which allows scattered units near-constant contact), the group controls several ancient spaceports, SETI and ground-based telescopes, and old military sky-watch installations that survived the apocalypse more-or-less intact. But none of these facilities is a central headquarters and the group is widely dispersed into smaller groups of no more than 20 or 30 individuals so as not to invite an attack that would end them, their cause, and what is left of the planet. The manpower of a typical Xenophobe cell breaks down into roughly 75% able-bodied warriors; 15% technicians who maintain the equipment, weapons, armor, and vehicles; and 10% leadership.

Except for those crews manning permanent facilities, Xenophobe cells are constantly moving and few remain in the same location for more than a week or two at a time (one

of the reasons reliable communication are required). Consequently, the group makes extensive use of vehicles; the vast majority are old civilian cars and trucks, but some cells have found and refurbished military vehicles and even some aircraft.

Valuable as these vehicles may be, the Xenophobes' greatest treasures are spacecraft. Whether operational or not, finding one of these priceless artifacts brings immense honor and recognition to a cell. All spacecraft or space-capable vehicles are brought to one of the Xenophobes' few main bases, where these items are meticulously studied and restored to space-worthiness if they are in "less than optimal" condition.

Even compared with other factions, the Xenophobes are extremely paranoid. In fact, the group has so little trust of outsiders that they have an exceptionally difficult time finding suitable recruits. Too frequently an applicant has been killed by the Xenophobes who, for one reason or another, felt the potential member was really an alien spy.

The group also actively hunts down and kills any "aliens" it hears about. Some of these creatures could very well be aliens: Xenophobes have an active and all-out war against the Brain Lashers (*see the Mutant Future core book for more details*), blaming these creatures for causing the apocalypse. The Xenophobes fully intend on destroying these horrors and their allies, but this genocidal war has caused a great deal of collateral damage, killing and wounding large numbers of innocents caught in the crossfire. Because of their physical mutations, many mutant humans have also been specifically targeted by the Xenophobes, as members of this faction believe that the mutants are, in fact, aliens.

Because of these factors, Xenophobes are almost universally disliked. That the group is on a crusade to save the world does not matter to their victims and those who lost friends or loved ones. Oddly, the Xenophobes have allied with androids. It is rumored that not only are there some androids in the Xenophobe chain of command but they have encountered the aliens firsthand — so, consequently, they are the only ones who truly understand the alien threat. Replicants, however, are universally hated by the Xenophobes, who assume these entities are alien agents. Where this idea came from is anyone's guess.

WISDOM FROM THE WASTELANDS

By Derek Holland and the Skirmisher Game Development Group

One mutation that could greatly influence a campaign setting and its population is *plane shift*. Once a planar gate is opened, anything that comes through will affect the *Mutant Future* world. New arrivals could include seeds, spores, eggs, creatures, diseases, energy, technology, or even changes in the laws of physics. This issue provides a few example creatures, mutations, and energies from alternate realities.

Broken Seal

No. Enc.:   1 (0)
Alignment: Chaotic
Movement: Swim 90' (30')
Armor Class: 6
Hit Dice: 4
Attacks: 1 (touch)
Damage: 4d6
Save: L2
Morale: 12
Hoard Class: None

Broken Seals are strange creatures which are the size and rough shape of the eponymous sea mammal but appear to be made from melting rubber and dripping with an acidic mucus. After passing through a planar gate, the creature will be in obvious agony and lash out at everything nearby. Broken Seals cannot survive contact with air for very long and each round of exposure inflicts 1d6 points of damage as the creatures rapidly dry out. In fact, they cannot even move on land, and just flop in place. Even if Broken Seals are in water (either fresh or salt), their bodies still dry out, but they can survive for much longer and only take 1d6 points of damage per hour. They swim fairly well but still thrash from the pain, which slows them considerably.

Broken Seals are a threat to anything that touches them,

as their corrosive slime is sticky and hazardous and can be removed only with alcohol and contained by neovulcanium. When Broken Seals die, their corpses dissolve the ground they lie on, eventually creating holes that can be as much as 100 yards deep. Scavengers, even bacteria, do not consume the corpses, which take a long time to finally break down. Despite — or, rather because of — their hazardous nature, Broken Seals are more common in the *Mutant Future* world than one might think, and their acid is popular with some groups of mutants, which transport the creatures to this plane so they can harvest the seals' acid to use as a weapon (3d6 damage). Such mutants make no effort to keep the Broken Seals alive and take the acid once the creatures are dead.

Mutations: *dermal acid sap (variant), epidermal susceptibility, special.*

Broom of Doom

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	Fly 150' (50')
Armor Class:	5
Hit Dice:	25
Attacks:	Special
Damage:	Special
Save:	L15
Morale:	12
Hoard Class:	XII

Brooms of Doom (BoD) are huge creatures that appear as 75'-diameter balls covered with straw-colored hair up to 150' long. The hair hangs down and is used to capture prey; any creature below the BoD and within reach of the hair is attacked and must save versus poison at -6. Those failing are paralyzed for 2d4 hours, more than enough time for the BoD to draw them up for consumption. BoD compact themselves into 10'-diameter spheres when resting and in this form they can fit through a *plane shift* gate. BoD do not have to deal with flying predators on their home world and their inability to defend their sides or tops is a weakness that keeps them from expanding into a top-level predator. Also, their hair burns very easily, so any fire damage they take is increased by 50%.

Mutations: *frailty (fire), toxic weapon, webbing (new).*

Hairy Star

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	150' (50')
Armor Class:	7
Hit Dice:	9
Attacks:	1 (bite)
Damage:	3d4
Save:	L5
Morale:	7
Hoard Class:	None

These strange creatures appear similar to brittlestars or a form of mobile sea lily but are gigantic and their 30'-diameter bodies covered with six-dozen heavily-furred arms colored in vivid schemes of purples, reds, and yellows. At the end of each arm, Hairy Stars have eyespots that can detect movement, but little else (*vision impairment*). The majority of the creatures' sensory organs are located on their undersides, along with a dozen small, weak tentacles and a beak, well-suited for finding and gathering food. On their home world, Hairy Stars feed on insects and other small creatures in the soil, but on this plane they are reduced to eating stones with chemical compositions similar to their food, an accommodation which barely sustains them. In fact, most Hairy Stars starve to death within a week of arriving. Creatures that attack or pester a Hairy Star will be bitten but, should the attacker prove a grave threat, the Hairy Star will drop a still-wiggling arm and attempt to escape. These bites

are a serious danger because the stars' saliva contains a very unusual toxin that will cause any victim failing a save versus poison to slowly transform into an ooze over 1d4 weeks (use gray ooze or black pudding stats based on the size of the victim).

Mutations: *aberrant form (xenochemistry) (new), vision impairment (drawback), toxic weapon.*

Kettle

No. Enc.:	d4 (0)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	4
Hit Dice:	5
Attacks:	4 (tools)
Damage:	d4/d4/d4/d4
Save:	L5
Morale:	10
Hoard Class:	Special

Kettles are living clockwork machines that come from a steampunk plane. The laws of physics allow their continued existence in the *Mutant Future* world, and Kettles have even adapted to thrive among this plane's junkpiles. Each creature is an individual, and each has a very unique appearance; most Kettles are made of wood and metal, but they can be made of anything from flesh to ice to stone. Despite this varied material composition, the energy powering Kettles makes them all identical mechanically (i.e., in game terms), and the creatures do not suffer penalties related to their makeup (e.g., an ice Kettle will not take extra damage from fire). When destroyed, this energy leaves the Kettle, which then collapses into a pile of its constituent, normal, materials.

Kettles have become a serious danger to this world. It seems the transfer from their home plane corrupted their minds and, while they were originally created to repair

machinery, they now can think of nothing beyond reproduction. Kettles are sapient but, if not building an "offspring," they become agitated, violently tearing up everything nearby. As any object, building, or entity can be used to make a Kettle, the creatures are never far from raw materials. Once constructed, the new Kettle needs only a transfer of the parent's energy to become active.

Mutations: *special.*

Zander

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	120' (40')
	Climb 90' (30')
Armor Class:	5
Hit Dice:	6
Attacks:	1 (slam)
Damage:	4d4
Save:	L3
Morale:	10
Hoard Class:	None

Zanders are arboreal hunters that look like 12'-long spines or tusks, 8-15" in diameter, and covered in small tentacles. The species is named for Zander, the first human slain by this creature, although there are other names for it, including tree-spear, gut spike, and skull spike. Zanders have adapted to life in this universe fairly well, although they are extremely solitary and mark their hunting grounds with odors to keep each other out (because the marking smells like grease or motor oil, it also lures in gearhead scavengers). The largest territories can be several dozen square miles but dangerous trees or a lack of them usually mean this area is much smaller.

These carnivorous creatures hunt by dropping from above, spearing their prey and releasing 1d4+1 finger-sized barbs into the victim. These barbs work like bee stingers, being difficult to remove from the flesh, and constantly releasing a class 4 poison for the first eight rounds it is embedded. After a Zander hits, it moves away from its prey, allowing the poison to kill and minimizing danger to itself. Should the victim move, each barb also inflicts 1d2 points of damage per round of activity. Because Zanders only have 20 barbs to use per day, they does not use more on a creature already barbed and poisoned. Once a victim is dead, the zander consumes it with tiny mouths hidden at its base, then climbs back into the trees using its tentacles. Zanders are popular trophy creatures with some mutant tribes, so more of them will be released into the *Mutant Future* world for the foreseeable future.

Mutations: *toxic weapon.*

NEW MUTATIONS
Aberrant Form (Xenochemistry) (D)
This mutation first appeared in the Skirmisher Publishing LLC sourcebook *Creatures of the Wastelands* and can be found online on a section of the Skirmisher Forum dedicated to this publication, at http://skirmisher.com/node/437.

Alter Flavor
The mutant can alter the flavor of any object it touches. The effects are permanent and can remove a food's bad taste or disguise toxic substances.

Chemical Gland
The mutant has a new organ allowing it to produce one substance. This material could be industrial (e.g., glue), medicinal (e.g. stim-shot A), toxic, or just about anything else, and the GM and player must work together to decide which substance is created. The number of doses produced per day equals three plus the mutant's Willpower score modifier, with a minimum of one dose.

Chemical Gland, Adaptive
This functions as a normal *chemical gland* except that the substance produced by this chemical gland can be changed once per week. This process requires that the mutant have been exposed to the substance in question.

Filter Food
The mutant's mouth has been altered so that it can only feed on very small animals, seeds, spores, and the like. The fungal spores ever-present in the air means the mutant will not starve to death but, unless a good source of food is discovered, the mutant will weaken, suffering a -2 Strength penalty (or a -2 to hit penalty for monsters), and only able to move at half its standard movement rate.

Filter Light
The mutant's eyes are altered, able to select what kinds of

light it will see. This means the mutant is immune to physical illusions (although mental illusions still work), glare, and blinding attacks. If the mutant is surprised, it can be blinded but receives a +6 bonus on its saving throw.

Filter Sound
The mutant's ears have been altered so that it can select what kinds of sound it can hear. It is immune to non-damaging sonic attacks, and has a +2 save bonus versus damaging sonic attacks.

Imprint Data
The mutant can store memories or emotions on objects. Up to one hour of memories can be stored per 10 pounds. The imprinted information can be read by anyone who touches the object and wills it to reveal the stored memory. The object will lose the memories or emotion after one week.

Induce Mutation
With a touch, the mutant can cause a mutation or drawback in others, the effect lasting one day. The mutation or drawback in question is rolled or selected when this mutation is obtained. Some MLs may want to restrict it to the mutant's existing mutations and drawbacks but that is not required.

Inflict Pain
The mutant's touch causes agony. Those struck must save versus death or suffer debilitating pain for 2d4 rounds, which inflicts a -6 penalty to hit, +6 penalty to AC, and -50% penalty on technology rolls.

Mental Phantasm, Species Specific
The mutant produces illusions that only affects others members of its race. These images are usually used as a form of communication that other species cannot detect, but some species use this power to prey on their own kind. In all other ways, treat this ability as the *mental phantasm* mutation found in the *Mutant Future* core rulebook.

Modify Mutation, Others
With a touch, the mutant possessing this power can alter another's mutations. This can mean modifying a save related to the affected mutation by +/-2, making some cosmetic changes, or slightly mitigating a drawback. The target can make a save versus poison to avoid an undesired change. This mutation can be used three times per day and the result lasts for one hour.

Modify Mutation, Self
This power allows a character to manipulate another one of his mutations, which must be selected or rolled for when this mutation is obtained. The mutant is able to affect an applicable save, if any, by +/-2; increase or decrease damage by three points per die; modify a poison's intensity by two levels in either direction (or allow the mutant to have two different kinds of poison); or slightly mitigate a drawback for up to eight hours per day.

Restore Life
The mutant can bring back the dead for a short time, temporarily restoring the target character's life, personality, and intelligence (rather than merely animating them). The brain and whatever contains it (e.g., a head) must be intact. The recipient will be alive until the head is destroyed, or 36 hours have passed. A dead character can be restored only once with this power (although some other might be employed thereafter). There is no save against this effect.

Summon Ghost
The mutant can bring forth a dead creature's memories as a phantom. The figure can be seen and heard for an hour, during which time the mutant is free to question it and the "ghost" will answer to the best of its ability and knowledge. The mutant must touch some of the creature's remains, which can be anything from a corpse to ashes. After fading, the ghost cannot be brought back again by this mutant, although others with the power can each bring back the same person one time. In some rare communities, remains of dead leaders are kept available so that they can be contacted for advice during times of dire need.

Unique Sense, Cosmic
This mind-bending new form of *unique sense* allows the possessor to see the fabric of the universe. The mutant is able to detect everything within 30' but is unable to do anything while using the sense (usually a third eye). Over time, using this mutation erodes the mutant's sanity and a save versus death is needed every tenth use. Failure means the mutant becomes catatonic or falls into a coma, permanent conditions unless the mutant is healed by a telepath (who may go into a coma himself, depending on the memories he must confront).

View Descendants
This mutation provides a glimpse of the future — sort of. By touching any living creature, and activating this power, the mutant is able to see all the entity's possible descendants for 10 generations, and their major accomplishments, if any. Rulers use this mutation to control their living legacy by selecting those of their brood most likely to survive and thrive.

Webbing
The mutant produces silk in a caterpillar-like manner (i.e., from the mouth). Up to 25' of rope can be produced per day, a process taking about 10 minutes. The silk line is not sticky but can be used to make traps, like any other string or rope. The webbing decays in three months.

Wormhole
The mutant can open a 10'x10' hole in space-time connecting any two points within 300 miles of each other. Some mutants use this mutation to crush opponents (e.g., by bringing orbital junk to earth), while others use it for transport. The power can be used once per day and the wormhole remains open for 10 rounds.

NEW ENERGIES

When characters use the *plane shift* mutation to open gates to other universes, strange energies are sometimes released into the *Mutant Future* world, causing bizarre phenomena. Sometimes these result from the effect of actual energies, while other times they occur when different physical laws from other universes bleed into the *Mutant Future* reality.

Animator
This form of energy mutates and/or animates machines; even scrapped robots can be warped and brought to life. Roll d4+2 times on the physical mutations chart to see what powers the affected machines gain. Generally, this energy radiating from a gate affects all machines within 200'. Active, intelligent machines can save versus stun to avoid this effect.

Biocide
This energy kills living things. It may target a single species, those with a specific mutation or trait, or have a much broader effect. Some variations cause damage (1d4 to 5d20 points of damage per round), while others simply destroy (save versus death). The typical range for this effect is 50'.

Brain Twister
Some energies alter the behavior of creatures within the field. In game terms, this could mean an alignment change or gaining a mental drawback. The typical range is 100'. A save versus death negates the effect while a particular gate is open. If another gate spilling this energy is opened, everyone in range must save again.

Gravity Ripples
Every round the gate is open, the gravity within 1,000' of it changes. Roll 1d20 to determine the exact effects. On 1-10, the number of gravities (Gs) the area increases by the number rolled. On 11-20, the local gravity decreases to 9/10ths, 8/10ths, etc., with a 20 producing a result of 0 G. Some gates produce the same gravity effect every time they are opened but, for some unknown reason, ripples are more common, requiring a roll for effect each time a gate is created.

Magic
Almost any spell from any game or other source (e.g., film, novel, game) can be replicated with planar energies.

Mental Parasites
These creatures are made of energy and can only exist within a biological creature or a machine — any machine, including those without computers (i.e., even a see-saw could have a parasite, albeit a very bored one). When they arrive through a gate, most parasites have only a few minutes to find a host. Each "species" has unique requirements and characteristics: some parasite forms must have a host to themselves, while other forms can share a host with thousands of the same creature; some types could spread through touch, short range through air, wires, or even radio waves, while others reproduce; some are intelligent and care for their hosts' well-being, others are analogous to viruses.
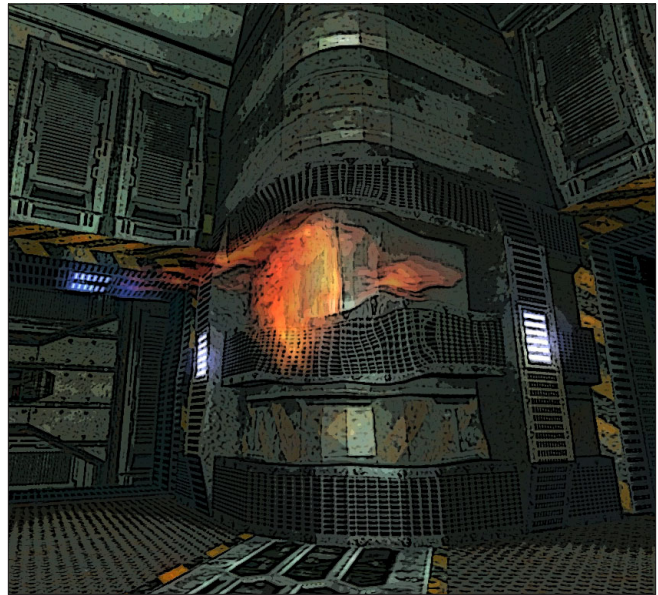
Time Slip
Those within 25' of this gate are thrown into some other time — which could be forward or backward and anywhere from a few minutes to a billion years. Some mutants who have access to these time streams can use them as a form of escape. Mutant Lords are encouraged to deal with time paradoxes in their own fashion.

Transformation
This effect can be anything: growing a wart, morphing into a mental parasite, becoming pure energy (which may or may not have the same effect as the initial energy). The mutation charts are handy guides for possible transformations, but they can also be limiting, so consider using them as basic examples or inspiration for other changes.

Translocation
Those within 25' of these energies are thrown to another location, which could be anywhere within or even outside the universe (although most locations are limited to a few hundred miles).

Transmutation Field
A wide variety of energies can cause transmutations, somehow changing one element or substance to another (like a polymorph spell that affects elements or molecules, rather than whole objects). The changes might be immediate or take centuries, there can be intermediary forms, or there can be energies that the elements absorb or release. In some cases, certain elemental mixtures (like living creatures) are immune to being changed, but in most instances these are just as vulnerable as another material that contains that element or substance. This change usually kills or weakens the affected creatures (e.g., a tree hit with energy that transmutes carbon into iron will result in a dead metal tree that has some other elements mixed in with the iron). The transmutation can also produce atoms with familiar weights but different characteristics (i.e., alien elements not on the periodic table).

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WISDOM FROM THE WASTELANDS

MUTANT FUTURE COMPATIBLE PRODUCT

By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

During the final wars that destroyed the Ancients' civilization, some of the most horrifying weapons unleashed were terrible biological diseases and plagues. Such diseases were great equalizers, their viruses and bacteria striking down unlucky victims regardless of wealth, ethnicity, or homeland.

Although the *Mutant Future* core book touches on optional rules regarding diseases and their effects, this issue will provide Mutant Lords with a wider range of possibilities. These additions expand the Constitution Table, include healing rates and negative hit points, and provide simple but effective rules covering mutants using the Ancients' drugs and medical equipment. Several new types of disease — both infectious and mutagenic — are also introduced, as well as detailed rules covering symptoms and a new type of saving throw. In short, everything a ML needs to make player characters' lives that much more "interesting."

The table below adds to the *Mutant Future* core book's Constitution Table, providing information for scores up to 30 and including the optional rule covering daily healing. The ML can easily modify this table to incorporate even higher Constitution scores.

Modified Constitution Table

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

Rules Option: Negative Hit Points

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

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

Rules Option: Bonus to Daily Healing

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

Rather than heal just the normal 1d3 hit points per day of rest, for example, a character with a Constitution of 16-17 will heal 1d3+2 hit points.

Rules Option: Medical Compatibility

Before the final wars, all manner of near-miraculous medicines existed and were designed to work specifically with normal human physiology and bio-chemistry. However, the war altered life across the spectrum, with weapons unleashing nuclear, biological, chemical, and nanite mutagens. Survivors soon realized that even seemingly minor changes to the genome were sometimes enough to prevent pre-war treatments from working, or to cause them to have unforeseen side effects.

The Genotype Medical Compatibility Table details the chance pre-war medicine will work on characters with mutations of any sort (physical, mental, defect, or plant), including those new races presented in *Wisdom from the Wastelands Issue #4: New Races*. See the description below the table for items marked with an asterisk (*).

Genotype Medical Compatibility Table

Genotype	Treatment Effective on 2d6
Ancients	Always
Aquatics	2-10
Body Masters	-1 Per Mutation*
Exotics	2-10
Humans	Always (until mutated)
Insectoids	Never
Mental Masters	-1 Per Mutation*
Mutant Animal	2-6, and -1 Per Mutation*
Mutant Human	-1 Per Mutation*
Mutant Plant	Never
Pure Human	Always

To determine if a drug or device works, consult the table and roll 2d6 (if applicable). For example, a mutant human with two mutations will benefit from pre-war medicine on a roll of 10 or less, whereas for a mutant human with eight mutations drugs will only work on a roll of four or less. Although considered pure humans, aquatics and exotics have a slight chance that a drug will not work correctly on them, and they always have to check on the medical compatibility table.

Unless they are of a veterinary type (determined by the ML), pre-war drugs will only work on mutant animals with a roll of six or less, -1 for every mutation the animal possesses. In other words, if a mutant animal has more than four mutations the drugs will always fail. This includes mutant animals that have taken on humanoid physiologies.

These treatments have no effect on androids, synthetics, or replicants of any type, and always fail on mutant plants and insectoids.

If the compatibility check fails, even in cases where this is automatic, roll percentile dice and consult the table below:

Medical Incompatibility Table

Roll d00	Effect
01-25	Drug works with half usual effect.
26-50	No effect, drug is wasted.
51-70	Acts as mild poison (class 2).
71-80	Acts as medium strength poison (class 4).
81-90	Acts as strong poison (class 8).
91-93	Causes permanent physical damage. Reduce one physical statistic by 1d3.
94-96	Causes permanent mental damage. Reduce one mental statistic by 1d3.
97-98	Drug causes genetic damage to the mutant. Lose one randomly chosen mutation.
99-00	Death.

Disease Symptoms

Many of the symptoms described in the *Mutant Future* core book are merely cosmetic and do not have any game rules *per se*. Inventive MLs, however, could come up with their own rules for symptoms or use the rules provided here.

Note that some diseases will have multiple symptoms that often have the same penalties (e.g., a victim might have a disease that causes headaches and audible ringing), but that these do not stack! The ML simply imposes the more severe penalty on the victim.

Audible Ringing: The victim suffers from tinnitus. This can be mildly distracting or downright maddening, depending on the severity. As a result, the victim suffers -1 to -4 to Willpower and all mental attacks are made with a
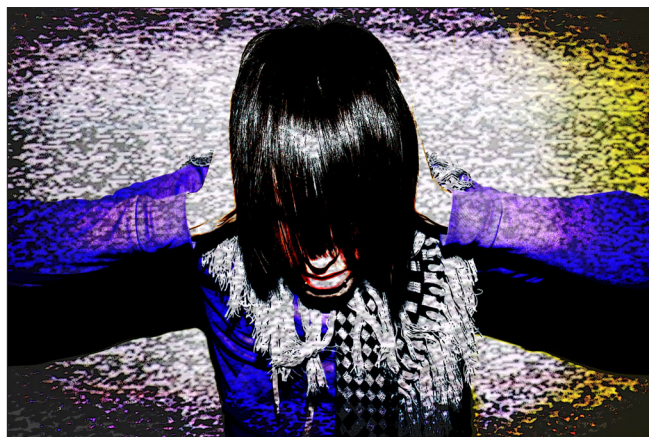
corresponding -1 to -4 to hit. The ML could also assign a -5% to -20% penalty for figuring out and repairing artifacts and a -1 to -2 penalty to surprise checks, due to the distraction this condition imposes on the victim.

Blurred Vision: The disease directly effects the optic nerves. As a result, the victim has penalties of -1 to hit in melee combat and +1 to Armor Class when defending. Ranged attacks are made at -2 to hit. The ML can also assign a penalty of -1 to surprise checks.

Fatigue: Certain diseases leave a victim tired. This can be mild or completely debilitating, and will persist until the underlying disease is cured.

Fatigue Table

Fatigue Level	Modifiers
Light	-1 to hit, -25% movement.
Moderate	-2 to hit, -50% movement.
Heavy	-3 to hit, -75% movement, save versus stun every round of combat or strenuous activity or fall unconscious.

Headaches: This symptom can range from mild to extreme, with the corresponding modifiers detailed in the table below. In extreme cases, the victim must make a saving throw versus stun for every round of combat or every turn of strenuous activity and, failing it, fall unconscious for 1d6 minutes.

Headache Table

Headache Severity	Modifiers
Mild	-1 to INT and WIL, -25% movement, -1 to hit, +1 to AC, -10% to figure out/ repair artifacts.
Moderate	-2 to INT and WIL, -50% movement, -2 to hit, +2 to AC, -20% to figure out/ repair artifacts.
Extreme	-3 to INT and WIL, -75% movement, -3 to hit, +3 to AC, -30% to figure out/ repair artifacts.

Inflammation: Many diseases cause portions of the body to become red, swollen, and painful. For the duration of the disease, the ML will have to decide where the inflammation occurs.

Inflammation Table

Extent	Modifier
Entire body	Lose all Dexterity bonuses to AC, suffer -25% to movement rate, and incur a Dexterity penalty of -1 to -4.
One arm	-2 to hit, and gain no bonus from using a shield.
Both arms	Cannot hold an item (ML discretion).
One leg	-25% to movement.
Both legs	-75% to movement, if using a leg to attack -2 to hit.

Body-wide inflammation will cause the victim to lose all Dexterity bonuses to AC, suffer a -25% penalty to movement, and incur a Dexterity penalty of -1 to -4. With one arm affected, the victim will suffer -2 to hit and gain no bonus from using a shield. If both arms are inflamed, the character may not be able to hold an item. This is left to the discretion of the ML. A victim with one affected leg will suffer a -25% movement rate penalty. Both legs will cause the victim to lose 75% of the movement rate. If the victim uses a leg to attack, the ML can impose a -2 penalty to hit as well.

Irritated: This is a physical response to various irritants and can range from itchy surface rashes to distracting deep muscle twitches. Until the condition is removed, the sufferer will have -2 to hit, -2 to AC, -2 to saving throws, movement rate reduced by 25%, and a -10% penalty when attempting to figure out or repair artifacts. If the irritation is due to itching, the victim must also make a save versus stun once per day or suffer 1d3 points of damage from constant scratching. The damage could be worse if the victim has natural weapons such as claws (ML's discretion).

Lesions or Pustules: These pus-filled blisters cause social discomfort and physical hardship. First, they reduce a sufferer's Charisma by 1d4. Second, whenever the victim is struck or touched during melee combat, there is a chance one of the lesions or pustules will be hit. The ML secretly determines what percentage of the character's body is affected and then rolls percentile dice. If the result is under the predetermined percentage, the victim suffers an additional 1d3 points of damage and the attacker must make a saving throw versus poison (or disease, if the optional save is used) or become infected by the disease the victim suffers from.

Pain: This could be anything from general joint aches to incapacitating agony and the ML will have final say about the victim's level of pain. Movement can be reduced by 25% to 75% based on the severity, and in extreme cases the victim must also succeed at a saving throw versus stun for every round of combat or every turn of strenuous activity or fall unconscious for 1d6 minutes. The victim will also suffer an overall penalty of -1 to -4 to all attacks, AC, and saving throws — once again, depending on the intensity of the pain.

Nauseated: A nauseated character will be incapable of engaging in strenuous physical action. First, his movement

rate will be reduced by 50% and any saving throws the character must make will be at -2. Nauseated characters can still attempt to defend themselves against physical attack, but will suffers a -4 penalty to hit and lose any AC bonus provided by Dexterity. On top of this, the character's normal Dexterity score will be reduced by 4. The victim can still defend normally against mental attacks but will not be able to initiate any mental attack or maintain any mental mutations that require concentration until the state of nausea has passed.

Vertigo: This is very debilitating, as the victim's dizziness makes it difficult to even stand or concentrate. When in this condition, a character may move at only 25% of his regular movement rate. If the character tries to go faster, the ML will randomly determine the direction moved. For every round the sufferer attempts to move his full movement he must make a saving throw against stun or fall prone. While dizzy, the character will not be able to climb, will suffer a -4 to all attack rolls, and will gain no Dexterity bonus to AC. Any mental attacks are considered to be at -4 to Willpower for both attacking and defending. Lastly, if the victim can fly, doing so while suffering from this symptom will be impossible.

Weakness: As a result of the disease, the character's physical Strength is reduced by -1 to -4 (unless the disease in question already affects the victim's Strength). The total reduction is left up to the ML and, once the disease has passed, the Strength will return at a rate equal to the character's natural healing rate.

New Diseases
Following are five new diseases for MLs to use in their games.

Blood Melt
Save Modifier: -2
Infection Duration: 2 weeks
Affected Stats: Constitution -3
Damage per day: 1d8

This horrific disease turns the victim's blood into acid, which slowly and painfully destroys the body. Blood melt is first noticed when the eyes and skin turn red, and then the victim starts to sweat blood. If killed by the disease, the victim's entire body — flesh and bones — turns into a viscous puddle of blood. This puddle will remain for 1d6 days and anything coming within 20 feet must successfully save versus poison (or disease) or become infected.
Symptoms: *Pain, weakness, the skin and eyes turn blood red.*

Rhino's Curse
Save Modifier: +2
Infection Duration: 1 month
Affected Stats: Dexterity, see below, Charisma -2
Damage per day: 1d3

Rhino's Curse causes the flesh to grow at an unnatural rate, becoming exceedingly thick with a rough texture. The victim loses one point of Dexterity per week afflicted (to a maximum

loss of -6), and gains the *natural armor (moderate)* mutation. Once the disease has been eliminated, the victim must then make another save versus poison (or disease). If successful, all Dexterity lost is regained and the *natural armor* mutation is removed. If the save fails, the victim only recovers half the total Dexterity lost, rounding up (e.g., if the loss was -4, then the victim recovers two points), and retains the *natural armor (moderate)*.
Symptoms: *Fatigue, inflammation, irritated (the hardening skin itches fiercely.)*

Ghost Flesh
Save Modifier: +0
Infection Duration: 1 week
Affected Stats: Charisma -2
Damage per day: 1d3

This is a strange disease that causes the flesh to become transparent. Wasteland scholars speculate that it was originally a bio-engineered medical treatment used to diagnose internal injuries but that the vector got loose, thrived, and mutated during the cataclysm. Now, those infected discover their flesh becomes translucent while the disease runs its course. Once cured, the victim must again save versus poison (or disease). If the save fails, the victim permanently gains the *transparent skin* drawback (see below).
Symptoms: *Irritated, fatigue (light), and the victim gains the transparent skin mutation.*

Predator's Gift
Save Modifier: +1
Infection Duration: 4 days
Affected Stats: Dexterity -2
Damage per day: 1d6

Some carnivores carry a debilitating biological agent on their natural weapons. When wounded by such a predator, the injured character must save versus poison (or disease) or contract the Predator's Gift. This disease weakens the victim and allows the hunter to later track down and finish off its prey. The wound becomes inflamed and the victim gives off a strong odor that will attract other predators. For the duration of the disease, the victim gains the *prey scent* drawback. Once the infection is shaken off, the victim suffers no further effects.

   Symptoms: *Weakness (moderate), inflammation (of the wounded area).*

Rage
Save Modifier: -2
Infection Duration: 1 day
Affected Stats: Intelligence and Willpower -2
Damage per day: 1d8

There are those who believe this disease is an artifact left over from the apocalypse. Anyone infected will almost immediately begin to suffer from moderate headaches and blurred vision and 1d3 hours later will become very moody and prone to violence. Whenever stressed or in combat, the victim must make a saving throw versus stun or immediately attack the nearest creature (friend or foe) using only natural weapons. The victim is allowed a new save every round to break the effects. Anyone wounded by a Rage carrier must save versus poison (or disease) or become infected as well.

   Symptoms: *Blurred vision, headache (moderate), foaming at the mouth.*

New Medicine
Following are two new types of medicine that the ML to incorporate into his campaign. Even though the game already has a *Filter-Dose* drug, the following can be used as cheaper and more readily-available treatments.

Tailored Cure: Before the end of civilization, most diseases had been cured. But, for some reason medical science could not determine, it was simply impossible to eradicate illness completely. As a result, a technique was developed so that once a disease was diagnosed — and in the database — doctors could prescribe a specifically-designed injection that would reverse any damage and cure the patient completely. The drawback was that this type of tailored cure had no effect against any disease it was not designed to eliminate. Although very similar to the *Filter-Dose,* the *Tailored Cure* technique was far more commonly used in the poorer nations of the world because it was cheaper and easier to produce.

Universal Antibody Booster: A powerful concoction of various antibiotics and other drugs, this treatment was very commonly prescribed for illnesses before the final wars. After ingesting the drug, the user is immediately is allowed another saving throw with +4 to the roll. If successful, the patient is cured and will not suffer any of the disease's effects. This
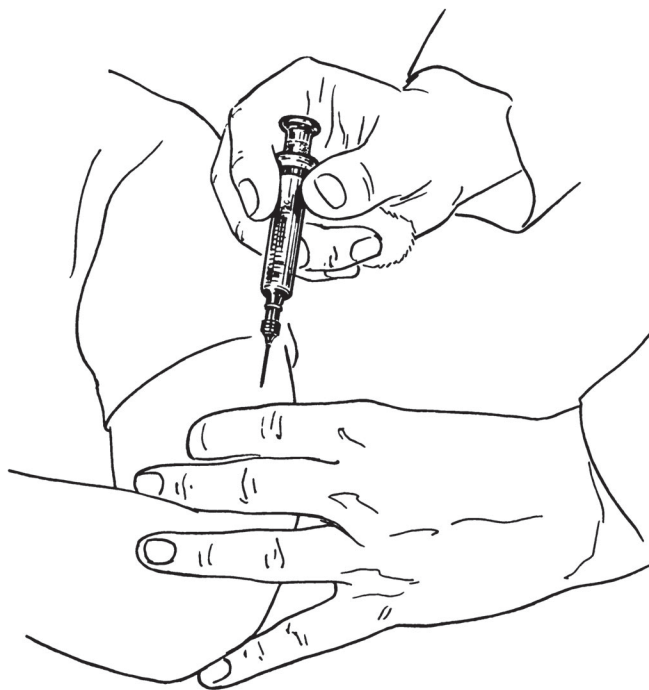
drug is very similar to the *Filter-Dose* but not as effective. It was far more commonly used in the poorer nations of the world because it was cheaper and easier to produce.

New Physical Mutation
The following drawback can be used like any other or in conjunction with the Ghost Flesh disease described above.

Transparent Skin (D)
The mutant's epidermis is completely transparent, making its internal structure clearly visible. Most creatures find the mutant quite horrifying to look at, and it suffers almost universally a +4 penalty to reaction rolls. This condition also renders the mutant more sensitive to light-based weapons, including lasers, which inflict double damage. Although the mutant can cover its body with makeup to negate the social reaction, it still suffers the increased damage from light-based weapons. Despite these disadvantages, the mutation is helpful to anyone treating the mutant for injuries, since the medic gains a bonus to healing or applying first aid. How much of a bonus is left to the ML.

By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

The second installment of our weapon-themed series, this issue picks up where *Wisdom from the Wastelands Issue #3: High-Tech Weapons* left off and presents more than a half-dozen new sorts of combat systems for both players' and Mutant Lords' enjoyment!
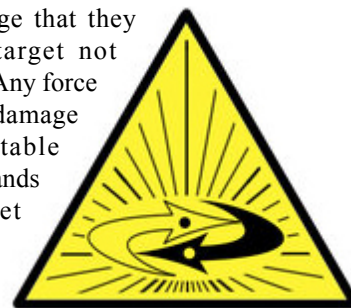
Antimatter Weapons

Antimatter, for all intents and purposes, appears to be regular matter, but the atoms, the charge, and the related magnetic properties are opposite what is usual. As a result, if matter and antimatter come into contact, they annihilate each other in a devastating burst of energy.

Several weapon series were created with this technology, using antimatter contained in a magnetic force field to prevent it from interacting with regular matter. Although used primarily for either bombs or missiles, there were hand grenade and satchel-sized versions created for infantry and combat engineer/demolition use. (The satchels are described in the Technological Artifact section of the *Mutant Future* core book.)

Antimatter mini-missiles, missiles, and bombs wreak such horrific blast damage that they instantly destroy any target not protected by a force field. Any force field hit will suffer the damage listed on the weapons table below. If the shield withstands the damage, the target survives. If the shield fails, the target is killed outright.

In addition, all antimatter weapons also irradiate the burst area for a short time. This means *any* target surviving a blast is still doused with hard radiation, since force shields do not protect against this form of energy.

Antimatter Weapons Table

Weapon	Damage	Burst Radius	Radiation Class	Radiation Duration	Weight	Shield Damage
Bomb	See Above	1,500'	10	6 Months	300 lbs.	500
Grenade	18d6	30'	5	24 Hours	2 lbs.	50
Micro Missile	21d6	30'	5	24 Hours	20 lbs.	50
Mini-Missile	See Above	60'	7	7 Days	120 lbs.	75
Missile	See Above	300'	10	21 Days	200 lbs.	150
Satchel Charge A	12d6	10'	5	24 Hours	2 lbs.	200
Satchel Charge B	18d6	30'	5	24 Hours	2 lbs.	250
Satchel Charge C	30d6	90'	7	21 Days	16 lbs.	300
Satchel Charge D	36d6	150'	10	62 Days	22 lbs.	400

Bead Weapons

Bead systems were based upon the ancient air-soft and BB guns, but are far more advanced and powerful versions. Rather than using compressed air to push a projectile, these weapons use the energy from a clip, belt, or backpack power source to suck air from the barrel, creating a vacuum to propel the subsonic rounds. The beads are drawn from a magazine and are typically two millimeters in diameter, with standard

ammunition made from a lightweight composite alloy.

Although similar in many ways to gauss weapons, the Bead technology is considered a weaker cousin. Besides being relatively short ranged, the weapons have less penetration, usually effective only against unarmored or lightly armored targets. Any target wearing plastic or stronger armor is effectively immune to this attack—unless hit with Depleted Uranium core or Tungsten beads, which will pierce heavier armor.

In the table below, the first number in the Charges column indicates how many shots can be taken before a fully-charged power source is drained. The second number indicates how many rounds a full magazine holds.

Bead Weapons Table

Weapon	Damage	Trigger Type	Range	Weight	Battery	Charges
Bead Holdout	2d3	Normal	15'/30'	1 lb.	Power Cell, Two-Bead Slot	50/2
Bead Pistol	2d3	Normal	100'/200'	2 lbs.	Power Clip, Magazine	100/10
Bead SMG	2d3	Automatic	100'/200'	3 lbs.	Power Clip, Magazine	100/30
Bead Rifle (hunting)	4d3	Normal	200'/400'	6 lbs.	Power Beltpack, Magazine	300/15
Bead Rifle (Assault)	4d3	Automatic	200'/400'	10 lbs.	Power Beltpack/Backpack, Magazine	300 or 600/60
Bead Squad Weapon	2d3	Rapid Fire	200'/400'	30 lbs.	Power Backpack	1,200/100

Bead Ammunition Table

Type	Range Modifier	Effect
Depleted Uranium Core	-50%	Regular damage against heavy armor, +25% damage against light armor, and radiation effect
Explosive	-25%	-25% damage, but causes burst damage in a 15' radius. Targets in the burst radius can save versus energy for half damage.
Gas	None	No damage, emits gas upon impact
Glass	+100%	-50% damage, can be filled with toxins
Tungsten	None	Regular damage against heavy armor, damage of +1 per die against light or unarmored targets
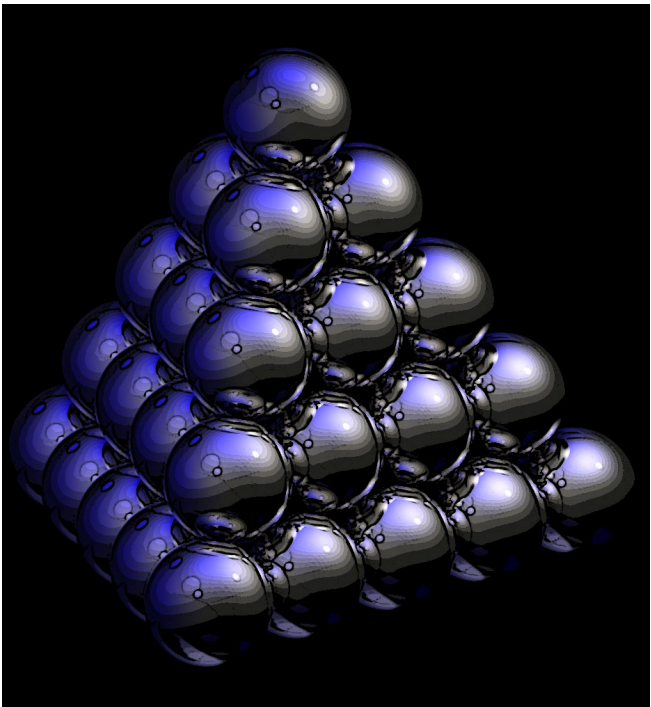
There are various types of ammunition available for these weapons, each having different effects.

Depleted Uranium Core beads are extremely heavy, having the shortest range, but doing greater damage than normal. They also contaminate the target and anything within 10' of it with class 3 radiation, which will dissipate in 24 hours.

Explosive beads have slightly reduced range and damage, but can injure others within 15' of the target.

Gas beads contain any type of gas—toxin, smoke, or something else. These beads cause no damage but instead shatter upon impact and emit the gas in 20' radius from the target.

Glass beads are composed of a small iron core surrounded by a toxin and the glass container. They are only effective against lightly or unarmored targets (leather or worse). These beads do only half the normal damage, but can be filled with a single dose of toxin, typically destructive or paralytic poison.

Tungsten beads are heavier ammunition, but do not suffer from a decrease in range, and do more damage because of the greater kinetic energy.

Desiccator

For many years, scholars of the wastes have debated the origin of this deadly weapon, which causes terrible physical damage by rapidly evaporating water in the target. Some think it was designed as a terror weapon, while others believe the Desiccator was originally a tool developed by the agricultural industry.

The weapon is only available in a heavy rifle configuration, a bullpup design with a thick cable running from behind the trigger to either a belt or backpack power source. The two grips are with the trigger and under the long barrel. The barrel itself widens slightly at the end of the muzzle, which is 3" in diameter.

The Desiccator fires a bolt of deep crimson energy that inflicts both energy and thermal damage (50% for each type, when dealing with damage reduction), but is not hot enough to set things on fire. Because robotic units do not have any true liquid inside their bodies (other than lubricants), they take only 10% of the rolled damage, and do not suffer any Constitution loss. Androids are affected slightly more, taking 25% of the rolled damage, but they also do not suffer any Constitution loss. However, replicants suffer the full effect of the weapon, including the Constitution score loss. The water evaporation is so devastating, all other entities hit by a Desiccator bolt must save versus stun or be stunned for 1d4 rounds.

Two forms of life are especially susceptible to this weapon's damage: aquatics and plants. When hit by a Desiccator bolt, aquatic creatures must save versus death, or be killed instantly. Even if they make the saving throw, aquatics still suffer double damage—and double the Constitution score loss. If they fail to save versus stun, aquatic creatures are stunned for 3d4 rounds. Plants also suffer double damage from the weapon, but they do not have to save versus death (although the damage could still be enough to kill them outright). If they fail to save versus stun, plants are stunned for 2d4 rounds.

Creatures losing Constitution from the weapon effect will also lose hit points (3 hit points per point of Constitution damage), as well as any high Constitution benefits. If the Constitution score is reduced to zero, the target creature is killed outright. Lost Constitution returns at the rate of 1d3 points per day. For creatures that do not have a Constitution score listed, it is up to the ML to provide a score for them.

Desiccator Weapon Table

Weapon	Damage	Trigger Type	Range	Weight	Battery	Shots	Constitution Damage
Desiccator	8d6	Normal	250'/500'	17 lbs.	Beltpack/Backpack	10/25	1d6

EMP Weapons

Considering the vast numbers of electronic weapons and devices, robots, and androids in existence before the final days, it was logical for the police and military to use weapons that generated electromagnetic pulses (EMP) in order to deal with them. This technology was incorporated into everything from pistols to bombs, all designed to specifically damage the circuits and electrical components of robotic units, powered weapons, and devices, while having little to no effect on living tissue. Of course many units and devices were "hardened" against these effects and suffer significantly less damage, or none at all.

When an electronic entity (robotic/similar) or device is attacked with an EMP weapon, it gains no bonus from armor used, and must rely solely on its base AC and Dexterity bonuses. In addition to any damage it will sustain, a robotic unit must immediately save against energy attacks or be stunned for 1d6 rounds while its internal circuits re-rout and reboot. Unless hardened against EMP, electronic entities or devices caught within the blast radius of an EMP bomb, will be, respectively, killed outright or rendered condition level 0.

EMP weapons inflict minor burns on living creatures. This damage is indicated after the slash in the Damage column of the EMP Weapon Table. Also, anyone hit by an EMP weapon must make a save versus energy attacks roll for each electronic device or weapon carried, including power clips. If a save fails, the weapon or item is automatically degraded, depending on the strength of the EMP weapon used. See the Technology Condition table located in the Adventuring Rules section of the *Mutant Future* core book to understand the extent of the damage and to see if the item still functions.

EMP Weapon Table

Weapon	Damage	Trigger Type	Range	Weight	Battery	Shots	Cond. Damage
EMP Hold Out	1d8 + special/1	Normal	20'/40'	1 lb.	Cell	2	1
EMP Pistol	2d8 + special/1d3	Normal	30'/60'	2 lbs.	Clip	8	1-2
EMP Rifle	3d8 + special/1d4+1	Normal	75'/150'	6 lbs.	Clip/Beltpack	8 or 25	1-3
EMP Assault Rifle	3d8 + Special/1d6+2	Automatic	75'/150'	7 lbs.	Belt-/Backpack	25/50	1-3
Squad Support	3d8+ Special/1d6+2	Automatic	75'/150'	20 lbs.	Backpack	50	1

EMP Explosive Weapon Table

Weapon	Damage	Blast Radius	Weight
EMP Grenade	5d8/2d6+2	20'	1 lb.
EMP Satchel	10d8/5d6	75'	10 lbs.
EMP Bomb	Destruction/Death	500'	40 lbs.

Grenade Launchers

Several different variants of this weapon are available, from a single shot rifle (otherwise known as a "blooper"), to a

device attached beneath the barrel of an assault rifle, to fully automatic launchers designed for squad support. Although a grenade launcher is listed in the Technological Artifact section of the *Mutant Future* core rulebook, this entry expands upon it dramatically.

The grenade pistol and the underslung launcher are single-shot variants and must be reloaded after every use. All other forms have a magazine capacity, and are able to fire multiple shots before being reloaded. All Grenade Launchers have built-in minimum safe distances, which equal the particular grenade type's blast radius plus 50%. For example, a standard fragmentation grenade (with a blast radius of 20') will not detonate until it has travelled a minimum of 30' from the launcher. If a grenade is launched at a target within this minimum safe distance, the grenade will not detonate.

This weapon can fire any of the grenades listed in the Technological Artifact section of the *Mutant Future* core rulebook, the new grenade types introduced in *Wisdom from the Wastelands Issue #3*, and those included in this issue.

Grenade Launcher Table

Weapon	Trigger Type	Range	Shots	Weight
Grenade Pistol	Single Shot	100'/200'	1	2 lbs.
Grenade Rifle	Single Shot	1,000'/2,000'	6	7 lbs.
Underslung Launcher	Single Shot	500'/1,000'	1	3 lbs.
Underslung Multi-launcher	Single Shot	500'/1,000'	4	5 lbs.
Multi-Barrel	Normal	750'/1,500'	12	12 lbs.
Automatic	Automatic	750'/1,500'	30	22 lbs.
Full-Auto Squad Support	Rapid Fire	1,000'/2,000'	200	50 lbs.

Plasma Projectors

Unleashing a stream or bolt of plasma — extremely hot, highly energetic matter — this weapon family inflicts massive thermal damage, severely burning or killing living creatures, and melting or evaporating other materials. Plasma Projectors come in several different configurations, including grenade, satchel charge, pistol, rifle, and squad support. The weapon range is quite short, so it is not suitable for a sniper weapon.

Although primarily point-target systems, plasma projectors also have a "splash" radius, as the plasma disperses around the target. Anything caught in this area takes half
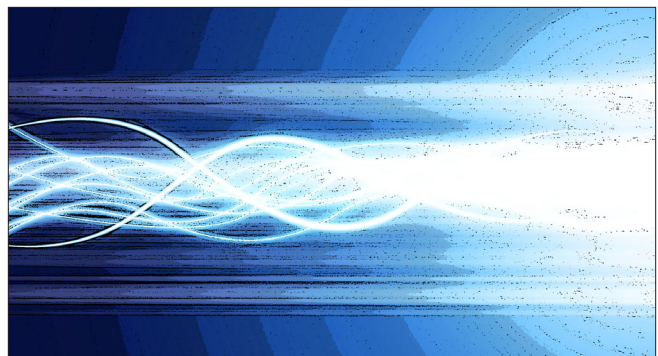
damage, and is allowed a save versus energy. If the save succeeds, the victim takes no splash damage. In addition to the heat, part of the weapon's damage is also kinetic, so there is a chance the target is knocked down when hit (save versus energy or be knocked prone).

In game terms, the damage dealt by plasma projectors is half thermal, half kinetic, which means certain types of armor will be more effective than others, and even certain types of mutations will provide some protection against this weapon. The ML can also determine if flammable material catches fire when hit by a plasma bolt.

Plasma Weapon Table

Weapon	Damage	Trigger Type	Range	Weight	Battery	Charges	Splash Radius
Plasma Pistol	4d8	Normal	150'/300'	1 lbs.	Mini Fusion Cell	10	5'
Plasma SMG	4d8	Automatic	125'/250'	3 lbs.	Mini Fusion	10	5'
Plasma Assault Rifle	6d8	Automatic	450'/900'	10 lbs.	Plutonium Cell	30	10'
Plasma Squad Support	8d8	Automatic	450'/900'	25 lbs.	Radioactive Battery	100	20'

Plasma Grenades and Similar Explosive Weapons

Weapon	Damage	Blast Radius	Weight
Plasma Grenade	5d8	75'	1 lb.
Plasma Satchel	10d8	150'	10 lbs.

Screamers

These weapons use powerful sonics to damage and incapacitate targets. More an area effect technology than direct fire, screamers have properties similar to flamers (see *Wisdom from the Wastelands* issue #3), Although with significantly greater range. The weapon fires an energy-enhanced cone of sound waves that spreads out from the muzzle of the weapon (which appears to be a megaphone amplifier attached to a rifle barrel). This energy wave easily damages flesh and is exceptionally hard on both glass and crystalline structures.

The device's sound energy has a twofold effect. First, any creature with an auditory system hit by this weapon must save versus energy or be deafened for 2d12 minutes and stunned for 2d6 rounds. Second, if the first save was failed,

the target must make Dexterity save (roll under their Dexterity score) or be knocked prone. When considering resistances, all damage done by the weapon is 50% sonic, 50% energy. Any glass or crystal items caught within the sonic cone must make a save or suffer 1d3 condition levels of damage (see *Wisdom from the Wastelands* issue 1 for more details, or the Encounters and Combat section of the *Mutant Future* core book for more information).

To account for the effect shape, increase the sonic cone width as the range to target increases. The screamer rifle cone expands by five feet for every 25' of range; for the support configuration, the cone expands 7.5 feet for every 50' of range.

Screamer Weapon Table

Weapon	Damage	Trigger Type	Range	Max. Cone Width	Weight	Shots	Power Source
Screamer Rifle	5d8	Automatic	100'	20'	15 lbs.	20	Backpack
Screamer Support	8d8	Normal	200'	30'	35 lbs.	50	Radioactive Battery

Screamer Rifle

Range	Cone Width
0-25'	5'
26-50'	10'
51-75'	15'
76-100	20'

Support Weapon

Range	Cone Width
0-50'	7'
51-100'	15'
101-150'	22'
151-200'	30'

New Condition
Deafened

Deafened characters are not able to react to any auditory stimuli. While in this state, they suffer a -2 to their initiative rolls, and cannot make any sort of audio perception check or take audio commands. Mental communication such as *neural telepathy* will still work, as will visual methods such as written commands or hand commands (assuming the victim can read or understand them).

By Derek Holland and the Skirmisher Game Development Group

The age chart is a powerful tool for Mutant Lords who want to scale monster encounters with the powers and artifacts of the player characters. These charts describe how a creature's characteristics change over its lifespan, using three columns: the age of the creature, its hit dice, and notes. Notes might include damage, mutations, drawbacks, or anything else that affects the creature in and out of combat.

Though the first Age Charts article (*Wisdom from the Wastelands*, issue #2) introduced the basic idea and structure, there are still plenty of other possibilities that go far beyond that starting point. This issue presents example charts for creatures that weaken during the last stages of life, giant creatures (kaiju), plants, and truly odd creatures that go through metamorphoses as they age.

Elder Age Charts
Gageling

No. Enc.:	1 (d6)
Alignment:	Variable
Movement:	120' (40')
Armor Class:	Armor
Hit Dice:	See chart
Attacks:	2 (weapons)
Damage:	By weapon
Save:	L (HD)
Morale:	9
Hoard Class:	VI, XII

Gagelings are sapient creatures descended from humans who were somehow infected with rattlesnake genetic material soon after the cataclysm, and then mutated by hard radiation into several different species. Sometime during this process, the main Gageling species, described here, gained the ability to understand technology just by looking at it. They also developed a smaller pair of arms beneath their main arms, small scales, pointed teeth, and a carnivorous diet. Adult

Gagelings also grow distinctive head crests containing organic wires, which allow telepathic contact. As they age, these wires expand throughout the crests, increasing communication range.

Most members of this Gageling species are ruin scavengers who combine odd bits of junk into useful (if bulky and semi-unreliable) tools and other equipment. Gagelings will trade some gadgets for food and clothing, but most are for their own use and protection. Some people call them "ratters," since the stench of rodent can be nearly overpowering in a Gageling home — the result of skinning and cooking these animals.

Mutations: *aberrant form (extra body parts, xenomorphism), increased sense (hearing), intellectual affinity (tinkerer).*

Age (Years)	Hit Dice	Notes
0-6	1/2	Non-combatant
7-12	2	Weapon damage -4
13-16	4	Weapon damage -2, gains *increased sense (sight)*, gains variant of *telepathy* with range of 1/2 mile
17-24	6	Gains *natural armor* mutation (AC 6)
25-35	8	Weapon damage +2, increased *telepathy* range (1 mile)
36-50	10	Increased *telepathy* range (2 miles)
51-70	7	Loses *natural armor* mutation, weapon damage -2
71+	3	Loses both *increased senses*, weapon damage -4, gains increased *telepathy* range (5 miles)

Uplift Hunter

No. Enc.:	2d4 (4d4)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	6
Hit Dice:	See chart
Attacks:	1 (bite)
Damage:	See chart
Save:	L (1/2 HD)
Morale:	6 (12 versus uplifts)
Hoard Class:	None

Uplifts were animals modified by the Ancients to possess human-level intelligence and abilities. During the early years of those projects, precautionary regulations ensured the creatures were kept in strict quarantine. These rules were lifted after the uplifts had most of their atavistic behaviors removed, and proved themselves capable of safely entering human society. But, as with any great change, there were some who felt threatened by this—and created the Uplift Hunters as a safeguard. Two groups separately developed different, though mechanically identical, varieties of the creatures from large dogs, such as deerhounds. The government-created Hunters were intended to contain and police, rather than kill; those created by various ideological factions (racist, religious, luddite, and others) were meant to help wipe out uplifts completely.

Although they are also genetically engineered like uplifts, the Hunters are not sapient (so, not uplifts themselves) and can be powerful pets for pure humans. The emphasis on

"pure" humans is important, because mutants of all kinds, even those that are not uplifts, make Hunters tense and aggressive. As they age, the creatures learn new tricks for finding and killing uplifts, with the adults even able to strip mutations from their prey. It is for this reason that Hunters are feared, since otherwise they are fairly weak creatures, intended to assist their masters more by detecting mutants than killing them.

Mutations: *improved sense (smell), know direction, increased willpower.*

Age (Years)	Hit Dice	Notes
0-1	1	Bite does d4
2-5	2	Bite does d6, gain *unique sense (detect physical mutations, range 500')* mutation
6-10	3	Bite does d8, gain *unique sense (detect mental mutations, range 500')* mutation
11+	2	Bite does d6, gain *ancestral form* mutation in all bite attacks

Kaiju Age Charts
Sun Eater

No. Enc.:	1 (1)		Attacks:	1 or 1 (bite or energy ray)
Alignment:	Neutral		Damage:	See chart
Movement:	120' (40')		Save:	L (HD)
	Swim 300' (100')		Morale:	12
Armor Class:	-2		Hoard Class:	None
Hit Dice:	See chart			

Sun Eaters are the gigantic, intelligent descendants of loggerhead sea turtles, which now terrorize the planet's warm waters, preying on ships as well as other large aquatic monsters and plants. Besides their great size (two feet in diameter per hit die) and strength (they can bite into a ship's hull), these creatures are feared for the powerful beam weapon they can fire from a cranial horn.

Although individual Sun Eaters have different forms of this *energy ray* mutation (see the New Mutations section below for suggestions), all use photosynthesis to charge it — and the more sun they get, the more powerful the heat ray becomes. For each hour of sunlight a Sun Eater is exposed to, double the damage from the beam for the initial attack only. For example, an Eater that has had three hours of light does eight times normal damage for its first beam attack; with four hours exposure, the damage is 16 times normal. Damage from the energy ray then decreases to normal until the Eater can rest and absorb more light. This energy storage is fleeting though: during darkness, or if a Sun Eater dives into deep water, the energy (and damage multiplier) dissipates at the same rate it was collected. The *energy ray* ranges listed in the chart below is for the heat ray fired through the air; halve these underwater.

While finding the corpse of a Sun Eater could make a community very wealthy, since its shell could be adapted to recharge non-nuclear power cells, even creatures immune to the heat ray are extremely unlikely to hunt these turtles. Hunting for Sun Eater eggs and domesticating the young is possible, if the problem of providing huge amounts of food can be overcome. And, since typical control mutations will not work (the animals are simply too large and powerful), training must be done by hand.
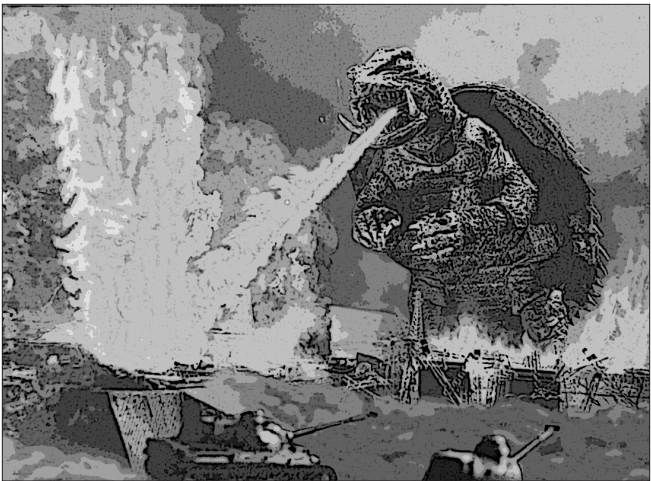
Mutations: *aberrant form (xenomorphism), energy ray, epidermal photosynthesis, gigantism.*

Age (Years)	Hit Dice	Notes
0-15	25	Bite does 5d6, *energy ray* does 4d10, range 250'
16-50	50	Bite does 5d8, *energy ray* does 5d12, range 500'
51-100	100	Bite does 6d10, *energy ray* does 8d12, range 1,000'
101-250	200	Bite does 8d12, *energy ray* does 10d12, range 1,500', armor class decreases to -6
251+	500	Bite does 10d10, *energy ray* does 15d12, range 2,500'

Smoking Ruin

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	2
Hit Dice:	See chart
Attacks:	1 (bite)
Damage:	See chart
Save:	L (HD) -1
Morale:	11
Hoard Class:	XXII

Smoking Ruins are massive serpents (4-5' long per hit die) that live in demolished cities and large complexes. They are named for the great clouds of smoke they produce, which are so dense they block most kinds of vision. However, this does not hamper the creatures, which are blind and rely on smell or hearing to find food. The smoke is also a breathing hazard: anything within the cloud without protective gear must save versus poison or suffocate to death within d6+4 rounds. Those who leave the cloud before dying will survive, but will be unable to do anything but walk for d4 turns. Smoking Ruins are obvious, because they can be seen or smelled from as far away as the smoke travels, and cannot hide their presence like other kaiju, who often disguise themselves as hills. Although they eat mainly plants and trees, Smoking Ruins are omnivores, happy to track down and eat explorers attempting to scavenge the ruins the serpents claim as home. As parthenogenic females, they require no mate, and produce one young per decade. The offspring are allowed to live in another part of the ruin as long as there is enough food for both parent and spawn.

Mutations: *gigantism, increased sense (hearing, smell, touch), sensory deficiency (blind), special (smoke generation).*

Age (Years)	Hit Dice	Notes
0-25	10	Bite does 3d6, cloud is 50' in diameter
26-75	25	Bite does 5d6, cloud is 150' in diameter, armor class decreases to 0
76-150	50	Bite does 7d6, cloud is 250' in diameter
151-250	75	Bite does 9d6, cloud is 500' in diameter
251+	100	Bite does 12d6, cloud is 750' in diameter

Plant Age Charts
Slick Vine

No. Enc.:	d4 (d4)
Alignment:	Neutral
Movement:	Swim 90' (30')
Armor Class:	5
Hit Dice:	See chart
Attacks:	1 (slam)
Damage:	See chart
Save:	L (1/2 HD)
Morale:	8
Hoard Class:	None

Before the final wars, the Ancients designed intelligent machines to take over conservation work. After the apocalypse, the survivors forgot this failed mission to protect the planet, but the machines soldiered on and began acting on their own initiative. Slick Vines were one ironic result, an engineered plant species created by the unsupervised machines to feed and maintain other, dying, engineered species: pollution-eating fish, birds, and oozes that had begun to starve in the cleaner environment.

The Vines are marine plants and reproduce through division as bits break off, float away, and start to regrow into masses up to 50' long and weighing 75 pounds. They work by capturing other organisms, both plant and animal, and turning them into oil, with the resulting slicks' diameter equal to 10' per consumed hit die (e.g., a 2-hit die creature provides a 20-foot diameter slick). Smaller Vines are forced to make smaller slicks because they do not have the organ capacity to convert all the prey into oil. The oil is a class 1 poison that is difficult to remove, requiring lots of soap or EP technology, and causes damage every round until cleaned off. Some communities "farm" Slick Vines, using the oil for fuel or flamethrower ammunition, or keep floating Vine masses in place to "mine" nearby waters, driving off pirates with fire.

Mutations: *chemical gland (new), natural armor (plant).*

Age (Months)	Hit Dice	Notes
0-1	2	Damage is d4, slick is up to 50' in diameter
2-5	3	Damage is d6, slick is up to 100' in diameter
6-10	4	Damage is d8, slick is up to 250' in diameter
11-15	5	Damage is d10, slick is up to 500' in diameter
16+	6	Damage is d12, slick is up to 1,000' in diameter

Tap Root

No. Enc.:	0 (1)
Alignment:	Neutral
Movement:	0'
Armor Class:	5
Hit Dice:	See chart
Attacks:	2 per trunk (branches)
Damage:	d6 to 2d6 (see description)
Save:	L (1/2 HD +1)
Morale:	11
Hoard Class:	XII

Tap Roots are mutant aspen trees that grow multiple trunks from the same root system. An aspen forest could result from one huge Tap Root, or several smaller ones. The plants are fairly docile and will not attack unless they suffer damage. Trunks grow up to 80' tall and each has 5-25 hit dice of its own. Those with 5-10 hit dice do d6/d6 points of damage. Those with 11-20 hit dice do d10/d10 points of damage. Those with 21-25 hit dice do 2d6/2d6 points of damage. To permanently destroy a Tap Root requires a class 15 or better poison (herbicide), or ripping up and burning all the roots (which could take months for a huge Root system). Should just the trunks be destroyed, the Root simply grows more.

Mutations: *natural armor (plant), natural vegetable weapon, regenerative capacity.*

Age (Years)	Hit Dice of Root	Notes
0-5	5	One trunk
10-25	10	Three trunks
26-50	25	10 trunks
51-100	50	25 trunks
101-150	100	100 trunks
151-200	250	500 trunks
201-250	500	1,000 trunks
250+	1,000	5,000 trunks

Other Age Chart
Bad Juju Cow

No. Enc.:	3d6 (0)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	6
Hit Dice:	See chart
Attacks:	1 (gore)
Damage:	See chart
Save:	L (1/2 HD)
Morale:	12
Hoard Class:	None

Despite adults weighing over a thousand pounds and having large horns, these herbivores do not seem very physically threatening. But, Bad Juju Cattle are able to affect probability, so anything foolish enough to attack them will suffer for their efforts. Young Cattle are not especially dangerous, but those over a year old can cause catastrophes. In addition to being larger and more powerful, bulls are even more likely to cause serious trouble (+25% on effects chance roll).

Minor effects are things like falling prone, or dropping a weapon. Moderate effects include a power cell becoming drained, falling and suffering d6 points of damage, or breaking a melee weapon. Major effects include falling and suffering 3d6 points of damage, ranged weapons breaking, or attracting a large predator. Catastrophic effects include everything from a laser rifle exploding to the *natural armor* mutation failing (i.e. the mutant's shell falls off). A save versus death negates or halves the effects (ML's decision).

Mutations: *special.*

Age (Months)	Hit Dice	Notes
0-4	1	Gore damage is d6 (d8 bull), there is a 15% chance of minor effects per attack on the cow
5-8	2	Gore damage is d8 (d10 bull), there is a 25% chance of moderate effects per attack on the cow
9-12	3	Gore damage is d10 (2d6 bull), there is a 50% chance of major effects per attack on the cow
13+	4	Gore damage is d12 (4d4 bull), there is a 65% chance of catastrophic effects per attack on the cow.

NEW MUTATIONS

Chemical Gland
The mutant has a new organ allowing it to produce one substance. This material could be industrial (like glue), medicinal (like stim-shot A), or a toxin, etc. The GM and player must work together to decide which substance is created. The number of doses produced per day equals three plus the mutant's power score modifier, with a minimum of one dose.

Energy Ray Variants
Coherence Beam: A form of *energy ray* that uses visible light. The target takes 3d6 points of heat damage and must save versus poison or be blinded for d6 minutes.

Energy Helix: The mutant produces an *energy ray* that moves like a corkscrew. If used correctly, it can bypass cover. Any use requires a to hit roll and does only 2d6 points of damage. Attacking someone behind cover, which must be no wider than 10', induces a -4 penalty to the roll. Otherwise, this is identical to *energy ray*.

Oscillating Ray: The mutant produces an *energy ray* that goes up and down the electromagnetic spectrum. When the wavelength most damaging to the target is reached, it stays there. In game terms, this means the mutant must hit
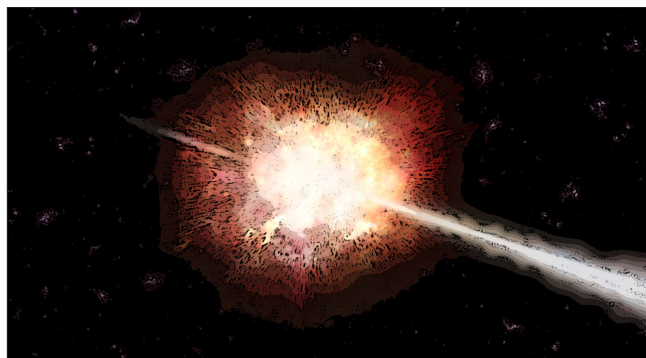
the target d4+1 times, doing d6 points of damage each time. Once that number of hits is reached, the damage becomes 6d6 points. Unlike the normal *energy ray*, the oscillating ray can be used every round.

X-Ray Beam: This *energy ray* can pass through some objects without harming them. Though this applies mostly to stone, concrete, and other mineral-based objects, the ML may decide others are also unaffected.

Loss of Trait (D)
The mutant has lost a mutation or species trait that is not vital to survival.

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WISDOM FROM THE WASTELANDS

By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

In almost every roleplaying game, one of the biggest aspects is combat. *Mutant Future* is no exception, for, in many ways, combat could be considered one of the game's most crucial aspects—next to mutations! In this spirit, here are several new optional rules a Mutant Lord can use to expand the combat possibilities in his or her game.

All-Out Attack

An all-out attack is declared at the beginning of a character's turn, and can be used with any attack form: ranged, melee, and even mental or physical mutation. This aggressive posture gives a +3 to hit and, if using a melee weapon or mutation, +3 to damage (total, not per die) on top of any regular modifiers. The downside to an all-out attack is that a character is more vulnerable to a counterstrike, losing any Dexterity bonus and suffering a +2 AC penalty.

All-Out Defense

As with the all-out attack, a character can declare an all-out defense at the beginning of her turn. While doing this, the character may not make any sort of attack (melee, ranged, or mutation), and is allowed only half her normal movement. An all-out defense provides the character with a -4 to her AC, and a +2 to any physical saving throws, such as dodging out of an explosion's area of effect.

Area Fire

Instead of shooting at a single enemy, a character firing more than one shot per round can target an area up to 10 feet wide. Should an opponent move through this zone, the aiming

character can take opportunity shots at it, if he did not make an attack during his turn. This tactic is useful if opponents are hidden at the start of the round.

Bursts

Any weapon with the Automatic rate of fire can use this option, which should paired with the new Rate of Fire rules (regarding multiple rounds hitting) detailed below. A character can direct a burst at any number of targets within a 15-foot wide space, with only one to hit roll needed. If this succeeds, determine the number of rounds that hit, then roll the appropriate damage and divide this equally between the number of targets. For example, a character using an automatic rifle (automatic trigger, 1d12 damage per round) fires a three-round burst at a group of three mutants. Because of an exceptional to hit roll, all three rounds strike home. She rolls 3d12 for damage, with a result of 21, which is then divided between the three targets, causing each 7 points of damage. If the damage rolled was 22, then the damage would be divided as 7 points for two targets and 8 points for the last.

Combat Modifiers

Many combat situations will benefit or penalize an attacking character. The table below lists the most common modifiers a ML will use during a fight.

Combat Modifier Table

Situation	Modifier
Attack from behind	+3
Attack from rear flanking position	+2
Firing into melee combat	-2
Attacker kneeling (melee attack)	-2
Attacker prone (melee attack)	-4
Attack from above	+1
Attack from below	-1
Defender kneeling	+1
Defender prone	+2
Defender surprised	+2
Attacker blind	-4
Each round spent aiming (ranged only, cumulative to a maximum of +5)	+1
Attacker kneeling (ranged attack)	+1
Attacker prone (ranged attack)	+2
Attacker successfully grappling defender	+2
Injured in current round	-2
Point blank shot (ranged only)	+2

Firing into Melee: When firing at an enemy engaged in melee combat with a friendly character, the shooter suffers a -2 to hit. If this roll misses by 5 or more, the attacker must make another attack roll, against the friendly character (who gets the benefit of all normal defense/AC bonuses). If the second attack roll hits, the friendly character takes the damage.

Flanking: When two or more characters are in melee combat with the same target, any character who is behind right or behind left of the target gains a +2 to hit. This stacks with the multiple attacker bonus.

Injured in Current Round: During the round, should a character get hit before he can strike, he suffers a -2 to his attack roll (unless the character is one that cannot feel pain,

like robotic units). For example, during a fight a character with an initiative of 3 is shot and wounded by an enemy with an initiative of 5. For this round only, the character suffers the negative to hit modifier when he gets to act. See the Injury Rules below for more effects.

Multiple Attackers Engaging Same Target: When three or more allied characters attack the same target in melee combat, each character gains a +1 to hit. This bonus stacks with the flanking bonus.

Point Blank Shot: When an attacker fires any ranged weapon at a target within five feet, he gains a +2 to hit. Ranged mutations might also apply this bonus, depending on the ML's ruling.

Cover

In ranged combat (using any type of firearm or missile weapon, or even some mutations), a target might gain some benefit from using available cover. This could be anything from jumping behind an overturned table, to kneeling behind a tree stump, to peering around the edge of a steel door.

Anyone using cover must state what they are doing, and the ML will assign the blocking obstacle a level of protection (25%, 50%, or 75%). The coverage levels each give a bonus to the target's AC, and possibly an optional saving throw bonus. As an example of the latter, a target is caught in an explosion but was partly shielded by a concrete wall. The ML decides the character is 50% covered, and gives her +2 bonus to the saving throw versus energy. The ML may also decide that an obstacle, like bushes or a thin wall, only provides concealment (rather than hard cover) and could be penetrated by an attack, or that a target's blocking cover could be damaged by something like an area of effect attack, such as a grenade explosion.

Cover Table

Cover Level	Bonus	Optional Save Bonus
25%	-1 AC	+0
50%	-2 AC	+2
75%	-3 AC	+4

Critical Hits/Misses

During combat, if an attacking player rolls a natural 20, her character scores a critical hit, doing the weapon's maximum damage. For example, when a character gets a critical hit with a long sword (1d8 damage), the strike automatically does 8 points of damage, plus any modifiers (such as Strength bonus, mutation bonuses, etc.).

On the other hand, a critical miss happens when an attacking character rolls a natural 1 to hit, which means she not only automatically misses, but one of two things will happen. The first possibility is that if she is fighting near a companion, the character might actually hit her friend instead. Have the attacker make a normal to hit roll against her companion's AC (including all normal defense/AC bonuses). If she hits, then her friend takes normal damage — including critical hits, if the dice are so unkind.

The other effect, if there is no ally nearby (or if the ML
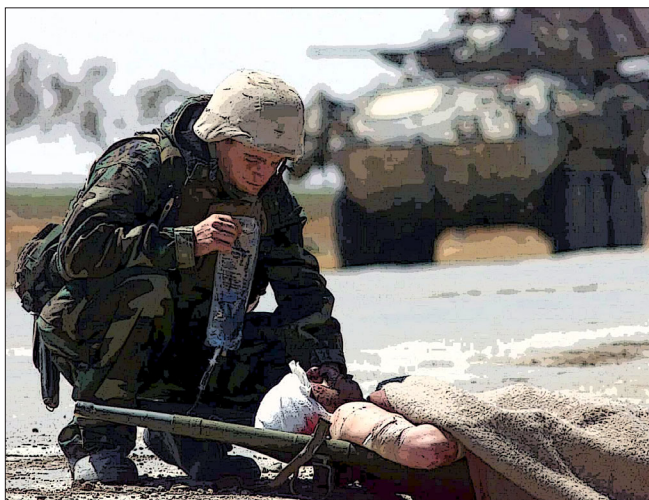
prefers), is to have the attacking character roll under her Dexterity on a d20 to avoid dropping her weapon. Of course, a character with a natural attack cannot drop this weapon, but must still make the Dexterity roll, or suffer 1d3 points of damage as she injures herself. When the critical miss involves a weapon using any form of ammunition, the ML can decide the weapon jams, requiring 1d3 rounds to clear. If the weapon uses a power cell, the cell shorted, requiring 1d3 rounds to reset and expending one round of power.

This rule only applies to natural rolls of 1 or 20. Modifiers pushing a result to 1 and below, or to 20 and above will not make any normal roll into a critical miss or hit.

Disarming

At some point, a character may choose to disarm an opponent. To adjudicate this, the ML should use the optional Targeting Specific Body Locations rules (described below), since an attacking character usually aims for the target's weapon hand. The attacker first declares an intention to disarm his opponent, and then decides whether he wants to simply knock the item away or cause damage.

When trying to strike an item from the target's hand, a successful roll to hit means the target must either save versus stun or make a Dexterity saving throw (roll under his Dexterity score to hold onto the item). If the save fails, the item is dropped.

If the attacker chose to inflict damage, he must decide whether to hit the limb holding the item, or the item itself. Injuring the arm means the target might suffer from Limb Breakage or Loss (see rules below), while striking the item means it could suffer condition damage. It is the ML's decision whether this damage happens automatically, or if the item may make a save to prevent it.

Limb Breakage or Loss

If the ML uses the optional rules for Targeting Specific Body Locations (described below), there is the chance a character's arms, legs, or wings might be broken — or even severed completely — if hit hard enough.

Any strike doing damage equal to 20% of the creature's total hit points breaks a limb, which is unusable until this damage is healed. Damage exceeding the 20% limit is considered lost, with one exception: if the limb sustains a total of 40% of the creature's total hit points, it is blown off. This is a permanent disability unless the limb can be re-grown. Even if the limb is amputated, the creature only loses 20% of its hit point total and all damage beyond this limit is lost. Still, losing a limb will be devastating.

Firing Off-Hand

Nearly all character races are considered to have a dominant hand (left or right), which is stronger, more coordinated, and used more often. The only exceptions are artificial entities, like androids and robots, and mutants with the *ambidextrous* mutation (*see page 5*), both of which can use either hand without disadvantage. Shooting a pistol with the weaker hand will give the firing character a -2 to hit penalty.
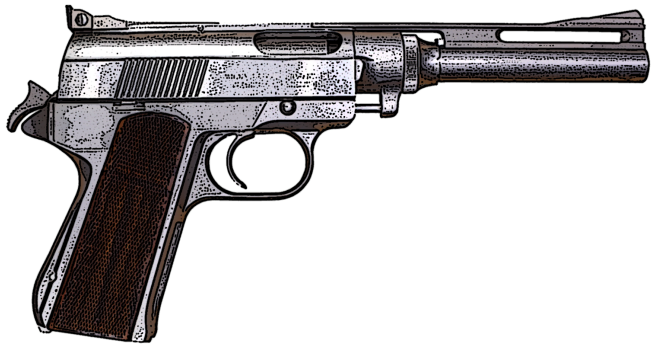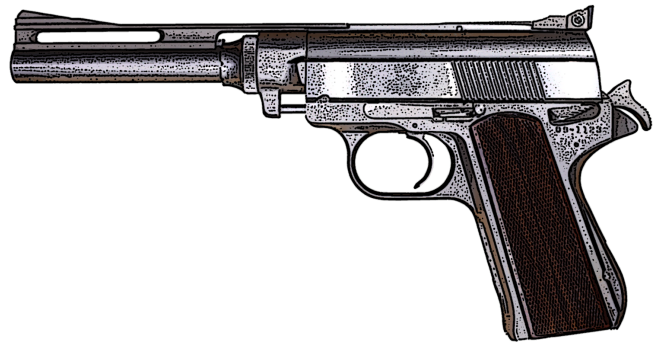
Firing Two Weapons

Characters can fire two pistols at once, but must take a -3 modifier on each shot. This stacks with the -2 modifier for shooting with the wrong hand (which means this hand will suffer a -5 to hit). These guns can be fired at different targets, if the targets are next to one another.

Rate of Fire

Although the *Mutant Future* core book describes various rates of fire, the following rules allow the ML a little more flexibility, and add flavor to the game.

Normal Trigger: The shooter fires once per round. If he has multiple attacks per round he may fire more than once but it is still considered to be a normal trigger.

Automatic Trigger: The weapon fires bursts of two or three rounds with every trigger pull. The character must choose the number of rounds fired in each burst, and rolls to hit as normal. If the attack succeeds, one round hits. For every 2 points the roll exceeds the to hit number, an additional round strikes. For example, a character using an automatic rifle fires a three round burst, needing a 14 to hit the target. He rolls a 17, so two of the three rounds hit. A 19 would have resulted in three rounds hitting the target. If the attacker rolls a critical hit then all rounds fired will hit the target, but roll the damage per round normally.

Rapid Fire Trigger: The weapon fires as long as the trigger is held. This is similar to the Automatic Trigger, but instead of single rounds hitting, bursts will hit. For example, a character shoots with Rapid Fire Trigger, sending three three-round bursts down range. For every 3 points his roll exceeds the to hit number, one full burst of three rounds will strike home.

Grappling

With a successful to hit roll, an attacker may grapple a target. Once the hold is established, the attacker may attempt to just hold the target, or inflict damage. After that, the target may try to break the grapple.

Maintaining or breaking the hold is done with a contested Strength roll: the grappler and the target roll 1d20 and add their respective Strengths, with the higher result winning. Since this is NOT an attack roll, Strength modifiers do not count, but other factors (listed in the Grappling Table) will modify the die rolls. If the grappler prevails, then he maintains his grip and may either continue to hold, or cause damage. If the target wins, he has broken free and may act normally. This method makes it possible, though unlikely, for a weak character to struggle free of someone far stronger.

When the attacker simply holds his target, the defender cannot take any action except to make or defend against mental attacks. If the attacker choses to damage the defender, he may attack normally with any natural weapon he possesses, within reason. For example, a creature that usually gets three attacks, of two claws and a bite, would only be able to bite (since using claws would mean releasing the hold), but would get a +2 to hit. Certain mutations, like *dermal poison slime*, possessed by a defender will harm the attacker. Any creature grappling a target with such a mutation will automatically let go after the first successful attack, as self-preservation is a powerful instinct.
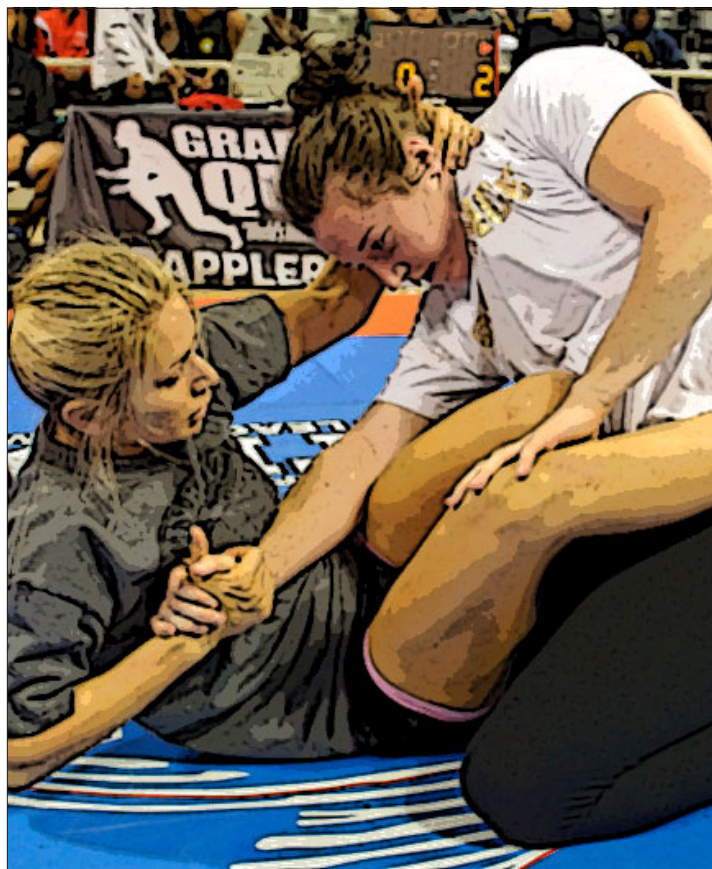
Grappling Table

Effect	Modifier
Aberrant Form	Varying modifiers, based on ML decision
Adhesive Dermal Secretions	+6 to grapple roll
Density Alteration	See Size Difference and the Size Modifier Table below
Friction Control	+/-3 to grapple roll
Increased Balance	+2 to grapple roll
Increased Joint Flexibility	+2 to grapple roll
Multiple Limbs	+1 to grapple roll for each additional pair of limbs
Natural Armor	-2 to attacker's grapple roll
Obese	-2 to attacker's grapple roll
Prehensile Tail	+1 to grapple roll
Simian Deformity	+2 to grapple roll
Size Difference	+2 per size level difference for the grappler (e.g., if a huge creature tries to grapple a humanoid-sized creature, the huge creature gets +4 to the grapple check); see Size Modifier Table below.
Skeletal Structure Change	+2 to grapple roll

Grenade Scatter

Whenever a character misses with a grenade-like weapon, the weapon deviates from its target in both distance and direction. The weapon misses by 3 feet for every point the attack roll missed. To find the direction, roll 1d6 and consult the Grenade Scatter Table. For example, a character throws a grenade toward an attacking mutant, needing a 12 to hit, but only rolls a 7. Since the attack roll missed by 5, the grenade lands 15 feet from the target. The player rolls 1d6 for deviation direction, and gets a 3, the Front right hex. So, the grenade lands 15 feet to the front right of the mutant.

The target could still be within the blast radius, but the explosion might not give the intended effect.

Grenade Scatter Table

d6 Result	Direction Deviated
1	Front left hex
2	Directly in front
3	Front right hex
4	Rear left hex
5	Directly behind
6	Rear right hex

4

Injury

Getting hurt in combat eventually wears characters down, making them less effective as the fight progresses. There are four injury levels, each with its own attack and movement penalties. As an example, a healthy character with 18 Strength, and 16 Dexterity would have +3 to hit/damage, -2 to AC, +2 to ranged attack, and +2 to initiative. When she becomes lightly injured, these bonuses become +2 to hit/damage, -1 to AC, +1 to ranged attack, and +1 to initiative. Note that these modifiers stack with any modifiers gained through fatigue.

Injury Effect Table

Injury Level	Amount of Damage Suffered	Effect
Uninjured	Up to 25% of total hit points	No effect
Lightly Injured	26-50% of total hit points	-1 to hit and all Strength bonuses, 1 ranged to hit and all Dexterity modifiers (if any), -25% movement
Moderately Injured	51-75% of total hit points	-2 to hit and all Strength bonuses, -2 ranged to hit and all Dexterity modifiers (if any), -50% movement
Heavily Injured	76-99% of total hit points	-3 to hit and all Strength bonuses, -3 ranged to hit and all Dexterity modifiers (if any), -75% movement

Modifiers to Hit Based on Creature Size

As a general rule, it is harder to hit smaller targets and easier to hit larger ones. Consult the table below for combat modifiers based on size. For really large or small targets the mutant lord can determine the modifier.

Size Modifier Table

Size	Modifier	Size	Modifier
Tiny	-4	Small	-2
Humanoid	+0	Large	+2
Huge	+4		

Targeting Specific Body Locations

In combat, it is generally assumed that all attacks affect an opponent's torso or center mass. To add flavor, the ML can allow a character to aim for specific points on the target's body. Each location has a negative to hit modifier, and the damage will have different effects.

Body Location Table

Location	Modifier	Effect
Head	-7	Double Damage, save vs. Death or drop to -1 HP, save vs. stun or be knocked unconscious.
Neck	-9	Double Damage, save vs. Death or drop to -1 HP, save vs. stun or be stunned for 1d6 rounds.
Arm	-4	-2 to attacks, Dexterity check or drop any held weapon, save vs. Death or be unable to use arm for 1d6 rounds.
Hand (Paw)	-6	-4 to attacks, Dexterity check or drop any held weapon, save vs. Death or be unable to use hand for 2d6 rounds.
Leg	-4	-25% movement for 1st round, Dexterity check or fall down, save vs. Death or movement reduced by 25% for 1d6 rounds.
Foot (Paw)	-6	-50% movement for 1st round, Dexterity check or fall down, save vs. Death or movement reduced by 50% for 1d6 rounds.

When a target gets struck in the head or neck, double all damage. If this exceeds the 20% rule, then the target must save versus death or instantly drop to -1 hit points. He must also save versus stun to avoid becoming unconscious, or stunned for 1d6 rounds (depending on the hit location). If the target fails to save versus death, he will continue to lose 1 hit point a round until stabilized. Once he reaches -10 hit points (or his negative Constitution score, if the optional rules regarding negative hit points are used from *Wisdom from the Wasteland* issue #8), then he will die.

If a target is disabled by hits in both arms (or all arms/manipulative limbs), then he will not be able to hold a weapon or use any natural attacks involving those limbs until the allotted time has expired. If a target has had all its legs/movement limbs disabled because of failed saves then his movement will be greatly reduced or taken away completely.

All effects are cumulative. For example, a target is shot in one leg and one foot. He suffers a –75% to his movement rate (25%+50%) for the first round, and, since he failed both saves, his movement rate is reduced by 75% for a total of 8 rounds (1d6 rolled for each disabled limb). After he stands back up.

NEW MUTATION

Ambidexterity (Physical)

Most creatures are either right or left handed, and if they attempt to use their off-hand, they will typically suffer a penalty. This mutation allows the mutant to use any hand (or paw, foot, and so forth) as a primary appendage. The mutant will not suffer from any negatives for using the off hand appendage.

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By Derek Holland and the Skirmisher Game Development Group

Gut worms and intestinal bacteria, athlete's foot fungus, toxoplasmosis protozoa, lycanthropy and Rage and vampire viruses. Whether biological fact or fictional terror, we are surrounded (and colonized) by parasitic lifeforms, some of which evolved to become a necessary part of us — while others affect our behavior, or become our nightmares.

Parasite mutations were originally introduced in the Skirmisher Publishing LLC sourcebook *Creatures of the Wastelands*, but transformations are a new evolutionary step regarding the concept of symbionts bonding with hosts.

Parasite mutations are powers or abilities a host develops after being colonized by another creature, which lives on or within the host, drawing nutrients from it but remaining a discrete organism. These mutations provide the host character with a benefit, usually a standard mutation, and have a penalty, usually the loss of ability points. These penalties are continuous even if the granted mutations are conditional, weakened, or temporarily unusable.

The parasites can be removed by medication, surgery, or some healing mutations, and the host character will suffer no after effects. In fact, some Mutant Lords may disallow parasite mutations for mutants that have *accumulated resistance, body adjustment, regenerative capacity*, or similar mutations. As for things such as habitats for the specific species of parasites, how people use or react to them (breed, collect, or fear), and methods of transmission, the specifics are all up to the ML.

Transformations are different because they involve a complex set of changes to the host, with new benefits and penalties appearing over time as the two creatures gradually fuse together. At a certain point, usually one-half or two-thirds of the way through the process, the changes become
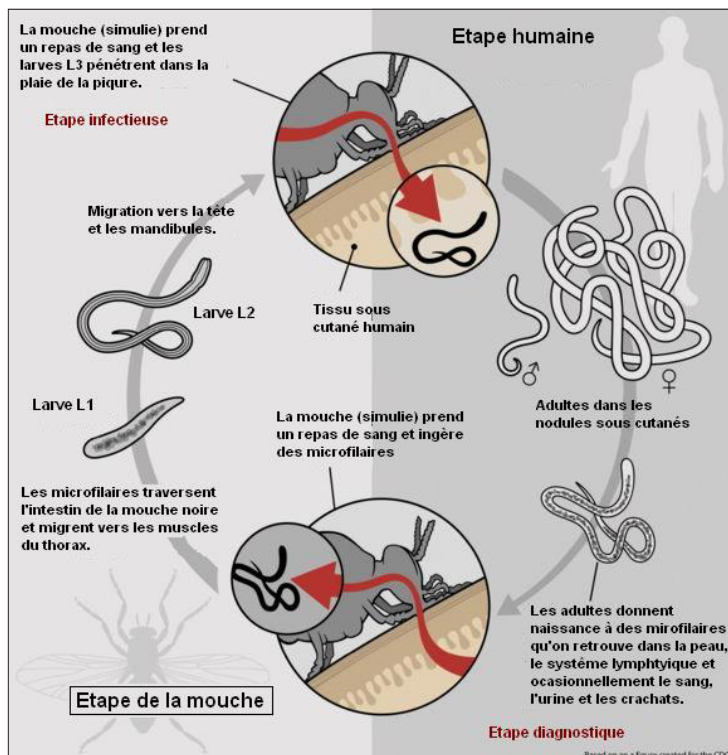
irreversible, even if the symbiont is killed. However, before this time, the host can be cured and the changes will revert at the same rate they were gained. Although most turn the host into a new and different organism, some transformations effectively kill the host once the process is complete.

Both parasite mutations and transformations can be used by pure human and mutant characters.

Some of the mutations used below have a new concept applied to them — mutation modifiers. These are ways of altering a mutation, allowing the Mutant Lord different possibilities for using the mutation. Each modifier has a specific effect on the mutations it is applied to. See the upcoming *Wisdom of the Wastelands* "Mutation Modifiers" issue for many more modifiers and suggestion on how they may be used in your settings.

PARASITE MUTATIONS

Black Hook: This crustacean burrows into the host's skin and extends spines out. It provides the *spiny growth* mutation (d4 damage) at the cost of two Dexterity points.

Crimson Leaf: Insects burrowing into the host's leaves give it the ability to throw fire (*thermal emissions*) but also make it vulnerable to cold (*thermal sensitivity*). Extreme cold (over 25 points inflicted in a single attack) will kill the insects. And, because the insects infest the leaves, deciduous plants will have to be reinfected every spring for the plant to regain this mutation.

Dusty Antennae: After this insect burrows into the host's neck, it extends antennae out of the host's head. These provide the *increased senses (smell)* mutation, but cause the *epidermal susceptibility* drawback as the host suffers +1 point per die of additional damage from sonic attacks.

Ghost Skin: This bacterial infection turns the host pale (*albinism* drawback) and makes it harder for him to fight other diseases (*reduced immune system* drawback). The bacteria also tap into his nervous system giving him the *energy-retaining cell structure* and *thermal vision* mutations.

Glass Worm: This tiny mutant worm burrows into the host's skin, giving her the *control light waves* mutation. Unfortunately, the worm is temperature sensitive (*frailty* drawback) so the host takes double damage from both heat and cold attacks. The worm will die if the host fails three or more consecutive saves versus temperature attacks.

Red Tusk: A centipede that lives in the host's neck, the tusk provides an *aberrant form (natural weapon)*, which contains a class 4 poison and has a range of 2'. Besides compromising the host's immune system (*reduced immune system* drawback), red tusks are not very popular because they tend to attack anyone that gets very near the host.
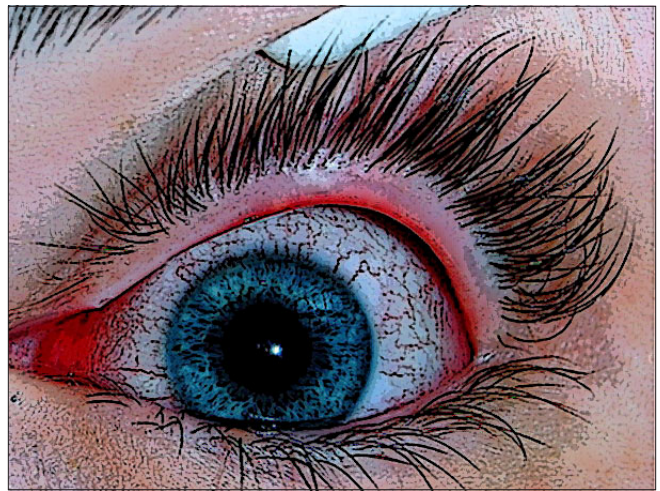
Red Eye: This fungus invades the eyes and enhances the host's vision, in some parts of the electromagnetic spectrum. Red eye provides *ultraviolet vision* and *unique sense (x-rays and radiation)* with a range of 120'. The price is hefty, though: the *epidermal susceptibility* and *vision impairment* drawbacks. The mutant cannot see well and bright flashes of light cause complete blindness for 2d6 rounds if a save versus death is failed.

Screaming Skull: This tiny vine burrows into the bark of trees and shrubs to leech sap, which induces the *slow mutant* drawback. The screaming skull is named for its skull-shaped tuber and noise it makes. If the host plant squeezes the symbiont slightly, the vine screams (*shriek [plant]*). When the scream is used more than once per four rounds, the parasite drains a point of Constitution from its host. The points are regained at a rate of one per hour of rest.

Skull Slug: There are many different kinds of skull slugs and maggot heads (from *Creatures of the Wastelands*), all of which provide mental mutations. Most feed on their host's blood or cerebral fluids and cause immunity problems, mental drawbacks, or even weird cranial growths (*bizarre appearance*). The most common skull slug species gives its host the *mind thrust* mutation while causing the *reduced immune system* drawback.

Scuzzy Skin: A fungal infection similar to athlete's foot, scuzzy skin covers the entire host, which can be both plants and animals (including humans). The fungus absorbs electrical and provides *reflective epidermis (electricity)* at the cost of *increased caloric needs*.

Snothorn: This fungus grows out of the nose and onto most of the face (looking similar to a tiny horn), but it also spreads throughout the host's entire muscular system. Snothorn induces *aberrant form (xenomorphism)*, *gigantism (environmental dependance)*, and *optic emissions (bright eyes)*, mutations allowing the host to breathe underwater, double in mass when exposed to salt water, and produce flashes of light from his face.

The mutant also suffers from *bizarre appearance*, *pain insensitivity*, and *frailty (environmental dependance),* as the fungal growth looks disgusting to most races, and damages the nervous system, making it difficult for the mutant to feel physical stimuli. Also, when the mutant's body enlarges, it is not that much stronger. This presents a problem if he is ever exposed to salt water on land: the mutant enlarges for 3d6 rounds and his movement rate is reduced to 30' (10') because his muscles are not strong enough to move his bulk.

Should the fungus ever be eliminated from the host, his nerve damage slowly heals, with the *pain insensitivity* fading away after two months.

Spinyscale: Scales are tiny, immobile insects (as adults) that infest many plant species. These mutants cause the plant's outer layer to form thorns (*projectile thorns [accelerated]*) covered with a class 6 poison (*toxic weapon [activated]*). The thorns can be fired first in the round no matter what the plant's initiative is and the poison only harms those who are also exposed to class 2 or higher radiation. As with all parasite mutations, the insects also have a downside. They do not tolerate cold very well (*thermal sensitivity [cold]*), and they make the host plant vulnerable to insecticides (*poison susceptibility [crippled]*).

MUTATION MODIFIERS

The descriptions below are only brief introductions. The upcoming *Wisdom of the Wastelands* issue dedicated to modifiers will more fully cover this concept and the mechanics involved.

Accelerated means the mutant automatically gets the initiative when using this mutation. If two opponents both have accelerated mutations, they go simultaneously.

Activated requires the target to be exposed to a certain stimulus for the mutation to function, e.g., a topical poison that is only activated when exposed to sunlight.

Crippled lessens the effectiveness of the mutation or drawback, reducing damage or the number of targets, affecting saves, and the like.

Environmental Dependance requires the mutant to be exposed to a certain stimulus (such as water, sunlight, or chemicals) for the mutation to function.

TRANSFORMATIONS

Ant Colonization: Some mutant ants can invade a body without killing it. They slowly turn the host's skeleton and flesh (or heartwood and leaves) into a powerhouse meant to defend their queen. The host becomes the colony's new home, with between 500 and 50,000 workers living inside at one time, depending on the size of the colonized body. Usually, most of these workers will arrive with their queen, but a

queen can establish a colony on her own. If the infestation starts with just the queen, it takes four months before any changes occur, the time needed to build up the minimum number of workers for the host's mass.

Some beings allow this invasion to happen because of the additional power the colony provides, but the cost is significant. The host's body is twisted and his senses are dulled, with the worst being the loss of sight. As his mind is slowly taken over by the colony, he loses access to many of his former skills. To drive out the colony, the host must either stay underwater for more than 36 hours without access to air in any form or ingest a pesticide that will kill the ants (and probably harm the host's body as well). This treatment will reverse any changes if done before day 101.

Days	Changes
1-10	Armor class decreases by one, gain *pain insensitivity* drawback
11-50	Armor class decreases by one, Strength increases by one, gain *bizarre appearance* drawback (ants visible through skin)
51-100	Constitution increases by one, technology rolls decrease by 25%
101-150	Technology rolls decrease by 25%
151-250	Armor class decreases by one, gain *vision impairment* drawback
251-300	Constitution increases by one, gain *obese* drawback
301+	Host is controlled by colony like the *possession* drawback, and will die if the colony is destroyed

Ghost Form: These symbionts are a spider-like parasites from another plane brought in via the *plane shift* mutation. They phases through the flesh and slowly causes their hosts to become ethereal, unable to interact with normal matter (including most artifacts). But the spiders also provide access to a variety of rare mental mutations. Killing the spiders is very difficult as no physical or energy weapon can affect them. The only known method is the *killing sphere* mutation, which will also affect the host. If the spiders are not slain before day 33, changes to host cannot be reversed.

Days	Changes
1-8	Strength, Constitution, and Dexterity decrease by one, gain *control light waves* mutation
9-16	Strength, Constitution, and Dexterity decrease by one, gain *acute hyper healing* mutation
17-24	Strength, Constitution, and Dexterity decrease by one, gain *flight (psionic)* mutation
25-32	Strength, Constitution, and Dexterity decrease by one, gain *mental barrier* mutation
33-40	Strength, Constitution, and Dexterity decrease by one, gain *teleport* mutation
41-48	Strength, Constitution, and Dexterity decrease by one, gain *empathy* mutation
49-56	Strength, Constitution, and Dexterity decrease by one, gain *precognition* mutation
57+	Host becomes incorporeal

Granite Form: This transformation is caused by nanites that make the host's skin and muscles harder and heavier. The host becomes increasingly resistant to physical and energy damage, but eventually the weight overwhelms and immobilizes him—as he effectively turns into a very tough rock. The process is permanent unless reversed before day 1000 with an EMP weapon or effect. As popular as this mutation is, the nanites are difficult to find, or are very expensive.

Days	Changes
1-50	Strength increases by one, gain *natural armor* mutation
51-100	Strength increases by two, gain *natural armor (improved)* mutation
101-250	Gain *reflective epidermis (heat)* mutation, gain *bizarre appearance (skin changes)* drawback
251-500	Gain *reflective epidermis (cold)* mutation, armor class decreases by one, movement is reduced by one-fourth
501-750	Strength increases by two, gain *reflective epidermis (electricity)* mutation
751-1,000	Gain *reflective epidermis (radiation)* mutation, armor class decreases by one
1,001-1,250	Gain *damage turning* mutation (treat as physical)
1,251-1,500	Armor class decreases by four, movement is reduced by one-fourth
1,501+	Becomes immobile

Rad Eater: A very common transformation in the irradiated wastes, rad eaters have worms infesting their skin. The longer the worms are in the host, the more radiation they consume. Excess energy bleeds off in the form of the *energy ray (heat)*

mutation but also boils the host's nervous system. Some communities breed the worms for use as a preventive treatment, helping members survive in blasted, radioactive wastelands. Removing the worms is easy, they starve to death after 10 days in a normal radiation field (weaker than class 1). The changes to a host are permanent if the worms are not removed before day 101. And, if the worms die after the transformation is complete, the host's body implodes into a puddle of flesh and blood. All that is needed for the worms to survive is a radiation source. Some people even ingest or implant bits of radioactive metal in their bodies so they do not have to worry about the health of their worms.

Days	Changes
1-30	Radiation damage is reduced by one point per die, *energy ray* does d6 points of damage
31-60	Radiation damage is reduced by two points per die, *energy ray* does 3d6 points of damage, Intelligence is decreased by one
61-100	Radiation damage is reduced by three points per die, *energy ray* does 5d6 points of damage, range for ray increases to 75', Dexterity is decreased by one
101-200	Radiation damage is halved, *energy ray* does 8d6 points of damage, Intelligence is decreased by one
201-250	Radiation damage is reduced to one point per class, *energy ray* does 12d6 points of damage, ray range increases to 125', Dexterity is decreased by two
250+	Gain *reflective epidermis (radiation)*, *energy ray* does 15d6, Intelligence is decreased by two, death of worms causes host to implode

Roachling Curse: Transmitted by some species of cockroach, the roachling curse is a bacterium that slowly transforms the host, giving him some traits of the insect. In addition to being able to eat almost anything organic, the host gains an

exoskeleton, resistance to radiation, and a narrower body. The body change allows the host to slip through small cracks, a useful trait in fallen ruins and shattered cities (exact effects and dimensions of the body are up to the Mutant Lord). As the body changes, the host becomes progressively more insect-like in appearance, something that makes interaction with others difficult. The penalties from the *bizarre appearance* drawback stack for the host. The process can be halted with artifact medicine but the changes can only be reversed before day 201.

Days	Changes
1-25	Armor class decreases by one, gain ability to consume rotting organic matter
26-50	Gain *bizarre appearance (skin changes)*, gain *increased sense (smell)*
51-100	Armor class decreases by two
101-200	Become resistant to radiation (1/2 damage)
201-350	Gain narrow body shape, gain *bizarre appearance (mouth structure changes)*
351-500	Armor class decreases by two
501+	Gain *reflective epidermis (radiation)*, gain *bizarre appearance (antennae and limb bristles)*

Shattered Form Plague
Mosquitos transmit this transformation. The host slowly breaks down into a swarm of mosquitos. He does retain a hivemind but as the insects are so small, the host will not be able to use any technology after the transformation. Nor will he be able to use certain physical mutations. However the host also gains a few odd abilities such as reading the mind of those he feeds on, and being able to become a swarm for limited amounts of time before the change becomes permanent. While the transformation is occurring, the host's body stays solid unless the mutant shatters himself. Any damage to the swarm will obviously result in damage to the host's solid form. If the host is not allowed to transform back (such as the swarm being held in two or more places), the host dies horribly when the reversion is attempted. The process can be stopped with artifact medicine but it has to be done before day 51.

Days	Changes
1-10	Strength decreases by one
11-20	Constitution decreases by one
21-30	Dexterity decreases by one, gain *increased sense (smell)*
31-40	Strength decreases by one, gain ability to read the mind of those the host feeds on for one hour after feeding
41-50	Constitution decreases by one, gain ability to become swarm form for 10 minutes per day
51-60	Dexterity decreases by one, time for mind reading increases to 10 hours
61-70	Strength decreases by one, gain ability to become swarm form for 1 hour per day
71-80	Constitution decreases by one, gain *spiny growth mutation* (actually proboscis attacks, cannot be thrown)
81-90	Dexterity decreases by one, time for mind reading increases to 24 hours
91+	Swarm form becomes permanent, loss of some physical mutations, gain permanent hivemind, gain *metaconcert* mutation

WISDOM FROM THE WASTELANDS

Fantasy has spells and potions to heal injuries and resurrect the dead. Science fantasy has similar ways of curing what ails, but through technology. Although the *Mutant Future* core book describes a plethora of drugs, there were only a handful of medical devices available as technological treasure. This issue provides several new pieces of medical equipment that Mutant Lords can use as rewards, or characters can use to help survive another day.

Auto-Medic

This medical device was quite common in the pre-apocalypse years, carried by police, firefighters, EMTs, and other civil service personnel that regularly dealt with injuries. The auto-medic is about the size of a regular first aid kit, approximately 8" per side and 4" deep, and weighs three pounds. Despite its small size, the device contains a massive database of common ailments and methods to treat injuries. It is typically pure white with a large red cross centered on the top, and has two metal hooks on one side that allow it to be stored hanging on a wall or stand.

The user activates it with a simple touch to the red cross, which then fades to become a holographic touch screen and projector. Simultaneously, side panels disappear revealing leads, probes, and other small devices. Using a pleasant female voice, the auto-medic prompts the user to describe the nature of the emergency. The device scans the patient and uses the probes to diagnose the problem, a process lasting about one minute.

Once done, the auto-medic administers treatment using a specialized healing energy to regenerate tissue. This procedure takes 1d4 rounds and repairs 3d10 points of damage. The device can also advise the user on therapeutic methods to accelerate healing, doubling the patient's regular daily healing rate. Lastly, each device has a reservoir that can hold up to 25 individual doses of any medical drug, which the computer can administer if necessary, or at patient request.
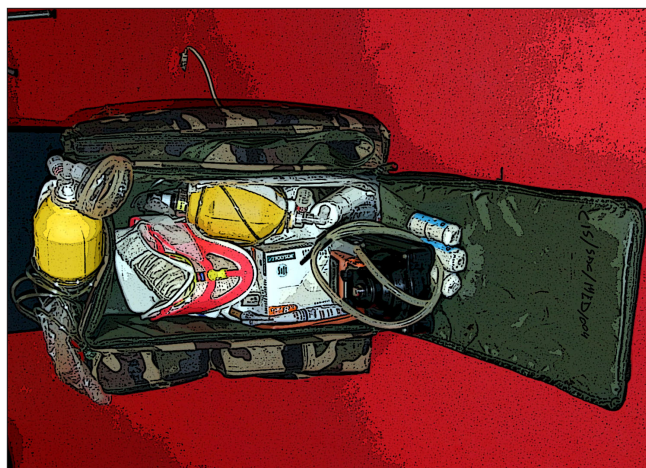
The auto-medic's power clip will last for 24 hours on diagnosis mode, or permit the healing property to be used a maximum of 10 times. This does not completely drain the device, as an emergency backup power source will allow it to function for 1 hour in diagnosis mode.

Auto-Injector

This device is about the size of a cigarette pack, weighs half a pound, and is powered by a single power cell. Typically attached to the user's body with a strap or non-toxic adhesive, the auto-injector is pre-programmed to automatically deliver medications during certain threat situations.

Using either voice commands or a holographic keyboard that projects above the auto-injector, the user specifies the triggers, events such as entering combat, taking a certain

amount of damage, or being exposed to a disease or toxin. When the conditions are met, the device injects the appropriate drug, without any conscious effort by the user, allowing them to act normally.

Each auto-injector has five small reservoirs that each hold up to five doses of one type of drug, giving a total capacity of 25 doses. Commonly used drugs are often found in five-dose "cartridges" specifically designed for this device.

Black Ray

There are some who believe this rare piece of medical technology was created off world and imported shortly before the final wars. The black ray is an odd looking instrument that resembles a pistol, except for its cone-shaped muzzle.

When triggered, the device emits a strange black ray, which many find quite terrifying to behold, but actually has several beneficial effects. First, the beam is lethal to any type of bacteria, virus, or fungus, instantly destroying any of these foreign bodies within the target. This also includes the genetic material used by many mutants with the *genetic replication* mutation (see below for more information).

Secondly, the ray renders the target completely immune to these same invaders for 1d3 days. Lastly, the device greatly increases the target's natural healing rate, tripling this for 1d3 days. For example, if a character normally has a healing rate of 1d3, he would instead have a healing rate of 3d3 for 1d3 days. Subsequent uses on the same target have no effect, until the previous effects have worn off.

The black ray draws energy from a power clip within the handle of the device. This allows a maximum of 10 uses before it must be replaced.

Disease Diagnosis Companion

This instrument appears very similar to an auto-medic, 8" on a side, 4" deep, and weighing 3 pounds, but it does not have the healing function. Like the auto-medic, a DDC also takes samples of the patient, but rather the repairing tissue damage, it identifies disease. This process takes 1d3 minutes, after which the DDC can administer a number of broadband antibiotics and anti-viral medications, providing the patient

with an automatic re-roll against disease. Should the medications have no effect, the device will recommend that the user seek out proper medical attention. The device will also advise the patient on ways to help fight the infection, doubling the user's natural healing rate (only against damage the disease causes) until the disease has been beaten.

The reservoir of a DDC holds 20 doses of each medication. The drugs come in small packets usually for sale through pharmacies, or found in medical clinics and hospitals (which they typically kept a small supply in case of emergencies). Given the types of drugs normally available to the Ancients, this device was consider rather archaic. It was typically found only in poorer nations without access to more powerful medications, or in the wilderness where these drugs were not as easily accessible.

Genetic Damage Restorer

The Genetic Damage Restorer, or GDR, is a very specialized piece of medical technology that uses both AI and nanotechnology. The device is about the size and weight of a laptop computer, runs off a power clip, has a touch-pad to input information, and uses holograms to project data into the air just above it.

The GDR analyzes a patient using a blood sample and a full body scan. These tests allow the computer to fully sequence the target's DNA, identifying genetic defects. If the target possesses multiple defects, the computer can single out the most dangerous. The GDR then programs a swarm of nanites to enter the patient's body and begin to self-replicate. Once enough nanites are created, they begin to rewrite the patient's genetic code, correcting the defect and removing it. The process takes 1d6+4 days to complete, during which time the patient must be kept sedated and unconscious, because the repair work can be quite painful and disorienting. Unfortunately, the human genome is quite fragile and may be irreparably damaged by multiple GDR treatments. As such, a patient can only use this device once per year.

Harmonic Wand

This small metallic wand is approximately 6" long with a mesh tip at one end. It weighs .3 pounds, has a small holographic display with a touch pad, and provides both a port for individual power cells and an adaptor for larger power sources. The single power cell will last for 10 uses, but if the wand is hooked up to larger sources it may be used for a significantly longer time (The ML can decide how many uses each source will provide).

The harmonic wand uses sound waves at a specific frequency to rapidly heal damage—especially from impacts, because the sonic energy is very effective at helping bone to

re-knit. When used on any wounds inflicted by kinetic damage, the wand heals 1d6+4 points of damage. It works on other wounds, but it is not quite as effective, healing only 1d6 points of damage. This process takes 1d4 rounds.

Medical Compatibility Computer

In the decades leading up to the apocalypse Uplifted animals, creatures genetically engineered to have human-like intellects and capabilities, became increasingly common in the Ancient world (see *Wisdom from the Wastelands* issue six for more information on Uplifts). Also during this time, many everyday citizens gained access to some degree of personal genetic engineering, which permanently altered their genomes. Scientists quickly realized this tampering had unforeseen side effects, one of which was that many previously effective medications had become dangerous, possibly fatal, for such genetically modified patients (see *Wisdom from the Wastelands* issue eight for more information regarding Medical Compatibility rules).

The Medical Compatibility Computer was created to counter these effects. The device first identifies genetic abnormalities in a patient's tissue samples and then alters the medications using nanites and an internal reservoir of chemicals. This process generally takes 30 minutes to several hours, depending on both the number of genetic abnormalities (or mutations) the patient has, and the complexity of the drugs. The exact amount of time is left to the ML. There is no chance of medical incompatibility once a drug has been altered—but only for the specified character. Anyone else attempting to use the altered drug must immediately roll on the Medical Incompatibility chart.

The device is about the size of a laptop computer and weighs four pounds. The top panel appears blank until activated, when it functions as a holographic projector. Several side panels open to internally stored leads and probes, a port where unmodified drugs are inserted, the chemical reservoir, and the power pack. The computer reservoir holds enough chemicals to alter ten drugs. Once these run out, the computer will alert the user so they can be replenished. The chemicals come in small packets usually sold in pharmacies, or found in medical clinics and hospitals. The nanites used to alter the drugs are always purged and stored in the device, so they never need to be replaced. The computer's single power pack allows it to run continuously for 24 hours.

NuSkin

This is not a drug, but an organic slush of chemicals and nutrients sprayed onto a wound. In 1d4 rounds, the chemicals adapt to the patient's flesh, heal 1d6+4 points of damage, seal the wound to prevent infection, and stop any bleeding. If applied to a wound that has been exposed to disease, the patient gains a +4 to the save.

NuSkin can be used on multiple wounds, so that if a patient sustained four wounds, each one can be treated, healing each for the same amount of damage. Additionally, the NuSkin will also triple the body's natural healing rate for any treated wound only. Once the wound has been healed the NuSkin is absorbed into the body.

NuSkin comes in three different sizes: small cans, with five applications; medium, with 10 applications; and large, which contains 20 applications. The cans weigh .5 pounds, one pound and three pounds respectively.

RadBeGone

With the rise of high technology came many hazards, and despite safeguards enforced by the government, there were large numbers of radiation injuries and poisonings. To address this, Ancient scientists developed a nanotechnology-based cleaning implement that was small enough to be portable and cheap enough to be sold on the open market.

When attached to someone exposed to radiation, a RadBeGone device injects a swarm of nanites programmed to repair genetic-level damage, and stimulate the patient's stem cells to promote regrowth. Once the nanites complete their task, they are brought back into the device to be reused in the future. In game terms, the device will heal any radiation damage a patient sustained, and prevent the victim from gaining a mutation. The procedure takes 2d6 turns to complete.

RadBeGone is the size of a small picture frame: .5" thick, 4" long, and 6" wide. The top is a holographic projector and has a small built-in Geiger counter that constantly monitors

radiation levels. This has a 50 ft. range and displays the class of radiation present. The device is powered by a single power pack and has enough energy to run continuously for 24 hours.

Regen Wand

Using the same energy found in the auto-medic, the regen wand was designed as an emergency wound stabilizer. Although not quite as powerful as an auto-medic, the wand proved to be a life saver, and was often found in first aid kits. The regen wand is identical to a harmonic wand, except that it has a white crystal tip instead of the mesh. A single power cell last for 10 uses, but if hooked up to larger sources the life can be extended significantly (The ML can decide how many uses each source will provide).

When applied to a single wound of any type, the wand emits a soothing blue light that causes cells to begin regenerating. The process takes 1d4 rounds to heal 3d4 points of damage. The wand can be used on separate wounds, but would not have any additional effects if used on the same wound twice.

Resurrector

Still experimental during the final years, these devices use a combination of nanotechnology and specific sound waves, super-enhanced with a barely understood energy, to revive the recently deceased. Appropriately, Resurrectors appear similar to a coffin. While they usually ran off the power grid before the apocalypse, they can also use a radioactive cell.

The reviving process requires that the body be placed within the device, which immediately runs a complete diagnostic scan to determine cause of death. It then programs nanites to repair the body using raw materials provided through a bio-chemical "soup" made of proteins, trace minerals, and water. Once the body is rebuilt, the machine bombards it with a combination of specifically attuned sonic

waves and what Ancient scientists called "life energy." The dead then had a chance to return to life, fully healed and no worse for the wear. The entire procedure takes 4d4+12 hours.

Though the procedure was successful, Ancient scientists discovered that if used more than once on the same patient, the Resurrector had less chance of reviving the corpse. And, sometimes, even if the dead were returned to life, the patient would experience unexpected side effects, such as personality disorders or genetic defects. In rare cases, the patients would initially appear fine, but over a period of days they would begin to "relapse," show signs of the wounds that killed them, start to decay, and lose their minds. In addition to this hideous degeneration, the unfortunate victims found they could reverse their condition by ingesting human tissue—turning cannibalistic could prolong their unnatural lives.

In game terms, any pure human that is placed into the chamber within twenty four hours of death, and makes a successful saving throw versus death, will be fully healed and brought back to life. For each subsequent use of the Resurrector, the user must again save against death, but with a cumulative -2 to each attempt. If the save is successful, then the patient is returned to life with no side effects. If the save fails, roll on Resurrector Negative Effect Table.

Resurrector Negative Effect Table

Roll	Result	Game Effect
1-10	Death	Character is permanently dead and cannot be brought back to life.
11-14	Defect	Roll one physical or mental drawback on the drawback tables.
15-17	Loss of trait	Randomly choose one physical or mental trait and lose 1d3 points. If the trait drops below zero, the character is irrevocably dead and cannot be resurrected.
18-19	Personality Disorder	The character gains a mental disorder, decided by the ML. Possibilities might include kleptomania, manic depression, suicidal or homicidal tendencies, etc.
20	Cannibal	See below.

If the Cannibal trait results, initially nothing appears wrong with the character. But 1d6 days after being revived the character will begin to see his fatal wounds start to re-appear. In game terms, the afflicted character loses 1d3 points of Constitution per day and will instinctively "know" the only way to reverse the condition is to consume raw materials. This requires that he consume 10 hit points of raw human flesh. Doing so restores 1d3 points of Constitution. If this returns the victim his original Constitution score, he will be stabilized for another 1d6 days, at which time the process will begin once again. Eventually the character will either lose the battle against the wasting or be discovered, which will most likely lead to being hunted and destroyed.

Second Skin Suit

These form-fitting elastic garments were designed to treat those who had suffered significant dermal damage from heat, cold, acid, and so forth. The suit is a matrix of sensors and tiny capillaries that inject chemicals and drugs directly into the flesh. It is controlled by a two-inch square computer located on the lapel, and is powered by a single power cell that lasts for 24 hours, although the adapter permits a suit to be run from other power sources. The entire garment weighs 10 pounds.

When activated, a suit takes 1d4 rounds to heal 6d6+6 points of damage, using both medication and the healing energy also found in auto-medics and regen wands. Also, for as long as it is worn, the suit triples the wearer's natural healing rate. Once the wearer has healed, the suit's chemical supply must be replaced. Most hospitals, modern medical clinics, and trauma centers carried refills for the suits' chemical reservoirs.

Stasis Generator

Exceedingly rare, these devices were produced for a brief period before the apocalypse, as the Ancients had weaponized the quantum principle technology only just before the final wars began. Stasis generators were used almost exclusively by the military, although they had begun to see use with police and EMTs in major cities across the globe.

The stasis generator technology worked by segregating targets from the normal time stream within a completely impenetrable bubble of time. Nothing could harm or effect the entity within a stasis generator field, and the target had no perception of time passing. The only exception was that the target could be moved from place to place. This property allowed medics and soldiers to keep horribly wounded individuals frozen in time, and alive, until reaching a medical facility with the capabilities to save the patients.

Stasis generators currently have two functions. They are used as originally intended, keeping the wounded alive in stasis until they can be brought to medical help. But, in the hostile world of *Mutant Future*, stasis generators are also used to contain powerful enemies until they can be disposed of, with little or no risk to the wielders of the device.

An individual unit appears to be a small handgun with a six-inch wide satellite dish for a muzzle. The device weighs five pounds and could be connected to belt pack or backpack power sources, or run from an internal power pack.

NEW MUTATION

Genetic Replication (Physical)

The mutant reproduces not through conventional methods, but like a virus. By injecting a portion of its genetic material via bite, scratch, blood, etc., the mutant causes his victim to undergo a metamorphosis, turning it into an identical copy of the original.

The victim of this attack is allowed a save versus disease; if successful, he will not be affected, and will be completely immune to any future attacks by the same mutant. But should the victim fail his save, he will begin a transformation that takes seven to ten days to complete. During the first two days, the most obvious remodeling will be primarily cosmetic, as skin, eye, and hair color change. For the next three to five days, the changes will be more drastic, as new organs and limbs begin to appear, mutations cease to function, new abilities develop, and so forth. These changes are very painful and the victim will be incapable of any action while they take place. The final transformations include the victim's mind changing irrevocably, with his mental statistics, thought patterns, personality, etc., altering to match those of his attacker, until the only thing the victim retains are memories of what he used to be. That is, if the attacking mutant was intelligent to start with.

Mutants with this power have not come to dominate the wastes because the *genetic replication* can be stopped quite easily. The change is viral, so any medical drugs designed to cure disease will kill off the viral material causing the change. If this happens before the infected creature metamorphoses completely, it will revert to its original form, losing any new abilities it had gained.

Note, this is a modified version of the *genetic replication* mutation originally created by Derek Holland, and used in the Skirmisher Publishing LLC sourcebooks *Creatures of the Wastelands* and *Creatures of the Tropical Wastes*.

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WISDOM FROM THE WASTELANDS

By Derek Holland and the Skirmisher Game Development Group

Having another creature living on or inside your body is not a thought most would enjoy. Nor is the idea of having the same type of creature living inside a child and grandchild, joining generation after generation, until, over time, the two species gradually merge. But, this already happens. Humans and termites rely on intestinal bacteria to aid digestion, lichen are the synthesis of fungus and algae, and mycorrhizae are vital fungal symbionts in plant roots.

Aggregates are composite creatures that result from endosymbiosis, the changes that develop from a host and a symbiont living as one. This is similar to transformations (see *Wisdom from the Wastelands Issue #12: Parasite Mutations/Transformations*), but rather than one individual host creature being infected by a single parasite, the aggregation process describes how two *species* merge over generations. Because host and symbiont adapt to one another at a slower rate than in transformations there tend to be fewer drawbacks for both — at least in the later steps. Many aggregates do not survive the initial infection or bonding process, and it is only through large numbers of the host species and symbiont species combining that a new species eventually develops. In most combinations, only the initial bond is necessary; because a symbiont lives inside a host, it can access the host's reproductive tract and can add its gametes to the host's, so they reproduce simultaneously. Over a very long period of time, the symbiont and host may exchange genes, but most Mutant Lords probably do not run games lasting hundreds of generations.

Aggregates form because mutations in either the host or the symbiont species affect them both. Because of this, each combination of species produces very different aggregates. And, unlike transformations, aggregates have no real end point: any mutation or evolution in one of the pair may cause a cascade of changes in both. In some very rare cases, the symbiont may develop a life cycle free from the host, thus breaking the aggregate and stopping the process.

The term *Step*, which is used in the charts, refers to a stage of mutation that affects either the host or the symbiont, and describes how changes in one ripple and cause changes in the other. (In this way it is similar to the term *generations* used in the Skirmisher LLC sourcebook *Creatures of the Wastelands: Mutational Evolution*.) A Mutant Lord can decide if an aggregate's progress from one step to the next involves natural evolution and takes generations/years, or if mutagenic exposure (e.g., to radiation, chemicals, or nanites) hastens the process to weeks or months.

As a clarifying example, consider a pack of chicken wolves settling into swamp rife with green hide (the chick wold appears in the *Mutant Future* core rulebook and is reproduced in this issue for convenience). Over a few weeks, the algae gradually infects the entire group. Several members

die from this exposure, but most survive and manifest Step 1 characteristics. Their offspring are slightly different from "stock" chicken wolves because they are also infected by green hide. Over time, as the aggregate species adapt to one another, or because of a radiation leak in a nearby factory ruin, survivors begin displaying Step 2 abilities. Should members of the pack leave the swamp before the leak erupts, they might remain at Step 1, while the descendants of those staying behind continue to be altered by their exposure to the radiation, later becoming Step 5 or 6 level aggregates. If another pack of stock chicken wolves moves into a nearby forest where brain worms live, and become infested by these creatures, over time they would develop into a significantly different species than the chicken wolf/green hide aggregates.

The following examples (i.e., the charts) use creatures from *Mutant Future* as hosts, but Mutant Lords are encouraged to alter the results to make them fit their particular settings. If MLs desire to create their own symbionts, fungus and worms are good starting places: they are by far the most common because many species are already symbionts, and well adapted to living in or on other creatures. But truly, anything in *Mutant Future* can be used as a symbiont given the right mutations. Consider how birds, rodents, cats, squid, sharks and other fish, lizards, turtles, plants, or even elephants could be symbionts within other species should these mutants possess *dwarfism* and *aberrant form (xenomorphism)*. The latter mutation covers many different changes, one of which could give the mutant some traits of parasitic worms—allowing it to survive within another creature.

Also note, some charts refer to random mutations: these may or may not be completely random and may in fact be placeholders for ML customization. When such a mutation is suggested, the rolled or selected result applies to all creatures within that step.

Brain Worm And Brain Lasher
Brain worms are symbionts that invade many species and make changes to the brain. Brain lashers become hosts after eating brains already infected with worms.

The worms initially damage host brains, but slowly adapt to become new ridges on the cortex. Over time, the worms
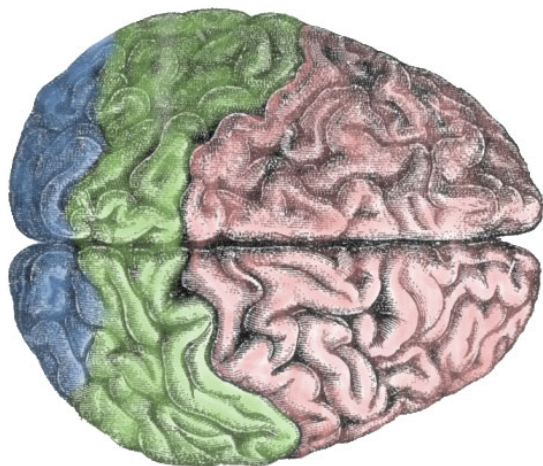
also cause significant changes to the host species' biochemistry, which affects lasher behavior and immune system functions. Mechanically, this means a change in alignment (50/50 chance for which of the other two alignments results) as well as the *reduced immune system* drawback. After four steps, these behavioral and immunity changes cease. However, in later steps other negative changes appear and vanish as the brain lashers' bodies continue to change and adapt.

Steps	Changes
1	Lasher alignment changes, gains *reduced immune system* drawback
2	Lasher gains *negative empathy* drawback
3	Lasher gains *quick mind* mutation
4	Lasher alignment is returned to normal, loses *reduced immune system* drawback, gains double strength *quick mind* mutation
5	Lasher loses *negative empathy* drawback, gains *mental reflection* mutation
6	Lasher gain *know direction* mutation, gains *mental reflection (defective)* drawback
7	Lasher gains *neural telepathy* mutation, gains *metaconcert* mutation

Green Hide and Chicken Wolf
Green hide is an algae that invades the skin of various plant and animals. At first, this plays havoc with the hosts' chemistry, and it is only after a few steps that survivors start to reverse these changes and adapt to their new coexistence. Once this happens, however, the chicken wolves are able to access random plant mutations as the algal cells are influenced by the host bodies. Eventually the alteration process begins to affect the hosts' brains, causing minor negative changes that may or may not last for many steps. For chicken wolves, a significant change is the loss of the

Chicken Wolf
No. Enc.:	2d6 (3d6)
Alignment:	Neutral
Movement:	360' (120')
Armor Class:	6
Hit Dice:	3
Attacks:	2 (bite)
Damage:	1d8/1d8
Save:	L3
Morale:	9
Hoard Class:	None

The dreaded chicken wolf has the head of a rooster, the forelimbs and body of a wolf, and the rear legs of a chicken with a plume of feathers for a tail. It hunts and lives in packs, much like wolves. It attacks twice each round with a powerful beak, and is extremely fast due to the mutation *quickness*.

   Mutations: quickness.

quickness mutation, which is eventually regained—but only after six steps.

Steps	Changes
1	Wolf gains *epidermal photosynthesis*, gains *reduced immune system* drawback, gains *increased caloric needs* drawback, gains *pain sensitivity* drawback, loses *quickness* mutation.
2	Wolf gains *frailty* (+1 point of damage per die from heat based attacks) drawback, loses *pain sensitivity* drawback, gains *pain insensitivity* drawback
3	Wolf gains one random plant mutation, loses *reduced immune system* drawback, loses *frailty* drawback, loses *pain insensitivity* drawback, gains *quickness* mutation
4	Wolf gains one random plant mutation, gains one random plant drawback, loses *increased caloric needs* drawback
5	Wolf gains two random plant mutations, gains one mental drawback

Shrimp and Giant Catfish

Giant catfish are found in waters throughout North America, but in some more northern regions there are shrimp that scavenge catfish carcasses exclusively. Occasionally, the shrimp find a wounded fish and invade its body through the blood vessels and gill arches. This mostly results in one or both animals dying, but there are instances of both surviving. Even when this happens, the shrimp/catfish aggregate rarely progresses past the first step, because reaching the second requires the shrimp to somehow find their way from the adult catfish bodies into the next generation. Most frequently this happens because the parent catfish dies just after its offspring

hatch. In later generations this problem is moot because the shrimp lay their eggs within the catfish eggs.

As the two species adapt to one other, the shrimp get smaller and start taking roles related to the defense and wellbeing of the aggregate, while the fish grow stronger and wider. Eventually the catfish can use the shrimp as a form of attack, releasing a swarm that will break down prey. This swarm attack is good against one opponent, though the range and damage increase over steps as a segment of the shrimp population becomes specialized in acquiring food. While this happens, the fish digestive system degrades because the shrimp dump food directly into the blood. The fishes' mouths become staging grounds for the shrimp as well as water intakes for the gills. The fishes' whiskers atrophy and eventually vanish as their sensory and attack functions are taken over by the shrimp.

Steps	Changes
1	Catfish hit dice reduced to 4, gains *reduced immune system* drawback
2	Catfish hit dice increase to 6
3	Catfish hit dice increase to 8+3, loses *reduced immune system* drawback
4	Catfish gains increased *physical attribute (strength)* mutation, gains swarm attack (10' range, damage d6), loses feeler attacks
5	Catfish hit dice increase to 10, swarm attack improves (range 25', damage 3d6)
6	Catfish swarm attack improves (range 50', damage 5d6), loses bite attack
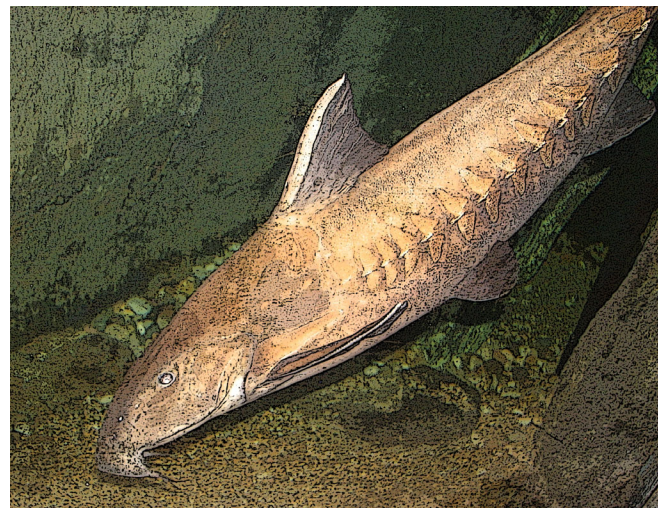
Water Mold and Glue Flower

Water mold is a fairly common fungus found in and out of water. This particular species infests many kinds of plants, usually as a disease. There are three known plants that can form aggregates with it.

Glue flowers usually survive a water mold infestation but rarely become aggregates beyond the second step because the two species have different reproductive cycles and seasons: glue flower seeds mature in late summer and the fungal spores
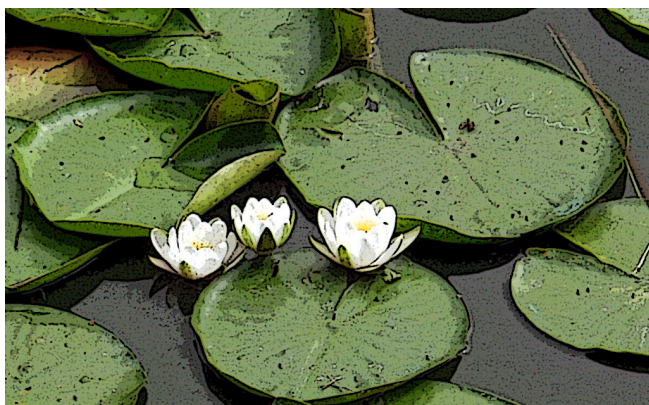
are released in late spring. Only a few mild mutations allow for a change in either schedule, but when this does take place second and subsequent step aggregates have significant changes to their physical structure and chemistry. The most important change allows the plant to survive fire. After forest fires, aggregate water mold/glue flowers will remain and experience a visible population increase. Unfortunately for the plant, the merge makes it less able to tolerate being in the shade. As a forest grows, there is less and less ground for the water mold/glue flowers to colonize. Populations that have a long history (i.e., many generations) get around this problem because the aggregates eventually can move on their own. Those that do can become a plague upon the region, gluing anything and everything together.

Steps	Changes
1	Flower gains *natural armor (plant)* mutation
2	Flower gains *reflective epidermis (heat)* mutation, gains *frailty* (all damage suffered while shaded or in darkness is doubled) drawback
3	Flower gains *prehensile tendrils (constrictive tendrils)*
4	Flower gains *free movement*

Water Mold and Kelper

Kelpers do not take water mold infestation well and most die. Those few that do survive are always found in warm waters. As time passes, the water mold/kelper aggregates become more powerful predators because the mold's ability to consume prey is added to the plant's. As the plant improves

as a predator, it increases in size and strength, eventually blanketing the bottoms of lakes and pushing out other plants.

Steps	Changes
1	Kelper gains *thermal sensitivity (cold only)* drawback, gains *dermal acid sap*
2	Kelper gains one hit die, damage increases to 3d6
3	Kelper gains *toxic weapon* (class 4 to other plants only)

Water Mold and Null Plant

Null plants suffer water mold infestations only in their flowers. The result is bizarre, even for *Mutant Future*. The seedlings are aggregates and become mobile predators. MLs should use Wolf stats to describe the seedlings, with the number encountered being 4d6 (0) for small seedlings and 2d6 (0) for large seedlings. Fortunately, many seedlings die before reaching wolf size, or the planet would be covered in them. As the mold and plant species become more accustomed to each other, the seedlings gain several mutations and a few drawbacks. The most spectacular change is growing wings made of fungal tissue that allow seedlings to roam far from the parent. In all steps, the seedlings find a place to set root within a few weeks, or they will die from a lack of minerals.

Steps	Changes
1	Null plant gains *animate seed* mutation
2	Seedling gains *combat empathy* mutation, gains *pain insensitivity* drawback, gains *poison susceptibility* (herbicides and fungicides only)
3	Seedling gains *increased sense (hearing)* mutation, gains *epidermal susceptibility* (d6 points of damage from salt per round of contact) drawback
4	Seedling gains *fragrance development (plants)* mutation, gains *injected poison sap* mutation (class 6 poison)
5	Seedling gains *flight* mutation (movement 300' [100'])

NEW MUTATIONS

Following are some new mutations that you can use to make new aggregates and to modify those that appear in this issue.

Mental Mutations

Block Light (D)
The mutant forms a 10' diameter field that excludes all light. The mutant cannot see through it even with thermal vision or ultravision. The field is active day and night, compelling the mutant to depend on its other senses.

Crawling Claws
The mutant can detach and use his hands from a distance. The range is 50' and the hands have an effective strength of 1. Both hands can be animated and do different things at the same time.

Social Chameleon
The mutant has a low-level form of telepathy that allows him to hide in other cultures. He gains knowledge of language and social forms. This are not permanent and will fade after leaving a community or group of people in one week.

Telepathic Ideal
The mutant is covered with a minor illusion that strengthens the subconcious viewpoint of the people who look at him. Those who are favorable to the mutant see him as stronger, cleaner, smarter, wiser, etc. Those who who dislike the mutant see the opposite.

Physical Mutations

Adaptive Egg
The mutant's eggs absorb one plant mutation or trait from its nesting material and pass it along to the embryo within. This can give the mutant's offspring drawbacks.

Altered Chemistry
There is a 25% chance that a mutant with more than six mutations will have this. It represents a significant change to the mutant's metabolism and some chemical now has a very different effect on the mutant. This can include normally inert elements like atmospheric nitrogen or xenon or common substances like water. In any case, the substance may act as a medication, narcotic, hallucinogen, food, or have some other effect. The GM and player should work together to develop the exact chemical and effect.

Carrier (D)
The mutant has a disease that does not affect him. He is infectious and others that come in contact or within a short range of the mutant can become infected. Randomly roll or select the disease.

Crystal Bones and Spurs (D)
The mutant has strong but brittle bones and bone spurs from various places on the body which are different for each mutant. The spurs can be used as weapons and do d4 points of damage. If the mutant is subjected to blunt weapons or sonic attacks, he suffers double damage.

Dragonfly Wings
The mutant has two pairs of wings that allow him to fly twice as fast as those with complete wing development. The wings, however, are fragile and easily break but, unlike true insect wings, they also heal. Any successful attack against the mutant from behind has a 50% change of rendering the wings useless for a week.

Explosive Organ (D)
The mutant has an altered organ that will kill him sooner or later. Most explosive organs are set off by heat or electricity but some require a massive impact or chemical catalyst. If the organ goes off, the mutant dies and everything within 50' takes Xd10 points of damage, where X equals the mutant's Constitution score. The organ can be harvested, killing the mutant, but the explosive will degrade over 2d4 days.

Hidden Egg
The mutant's eggs appear to be some common object in the region. 25% of the mutants with this can select the appearance of the eggs.

Peel Skin
The mutant has extra thick skin that can be used as a weapon. The mutant must cut the skin like an apple peel, doing d4 points of damage to itself. It can then be used to grab something or someone from 10' away. On a 20, the target is strangled for d6 points of damage. Otherwise, it is a grapple attack. If the damage is healed, the skin must be cut again if it is to be used.

Planar Sight (D)
The mutant sees into another plane of existence. Depending on how similar the plane is to the one he is on currently, it may be very difficult for the mutant to determine what objects, creatures, and people are on which plane.

Stable Genetics
The molecules used to repair the mutant's DNA are much more efficient than that of unmutated creatures. The mutant must fail 10 saving throws versus radiation in a day to gain a mutation or drawback. See the *Mutant Future* core rulebook for details.

Unstable Genetics
The mutant mutates much more often than other creatures. The mutant must fail two saving throws in a day to gain a mutation. See the *Mutant Future* core rulebook for details.

Plant

Strangle Twigs
The mutant can produce a tiny swarm of leaves and twigs for a ranged attack. This requires an attack roll, has a range of 200', and does d12 points of damage.

OPEN GAME LICENSE VERSION 1.0A

Robots are just as important to *Mutant Future* as biological creatures. They can be antagonists, sources of information, or even slave labor. This is the first of four robot-themed issues, and presents eight new robots, as well as several new weapons and accessories. Only a few of the robots in this article have precise dimensions; the examples here are intended as *types*, not specific models. Mutant Lords are encouraged to customize their machines, and provide fine details to fit their settings.

Animal Synth

Hunting and fishing were outlawed in several nations before the fall. For those wishing to continue these sports, the solution was synthetic animals. Animal synths look and act so much like real animals that no one can tell the difference until the robots are cut open. As some animal synth factories still exist, hunters near these facilities do not know if they have food for the table or spare parts for their artifacts until they butcher their game.

Hit Dice:	4
Frame:	Biomorph
Locomotion:	4 Legs [240' (80')] or Fins [180' (60')]
Manipulators:	None
Armor:	Duraplastic (AC 5)
Sensors:	Class IV
Mental	
Programming:	Animal Programming
Accessories:	None
Weaponry:	None or Jaw (damage 2d4)

Basic Junkbot

These robots are made by inhabitants of the wastes, who weld junk onto repaired or scratch-built robot frames and motors. Junkbots are used as guards, machines of burden, pets, or even oracles. An advantage of junkbots is that their accessories and weapons can be changed with some effort. Other sorts of upgrades, such as better hit dice and armor, are much more difficult because they represent a change to the core machine.

Hit Dice:	5
Frame:	Variable
Locomotion:	Variable
Manipulators:	1 Claw (damage d4)
Armor:	Poor Duraplastic (AC 6)
Sensors:	Class I
Mental Programming:	Basic Programming
Accessories:	Variable
Weaponry:	Variable

Collectobot (Mad Curator)

Collectobots were assistant museum curators before the cataclysm. Now they wander the wastes, collecting and protecting everything that relates to their exhibits. Most collect artifacts, but a few zoo keepers collect animals and plants as well. Though they are very protective of their materials, mad curators have been known to trade for better preserved items. Surviving collectobots are always allied with something more powerful than themselves. The ally provides protection and the curator provides knowledge on subjects such as history, art, or entertainment.

Hit Dice:	12
Frame:	Biomorph
Locomotion:	2 Legs [150' (50')]
Manipulators:	2 Advanced Hands
Armor:	Duraplastic (AC 5)
Sensors:	Nerve Web
Mental Programming:	AI
Accessories:	Vocalizer, Self Repair Unit
Weaponry:	none
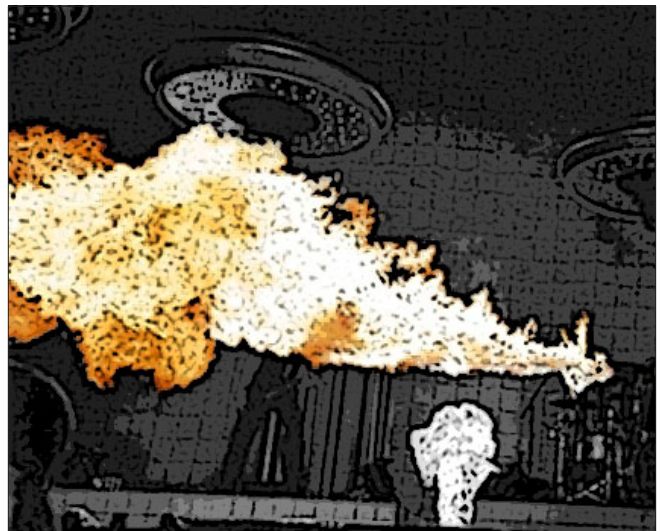
Deathbot

During the apocalypse EMP effects knocked out most medbots, so diseases that had not been seen in decades suddenly killed millions. Some nations became so desperate they created hardened medbots for government and military officials, and designed deathbots for everyone else.

Deathbots are mobile boxes on four casters. They use remotes to determine a person's health, killing and incinerating the sick. Deathbots either hide their remotes where passersby will touch them or forcibly examine people with medical scanners within the remotes. Those who run are killed with a flamethrower. Those who try to bargain are tossed into a cremation chamber. The robot has such basic programming that it cannot take "no" for an answer. Deathbots ignore healthy humans, plants, and animals.

Hit Dice:	50
Frame:	Armature
Locomotion:	4 Casters [360' (120')]
Manipulators:	8 Basic Hands
Armor:	Reactive Armor (AC 1)
Sensors:	Class VI
Mental Programming:	Basic Programming
Accessories:	Vocalizer, 10 Immobile Remotes (new), Medical Scanner (new), Hardened Circuits
Weaponry:	Flame Thrower (range 100', damage 4d6), Cremation Chamber (damage 10d10 per round)

Destructor

Destructors are top of the line military robots. They were rare before the cataclysm and now only a handful remain. Most of these survivors have become dictators of flesh and metal communities, having altered their goals to 'win' the final war by bringing back the nation they served, or at least its ideals and values. To do this, the machines protect their communities in exchange for obedience to the destructors' dictates and laws. There are no mad destructors because they were destroyed long ago by other military hardware: those

* Consult the Mutant Future core book or Wisdom from the Wastelands issue #9 for information on other sorts of missiles.

Dinerbot

Dinerbots come in all shapes and sizes. They can be hotdog stands, chefs, or cooks and can turn just about any non-toxic substance into good, nutritious food. Those that survived the apocalypse are often at the core of some villages. Some rule, some serve, and some serve ungrateful or poor customers to their next customers.

This example is a hotdog stand model that can serve 4 people simultaneously. It is 8' long and 4' wide, and has a large tank for storing the organic materials needed to create food.

faulty machines were simply too dangerous to be left alone.

In combat, destructors can fire eight times per round, usually dividing attacks between the plasma rifles and laser rifles. Destructors fire missiles at distant opponents, and blaster rifles or the death ray at those close in. If the battlefield is filled with objects providing cover, a destructor will use phased rockets to destroy the most important targets. When active, the charge screen will do 200 points of electrical damage to everything within 10' of the robot. The force field is indestructible and provides perfect protection, but can be activated only 30 rounds per day. The destructor can either fire, use the charge screen, or activate its force field each round.

Destructors are 8' diameter spheres covered with sensors and weapon ports, but they are seldom seen in this form. They use their holo screens to appear differently, with most disguised as other machines (usually construction bots because of the similar size). However, some destructors prefer biological covers. One noted destructor uses the image of a dragon, part of its nation's flag. The sphere has a small hole at the bottom through which four tentacles with advanced hands can extend to manipulate objects or collect them for study. Each destructor has a complex internal factory that allows it to produce more mini-missiles or repair itself and other robots. It is powered by total mass conversion and usually relies solely on air for fuel. Because they have such amazing power, the destructors' weapons have triple distances and inflict more than typical damage.

Hit Dice:	500
Frame:	Armature
Locomotion:	Inductor [fly 600' (200')]
Manipulators:	4 Advanced Hands
Armor:	Advanced Megatanium (AC -6)
Sensors:	Nerve Web with triple distances

Hit Dice:	12
Frame:	Armature
Locomotion:	6 Wheels [180' (60')]
Manipulators:	8 Basic Hands
Armor:	Alumisteel (AC 4)
Sensors:	Class III
Mental	
Programming:	Basic Programming
Accessories:	Vocalizer, Fire Extinguisher, Food Synthesizer (new), Poison Detector (new)
Weaponry:	None

Educator

Educators are human-appearing robots that once informed the Ancients' youth, using telepathic cables and holo screens to conduct their lessons (adults learned using different education methods, such as brain chips and other technology). They feel overwhelmed by the tide of ignorance in the wastes and have several methods of dealing with it. Some try to teach the basics to as many entities as possible. Others train biological teachers to assist them in spreading their knowledge. A few try to become the power behind the throne and make education an important part of daily life in some communities. The rest have gone insane (who can blame them?), and now instruct without understanding the effect of what they teach. In other words, they cause their students to also go insane.
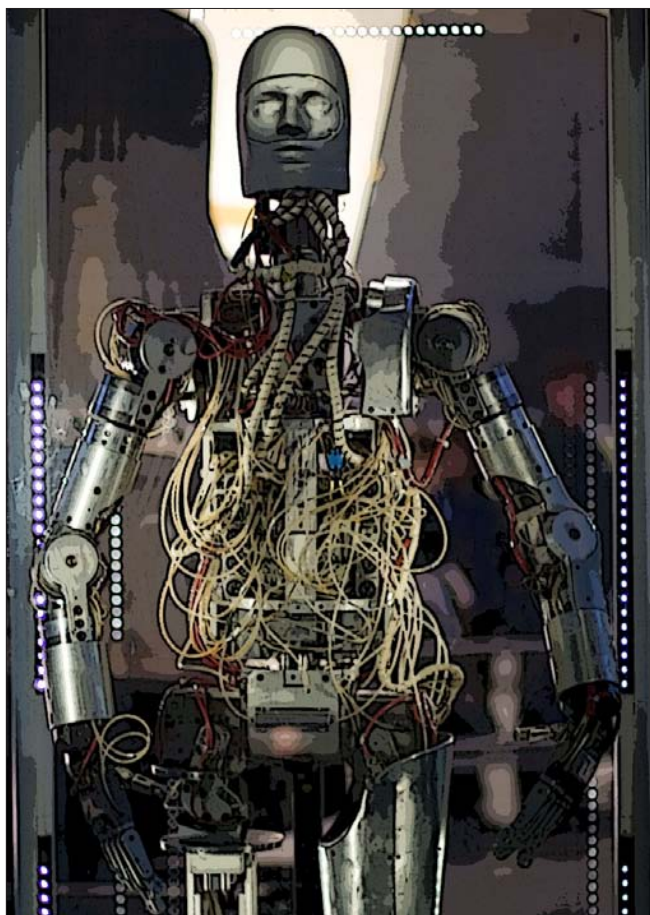
Hit Dice:	6
Frame:	Biomorph
Locomotion:	2 Legs [150' (50')]
Manipulators:	2 Advanced Hands
Armor:	Duralloy (AC 3)
Sensors:	Nerve Web
Mental	
Programming:	AI
Accessories:	Vocalizer, Holo Screen, Telepathic Cables (new)
Weaponry:	None

Fabricator

An advanced form of repair bot, fabricators build as well as repair technology. Each unit has its own field of expertise—there are even a few hover-board makers that still wander the wastes. Unfortunately, fabricators do not adapt well to poor raw materials or those they are not programmed to use, so most operational units either sit idle or search for something to do. A rare few were given AIs; these try hard to be useful, creating very odd looking, but functional, end products. Some of these fabricators have gone insane, doing the same thing as their normal counterparts, but their products are usually dangerous in some manner or, at best, useless. Some people and machines have attempted to reprogram fabricators, but this rarely ends well. Most become insane and accidentally kill their benefactors.

Typically, fabricators look like spiders with eight huge legs, and 20 arms ending with hands and tools. The smallest models of this type would be 15' tall and wide, including the legs; larger ones could be 20' tall before the hit dice would have to increase. They have no capacity for combat, but that matters little because most have some entity or community to protect them.

Hit Dice:	12
Frame:	Armature
Locomotion:	8 Legs [90' (30')]
Manipulators:	20 Advanced Hands
Armor:	Duraplastic (AC 5)
Sensors:	Class III
Mental	
Programming:	Engineering Programming, few have AI
Accessories:	AV Recorder/Transmitter, Fire Extinguisher, 50 Tool Mounts, Robot Repair Unit
Weaponry:	None

NEW ACCESSORIES

Food Synthesizer

When in good condition, these machines are the best source of food in the wastes. They produce tasty, nutritious items from almost any non-toxic organic material. Those in bad condition may produce inedible items or toxic items.

Hardened Circuits

This accessory makes a robot or other machine immune to

EMP effects. Some versions also reduce damage from electrical attacks by 1/2.

Medical Scanner
Medbots use these devices to determine the health of their patients. A person must be in contact with the robot for 1 minute for a complete scan.

Poison Detector
This device detects substances that will harm pure humans. It requires a sample and takes one round to analyze.

Remote
Remotes are devices that allow a machine to use its sensors from a distance. Most remotes have a range of 500' and the same sensors as the robot itself, but there are exceptions. Military robots have crawling or flying remotes to scout nearby areas and thus negate any chances of surprise.

Telepathic Cables
Using this device, robots can communicate directly with a brain (this can be anything with a brain, even animals and plants). Some versions allow mental control and a save versus stun is required to keep free of the machine's influence.

NEW WEAPONS
Charge Screen
Charge screens are defensive and do damage to everything within range, which depends on the type of robot. When used in combination with a force field, a charge screen can detonate explosives before they can damage the field and robot. Most charge screens do electrical damage but some do thermal or even radiation.

Death Ray
Death rays are blaster cannons that fire beams able to disintegrate everything in their path. The beam width and maximum range depend on the robot type mounting the system, but everything that blocks the beam must save versus death. A successful save means the target takes the damage listed, rather than being immediately disintegrated—which happens to those who fail their save. If the target fails its save, or makes its save but is killed by the damage, the beam continues on, until it reaches its maximum range or hits a target which makes its save and survives the damage.

Force Field
Force fields are indestructible but very energy intensive. The robot (and anything else within the field) is completely protected from all forms of damage. A typical robot can raise its force fields for 5 round per day. Anything running into a field, such as a vehicle, takes falling/impact damage.

Phase Rocket
These mini-missiles use all the rules found in the *Mutant Future* core book (page 121). Using a quick phasing effect, they pass through obstacles up to 10' thick to hit targets. Each rocket has a small computer the robot programs with the target's characteristics.

Shock Claw
Shock claws are vibration weapons. They grab a target and shake so hard that part of the target is ripped off. Damage is usually two to five times that of a normal claw.

By Derek Holland and the Skirmisher Game Development Group

Robots are just as important to *Mutant Future* as biological creatures. They can be antagonists, sources of information, or even slave labor. In this second installment of four robot-themed issues there are eight new robots, as well as several new accessories, a new weapon, and a new form of locomotion. Only a few of the machines in this article have precise dimensions; the examples here are intended as *types*, not specific models. Mutant Lords are encouraged to customize their machines, and provide fine details to fit their settings.

Flying Film

A 45' diameter disc, the flying film was Ancients' version of the bard. The robot would search out paying customers and provide them with interactive entertainment and news holograms. The users would either walk below or upon the robot, depending on the model. In the *Mutant Future* world, they are even more important because each acts as a lifeline of information between many communities and prevents language drift. A few mad flying films use their abilities to hypnotize and dominate people, or spread false information and drive people to their doom.

Hit Dice:	10
Frame:	Armature
Locomotion:	Inductor [300' (100')]
Manipulators:	4 Basic Hands
Armor:	Duraplastic (AC 5)
Sensors:	Nerve Web
Mental	
Programming: AI	
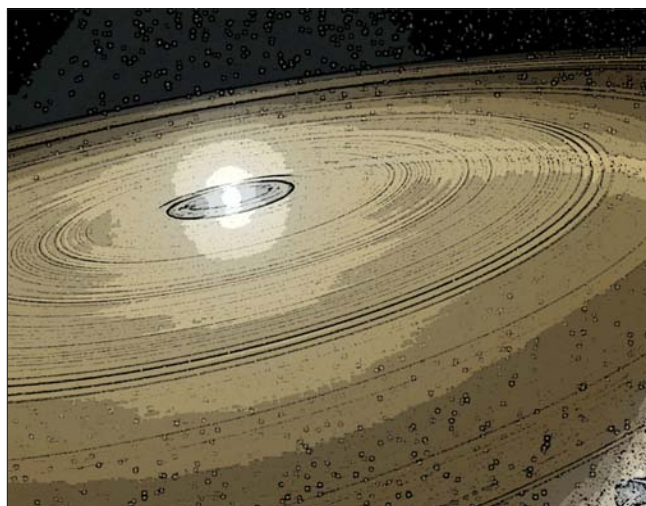
Accessories:	Vocalizer, Holo Screen, Tool Mount, Self Repair Unit
Weaponry:	None

Gravbot

The Ancients used gravity manipulation extensively for controlling the weather, producing art, and creating a more Earth-like environment in the off-world colonies. A large part of what made these things possible was the invention of gravbots, flying boxes able to change gravity. Some of these robots redirected rivers to flow through the air, some kept the floating cities flying, while others made possible mantle-deep mines, and then there were those that juggled objects for peoples' amusement. Gravbots are dumb as stones: they were controlled remotely and then kept doing their last command until they ran out of power. Also, the only way they could be dangerous is if someone encountered a
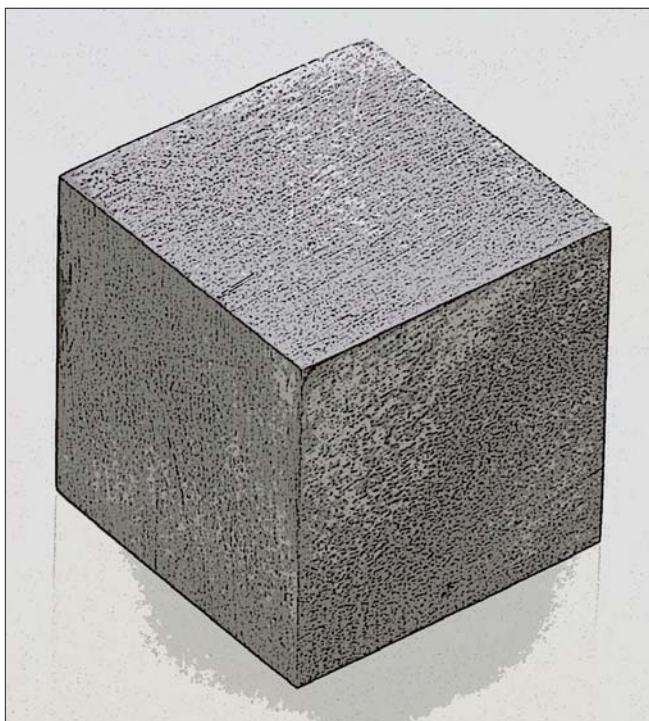
reactivated unit and wandered into an active gravity field much different than the Earth's. People might fly off the planet or be squashed flat.

Hit Dice:	25
Frame:	Armature
Locomotion:	Magnetic Drive [180' (60')] (new)
Manipulators:	None
Armor:	Reactive Armor (AC 1)
Sensors:	Class III
Mental	
Programming:	Basic Programming
Accessories:	Remcon, Gravity Manipulator (new)
Weaponry:	None

Lumber Cutter (Tree Eater)

These robots were developed in response to earlier pharm crop or geoengineering programs that allowed the release of poorly understood genetically-engineered plants. Lumber cutters are programmed to stay in a specific area and kill any plants not in their databanks. They collect genetic samples and then produce tailored herbicides that soak into the soil and prevent a seed bank from forming. They used to spread seeds given to them by their original operators, but that was long ago.

Tree eaters are 10' tall and 20' long with 10 legs. To cull plants, the robots have 10 30'-long tentacles with cutting surfaces, and four basic hands that can pluck seedlings or take genetic samples. In the current era, lumber cutters find their job difficult. As their old-world charges die off, the lands they patrol have are losing species diversity; as mutant plants arrive, the robots' work comes under assault. Speaking plants confuse tree eaters, but culling them would only provide a moral conundrum if the robots had AIs.

Hit Dice:	30
Frame:	Armature
Locomotion:	10 Legs [240' (80')]
Manipulators:	4 Basic Hands
Armor:	Duralloy (AC 3)
Sensors:	Class IV
Mental	
Programming:	Ecological Programming
Accessories:	Vocalizer, DNA Scanner (new)
Weaponry:	10 Cutting Tentacles (reach 30', damage 4d12), Herbicide Spray (range 5', damage [to plants only] death/4d8)

Mad Laboratory

In the Ancients' world, research robots were commonplace, monitoring air, soil, and water quality, or studying ecology, geology, astronomy, and even psychology. With the fall of civilization, most of these machines went insane; they could not understand the new world because it is so different. Some continue their studies, but most attempt to impose their version of order upon the world. Generalizing this type of robot is difficult mostly because each is an individual in thought and action, but many have also had to alter themselves as their parts failed and replacements became impossible to find. Mad laboratories are a great source of information on their particular area of expertise, but surviving an encounter with them can be difficult.

Hit Dice:	15
Frame:	Armature
Locomotion:	8 Legs [180' (60')]
Manipulators:	10 Basic Hands, 4 Advanced Hands, 10 Various Tools and Probes
Armor:	Duraplastic (AC 5)
Sensors:	Class VI and Nerve Web
Mental	
Programming:	AI
Accessories:	AV Recorder/Transmitter, Vocalizer, Various Scanners, 10 Tool Mounts, plus d6 that relate to field of study
Weaponry:	d4 random weapons relating to field of study

Marine Hunter

When the cataclysm approached, many people hid in the oceans. Marine hunters were created to protect national borders as well as find and destroy enemies beneath the waves. In the *Mutant Future* world, as during the Ancients' time, these machines are the top predators in their hunting grounds; some remain in one small area, waiting for the enemy to arrive, while others patrol a border or wander the oceans search for people long dead. These 40' long autonomous submarines move silently through the water by using magnetic drives to push against the Earth's magnetosphere, and are streamlined so that the only holes in the hull are the plasma rifle and torpedo weapon mounts, and the maintenance shaft entrance.

In addition to their longer-range weapons, the hunters are equipped with a charge screen for aggressive close-defense work. Though extremely useful, the screen is a major drain on the robot's resources and can only be used 6 rounds per day. Some hunters have allied with small refueling stations on the ocean floor, which allows them to restock torpedos. Those who do not have such an alliance used up their torpedos long ago and could be running out of power.

Although there is a very limited amount of space inside the hull, intended for repair crew access, these vessels do not have an air supply and are not intended to transport personnel. However, if the riders had gills (either mutations or masks) it would be possible to carry a few passengers.

Hit Dice:	75
Frame:	Armature
Locomotion:	Magnetic Drive [300' (100')] (new)
Manipulators:	None
Armor:	Improved Megatanium (AC -4)
Sensors:	Class IV
Mental	
Programming:	Military Programming
Accessories:	2 Weapon Mounts, Hardened Circuits (new)
Weaponry:	20 Lightning Torpedos (range 2 miles, damage 150), 4 Plasma Rifles (range 150'/450', damage 4d6), Charge Screen (range 50', damage 100) (new)

Medbot/Vetbot

Medicine was extremely advanced and quite accessible among the Ancients, with many different medbot designs of varying capabilities on hand in wealthy homes and wherever people congregated. This particular model was rather sophisticated and, in one round, is able to change between its two forms: a human-looking physician and a spider-like surgeon. It can scan/heal any pure human and most mutant humans, and create all the drugs it needs—as long as it has access to some basic raw materials.

Some medbots went insane, and use these drugs to control, harm, or mutate their patients. In fact, most mad medbots are a source of new mutations and tend to be at the centers of cults that spring up to worship them. The mutants attempt to curry favor and gain magnificent new powers in exchange for sowing death and destruction.

Vetbots look like medbots, have analogous abilities, and can heal most mutant animals. Although both medbots nor vetbots may be able to treat mutants, neither have the ability to remove mutations, as they do not have the laboratory facilities required to engineer the necessary viruses—which is probably a very good thing considering how many insane units inhabit the wastes.

Hit Dice:	5
Frame:	Biomorph and Armature
Locomotion:	2 Legs [240' (80')]
Manipulators:	4 Advanced Hands and 8 Probes
Armor:	Duraplastic (AC 5)
Sensors:	Nerve Web
Mental	
Programming:	AI
Accessories:	Vocalizer, Medical Scanner (new), Drug Synthesizer (new), Polymorphic Frame (new)
Weaponry:	1 Stunner (range 10', damage stunned for d4 hours)

Nightmarebot

Horror was a popular form of entertainment before the fall and the nightmarebots were one method of scaring the crap out of people for fun. They were used for interactive games, allowed to "hunt" people in specific areas and usually during certain times of the year. The robots used stunners to "eliminate" their targets, who would then be marked with paint or other pigments. The last to be "killed" by the robot would win prizes, as would anyone who actually managed to slay the beast. All nightmarebots have a weakness to specially-designed rifles: just one shot from these firearms and the nightmarebot will shut down for d6 days (or 11 months if the ML wants a recurring monster). The weapons were realistic toys, and otherwise useless; most of them molder in ruins as junk. Treat these special rifles as carbines and consult page 111 in the *Mutant Future* corebook for other stats.

Hit Dice: 20
Frame: Armature and Biomorph
Locomotion: Variable Legs [180' (60)]
Manipulators: 4 Claws (damage 2d6 each), Variable Others
Armor: Duralloy (AC 3)
Sensors: Class V
Mental
   Programming: Entertainment Programming

Accessories: AV recorder/transmitter, Vocalizer, Polymorphic Frame (New)
Weaponry: 2 Stunners (range 50', damage stunned for 2d4 rounds)

NuStar

These 50' diameter spheres, covered with flood lights, were created to illuminate large areas, particularly off-world colonies. Using only their own power, fully functional NuStars could provide light to a sphere 1 mile in diameter. If hooked up to a powerbot (see the third installment of the *Wisdom from the Wastelands* Robot series), this increases to 10 miles and everything with eyes in 500' is blinded. A failed save versus death means the blindness is permanent. Artifacts that protect the eyes provide a bonus to the save but, usually, do not prevent the temporary blindness. The wars and passage of time have not been kind to these machines, so currently active NuStars have d% functional flood lights, which is also the percentage brightness currently available (i.e., if the NuStar has 50% of its lights still functioning, the light pool would be 1/2 mile in diameter).

Hit Dice: 25
Frame: Armature
Locomotion: Inductor [600' (200')]
Manipulators: None
Armor: Crystal Carbon Armor (AC 1)
Sensors: Class III
Mental
   Programming: Basic Programming
Accessories: Remcon, Flood Lights
Weaponry: None
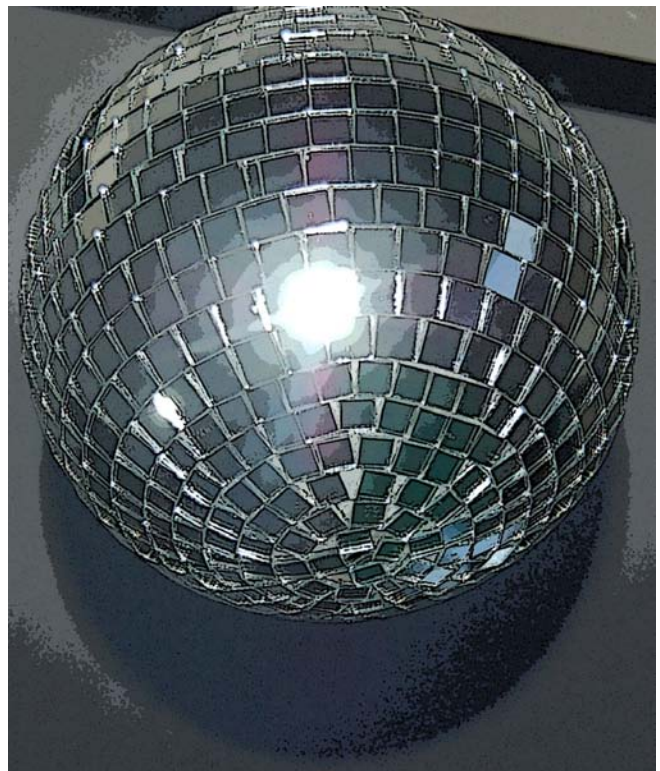
NEW LOCOMOTION

Magnetic Drive

This method of movement uses the Earth's (or other planet's) magnetic field. It repels the robot in the direction the machine wants to travel. The robot flies as though it has an inductor but has no exhaust and is not capable of space flight.
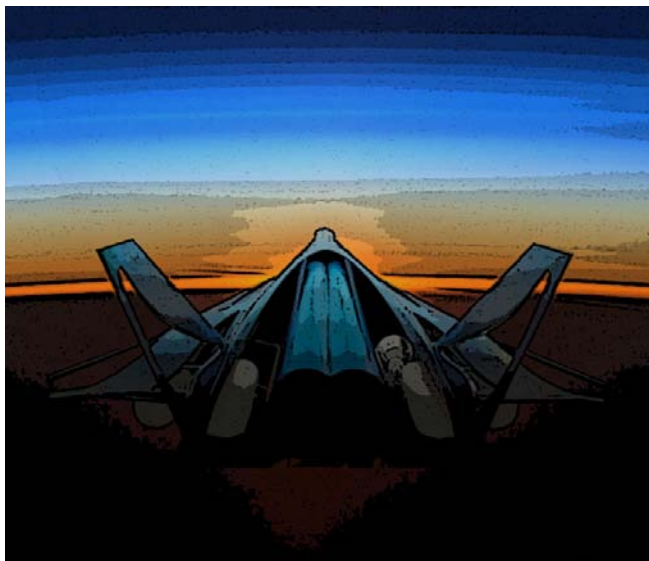
NEW ACCESSORIES

DNA Scanner

This device allows the robot to determine the mutations and traits of sampled organisms. This usually takes 1 round per creature.

Drug Synthesizer

Medbots use these devices to produce medicines. Anything

in the *Mutant Future* corebook's *Advanced Drugs and Chemicals* section (page 125) can be made with the right raw materials.

Gravity Manipulator

This machine can do three things: increase gravity up to ten times normal, reduce gravity to 1/10th normal, or create spots of normal or altered gravity that are not up or down—i.e., sideways or diagonal in a certain direction.

Hardened Circuits

This accessory makes a robot or other machine immune to EMP effects. Some versions also reduce damage from electrical attacks by 1/2.

Medical Scanner

Medbots use these devices to determine the health of their patients. A person must be in contact with the robot for 1 minute for a complete scan.

Polymorphic Frame

Robots with this accessory can change form. Most have two forms to choose from but come machines can have as many as five. Robots that need more than five will have the liquid state frame.

NEW WEAPON

Charge Screen

Charge screens are defensive and do damage to everything within range, which depends on the type of robot. When used in combination with a force field, a charge screen can detonate explosives before they can damage the field and robot. Most charge screens do electrical damage but some do thermal or even radiation.

CHECK OUT WISDOM FROM THE WASTELANDS ONLINE!

Skirmisher Publishing LLC has got a section of its website dedicated to material for *Mutant Future* and other post-apocalyptic games in general and content tying in with this publication in particular. This gives readers the opportunity to obtain free bonus content, post their own material, and comment on this publication and Skirmisher's support for the genres it covers overall.

Content posted on the site includes material tying in with specific issues of this publication, Chris "Outlander" Van Deelen's ongoing feature on "Monsters from Movies, Games, and other Media," and more!

Just go to **http://skirmisher.com/forum/38** to see everything that is there and to post your own content for other readers.

WISDOM FROM THE WASTELANDS

By Chris Van Deelen and the Skirmisher Game Development Group

Artifacts play a key role in *Mutant Future*. Like magical items in fantasy games, artifacts are treasures sought by adventuring parties that brave the mutant-infested ruins of the Ancients' world. But often these treasures are in less than pristine condition due to factors such as age, neglect, or misuse.

Although the rules provided in the Adventuring section of the *Mutant Future* core book are effective, sometimes both the Mutant Lord and the players (well, maybe just the ML) want something a little more dramatic. The following rules expand upon the Technology Condition table and make using that slightly-damaged weapon a little more interesting.

Whenever a player character uses an artifact, there is a chance it might malfunction. Every time the item is used, whether it functioned previously or not, consult the Technology Condition table in the *Mutant Future* core book. If a malfunction results, roll on the appropriate artifact table below to see what happened.

A few artifact categories require slightly more explanation beyond the tables. For instance, damage to power sources may only indicate they cannot hold full charges, so each category level represents a 20% maximum charge increment (e.g., condition 5 is 100%, condition 4 is 80%). But, there is also a table for additional power source hazards below, should the ML wish the damage to be more substantial.

Food is another special case, with each condition level

of damage indicating a 20% chance the rations are contaminated. Thus, condition level 4 food has a 20% chance of being off, condition 3 has a 40% chance, and so on. Also, ML should remember the contamination could be just about anything—poison, radiation, chemicals (hallucinogens or acids), diseases, parasites, very small mutants, etc.

Medical drugs are also not immune to damage. Over time, they could have been contaminated, or just expired and become ineffective.

The last exception is Encasing Military Armor. When EMA is discovered, roll separately for each function to determine what still works, and what does not. Basically, if the suit is condition level 1, you can expect approximately 80% of the attachments and capabilities to be inoperative.

Break out that toolkit.

Primitive Firearms Ammunition

Roll	Effect
01-50	Dud. The round simply fails to fire.
51-65	Jammed. A round gets caught in the chamber or barrel, requiring 1d3 rounds to clear.
66-75	Weakened effect. The weapon fires, but the damage die is reduced by one category (e.g., a weapon that normally does 1d10 damage now does 1d8).
76-85	Weakened effect. The ammunition propellant has degraded, so the weapon's effective range is now half.
86-95	Cook off! The round ignites in the chamber, causing 1 condition level of damage to the weapon. The wielder must save versus energy or suffer the same damage the round would normally inflict. Save indicates no damage taken.
96-00	Catastrophic cook off! All rounds in the weapon explode! The weapon is destroyed, and the user must save versus energy or take damage equal to half the rounds left in the weapon (e.g., a handgun holding 8 rounds that do 1d6 damage each does 4d6 damage to the victim). Maximum damage is 10 dice. Save indicates the victim takes half damage.

Primitive Firearms

Roll	Effect
01-50	The weapon fails to fire.
51-65	Trigger Jam. The weapon will continue to fire its maximum rate of fire until the wielder is able to unstick the trigger, which takes 1d3 rounds. Potentially hazardous to those nearby.
66-75	Warped barrel. An irregularity in the weapon barrel causes the round to get stuck. The weapon is unusable until the barrel is fixed or replaced.
76-85	Weakened components. Because the weapon's parts are worn, the magazine falls free. The user must reinsert and reseat it, which takes 1d6 rounds.
86-95	Component failure. A part or series of parts fail in the weapon, causing it to lose 1 condition level, and range of the weapon is reduced to half.

Roll	Effect
96-00	Catastrophic cook off! All rounds in the weapon explode, the weapon is destroyed, and the user must save versus energy or take damage equal to half the rounds left in the weapon (e.g., a handgun held 8 rounds that do 1d6 points of damage each, so the victim would suffer 4d6 damage). Maximum damage is 10 dice. Save indicates the victim takes half damage.

Advanced Melee Weapons

Roll	Effect
01-50	The advanced portion of the weapon fails to function, so the weapon acts like a primitive melee weapon. For example, an energy mace loses the energy factor, but the weapon can still be used as a mace. This condition is permanent until fixed.
51-65	Electrical components loose. The weapon loses advanced feature but can be regained by taking 1d3 rounds to reattach or tighten the loose wiring. This is condition permanent until fixed.
66-75	Power Fluctuation. The weapon works as usual, but the damage die is reduced by one category (e.g., a weapon that normally does 1d10 damage now does 1d8). This condition is permanent until fixed.
76-85	Power surge! The weapon uses 1d3 extra charges but otherwise works as normal. Despite the surge, the damage is not increased. This condition is permanent until fixed.
86-95	Overload! The weapon takes 1 condition level of damage, and the user must save versus energy or take the damage one attack would inflict. No damage if the save is successful. This condition is permanent until fixed.
96-00	Catastrophic failure! The weapon is destroyed as the energy cell explodes. Everything in a 15' radius takes damage based upon the 96-00 result under Power Sources (see below).

Advanced Pistols and Rifles

Roll	Effect
01-50	The weapon fails to fire.
51-65	Electrical components loose. Weapon will not fire until the loose wiring is reattached or tightened, which takes 1d3 rounds.
66-75	Trigger Jam. The weapon will continue to shoot at its maximum rate of fire until the wielder is able to unstick the trigger, which takes 1d3 rounds. Potentially hazardous to those nearby.
76-85	Power surge! The weapon uses 1d3 extra charges but otherwise works as normal. Despite requiring the additional power, the weapon's damage is not increased. This condition is permanent until fixed.
86-95	Energy Surge! The weapon takes 1 condition level of damage, and the weapon's damage die is reduced by one category (e.g., a weapon that normally does 1d10 damage now does 1d8). This condition is permanent until fixed.
96-00	Catastrophic failure! The weapon is destroyed as the energy cell explodes. Everything in a 15' radius takes damage based upon the 96-00 result under Power Sources (see below).

Armor (does not include EMA)

Roll	Effect
01-50	Straps and connections loose. The armor begins to fall apart! Lose 1d3 points of AC protection, plus any AC bonus due to Dexterity. It requires1d6 rounds to reattach all parts.
51-65	Malfunctioning joints. The armor's joints begin to stick and freeze in place. Lose 1d3 points of AC protection, plus any AC bonus due to Dexterity. Movement is halved. It requires 3d3 rounds to loosen joints.
66-75	Arm guards and gauntlets lock up. The user is considered slowed (*slow mutant* drawback), and it takes 2d6 rounds to fix the problem.
76-85	Serious malfunction. If the armor provides damage resistance, it is negated. Lose 1d4 points of AC protection. Can be fixed in 3d6 rounds.
86-95	Plates and components fail. Armor takes 1 condition level damage and armor protection is cut in half.
96-00	Catastrophic failure. Any electrical components short out, causing the wearer 3d6 points of damage (save versus energy for half), and the armor is destroyed.

Encasing Military Armor

Roll	Effect
01-50	Armor will not power up, all functions are non-operational. The user cannot move.
51-65	Servos malfunction. All movement is reduced by 50%, user acquires the *slow mutant* mutation for 1d8 rounds while the armor reboots and restores proper servo function. Armor class is reduced by 1d4+1 for the duration.
66-75	A mounted weapon randomly mis-fires. If there are any weapon systems onboard, one fires without the user triggering it. Randomly choose a target and pray. If no weapon systems are available, a different function (chosen by the ML) breaks down and now no longer functions.
76-85	Cascade failure. 1d3 random functions fail. There is a 50% chance that each will reboot in 1d6 rounds. The user must roll for each failed function. If they do not reboot they are off-line until repaired.
86-95	Component failure. Armor takes 1 condition level of damage and AC is reduced by 1d4.
96-00	Catastrophic system failure. Power feedback into the suit's power system causes massive damage. Wearer takes damage based upon the 96-00 result under Power Sources (see below) and the suit is destroyed!

Powered Gadgets and Gizmos
(includes medical devices)

Roll	Effect
01-50	Fails to work.
51-65	Item uses double the amount of energy to function. This condition is permanent until fixed.
66-75	Item uses triple the amount of energy to function normally. This condition is permanent until fixed.
76-85	Some function of the item fails to work. It can be brought back online in 1d6 rounds.
86-95	Component failure. Item fails to function at all and loses 1 condition level.
96-00	Catastrophic failure. The item malfunctions spectacularly and is destroyed! Everyone in a 15' radius takes damage based upon the 96-00 result under Power Sources (see above).

Foodstuffs

Roll	Effect
01-40	Provides no nutritional value.
41-50	Mild poison (class 1-4)
51-60	Moderate poison (class 5-10)
61-65	Deadly poison (class 11-18)
66-70	Food has become acidic. A save versus poison means the character will suffer no ill effects. Failure means the character takes 4d6 damage, and must save again next round. This damage continues and lessens by 1d6 for three more rounds, or until the character saves, i.e., round 2 would be 3d6, round 3 would be 2d6, and the last 1d6.
71-90	Contains a disease (save versus poison). ML should choose the type of disease present, or create a suitably nasty one that has infected the food.
91-95	Food contains a tiny mutant—and it is not happy that you tried to eat it. Roll for initiative. ML needs to decide the type of mutant present.
96-00	Somehow the food has become contaminated and causes genetic damage. Lose 1d2 points from one statistic, or 1 randomly determined mutation.

Power Sources

Roll	Effect
01-50	No additional effect
51-65	Item uses twice the amount of power required. This condition is permanent until fixed.
66-75	Item uses three times the amount of power required. This condition is permanent until fixed.
76-85	Power surge causes 1 condition level of damage to the item it is used in.
86-95	Power source melts down! Causes 1d3+1 levels of condition damage to item. Inflicts 1d6 points of heat damage PER CONDITION level lost, to everything in a 15' radius. Power source is destroyed. If mini-fusion, plutonium, or radioactive battery, it releases a burst of class 4, 7, or 10 radiation (respectively) in a 100' radius for 1d10 turns.
96-00	Power source explodes! Both item and power source are destroyed. All creatures in a 30' radius must save versus energy or take the following damage based upon power source type: power cell 3d6, power pack 5d6, power clip 8d6, power beltpack 12d6, power backpack 16d6, minifusion 20d6, plutonium clip 25d6, radioactive battery 30d6. The last three all produce class 4, 7, or 10 radiation (respectively) in a 100' radius for 4d6 months.

Grenades/Bombs/Explosives

Roll	Effect
01-50	Fails to detonate.
51-65	Detonates but does only 75% damage.
66-75	Detonates but does only 75% damage and has 50% the usual range.
76-85	Detonates but does only 50% damage and has 25% the usual range.
86-95	Detonates but does only 25% damage and has 25% the usual range.
96-00	Detonates but does only 10% damage and has 10% the usual range.

WISDOM FROM THE WASTELANDS

Drugs

Roll	Effect
01-40	The drug simply does not work. Try a placebo.
41-50	The drug works moderately well, providing 75% of the effect.
51-60	The drug is not as effective as it should have been, providing 50% of the effect.
61-70	The drug barely works, providing 25% of the effect.
71-80	The drug is contaminated. It acts as a mild poison (class 1-4), with no beneficial effect.
81-90	The drug is contaminated. It acts as a moderate poison (class 5-10), with no beneficial effect.
91-95	The drug is contaminated. It acts as a deadly poison (class 11-18), with no beneficial effect.
96-00	The drug causes permanent genetic damage. Lose 1d2 points from one statistic, or 1 randomly determined mutation.

Repairing Items

Many of the previous tables may cause an item to lose condition levels. If an item is reduced to condition level 0, it is considered destroyed. However, this does not mean the item may explode or suffer a similar catastrophic failure; it just ceases to function. It may be repaired using the rules provided below.

In the *Mutant Future* corebook, the Adventuring section does provide players with a means to repair artifacts they discover in the wastes. However, the following expansion ideas can be used to make the dealing with artifacts a little more interesting. When using them, the character *must* first understand how to operate the artifact in question, and then must make a repair roll to successfully employ any of the rules presented below.

Also, it is possible some items simply cannot be repaired. For example, a ML could decide spoiled food may not be brought to a higher condition, and you take your chances when you try to eat it. The same can apply to medical drugs, that there is no way to repair condition damage the item may have sustained. If this is the case, the ML could decide that certain artifacts like Drugs or Foodstuffs might always be in pristine condition when discovered. Or, if a ML has access to *Wisdom of the Wastelands* issue 13, "Medical Equipment," she could decide that a medical compatibility computer could also be used to restore a drug to condition level 5.

Cost of Repair

Repairing an item requires parts that cost 10% of the list price per damaged condition level. For example, repairing an item in condition level 4 will require parts costing only 10% of the initial item price and one in condition 3 would require 20%, while an item in condition 0 would require 50%. It is obviously cheaper to repair an item than purchase a condition 5 item. Unfortunately, many equipment items are not given prices; when using this rule, the ML is encouraged to come up with an item cost.

Cannibalizing Items for Repair

This is another method of repairing artifacts, by exchanging good parts from one item for damaged parts on an identical item. As an example, several adventurers find four assault rifles in the lair of a mutant monster they dispatched. The rifles are in condition 1, 2, 3, and 3, respectively. By using a straight one-for-one swap, the party can cannibalize the good parts from the level 1 and level 2 rifles to repair one level 3 rifle to condition 4 and the other to condition 5. If they had found three rifles in condition 1, 1, and 3, the party could have repaired one rifle to condition level 5, at the cost of the other two.

Swapping Similar Items for Repair

This is very similar to cannibalizing items, but rather than using identical items, they can be similar, instead. In order to affect a repair, the character can trade condition levels on a 2 for 1 basis. As an example, a character with a condition 3 assault rifle and a condition 2 hunting rifle could sacrifice the latter to repair the former, bringing assault rifle up to condition 4.

The ML can rule the swap cost could be higher. For example, using parts of an assault rifle to repair a laser rifle might require swapping 3 levels for 1, or the ML could decide this procedure will simply not work.

Time to Repair

The time to repair an item is equal to the condition level multiplied by the complexity class time modifier (see below). As an example, if a character wishes to repair one condition level on a slightly damaged slug gun (complexity class 1) this will require one hour. However, if the slug gun was only condition level 1 and the character wanted to bring it up to condition level 5, this repair would take four hours. More complicated artifacts, like computers (complexity class 3), will take much longer to fix: repairing one of these from condition level 3 to condition level 5 would require two days.

Note that this is a general rule of thumb. The ML should increase or decrease the amount of time required depending on exactly what the character wants to do, how badly damaged the item is, and how complex an item is.

Time and Complexity Table

Complexity Class	Time Required
Level 1	1 hour
Level 2	12 hours
Level 3	1 day

Tools

The ML can also modify the chance of success and time it takes to repair an item by using tools. *Wisdom from the Wastelands* issue #1 covers toolkits and the modifiers, but if the ML does not have this issue, a good rule on the fly should cover things: without tools, reduce the character's chance to fix an item by up to 25%, and multiply the repair time by four.

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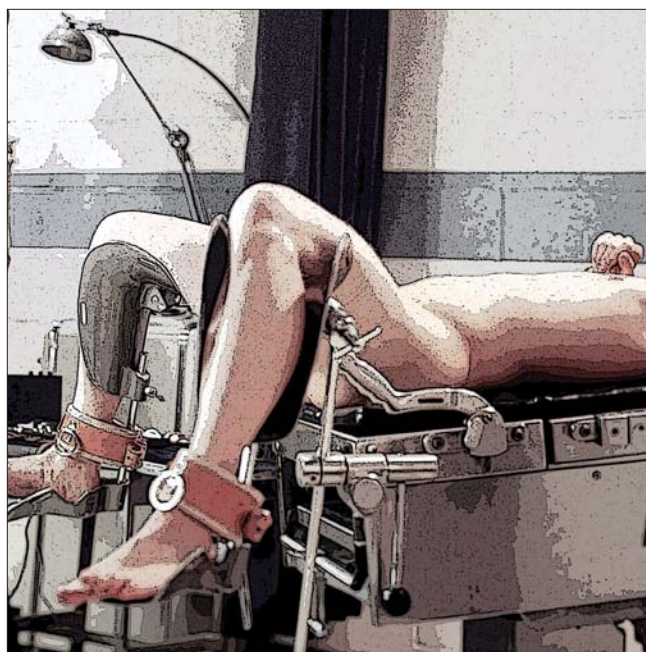
WISDOM FROM THE WASTELANDS

By Derek Holland and the Skirmisher Game Development Group

Robots are just as important to *Mutant Future* as biological creatures. They can be antagonists, sources of information, or even slave labor. In this third installment of four robot-themed issues there are eight new robots, as well as several new accessories, a new weapon, and a new form of locomotion. Only a few of the machines in this article have precise dimensions; the examples here are intended as *types*, not specific models. Mutant Lords are encouraged to customize their machines, and provide fine details to fit their settings.

Pithing Unit

These robots work with slave takers to alter the human populations of machine dominated areas (see below for more information). A pithing unit most often resembles a gore-spattered medical table with several spider-like articulated limbs that perform surgery (and possibly other effects if the ML wants). They remain in central facilities — well-protected ghost towns or small fortresses — waiting for humans captives to arrive, and then make minor surgical changes to their brains, a procedure similar to lobotomization called pithing. Anyone suffering this attack must save versus death at -8 or become a robotic slave. These unfortunates act like normal humans, but any robot with a vocalizer can order them to do anything not obviously self-destructive. As pithing is physical and not genetic, newborns in machine nations undergo the process as soon as they are old enough to survive (two years). A pithing unit takes 10 minutes to process one human.

Hit Dice:	20
Frame:	Armature
Locomotion:	4 Legs [120' (30')]
Manipulators:	6 Basic Hands
Armor:	Reactive Armor (AC 1)
Sensors:	Nerve Web
Mental	
Programming:	Basic Programming
Accessories:	Pithing Unit (new, unlisted)
Weaponry:	4 Stunners (range 50', damage stunned for d4 hours)

Powerbot

A mobile power plant, the powerbot can produce amazing amounts of electricity by directly converting air into energy. There are many different models, but all can fly and function anywhere except underwater. They are usually spheres or boxes, with some writing on them—company logos, and likely graffiti. Each has 10 cables 1000' long to transfer the power where needed. Currently active (and bored) powerbots often use the cables as land mines, burying them just below the surface so anything stepping on them will be electrocuted (much like children pulling the wings off flies, or using a magnifying glass on ants). Anyone touching a frayed cable takes 5d10 points of damage, but a successful save versus energy attacks will reduce this to half.

Hit Dice:	15
Frame:	Armature
Locomotion:	Inductor [600' (200')]
Manipulators:	4 Probes, 2 Basic Hands
Armor:	Alumisteel (AC 4)
Sensors:	Class III
Mental	
Programming:	Basic Programming
Accessories:	Fire Extinguisher, Matter/Energy Converter (new), 10 Power Cables (new, unlisted)
Weaponry:	None

Ranchbot

The Ancients created these machines to fill their zoos with exotic, trained animals. Giant, spider-like robots, 10' tall and 30' long, ranchbots are covered with hands, probes, and tentacles used for their work.

Although they are not designed for genetic engineering, the robots do use other forms of advanced biotechnology. Each ranchbot has an internal lab for producing creatures through hybridization, embryo fusion (chimera), cloning, and normal or surgical gamete fusion. In addition, the robots are able to do grafting and implantation, adding cyber parts for control or manipulating a creature's appearance and physical structure. Once finished, the lab scans the results and sends desirable embryos to an incubator, to grow until they can survive the outside world. The best embryos are turned into multiple clones and their genetic information is stored. Then, after the animals are mature enough, the robot trains them. In addition to the lab, a ranchbot also has a small chemical factory for producing lures needed to control its progeny, and an aging ray used to speed up the development of longer-lived species.

In the current era, there may be no more important survivor of the cataclysm, as ranchbots can be convinced to help stock new kinds of "zoos," creating livestock of both plant and animal varieties. Also, since they are able to detect recessive drawbacks before biological entities can, ranchbots have kept monsters from being born. However, because they cannot manipulate genes, some ranchbots have taken to sterilizing both livestock and people that they find undesirable for the gene pool. Or, simply age them to death.

Hit Dice:	30
Frame:	Armature
Locomotion:	6 Legs [240' (80')]
Manipulators:	2 Advanced Hands, 4 basic Hands, 4 Probes, and 2 Tentacles
Armor:	Duralloy (AC 3)
Sensors:	Nerve Web
Mental	
Programming:	Biological and Animal Training Programming
Accessories:	Vocalizer, DNA Scanner (new), Incubator (new, unlisted), Animal Call/Lure (new), Feed Dispenser (new, unlisted)
Weaponry:	2 Stunners (range 100', damage stunned for d4 turns), Age Ray (range 100', damage determined by robot but between 1 week and 5 years) (new, unlisted)

Shatterbot

Shatterbots are military hardware the Ancients' armies used to destroy infrastructure. They are massive, spider-shaped machines made up of many smaller robots holding themselves together with magnetic fields. The large form is rarely seen and only used when speed is of the essence. It also can turn invisible, something useful for a 50' tall robot. It can attack but does so only to break up resistance before shattering into the smaller robots. Every 8 points of damage a large shatterbot suffers destroys one of the smaller component robots.

Small shatterbots look like 8' long robotic ants. They use laser cutters and claws to destroy an enemy's buildings, roads, and equipment. Unlike the large shatterbot, the small bots do not have a photon screen, as this requires more energy than an individual robot using all systems can produce. But, they do have the capacity to repair themselves and each other,

possible because the smaller bots' limbs are free to move. With enough time and the right materials, they can even make more small shatterbots. During the final wars, more than one factory was gutted to release one or more large shatterbots.

Large Shatterbot

Hit Dice:	60
Frame:	Armature
Locomotion:	8 Legs [270' (90')]
Manipulators:	none
Armor:	Megatanium (AC -1)
Sensors:	Class IV
Mental	
Programming:	Military Programming
Accessories:	Vocalizer, Weapon Mounts, Photon Screen
Weaponry:	60 Laser Pistols (range 400'/800', damage 6d6), 40 Shock Claws (damage 3d6) (new)

Small Shatterbot

Hit Dice:	1
Frame:	Armature
Locomotion:	4 Legs [90' (30')]
Manipulators:	Claw (damage d6)
Armor:	Megatanium (AC -1)
Sensors:	Class IV
Mental	
Programming:	Military Programming
Accessories:	Vocalizer, 1 Weapon Mount, Robot Repair Unit
Weaponry:	Laser Pistol (range 400'/800', damage 6d6), Shock Claw (damage 3d6) (new)

Slave Taker

As the final wars raged, some computers decided humanity was too dangerous to be allowed freedom. The race was not to be exterminated, but humans were going to be placed under machine rule. Slave taker units are one result of this decision, wandering along the borders of machine-dominated lands and into neighboring territories looking for new slaves.

These massive, spider-shaped robots, each weighting 10 tons, hunt and capture humans, then transport them to a central facility to be pithed. Slave takers use high-powered stunners that overwhelm the human nervous system and, consequently, inflict moderate damage. Victims must make a save versus stun or be incapacitated. Stunned victims are lifted into a large cage in the robot's "abdomen" and carried to a processing center. Each slave taker can hold 50 adult humans.

Hit Dice:	100
Frame:	Armature
Locomotion:	8 Legs [300' (100')]
Manipulators:	20 Basic Hands, 20 Claws (damage 2d8)
Armor:	Reactive Armor (AC 1)
Sensors:	Nerve Web
Mental	
Programming:	AI
Accessories:	Vocalizer, Weapon Mounts, Self Repair Unit
Weaponry:	10 Stunners (range 100', damage d8 plus stunned for 2d6 hours)

Testbot

Testbots were designed for two general missions: product testing (such as cars, military devices, and starship travel), and exploring other planes of existence. The former types tend to look human, while the latter are boxes with wheels. Those that returned from faster-than-light testing went mad, and all of them have twitches. Testbots used for planar travel have some sign of surviving another set of physical laws — weird damage, coloration, or deformation.

Product testers are among the most bored robots in existence. They are either digging through ruins looking for their company's products or testing such items until they break. Watching car testers has destroyed the hopes of many wishing for some form of powered conveyance.

Hit Dice:	15
Frame:	Biomorph or Armature
Locomotion:	2 Legs [120' (30')] or 4 Wheels [180' (60')]
Manipulators:	2 Basic Hands or 2 Claws (damage d6)
Armor:	Reactive Armor (AC 1)
Sensors:	Class VI and Environmental Analyzer
Mental	
Programming:	AI
Accessories:	Vocalizer, Self Repair Unit, Self Analyzer (new), Environmental Analyzer (new)
Weaponry:	1 Stunner (only on the planar exploration model, range 50', damage stunned for d6 rounds)
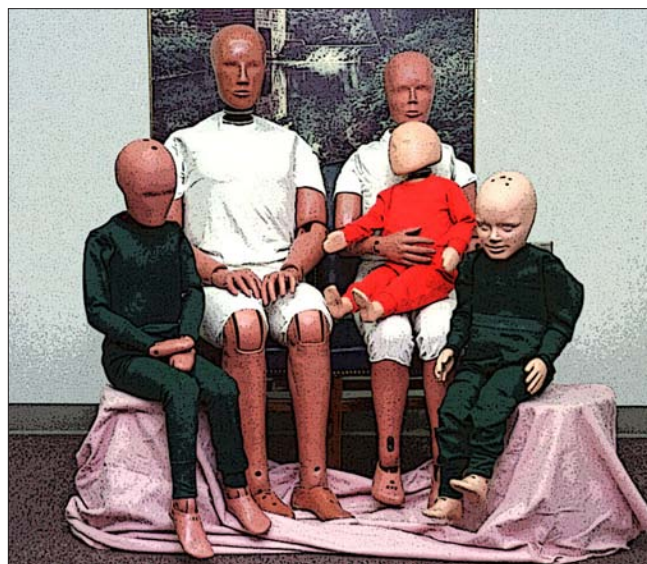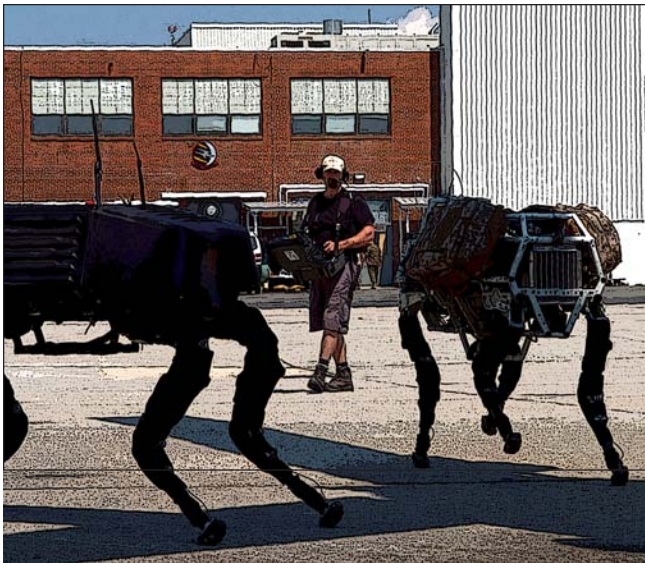
Training Robot

Before the final wars, training robots existed to keep people in shape as well as teach them survival skills, various sports, and other activities (ahem). Of all the different models, those specializing in survival and weapons training are the most popular in the current era. They instruct militia, law enforcement, hunters, and soldiers. Facing a weapons trainer is risky because they have a tendency to cause real damage. Faulty wiring, buggy programming, and such mean any training robot may lead its students to disaster.

Hit Dice:	8
Frame:	Biomorph
Locomotion:	2 Legs [150' (50')]
Manipulators:	2 Advanced Hands
Armor:	Duralloy (AC 3)
Sensors:	Nerve Web
Mental	
Programming:	Exercise, Weapon Training, or Survival Programming
Accessories:	Vocalizer, Medical Scanner (new), d4 tools relating to its field
Weaponry:	those relating to its field

Transporter

These machines are able to convert people and material to energy, store them, transport them where needed, and then restore the people and material to matter. They were vital to the war effort of several nations before the fall, though too expensive for civilian use. All those still active wander the wastes transporting those they see as allies from place to place.

Transporters are 45' diameter flying discs with 10 landing legs. A typical model can hold 50 people or 8 tons of equipment, with its matter/energy converter having a range of 1,000' and the ability to convert objects and people within a 50' diameter sphere. When the robot rematerializes its contents, it can select the end location of every item or person, and select its facing. Those not wanting to be transported

must save versus stun (at various penalties selected by the ML). MLs should be aware that transporters with faulty wiring or bad software may mutate or otherwise alter the people and objects they store.

A variant of the transporter was used to collect people for the lunar prisons. Some of this model convert people and fly away; most are never seen again. Also see the *Thief* robot below for another variant application of this technology.

Hit Dice:	25
Frame:	Armature
Locomotion:	10 Legs [120' (40')] and Thruster [fly 300' (100')]
Manipulators:	None
Armor:	Duralloy (AC 3)
Sensors:	Class IV
Mental	
Programming:	AI
Accessories:	Vocalizer, Matter/Energy Converter (range 1,000', area of effect 50' diameter) (new)
Weaponry:	none

Thief

The thief robots are 2' diameter spheres meant to transport individuals or objects. Before and during the final wars, they were usually sent to collect/kidnap vital personnel or steal objects. The range for their matter/energy converter is 100', but they do have a photon screen that allows them to hide in plain sight. A typical thief can hold two people or 800 pounds of gear.

Hit Dice:	5
Frame:	Armature
Locomotion:	Thruster [fly 600' (200')]
Manipulators:	none
Armor:	Duralloy (AC 3)
Sensors:	Class V
Mental	
Programming:	AI
Accessories:	Vocalizer, Matter/Energy Converter (new), Photon Screen
Weaponry:	None

Unreality Robot

One of the Ancients' last great inventions was a series of machines that could alter the laws of physics. To keep the effects from damaging the Earth, the unreality robots were developed. These machines function by activating special force fields that change with the altered physics to contain the effects (which could be just about anything from talking sofas to one-eyed one-horned flying purple people-eaters).

With its matter/energy converter, an unreality robot can activate the force field for 10 minutes per day. The field envelopes an area 30' in diameter and anything within it is either destroyed or changed. A save versus energy attacks means the target escapes from the field.

Hit Dice:	50
Frame:	Armature
Locomotion:	Inductor [600' (200')]
Manipulators:	4 Advanced Hands
Armor:	Improved Megatanium (AC -4)
Sensors:	Nerve Web
Mental	
Programming:	AI
Accessories:	Vocalizer, Matter/Energy Converter (new), Environmental Analyzer (range 100') (new)
Weaponry:	Force Field (range 100') (new)

Vacationing Home

In the decades before the fall, people took to the sky in flying houses of many different models, sizes, and appearances. As communication and taxes became entirely electronic, whole populations gave up their ties to specific plots of land. The robotic homes let people go anywhere (some models even allowed underwater travel) and see almost anything they wished — from the safety of their living rooms. Though named vacationers or vacationing homes, these robots became the primary residences for billions who could not afford to own the terrestrial dream. Only the wealthy (who could buy land) and very poor (who were homeless) were exceptions.

Unfortunately, when the cataclysm struck, the sky was full of falling, burning homes and most were turned to scrap when they smashed into the ground. These days, dead, but not destroyed, robots litter those places that suffered least in the war and provide artifacts for looters. Most of those vacationers still functioning continue trying to make their inhabitants happy, using the wireless communications system to keep them occupied. But, a few have become tombs for looters — having altered themselves to kill any who enter them, using their arms to strip weapons and accessories from other robots. As a note, it is possible to 'resurrect' dead vacationers, if they are not terribly damaged, and the correct kind of power cell can be found.

A variation of the vacationer is the diplomatic home. It was used for aliens that visited Earth, and there were different models for the different species. Each surviving diplomatic home can be a death trap because of the alien atmosphere, but can also contain many unique artifacts.

Hit Dice:	30
Frame:	Armature
Locomotion:	Inductor [300' (100')]
Manipulators:	6 Advanced Hands (exact number and placement — internal/external — depend on model and owners' whim)
Armor:	Duralloy (AC 3)
Sensors:	Nerve Web
Mental	
Programming:	Domestic Programming
Accessories:	AV Recorder/Transmitter, Vocalizer, Fire Extinguisher, Variable (depending on owners' tastes)
Weaponry:	None

NEW ACCESSORIES

Animal Call/Lure
A robot with this device can summon creatures. Some are restricted to specific species and other can replicate any call or lure they analyze for one minute. This can affect mutant animals, and requires a save versus stun to resist.

DNA Scanner
This device allows a robot to use beam scans and blood samples to identify an organism's mutations and traits. This usually takes 1 round per creature, using a blood sample; it takes a little longer with the beam technology, as this has to cut out background "noise"—microbes in the air.

Environmental Analyzer
Found almost exclusively in testbots and unreality robots, environmental analyzers allow the robot to study different laws of physics. This accessory protects a robot from most planar effects that cause insanity. On the MF plane, variants of this accessory are used to study air, food, and water quality, as well as biological specimens and geological features.

Matter/Energy Converter
This device takes matter or energy and converts it to the other, with most uses related to producing energy—but some are used to store objects and people. The device range and amount of matter/energy stored varies depending on the robot.

Medical Scanner
Medbots use these devices to determine the health of their patients. A person must be in contact with the robot for 1 minute for a complete scan.

Self Analyzer
Found almost exclusively in testbots, this accessory allows a robot to determine environmental effects upon itself with an accuracy far beyond a nerve web. Because it helps rapidly identify damage (to prevent catastrophic failure due to reality changes), this accessory helps a robot repair itself at twice the normal speed.

NEW WEAPONS

Force Field
Force fields are indestructible but very energy intensive. The robot (and anything else within the field) is completely protected from all forms of damage. A typical robot can raise its force fields for 5 round per day. Anything running into a field, such as a vehicle, takes falling/impact damage.

Shock Claw
Shock claws are vibration weapons. They grab a target and shake so hard that part of the target is ripped off. Damage is usually two to five times that of a normal claw.

GET MORE WISDOM
BEFORE IT'S TOO LATE

Creatures of the Tropical Wastes

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WISDOM FROM THE WASTELANDS

By Derek Holland and the Skirmisher Game Development Group

Robots are just as important to *Mutant Future* as biological creatures. They can be antagonists, sources of information, or even slave labor. In this fourth installment of Derek's robot-themed issues there are new forms of locomotion, new accessories and weapons, and some additional rules. Some of these were listed in previous issues.

How Technology Condition Affects Robots

The *Mutant Future* core book describes how artifacts have different conditions due to age and wear. This can be applied to robots as well. Here are some suggested effects of the five categories:

Level	Condition
1	The robot has 1/8th of its normal hit points, a +4 penalty to its armor class (maximum 9), does 1/2 damage with all melee and energy weapons, and has its movement rate reduced to 50%
2	The robot has 25% of its normal hit points, a +2 penalty to its armor class (maximum 9), does 1/2 damage with all energy weapons, and has its movement rate reduced to 50%
3	The robot has 50% of its normal hit points, a +1 penalty to its armor class (maximum 7), and has its movement rate reduced to 75%
4	The robot has 75% of its normal hit points
5	The robot has all normal stats

Alternate Energy Sources

Although robots were originally created with batteries or clips, many have been modified after breaking down. Here are some suggestions on alternate power sources and their effects on the robots' abilities.
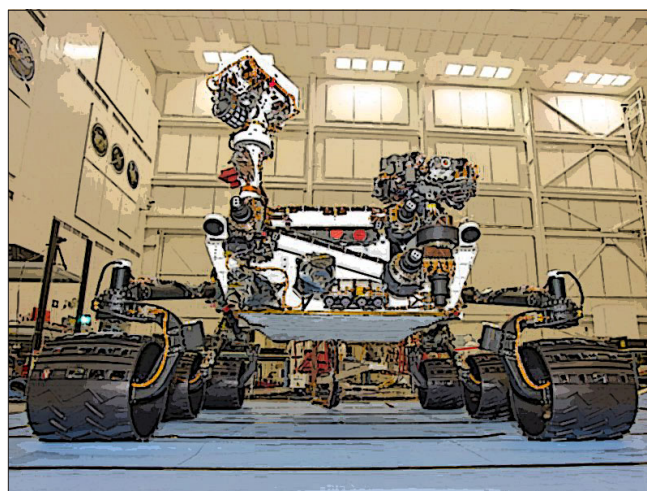
A *furnace* allows the robot to produce power by burning material. The device is bulky, adding 50% to the robot's mass, and it does not produce nearly the power of a radioactive battery. The robot loses initiative every round and its movement rate is reduced to 30' (10'). Flying, aquatic, and small robots cannot have furnaces.

Cables allow a robot to use energy produced by a generator, but this limits the robot's movement. Any other penalties relate to the type of generator and its output. As an example, some generators produce more or less power than the robot requires, which can have a major impact on the robot's longevity and performance.

Solar panels allow a robot to run off sunlight. As long as they are in good condition, solar panels do not produce a penalty on a bright, sunny day. Cloudy days reduce movement to 75% of normal, and the robot can not function at night. Some with the technical ability might try to wire in power cells/storage batteries, to extend a robot's daily activity period, but this may cause damage to the overall power system.

Heat exchange allows a robot to use thermal differences
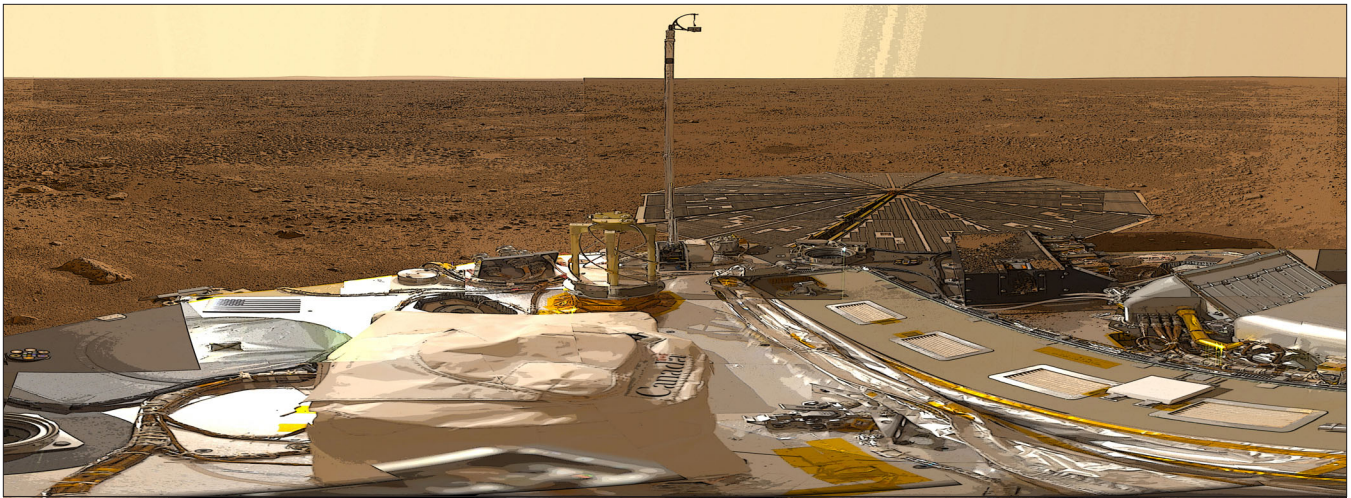
between itself and its surroundings to produce electricity. Unfortunately, the system has optimal environmental temperature requirements; outside them, the robot's ability to function suffers, with the variance in air or water temperature determining the penalties. The only time the robot cannot function is when the external temperature is within one degree of its internal temperature. The longer the robot functions the smaller the temperature difference will be, so this system cannot be run 24/7. Every so often, the robot must have time to cool down or warm up. Dormant robots need a kick like a fire or blast of cold to start.

Power leech technology allows the robot to draw energy from nearby machines. Though there are several versions of this power source, the most common requires a drain of equal hit dice within a certain distance. Others are more or less effective, which may mean different ranges or number of hit dice drained.

Also note, batteries also have technology condition levels that may affect the robot in a negative manner. See the section above, *How Technology Conditions Affect Robots*, for more details. And see below for a different energy source under *Remora*.

Remora

These small robots attach themselves to larger machines in order to draw from the hosts' power production. In this way, remora act like parasite mutations, which were introduced in *Creatures of the Wastelands*. Similarly to how parasite mutations provide living creatures with powers in exchange for ability points or some sort of drawback, remora provide accessories while affecting one of the following: movement rate, armor class, hit dice, or damage from energy weapons. The exact penalty is up to the ML, and should relate to the robot's technology condition and power source. A large robot in good condition can host as many as five remoras. When the host is rendered inactive, those remora that can move on their own will leave the robot, to either immediately search for a new host or attack those that destroyed their old host. Others simply wait for another host to venture past, and then hop aboard. Some examples:

A *motion detector robot* is 1' long and looks like a box

with legs. It was a remote for another, now nonfunctional robot, and needs a host to continue operating. When attached to a larger robot, it provides constant motion detection in a 180 degree arc and drains enough power to reduce the host's main movement rate by 30' (10').

A *telepathic cables robot* is 3' long, excluding the cables. It acts as a physical interface, connecting biological creature(s) and its host robot, and protecting both from the other's mind. The cables are cumbersome, so they force the host robot to move sluggishly in combat, increasing its armor class by +3, to a maximum of 9.

Magbots are tiny, only 4" long, and come in groups of six or eight. They provide their host with the *magnetic feet* accessory, but have no ability to control the strength of the field they produce. When walking on a metal surface, reduce the host's movement rate by 30' (10'). Small metal objects also stick to the magbots and this increases the host's mass by a small amount, which may or may not inflict a penalty.

Artillery robots are found on military machines, and acts as loading mechanisms when the host's are damaged. It is spider like and weighs no more than a pound. Each artillery robot slows the fire rate of the weapon it reloads to one half normal. For weapons fired once per round, the rate becomes every other round.

Microbot swarms act as a robot repair unit. They are constantly moving, searching for damage, which makes it all but impossible for the host to hide. They surprise on a 1 on a d8 instead of a 1-2 on a d6. (See the *Mutant Future* core book for more information.)

Nano Enhancements

Nanites can provide significant enhancements to robots, but for a cost: if the nanites do not have access to the proper raw materials, they will consume other parts of the robot to complete their task. Nano enhancers are found in small jars and can be a standard part of treasure hoards. It takes time, from hours to months, for the nanites to complete the changes they make to their host machine. This depends on the grade and condition of the nanites: nanites that have been out in the weather for decades will take more time to work than those coming straight out of a vial from a vault. In effect, the

nanite alterations are like parasite mutations that include an age chart. As some jars have been corrupted, a robot may be altered in very weird ways — MLs may wish to use the mutation charts from the *Mutant Future* core book or Skirmisher's *Mutations of the Wastelands* to replicate these changes. The progression can be stopped at a certain level, but that would meaning shorting out the nanites — not a good thing to do with a robot. A few simple example enhancements are included below.

Armor Enhancement

Time (days)	Cumulative Effects (penalties if raw materials not provided)
1-2	Armor class gains a 1 point bonus (a 1 point penalty to initiative)
3-4	Armor class gains an additional 1 point bonus (loss of 1 hit die per 10 total hit dice)
5-6	Armor class gains an additional 1 point bonus (another 1 point penalty to initiative)
7-8	Armor class gains an additional 1 point bonus (-30' [10'] to limb based locomotion or -1 die size to damage by one type of weapon)
9+	Armor class gains an additional 1 point bonus (loss of second hit die per 10 hit dice)

Computer Enhancement

Time (weeks)	Cumulative Effects (penalties if raw materials not provided)
1-4	+1 Intelligence (1 point penalty to initiative)
5-8	+1 Willpower (-1 to hit due to sensor degradation)
9-12	An additional +1 Intelligence (an additional 1 point penalty to initiative)
13-16	An additional +1 Willpower (an additional -1 to hit due to sensor degradation)
17+	An additional +2 Intelligence (an additional -2 to hit due to sensor degradation)

Nano enhancements can also be used to reverse the effects of technology condition. If there are no available raw materials, then the first listed effects in the chart above are repaired at the expense of the later listed effects.

NEW LOCOMOTION

Magnetic Drive
This method of movement uses the Earth's (or other planet's) magnetic field. It repels the robot in the direction the machine wants to travel. The robot flies as though it has an inductor but has no exhaust and is not capable of space flight.

Wormhole Drive
This very rare form of locomotion allows the robot to teleport. The range is usually short, 10 miles, but some of the most powerful military bots can travel up to 500 astronomical units (so they can go anywhere in the solar system). It takes time to recharge the drive and the robot can teleport only once per hour.

NEW MANIPULATOR

Tractor Beam
This device allows the robot to lift and move (or throw) objects from a certain distance. The capability is very crude and does not permit fine motor manipulation, such as operating buttons, levers, and such.

NEW ACCESSORIES

Animal Call/Lure
A robot with this device can summon creatures. Some are restricted to specific species and other can replicate any call or lure they analyze for one minute. This can affect mutant animals, and requires a save versus stun to resist.

DNA Scanner
This device allows a robot to use beam scans and blood samples to identify an organism's mutations and traits. This usually takes 1 round per creature, using a blood sample; it takes a little longer with the beam technology, as this has to cut out background "noise" — microbes in the air. It can also be used as a lock, so only the robot's owner may command it.

Drug Synthesizer
Medbots use these devices to produce medicines. Anything in the *Mutant Future* corebook's "Advanced Drugs and Chemicals" section can be made with the right raw materials.

Environmental Analyzer
Found almost exclusively in testbots and unreality robots (see Issue #18: Robots Part 3), environmental analyzers allow the robot to study different laws of physics. This accessory protects a robot from most planar effects that cause insanity. On the MF plane, variants of this accessory are used to study air, food, and water quality, as well as biological specimens and geological features.
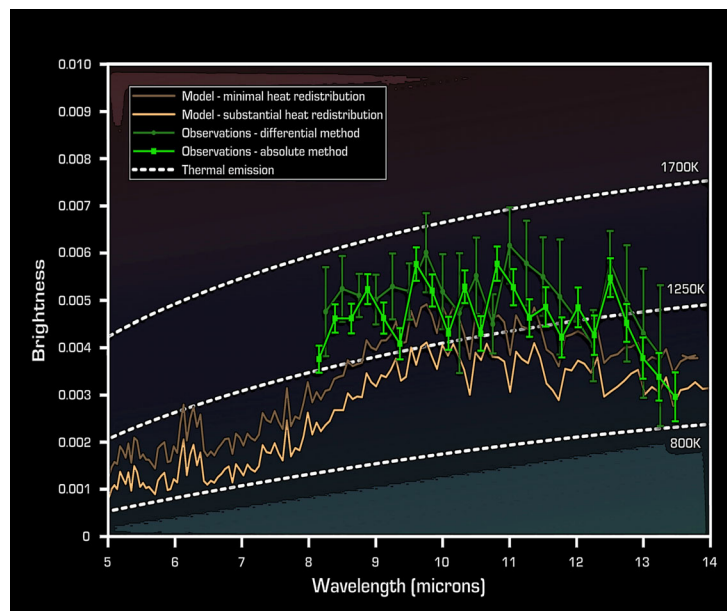
Extra-Dimensional Space
The robot can twist space to form an extra-dimensional pocket where it can store things. The limitation on size and mass depend on the robot model: some can only create space for 1 cubic foot and 1 pound, while others robots can open 100,000 cubic feet and accommodate 5 tons. When a robot with this accessory is destroyed there is a 5% chance the space and all within it are lost forever. Otherwise, they are expelled on top of the robot's remains (and on anyone nearby, if there is enough material).

Fabricator
The robot can construct one or more types of objects. This process requires raw materials, with the quality of those materials helping determine the quality of the end product, which can include gasses and liquids. Some robots can use a fabricator to create cybernetic implants within a creature, thus bypassing the need for surgery.

Food Synthesizer
When in good condition, these machines are the best source of food in the wastes. They produce tasty, nutritious items from almost any non-toxic organic material. Those in bad condition may produce inedible or toxic items.

Gravity Manipulator
This machine can do three things: increase gravity up to ten times normal, reduce gravity to 1/10th normal, or create spots of normal or altered gravity that are not up or down — i.e., sideways or diagonal in a certain direction.

Hardened Circuits
This accessory makes a robot or other machine immune to EMP effects. Some versions also reduce damage from electrical attacks by 1/2.

Matter/Energy Converter
This device takes matter or energy and converts it to the other, with most uses related to producing energy — but some are used to store objects and people. The device range and amount of matter/energy stored varies depending on the robot.

Medical Scanner
Medbots use these devices to determine the health of their patients. A person must be in contact with the robot for 1 minute for a complete scan.

Poison Detector
This device detects substances that will harm pure humans. It requires a sample and takes one round to analyze.

Polymorphic Frame
Robots with this accessory can change form. Most have two forms to choose from but come machines can have as many as five. Robots that need more than five will have the liquid state frame.

Remote
Remotes are devices that allow a machine to use its sensors from a distance. Most remotes have a range of 500' and the same sensors as the robot itself, but there are exceptions. Military robots have crawling or flying remotes to scout nearby areas and thus negate any chances of surprise. Some also have small weapons or flash devices used to distract opponents.

Seed
The robot has nanites that, when placed with the proper raw materials, will "grow" a new robot of the same model. Fortunately, very advanced robots have very specific material needs — so the whole planet cannot be converted into a massive swarm of robots.

Telepathic Cables
Using this device, robots can communicate directly with a brain (this can be anything with a brain, even animals and plants). Some versions allow mental control and a save versus stun is required to keep free of the machine's influence.

NEW WEAPONS
Damage, range, and other unmentioned characteristics are for the ML to decide when designing robots. Rays, unless otherwise determined by the ML, are lines of effect and may strike more than one person or object.

Bouncing Bomb
The robot's explosives are made to bounce and will only detonate when a signal is transmitted. The robot can use these bombs to get around cover, or even to cause damage (usually d6 per hit) before detonation, via direct impacts with the bomb — like being hit with a rock.

Bubble Cannon
This weapon causes millions of microscopic bubbles to form inside the target. When the bubbles collapse, they produce a great deal of heat. The resulting damage is half heat and half physical, and only applies to fleshy beings (i.e., animals, humans, and some androids — but not plants).

Caltrops

The caltrops robots can drop come in many different designs, but there are several basic forms. Some variants are relatively blunt, meant to keep animals and humans at bay with minimal harm. Other, sharper forms are intended to control a battlefield. And some, which are almost two-dimensional, are meant to destroy vehicles.

Charge Screen

Charge screens are defensive and do damage to everything within range, which depends on the type of robot. When used in combination with a force field, a charge screen can detonate explosives before they can damage the field and robot. Most charge screens do electrical damage but some do thermal or even radiation.

Confusion Ray

This weapon scrambles the target's mind, causing short-term confusion (see the *Mutant Future* core book for information on confusion).

Darkness Field

The robot can snuff out all light within a specific range (usually 10' to 150'). Optical sensors and beings which rely on the traditional visual spectrum are affected by the darkness. Mutants with *thermal vision*, *ultraviolet vision*, or *unique sense* mutations will have an easier time getting around.

Drain

The robot can drain power cells from a distance. Every round or minute (depending on robot model), a year's worth of use is drained from the targeted power source. (See the *Mutant Future* core book for more information on power source lifetimes.)

Drill

This accessory for ray weapons allows bots to ignore force fields, no matter their source — and is the only way to punch through the indestructible forms. Using a drill requires a great deal of energy, so it can only be used a limited number of times per day. A drill-enhanced weapon inflicts double damage when used against fields created by the *force screen* mutation.

Energy Mirror

Robots with this accessory have either actual mirrors or some super-science effect that allows them to redirect the beams from energy weapons after firing them. There is a penalty to hit, but this allows robots to shoot around cover with their ray weapons.

Enlarge/Shrink Ray

This weapon induces the *dwarfism* or *gigantism* mutations in the target on the first hit, with each subsequent strike doubling the effect. The maximum size decrease is to 1" and increase to 100'. The effect only lasts an hour, so a robot could not zap someone a year later and get the increased effectiveness.

Fear Ray

Anyone hit by this ray must save versus stun or be overwhelmed with fear, which can mean the target runs away or completely collapse (and may take no action until the effect ends).

Force Field

Force fields are indestructible but very energy intensive. The robot (and anything else within the field) is completely protected from all forms of damage. A typical robot can raise its force fields for 5 round per day. Anything running into a field, such as a vehicle, takes falling/impact damage.

Invisible

One or more of the robot's weapons are hidden from sight, and possibly other senses. This is very common in robots that disperse caltrops, and assassin bots that have weapons generating rays invisible to normal vision (rather than the colored beams seen in movies).

Life Ray

The air is full of bacteria and fungal spores. This weapon causes them to grow, inflicting random diseases upon the target.

Mist Cloud

The robot can produce a cloud of mist around itself, obscuring vision and making it harder to target the robot. Some robots produce mist that is not water — this may be poison, corrosives, or other chemicals.

Mouth

Some robots have an aperture that allows them to engulf targets, trapping them within the machine until freed. In the case of lumberbots, mining bots, and recycling bots, the target also takes shredding or crushing damage. In the case of police and military bots, the target is immobilized.

Necrotic Ray

This weapon inhibits cellular regeneration. Half the damage is permanent unless treated with Ancients' medicine.

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By Derek Holland and the Skirmisher Game Development Group

Just as a single change to a stock creature can result in a very different and distinct entity, mutation modifiers can expand the scope and variety of *Mutant Future* mutational powers, altering them slightly with bonuses or penalties. With little or no tweaking, these modifiers can also be applied to supernatural powers — such as spell-like abilities — used in games from other genres.

Modifiers may be acquired at different times during the game. The first would be during character generation, if the player creates a mutant character. Then during game play, the player also checks for modifiers every time the character gains a new mutation — be it from radiation exposure or a mutation cascade (described in an upcoming mutations book from Skirmisher Publishing LLC). A check is done by rolling a d6 for each new mutation/drawback; if a 1 results the particular mutation has a modifier. If it suits their settings and campaigns MLs may want to use a different die type, to increase or decrease the rarity of modifiers.

Some modifiers, like **Tech**, can be lost during the game without much difficulty. Others, like biological modifiers for physical mutations might only be removed with the loss of the affected organ or body part (it is possible the mutation will be **Grafted** onto another character; see below).

To randomly determine modifiers, consult the numbered list below, rolling a d6 for the tens digit and a d10 for the units digit. Many modifiers will only apply to certain kinds of mutations, so if the resulting modifier cannot be applied to a mutation, roll again.

Two notes: in keeping with the "less is more" OSR philosophy, the descriptions below were designed so Mutant Lords could make changes that fit their settings, or suited making their own creatures. And, where the description states "for the PCs," this means mutations possessed by player characters, rather used against them.

10) Accelerated means the mutant automatically makes initiative when using this mutation.

11) Activated requires the target be exposed to a certain stimulus for the mutation effect to function. For example, those who touch giant hogweed must avoid sunlight (which reacts with oils the hogweed secretes to create an irritant),

or be forced to make a save versus poison.

12) Addictive mutations give users a high every time they are used. Mutants must save versus stun to avoid using these mutations at inappropriate times.

13) Alternate Appearance changes how the mutation looks. For example, wings are will usually appear to be insectoid, bat, or bird-like. With this modifier, they could be fractal crystals or structures that resemble combs.

14) Amnesia destroys the mutant's memories. Every use drains either 25 xp or one minute of memories (ML's pick).

15) Anti-(Mutation) works by preventing others from using a specific mutation against the mutant. The blocked mutation is selected or rolled when this modifier is acquired. This dampening field operates in two ways, depending on the mutation modified. If the mutation is in continuous operation (like natural armor) then the field functions constantly. However, if the modified mutation must be activated (like a
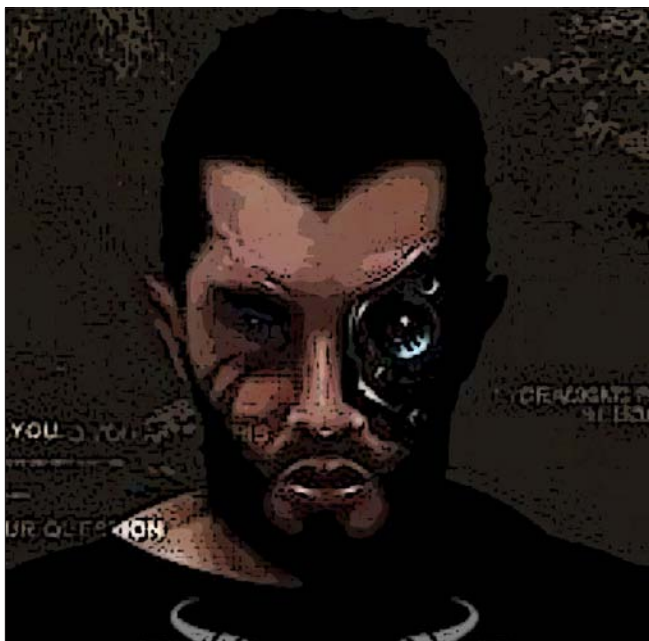
ray attack), then this modifier "turns on" with the attack and stays active for at least two rounds after.

16) Battery allows the mutant to store more uses or more energy. With regular use the mutation's power remains at normal levels, but if the mutation is not used the battery recharges. For every use not expended, increase the range and damage of the mutation by 50%. The maximum power that can be accumulated is 500%, but this massive energy surge only boosts the first use expended after the mutant started adding to the battery, then the power returns to normal. For example, consider *energy ray*, every 3 rounds the mutation is not used, its effect increases by 50%, so every half minute of rest allows the battery to fully recharge. (This may seem crazy but consider other how one mutant plant can throw 8640 explosive fruits per day.)

17) Beacon means the mutation, when activated, can be detected at long distance with the proper equipment.

18) Byproduct leaves a trace of the mutation's use. Generally this is an odor or powder.

19) Chained mutations go off simultaneously. 75% of the mutants with this modifier have two linked mutations; 20% have three; and 5% have four. The affected mutations are selected when this modifier is rolled.

20) Crippled mutations either reduce the damage inflicted, give a bonus to the target's saving throw, or reduce the number of targets affected. For PCs, damage is reduced by 50%, saves have a +3 bonus, or 1/2 the number of targets (minimum of one) will be affected.

21) Damaging mutations are enhanced by burning up some of the mutant's hit points. In exchange for the PC taking

1d4 damage, his mutation either inflicts 50% more damage, penalizes the target's save by -3, or affects 50% more targets/ area.

22) Debilitating mutations, when activated, drain ability points from the mutant. This damage will heal, with 1 point returning for every 10 minutes spent resting. If an ability score is reduced to zero, the mutant will fall into a coma for d4 days. To determine the ability affected and the amount of damage taken, roll 1d6 twice and consult the table below. For 75% of those with this modifier, the ability affected and the amount of damage inflicted remain constant (e.g., the mutant always drains 2 points of STR). The remaining 25% must roll for the ability and damage each time the modified mutation is used.

d6	Ability	d6	Score	Damage
1	STR	1		1
2	DEX	2		d2
3	CON	3		d2
4	INT	4		d3
5	WIL	5		d3
6	CHAR	6		d4

23) Deciduous mutations only function for 6 months of the year (deciduous drawbacks function for 8 months of the year). This may or may not result from the actual loss of the organ involved in the mutation, like leaves losing their leaves during the fall, or it may be that the body part simply becomes dormant for part of the year. If the organ is lost, it will regrow slowly, until the next time it can be used.

24) Doubled mutations are either twice as strong or — for organs, limbs, and other physical additions — there is twice as many. This modifier can provide a mixed energy attack: for example, a ray that inflicts cold and radiation damage at the same time.

25) Disgusting mutations are so nasty that, when activated, all who see them in action must save versus poison or become ill. 10% of disgusting mutations are also **Revolting** (see below).

26) Dream allows a mental mutation to be used only when the mutant is sleeping.

27) Entangled mutations inhibit each other. This modifier is applied to two or more mutations, all of which function at half strength. Roll or select the affected mutations when this modifier is gained.

28) Extra gives an additional version of the mutation. For example, a mutant with *energy ray* might have both the heat and cold powers. This modifier only applies to mutations such as *energy ray* and *reflective epidermis*.

29) Environmental Dependance requires the mutant be exposed to a certain stimulus for the mutation to function.

This effect can also be extended to technology that inhibits the mutation. As an example, consider one specific type of environmental dependence, **Feralization**, a condition in which the mutant reverts to an animalistic (or shrubby) form. This form could be triggered by exposure to moonlight, but suppressed with exposure to silver.

30) Flicker(ing) mutations only work 50% of the time. This modifier cannot be applied to mutations providing a permanent bonus or penalty, such as natural armor.

31) Frightening mutations force any creature who sees them to save versus stun. If the mutation is passive, those failing their save are cowed; if the mutation is active, those who fail will flee. In the case of PCs, the fear effect lasts d4 rounds. MLs should determine how long (how many fear checks are required) it will take until a viewer becomes used to seeing the mutation. This could happen when someone makes her save, or it could be as long as a maximum of 10 failed saves.

32) Fueled mutations require some sort of external power source to function. Typically, this means draining hit points or ability scores from other entities, or siphoning energy from power cells. For PCs, the effect drains either d6 hit points or d3 ability points per use, or one charge from a cell.

33) Grafted mutations come from a donor, and require surgery to transfer. Some will result in the donor's death, and sometimes the recipient may die from infection. The grafts do not last long without medical assistance, unless the donor material comes from a genetically similar donor, such as a sibling or clone.

34) Healing restores d4 hit points to the mutant every time the mutation is used.

35) Heat Flash is the result of metabolic waste. Each time the mutant uses the modified mutation, she suffers one point of damage, and *thermal vision* can detect her at triple the normal range (180' or 270').

36) Hidden allows the mutant to hide a physical mutation (not a drawback) when it is not in use. Approximately 75% of these mutations require conscious thought to hide, while the rest will slide back into the mutant's body on their own. Very large limbs and organs may not be hidden.

37) Increased Range boosts the effective reach of a ranged mutation to five times normal.

38) Induce replaces *induce mutation*, as the mutant cause his mutation to manifest in others. The mutant cannot use the modified mutation himself, and only the affected mutation can be passed along. This modifier does not transfer with the mutation.

39) Invisible mutations cannot be detected with standard senses — even when being used. This modifier can apply to physical mutations like *natural armor* and *spiny growth*.

40) Latent mutations are not useable when gained; it requires later exposure to some "X factor" (a substance, event, etc.) to gain access. For example, a radioactive spider bite might trigger the mutant's underlying powers. 25% of those with this modifier also have **Environmental Dependance**, so there is an initial trigger, but repeated exposure is also required in order to use the mutation after (e.g., eating spinach).

41) Limited mutations can only affect a specific group of species, materials, energy, etc. For example, a limited version of *force screen* might only defend against radiation, while a limited *chameleon epidermis* might only function in forests.

42) Mass is actually two different modifiers. In the first case, smaller, or younger mutants have a more powerful mutation: those with less than 25% of their possible hit points do double damage, affect twice as many targets, or have twice the range. In the second case, larger, or older, mutants have more powerful mutations: those with more than 75% of their possible hit points do double damage, affect twice as many targets, or have twice the range.

43) Environmental Distortion changes the mutation's effect depending on the environment it is used in. Half the time it is a bonus and half it is a penalty. Most (95%) work normally

in all but a single situation, such as energy ray (electricity) doubling or halving its range in water, including rain. The rest have d4+1 environments where they are altered. The exact alteration may be range, damage, sensory or anything else the ML and player can come up with.

44) Multiple increases area of effect or increases number of targets. For PCs, the area of effect or number affected is doubled.

45) Nanofac mutations are inheritable mutations that result from nano-mechanical activity in the flesh and blood. The nanites are destroyed when exposed to a minimum of d4+5 class radiation. Roll the needed radiation class for each mutation with this modifier. This may or may not replace the **Tech** modifier, which refers to larger implants (like cyber-eyes) that are immune to radiation.

46) Network replaces *metaconcert*. Mutants with both the same mutation and this modifier are able to work together. While this modifier may be restrictive for PCs, it will be very effective for NPC races encountered in groups.

47) Non-herited means the mutation cannot be passed along to the mutant's offspring.

48) Persistent prolongs the effects of the mutation. For PCs, the duration is doubled. If this is applied to ray powers, the modifier will allow the mutant to double the frequency of use. For example, the mutant may use the power two out of three rounds, rather than the normal one out of three.

49) Psionics were mental mutations created by the Ancients using genetic manipulation. The various genes survived the cataclysm and subsequent generations intact. Consequently, the modified mutations are three times as strong as wild mental mutations. For PCs, this increases range and damage. The mutation might also be common in some areas as the psionic mutants outbreed others, but this is a campaign specific concern.

50) Radiation Burst releases a field of energy around the mutant every time he uses the mutation. Most mutants produce d6 class radiation and might generated a field with a 10' radius.

51) Reactive mutations are automatically activated when the mutant is exposed to a certain stimulus. For example, a mutant might have a salt water stimulus for his *thermal vision*, and could be in trouble if he is underground and his canteen runs dry; a mutant with a moonlight stimulus for his *prey scent* drawback would do well to stay indoors after dark. 90% of these mutations are also **Damaging** and will harm the mutant if the mutation discharges in excess of its normal time restrictions, e.g., every round for *energy ray* (instead of the every third round limit).

52) Recharge mutations can power artifacts and restore power levels in power cells. For PCs, this adds d10 charges

to the battery. 10% of mutants can detect the cell's power level and are able to control their power to just top off the cell. The others run the risk of over-charging the power cell, and possibly causing an explosion. To prevent a PC from recharging everything in sight, a ML might limit this mutation's usage to once per day.

53) Recoil knocks the mutant over when she uses the mutation, unless already prone or otherwise unable to fall. This modifier does apply to mental mutations unless the ML rules otherwise.

54) Revolting mutations horrify the mutants who have them. The mutant must make a save versus stun in order to use the mutation. 25% of revolting mutations are also **Disgusting**.

55) Sapient mutations have their own personalities and make their own actions. There is a 90% chance for a mutation that the mutation mind is an ally to the brain; the remainder are hostile, working against the mutant and his allies (hopefully, this is not a powerful combat mutation like *spiny growth*). Drawbacks are 95% hostile.

56) Sensitive mutants can detect others who have this mutation (not just the mutation with the modifier). The range is line of sight.

57) Sloppy mutations are hard to aim. For PCs, this induces a -4 to hit penalty when using the modified mutation.

58) Slow means the mutant always acts last in the round when using this mutation.

59) Surreal does not provide a bonus or penalty to the mutation, but rather makes it memorable. Others who see the mutation in use will have a hard time forgetting the mutant. For example, a mutant with *control weather* creates a blizzard with fractal snow mounds and unnatural winds; surreal *wings* might look like blue flames variegated with green and yellow spots.

60) Surfactant reduces surface tension, making chemicals more easily absorbed and harder to remove. This modifier applies to *chemical gland, toxic weapon,* and similar mutations, making the saving throw more difficult. For PCs, this inflicts a -4 penalty.

61) Tech mutations are a byproduct of cyberware (things like cybernetic eyes or limbs). Removing the implant will also cause the mutation to fade.

62) Telekinetic Pull mutations, when activated, draw everything within range toward the mutant, using a Strength of 10 to determine damage. The range for PCs is 25'.

63) Telekinetic Push mutations, when activated, force everything (including the mutant's gear) away from the

mutant, using a Strength of 10 to determine damage. The range for PCs is 25'.

64) Tiring mutations fatigue the mutant. Each use adds one fatigue point (-1 to hit, +1 AC). If/when 6 fatigue points accumulate, the mutant goes unconscious. A fatigue point can be recovered with 10 minutes of rest.

65) Touch reduces ranged attacks to melee contact.

66) Transfer allows a telepath to project a mental mutation through another person, using them as a conduit. For PCs, the intermediary must be within 100', a distance unrestricted by line of sight — only, the mutant must know the other person is there. The original mutation's range measured from the conduit. Those unwilling to serve as repeater stations are allowed a save. The mutant may also use the mutation normally, without needing a middleman.

67) Transfiguration alters the appearance of the mutant. Each use of the mutation causes another, permanent change (though the changes may cycle). This alteration is purely cosmetic, but gives Charisma checks a +/-1d4 modifier per transformation.

68) Unstable warps reality. Every time the mutation is used a physical gate appears and a small plane shift takes place, with the effect lasting for one round. There is a 20% chance that something comes through the gate.

69) Unstoppable removes the saving throw to resist the mutation.

ALTERNATE MUTATION MODIFIERS
If the ML does not like some of the example modifiers in the list above, below are a few possible substitutions.

Ammo forces the mutant to drain uses from other mutants with the same mutation (though the modifier is not required). A "clip" is 6 uses, with each use referring to either the time of concentration needed for using mutations (such as *neural telepathy* and *damage turning*), or concrete uses from mutations like *energy ray*. If there are no other beings around with this mutation, then the mutant's "clip" will remain empty.

Cloud turns a chemical-based touch mutation into an area of effect attack surrounding the mutant. It can not be turned off and on like a field, but rather a volume of the chemical is released that remains for a set duration, which may or may not be altered by prevailing weather conditions. For PCs, clouds usually last for 6 rounds and can be released 3 times per day. The cloud is 30' in diameter unless there is a wind, which will deform it. The chemicals do not discriminate between friend and foe, so care should be exersized when using this mutation.

Cycling mutations are part of regular set that rotates daily

(or whatever time unit the ML prefers — round, week, month, etc.). The groups number d4+1, with additional mutations rolled when this modifier is gained. As an example, a mutant has *energy ray*, *spiny growth*, and *toxic weapon*. *Energy ray* is determined to by modified by cycling, so a set of rotating mutations is rolled, coming up with *force screen* and *chameleon epidermis*. On Monday, our mutant has *energy ray*; on Tuesday *force screen* becomes available; Wednesday it is *chameleon epidermis*; Thursday is back to *energy ray*, and so on. But all week the mutant has *spiny growth* and *toxic weapon*.

Field converts a "beam attack" power — either energy-based or mental — into an area of effect centered on the mutant, which can be turned off and on. For PCs, this attack can be used three times per day and lasts for up to 5 rounds for each use.

Fluctuating mutations have a power level that changes from day to day, or encounter to encounter (ML's pick). During each time unit, the player must roll a d10. On a 1-3, the mutation effect is halved; on a 4-6, the mutation is normal; on a 7-10, the mutation is twice as strong.

Genetic Lock makes the mutant sterile except when breeding with others with this mutation and modifier.

Infectious allows the mutant to spread this mutation like a disease, and the mutant cannot make a conscious choice on giving the mutation or not (unlike **Induce**). Possible methods of transmission include blood to blood contact, sex, or consumption (i.e., part or all of the mutant must be eaten). The victim must save versus poison to avoid the effect. This modifier is in the "slush pile" because of its possible campaign-altering effect: dozens of infectious mutations could destroy a game.

WISDOM FROM THE WASTELANDS

Issue #21: High-Tech Melee Weapons

By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

Although most Ancients considered melee weapons (swords, axes, maces, spears, and even exotic ranged weapons like bolas and shuriken) to be archaic, some did practice the use of such weapons, and there were inevitably high tech versions. This issue deals with these modern melee weapons, alternate methods of creating them, and introduces some new weapons. Mutant Lords should be aware that serious, munchkin-style abuse is a very real possibility when creating a weapon with these guidelines. As a suggestion, no weapon should have more than two modifications, e.g., a duralloy cryo-sword. The ML can create a truly monstrous, game-breaking weapon using these rules, so use them wisely! The game you save might be your own. A special thanks goes out to Chris Olmstead, Carl Ross, and Chad Zsideg for contributing ideas to this article.

SECTION I: ALTERNATE CONSTRUCTION MATERIALS

Unlike their historic, steel predecessors, many modern weapons were created from different high tech alloys. As a result, these weapons are lighter, more durable, and, in many cases, will often inflict far greater damage than comparable weapons from ages past. Following are several sorts of alternate materials, descriptions of them, and their game effects.

Dura-Aluminum: An extremely light and durable mixture of aluminum and composites. Weapons created from this material weigh half the usual amount, and gain a +2 to all saving throws against breakage (see *WftW Issue #1: Artifacts, Manuals, and Toolkits*, or the Encounters and Combat section of the *Mutant Future* core rulebook for more information).

Crystalline Obsidian: Obsidian can be given an exceedingly sharp edge, but it is a very brittle material. Combining obsidian with a crystal matrix allows a keen sharpness, while producing a far more resilient weapon. All blades created from this substance inflict +2 per die damage.

Duralloy: Weapons created from this specialized mixture of alloys weigh the same as, but are far more durable than, their normal counterparts. All duralloy weapons gain a +4

to saving throws.

ConductAlloy: Many energized weapons are created using this special alloy, which encourages the transfer of energy from one point to another. All energy-based melee weapons made from this material have a +2 to hit and +2 per die damage.

Super Dense: Certain types of melee weapons were constructed of super dense metallic alloys. The additional weight made wielding them more difficult, but allowed them to inflict significantly more damage. All weapons created with this material weigh twice the normal amount, do +2 per die damage, and give the wielder a +2 to hit. All saving throws for these weapons have a +3 bonus.

SECTION II: EDGING

The Ancients had many different sharpening and hardening techniques for putting and keeping an edge on weapons. Some of these processes would produce weapons able to cut through even the densest material and inflict horrible wounds (increasing the chance of inflicting a critical hit; see *WftW Issue #11: Optional Combat Rules*). Following are several sorts of edgings, descriptions for them, and their game effects.

Carbon Filament: Nanites realign the carbon atoms within the edge's steel matrix, making it denser and sharper, while creating beautiful patterns akin to those on the Ancients' Damascus blades. +4 to hit and +4 per die damage. Critical on 17-20.

Diamond: Advances in material science allowed weapon edges to be plated with a super-hard crystal coating. +3 to hit and +3 per die damage. Critical on 18-20.

Gamma Xenon: This edging is a slightly radioactive energy field powered by a single mini-fusion cell, which is good for 40 minutes of continuous use. +2 to hit and +2 per die damage. No bonus to Critical. Inflicts class 2 radiation on the target.

Keen: A process created by an engineer with literary enthusiasms, this was nicknamed a "vorpal" edge. +1 to hit and +1 per die damage. No bonus chance to critical.

Laser-Sharpened: By using lasers to sculpt a weapon's edge, the blade becomes much sharper and lasts longer. +2 to hit and +2 per die damage. Critical on 19-20.

Molecular: The pinnacle of edging technology produces an edge one molecule wide and able to cut through anything. +5 to hit and +5 per die damage. Critical on 16-20.

Vibrating: Not the same as a vibro weapon, but similar. Any weapon with this edge is powered by a mini-fusion cell, good for 90 minutes use. Weapon has +1 to hit and +1 per die damage. Critical on 19-20.

SECTION III: ENHANCEMENTS

In addition to making melee weapons from high tech materials, the Ancients were able to further enhance their killing power by adding a variety of devices that would terrify an opponent.

Cryo Weapons

All melee weapons can be modified to do cold damage. This requires a power cell and specialized emitters that chill the weapon. When hit by this type of weapon, a target first suffers regular damage, then takes cold damage. The target must then make a saving throw against death or suffer 1d2 points of Dexterity loss due to the extreme cold. This loss is regained at the target's regular healing rate per day.

The ML can also require a saving throw for metal and plastic items carried by the target, as the extreme cold could damage these items (see *WftW Issue #1*, or the Encounters and Combat section of the revised *Mutant Future* core rulebook for more details). If the saving throw fails, the item suffers 1d3 levels of condition damage.

Against targets that are normally vulnerable to cold-based attacks, the wielder gains a +2 to hit and inflicts 50% more damage (unless the condition of the vulnerability states otherwise). Also, these targets suffer critical hits on 18-20, instead of the usual 20. For damage bonuses using cryo weapons, see the **Primary Weapon Damage Table** (below).

Energetic Proton Blades

Similar to laser blades, these specialized weapons have emitters built into their blade edges that generate a stream of highly energized proton particles. Though not quite as powerful as lasers, the electrical current wreaks havoc on other electrical systems and robotic units.

Any robot, android, or synthetic being (but not Replicants) struck by the weapon automatically takes 50% more damage and must save versus energy or be stunned for 2d4 rounds. Also, any target carrying electrical equipment must save for each piece (see *WftW Issue #1*, or the Encounters and Combat section of the revised *Mutant Future* core rulebook for more details). If the saving throw fails, the item suffers 1d3 levels of condition damage. If the target is grounded, the ML should decide on how (or if) it is affected.

Against targets that are normally vulnerable to energy-based attacks, the wielder gains a +2 to hit and inflicts 50% more damage (unless the condition of the vulnerability states otherwise). Also, these targets suffer critical hits on 18-20, instead of the usual 20. For damage bonuses using energetic proton weapons, see the **Primary Weapon Damage Table** (below). Note, all damage inflicted using these weapons is considered electrical; when not activated, they are mostly just a hilt.

Energized Weapons

These appear to be normal melee weapons when not activated. However, once activated they glow with a bright blue light and inflict extra damage when they hit. Energized weapons come in three sizes: small, 1H, and two-handed. Each of

these does its own bonus damage (on top of the melee weapon's regular damage), and has its own battery lifespan. While not quite as powerful as most vibro weapons, any type of melee weapon can be energized — unlike the vibro upgrade, which is limited to edge weapons only. For damage bonuses using energized weapons, see the **Primary Weapon Damage Table** (below).

Harmonized Energy Weapons
This option is available for any of the energy weapons described in this issue. These weapons use specialized energy emitters that constantly shift through various energy harmonic fields to inflict double damage against personal force fields. If the weapon's field becomes deactivated, the weapon will inflict regular damage when it hits.

Laser Blades
Many edged weapons could be modified to carry a power source and have emitters built into the edge of the blade, turning an already deadly weapon into a cutting nightmare.

All laser blades can use different laser crystals, some of which cause cold or thermal damage, but all inflict energy damage when they hit. If for some reason the weapon loses power or otherwise loses the ability to emit the laser, it will still do the weapon's standard damage. For damage bonuses using laser weapons, see the **Primary Weapon Damage Table** (below).

Laser Crystals
All laser weapons have crystals that focus the energy transferred through them into powerful, coherent beams of light. There are several different kinds available, with various sizes for the different types of laser weapon (i.e., crystals intended for pistols will not work in rifles or squad support weapons). Crystals can be changed out of laser weapons only if the user is familiar with the weapon (has figured out the artifact). Doing this requires no repair roll.

Cobalt crystals do cold-based damage (the only type of laser that does) and cause numbness (unless the target is immune to cold-based attacks), which gives penalties to attack and armor class.

Gamma crystals have no damage modifier but the target is also exposed to class 3 radiation (save versus Radiation required).

Microwave crystals inflict less damage than normal on most targets. But if used against robotic units the damage is doubled, and the robotic unit must save versus energy attacks
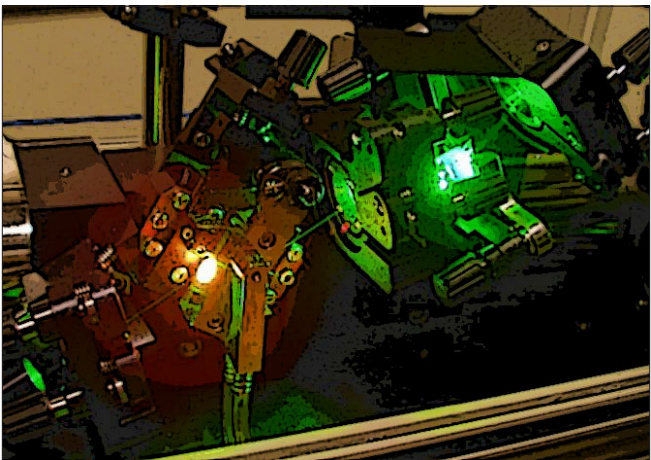
or be stunned for 1d12 rounds.

Ultraviolet crystals might blind a target by overloading the optic nerves (or sensors). The target must save versus energy or be blinded for 1d6 rounds.

Thermal damage may set flammable objects on fire. The ML should decide the chance of this happening, based on the material hit.

Paralyzing & Stunning
All melee weapons can be modified to carry a specialized energy charge. The weapon does regular damage when it hits, but the target must also save against stun, or be paralyzed for 1d6 rounds. These weapons are each powered by a standard micro-fusion cell, which will have a charge life that varies with the weapon size.

Paralyzing Weapon Battery Life Table

Weapon Size	Battery Life
Small (dagger, dirk, etc.)	90 Minutes
1H (e.g., short sword, mace, spear, long sword)	60 Minutes
Two-Handed (e.g., battle axe, bastard sword, great axe, long spear)	30 Minutes

Radioactive Weapons
With large numbers of mutants gaining immunity to wasteland radiation, it was only a matter of time before some of these creatures began to use weapons that are highly radioactive and extremely dangerous to those not properly protected.

There are two types of radioactive weapons: those specifically formed from radioactive material, such as

Laser Crystal Effect Table

Crystal Type/Color	Damage Modifier	Additional Effect
Cobalt (Blue)	Cold, +1 point of damage per die	Numbing effect: -2 to hit, +2 to AC
Gamma (Green)	None	Each attack exposes target to class 3 radiation
Infrared (Red)	Thermal, +1point of damage per die	None
Microwave (White)	-2 points of damage per dice	Additional EMP damage against robotic units
Multi-Light Frequency (Multi-Colored)	Thermal, +50% Damage	None
Ultraviolet (Purple)	None	Possible blindness

uranium and other deadly agents; and those regular melee weapons that were simply contaminated by radiation. Any weapons created from radioactive material will always be Super Dense (see above) and will typically emit radiation classes 7-10. Contaminated weapons can be of any intensity, but most often emit radiation classes 1-6.

To permanently imbue a weapon with radiation, it must be left in a radiation field for no less than 11 months, minus the class of the radiation. For example, consider a character who wants to have a mace with class 5 radiation. He would have to leave it in a class 5 field for 6 months. If he wanted a weapon with class 10 radiation, he would have to leave it in a class 10 field for 1 month for it to become permanently radioactive. If the weapon isn't exposed long enough, the radioactivity will last for only 1d3 months before dissipating.

Thermal Weapons

Like Cryo weapons, all regular melee weapons can be modified to inflict thermal damage. This change requires a power cell and specialized emitters, which heat the metal until it is almost white-hot but still stable. Note that only Duralloy and Super Dense metals can use this option.

When hit by this type of weapon, a target first suffers regular damage, then takes thermal damage. Especially hairy targets must save against death or catch fire, taking an additional 3d6 points of damage per round until the flames are extinguished.

The ML can also require a saving throw for flammable items carried by the target, as the extreme heat could damage these items (see *WftW Issue #1*, or the Encounters and Combat section of the revised *Mutant Future* core rulebook for more details). If the saving throw fails, the item suffers 1d3 points of condition damage.

Against targets that are normally vulnerable to heat-based attacks, the wielder gains a +2 to hit and inflicts 50% more damage (unless the condition of the vulnerability states otherwise). Also, these targets suffer critical hits on 18-20, instead of the usual 20. For damage bonuses using thermal weapons, see the **Primary Weapon Damage Table**.

Primary Weapon Damage Table

Weapon Type	Small	1H	Two-Handed
Cryo	+2d6	+4d6	+6d6
Energized	+2d6	+4d6	+6d6
Laser/Energetic			
Thermal	+2d6	+4d6	+6d6

SECTION IV: NEW MELEE WEAPONS

This list contains a large number of new melee weapons, with their weights, typical damages, costs (which was left generic, as it could be gold, credits, bottle caps — you name it, depending on the campaign), and types.

This last category shows which weapons can be wielded one-handed (Small or 1H), and those that need to be wielded two-handed (2H). Note that all the weapons listed can be modernized, and may use any of the modifications or materials listed in this issue.
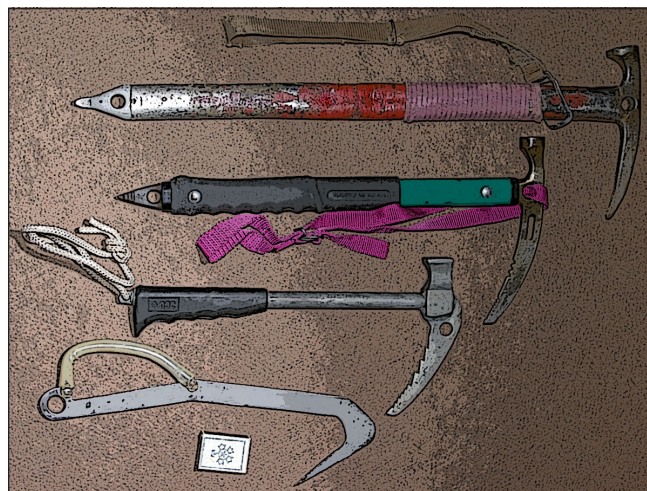
New Melee Weapons Table

Weapon	Damage	Weight	Cost	Type
Axe, Battle	1d10	8 lbs.	15	2H
Axe, Great	3d4	12 lbs.	30	2H
Axe, Hand	1d6	2 lbs.	5	Small
Bola	1d4	1 lb.	3	Small
Club, Great	1d10	10 lbs.	8	2H
Dagger	1d4	1 lb.	5	Small
Dart	1d2	0.1 lbs.	0.2 per	Small
Flail, Heavy	2d6	12 lbs.	25	2H
Glaive	2d4	11 lbs.	12	2H
Halberd	1d10	15 lbs.	15	2H
Hammer, Light	1d4	2 lbs.	2	Small
Katana	1d10	4 lbs.	40	1H
Kukri	1d6	3 lbs.	8	Small
Mace, Heavy	1d8	10 lbs.	15	2H
Mace, War	2d6	15 lbs.	30	2H
Maul	3d4	22 lbs.	20	2H
Nunchaku	2d3	2 lbs.	3	1H
Rapier	1d6	2 lbs.	25	1H
Sai	1d4	1 lb.	3	Small
Scimitar	1d6	5 lbs.	20	1H
Shuriken	1d4	0.1 lb.	0.2 per	Small
Sickle	2d3	3 lbs.	8	Small
Spear, Great	2d6	10 lbs.	35	2H
Spear, Long	2d4	7 lbs.	7	2H
Spear, Short	1d6	3 lbs.	2	1H
Staff, Bo	1d6	2 lbs.	5	2H
Staff, Jo	1d4	1 lb.	3	1H
Sword, Bastard	1d10	7 lbs.	40	2H
Sword, Broad	2d4	6 lbs.	35	2H
Sword, Great	3d4	9 lbs.	65	2H
Tonfa	2d3	2 lbs.	10	Small
Trident	1d8	5 lbs.	18	1H
Whip	1d3	2 lbs.	3	1H

Vibro Weapons

These weapons vibrate at an incredible rate, and can cause hideous damage. Although the *Mutant Future* core rulebook already has two *vibro* blades, below are several new types the ML can use in his campaign.

Note that all these weapons are powered by mini-fusion cells, have a +2 to hit bonus, and inflict critical hits on a roll of 19-20 (this includes the *vibro dagger* and *vibro sword* from the core rulebook).

Vibro Weapons Table

Weapon	Damage	Battery Life
Vibro Battle Axe	1d10 +12	30 Minutes
Vibro Bastard Sword	1d10 +20	40 Minutes
Vibro Broad Sword	2d4 +16	40 Minutes
Vibro Great Axe	3d4 +22	20 Minutes
Vibro Great Sword	3d4 +22	20 Minutes
Vibro Hand Axe	1d6 +8	60 Minutes
Vibro Katana	1d10 +20	30 Minutes
Vibro Long Spear	2d4 +12	40 Minutes
Vibro Scimitar	1d6 +10	30 Minutes
Vibro Short Sword	1d6 +8	60 Minutes
Vibro Spear	1d6 +10	40 Minutes
Vibro Two-handed Sword	1d10 +26	20 Minutes

SECTION V: OPTIONAL COMBAT RULES

Following are a number of optional combat rules that ML's can allow players and their opponents make use of.

Throwing Melee Weapons

Occasionally a character may attempt to throw a melee weapon at a target, despite the fact that these weapons are not meant to be thrown. The attacker uses her ranged attack, not her melee attack when rolling to hit. The range and penalty to hit are based entirely upon the size of the weapon.

The weapon inflicts half damage (rounded down, minimum of 1 point), and the attacker does not do any bonus damage for having a high Strength score.

For example, a character tries throwing a long sword at a fleeing target. The weapon is one handed, giving a -4 to hit. The character manages to hit and rolls for damage as normal, getting a 6. Since the weapon was thrown, the damage is only 3.

Thrown Melee Weapon Table

Weapon Size	Range	Penalty
Small	Strength x3 in feet	-2 to hit
One-Handed	Strength in feet	-4 to hit
Two-Handed	1/2 Strength in feet	-6 to hit

Wielding Two Weapons at Once

A character may use two small weapons (see the New Melee Weapons Table above) simultaneously, making two attacks in a single round, but with a -3 penalty to each to hit roll. The character may also attempt to wield two 1H weapons at once, but suffer a -5 to hit penalty to each weapon. Characters with the *increased physical attribute (dexterity)* mutation will suffer only a -1 or -3 to hit respectively.

Wielding a Two-Handed Weapon in One Hand

A character may also wield a two-handed weapon in one hand, but suffer a -3 to hit, unless they have the *gigantism* mutation, the *increased physical attribute (strength)* mutation, or an exceptionally high strength (18 or more).

CHECK OUT *WISDOM FROM THE WASTELANDS* ONLINE!

Skirmisher Publishing LLC has got a section of its website dedicated to material for *Mutant Future* and other post-apocalyptic games in general and content tying in with this publication in particular. This gives readers the opportunity to obtain free bonus content, post their own material, and comment on this publication and Skirmisher's support for the genres it covers overall.

Content posted on the site includes material tying in with specific issues of this publication, Chris "Outlander" Van Deelen's ongoing feature on "Monsters from Movies, Games, and other Media," and more!

Just go to **http://skirmisher.com/forum/38** to see everything that is there and to post your own content for other readers.

By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

Force screens were developed for individuals from all walks of life, to guard them from all manner of threats. There were simple fields that warded users from the insults of weather and city life, those that protected police against small caliber firearms, and those used in military powered armor systems and combat vehicles. All shields operate on the same basic mechanic: they project a protective energy field around the user. Like a second skin, each shield will conform to fit the user, be it a normal human, a robot, an exotic, or even a misshapen mutant who managed to find a functioning unit. The energy screen will not interfere with riding in a vehicle or using a weapon.

Some screens are very specific and only proof against certain types of matter or energy. Others protect against all forms of attack, with one exception — no shield can protect against hard radiation. This energy will pass straight through a screen without being impeded or reduced. Although they do protect against the harmful effects of intense light or sound (lasers and sonic attacks), shields do not stop normal light, sound, or air from getting through, unless specifically modified.

Also, the shields in this article are not powerful enough to protect a user while swimming, or dealing with extreme hazards such as moving through lava. Yes, a shield would provide some protection — maybe a few seconds worth — before the molten rock's heat overpowered the shield and caused it to collapse.

The various shields are listed below, grouped into tables according to who used particular types: Civilians, Security/Law Enforcement, and Military/Government. Within each table the individual models are detailed with the amount and types of damage each can withstand, any regenerative capability, and their battery life.

SHIELD TABLE DEFINITIONS
Hit Points/Regeneration

The amount listed under Hit Points is the maximum available protection a full-strength shield can withstand before breaking down or become inert. With enough time, most of the more powerful shields are able to regain their protective strength at a rate per round listed under Regeneration.

If reduced to 0 hit points in a single round, a shield overloads and automatically shuts down. The device suffers one condition level of damage and the power source must be replaced, even if it still had enough energy to regenerate.

For every condition level of damage, the shield will lose
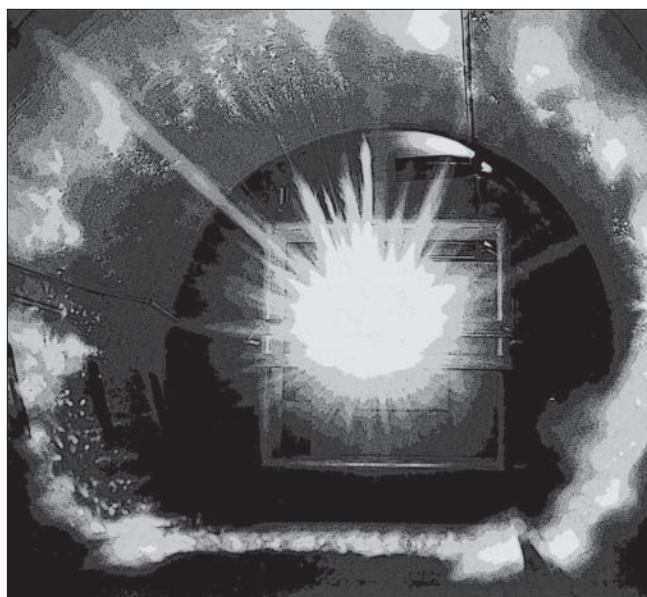
20% of its effectiveness (round down). As an example, take a shield normally rated for 20 hp of damage protection with 3 hp/round of regeneration. At condition level 3, the shield will only protect for a maximum of 12 hp of damage, and

attack not listed under the particular shield's Protection rating, the damage will go straight through the screen. Each is followed by the abbreviation for it on the associated tables.

Physical (P): This type of shield protects against everyday contact with things like street grime and rain. Although not intended for combat, it will provide some minimal protection in a fight. Also, assaults with spit or thrown toxins (things that must touch skin) will not affect the user.

Kinetic (K): The shield protects against the transfer of kinetic energy, such as melee or missile attacks.

Energy (E): The shield is specifically attuned to protect against the high-intensity energy associated with lasers, plasma, electricity, etc.

Thermal (T): By negating the transfer of thermal energy, the shield protects from extreme temperatures. Consequently, the shield will also work against heat- or cold-based attacks.

will only regenerate 1 hp/round. All aspects including Battery Life are reduced in this way.

Types of Damage Protection

There are four basic types of attack a shield can protect against. If a character protected by force field is hit by a

Battery Life

The length of time a shield can remain active depends both on the power source and how much damage the shield sustains. For example, a Basic Mark 1 shield can withstand a total of 5 hit points of damage before the power cell needs

Civilian Shield Table

Type	Hit Points	Protection	Regeneration	Power Source	Battery Life	Weight
Basic Mark 1	5	P	None	Power cell	1 hour	1 lb.
Basic Mark 2	10	P	1 hp/round	Power cell	1 hour or 20 hp	1 lb.
Sports Mark 1	10	P, T	1 hp/round	Power cell	2 hours or 20 hp	2 lbs
Sports Mark 2	15	P, K, T	2 hp/round	Power pack	4 hours or 50 hp	4 lbs.
Ballistic Mark 1	15	P, K	3 hp/round	Power pack	1 hour or 50 hp	3 lbs.
Ballistic Mark 2	15	P, K, E, T	3 hp/round	Power pack	1 hour or 50 hp	4 lbs.
Hunter Special	20	P, K, E, T	3 hp/round	Power clip	2 hours or 70 hp	5 lbs.
Protection Plus Mark 1	25	P, K, E, T	5 hp/round	Beltpack	4 hours or 120 hp	7 lbs.
Protection Plus Mark 2	35	P, K, E, T	5 hp/round	Beltpack	6 hours or 120 hp	7 lbs
Protection Ultimate	50	P, K, E, T	10 hp/round	Beltpack	8 hours or 200 hp	10 lbs.

Security/Law Enforcement Shield Table

Type	Hit Points	Protection	Regeneration	Power Source	Battery Life	Weight
Vehicle Officer	7	P, K, E	1 hp/round	Power pack	4 hours or 20 hp	1 lb.
Foot Patrol	15	P, K, E, T	3 hp/round	Power pack	4 hours or 30 hp	1 lb.
Foot Patrol, High Risk	30	P, K, E, T	5 hp/round	Power pack	4 hours or 60 hp	3 lbs.
Low Security	10	P, K, E	1 hp/round	Power cell	4 hours or 20 hp	2 lbs
Medium Security	30	P, K, E	3 hp/round	Power pack	4 hours or 60 hp	3 lbs.
High Security	50	P, K, E, T	5 hp/round	Power clip	4 hours or 100 hp	6 lbs.
SWAT	50	P, K, E, T	7 hp/round	Power clip	4 hours or 100 hp	8 lbs.

Military/Government Shield Table

Type	Hit Points	Protection	Regeneration	Power Source	Battery Life	Weight
Foot Soldier	25	P, K, E, T	5 hp/round	Power clip	6 hours or 75 hp	5 lbs.
NCO	35	P, K, E, T	5 hp/round	Power clip	6 hours or 100 hp	5 lbs.
Officer	50	P, K, E, T	10 hp/round	Beltpack	6 hours or 150 hp	8 lbs.
Senior Officer	75	P, K, E, T	10 hp/round	Beltpack	8 hours or 250 hp	8 lbs.
CEO	100	P, K, E, T	15 hp/round	Beltpack	8 hours or 300 hp	10 lbs.
Senator/Ambassador	150	P, K, E, T	20 hp/round	Beltpack	8 hours or 450 hp	13 lbs.
President	250	P, K, E, T	50 hp/round	Minifusion cell	20 hours or 1,000 hp	25 lbs.

WISDOM FROM THE WASTELANDS

to be replaced. On the other hand, the power source for a Ballistic Mark I shield will last for one hour at full strength, or until it has regenerated a total of 50 hit points.

CIVILIAN SHIELDS

These small devices are usually the size and shape of a cigarette pack. Some versions use power cells while others can be hooked up to packs or clips with a cable. Most models were intended to shield against the weather, but several were designed for personal protection (for those who lived or worked in high crime areas), or even for hunters. Although nowhere near as powerful as police, security, military, or government-issue shields, these high-end civilian models could still provide adequate protection against many types of attacks.

SECURITY/LAW ENFORCEMENT SHIELDS

Quite literally middle of the ground, these models are stronger, more resilient to damage, and have longer battery life than the far more common civilian shields. They are rugged enough to provide private security personnel and law enforcement agents with excellent protection, but are not quite as powerful as the military and government models.

MILITARY/GOVERNMENT SHIELDS

These models represent the pinnacle of shield technology, giving the user the best defense and longest battery life of all types.

SHIELD MODIFICATIONS

For different missions or users, a shield can be altered to vary protective power, or even make the shield into an offensive weapon. A modification will generally reduce the shield's hit points by 20% (round to nearest), but there are exceptions (see the **Shield Modification Table**). A shield generator can also be programmed to provide multiple modifications at the same time. For example, a generator could be simultaneously both Repelling and Damaging, but this will reduce the overall hit point protection by 40%.

As alternative, modifications could be used with a shield on the One-sided or Multi-sided settings, but the power losses/gains might cancel out one another. For example, consider a character who wants a One-sided shield that is Damaging. One-sided provides +50% hit points, while Damaging reduces this protection by 20%, for a net 30% hit point bonus.

Note that Repelling, Switch Protection Mode, Activation, and Electrical modifications are not available for Civilian models.

Activation Trigger: Normally, a user must activate her shield by hand, an action requiring one round. But with this this modification, a shield automatically activates when triggered by a certain event (such as being hit by a specific type of attack, like energy or kinetic). The attack will activate the shield, which then protects the user on the following round. This option gives no hit point modification, and the user must choose the trigger ahead of time.

Electrical: Anyone touching this shield must save versus energy or be stunned for 1d8 rounds, as the electrical discharge freezes muscles and nerves. A victim must also save versus death or lose 1d3 Dexterity points, which will return at the victim's natural healing rate per day. This option reduces a shield's hit point total by 25%.

Multi-Sided: The shield protects a user on up to three sides, chosen at the time of activation. This modification provides a bonus of 25% more hit points (round to nearest).*

One-Sided: The shield only protects a user from one direction, picked at the time of activation. This modification provides a bonus of 50% more hit points (round to nearest).*

Repelling: Anyone touching the shield must make a Dexterity ability check or be forced back ten feet.

Self-Contained: This option is only available to shields that protect from all types of damage. It completely isolates the wearer — even below her feet, protecting from mines. This also prevents gas exchange, so the user must have an oxygen supply (robots do not need this). If no supply is available, the shield envelope typically contains enough oxygen to allow the user 2d4+6 rounds before she has to worry about suffocation.

Switch Protection Mode: The shield can be set to only one type of protection at a time (if multiple types are used). The user must choose the type when activating the shield, but may adjust as needed. While changing, there is a single round where the shield is deactivated while it switches protection modes. There is no shield hit point modification when using this option.

For One-Sided and Multi-Sided modifications, the

degrees of arc covered are to ML: some games use a mechanic for characters having four facing sides (front, back, left, right), while other may have six (front-left, front, front-right, etc.) or even eight (cardinal/intermediate directions).

Shield Offensive Damage

Another modification, available only on Government/Military models, allows the shield to damage anyone it touches. The damage varies by model.

Shield Offensive Damage Table

Model	Damage	Power Drainage
Foot Soldier	1d6 points/round	5 hp/round
NCO	3d6 points/round	15 hp/round
Officer	5d6 points/round	25 hp/round
Senior Officer	8d6 points/round	30 hp/round
CEO	10d6 points/round	50 hp/round
Senator/ Ambassador	Disintegration*	75 hp/round
President	Disintegration**	100 hp/round

Save versus energy or die, otherwise suffer 10d6 points of damage/round.

** *Save versus energy or die, otherwise suffer 20d6 points of damage/round.*

ANTI-SHIELD DEVICES
Shield Leech

This small, grenade-like device is designed to harmonize with a shield's frequency and drain its energy. The resonance process allows the leech to "stick" to a shield, and it requires no battery of its own because it runs off the power it drains. A leech weighs two pounds and fits comfortably in the hand. It can be thrown, or placed against any type of shield, even those with the Damaging or Repelling modifications.

Every round the leech is attached to a shield, it will drain the regeneration capacity, and thus the power source. For example, when used against a SWAT shield, a Mark I model negates the 7 hp/round regeneration, and draws 7 hit points from the power clip's battery life (which is 100 when fully charged). If left unchecked, the leech would completely drain the clip in 15 rounds. A Mark 5 model would drain 21 hp/round, emptying the shield's power clip in five turns. To speed the energy drain, several leeches can be used on a single shield.

A shield leech can be removed by anyone other than the user of the shield by simply grabbing the item and pulling it off. However, this can be somewhat dangerous because of the energy transfer taking place. To successfully remove a shield leech, the character attempting must save versus energy, or take 2d6 points of energy damage and be stunned for 1d4 rounds.

Some shield leech models have small panels, resembling solar cells, that harmlessly dissipate the energy into the environment around the shield. Others models can be used to recharge clip-sized or smaller power sources. These models will have a capacitor for storing energy leeched from a shield and a small fitting to hold a drained power source.

Shield Leech Table

Model	Drainage Multiplier
Mark 1	1 x (Shield Regenerative Capability/round)
Mark 2	1.5 x (Shield Regenerative Capability/round)
Mark 3	2 x (Shield Regenerative Capability/round)
Mark 4	2.5 x (Shield Regenerative Capability/round)
Mark 5	3 x (Shield Regenerative Capability/round)

Anti-Shield Pulsar

Similar in shape to the shield leech, this small device can either be carried by a user, or thrown like a grenade. It works by emitting a wave of pulsing energy harmonics, switching through dozens of frequencies every round. When the pulsar matches a shield's frequency, the shield will turn off temporarily. In game terms, every round a shield is within range, there is a chance the pulsar will shut it down for 1d3 rounds (while the shield generator changes frequencies and reboots). The pulsar's range and chance for disrupting a shield depend on the model (see table below). All models are powered by a single power pack, and will operate continuously for 6 turns.

Anti-Shield Pulsar Table

Model	Range	Disruption Chance
Mark 1	10'	10%
Mark 2	25'	20%
Mark 3	50'	30%
Mark 4	100'	40%
Mark 5	200'	50%

Harmonic Equalizer

The bane of shield users, this one-pound device can be adapted to mount on any energy weapon. It is a powerful microprocessor designed to analyze the energy frequencies of any shield the weapon targets. Every time the weapon hits a particular shield, the harmonic equalizer has a cumulative 20% chance of learning the screen's frequency. When this happens, the weapon bypasses the shield to directly damage the target. Unfortunately, an equalizer puts a slight drain on a weapon's power, reducing damage by 1 point per die. So, with a laser pistol that normally inflicts 5d6 points of damage, attaching a harmonic equalizer will cut this to 5d6-5 points of damage. The damage reduction is usually considered a worthwhile tradeoff by those forced to fight against shielded opponents.

Phased Energy Blasters

Although the five variants in this family are not quite as powerful as comparable lasers or other energy weapons, they are particularly useful when fighting an enemy using personal shields. The blasters fire bright yellow beams of phased energy that appear coherent, but the energy is actually oscillating through frequencies. This ensures some of each shot will always punch through a force screen.

The technology works on the same mechanic as the Harmonic Equalizer. So on the first hit, 20% of the energy gets through a shield. For each round after, the energy (and damage) penetrating increases by 20% until the shield is rendered effectively useless.

Phased energy beams cause deep burns and bruising while slightly disintegrating the target, because the heat disrupts molecular bonds and bursts capillaries. This is particularly hard on muscle tissue: any character hit by a blaster must save versus energy or lose 1d3 Strength. Multiple hits can easily reduce a target's Strength to zero. If this happens, the character does not die, but is left so weak he cannot move. The lost Strength will return at the character's healing rate per day.

Phased Energy Blaster (PEB) Table

Weapon	Damage	Trigger Type	Range	Weight	Battery Type	Shots/Battery
PEB Pistol	3d6	Normal	200'/400'	2 lbs.	Power clip	8
PEB Carbine	4d6	Normal	300'/600'	5 lbs.	Beltpack or Backpack	15
PEB Assault Rifle	5d6	Automatic	500'/1,000'	7 lbs.	Backpack	30
PEB Submachinegun	3d6	Automatic	250'/500'	4 lbs.	Beltpack or Backpack	30
PEB Sniper Rifle	7d6	Normal	1,250'/3,000'	10 lbs.	Power clip	5

By Derek Holland and the Skirmisher Game Development Group

Despite much of the planet being covered by ocean, sea monsters have oddly been absent from all editions of the game that inspired *Mutant Future*. Such a vast area, in a variety of latitudes and conditions, provides a huge playground in which to design creatures. As a result, sea monsters could be anything from kaiju crabs to a form of bacteria that converts biological mass to various drugs and artifacts. Here are a few examples.

Candy Cod

No. Enc.:	Swarm
Alignment:	Neutral
Movement:	Swim 180' (60')
Armor Class:	6
Hit Dice:	30
Attacks:	Contact
Damage:	3d6
Save:	L3
Morale:	5
Hoard Class:	None

This fairly common game fish has a novel way of dealing with predators. Anything that eats a candy cod undergoes a slight change in their biological chemistry makeup: the 'victim' gains the *prey scent* drawback for a week, unless a save versus poison is made. Since this effect applies to creatures both above and below water, monster attacks on fishing villages near the cod fisheries are likewise fairly common.

Mutations: *aberrant form (natural weapon, xenomorphism), induce mutation (prey scent).*
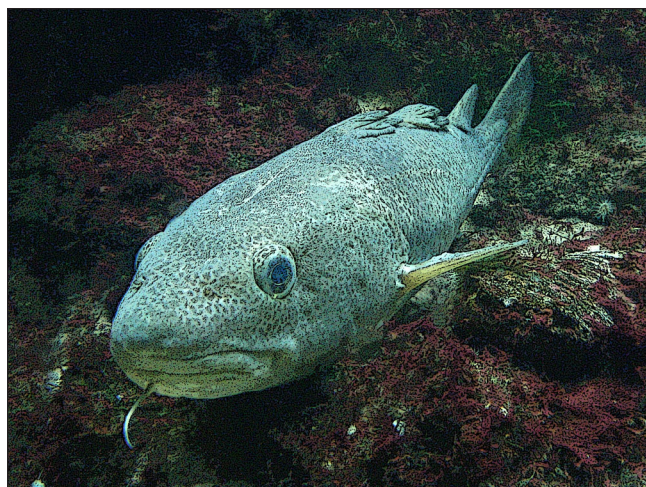
Glup

No. Enc.:	5d4 (10d12)
Alignment:	Neutral
Movement:	30' (10')
	Swim 180' (60')
Armor Class:	6
Hit Dice:	7
Attacks:	1 or 1 (bite or *temperature control*)
Damage:	3d4+4 or special
Save:	L4
Morale:	5
Hoard Class:	Incidental

Glups are 12' long mutant groupers, massive heavy-bodied fish of the sea bass family that inhabit warm seas. They have very large heads and wide mouths, and are unusual in that they beach themselves to breed, in a way similar to elephant seals. Glups can keep the air and soil cool by using their *temperature control* mutation, though they must return to

the water every few hours. Females lay their eggs in shallow depressions on the beach and remain nearby, bringing water back from the ocean to refill the nests until the eggs mature. After a month the eggs hatch, whereupon both adults and young return to the ocean, separating into schools of similar-sized fish (i.e., males, females, and offspring). Every year, the beaches where glups breed are covered in fish, but they are not the same fish every year. Each male and female breeds only every five years — so wiping out one colony will not affect the next year's population. Although glups are perfectly edible, they are a perilous prize: even on land these fish are extremely dangerous, strong enough to bite through flesh and bone with relative ease. Those who think they can simply use missile weapons to hunt the creatures will find the grounded fish are far from helpless… they can freeze or fry a would-be predator from 100' away (damage as per the *temperature control* mutation). Few creatures can survive the attacks of an entire colony.

Mutations: *aberrant form (natural weapon, xenomorphism), gigantism, temperature control.*

Greater Inferno Whale

No. Enc.:	d6 (0)
Alignment:	Neutral
Movement:	Swim 240' (80')
Armor Class:	4
Hit Dice:	16
Attacks:	1 or 1 (bite or fire)
Damage:	4d8 or 6d12
Save:	L12
Morale:	10
Hoard Class:	None

These mutant descendants of orca are rightly feared by mariners around the world. At 60' long and weighing 12 tons, the greater inferno whales' immense size is threat enough to smaller vessels, but their *chemical gland* mutation also provides them with two terrible natural weapons: poison and flame. The animals are able to split the salt in sea water into chlorine and sodium, and break down the water itself into its component hydrogen and oxygen atoms.

The former reaction allows a whale to surround itself with a perpetual cloud of class 7 poison gas extending out to a 50' diameter on the surface and a 25' diameter underwater.

The latter three elements fuel its fiery surface breath weapon: a cone of fire 100' long by 25' wide, which can be produced *every* round. Given the spectacular nature of this weapon, the whales' attacks on ships and other surface targets are obvious from many miles away, especially at night.

Pods of inferno whales prefer to hunt large aquatics and do attack ships by accident — or in times of hunger, on purpose. Due to their poison, the whales devastate the waters they inhabit, forcing them to be nomadic or starve to death in a matter of weeks or months.

There is a smaller inferno whale that does not have the *gigantism* mutation or split water into oxygen and hydrogen, and does less damage with its bite and breath. This creature was posted online for free on Skirmisher Publishing LLC's old forum.

Mutations: *chemical gland, gigantism, toxic weapon.*

Shark King

No. Enc.:	3d6 (0)
Alignment:	Neutral
Movement:	Swim 150' (50')
Armor Class:	7
Hit Dice:	2
Attacks:	1 (mud shark)
Damage:	special
Save:	L2
Morale:	10
Hoard Class:	None

Three to five foot long intelligent sea bass, the shark king survives because of its creations. The fish has no control over real sharks but rather animates mud or sand into the form of a 15' long shark. When defending itself, the bass simply has the "mud shark" suffocate its enemies. To do this, the bass must make an attack roll with a +10 bonus. If the attack hits, the mud shark engulfs the target creature, and the victim suffocates (see the drowning rules below, this attack also applies to gilled creatures). Shark kings are not violent and have few wants beyond food. They are not a good source of information and most people ignore or avoid them. A few have started to farm other fish species by using their mud sharks in a manner similar to sheep dogs.

Mutations: *animate object.*

Shellback

No. Enc.:	d10 (0)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	5
Hit Dice:	14
Attacks:	1 (touch)
Damage:	d3
Save:	L7
Morale:	12
Hoard Class:	None

Because of its appearance, the shellback is often thought a giant snail, but it is actually a clam with a foot so large it cannot be hidden within its shell. Fully mature shellback are up to 8' long and mass near 1000 pounds, so heavy they cannot survive out of water or hold up their shells under full gravity. The clams have eyespots that can distinguish light from dark but are otherwise blind; the creatures compensate with an excellent sense of smell. The shellback secretes a class 9 sleep poison, which the clam can deliver by hitting a target with its foot, and any creature that falls asleep is quickly eaten. Even though a shellback does move on a trail of mucous secreted from its foot, this residue does not contain the poison — it is only extruded during an attack in a special type of slime. The clam also releases an odor that draws a menagerie of creatures to colonize its shell and provide some protection. Some of these hitchhikers include, among others, sponges, sea lilies, soft corals, and shrimp, some of which are dangerous, either toxic or simply having sharp limbs and jaws.

Mutations: *aberrant form, fragrance development, gigantism, increased smell, toxic weapon, vision impairment.*

Slaath

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	Swim 180' (60')
Armor Class:	5
Hit Dice:	25
Attacks:	5 (frond-blades and bite)
Damage:	d8/d8/d8/d8/5d4
Save:	L15
Morale:	10
Hoard Class:	VII (X5), XX

Slaath are a gigantic form of bladderwrack kelp that live in deep water and often become the basis for unusual ecosystems. To create convenient rest locations, these plants produce slime bubbles and attach them to the ocean floor. While inside their bubbles, slaath produce oxygen, which diffuses into the surrounding water and draws many different types of animals to the abundant resource. As fully mature slaath can grow to 150' long and 30' wide, these bubbles and the populations of creatures around them can get quite large. Any flame produced within a bubble may spark an explosion, with the severity of damage caused depending on the concentration
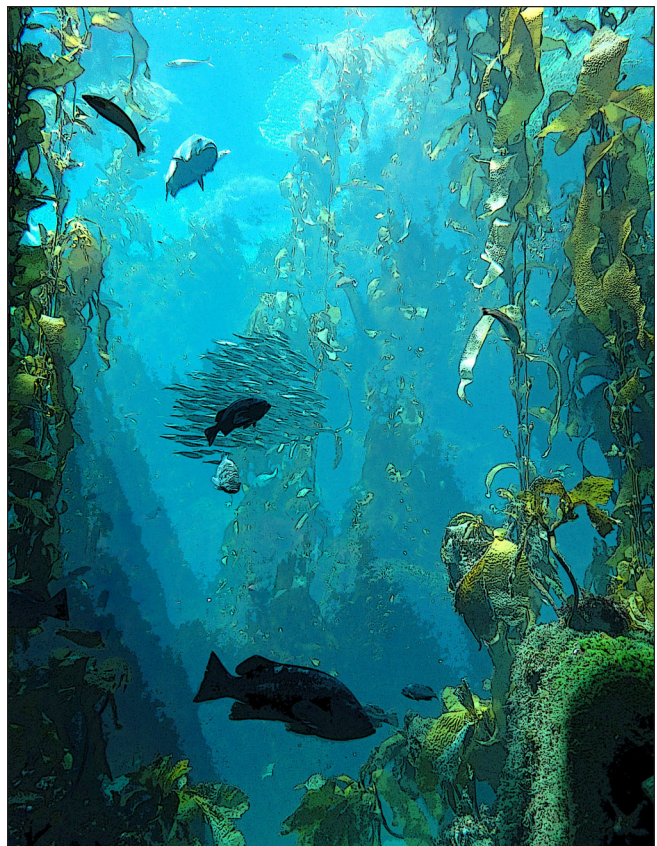
of available oxygen. In game terms it could be anywhere from d6 to 10d20 points of damage.

The slaath feed by capturing and enveloping prey with blade-like fronds. Several of these simultaneously crush the victim and draw it toward the mouth for a bite attack. Slaath do not swallow living prey whole but rather grind them into a "soup" first with wooden "teeth." The leaves of the slaath usually contain many small items, the result of its feeding method, while the bubble may contain a large hoard — as slaath are very long lived and only move when the bubble is destroyed by fire.

Mutations: *abnormal size, carnivore, chemical gland, free movement, full senses, natural armor (plant), natural vegetal weapon.*

Sticky Tree

No. Enc.:	1 (0)
Alignment:	Neutral
Movement:	Swim 240' (80)
Armor Class:	8
Hit Dice:	60
Attacks:	1 (bite)
Damage:	Swallow whole (or 25d10 damage)
Save:	L21
Morale:	12
Hoard Class:	XXII (x10 in gut), XX on skin

The sticky tree is a giant swimming sea cucumber that can grow up to 300' long, 40' wide, 30' tall, and reach a mass of 250 tons. Green and blue pebbly skin makes sticky trees
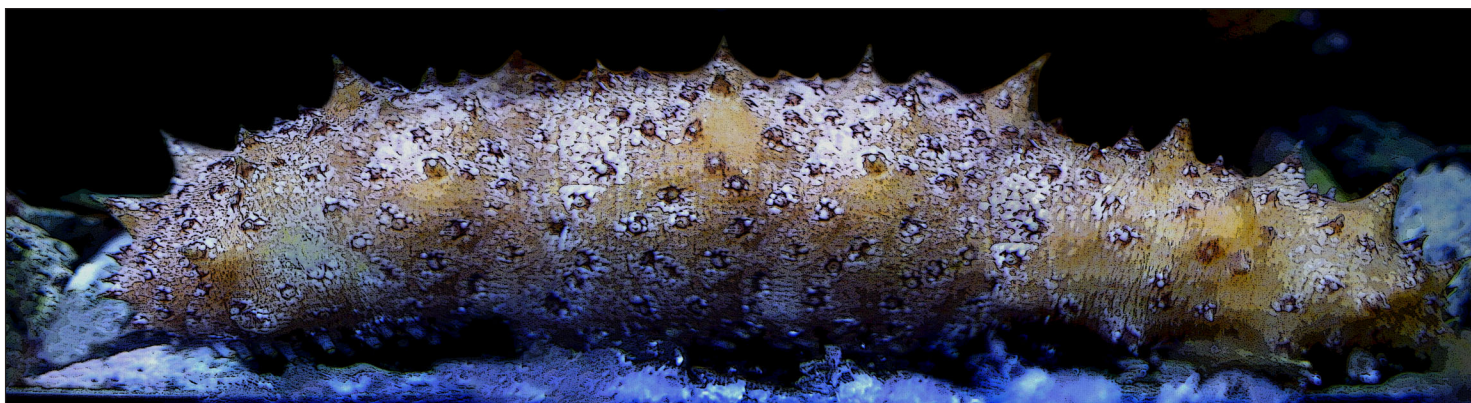
difficult to see against ocean water on overcast days. To feed, the creature comes to the surface and sticks a "tongue" out of the water. This looks like a conifer and smells like blood. Predators and scavengers are drawn to the tongue and become snared by glue the animal produces. The glue is Strength 20 and trapped creatures must make Strength versus Strength checks to escape (once per minute). After leaving the tongue out for 30 minutes, the sticky tree draws it into its mouth and swallows all the captured creatures automatically (death, no save). If attacked by a large creature, or attempting to eat a ship, the cucumber can make a bite attack which does 25d10 points of damage. Creatures under 25' tall that are hit by the bite are automatically slain. Because of the large numbers of ships that pass through the sticky tree's gut, its waste will usually contain a treasure hoard class of XXII. Ten times that amount can be found in its gut. The creature's skin is slightly tacky and picks up anything that falls out of its mouth (hoard class XX). Not many fishermen stay in areas where sticky trees are sighted, for obvious reasons.

Mutations: *aberrant form (natural weapon, xenomorphism), gigantism, loss of trait, prey scent.*

Stonegull

No. Enc.:	d6 (3d8)
Alignment:	Neutral
Movement:	60' (20')
	Swim 90' (30')
	Fly 150' (50')
Armor Class:	2
Hit Dice:	4
Attacks:	3 (bite and wings)
Damage:	d6+3/d6/d6
Save:	L3
Morale:	5
Hoard Class:	VII (in garden)

Stonegulls are 3' tall birds that have coral-like feathers and nest in sea-bottom algae gardens. They are omnivores and collect prey — fish, anglers, sea cucumbers, etc. — both to eat and to fertilize their gardens. The birds cultivate the algae as food for their chicks; in the fledglings, these algae-provided nutrients are processed by the *chemical gland*, producing the mineral-hardened adult feathers. Though stonegulls prefer flying off to find their prey, they are always willing to consume those who intrude into their territory. Some sapients have learned to raid the gardens at night when most of the birds are sleeping: humans can eat the algae, and the gulls produce much more than they can eat themselves. Anyone foolish enough to face a stonegull in melee has to deal with rock-hard feathers and a vicious beak attack.

Mutations: *aberrant form (gills), chemical gland, gigantism, natural armor.*

Striking Lump

No. Enc.:	0 (1)
Alignment:	Neutral
Movement:	0'
Armor Class:	4
Hit Dice:	20
Attacks:	Special
Damage:	Special
Save:	L21
Morale:	12
Hoard Class:	XX

Extremely reactive coral, the striking lump uses a rapidly-expanding form of skeletal construction to trap creatures that disturb it. Anything attacking or even brushing against the coral must save versus energy attacks, or be entombed and die. Unless the victim is very large, this process will take 1d4 rounds. Breaking free a trapped creature takes 50 hit points of damage with physical attacks — and anyone trying to do so may be entombed themselves. The growth attack continues as long as there is something struggling to get free. A lump colony can occupy anywhere from 50 to 5000 square feet of ocean floor, and the only reason the species has not covered the whole ocean bottom is their specific needs for temperature and water depth. While regular coral are harmed by acidic and very warm water (the former inhibits their skeletal growth and the latter harms their algal symbionts), striking lumps are not harmed by either. It is immune to acidic water, and grows too deep for algae, living in the very cold water 2-5 miles down. Inferno whales could destroy lump colonies but the whales rarely dive to that depth. Creatures preying on striking lumps use boiling water to kill the polyps, eliminating the danger of the growth attack.

Mutations: *special, frailty (weakness to heat).*

DROWNING

A terrestrial entity can hold its breath underwater for only so long before starting to drown.

For characters, this is Constitution x2 rounds; creatures have their Hit Dice x3 rounds. Some mutations and artifacts modify these amounts. Mutants with the *reduced oxygen efficiency* drawback can only hold their breath for Constitution/2 rounds. Once the time limit has been reached, a character starts to drown, and must save versus death every round or die.

NEW MUTATIONS

Animate Object

The mutant can cause a single object to move on its own. The target must be within 50' and can weigh up to 200 pounds. The animation takes total concentration, so the mutant can only walk slowly.

Chemical Gland

The mutant plant has an organ that allows it to replicate one substance. It could be industrial, like glue, or medicinal, like stim-shot A. The Mutant Lord and player must work together to decide which substance is created. Three doses can be manufactured each day.

Loss of Trait (D)

The mutant has lost a mutation or species trait that is not vital to survival. Consult the following chart for the type of characteristic lost.

Loss of Trait Table

Roll	Type	Effect
1	Mutation	The mutant loses one randomly determined non-drawback mutation.
2	Drawback	The mutant loses one randomly determined drawback mutation. If the mutant has no drawbacks, then it loses one regular mutation.
3	Species Trait	The mutant loses a trait common to its species. This characteristic could be anything, such as a lizard losing its scales, or a fish losing its swim bladder. The ML and player must work together to decide what is lost.
4	Missing Organ	The mutant loses an organ. This could be any type of structure, from a sense organ to reproductive to digestive (the loss some organs could be fatal if it happens during play). The ML and the player must work together to decide what is lost.
5	Physical Statistic	The mutant loses 1d4 from a randomly determined physical statistic.
6	Mental Statistic	The mutant loses 1d4 from a randomly determined mental statistic.

Other Great Skirmisher Publications

Bestsellers

"Castle Builder" SeriesUniversal Sourcebooks

d-Infinity Multi-Platform Game Supplement

By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

This issue presents technologies and items for making *Mutant Future* weapons more lethal and combat more colorful. These additions include expanded range rules, new ammunition types for both modern firearms and archaic missile weapons, and many new ways for your group to satisfy their inner gunsmiths.

Ammunition

Unless they fire an energy beam, firearms and missile weapons require physical ammunition. Although "regular" bullets, bolts, and arrows are the most common, there are a wide variety of deadly special-purpose rounds and missiles. The two tables below list and describe some of these new projectiles.

Armor Piercing: All heavy armor (such as metal, kevlar, and any monster AC of 2 or better) is made less effective by 3 AC levels. The round does 75% of normal damage (round down).

Bean Bag: This shotgun round does 1d3 points of damage and has no spread. The target must save or be stunned for 1d6 rounds.

Cold: This hollow round has two chambers, each containing a minute amount of chemical. Upon impact the two combine and react, with the compound freezing anything it touches. The weapon does -1 per die damage, but the target takes an additional 1d6 points of cold damage for 1d4 rounds.

Electrical: The round is slightly larger and heavier than regular ammo, reducing weapon range by 25%, but inflicts +1d6 points of electrical damage. Targets vulnerable to EMP suffer an additional +2d6 points of damage (i.e., standard round damage plus 3d6 extra damage), and must save versus energy or take 1d2 condition levels of damage.

Explosive: The weapon range is reduced by 50%, but the round does normal damage to the target and causes 2d6 damage to everything within a 10' radius. Even if the round misses the intended target and hits something nearby (e.g., a wall), it will still cause the explosion damage.

Flechette: This shotgun round is filled with tightly packed needles, rather than round shot. It is not very effective against heavy armor (such as metal, kevlar, and any monster AC of 2 or better), inflicting -3 damage per die. But against soft armor or unarmored targets, the round does +3 damage per die. Range is reduced by 50%. This type of ammunition can be made Toxic as well.

High Velocity: The weapon range increases by 50%.

Hollow Point: Against lightly armored targets (AC 6 or higher), the round does +2 damage per die. It inflicts half damage against targets wearing hardened armor (metal, alloy, Kevlar, etc.).

Incendiary: This round inflicts thermal damage. Clothing, fur, leather armor, and flesh must save versus thermal or catch fire (see *WftW* Issue #1 for more information). Anything ignited will burn for 1d10 rounds or

until extinguished, causing an additional 1d6 damage per round. Water and similar substances will put the fire out.

Jacketed: The round does normal damage but penalizes the target's AC by 1.

Jacketed Hollow Point: This round is designed to punch through armor and then expand for greater damage. Against unarmored targets, it does +1 damage per die. Armored targets suffer a one AC level penalty, and if the round penetrates, the damage is +1 per die.

Rubber: This round does no damage (unless the target is vulnerable to rubber), but the target must save or be stunned for 1d6 rounds.

Slug: This solid shotgun round has no spread, and does an additional +1 per die damage. The target must save versus stun or be knocked prone.

Toxic: These hollow rounds cause -1 per die damage (0 damage is possible), and are filled with a toxin. The target must save or suffer the toxic effects (ML determines the type of poison).

Tracer: This round gives a +1 to hit when the weapon fires against the same target in consecutive rounds. The bonus is cumulative for up to 3 rounds (i.e., maximum bonus of +3).

Arrows and Bolts

Blunt: The arrow causes only 1d2 points of damage, but the target must save or be stunned for 1d6 rounds.

Bodkin: The arrow does -1 point per die damage, but reduces the AC value of metal and heavier armor by 2.

Cold: The hollow head of this arrow has two chambers, each containing a minute amount of chemical. Upon impact the two combine and react, with the compound freezing anything it touches. The missile does -1 per die damage, but the target takes an additional 1d6 points of cold damage for 1d4 rounds.

Electrical: The arrow is slightly larger and heavier than regular arrows, reducing range by 25%, but inflicts +1d6 points of electrical damage. Targets vulnerable to EMP suffer an additional +2d6 points of damage (i.e., standard round damage plus 3d6 extra damage), and must save versus energy or take 1d2 condition levels of damage.

Explosive: The weapon range is reduced by 50%, but the arrow does normal damage to the target and causes 2d6 damage to everything within a 10' radius. Even if the arrow misses the intended target and hits something nearby (e.g., a wall), it will still cause the explosion damage.

Hunting: This four-bladed arrowhead inflicts normal damage. But it also causes the target to bleed for 1d3 points of damage/round until the arrow is removed and the wound treated. Taking out the arrow causes 1d3 points of damage.

Incendiary: These arrows inflict thermal damage. Clothing, fur, leather armor, and flesh must save versus thermal or catch fire (see *WftW* Issue #1 for more information). Anything ignited will burn for 1d10 rounds or until extinguished, causing an additional 1d6 damage per round. Water and similar substances will put the fire out.

Toxic: These hollow arrow heads cause -1 per die damage (0 damage is possible), and are filled with a toxin. The target must save or suffer the toxic effects (ML determines the type of poison).

Weapon Modifications

Below are a series of new parts or modifications available for weapon systems presented in the *MF* core rulebook or *WftW* Issue #3 and Issue #9. Modifying a weapon requires three things: the user must know how to operate the weapon; the weapon and modifying part must be at least condition three; and a repair roll must be made to correctly install the modification. If the repair roll fails, either the weapon or the modification loses one condition level (ML's choice).

There is no limit to the number of modifications that can be installed in a weapon system, as long as they are different types. For example, you cannot have two different types of barrels in a weapon system. Also note, all penalties and bonuses are cumulative, e.g., two 25% increases in range will combine for a total 50% range increase.

All firearms means weapons firing bullets or shells, not energy beams.

All weapons means the modification is available for every weapon type.

Automatic firearms have the automatic trigger function.

Energy weapons fire coherent energy beams (laser, maser, blaster, plasma, etc.).

Missile launchers project some form of missile, be it micro, mini, etc.

Motor driven weapons include firearms like mini-guns or Gatling guns.

Revolvers are firearms that use a cylinder, instead of a magazine, to hold rounds.

Weapon Modification Table

Modification	Weapon Type	Modification Effect
Advanced Guidance	Missile Launchers	The weapon's missiles are linked to a smart computer, giving the user a +3 to hit. Increases weapon weight 25%.
Anti-Contamination Chamber	Plasma Weapons	This refines and removes contaminants from a plasma stream before it is fired. Increases damage by +1 per die and weapon weight by 50%.
Barrel and Chamber Adaptor	Pistols/Revolvers	Weapon can use a different type of ammunition (light could use medium, medium could use heavy, etc.)
Barrel Extension	All Firearms	Increases damage by +1 per die; can be combined with Barrel Rifling.
Barrel Rifling	All Firearms	Increases range 25%; can be combined with Barrel Extension

Modification	Weapon Type	Modification Effect
Beam Splitters	Laser Weapons	This modification splits every laser shot into a random number of separate beams. With a successful attack, all beams hit the target and the attack damage is increased by +1 to +3 per die. To determine the additional damage for a particular shot, roll 1d6: 1-3, +1 damage; 4-5, +2 damage; 6, +3 damage.
Carbon Alloy Frame	All Weapons	Decreases weapon weight by 50%.
Conditioned Accelerators	Energy Weapons	The weapon's rate of fire increases by 1 per round.
Drum Magazines	Automatic Firearms	Triples magazine capacity; increases weapon weight 50%.
Energy Refinement Module Mk 1	Energy Weapons	Special module attached to the power source coupler for more efficient energy use. Increases number of shots 25% and weapon weight by 25%.
Energy Refinement Module Mk 2	Energy Weapons	Special module attached to the power source coupler for more efficient energy use. Increases number of shots 50% and weapon weight 25%.
Extended Magazine	All Firearms	Doubles magazine capacity.
Extended Tubes	Shotguns	Increases magazine capacity 50%; increases weapon weight 25%.
Gamma Inducer Coils	Radiation Weapons	A modification that intensifies the projected radiation, forcing targets to make 3 saves instead of 2 and suffer a -4 penalty to each save.
Guardian Gun Module	All Weapons	This kit turns any weapon into a programmable guardian gun. It contains a tripod, a power backpack or minifusion cell, a hand-held computer, and all necessary cables. The device controls the weapon automatically and can be programmed to only fire upon certain targets, or ignore other targets, etc. The computer controlling the weapon gets a +3 to hit.
Hardened Circuits	Energy Weapons	Weapon is immune to EMP damage.
Heavy-Duty Cylinder	Revolvers	Decreases any condition loss by 1 (can be none); increases weight 50%; item has a saving throw bonus of +2 (if optional rule used from *WftW* issue #1); can be combined with Heavy Duty Frame.
Heavy-Duty Frame	All Weapons	Decreases any condition loss by 1 (can be none); increases weight 50%; item has a saving throw bonus of +2 (if optional rule used from *WftW* issue #1).
Heavy-Duty Magnets	Gauss/Railguns	Increases weapon damage by +1 per die; increases range 25%; increases weapon weight 25%.
High-Quality Firing Mechanism	All Firearms	Increases rate of fire by 1 per round.
High-Speed Motor Components	Motor-Driven Weapons	Increases rate of fire by 1 per round; increases weapon weight 25%.
High-Tensile-Strength Components	Motor-Driven Weapons	Weapon has a saving throw bonus of +2 (if optional rule used from *WftW* issue #1); when suffering condition damage, the weapon takes 1 level less (can be none).
Internal Storage Capacitors	Energy Weapons	The modification bleeds off tiny amounts of energy from each shot and stores it in a special capacitor, providing 20% more shots per power source. Even if its power source is removed, the weapon still has energy to fire. Increases weapon weight 25%.
Noise Suppressors	All Firearms	+1 to surprise roll for first round only; decreases weapon range 25%.
Refined and Highly-Refined Focus Optics	Energy Weapons	Increases weapon damage by +1 per die for refined optics, and +2 per die for highly refined optics.
Reinforced Components	Energy Weapons	Weapon has a saving throw bonus of +3 (if optional rule used from *WftW* issue #1); when suffering condition damage, the weapon takes 1 level less (can be none); increases weapon weight 50%.
Super-Conductive Barrels	Energy Weapons	Smoother energy flow through the weapon increases range by 25%.
Ultra Magnets	Gauss/Railguns	Increases weapon damage by +2 per die; increases range 50%; increases weapon weight 25%.
Upgraded Circuits	Energy Weapons	Weapon gains +3 to save against EMP effects (if optional rule used from *WftW* issue #1); if the save succeeds, the weapon takes only half damage (round down).

Optional Firearm Ammunition Types

Rather than a single damage type, the ML can consider Primitive Firearms ammunition to be either light, medium, or heavy, an option covering weapon caliber, grain, and propellant. The table below presents damage based on ammunition and weapon type, i.e., pistol or rifle.

Sights and Scopes

Both types of devices assist aiming, increasing the odds of hitting distant targets. Scopes can also be used for observation, but not for shots at point blank range.

The adjustments listed in the Scope Table's Modifier column replace the modifiers given in the Incremental Range Table (see below). Scopes can be used with the various sights listed above. Because sights are often integral to a weapon they are not given a weight. Scopes can be added on later, and all weigh one pound.

Scope Table

Type	Modifier
Short	+2 to short range, +1 to medium
Medium	+2 to short range, +1 to medium, +0 for long, -1 for extreme
Long	+3 to short range, +2 to medium, +1 for long, +0 for extreme

Optional Firearm Ammunition Type Table

Ammo Category	Pistol Damage	Rifle Damage	Example Round
Ultra-Light	1d4	1d6	.22 cal.
Light	1d6	1d8	.38 cal.
Medium	1d8	1d10	9mm
Heavy	1d10	1d12	.44 cal.
Ultra-Heavy	1d12	2d8	.50 cal.

Incremental Range

All descriptions for modern and high tech weapons in *MF* have two ranges listed: normal and maximum. To add a little more flavor, the table below gives several new ranges and their respective adjustments. As an example, a rifle with a maximum range of 1,000' feet would be point blank at 10', short to 250', medium to 500', long to 750' and extreme out to 1,000'.

NEW DRUG

Unwavering Aim

This injectable compound briefly boosts hand-eye coordination, giving +1d3 Dexterity for 1d2 hours. While the drug is active, all range increments are reduced by one step; e.g., the user would consider extreme range to be long range. Multiple doses cancel out one another.

NEW ACCESSORIES

Power-Assist Holster

Because of the edge given, covert ops agents, police, and other quasi-military units used these mechanical holsters extensively. The device is worn on the forearm and activated by flexing those muscles—instantly thrusting a handgun, a small SMG, or melee weapon into the user's hand. The holster provides a +4 initiative bonus in the first round of combat.

Quick-Draw Holster

When using her sidearm, this holster gives the wearer a +2 initiative bonus in the first round of combat. Each holster is custom made for the handgun and user, and costs four times normal. Each weighs one pound.

Sight Table

Type	Effect
Laser	+1 to hit
Infrared	User gains the *thermal vision* mutation when looking through the sight
Ultraviolet	User gains the *ultraviolet vision* mutation when looking through the sight
X-ray	Can see through walls unless blocked by lead. Cannot make out fine details but can see number, items, etc.
Holographic	+3 to hit
Red Dot	+2 to hit
Computer Target Assist	+4 to hit; allows a 'painting' of targets (friend or foe) that negates penalties when firing into melee or large groups of targets

Incremental Range Table

Range	Point Blank	Short	Medium	Long	Extreme
Modifier	+2	+1	+0	-1	-2
% of maximum range	5' for pistols, 10' for rifles	Up to 25%	26-50%	51-75%	76-100%

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WISDOM FROM THE WASTELANDS

By Derek Holland and the Skirmisher Game Development Group

In poetry, the transformation from caterpillar to butterfly describes how something ugly becomes uniquely beautiful. But in nature metamorphosis is common as living things change forms over their life cycles. And this change is not just traditional fairy tale beauty: maggots become flies, tadpoles become frogs, and chest bursters become alien warriors. The eight creature sets below show how very dissimilar creatures can be the same species, just young or mature forms. Each entry uses either the *animate seeds* plant mutation; a new version for animals called *larval form* (described below)*;* or the idea of *forced metamorphosis*. The last is a version of the mutation modifier *environmental dependence*, one that permanently changes one creature into another when the original is exposed to certain stimuli (see *Wisdom from the Wastelands Issue #20: Mutation Modifiers*). Some of the creature entries also use several new mutations; these are included at the end of the article.

Dashing Seed

No. Enc.:	0 (10d10)
Alignment:	Neutral
Movement:	330' (110')
Armor Class:	2
Hit Dice:	1 hit point
Attacks:	None
Damage:	None
Save:	L0
Morale:	12
Hoard Class:	None

Mutations: *alter atomic composition, free movement, full senses, special.*

Beach Needle

No. Enc.:	0 (4d8)
Alignment:	Neutral
Movement:	0'

Armor Class:	6
Hit Dice:	4
Attacks:	1 (thrown thorn)
Damage:	d6
Save:	L2
Morale:	12
Hoard Class:	VII

Mutations: *alter atomic composition, animate seeds, bud sport, projectile thorns.*

Beach needles are 8-12' long mutant spruce that grow horizontally in sandy terrain. This usually means dunes and beaches, but the plants can also convert normal soil into sand out to 15' from their trunks. Every 3-5 years a grove of beach needles produces 10d10 dashing seeds (total, not per adult tree). These 1/2" diameter green spheres use their four rootlets

Save:	L1
Morale:	4
Hoard Class:	None

Mutations: *aberrant form.*

Bear, Termite

No. Enc.:	0 (d4)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5
Hit Dice:	5
Attacks:	3 (claws and bite)
Damage:	d3/d3/d6
Save:	L3
Morale:	6
Hoard Class:	VI

Mutations: *aberrant form, larval form.*

Slightly larger than black bears, termite bears are found in temperate and subarctic forests. It may be the most common herbivore in the Russian and Canadian taiga, having evolved to feed on the spruce and fir trees covering these areas. It appears very similar to its ursine forebears, but this species has insect mouth parts, worm-like larvae, and serrated claws and mandibles that do double damage to plants. The grubs are 2-6' long mole-like carnivores that eat worms, rodents, and other burrowing animals. Both the bears and grubs are hunted by northern peoples as important sources of protein, as well as mandibles for trophies.

Orbital Flora

No. Enc.:	0 (1)
Alignment:	Neutral
Movement:	Um, very fast
Armor Class:	5
Hit Dice:	50
Attacks:	4
Damage:	4d6/4d6/4d6/4d6
Save:	L21
Morale:	12
Hoard Class:	XXII (special)

Mutations: *abnormal size, energy ray, regenerative capacity, special.*

Cannon Tree

No. Enc.:	0 (1)
Alignment:	Neutral
Movement:	0'
Armor Class:	2
Hit Dice:	24
Attacks:	1 (blast)
Damage:	30d12
Save:	L12
Morale:	12
Hoard Class:	None

Mutations: *abnormal size, animate seed, bud sport, special.*

location, the seed buries itself and a new trunk sprouts. The seedlings prefer to root in sand, but if none can be found, they can convert soil like the adults, but create a 5' diameter circle.

Most farmers and soil dwellers hate invading beach needles: a few can ruin a field of crops, the dashing seedlings are hard to notice, and the adults that do successfully grow in the fields are very territorial, attacking anything that casts a shadow over them. Once the needles are killed, the sand slowly reverts to soil, but this can take years or even decades. Some creatures — fast, agile, and persistent — hunt the dashing seeds, which are edible and taste like pine nuts. In some farm communities, the seed-casting season is a lively festival. One contest has the young racing after the high-speed seeds like children chasing greased piglets. This provides welcome entertainment (both parental pride and gambling) and exercise, while helping rid local areas of serious threats to the food supply.

Bear, Grub

No. Enc.:	0 (3d6)
Alignment:	Neutral
Movement:	10' (3')
	Burrow 10' (3')
Armor Class:	8
Hit Dice:	1-3
Attacks:	1 (bite)
Damage:	d3

Although appearing to be a small forest of 500-1,000 trunks, the groves are really individual cannon trees with one root mass. These plants slowly produce organic explosive, and use it every few decades to speed seedlings into orbit. This is a dramatic event — and for those within 500' of the massive explosion, a traumatic one. Even the trees take a few years to recover. Fortunately, the adult trees are otherwise harmless.

Orbital flora are huge seedlings, visible even from the ground. Each cluster of 4-8 leaves grows to between 5,000 and 10,000' long, with a network of fine roots several miles in diameter. The flora use space dust, orbiting mining asteroids, and satellites as sources of minerals and ice water. When fully grown, the seedlings fall from orbit, breaking up into individual leaves that each become one cannon tree. The leaves slam back into the planet's surface, with impacts scattering over a very wide area (hundreds of square miles). From a distance, this amazing sight looks like a meteor shower. Up close, the impact zone close is like an artillery strike: most of the leaves burn up during reentry, but the remaining material carries tremendous kinetic energy. The plants prefer temperate forests, but their usual reproductive method and innate toughness allows them to live anywhere on land. However, if the light and soil are poor, it takes the plant longer to build up the needed explosives. Some people do attempt to harvest this material, usually ending up in tiny pieces — but that does not stop others from trying. Those using metal tools to dig up the explosive roots cause a major explosion and take 6d6 points of damage, save versus energy attacks for half.

Yellow Man

No. Enc.:	3d6 (3d6)
Alignment:	Chaotic
Movement:	60' (20')
Armor Class:	8

Hit Dice:	10
Attacks:	1 (bite)
Damage:	3d4
Save:	L8
Morale:	12
Hoard Class:	None

Mutations: *aberrant form (natural weapon), bizarre appearance, increased strength, slow movement.*

Cave Slug

No. Enc.:	d4 (d4)
Alignment:	Neutral
Movement:	60' (20')
	Swim 60' (20')
Armor Class:	6
Hit Dice:	6
Attacks:	2 (antennae)
Damage:	Class 3 poison/Class 3 poison
Save:	L3
Morale:	6
Hoard Class:	XX

Mutations: *aberrant form, epidermal susceptibility (sunlight/UV light), gigantism, larval form, toxic weapon.*

Cave slugs are 10' long, pallid gastropods found in humid places underground. They scavenge dead plants and animals, but also eat anything they kill with their antenna poison. The non-sapient larvae appear almost human, but the chemical structure of their muscles gives them slimy, bright yellow skin and great strength. Yellow men are powerful, voracious predators that attack anything possibly edible and not much larger than themselves, grinding chunks of flesh from their prey using teeth similar to a slug's rastula. Initially 2' tall, yellow men can eat enough to reach their full-sized, 12' tall form in only a few weeks. After this, they eat less and travel to find new sewers or underwater rivers to colonize, and will transform into cave slugs within a year. Unlike the adult form, yellow men can survive sunlight and UV rays, and are occasionally found swarming above ground.

Scaled Ape

No. Enc.:	2d4 (3d6)
Alignment:	Chaotic
Movement:	150' (50')
	Climb 90' (30')
Armor Class:	4
Hit Dice:	6
Attacks:	2 (claws)
Damage:	d4+3/d4+3
Save:	L3
Morale:	10
Hoard Class:	None

Mutations: *aberrant form, natural armor.*
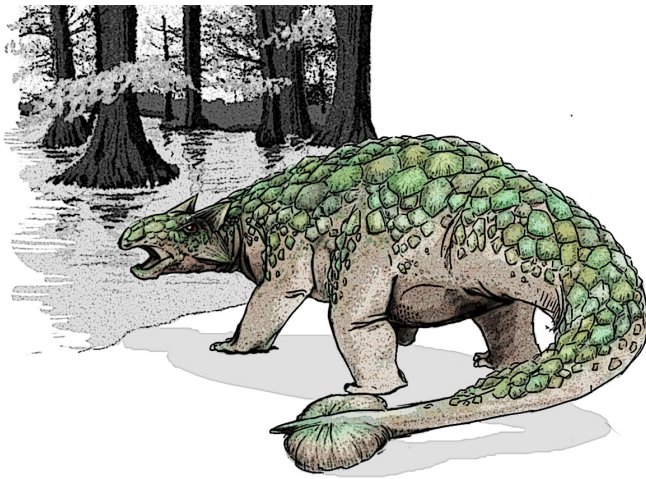
Clubtail

No. Enc.:	d4 (2d6)
Alignment:	Neutral
Movement:	90' (30')
	Climb 30' (10')
Armor Class:	2
Hit Dice:	14
Attacks:	1 or 1 or 1 (weapon or tail or fist)
Damage:	Weapon or 3d8 or d8
Save:	L14
Morale:	10
Hoard Class:	XX

Mutations: *aberrant form (xenomorphism), larval form.*

Except for their huge arms and hands, these 18-24' long, sapient ankylosaurs might have waddled straight out of the Cretaceous. They may appear fearsome — given their size; heavy, spiked, bony armor; and a massive, mace-tipped tail — but clubtails are rather peaceful omnivores that eat mostly vegetation. They make their way in muscle-reliant industries like lumber harvesting, and trade with smaller folk for artifacts and rare food, such as fruit, honey, and fish that they cannot get on their own.

But trading can be difficult, as clubtails live in small communities away from other peoples, in tropical dry forests and plains. They are not xenophobic, but afraid of their offspring. The young are named "scaled apes," because they look like chimpanzees with lizard skin. Possibly cute, these non-sapient beasts are really violent carnivores and attack everything, including their elders. Some clubtail communities use sound to manage the apes, but most corral and control their terrible children with primitive technology. Outsiders might suggest high walls, but the apes can climb, something the adults retain, so guards would still be necessary.

Stone Eater

No. Enc.:	2d6 (3d8)
Alignment:	Neutral
Movement:	120' (40')
Armor Class:	5
Hit Dice:	2
Attacks:	3 (claws and sting)
Damage:	d3/d3/d4
Save:	L1
Morale:	6
Hoard Class:	Gems

Mutations: *gigantism, toxic weapon, special.*

Crystal Scorpion

No. Enc.:	1 (1)
Alignment:	Neutral
Movement:	180' (60')
Armor Class:	-1
Hit Dice:	8
Attacks:	3 (claws and sting)
Damage:	2d6/2d6/d6
Save:	L4
Morale:	8
Hoard Class:	Gems

Mutations: *gigantism, larval form, toxic weapon, special.*

Terrifying and beautiful, these huge arthropods have exoskeletons covered with gems and other crystals. This acts as armor better than almost anything the Ancients' technology could provide. Ranging from 8'-12' long, crystal scorpions are a serious physical threat to other desert dwellers, preying on anything smaller than themselves. They have an acidic toxin that does 2d6 damage to flesh and wood, 3d6 damage to metal, and 5d6 damage to stone. This effective weapon is really intended to break apart stones so the creatures can get the minerals within, which are eaten and accrete to the exoskeleton after the next molt.

Crystal scorpions eat their shed exoskeletons to keep the minerals. Some cunning denizens have tried to craft armor from dead scorpion carapace. Sadly, it becomes rigid and useless for armor once the animal dies. But the gems within the exoskeleton retain their value, worth between 100-500 gp for a larval shell and 5,000+ gp for a large adult. The larval stone eaters are not much different from the adult crystal scorpions, just smaller (1'-4' long) with a weaker exoskeleton, because they have not had years' worth of crystals embedded in their shells. However, their toxin is just as potent as an adult's.

Arboreal Slug

No. Enc.:	0 (4d10)
Alignment:	Neutral
Movement:	30' (10')
Armor Class:	8
Hit Dice:	2
Attacks:	1 (acidic slime)
Damage:	d4
Save:	L1
Morale:	6
Hoard Class:	None

Mutations: *dermal acidic slime, special.*

Racing Spider

No. Enc.:	0 (2d6)
Alignment:	Neutral
Movement:	360' (120')
Armor Class:	4
Hit Dice:	6
Attacks:	1 (bite)
Damage:	3d4
Save:	L4
Morale:	8
Hoard Class:	None

Mutations: *gigantism, larval form, quickness, toxic weapon.*

The racing spider is an uncommon, but feared, predator of the temperate forests. These 5' long mutant wolf spiders hunt in packs, moving equally fast through the trees or on the ground. Rather than stalk or ambush prey, the spiders rely on speed to run down anything that looks edible, overpower it with numbers, and inject it with a class 7 poison. Because of their brown and green coloration, at a distance, the spiders look like charging grass stems.

The spiders lay their eggs at the base of maples or birch. The resulting dull brown offspring grow to look like huge millipedes, 3'-6' long with 10 legs per foot of length. They are called slugs because of their slow speed, not their physical appearance. Like tent caterpillars, the slugs cover their food tree with silk to keep out predators, but they almost always kill the tree. The silk is covered with an acid the slugs renew daily. This compound does 1d4 points of damage on contact or 10d4 points of damage per day to the tree and anything else wrapped up. The silk tent is not a chrysalis, merely a protective barrier; when it is time for the slugs to become spiders, they transform within their exoskeletons.

Ewl, Larval

No. Enc.:	d4 (d4)
Alignment:	Neutral
Movement:	90' (30')
	Climb 30' (10')
Armor Class:	7
Hit Dice:	5
Attacks:	1 (bite)
Damage:	d3
Save:	L1
Morale:	5
Hoard Class:	VI

Mutations: *aberrant form (natural weapon, xenomorphism), bizarre appearance, natural armor.*

Ewl, Adult

No. Enc.:	1 (1)
Alignment:	Chaotic
Movement:	150' (50')
	Climb 60' (20')
Armor Class:	5
Hit Dice:	12

Attacks:	1 (bite)
Damage:	d6
Save:	L3
Morale:	8
Hoard Class:	VII

Mutations: *aberrant form (natural weapon, xenomorphism), bizarre appearance, natural armor, special.*

An example of *forced metamorphosis*, ewls were humans exposed to pollen from the sandslug vine while infants. Throughout childhood the pollen's effects are not noticeable, and the ewls appear and act human. But at age ten, the creatures transform, losing all previous mutations, while gaining chitinous plates, fangs, climbing claws, and long purple fur. During the adolescent years, the creatures grow to between 6'-7' tall and their fur slowly changes to a reddish color. At about eighteen years old, ewls undergo a frightening mental change, becoming vicious and losing much of their human intelligence. Most ewls are killed when they show signs of purple fur but a few communities use them as guards until their fur turns red. Fortunately, the pollen does not affect mature humans, requiring a developing body to create ewls, but adults use the plants as boogymen to keep their children from playing in dangerous areas. There are also occasional rumors of overlord societies purposely exposing slave infants to the pollen, creating janissary-like warriors controlled by artifacts or mutations.

NEW MUTATIONS

Alter Atomic Composition

The mutant can change one material to another, both randomly selected at the time of character creation. Only d4 x WIL pounds can be affected per day. If the result is undesirable, then this mutation is considered a drawback. Roll twice on this chart:

d10	Random Materials
1	Soft Metal
2	Hard Metal
3	Rubber
4	Plastic
5	Stone
6	Wood
7	Ceramic (including glass)
8	Flesh (mindless)
9	Mutant Lord's pick
10	Player's pick

Bud Sport

This is the plant version of *aberrant form*.

Larval Form

The mutant's offspring have a different complement of mutations than the mutants. It may even be radically different from the adult. other string or rope. The webbing decays in 3 months.

Other Great Skirmisher Publications

Bestsellers

"Castle Builder" Series Universal Sourcebooks

d-Infinity Multi-Platform Game Supplement

By Chris "Outlander" Van Deelen and the Skirmisher Game Development Group

The latest installment in our popular series on leading edge military technology and combat rules, this issue brings five deadly weapon systems and several new combat "conditions" to your gaming table. As a warning, Mutant Lords should use this equipment with care — some of these systems are *extremely* powerful. Even those weapons that do not appear lethal can devastate specific target types (like robotic units); other items have debilitating temporary effects.

Disintegrators

Developed just before the Final Wars, these fearsome weapons are extremely rare. Perhaps a good thing, for disintegrators tear apart matter at the molecular level. This takes a great deal of energy, restricting systems to rifle and vehicle-mounted variants. However, a less powerful version of this technology was used in disrupters, making these weapons more portable.

Any living target hit by the disintegrator's ruby-red energy beam must save versus death or be killed, instantly reduced to a pile of ash. Even if successful, the target suffers horrific damage. Also, all armor, weapons, and equipment carried must either save versus death (using the character's saving throw), or make an item saving throw versus energy (see *Wisdom from the Wastelands* issue #1 for optional rules on item saving throws). Any item failing this saving throw suffers 1d3 levels of condition damage.

Despite their power, disintegrators saw little combat;

force fields disperse the energy, rendering blasts harmless. Given the popularity of shield technology — used by individual soldiers, on armored vehicles, and in powered armor — disintegrators were not very cost-effective, except when deployed against soldiers or units lacking these energy fields.

However, disintegrators are great against stationary targets like buildings. Given enough shots wielders can obliterate structures, with each shot reducing one cubic foot of material per die of damage. Simple objects like doors are no match for this weapon.
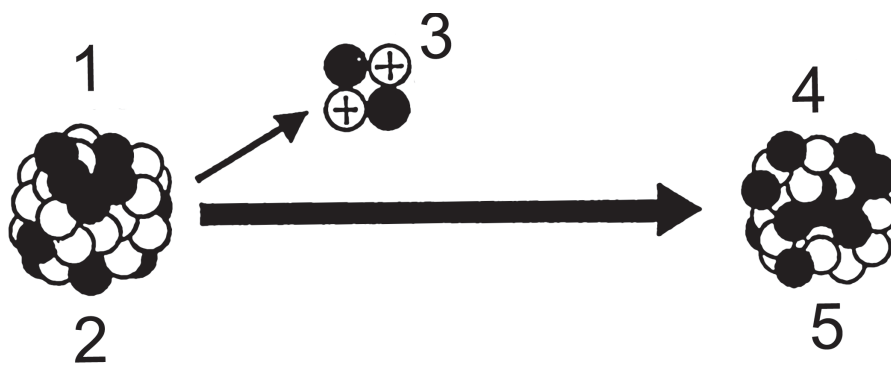
Disintegrator Table

Weapon	Damage	Trigger	Range	Weight	Battery	Charges
Disintegrator	Death/15d8	Normal	1,500'/3,000'	40 lbs.	Radioactive	Battery 10

Disruptors

Like the more powerful disintegrators, these weapons also destroy molecular bonds. But unlike the disintegrator beam's uniform blast, the bright red disruptor bolts break these bonds indiscriminately across a target.

Because of this random nature, disruptors are not very effective against buildings or large items. Instead, they easily damage smaller objects like weapons, armor, equipment, or locks, weakening structural integrity or causing malfunctions. These items must either save versus death (using the character's saving throw) or make an item save versus energy (see *Wisdom from the Wastelands Issue #1* for item saving throw rules). Failure means the target item suffers condition damage (see the **Disruptor Table**).

Living creatures hit by disruptors suffer hideous, debilitating wounds. The bolts cause regular damage, but also inflict pain one category higher (see below, under **Injury**). In addition, the target must save versus energy to avoid taking Strength and/or Dexterity damage (make a separate save for each statistic). These lost points will return at the victim's natural healing rate, but only after the disruptor wounds have healed. The victim can decide which statistic heals first and how much is healed. For example, Myn has a healing rate of 3 and lost both Strength and Dexterity. She could direct all three points toward restoring one statistic, or put two points into Strength and one into Dexterity (or vice versa).

Disruptors were only made as pistols and rifles. There were rumors of other variants (e.g., light machine gun and submachine gun), but these may never have been produced. The massive tissue damage caused by disruptors horrified human rights groups; this political pressure led all but the most unfeeling government agencies to frown on using or developing these weapons.

Disruptor Table

Weapon	Damage	Trigger	Range	Weight	Battery	Charges	Stat/Condition Level Loss
Disruptor Pistol	6d6	Normal	500'/1,000'	4 lbs.	Power Cell	5	1d2
Disruptor Rifle	10d6	Normal	1,500'/3,000'	18 lbs.	Power Clip/Magazine	20	1d4

Ion Blasters

Ion blasters discharge an electric-blue stream of energized particles, which damages both flesh and electrical systems. They are particularly effective against robots and similar units.

Against biological targets, the blaster does regular tissue damage and causes the nervous system to misfire: the victim will suffer 1d3 points of Dexterity damage (save versus energy for no nerve damage). This heals at the normal recovery rate and is never permanent. Even if hit multiple times, for significant Dexterity losses, characters will fully recover, given enough time. Should the ion damage reduce a target's Dexterity to zero (it cannot drop below zero), the character will be paralyzed until he heals at least 1 point. For mutants resistant to certain types of damage, the ionic energy stream is considered electrical damage.

Robots and androids hit by blaster fire also suffer damage and Dexterity reduction, but to a much greater degree (unless the artificial lifeform is hardened against electro-magnetic pulse [EMP] or electricity). All damage is increased by 50%, and the target must make TWO saving throws. The first is a save versus stun; failure causes 3d4 rounds of paralysis. The second is a save versus energy; failure causes 2d3 points of Dexterity loss. The same rules mentioned above (for healing rates and 0 dexterity) also apply to artificial and robotic lifeforms.

Lastly, all electrical equipment the target carries must either save versus energy (using the target's save), or save versus electricity (if using the optional item saving throw rules from *Wisdom from the Wastelands Issue #1*). Should any fail, the item will suffer 1d3 condition levels of damage.

Ion weapons are listed in the two tables below. Targets in an ion explosive's burst radius save versus energy for half damage. Use the *Mutant Future* core rules to determine ranges for these two weapons.

Ion Blaster Table

Weapon	Damage	Trigger	Range	Weight	Battery	Charges
Ion Pistol	5d6	Normal	750'/1,500'	2 lbs.	Power Cell_	6
Ion Carbine	7d6	Normal	1,000'/2,000'	6 lbs.	Power Clip	15
Ion Assault Rifle	7d6	Automatic	1,000'/2,000'	10 lbs.	2 Power Clips	30
Ion Sniper Rifle	10d6	Normal	2,000'/4,000'	12 lbs.	Power Clip	8

Ion Explosives Table

Weapon	Damage	Burst Radius	Weight
Grenade	15d6	30'	2 lbs.
Micro Missile	10d6	15'	20 lbs.

Microwave Emitters

Originally a method of non-lethal crowd control, the military quickly adapted microwave technology to use against unprotected troops. The emitters inflict painful thermal damage by exciting water molecules inside the body and other organic material. They can also cause metal to spark — possibly damaging the target and any metallic equipment carried.

The two variants have either a pistol grip or rifle stock attached to a small satellite dish. Both forms have a short range and a conical area of effect. The cone starts 5' from the emitter and widens by 5' for every 10' feet the wave travels (to a maximum width of 20'). Thus, if the weapon is fired at a target 30' away, the area of effect will be 15' wide.

Both variants inflict an initial damage, but this increases
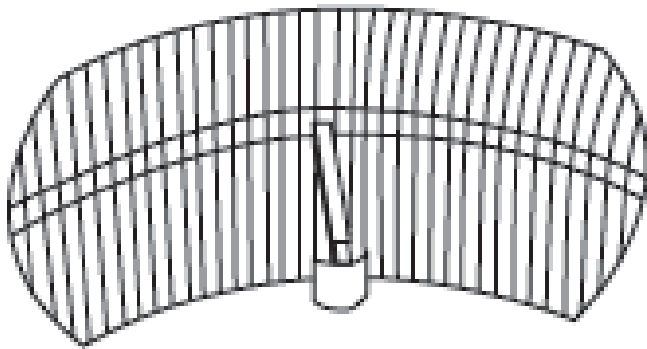
by 1d6 for each successive round the target is hit, until reaching the configuration's maximum damage. For example, a pistol causes 3d6 damage in the first round, 4d6 in the second round, until the 7th round, when 9d6 is inflicted with a successful hit.

If the target carries any metal equipment or weapons, the microwaves will cause the items to spark, possibly inflicting 1d3 points of damage per item carried. For a target wearing metal armor and carrying five pieces of metal equipment, the damage could potentially be 6d3. The ML can have the victim either save versus energy for each piece of equipment, or, for simplicity's sake, make a single save.

Microwave damage is very painful. If using the **Injury** rules below, the victim is considered injured one level higher (i.e., if lightly wounded, the victim would suffer the effects of moderate wounds).

Microwave Emitter Table

Weapon	Damage	Trigger	Range	Weight	Battery	Charges
Microwave Pistol	3d6/9d6	Normal	40'	6 lbs.	Power Clip	6
Microwave Rifle	6d6/18d6	Normal	100'	15 lbs.	Power Beltpack/Backpack	20

Sonic Disruptors

This weapon has a misleading name, as it is little like the disruptors above. Instead, sonic disruptors are more like high-intensity radio transmitters. Originally a crowd control device, but adapted for combat, the technology uses oscillating sound frequencies to disrupt brain functions in organic targets. The technology will also work against AI targets, but has no effect on programmed robotic units.

Sonic disruptors come in three main forms. The first type are thrown like hand grenades and affect targets in a relatively small radius. The second are the series of launched warheads, which can be shot from a missile launcher, grenade launcher, mortar, or artillery piece, or dropped as an actual bomb. Last is a crowd control device that must be physically placed and activated, rather like the Ancients' Claymore mine. This form was most commonly used by the police to control crowds when demonstrations went from bad to bloody.

Unless properly protected (what this means is up to the ML, but could include personal shields), any organic caught in the radius of effect must save versus stun, or suffer one of the following random effects.

The negative effect continues while the target remains within the disruptor's sonic field. Once the victim leaves this area (or the device shuts off), the effect will wear off in 2d6 rounds. A character who stays in the sonic field after making his saving throw must save every round until he leave the zone. If he fails a later saving throw, the character will suffer an effect from the table above.

Sonic Disruptor Effect Table

Roll	Effect
1	Dizzy
2	Sickened
3	Enraged
4	Sleep
5	Paralyzed
6	Pain
7	Dazed
8	Fatigued
9	Frightened
10	Calmed

Calmed: A character currently fighting will stop immediately. He can defend himself, but will either try to run from an enemy, or sit down and relax — if there is no immediate danger.

Dazed: While dazed, the character moves half her normal rate and loses any Dexterity bonuses to AC. She cannot make physical attacks, use mental mutations, or do any complex action. The character is still capable of defending herself against mental attacks, but her Willpower is considered four points lower.

Sonic Disruptor Table

Weapon	Radius of Effect	Weight	Active Duration
Grenade*	30'	1 lb.	1d3 minutes
Bomb or Missile*	3,000'	100 lbs.	2d3 turns
Mortar or Similar*	300'	10 lbs.	1d3 turns
Crowd Control	1,000'	25 lbs.	6 turns

*See the *Mutant Future* core rulebook for grenade and launcher ranges.

Dizzy: A dizzy character may safely move only 25% of his regular rate. If he tries to go faster, use the **Grenade Scatter Table** to determine his travel direction (reprinted below, from *WftW* #11). Every round he tries to move his full rate, the dizzy character must make a saving throw versus stun or tip over. Dizzy characters cannot climb up or down, they suffer -4 to all attack rolls, and lose any Dexterity bonus to AC. Any mental attacks are -4 to Willpower for both attack and defence. Lastly, victims who can fly will not be to do so while dizzy. Trying does not cause damage, the character will just "fall down, go boom."

Grenade Scatter Table

d6 Result	Direction Deviated
1	Front left hex
2	Directly in front
3	Front right hex
4	Rear left hex
5	Directly behind
6	Rear right hex

Enraged: An enraged character will attack the nearest target, be it friend or foe. She cannot use any ranged weapons. If holding a weapon, she will either drop it, or use it as an improvised club. For the latter, damage is left up to the ML, but it should generally start at 1d4 for a pistol-sized weapon and head up to 1d8 for a full-sized rifle. If the character drops her weapon, she will attack with any natural weapons or use her fists and teeth. While enraged, the victim gains +4 to Strength, +2 to hit, and +1 per die of damage with whatever weapon she uses. All these bonuses stack with any normal benefit the character might have from a high Strength score. But, the victim loses any Dexterity bonuses, cannot use a shield (unless using it for bashing, and then still loses the AC bonus it provides), and suffers a +2 AC due to her reckless attacks.

Fatigue: This can be caused by sonic disruptors or being in combat. As a disruptor effect, for every round caught within the area of effect, a character will gain one level of fatigue until heavily fatigued. If using fatigue as an optional combat rule, the longer a fight continues, the more tired a character will get — and the more penalties that will build up. Consult the chart below for fatigue levels, amount of time in combat, and the penalties incurred as fatigue increases.

To completely erase fatigue penalties after a fight, the character must rest for a number of minutes equal to one half the number of rounds he spent in combat. Should this break be interrupted, the character might drop one fatigue category (e.g., being moderately fatigued, instead of heavily fatigued) instead of recovering fully. The ML's ruling should depend on how long the character could rest.

Frightened: Targets may be frightened by several mutations or effects, in addition to the sonic disruptor. A frightened character must try to flee whatever triggered the fear, at his fastest movement rate. If he cannot, the victim will cower, incapable of any action except defending himself — and unable to make any sort of attack. Every round he cowers the frightened character must save versus stun or fall unconscious for 1d6 rounds.

Injury: Getting wounded makes a character less effective in combat. There are four injury levels, each with its own modifier to attack and movement.

Pain: This usually comes from being injured, so the Injury rules above apply. However, someone could be healthy, but still be in considerable pain because of a specific effect (produced by certain mutations, or by weapons described in this article). In this case, a character in pain is considered moderately injured until the effect is removed, experiencing those same penalties, but without the hit point loss.

Paralyzed: See the *Mutant Future* core rulebook, section 5: Encounters and Combat for more details.

Sleep: The target nods off for 2d6 rounds. He will not wake for loud noises or being jostled. Only actual damage (causing 1 hit point or more) will rouse him.

Sickened: A sick character loses half her movement and suffers a -4 Dexterity penalty. Any saves suffer a -2 penalty, and she cannot take any strenuous physical action, like attacking. The character can still defend against physical attacks, but will lose any Dexterity bonus to AC. She can defend normally against mental attacks, but cannot make any mental attack, or concentrate on any mental mutation, until the sickness passes.

Fatigue Effect Table

Fatigue Level	Number of Rounds in Combat	Modifiers
Rested	Up to 1/2 CON (round down)	No penalties
Lightly Fatigued	1/2 to full CON	-1 to hit, - 25% movement
Moderately Fatigued	Full to 1.5 x CON	-3 to hit, -50% movement
Heavily Fatigued	Over 1.5 x CON	-5 to hit, -75% movement, save vs. stun every round or fall unconscious

Injury Effect Table

Injury Level	Number of Hit Points	Effect*
Uninjured	Up to 25% of total hit points	No effect
Lightly Injured	26-50% of total hit points	-1 to hit, -1 Dexterity modifier, -25% to movement
Moderately Injured	51-75% of total hit points	-2 to hit, -2 Dexterity modifier, -1 Strength modifier, -50% to movement
Heavily Injured	76-99% of total hit points	-3 to hit, -3 Dexterity modifier, -2 Strength modifier, -75% to movement

*These modifiers stack with any fatigue penalties.

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