

revised edition

the Metamorphica

johnstone metzger





The Metamorphica

Revised

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the metamorphica revised

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and some dead people.

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introduction to the original edition

This book is a collection of biological, psychic, and supernatural mutations, all grouped into tables so results can be randomly selected, using dice. These tables can be used to generate random mutations and mutant creatures, or the descriptions of these mutations can be used as an influence to spur creative thinking. *The Metamorphica* has been designed to work with a variety of different types of role-playing game campaigns, from top secret government experiments and post-apocalyptic wastelands to four-colour superheroes and the chaotic sorceries of dark fantasy. Because of this, it does not contain any specific rules—you and your gaming group will need to decide exactly how these abilities and features are represented in the rules you use in play.

In the regular tables, mutations have been grouped into categories. Those affecting the body have been grouped into mutations affecting form and function, those affecting the mind have been separated into behaviours, changes affecting cognition, and abilities of an obviously psychic nature. As well, there is a large selection of supernatural mutations, covering both magical abilities and super powers. At the end of the book is a collection of additional tables, alternate tables, and instructions for creating specific types of characters. These are, like everything else in this book, optional aids that you may find useful.

A few technical notes are in order. Some mutations have sub-tables that determine specific characteristics; these have been included in their descriptions. If the details of a mutation specify multiple die sizes, the smaller die represent a more “realistic” setting, while the larger die sizes represent more supernatural options. This book follows the tradition of war gaming and refers to individual mutants as “it,” as if they were miniature figurines and not actual people or fictional characters that possess a gender. The reader is encouraged to mentally supply suitable genders as necessary.

Finally, as lengthy as this book is, the reader may yet feel that something is missing—a crucial entry, perhaps, or a favourite mutation result. If such is the case, the reader is encouraged to cross out entries that are displeasing, inappropriate for a specific campaign setting, or have simply become boring through overuse, and substitute new, custom entries that are more appealing. While it is hoped that *The Metamorphica* will have broad appeal and utility, some will find that, in order to be usable, it must itself undergo the process of mutation.

February, 2012.

introduction to the revised edition

Looking back on it, over the following years, I decided I was unhappy with some aspects of the original version of this book. So I changed them. I added a few things as well—not just a few new mutations or tables (although there are plenty of those), but more setting-specific procedures, including an entire new section on technological devices called *The Ficto-Technica*, and new illustrations to help signpost the different sections.

The Metamorphica is a much better book now. If you found the original version useful, I sincerely hope you will find the revised edition even more so.

October, 2016.





Mutation Tables

directions

If you already have procedures for generating a mutant character, or are adding individual mutations to an already-existing character, you may proceed directly to the mutation tables. If you need procedures to generate specific types of characters, such as anthropomorphic animals, demons, monstrosities from the swords and sorcery genre, mutant plants, psychics, secret experiments, superheroes, or warped, alien life forms, you can find those in the setting chapters in the second half of the book.

If a mutation's description directs you to use the body part table, colour tables, creature tables, or either detrimental or favourable mutations tables, these can be found in the Additional Tables chapter.

To generate a random mutation, simply roll 1d1000 and consult the mutation tables. **To generate random mutations from specific categories**, use the following procedures:

- For behavioural mutations, roll 1d100+400.
- For cognitive mutations, roll 1d100+500.
- For mental mutations, roll 1d300+400.
- For mental mutations not including psychic powers, roll 1d200+400.
- For mutations affecting physical functions, roll 1d200+200.
- For mutations affecting the physical form, roll 1d200.
- For physical mutations, roll 1d400.
- For psychic powers, roll 1d100+600.
- For supernatural attributes, roll 1d300+700.

the mutation table index

► *Roll 1d1000 and consult the table listed:*

		page number
8	1-200 Body: Form	8
10	201-400 Body: Function	10
12	401-500 Mind: Behaviours	12
13	501-600 Mind: Cognition	13
14	601-700 Psychic Powers	14
15	701-1000 Supernatural Attributes	15

body: form table

► Roll 1d200 for physical form mutation:

			page number
20	1 Aesthetically Attractive	45-46 Extra Fingers and Toes	24
	2 Alopecia	47 Extra Joints	
	3 Alternate Locomotion	48 Extra Orifices	
	4 Amorphous	49-50 Extremely Thin	
	5 Animal Feet	51 Eye stalks	24
20	6-7 Antennae	52-54 Fangs	25
21	8-9 Anthropomorphic Animal	55-56 Feathers	
	10 Antlers	57 Fin	
	11-12 Armour	58 Flaking Skin	
	13 Atrophied or Malformed Part	59 Flippers	
21	14 Backwards Parts	60-64 Fur	
22	15 Beak	65 Fused Ribs	
	16 Bestial Face	66 Gliding Membranes	
	17 Birthmark	67-68 Hairless	
	18 Body Barbs	69 Headless	
	19 Boils and Sores	70 Hemihypertrophy	
	20 Bristles	71 Hideous Appearance	
	21 Bulging Eyes	72 Hooks	25
	22-23 Cat's Eyes	73 Hopper	26
	24 Changing Colours	74-75 Horns	
22	25 Cilia	76 Huge Beard	
23	26-28 Claws	77-78 Huge Head	
	29 Clothes	79 Hump	
	30-31 Clubfoot	80 Hunchback	
	32 Complex Mouthparts	81 Internal Weapon	
	33 Covered in Orifices	82-83 Large Ears	
	34 Crown	84-87 Large Size	26
	35 Diffused Organs	88 Leaves	27
	36 Doppelgänger	89 Limb Loss	
23	37 Double Mouth	90 Limb Transference	
24	38 Emotionally Attractive	91 Long Face	
	39-40 Enormously Fat	92 Long Legs	
	41-42 Exotic Genitalia	93 Long Neck	
24	43-44 Extra Eyes	94 Long Nose	27

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page number

27	95	Long Tongue	139	Skull Face	32
27	96	Loose Skin	140-143	Small Size	
28	97	Mane	144	Snout	
	98	Mostly Hairless	145	Soft Crest	
	99	Multiple Arms	146	Steatopygia	
	100	Multiple Heads	147	Stomach Orifice	
	101	Multiple Legs	148	Strange Ears	
	102	No Ears	149	Strange Interior Organs	
	103	No Eyes	150	Strange Texture	
	104	No Nose	151-154	Strangely-Coloured Eyes	
28	105	No Skin	155-158	Strangely-Coloured Hair	32
29	106-107	Oddly-Shaped Tongue	159-163	Strangely-Coloured Skin	33
	108	One Eye	164	Stubby Digits	
	109	Overgrown Body Part	165	Sympathetic Biomorphism	33
	110-113	Patterned Skin	166-170	Tail	34
	114	Physically Immature	171	Taller	
29	115-116	Pigment Deficiency	172-173	Tentacles	
30	117	Pincers	174	Thick Skin	
	118	Pinhead	175	Tongueless	
	119-120	Pointed Head	176	Toothed Skin	
	121	Pouch	177-179	Transparent Eyelids	
	122	Protective Eyelids	180	Trunk	
	123	Puny	181-182	Tumours	34
30	124	Quills, Spines, or Thorns	183	Tusks	35
31	125	Radula	184	Twisted Frame	
	126	Re-Arranged Face	185	Vestigial Wings	
	127	Redundant Vital Organs	186	Walking Head	
	128-130	Reverse Pedalism	187	Warty Skin	
	131	Rigid Crest	188	Weapon Hands	
	132-134	Scales	189-191	Webbed Digits	
	135	Scars	192-193	Whiskers	
	136	Sexually Attractive	194	Wide	
	137	Short Legs	195-199	Wings	
31	138	Siamese Twin	200	Wrinkled Skin	35

body: functions table

► Roll 1d200+200 for physical functions mutation:

			page number
36	201-202 Adhesive Touch	256	Gas Bag 40
	203-204 Allergies	257	Gas Emission 41
	205-206 Ambidextrous	258-259	Gills and Lungs
	207 Anaerobic	260	Hangover Resistance
	208 Aquatic Adaptation	261-262	Heightened Hearing
	209 Bad Breath	263-264	Heightened Sense of Smell and Taste
	210-212 Bioluminescent	265-266	Heightened Sense of Touch
36	213 Blind	267-268	Hemophilia
37	214 Blood Substitution	269	Hermaphromorph
	215 Buoyancy	270	High Body Temperature
	216-217 Chameleoline Skin	271-272	High Pain Threshold
	218 Chronic Pain	273	Hollow Bones 41
	219 Cocoon	274	Horrible Stench 42
	220-221 Cold Blooded	275	Hyperadrenal Gland
	222-223 Colour Blind	276	Hyperopia
	224 Cracking Joints	277	Immune to Disease
37	225 Deaf	278	Immune to Poison
38	226 Decreased Agility	279	Increased Agility
	227-228 Decreased Metabolism	280	Increased Appendix Size
	229 Decreased Physical Stamina	281	Increased Heart and Lung Size 42
	230 Decreased Physical Strength	282-283	Increased Metabolism 43
	231 Defensive Barbs	284	Increased Physical Stamina
	232 Diabetes	285	Increased Physical Strength
38	233 Disease Carrier	286	Increased Susceptibility to Illness
39	234-235 Double Jointed	287	Independently Focusable Eyes
	236-237 Early Maturation	288	Infected
	238 Efficient Digestion	289	Infertile
	239-240 Electrical Generation	290	Inflation
	241-242 Electromagnetic Disruption	291	Infravision
	243 Enhanced Musculature	292	Ink 43
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	246 Excretion	294	Kidney Stones
	247 Explosive Death	295	Light Dependency
39	248 Extensible Limbs	296	Light Generation
40	249 Fast Hair Growth	297	Light Sensitivity
	250 Fast Movement	298	Long Life
	251 Finesse	299-300	Low Pain Threshold
	252 Fragrant	301	Low Sex Drive
	253 Frog Tongue	302	Malleable Body 44
	254 Fruit	303	Malleable Features 45
40	255 G-Tolerance	304	Microscopic Vision 45

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45	305	Mute	352	Shapechanger	50
	306	Myopia	353	Shedding	
	307	Nerve Cut-Off	354	Short Life	
	308	No Pain Receptors	355-356	Silent Movement	
	309	No Sense of Smell or Taste	357	Silk Production	
	310	No Sense of Touch	358-359	Slow Healer	50
	311	Oversexed	360	Slow Movement Speed	51
	312	Paraplegic	361	Slow Reaction Time	
	313-314	Parasite Infestation	362-363	Sonar	
45	315	Parthenogenesis	364	Sonic Blast	
46	316	Performance Enhancement	365	Sound Mimicry	
	317	Permeable Skin	366-367	Speech Impediment	
	318-319	Pheromones	368	Spinning	
	320	Photosynthetic	369	Spore Cloud	
	321	Poison Glands	370	Sprint	
	322	Poison Susceptibility	371	Stiff Joints	
	323	Poor Dexterity	372	Strong Skeleton	51
	324-325	Poor Respiration	373	Structural Weakness	52
46	326	Pouched Cheeks	374	Suckers	
47	327	Powerful Jaws	375-376	Telescopic Vision	
	328	Powerful Legs	377-378	Temperature Resistance	
	329-330	Prehensile Feet	379-380	Temperature Sensitivity	
	331	Prehensile Hair	381	Thin Skin	
	332-333	Premature Aging	382	Total Healing	
	334	Prey Scent	383	Toxic	
	335	Protected Senses	384	Toxin Resistance	
	336	Pseudopods	385	Trail of Slime	
	337	Quadriplegic	386	Tremor Sense	
47	338	Quick Reflexes	387	Tunnel Vision	52
49	339	Radar	388	Ultravision	53
	340	Reflective Surface	389	Uncontrollable Flatulence	
	341-342	Regeneration	390-391	Venomous Bite	
	343	Respiratory Filters	392	Ventriloquist	
	344	Roots and Vines	393	Vents	
	345	Rotating Body Part	394	Voluminous Lungs	
	346	Rotting Flesh	395	Vomits at Will	
	347	Rubber Bones	396	Water Dependency	
49	348	Rubbery Skin	397	Water-Soluble Skin	
50	349	Saliva Substitution	398	Weak Spot	
	350	Salt Drinker	399	Wet Skin	
50	351	Sanitized Metabolism	400	Wounding Genitals	53

mind: behaviours table

► Roll 1d100+400 for behavioural mutation:

		page number
54	401 Addicted	449 Largesse 59
	402 Addictive Personality	450-451 Mania
	403 Always Afraid	452-453 Manic Depressive
	404 Anxious	454 Masochism
	405 Assimilationist	455 Mental Block Defence Tactic
	406 Berserker	456 Migratory
54	407 Blood Rage	457 Motherliness
55	408 Breakdowns	458 Multi-Stage Lifespan
	409 Burrower	459 Multiple Personalities 59
	410-411 Carnivore	460 Narcolepsy 60
	412 Code of Honour	461 Nightmares
	413 Compulsive Behaviour	462-463 Nocturnal
	414 Compulsive Liar	464 Obsessive
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	416 Controlled by Stars	466 Outbursts
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	430 External Digestion	481 Sexual Fetish
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57	433 Fits and Seizures	484 Short Fuse
58	434 Glossolalia	485 Shuddering
	435 Hallucinations	486 Shy
	436-437 Headaches	487 Silly Voice 62
	438-439 Herbivore	488 Silly Walk 63
	440 Hibernating	489 Sleepwalking
	441 Highly Social	490-491 Slovenly
	442 Hoarder	492 Sociopathic
	443 Honest	493 Strange Sound
	444 Hunting Instinct	494 Stuttering
	445 Hypochondria	495 Submissive
58	446 Hysterical Injury	496-497 Territorial
59	447 Irrational Hatred	498-499 Tidy
59	448 Kleptomania	500 Vengeful 63

mind: cognition table

► Roll 1d100+500 for cognitive mutation:

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	503 Anticipation	552-553 Increased Empathy
	504-505 Attention Deficit Disorder	554-555 Increased Intellect
	506 Autobiographical Memory	556-557 Increased Social Aptitude
	507-509 Body Sense	558-559 Increased Willpower
	510 Computer Brain	560-562 Insomnia
	511-512 Cultural Flexibility	563 Intuition
	513-514 Decreased Awareness	564-565 Linguistic Aptitude
64	515-516 Decreased Empathy	566-567 Linguistic Mimic 67
65	517-518 Decreased Intellect	568 Lucid Dreaming 68
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	544 Genetic Memory	593-594 Speed Reader
	545-546 Heightened Olfactory Memory	595-596 Time Sense
	547 Hive Mind	597 Transfer Memories
66	548-549 Increased Awareness	598-600 Weather Sense 69

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► Roll 1d100+600 for psychic power:

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	603 Attack Reversal	651 Life Leech	
	604-605 Aura Reading	652 Light Manipulation	
70	606 Block Senses	653 Magnetic Control	
72	607-608 Cause Fear	654-655 Mass Mind	79
	609 Cause Insanity	656-657 Mental Blast	80
72	610-611 Cause Pain	658-659 Mental Suggestion	
73	612-613 Charm	660 Mind Attack	80
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77	641 Hostility Field	692 Telekinetic Flight	84
78	642-644 Hypnotic	693-696 Telepathy	85
	645 Illusionist	697 Teleport	
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78	647 Implant Memories	699-700 Time Distortion	85

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supernatural attributes table

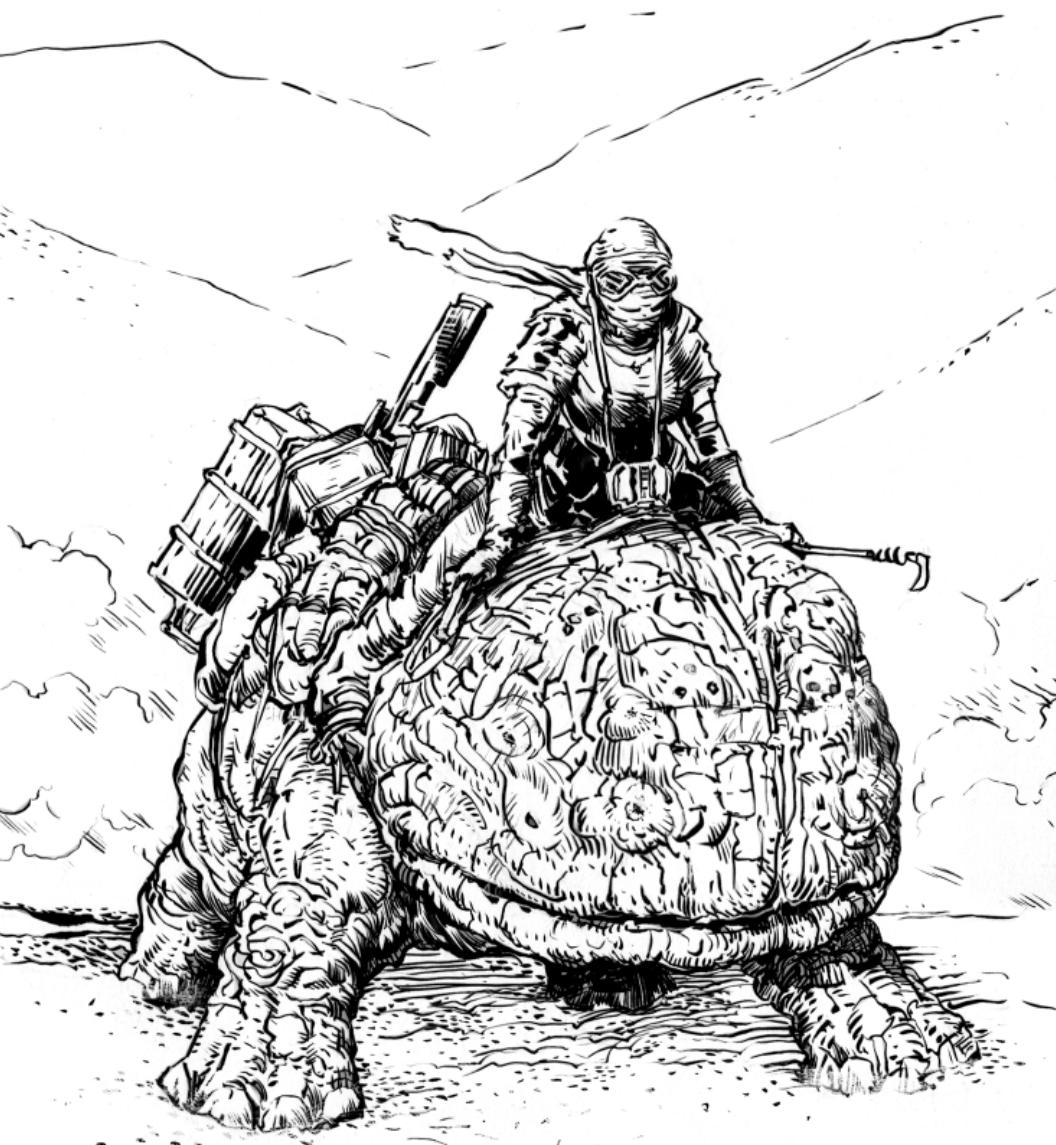
► Roll 1d300+700 for supernatural attribute:

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86	701 Ability Transfer	760-761 Control Machines 93
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	729 Aura of Unease	787 Divine Avatar
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90	735 Blurry	793 Electrical Travel 101
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Mutation Descriptions

body: form mutations

1 Aesthetically Attractive

This mutant's physical appearance exemplifies the properties its species considers visually pleasing, regardless of whether this inspires sexual desire or not. Other mutations it has may or may not spoil this effect.

2 Alopecia

This mutant experiences uneven hair loss. If the hair grows back, there is a 1 in 3 chance that it has no colour in it.

- *Roll 1d6 for type of alopecia:*

1	Allergy-based hair loss.	3-4	Periodic bald patches.
2	Hereditary spot baldness.	5-6	Stress-induced hair loss.

3 Alternate Locomotion

Instead of walking on two legs (or whatever is normal for its species), this mutant has some other form of locomotion. Its old method of travel is no longer effective.

- *Roll 1d10 (or 1d12, or 1d20) for replacement method of travel:*

1-3	Legs of some other creature (roll on creature table).	13-15	Body of another creature, except for head (roll on creature table).
4-7	Quadruped.	16	Bouncing.
8-10	Slithering.	17	Fronds.
11	Mass of tendrils or tentacles.	18-19	Hovering.
12	Pseudopods.	20	Teleporting.

4 Amorphous

This mutant is a blob, probably without distinguishable limbs or extremities.

- *Roll 1d4 for extent of movement:*

1	Can creep or slither.	3	Can roll around.
2	Can form temporary limbs to move.	4	Can't move without help.

5 Animal Feet

This mutant has the feet of some other creature.

- *Roll on the creature table or 1d6 here for type of animal feet:*

1	Bird feet.	3	Mammalian paws.	5	Stumps.
2	Hooves.	4	Reptilian claws.	6	Tentacles.

6-7 Antennae

This mutant has a set of two or more antennae extending from its head, which it can use to feel and possibly smell and taste or otherwise augment its various senses.

- *Roll 1d4 (or 1d6) for what senses the antennae have, in addition to touch:*

1	Hearing and vibration sense.	4	Vibration sense and visuals.
2	Smell and taste, and vibration sense.	5	All mundane senses.
3	Vibration sense only.	6	Sense magic and the supernatural.

8-9 Anthropomorphic Animal

This mutant appears to be an uplifted or anthropomorphic, talking mutant animal. Roll on the creature table to determine what kind of animal.

► *Roll 1d8 for anthropomorphic appearance:*

1-3	Body is half-human, facial features are all creature.
4	Human that resembles the creature.
5-6	Half creature, half human.
7-8	Same as creature (ignore this result for one of either hands or pedalism).

► *Roll 1d4 for hand development:*

1	Clumsy hands.	3	Human hands.
2	Dexterous creature hands.	4	Same as creature.

► *Roll 1d6 for pedalism:*

1-2	Fully bipedal.	5	Stooped bipedal.
3-4	Half creature, half human.	6	Same as creature.

10 Antlers

This mutant has antlers growing out of its head.

► *Roll 1d8 for type of antlers:*

1	One single antler-like horn.	4-6	Rack of sharp antlers.
2-3	Rack of dull antlers.	7-8	Rack of velvet-covered antlers.

11-12 Armour

This mutant is protected by an armoured exterior.

► *Roll 1d6 for type of natural armour:*

1	Bone plates (harder).	3	Hard shell (hardest).
2	Carapace (hard).	4	Scales (soft).

13 Atrophied or Malformed Part

One or more parts of this mutant's body are atrophied or malformed.

► *Roll 1d6 for number of atrophied or malformed parts:*

1-3	One part.	4	Three parts.	5-6	Two parts.
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► *Roll on the body part table or 1d8 (or 1d12) here for each atrophied or malformed part:*

1-2	Arm.	6	Genitals.	9-10	Leg.
3-4	Face or mouth.	7	Hand.	11	Tail or other.
5	Foot.	8	Head.	12	Wing or other.

14 Backwards Parts

One or more parts of this mutant are attached backwards—the opposite way they are attached on others of the same species.

► *Roll 1d6 for number of backwards parts:*

1-3	One part.	4	Three parts.	5-6	Two parts.
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► *Roll on the body part table or 1d6 here for each backwards part:*

1-2	Arms.	5	Genitals.	9-10	Head.
3	Feet.	6	Hands.	11	Legs.

15 Beak

This mutant has a beak instead of the mouth that is normal for its species. If it normally has a beak, now it has two.

16 Bestial Face

This mutant has a face that perfectly or superficially resembles that of some other animal. Roll 1d8 on the creature table to determine what type of animal.

17 Birthmark

This mutant has a prominent birthmark resembling a wine stain, or other appropriate discoloration. Roll on the body part table to determine which location is most marked.

18 Body Barbs

Bone spurs grow out of this mutant's skin, and can be used as weapons.

► *Roll 1d6 for location of body barbs:*

1	Back.	4-5	Hands and/or feet.
2-3	Elbows and/or knees.	6	Head.

► *Roll 1d4 for shape of body barbs:*

1	Dull.	3	Sharp.
2	Pointed.	4	Sharp and pointed.

19 Boils and Sores

This mutant's body is covered in painful and irritating boils and sores that leak fluids and are prone to infection.

20 Bristles

This mutant has coarse bristly hair all over it that offers some small amount of protection.

21 Bulging Eyes

This mutant's eyes are large and bulbous.

22-23 Cat's Eyes

This mutant's pupils are slit like a cat's eyes, increasing its night vision.

24 Changing Colours

This mutant physically changes colour, based on temperament and temperature. Roll 1d6 times on either the basic or extended colour table for a range of colours.

25 Cilia

This mutant, or part of it, is covered in tiny, movable, hair-like appendages or tentacles that probably keep it free from dirt and constantly move food toward its mouth.

► *Roll 1d6 for cilia coverage:*

1	Back.	2	Front.	3-4	Full body.
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5-6 Roll twice on the body parts table: cilia cover the mutant from the first location to the second.

26-28 Claws

This mutant has claws that can be used as weapons.

► *Roll 1d4 for type of claws:*

1	Bird-like talons.	3	Retractable claws.
2	Claws made of scales.	4	Sharp, iron-hard nails.

29 Clothes

This mutant appears to be wearing clothes, but this is actually just the appearance of its naked skin. It can still wear clothes over top of its garment-resembling skin, of course.

30-31 Clubfoot

One of this mutant's feet is deformed and gimpy. It is probably shorter than the other, impedes proper movement, and makes shoe purchasing more difficult.

32 Complex Mouthparts

This mutant has additional complex parts around its mouth, like an arthropod. This can include external chelicerae, mandibles, maxillae, a proboscis, a radula, or other parts.

33 Covered in Orifices

This mutant's body is covered in orifices.

► *Roll 1d12 for type of orifices:*

1	Anuses.	5-6	Eyes.	10	Nostrils.
2-3	Cloacas/Urethras.	7	Large pores.	11	Siphons or valves.
4	Ears.	8-9	Mouths.	12	Vaginas.

34 Crown

This mutant has a crown of bone or fleshy material encircling its head.

► *Roll 1d10 for resemblance:*

1	Bone or cartilage.	4	Erectile tissue.	7	Noses.
2	Coral.	5	Eye stalks.	8-9	Other material.
3	Ears.	6	Fingers or toes.	10	Tongues.

35 Diffused Organs

One or more of this mutant's organs are diffused, spread out in a larger system within the mutant's body, instead of concentrated in one space. This makes the organ(s) much more resistant to injury, as it can continue to operate when a part of it is wounded.

► *Roll 1d8 for diffused organ or organs:*

1	Bladder and kidneys.	5	Liver and pancreas.
2	Brain.	6	Lungs and respiratory system.
3	Heart and blood circulation.	7	Sense organs.
4	Intestines and stomach.	8	Two organs or sets of organs.

36 Doppelgänger

This mutant looks exactly like one or more other individuals it may or may not know.

37 Double Mouth

This mutant has an interior mouth inside of an exterior mouth. The interior mouth may or may not be extensible. It cannot be seen when the exterior mouth is closed.

38 Emotionally Attractive.

This mutant's physical appearance has a tendency to inspire feelings of empathy, sympathy, and emotional attachment in other members of its species. It might be cute, pathetic-looking, or just aesthetically pleasing in a way that puts others at ease.

39-40 Enormously Fat

This mutant is so corpulent that it can no longer run and likely has trouble walking.

41-42 Exotic Genitalia

This mutant's sexual organs include unusual shapes and structures, and may include erectile tissue in various places all over the body or in strange locations.

43-44 Extra Eyes

This mutant has more eyes than normal.

► *Roll 1d6 for number of additional eyes:*

1	1d6+1 extra eyes.	3-5	One extra eye.
2	Four extra eyes.	5-6	Two or three extra eyes.

45-46 Extra Fingers and Toes

This mutant has more fingers and toes than is normal for its species.

► *Roll 1d8 for number of extra digits:*

1	1d3+1 extra digit on each hand and foot.
2	2d6 extra digits, each randomly assigned to a hand or foot.
3	One extra digit on each foot.
4-6	One extra digit on each hand.
7-8	One extra digit on each hand and foot.

47 Extra Joints

This mutant has one or more extra joints in its limbs.

► *Roll 1d3 (or 1d4) for limbs with extra joints:*

1	Arms only.	3	Legs only.
2	Arms and legs.	4	Other limbs only.

48 Extra Orifices

This mutant has one or more additional orifices of some kind. Roll on the body part table for location of each extra orifice.

► *Roll 1d4 for amount of additional orifices:*

1	1d4+1 extras.	2-3	One extra.	4	Two extras.
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► *Roll 1d6 for type of orifice:*

1	Anus or cloaca.	3	Eye.	5	Nose or nostril.
2	Ear or valve.	4	Mouth or siphon.	6	Urethra or vagina.

49-50 Extremely Thin

This mutant can't maintain a normal body weight for its species, and is very thin.

51 Eye Stalks

This mutant's eyes are on the end of stalks, which may or may not be semi-retractable.

52-54 Fangs

This mutant has dangerous teeth.

► *Roll 1d4 for type of fangs:*

1 Long canines.
2 Needle-like teeth.

3 Rat-like incisors.
4 Retractable canines.

55-56 Feathers

This mutant has feathers on part or all of its body.

57 Fin

This mutant has a fin protruding from its back or head, which helps it swim.

58 Flaking Skin

This mutant has full-body dandruff due to dry and flaky skin.

59 Flippers

This mutant has flippers instead of either arms and hands, or both arms as well as legs.

60-64 Fur

This mutant has fur covering all or most of its body.

► *Roll 1d4 for type of fur:*

1 Long fur.
2 Short, bristly fur.

3 Short, soft fur.
4 Thick, curly hair.

65 Fused Ribs

This mutant's ribs are fused together, forming a bony plate across the upper torso.

66 Gliding Membranes

This mutant has membranes or flaps of skin between its limbs that, along with hollow bones, allows it to glide after jumping from heights.

67-68 Hairless

This mutant has no hair, fur, or feathers anywhere on its body.

69 Headless

This mutant has no head. Its face is located on its chest or some other part of its body.

70 Hemihypertrophy

One side of this mutant's body is significantly larger than the other, resulting in an unattractive lack of symmetry. Limbs on one side are longer and stronger than those on the other side, and facial features are distorted.

71 Hideous Appearance

This mutant's appearance is deformed in some way that makes it universally repugnant to others of its species.

72 Hooks

This mutant has hooks on its hands and/or feet, made of bone, cartilage, horn, or other material, that it can use as weapons, or to make climbing much easier.

73 Hopper

This mutant has one large, powerful leg that it hops around on. Maybe two legs.

74-75 Horns

This mutant has one or more horns growing out of its head.

► *Roll 1d12 for type of horns:*

1	Mass of intertwined horns.	6	Three or more small horns.
2-3	One large horn.	7-9	Two large, curved horns.
4	One small horn.	10	Two large, straight horns.
5	Three or more large horns.	11-12	Two small horns.

76 Huge Beard

This mutant has an enormous beard growing out of its face.

77-78 Huge Head

This mutant's head is larger than what is normal for its species.

► *Roll 1d4 for head size:*

1-2	$\times 2$ normal.	3	$\times 3$ normal.	4	Inconsistently larger.
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79 Hump

This mutant has one or more humps on its back that store food and water, allowing the mutant to go without for extended periods of time.

80 Hunchback

This mutant's back is twisted and hunched, making it slightly more difficult to move.

81 Internal Weapon

This mutant can produce a weapon from its own body, or transform part of its body into a weapon. The mutant can produce a single weapon, or one weapon per limb. These weapons can be hidden when not in use.

► *Roll 1d4 (or 1d6) for type of weapon:*

1	Club (blunt, jagged, or spiked).	4	Spear or piercing weapon.
2	Flail, lash, or whip.	5	Explosive weapon.
3	Knives or sword-like blades.	6	Ranged weapon.

82-83 Large Ears

This mutant's external ears are $1d10+1$ times as large as normal for its species, or if its species does not have external ears, this mutant does. Because the ears direct sound, this can result in an increased ability to detect and identify specific noises.

84-87 Large Size

This mutant is larger than normal for its species.

► *Roll 1d4 for size increase:*

1	$\times 1.5$ normal size.	3	$\times 3$ (triple normal size).
2	$\times 2$ (double normal size).	4	$\times 4$ (quadruple normal size).

88 Leaves

This mutant is covered in leaves.

► *Roll 1d12 for type of leaves:*

1	Barbed leaves.	7-8	Grass.
2-3	Coniferous needles.	9-10	Perpetually green leaves.
4-5	Deciduous leaves.	11	Razor-edged leaves.
6	Fronds.	12	Saw-edged leaves.

89 Limb Loss

This mutant has fewer limbs than is normal for its species.

► *Roll 1d4 (or 1d6) for what limb is missing:*

1	Arm.	3	Hand.	5	Tail or other.
2	Foot.	4	Leg.	6	Wings or other.

90 Limb Transference

This mutant has limbs in places they normally are not.

► *Roll 1d6 for number of transferences:*

1	1d4+1 parts.	2-5	One part.	6	Two parts.
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► *Roll on the body part table or 1d8 here to determine transferred part:*

1-2	Arm.	4	Head.	7	Mouth.
3	Eyes.	5-6	Leg.	8	Other part.

► *Roll on the body part table or 1d10 here to determine its new location:*

1-2	Back.	5	Foot.	8	Head.
3	Chest.	6	Groin or hip.	9	Knee.
4	Elbow.	7	Hand.	10	Stomach.

91 Long Face

This mutant's facial features are elongated to an extreme amount, giving it a long face.

92 Long Legs

This mutant's legs are freakishly long, allowing it to move up to 50 per cent faster.

93 Long Neck

This mutant's neck is at least 1d3+1 times as long as is normal for its species.

94 Long Nose

This mutant's nose sticks out much farther than is considered extreme for its species.

95 Long Tongue

This mutant's tongue is at least 1d4+1 times as long as is normal for its species.

96 Loose Skin

This mutant's loose, baggy skin hangs off in folds and rolls, almost appearing to be melting.

97 Mane

This mutant's head is framed by a mane of hair, flesh, or other organic material.

► *Roll 1d8 for type of mane:*

1	Mane of feathers.	5-6	Mane of hair like a lion.
2	Mane of fleshy tentacles.	7	Mane of barbs, quills, or spines.
3-4	Mane of hair like a horse.	8	Membranous mane like a lizard.

98 Mostly Hairless

This mutant still has hair on the top of its head, but little or no hair on the rest of its body. It may or may not have eyebrows and/or a small patch of pubic hair, but cannot grow a beard.

99 Multiple Arms

This mutant has more arms than is normal for its species.

► *Roll 1d10 for number of extra arms:*

1	1d6 extra arms.	3-4	Four extra arms.	7	Three extra arms.
2	2d6 extra arms.	5-6	One extra arm.	8-10	Two extra arms.

100 Multiple Heads

This mutant has additional heads.

► *Roll 1d6 for number of extra heads:*

1-3	One extra head.	4	Three extra heads.	5-6	Two extra heads.
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101 Multiple Legs

This mutant has more legs than is normal for its species.

► *Roll 1d10 for number of additional legs:*

1	1d6 extra legs.	3-4	Four extra legs.	7	Three extra legs.
2	2d6 extra legs.	5-6	One extra leg.	8-10	Two extra legs.

102 No Ears

This mutant has no ears.

► *Roll 1d6 for extent of earless-ness:*

1-2	No ears except vibration sensors.
3	No ears whatsoever, internal or external.
4-6	No external ears (just holes in head).

103 No Eyes

This mutant has no eyes in its face.

104 No Nose

This mutant has slits for a nose instead of any external organ.

105 No Skin

This mutant has no skin protecting its fat, muscles, and internal organs from the environment. Either it has a hardy immune system or it uses some form of artificial skin.

106-107 Oddly-Shaped Tongue

This mutant's tongue is not the normal shape for its species.

► *Roll 1d8 for type of tongue:*

1	Extremely thick.	5	Hollow.
2	Extremely long.	6	Parasitic organism.
3	Extremely short.	7	Sharp and blade-like.
4	Forked or pincer-shaped.	8	Tentacle.

108 One Eye

This mutant has a single, cyclopean eye in the centre of its face.

109 Overgrown Body Part

One or more parts of this mutant's body have grown to a larger size than normal.

► *Roll on the body part table or roll 1d6 here for overgrown body part:*

1	Arms.	3	Hands.	5	Legs.
2	Feet.	4	Head.	6	Torso.

► *Roll 1d4 for size of overgrown body part:*

1	×1.5 normal size.	3	×3 (triple normal size).
2	×2 (double normal size).	4	×4 (quadruple normal size).

110-113 Patterned Skin

This mutant's skin (or fur) is patterned in multiple colours that are otherwise natural to the mutant's species.

► *Roll 1d20 for type of pattern on skin:*

1-2	Banded.	12-13	Small spots.
3	Belted.	14	Patchy.
4-5	Camouflage pattern.	15-16	Small spots.
6-8	Different colour face or head.	17-19	Striped.
9-11	Different colour hands and feet.	20	Whorled.

114 Physically Immature

This mutant looks like a child, and will always appear pre-pubescent no matter how old.

115-116 Pigment Deficiency

This mutant has less pigmentation than others of its species. This can make the mutant acutely vulnerable to sunburn, and there is a 1 in 3 chance of severe eye conditions accompanying non-cosmetic albinism.

► *Roll 1d6 for type of pigment deficiency:*

1	Cosmetic albinism; pale skin, red eyes, and white-ish fur or hair.
2	Cyclical vitiligo; seasonal or stress-based partial loss of pigmentation.
3	Non-segmental vitiligo; partial lack of pigmentation.
4	Ocular albinism; no pigment in the eyes and reduced eyesight.
5-6	Oculocutaneous albinism; no pigment and reduced eyesight.



117 Pincers

This mutant has crab-like claws, with two digits each, for hands.

118 Pinhead

This mutant has a shrunken, tiny head. This affects brain size and mental capacities.

► *Roll 1d6 for impairment caused by pinhead:*

1-2 Minor impairment.

3-5 Serious impairment (mental capacity is halved).

6 Total impairment (mutant is barely able or completely unable to think).

119-120 Pointed Head

This mutant has a pointed or cone-shaped head.

121 Pouch

This mutant has a pouch of skin, like a marsupial, or a similar compartment in its body.

122 Protective Eyelids

This mutant has additional, protective eyelids made of chitin, bone, or other material more durable than the mutant's skin. They protect the mutant's eyes from harm.

123 Puny

This mutant is shrivelled and weak, its muscles wasted and withered and its body as small as one-half normal size. The mutant's physical capabilities are reduced by at least one quarter.

124 Quills, Spines, or Thorns

This mutant's back (or other area) is covered in spiny quills that provide protection and can be used as weapons. There is a 1 in 3 chance the mutant will be able to project these quills, spines, or thorns 2d4 times each week before they must be regrown.

125 Radula

Instead of a tongue, this mutant has a toothed, chitinous ribbon like the radula of a mollusc, which can be used to scrape and cut food. It is still capable of speech, although its speech may sound quite different from that of other creatures.

126 Re-Arranged Face

This mutant's face is completely re-arranged. Even though it still has all the normal facial features, they are all in completely different locations than is normal.

127 Redundant Vital Organs

This mutant has multiples of one or more vital organs, so that if one is damaged, the mutant is less adversely affected.

► *Roll 1d8 for organ that is redundant:*

1	All internal organs.	5-6	Lungs.
2-3	Heart.	7	Reproductive organs.
4	Kidneys, liver, and pancreas.	8	Stomach.

128-130 Reverse Pedalism

If the mutant is normally bipedal, it becomes a quadruped. If the mutant is normally quadrupedal, it becomes a biped. If the mutant has a different form of locomotion, reverse the limbs normally used for movement and manipulation.

131 Rigid Crest

This mutant has a crest on top of its head, made of rigid flesh, bone, cartilage, horn, scales, or other such materials.

132-134 Scales

This mutant's skin is covered with scales.

135 Scars

This mutant bears prominent scars as a result of an over-production of scar tissue, a skin disease, or treatment of some other condition.

136 Sexually Attractive

This mutant is considered attractive in ways that make it sexually desirable to other members of its species, regardless of whether it conforms to standards of aesthetic beauty or not. This mutant needs not be photogenic to be sexually attractive, either.

137 Short Legs

This mutant's legs are abnormally short, cutting its normal movement rate and jumping distance by at least half.

138 Siamese Twin

This mutant has two bodies joined together at birth, which may or may not be two different people. Other mutations and powers may belong to both or either twin.

► *Roll 1d6 for type of twin:*

1	Back-to-back conjoined twin.	3	Parasitic twin.
2	Head-to-head conjoined twin.	4-6	Side-to-side conjoined twin.

139 Skull Face

This mutant's face resembles a skull, with either no skin on it, or only a small amount of skin that does not prevent the skull from showing through.

140-143 Small Size

This mutant is a miniature version of its normal race.

► *Roll 1d4 for new size:*

1	- $\frac{1}{4}$ (a quarter smaller than normal).	3	$\frac{1}{3}$ (one third normal size).
2	$\frac{1}{2}$ (one half normal size).	4	$\frac{1}{4}$ (one quarter normal size).

144 Snout

This mutant has an elongated, snout-like face.

145 Soft Crest

This mutant has a crest on top of its head, made of flesh, flexible cartilage, feathers, loose scales, or other non-rigid materials.

146 Steatopygia

This mutant's ass, hind quarters, or abdominal segment is extraordinarily large.

147 Stomach Orifice

This mutant has an extra orifice near its stomach that can consume and regurgitate food.

148 Strange Ears

This mutant has odd-looking ears.

149 Strange Interior Organs

The inside of this mutant's body is completely different from that of others of its species, and its internal organs make no sense according to its exterior appearance.

150 Strange Texture

This mutant's skin feels like some other substance.

► *Roll 1d12 for type of skin texture:*

1	Bark or plant material.	7	Hard or soft plastic.
2	Brick, dirt, or stone.	8	Metal.
3	Crystal.	9	Rough fabric.
4	Foam.	10	Sand or sandpaper.
5	Geometric patterns.	11	Smooth and slippery.
6	Glass.	12	Soft fabric.

151-154 Strangely-Coloured Eyes

This mutant's eyes are an odd colour, and may not even have a visible iris or pupil. Roll on either the basic or extended colour table to determine dominant colour.

155-158 Strangely-Coloured Hair

This mutant's hair is an odd colour. Roll on either the basic or extended colour table.



159-163 Strangely-Coloured Skin

This mutant has skin that is patterned in one or more strange colours. Roll on either the basic or extended colour table for each part of the pattern.

► *Roll 1d20 for skin pattern:*

- 1-3 Disruptive camouflage pattern.
- 4 Front and back different colours.
- 5 Left and right sides different colours.
- 6 Limbs coloured differently from body.
- 7 Multi-coloured lozenges (1d6+1 colours).
- 8 Multi-coloured dots, freckles, or splotches (1d6+1 colours).
- 9-12 Single colour.
- 13-14 Single colour spots or freckles.
- 15 Single- or multi-coloured squares.
- 16-17 Tiger- or zebra-like stripes.
- 18 Transparent skin.
- 19 Unreflecting skin (looks black).
- 20 Zigzag stripes.

164 Stubby Digits

This mutant has short and stubby fingers and toes.

165 Sympathetic Biomorphism

The physical form of this mutant changes to comply with the individuals it associates with, even if that shape has more limbs and sense organs. After a certain time, depending on speed, its will resemble those around it in shape, though its cosmetic appearance will not change.

► *Roll 1d4 for speed of biomorphic changes:*

- 1 Several days.
- 2 Several hours.
- 3 Several months.
- 4 Several weeks.

166-170 Tail

This mutant has a tail.

► *Roll 1d8 for type of tail:*

1-2	Long tail.	5	Scorpion tail (with venom).
3	Mace tail.	6-7	Short tail.
4	Prehensile or tentacle tail.	8	Snake or other legless creature.

171 Taller

This mutant is $1d10 \times 10$ per cent taller than the normal maximum height for its species. The mutant's other dimensions are not proportionally filled out.

172-173 Tentacles

This mutant has tentacles.

► *Roll 1d8 for location of tentacles:*

1	Tentacles instead of arms.	5	Tentacles on back of body.
2	Tentacles instead of hair.	6	Tentacles on front of body.
3	Tentacles instead of legs.	7	Tentacles on head or face.
4	Tentacles on arms and legs.	8	Tentacles on two locations.

► *Roll 1d4 for size and precision of tentacles:*

1	Large and clumsy.	3	Small and clumsy.
2	Large and dexterous.	4	Small and dexterous.

174 Thick Skin

This mutant's skin is particularly thick and durable.

► *Roll 1d4 for what makes its skin so thick:*

1	Additional layer of durable material.	3	Hardened outer layer.
2	Blubber.	4	Thick dermal layer.

175 Tongueless

This mutant has no tongue.

176 Toothed Skin

This mutant's skin is covered in small scales that resemble sharp teeth, which can be used to cut and saw, and make it uncomfortable—even dangerous—for others to touch the mutant.

177-179 Transparent Eyelids

This mutant's eyes have an additional pair of transparent eyelids, such as nictating membranes, that protect the eyes from damage without unduly impairing vision. These eyelids can be tinted, to aid vision in bright light, or designed to filter out certain colours.

180 Trunk

This mutant has a prehensile nose, like the trunk of an elephant.

181-182 Tumours

This mutant suffers from large tumours that grow on its body.

183 Tusks

This mutant has large teeth protruding from its lower jaw.

184 Twisted Frame

This mutant's body shape is twisted and bent, making normal movements and posture difficult or even impossible. This reduces agility, co-ordination, and reflexes by half.

185 Vestigial Wings

A small, useless pair of wings sprouts from this mutant's back or shoulders.

186 Walking Head

This mutant has no appreciable torso between its head and limbs and so appears to be a walking head.

187 Warty Skin

This mutant's skin is covered in warty growths.

188 Weapon Hands

This mutant has hands formed in the shape of weapons.

► *Roll 1d8 for type of weapon hands:*

1-2	Blades.	4	Hook.	7	Scissors.
3	Blunt weapon.	5-6	Pincers.	8	Stingers.

189-191 Webbed Digits

This mutant's hands and feet are webbed, allowing it to swim faster.

192-193 Whiskers

This mutant has long whiskers on its face that it uses to aid perception.

194 Wide

This mutant is $1d10 \times 10$ per cent wider than others of its species, but is normal-sized in all other respects.

195-199 Wings

If this mutant is already armless, it has wings in addition to any other limbs.

► *If the mutant has arms, roll 1d4:*

1	Mutant has flexible wings instead of arms that can function like hands.
2-3	Mutant has normal wings instead of arms.
4	Mutant has wings in addition to arms.

► *Roll 1d8 for type of wings:*

1	Alien wings.	5	Glider wings.
2	Avian wings.	6	Gossamer wings.
3	Bat wings.	7	Insect wings.
4	Dragonfly wings.	8	Other kind of wings.

200 Wrinkled Skin

This mutant's skin is covered in thick, pruny wrinkles, lines, and creases.

body: functions mutations

201-202 Adhesive Touch

This mutant has microscopic suckers and hooks on its hands and feet, and perhaps other areas of its body, which allow it to stick to walls and walk or crawl on ceilings.

203-204 Allergies

This mutant is extremely allergic to some common substance or group of substances.

► *Roll 1d20 for allergenic substance or substances:*

1	A specific food type.	11	Most drugs.
2-3	Animal fur.	12	Natural fabrics.
4	Dust.	13	Nuts.
5	Feathers.	14	Paint and/or soap.
6	Fruits.	15	Perfume.
7	Insects.	16	Petroleum products.
8	Iron or silver.	17	Plastics.
9	Latex.	18-19	Pollen.
10	Leather.	20	Synthetic fabrics.

205-206 Ambidextrous

This mutant can use both sides of its body with the same ability as a right-handed person using their right hand (or leg).

207 Anaerobic

This mutant does not require oxygen and does not breathe air or water.

208 Aquatic Adaptation

This mutant's body is adapted to living underwater. It may have gills or a blowhole, flippers, a tail, or any other feature that would help it function aquatically.

209 Bad Breath

This mutant's mouth exudes a horrifying stench, which it cannot mask or alleviate in any way.

210-212 Bioluminescent

Part of this mutant's body generates a cold, softly glowing light. Choose a colour, or roll on either the basic or extended colour table. There is a 1 in 3 chance the mutant can change the colour of its bioluminescence.

► *Roll 1d6 for bioluminescence trigger:*

1	Arousal/excitement.	4-5	Glows in the dark.
2-3	At will.	6	Stress-induced.

213 Blind

If this mutant has eyes, they do not work.

214 Blood Substitution

Instead of blood, this mutant has some other substance in its veins.

► *Roll 1d3 (or 1d6, or 1d20) for type:*

1	Amoeba or protoplasm.	11	Lava or molten metal.
2	Hemolymph fluid.	12	Leeches or maggots.
3	Respiratory proteins.	13	Mercury.
4	Acid.	14	Noxious gas.
5	Ichor.	15	Powder or sand.
6	Poisonous venom.	16	Spirits.
7	Black bile.	17	Urine.
8	Electricity.	18	Vomit.
9	Fire.	19	Water.
10	Gasoline.	20	Wine.

215 Buoyancy

Because it has an air bladder it can inflate, or because of its cell structure, this mutant floats in water, even fresh water.

216-217 Chameleoline Skin

This mutant's skin can change colour to mimic its surroundings, providing camouflage when it is not moving quickly.

218 Chronic Pain

This mutant has pains in its body that never go away. It must take large quantities of drugs in order to get any relief, though some days the pain is worse than others.

219 Cocoon

This mutant may create a cocoon out of secretions and whatever else it needs, and is then able to hibernate inside it.

220-221 Cold Blooded

This mutant either suffers from poikilothermia, or it is naturally cold-blooded, like a reptile. It will be adversely affected by temperatures lower than 30°C (86°F).

222-223 Colour Blind

This mutant cannot distinguish between certain colours.

► *Roll 1d4 for type of colour-blindness:*

1-2	Dichromacy (green and red look the same).
3	Monochromacy (mutant sees in black and white).
4	Tritanopia (blue and green look the same; violet and yellow look the same).

224 Cracking Joints

This mutant's joints are constantly cracking as it moves, making it hard to move silently. This is not painful to the mutant in any way, and does not wear down the joints.

225 Deaf

This mutant is unable to hear.

226 Decreased Agility

This mutant's physical co-ordination, flexibility, and sense of balance are far lower than the average specimen of its type.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

227-228 Decreased Metabolism

This mutant's reactions are slightly slower than normal. It may also suffer from a weakened immune system, an increased susceptibility to cold, brittle hair and nails, constipation, dry skin, irregular menstruation, poor memory, and unexplained weight gain.

229 Decreased Physical Stamina

This mutant has lower than average stamina, endurance, and toughness.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

230 Decreased Physical Strength

This mutant's muscles are weaker than what is normal for its species.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

231 Defensive Barbs

When threatened, this mutant can raise dangerous barbs, horns, spikes, or spines upon its skin. These function as weapons and protection, and are concealed when not in use.

232 Diabetes

This mutant has a problem with high blood sugar levels, probably due to an inability to produce insulin or a resistance to it. Diabetes can cause blindness, heart disease, obesity, and other health problems, including diabetic ketoacidosis, which can be fatal if untreated.

233 Disease Carrier

This mutant is the carrier of an infectious disease.

► *Roll 1d3 for infection's effect on mutant:*

1	The mutant betrays minor symptoms.
2	The mutant is completely unaffected.
3	The mutant suffers the full effects short of death.

► *Roll 1d8 for symptoms:*

1	Bone rot.	5	Pulmonary infection.
2	Flesh rot.	6	Sores and wounds.
3	Inflammation.	7	Tumours.
4	Neurological damage.	8	Weakening.

► *Roll 1d8 for vector:*

1	Airborne.	5-6	Ingestion.
2-4	Fluids/sexual contact.	7-8	Touch.

234-235 Double Jointed

This mutant is able to twist its limbs into surprising positions owing to a superior flexibility.

236-237 Early Maturation

This mutant matures quickly, finishing puberty and reaching physical adulthood at half the age as is normal for its species.

238 Efficient Digestion

This mutant digests biomass more efficiently than normal, allowing it to eat more types of organic material than is normal for its species, and cutting down on the amount of waste products it produces.

239-240 Electrical Generation

This mutant is able to produce an electrical charge that shocks anyone touching it. This charge may be transmitted through water and other conductive materials.

241-242 Electromagnetic Disruption

This mutant disrupts any electronic devices in its presence, unless those devices are specially shielded against such interference.

► *Roll 1d6 for range of disruption:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

► *Roll 1d4 for trigger:*

1	Always on.	3	Requires concentration.
2	At will.	4	Stress-induced.

243 Enhanced Musculature

This mutant's strength and reflexes are increased by half. Corresponding muscle functions, like grip and leaping distance, are likewise increased.

244-245 Enlarging Mouth

This mutant's mouth and throat can stretch, allowing it to swallow things its own size.

246 Excretion

This mutant excretes a substance on its skin.

► *Roll 1d10 for type of substance excreted:*

1	Acidic.	5	Numbing agent.	8	Paralytic.
2	Lubricant.	6	Other effect.	9	Sticky.
3-4	Hallucinogenic.	7	Pain-killer.	10	Toxic.

247 Explosive Death

When this mutant dies, it explodes, as do sizable parts of its body when they are removed.

248 Extensible Limbs

Some of this mutant's limbs can stretch and elongate, to 1d4+1 times their normal length.

► *Roll on the body part table or 1d6 (or 1d8) here for which limbs can extend:*

1	Arms.	5-6	Neck.
2-3	Arms and legs.	7	All limbs.
4	Legs.	8	Wings.

249 Fast Hair Growth

This mutant's hair and nails grow 2d6 times faster than is normal for its species. By extension, this applies to fur, feathers, horns, and other similar body parts.

250 Fast Movement

This mutant moves much faster than others of its species.

► *Roll 1d4 to determine the amount of speed increase:*

1	$\times 2$ (doubled).	3	$+\frac{1}{3}$ (increased by one third).
2	$+\frac{1}{2}$ (increased by one half).	4	$+\frac{1}{4}$ (increased by one quarter).

251 Finesse

This mutant's manual dexterity is much better than others of its species, and its fingers are deft and light.

► *Roll 1d4 to determine the amount of finesse increase:*

1	$\times 2$ (doubled).	3	$+\frac{1}{3}$ (increased by one third).
2	$+\frac{1}{2}$ (increased by one half).	4	$+\frac{1}{4}$ (increased by one quarter).

252 Fragrant

This mutant exudes a noticeably pleasant odour that most others of its species find attractive and/or relaxing.

► *Choose a fragrance or roll 1d12 here:*

1	Bark or leaves.	4-5	Flowers.	9	Honey.
2	Candy.	6	Food.	10-11	Perfume.
3	Cleanliness.	7-8	Fruit or seeds.	12	Vanilla.

253 Frog Tongue

This mutant has a very sticky tongue, which it can extend out of its mouth about twice its own length, and wrap around objects or drag them into its mouth.

254 Fruit

This mutant produces a biological product in a form that can be safely harvested, such as fruit or resin.

► *Roll 1d10 for type of fruit:*

1	Anti-radiation medication.	6	Radioactive.
2	Explosive.	7	Sedative or tranquilizer.
3	Immune system booster.	8	Tasty food.
4	Mental booster.	9	Toxic poison.
5	Poison antidote.	10	Two properties or other effects.

255 G-Tolerance

This mutant has an easy time adapting to changes in gravity. It functions well in zero-G environments, and withstands high-gravity pressures much better than others of its species.

256 Gas Bag

This mutant has a gas bag attached to the back or top of its body, which can be inflated enough to allow it to float through the air. It takes several moments to inflate, and will be of little use mitigating the effects of short falls, but can be inflated in time to prevent death from falls greater than a hundred feet (30m). The gas bag does not provide any way to move through the air, and the mutant may be at the mercy of wind currents.

257 Gas Emission

This mutant can emit a cloud of gas that envelops it and affects anyone in its presence.

► *Roll 1d8 for type of gas:*

1	Black and oily.	5	Paralytic.
2	Hallucinogenic.	6	Pleasant perfume.
3	Irritant.	7	Stinking.
4	Narcotic.	8	Toxic poison.

258-259 Gills and Lungs

This mutant has both gills and lungs, so it can breathe in water and on land.

260 Hangover Resistance

This mutant never has hangovers, and quickly recovers once its liver has neutralized toxins.

261-262 Heightened Hearing

This mutant's hearing is extremely well-developed, allowing it to filter, pinpoint, and identify specific sounds with ease, and notice much quieter sounds than others of its species.

263-264 Heightened Sense of Smell and Taste

This mutant can identify odours up to a hundred feet (30m) upwind and a hundred yards (91m) downwind, follow trails, identify individuals by smell, and sense contamination and poison in food when tasted. The mutant is also more sensitive to pheromones and toxic gases, but not to what would be considered "bad" smells.

265-266 Heightened Sense of Touch

This mutant's somatosensory system is so acute it can pinpoint the sources of faint vibrations, sense minute changes in temperature, and obtain more information about objects by touch than other members of its species.

267-268 Hemophilia

This mutant's blood lacks coagulating agents, and so any cuts will continue to bleed until the mutant is dead or the wounds are artificially sealed.

269 Hermaphromorph

This mutant is able to change sex at will. This process does not necessarily affect the mutant's gender identity.

► *Roll 1d6 (or 1d10) for the time changes take:*

1-2	A day.	4	Hours.	7-9	Minutes.
3	Half a day.	5-6	Several days.	10	Seconds.

270 High Body Temperature

This mutant's body temperature is much higher than normal, and it can suffer from heat exhaustion in very warm environments.

271-272 High Pain Threshold

This mutant is never stunned or incapacitated by pain. It can still feel pain, and is inconvenienced by it, but its mental and physical functions remain unimpeded.

273 Hollow Bones

This mutant's bones are hollow, being both lighter and weaker.

274 Horrible Stench

This mutant smells incredibly bad according to almost all other living creatures. There is little or nothing the mutant can do to alleviate this smell, which resembles rotting meat, except perhaps to try drowning it out with other scents.

275 Hyperadrenal Gland

When this mutant is subjected to stress, the adrenaline produced by its body is more effective than normal, and the boost to its physical effectiveness is very noticeable. After the adrenaline high wears off, the mutant experiences a period of weakness and shaking.

276 Hyperopia

This mutant cannot see objects clearly when they are close enough to be within reach.

**277 Immune to Disease**

This mutant is not susceptible to disease, either from bacteria, viruses, or latent genetic flaws.

278 Immune to Poison

This mutant is immune to toxins and poisons, and any life-threatening drug.

279 Increased Agility

This mutant's physical co-ordination, flexibility, and sense of balance are far greater than the average specimen of its type.

► *Roll 1d4 to determine the amount of increase:*

1 $\times 2$ (doubled).

3 $+ \frac{1}{3}$ (increased by one third).

2 $+ \frac{1}{2}$ (increased by one half).

4 $+ \frac{1}{4}$ (increased by one quarter).

280 Increased Appendix Size

This mutant's appendix is able to neutralize normally-deadly poisons, but can rupture if too much pressure is applied to the abdomen.

281 Increased Heart and Lung Size

This mutant's stamina is doubled due to its powerful heart and lungs. The mutant can hold its breathe for at least ten minutes at a time.

282-283 Increased Metabolism

This mutant requires more nourishment than others of its species, but this increase in appetite will never cause it to gain any significant amount of weight.

284 Increased Physical Stamina

This mutant has higher than average stamina, endurance, and toughness.

► *Roll 1d4 to determine the amount of increase:*

1	$\times 2$ (doubled).	3	$+\frac{1}{3}$ (increased by one third).
2	$+\frac{1}{2}$ (increased by one half).	4	$+\frac{1}{4}$ (increased by one quarter).

285 Increased Physical Strength

This mutant's muscles are much stronger and denser than what is normal for its species.

► *Roll 1d4 to determine the amount of increase:*

1	$\times 2$ (doubled).	3	$+\frac{1}{3}$ (increased by one third).
2	$+\frac{1}{2}$ (increased by one half).	4	$+\frac{1}{4}$ (increased by one quarter).

286 Increased Susceptibility to Illness

This mutant is exceedingly vulnerable to diseases, viruses, and bacterial infections.

287 Independently Focusable Eyes

Each of this mutant's eyes can focus independently without it being unduly distracted.

288 Infected

This mutant is infected with a bacteria, fungus, or parasite of some kind.

► *Roll 1d6 for symptoms affecting the mutant:*

1	Full symptoms.	3-4	No detrimental symptoms.
2	Mild symptoms.	5-6	Only visible symptoms.

► *Roll 1d6 for vector:*

1	Airborne.	4	Not infectious.
2	Fluids/sexual contact.	5	Prolonged exposure.
3	Ingestion.	6	Touch.

289 Infertile

This mutant is either sterile, or has an incredibly low fertility rate.

290 Inflation

This mutant is able to increase the appearance of its size, either by an expandable hood, frill, or ruff, or by puffing itself up, inflating loose, stretchy skin with air, gas, or liquid.

291 Infravision

This mutant can see radiated heat, allowing it to differentiate between temperatures on sight, and function relatively normally in the dark.

292 Ink

This mutant can produce a cloud or jet of blackish ink from its mouth or other orifice.

293 Intersex

This mutant displays a mix of features considered typical of either male and female sexes, but not usually both, or is otherwise near the middle of the dimorphic spectrum.

► *Roll 1d6 for type of intersexuality:*

1-2	Ambiguous genitalia.
3	Internal and external sex characteristics of (what are usually) different sexes (or even the sex of a different species).
4	No secondary sex characteristics.
5	Secondary sex characteristics but no reproductive organs.
6	True hermaphrodite, has fully functioning male and female sexual organs. If the mutant is normally asexual, it has the sex organs of another species.

294 Kidney Stones

This mutant is prone to passing stones that form in the kidneys and cause excruciating pain.

295 Light Dependency

This mutant requires an external light source to live and will begin to die if left in total darkness. No amount of light will blind or otherwise hinder this mutant.

296 Light Generation

This mutant can generate light at will. Choose a colour or roll on the basic or extended colour table.

► *Roll 1d4 for type of light generated:*

1	Blinding flashes.	2	Directed beams.	3-4	Phosphorescence.
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297 Light Sensitivity

This mutant's eyes are highly sensitive to light. It is blinded by normal daylight, but can see normally in dim light.

298 Long Life

This mutant, unless killed, will live about twice as long as others of its species, and will not suffer the effects of aging until very late in its life.

299-300 Low Pain Threshold

This mutant is extremely sensitive to pain.

301 Low Sex Drive

This mutant has an unusually low libido, even if it is fertile (though it may not be). It has little or no desire to mate with members of the opposite sex or engage in recreational sexual activity of any sort, and will be bored when attempting to do so.

302 Malleable Body

This mutant can bend, twist, and collapse its body, squeezing through small spaces and being comfortable in awkward positions. Any hard parts of the mutant's anatomy, like skeleton or shell, are extremely flexible, but not fragile.

303 Malleable Features

This mutant can reshape its own appearance by the application of pressure, using fingers and other implements to give itself a new face, move fat and muscles around, and reshape skin details. The mutant chooses when to be malleable, but must shape itself by hand.

304 Microscopic Vision

This mutant can see tiny objects clearly, if they are close.

305 Mute

This mutant has no vocal cords or speech-producing organs, and cannot talk.

306 Myopia

This mutant cannot see clearly past 1d10+10 feet (1d3+3m).

307 Nerve Cut-Off

This mutant can deaden its own nerves at will, so that it feels no pain or other sensations.

308 No Pain Receptors

This mutant is unable to feel pain, though it retains a normal sense of touch otherwise.

309 No Sense of Smell or Taste

This mutant has no olfactory senses, and cannot smell or taste anything. The mutant will still be affected by piquant food, poisons, and irritants, however.

310 No Sense of Touch

This mutant is almost totally unable to sense by touch, but still feels pain.

311 Oversexed

This mutant has an unusually high libido and desires sexual activity at all times. It may pass up activities necessary for survival in order to obtain sexual satisfaction. This increased sex drive is entirely biological in nature, not psychological.

312 Paraplegic

This mutant is paralysed below the waist.

313-314 Parasite Infestation

This mutant's body is infested with one or more parasites.

► *Roll 1d6 (or 1d10) for type of parasite infestation:*

1	Cloud of flies.	6	Worms.
2	Insect hive.	7	Alien creature.
3	Nest of crawling bugs.	8	Demon or supernatural being.
4	Nest of snakes.	9	Ghost or other undead.
5	Tongue replaced by parasite.	10	Intelligent alien colonists.

315 Parthenogenesis

This mutant may reproduce on its own, without requiring another member of its own species. The offspring will be a clone, the same as an identical twin. This mutation probably requires a womb or similar reproductive organs.

316 Performance Enhancement

This mutant can enhance its own mental and physical performance for a short amount of time by concentrating and expending great amounts of energy. Speed, strength, and each of its senses can be enhanced, usually in order to reach a certain short-term objective, but this is extremely draining, and will leave the mutant tired and hungry.

317 Permeable Skin

This mutant may absorb water and oxygen through its skin like an amphibian. This allows the mutant to breathe and drink underwater.

318-319 Pheromones

This mutant exudes pheromones.

► *Roll 1d8 for pheromone function:*

1	Attracts prey.	4	Inspires fear.
2	Causes disorientation.	5-6	Inspires lust.
3	Inspires aggression.	7-8	Marks territory or trails.

► *Roll 1d4 for pheromone trigger:*

1	According to a biological cycle.	3	At will.
2	Always on.	4	Stress-induced.

320 Photosynthetic

This mutant extracts nutrients from air, soil, and water by absorbing energy from sunlight.

321 Poison Glands

This mutant has glands that excrete poison.

► *Roll 1d6 (or 1d8) for poison location:*

1-2	Bite.	4	Injector.	6	Spit or spray.
3	Claws.	5	Secretion.	7-8	Kiss.

322 Poison Susceptibility

This mutant is exceedingly vulnerable to poisons and toxins, and levels that will only make others of the same species sick will kill this mutant.

323 Poor Dexterity

This mutant's manual dexterity is much worse than others of its species, and its fingers do not display finesse.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

324-325 Poor Respiration

This mutant's respiratory system is weaker than normal. It must rest after even short periods of strenuous activity or pass out, and cannot hold its breathe for more than several seconds.

326 Pouched Cheeks

This mutant's cheeks are elastic and its mouth may be used to carry a great deal of food or other objects.

327 Powerful Jaws

This mutant's jaw and mouth muscles are extremely well-developed and dense. It can easily crush bone between its teeth.

328 Powerful Legs

Because of its powerful leg muscles, this mutant can move at double normal speed and jump three times as high and far as normal.

329-330 Prehensile Feet

This mutant's feet are as dexterous as hands, with toes and possibly a thumb that are capable of fine manipulation and grasping.

331 Prehensile Hair

This mutant's hair can move and grasp objects at the mutant's direction.

332-333 Premature Aging

This mutant ages quicker than normal, appearing about twice as old as it actually is.

334 Prey Scent

This mutant gives off a scent that attracts predators.

335 Protected Senses

One or more of this mutant's senses is protected from over-stimulation. Disorienting stimuli and attacks against this sense have no effect on the mutant.

► *Roll 1d6 for senses that are protected:*

1	Balance and direction.	4	Smell and taste.
2	Hearing.	5	Two senses or other sense.
3	Pain and touch.	6	Vision.

336 Pseudopods

This mutant can project temporary tentacle-like appendages from its body. It appears otherwise normal when not employing any pseudopods.

**337 Quadriplegic**

This mutant is paralysed below the neck.

338 Quick Reflexes

This mutant's reaction speed is far quicker than the average specimen of its type.

► *Roll 1d4 to determine the amount of increase:*

1	×2 (doubled).	3	+ $\frac{1}{3}$ (increased by one third).
2	+ $\frac{1}{2}$ (increased by one half).	4	+ $\frac{1}{4}$ (increased by one quarter).



339 Radar

This mutant can sense and broadcast radio waves in order to determine the shape of its surroundings. These radio waves do not pass through solid objects or liquids.

► *Roll 1d8 for range of radar:*

1	A couple miles (3km).	5	Five hundred miles (800km).
2	A hundred feet (30m).	6	Six hundred yards (550m).
3	A hundred miles (160km).	7	Ten miles (16km).
4	A hundred yards (91m).	8	Twenty miles (32km).

340 Reflective Surface

This mutant's skin or other covering reflects heat, light, and electro-magnetic energy, including harmful laser blasts and nuclear energies. It may or may not be as shiny as a mirror.

341-342 Regeneration

This mutant can heal faster and more effectively than others.

► *Roll 1d6 for effectiveness of regeneration:*

1-2	Injuries heal several times faster than normal, and lost limbs grow back.
3	Injuries heal within days instead of months, and minutes instead of hours.
4-6	The mutant's limbs will grow back if severed.

343 Respiratory Filters

This mutant has filters in its lungs, esophagus, or at some other point in its respiratory system. It is immune to airborne bacteria, drugs, toxins, and viruses.

344 Roots and Vines

This mutant has roots and vines that can burrow into the ground and absorb nutrients, as well as keep the mutant attached to solid objects.

345 Rotating Body Part

One or more of this mutant's body parts can rotate a full 360 degrees.

► *Roll on the body part table or 1d4 here for rotating body part or parts:*

1	Arms and legs.	3	Head.
2	Hands and feet.	4	Waist.

346 Rotting Flesh

This mutant's flesh is prone to rotting—becoming putrid and foul-smelling, dripping fluids and falling apart easily. Without constant medical attention, the mutant will die.

347 Rubber Bones

This mutant's bones are soft and rubbery, making it harder to stand up straight and use its muscles properly. Strength is halved, but the mutant can fit into tight spaces easier. The mutant is injured less by blunt impacts, due to shock absorption, but suffers more from crushing and squeezing, since these bones provide less protection to internal organs.

348 Rubbery Skin

This mutant's skin is hard and rubbery and slows it down a little, especially in cold weather.

349 Saliva Substitution

This mutant's saliva has some additional property that it is immune to, but other are not.

► *Either roll on the blood substitution table or 1d8 here for property of saliva:*

1	Acidic.	5	Paralytic.
2	Analgesic.	6	Piquant.
3	Dries as a solid mass.	7	Poisonous.
4	Hallucinogenic.	8	Webbing strands.

350 Salt Drinker

This mutant suffers no ill effects for drinking salt water instead of fresh water.

351 Sanitized Metabolism

This mutant has virtually no foreign bacteria or parasites in its digestive system, which produces natural enzymes to break down food in place of these organisms. Its immune system may be correspondingly weak, forcing it to live in a special or artificial environment.

352 Shapechanger

This mutant can change its shape and appearance.

► *Roll 1d10 for type of shape-changing:*

1	The mutant can conceal its other mutations and appear normal.
2-3	The mutant can mimic another species (roll on the creature table).
4	The mutant has a multi-stage life cycle.
5-7	The mutant has two forms and can switch between at will (roll on the creature table for second form).
8-9	The mutant is diurnal, with one form during the day and another at night (roll on creature table for second form).
10	The mutant suffers from uncontrollable shape changes.

353 Shedding

This mutant sheds its skin.

► *Roll 1d4 for type of shedding:*

1	Regular moulting of whole skin.	3	Skin constantly flakes off.
2	Skin can be shed as necessary.	4	Skin constantly peeling.

354 Short Life

This mutant will only live half as long as others of its species, but it will not age prematurely.

355-356 Silent Movement

Due to soft pads on hands and feet, and a modified physiognomy, this mutant makes almost no sound when it moves.

357 Silk Production

This mutant can produce strands of very strong silk, like that of a spider or silkworm. These can be smooth or sticky, and can be used to climb, form a web, or bind prey.

358-359 Slow Healer

This mutant's ability to heal is impaired, for whatever reason. It takes twice as long as is normal for its species to recover from injuries, fatigue, and illness.

360 Slow Movement Speed

This mutant cannot travel on its limbs as fast as others of its species.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

361 Slow Reaction Time

This mutant's reaction speed is far lower than the average specimen of its type.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

362-363 Sonar

This mutant emits high-frequency sound and listens to the reflections in order to navigate its surroundings. It can operate normally in darkness, and knows the shape of its surroundings within a hundred feet (30m). Creatures and devices able to detect high frequencies will be alerted to the mutant's presence when it uses sonar.

364 Sonic Blast

This mutant can project a concentrated blast of sound that stuns and deafens those targeted. This mutant can also be very loud.

365 Sound Mimicry

This mutant can closely mimic any sound it hears.

366-367 Speech Impediment

This mutant's mouth has an awkward shape—perhaps because of a cleft lip and/or palate, too many teeth, oddly-shaped teeth or bones, or gaps where teeth failed to develop—giving it a distinctively thick speech impediment.

368 Spinning

This mutant can spin at high speeds without becoming dizzy or disoriented. While spinning, the mutant's senses are impaired but still functional.

369 Spore Cloud

This mutant can emit a cloud of spores that irritate the eyes, skin, and throat of those caught within it, and possibly helps it reproduce.

370 Sprint

This mutant may sprint at incredibly fast speeds over short distances, up to five times as fast as normal for its species.

371 Stiff Joints

This mutant's limbs and joints are stiff and hard to bend. The mutant moves in a jerky, ungraceful manner, cannot run at full speed, and has trouble with manual dexterity.

372 Strong Skeleton

This mutant has extremely hard bones that can withstand as much kinetic force as steel.

373 Structural Weakness

This mutant's bones and other hard parts are structurally deficient and more prone to breaking and fracturing than normal.

374 Suckers

This mutant has visible suckers that help it grip and hold things.

► *Roll 1d8 for location of suckers:*

1 Almost all over.

5-6 Tips of fingers and toes.

2-4 Hands and feet.

7-8 Underside of body.

375-376 Telescopic Vision

This mutant can see clearly for up to two miles (3km) and still distinguish individuals.

377-378 Temperature Resistance

This mutant can function normally in temperatures that others of its species find too hot or cold. It takes longer to freeze to death or suffer heat exhaustion, but cannot withstand temperatures that boil water or freeze flesh.

379-380 Temperature Sensitivity

This mutant is acutely vulnerable to extremes of heat and cold, and will become weak and sluggish before others do.

381 Thin Skin

This mutant's skin is thin and brittle, making it easier to penetrate or tear.

382 Total Healing

This mutant has the ability to replace all its cells rapidly, which takes a span of one day for every hundred pounds, and requires the mutant to eat constantly throughout. This process sheds skin, regrows lost limbs, and purges the body of radiation poisoning and toxins. When the process is finished, the mutant is weak and exhausted, and must rest for several days.

383 Toxic

This mutant's flesh and organs are highly toxic to most other animals.

384 Toxin Resistance

This mutant is unaffected by normally-lethal levels of most or all toxins, poisons, and drugs. This is not total immunity, but much higher doses are required for effect.

385 Trail of Slime

This mutant secretes slime as it moves along the ground.

386 Tremor Sense

This mutant can sense movement through vibrations in the ground and other solid matter.

► *Roll 1d6 for range of tremor sense:*

1-2 1d10×10 feet (1d6×5m).

4-5 A hundred yards (91m).

3 A couple miles (3km).

6 Half a mile (800m).

387 Tunnel Vision

This mutant has little or no peripheral vision.

388 Ultravision

This mutant can see into the ultraviolet range, which makes radiation and electro-magnetic energy visible. The mutant is immune to welder's flash, but will be almost blind in space, due to the abundance of vacuum ultraviolet.

389 Uncontrollable Flatulence

This mutant has intestinal difficulties that cause it to fart a lot.

390-391 Venomous Bite

This mutant's bite is enhanced by venom.

► *Roll 1d3 for type of venom:*

1	Necrotic venom.	2	Paralytic venom.	3	Toxic poison.
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392 Ventriloquist

This mutant can throw its voice, without moving its lips or appearing to make noise at all.

393 Vents

This mutant has vents in its skin that release air, steam, or other gases.

394 Voluminous Lungs

Due to its expansive lung capacity and other adaptations, this mutant can hold its breath for up to an hour.

395 Vomits at Will

This mutant may projectile vomit. There is a 1 in 3 chance this vomit is harmful enough to be used as a deadly weapon.

396 Water Dependency

This mutant's skin must be kept moist by immersion in water at least once every 1d4 hours. If its skin dries up, it will crack and split painfully, becoming vulnerable to infection.

397 Water-Soluble Skin

This mutant's skin lacks cohesion and will dissolve if immersed in water.

398 Weak Spot

This mutant has a particular weak spot. If this spot is struck at all, the mutant will be stunned, paralysed, or even killed. Roll on the body parts table to determine where this weak spot is.

399 Wet Skin

This mutant's skin is coated with a layer of fluids, secreted by special glands.

400 Wounding Genitals

This mutant's genitals cause wounds, either because of barbs, coarse texture, grinding parts, stingers, teeth, or other features.

mind: behaviours mutations

401 Addicted

This mutant is physically addicted to a drug or some other substance that normally has physiological and/or mind-altering properties.

► *Roll 1d6 for availability of drug or substance:*

1-2	Commonly available.	5	Not commonly available.
3-4	Commonly available but proscribed or stigmatized.	6	Only one source exists.

► *Roll 1d6 for frequency of necessary use:*

1-2	Daily.	5	Twice a week.
3-4	Several times a day.	6	Weekly.

► *Roll 1d8 for type of drug or substance:*

1	Antidepressant.	5	Sedative.
2	Hallucinogenic.	6-7	Stimulant.
3-4	Narcotic.	8	Two properties.

402 Addictive Personality

This mutant is prone to addictive and compulsive behaviours.

► *Roll 1d6 for the most dominant type of addiction or compulsive behaviour:*

1	Alcoholism.	4	Gambling.
2	Drugs.	5	Obsession or other behaviour.
3	Food.	6	Sex.

403 Always Afraid

This mutant lives in a perpetual state of fear, which can only be relieved by the heavy use of medication.

404 Anxious

This mutant is often nervous, prone to introspective self-doubt and worry.

405 Assimilationist

This mutant modifies its behaviour to fit group dynamics and social norms. It may or may not accept a society's ideology, but it can mimic normative behaviour with relative ease. It does not gain any great insights into culture by doing this, however, nor is it better at manipulating culture simply because it is able to fit in.

406 Berserker

When this mutant engages in significant acts of violence, it is subject to furies and will remain violent until exhaustion forces it to stop. The mutant can engage in simple acts of violence such as one-on-one duels, without triggering the berserk state, but battles with multiple opponents on either side will make the mutant go berserk.

407 Blood Rage

This mutant is prone to rages whenever it is harmed or injured. If enraged, the mutant will fight against the perceived cause of its injuries until either the threat or the mutant is neutralized.

408 Breakdowns

This mutant is subject to bouts of irrational behaviour. There is a 10 per cent chance it will suffer a breakdown when confronted with a stressful situation.

► *When the mutant breaks down, roll 1d6 to determine its behaviour:*

- 1 It attacks the largest and/or most threatening individual present.
- 2 It attacks the weakest and/or the most vulnerable individual present.
- 3 It attempts to commit suicide.
- 4 It falls down and sobs uncontrollably for several minutes.
- 5 It stands in place, screaming, for several minutes.
- 6 It tries to wreck any valuable objects present.

409 Burrower

This mutant prefers to live and sleep in a burrow underground.

410-411 Carnivore

This mutant is an obligate carnivore, depending solely on animal tissue for its diet, which can include fish and insects. It gains little or no sustenance from devouring plant matter.

412 Code of Honour

This mutant feels the need to live by well-defined rules, and obeys a strict code of behaviour it has learned from an external source.

413 Compulsive Behaviour

This mutant engages in compulsive behaviour, repeating certain actions and performing set rituals. It may realize what it is doing, but is unable to stop without supreme effort.

414 Compulsive Liar

This mutant is constantly telling lies, exaggerating, and making up stories.

415 Contrarian

This mutant is compelled to oppose others and take an antagonistic stance, even if only to play “Devil’s advocate” to a position it agrees with.

416 Controlled by Stars

This mutant’s mental state and behavioural patterns can be mapped to the moon and stars. As the stars migrate across the heavens, they influence the mutant’s biological state.

417 Daylight Stasis

This mutant is asleep and inactive during the day.

418 Deep Sleeper

This mutant sleeps very deeply. Awakening prematurely is extremely difficult, and the mutant will be groggy and disoriented until it can continue sleeping.

419 Degenerate Gambler

This mutant is addicted to gambling. It will try to continue gambling even after going broke.

420 Dependency

This mutant is physically dependent on a chemical, drug, or other substance to maintain a functionally normal life. The mutant is not addicted—this substance is actually required or the mutant will suffer negative physical and/or mental effects and could possibly die.

► *Roll 1d6 for availability of substance:*

1-2	Commonly available.	5	Not commonly available.
3-4	Commonly available but proscribed or stigmatized.	6	One source.

► *Roll 1d6 for frequency of necessary use:*

1	Daily.	3	Every two weeks.	5	Twice a week.
2	Every few hours.	4	Monthly	6	Weekly.

► *Roll 1d6 (or 1d10) for ill effects:*

1	Hallucinations and psychosis.	6	Poltergeist effects.
2	Magical persecution.	7	Unconscious psychic attacks.
3	Mental incapacitation.	8	Uncontrolled mutation.
4	Physical wasting.	9	Vulnerability to illness.
5	Physical weakness.	10	Vulnerability to possession.

421-422 Depression

This mutant is prone to bouts of depression and melancholy, during which it suffers from low energy, suicidal impulses, and general unhappiness.

423 Dominant

This mutant prefers to be the most active member in any social interaction or relationship it participates in. This may or may not extend to dominating the decision-making as well.

424 Drone

This mutant dislikes making decisions on its own, and must be ordered to do anything important. It will internalize even complex lifestyle ideologies, and continue such behaviour when not subjected to an authority figure. This mutation can also mean the mutant is a sterile worker drone, or that it has been domesticated.

425 Drone Producer

This mutant produces sterile drone offspring, either sexually or asexually. These drones are much smaller than the mutant and not very creative, independent, or intelligent, and are only capable of performing one or two general tasks.

► *Roll 1d8 for drone ability to specialize:*

1-3	Drones can be specialists (roll one specialty) or labourers, but not both.
4-5	Drones can each perform one of 1d3+1 different specialties.
6	Drones can each perform one or two of 1d4+2 different specialties.
7-8	Drones can only perform unskilled labour.

► *Roll 1d10 for possible drone specializations (if any):*

1	Administration.	6	Foraging and scouting.
2	Child rearing.	7	Habitat construction.
3	Defence.	8	Production of art or culture.
4	Fighting (one style).	9	Skilled labour (one skill).
5	Food production (one food).	10	Unskilled labour.

426-427 Eating Disorder

This mutant has an eating disorder and the body image problems that accompany it.

► *Roll 1d6 for general type of eating disorder:*

1	Anorexia.	3	Geophagy or pica.	5	Overeater.
2	Bulimia.	4	Guilty eater.	6	Picky eater.

428 Egg Layer

This mutant reproduces by laying eggs, incubating its young in cocoons, or producing spores, which are fertilized either inside or outside the female. The fetus develops within the egg, which may grow or remain a uniform size, while it is outside the female's body.

429 Excessive Sleeper

This mutant requires about twice as much sleep as others of its species.

430 External Digestion

This mutant cannot digest its food internally. Instead, it vomits stomach acids onto its food, then devours the resulting slurry.

431 Faith

This mutant has a biological predilection to feel connected to a higher power, a guiding plan, and a structured, unified cosmos.

**432 Fear of Sacred Objects**

This mutant is repelled and disgusted by sacred or religious objects and symbols. It will not willingly approach or touch a religious icon, and will flee from those brandishing them.

433 Fits and Seizures

This mutant has a 5 per cent chance of suffering a fit or seizure when stressed.

► *Roll 1d8 (or 1d10, or 1d12, or 1d20) for the kind of seizures:*

1	Catatonia.	4	Epilepsy.	7	Narcolepsy.
2	Delusions.	5	Hallucinations.	8	Stroke.
3	Fainting.	6	Hysteria.	9-20	Magical.

434 Glossolalia

This mutant can “speak in tongues,” uttering nonsense, speech-like syllables with some ritual preparation. There is also a 5 per cent chance it will do this during a stressful situation.

435 Hallucinations

This mutant is prone to hallucinating.

► *Roll 1d8 for the usual cause of hallucinations:*

1	Bright lights and loud noises.	5	Lack of food (a day or more).
2	Crowds.	6	Lack of sleep (a day or more).
3	Dehydration.	7	Sexual arousal.
4	High-stress or violent situations.	8	Time alone.

**436-437 Headaches**

This mutant is prone to painful migraine headaches which are usually exacerbated by stress.

438-439 Herbivore

This mutant is unable to digest meat, and must subsist on a diet of plant material.

440 Hibernating

This mutant tends to hibernate during adverse environmental conditions, increasing its food intake beforehand, and burning the fat while in hibernation.

441 Highly Social

This mutant prefers to exist within a group, and dislikes being alone. It might prefer packs, herds, or simply refuses to be active on its own, and must be part of at least a pair.

442 Hoarder

This mutant compulsively hoards objects, and refuses to throw things away.

443 Honest

This mutant will not lie or deceive others.

444 Hunting Instinct

This mutant is dominated by a powerful urge to hunt and kill. The mutant may be fixated on a specific creature or type of person.

445 Hypochondria

This mutant obsesses over imaginary afflictions and illnesses it does not have.

446 Hysterical Injury

Under stress, this mutant believes it is afflicted with some sort of wound, loss of sight, touch, or hearing, inability to move properly, or some other injury it does not have.

447 Irrational Hatred

This mutant has an irrational hatred of something, and will become enraged upon encountering it or thinking about it too much.

► *Roll 1d8 for type of thing hated:*

1	Authority figure or institution.	5	Specific class, culture, or race.
2	Common situation.	6	Specific occupation.
3	Common type of object.	7	Uncommon situation.
4	Roll on creature table.	8	Uncommon type of object.

448 Kleptomania

This mutant feels compelled to steal.

449 Largesse

This mutant does not consider material possessions to be of great importance, and will happily part with them in order to help or assist other people.

450-451 Mania

This mutant is prone to bouts of manic hyperactivity, which may cause exhaustion, obsessive/compulsive behaviour, recursive thinking, an inability to concentrate, and even psychotic episodes.

452-453 Manic Depressive

This mutant is prone to alternating manic and depressive phases.

454 Masochism

This mutant enjoys pain and likes to be degraded, hurt, and humiliated.

455 Mental Block Defence Tactic

When this mutant has an unpleasant or violent experience, there is a chance it will block the source from its mind and refuse to acknowledge it in the future, even if it once again becomes a threat or a cause of stress.

456 Migratory

This mutant is constantly moving from one location to another, because it is nomadic, sensitive to environmental changes, or possessed by wanderlust.

457 Motherliness

This mutant tends to mother people, making them feel safe and cared for. In its presence, worried, frightened, and irritated people grow calm and contented, especially children.

458 Multi-Stage Lifespan

This mutant will exist in more than one form over the course of its lifespan. At the very least, it has one form when immature, and metamorphoses into another when it reaches adulthood, but it could have more than two stages.

459 Multiple Personalities

This mutant has one or more additional personalities that may or may not share the same memories or be aware of each other, but will always act differently.

► *Roll 1d6 for number of extra personalities:*

1	1d6+2 extra.	2	One extra.	3	Two extra.
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460 Narcolepsy

This mutant is vulnerable to spontaneously falling asleep when subjected to stress.

► *Roll 1d6 for likelihood of falling asleep under pressure:*

1 1 in 6 chance.

2-4 5 per cent.

5-6 10 per cent.

461 Nightmares

This mutant is prone to terrifying nightmares, and often wakes up screaming, drenched in sweat. The mutant may dread falling asleep or resort to drugs to sleep soundly.

**462-463 Nocturnal**

This mutant is nocturnal, normally sleeping during the day. It can see well in poorly-lit conditions short of total darkness, and is rather sensitive to light. If the mutant is already nocturnal, it becomes diurnal.

464 Obsessive

This mutant can becomes fixated on things, until they consume its every waking hour.

465 Omnivore

This mutant's digestive system is so hardy it can eat any organic material without ill effects, including spoiled meat, contaminated water, and the waste products of other creatures.

466 Outbursts

This mutant is prone to unsettling outbursts while under stress, which may include spontaneous dancing, obscene gestures, salacious or caustic language, inappropriate touching, incontinence, and, most especially, denial.

467 Pacifist

This mutant cannot take violent action, even in self-defence.

468 Paranoia

This mutant is prone to fits of paranoid delusions that it is being persecuted.

469 Periodic Amnesia

This mutant is vulnerable to bouts of stress-triggered amnesia.

470-471 Phobia

This mutant has an unreasoning and overwhelming fear of something, and will either be paralysed in terror upon encountering it, or noisily distressed and will attempt to flee.

► Roll 1d100 for object of fear:

1	Abandoned places.	53	Injury.
2	Aliens.	54	Language or words.
3	Animals.	55-64	Loud noises.
4	Bacteria.	65-66	Machinery or technology.
5	Beds.	67	Magic.
6	Being abducted.	68	Men or women.
7	Being alone.	69	Monsters or mutants.
8	Blood.	70	Music.
9	Bridges.	71-78	Open spaces.
10	Bugs and insects.	79	Pain.
11	Cats.	80	Pins and needles.
12	Children.	81	Plants.
13	Clowns.	82	Poison.
14	Cold.	83	Radiation.
15-19	Crowds.	84	Rain, storms, and wind.
20	Darkness and night.	85	Religion.
21	Dead things.	86	Reptiles.
22	Depth or the sea.	87-88	Roll on the basic colour table.
23	Dirt.	89	Roll on the extended colour table.
24	Disease or infection.	90	Roll on the creature table.
25	Doctors.	91	Sex.
26	Dogs.	92	Sinning.
27-36	Enclosed spaces.	93	Slime.
37	Fire.	94	Snakes.
38	Flying.	95	Space.
39-41	Foreigners or strangers.	96	Spiders.
42	Fur or hair.	97	Touching.
43-50	Heights.	98	Water.
51	High speeds.	99	Weapons.
52	Home confinement.	100	Whatever you see first when you look up from this page.

472 Physical Coward

This mutant suffers from combat paralysis, is deathly afraid of personal, bodily risk, and is virtually usually unable to enter into physically dangerous situations and conflicts.

473-474 Physical Self-Loathing

This mutant feels a distinct dissatisfaction with, or even hatred of, its own body. It may feel it is the wrong size, shape, or sex, that it does not look the way the mutant would like it to, or that parts of it must be removed. The mutant may also, or instead, feel alienated inside its own skin, like it does not belong there.

475 Pyromania

This mutant feels compelled to set fires.

476-477 Restricted Diet

This mutant can only gain sustenance from a small category of food.

► *Roll 1d6 for type of food:*

1	Bugs.	3	Carrion.	5	One type of plant.
2	Cannibal.	4	Live animals.	6	Rocks.

478 Ritualistic

This mutant makes use of ritual phrases, gestures, and actions in all areas of its life. It adapts to new rituals with ease.

479 Sadism

This mutant enjoys hurting and degrading others.

480 Schizophrenia

This mutant is prone to disintegrating thought processes, hallucinations, paranoid delusions, psychotic episodes, and social impairment. There is no standard pharmacological cure.

481 Sexual Fetish

This mutant is sexually fixated upon a specific object, circumstance, or type of person.

► *Roll 1d12 for fetish:*

1	Alien fantasies.	7	Rape fantasies.
2	Bondage.	8	Roll on the body part table.
3	Cuckold fantasies.	9	Roll on the creature table.
4	Dominance.	10	Specific item of clothing.
5	Gendered clothing.	11	Specific occupation.
6	Incest fantasies.	12	Submission.

482 Sexual Neurosis

This mutant's sexual impulses deviate from the norms of its species in some way.

► *Roll 1d6 for type of sexual neurosis:*

1-2	Asexual.	4	Non-normative compulsion.
3	Fear of sex.	5-6	Oversexed.

483 Sexual Prowess

This mutant is exceptionally talented in the arts of sex (lovemaking and/or mating, depending on species). This may or may not be apparent from its appearance.

484 Short Fuse

This mutant has trouble controlling its anger, tends to be very touchy, and is prone to fly into rages under stress, or when it feels it is being attacked or criticized.

485 Shuddering

This mutant shakes uncontrollably and cannot sit still.

486 Shy

This mutant is extremely uncomfortable around strangers, will avoid them, and tends to be quiet and unassertive when it has to interact with them.

487 Silly Voice

This mutant has an odd, even humiliating, manner of speaking.

488 Silly Walk

Others think this mutant has an odd way of walking. Maybe it is always dancing, skipping, crab-crawling, or walking on the balls of its feet even out of high-heeled shoes.

**489 Sleepwalking**

This mutant is prone to walking in its sleep, and may even perform complex actions in such a state. The mutant does not remember what it has done when it awakens.

490-491 Slovenly

This mutant cannot be bothered to keep its appearance up, nor does it take care to tidy up its surroundings or living area. Cleanliness and orderly surroundings mean nothing.

492 Sociopathic

This mutant is unable to feel empathy or sympathy for other individuals it is not already close to, or who do not benefit the mutant in some direct and concrete manner.

493 Strange Sound

This mutant emits strange sounds.

► *Roll 1d4 for type of sound:*

1 Attractive sound.

3 Threatening sound.

2 Strange speech.

4 Uncontrollable sound.

494 Stuttering

This mutant cannot speak without stammering and stuttering, especially under stress.

495 Submissive

This mutant is uncomfortable with obvious leadership roles and prefers to leave either the decision-making or the action—or both—to others.

496-497 Territorial

This mutant stakes out its own territory and is fiercely protective of it, driving away any unwanted intruders. If the mutant is already territorial, it becomes expansionist.

498-499 Tidy

This mutant instinctively takes good care of its appearance, keeps itself well-groomed, and tends to keep its surroundings neat and tidy.

500 Vengeful

This mutant harbours deeply ingrained negative feelings towards those it feels it has been wronged by. This mutant will carry a grudge indefinitely and always seek to take revenge when the opportunity arises.

mind: cognitive mutations

501-502 Animal Friendship

This mutant has a natural talent for handling animals. No animal will harm this mutant except in self-defence, and will often be calm and friendly. Does not apply to monsters.

503 Anticipation

By concentrating on a particular target, this mutant can anticipate their future actions. The mutant can predict a target's actions for a duration that equals the amount of time it spends examining that individual's behaviour, or the products of their behaviour, including writings and artworks. If the mutant does not examine the target directly, it can only anticipate what the target intended to do at the time the works considered were created.

504-505 Attention Deficit Disorder

This mutant is unable to concentrate on a single task for long periods of time, is easily distracted, and usually forgets what it is supposed to be doing.

506 Autobiographical Memory

This mutant can remember everything that happened to it, and can recall episodes and events from memory in complete form.

507-509 Body Sense

This mutant is acutely aware of how well its body is functioning. It knows its own physical activity levels, nourishment requirements, chemical balances, and fatigue levels better than most detection machines do.

510 Computer Brain

This mutant's brain can perform complex calculations at the same speed as a supercomputer. The mutant can mentally compute probabilities, count cards, analyze data, run simulations, and remember massive amounts of information, accessing it at lightning speed.

511-512 Cultural Flexibility

This mutant is able to mingle and associate easily with people of any race, creed, social status, or cultural background, due to its ability to accept alien cultural patterns and mimic such behaviours without needing to criticize them. Other people feel at ease around the mutant and are generally non-judgmental of its presence.

513-514 Decreased Awareness

This mutant's ability to perceive its surroundings is worse than the average specimen of its type.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$\times \frac{1}{3}$ (decreased by one third).
2	$\times \frac{1}{2}$ (decreased by one half).	4	$\times \frac{1}{4}$ (decreased by one quarter).

515-516 Decreased Empathy

This mutant's ability to empathize with other creatures is stunted or non-existent, although it can still be sympathetic to, or ideologically allied with, them.

517-518 Decreased Intellect

This mutant's mind moves slower than the average specimen of its type.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

519-520 Decreased Social Aptitude

This mutant's ability to understand and perform social norms is much worse than is average for specimens of its type.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

521-522 Decreased Willpower

This mutant has less willpower than the average specimen of its type.

► *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

523-524 Directional Sense

This mutant is always aware of its spatial position, which way is north, and where objects in its presence are located. The mutant can also detect what has moved in an area it has been to.

525 Disciplined

This mutant is not easily distracted when it knows what it is doing and has a regimen or schedule to follow. The need to improvise can break this intense focus.

526 Dreamless

This mutant requires sleep, but does not dream.

527 Dual Attention

This mutant may concentrate on two completely different tasks at the same time, devoting as much attention to each as a member of its species would normally only be able to devote to one. The performance of these two tasks is restricted by physical limitations, of course. If this mutant also has Dual Brain, it can perform four tasks at the same time.

528-529 Dual Brain

This mutant has two brains, but not necessarily two heads. Each brain has different mental mutations (determine randomly which brain has which mutation), and psychic attacks against this mutant must succeed against both brains to succeed at all. There is a 1 in 3 chance that this second brain will impair the first brain and cause the mutant to occasionally exhibit different personalities, suffer from insomnia, and fall into fits of insanity.

530-531 Dyslexia

This mutant is dyslexic, and has difficulty reading and writing, and processing visual symbols. This mutant must work harder than others to master written language.

532-533 Earthquake Prediction

This mutant can sense seismic activity, and knows when an earthquake or other disruption is about to happen. It can also sense weaknesses in the structural integrity of buildings.

534 Editorial Evaluation

This mutant is extremely adept at evaluating the causes and processes of its own failures and less-than-successful projects, as well as identifying what aspects of an undertaking were substantially more successful than others, and how to continue in the same vein.

535 Eidetic Memory

This mutant has perfect recall and can peruse its memories like films or photographs.

536-537 Emotionless

This mutant does not feel extremes of emotion; not anger, despair, fear, nor joy. It still has some small semblance of emotional life, such as annoyance, contentedness, enmity, and friendship, but these are highly intellectual compared to normal human emotions.

538 Enhance Mutations

This mutant can double the effects of other mutations, mental or physical, by concentrating. This is extremely draining, and the mutant will require rest and nourishment after using it.

539-540 Enhanced Nervous System

This mutant's senses are increased and its reaction times are lowered, but it can suffer from sensory overload on occasion.

541-543 Enhanced Senses

This mutant's brain is able to process sensory information much more efficiently than is normal for its species.

► *Roll 1d6 for which senses are enhanced:*

1	Balance.	3	Smell and taste.	5	Two senses.
2	Hearing.	4	Touch.	6	Vision.

544 Genetic Memory

This mutant retains the memories and some of the knowledge of one or more of its ancestors. It may also display personality traits related to these memories.

545-546 Heightened Olfactory Memory

This mutant can recognize individuals, locations, and substances by scent, and can remember exactly where and when it smelled a specific scent before.

547 Hive Mind

This mutant's mind is joined with those of two or more other individuals. All members of the hive have a common purpose when they are together, and may have more effective means of communication between each other. When members of the hive split up, their cognitive abilities and identities begin to fracture.

548-549 Increased Awareness

This mutant's ability to perceive its surroundings is better than the average specimen of its type.

► *Roll 1d4 to determine the amount of increase:*

1	×2 (doubled).	3	+ $\frac{1}{3}$ (increased by one third).
2	+ $\frac{1}{2}$ (increased by one half).	4	+ $\frac{1}{4}$ (increased by one quarter).

550-551 Increased Brain Size

This mutant has a larger-than-normal brain, doubling its mental capabilities.

► *Roll 1d6 for head size:*

1	Skull is normal-sized. The over-sized brain is located in two or more places.
2-3	Skull is normal sized, but the brain is under pressure, causing occasional ataxia, disorientation, hallucinations, memory loss, migraines, psychotic episodes, and/or strokes.
4-6	Skull size is increased to compensate for the over-sized brain.

552-553 Increased Empathy

This mutant is far better able to empathize with other creatures than others of its species.

554-555 Increased Intellect

This mutant's mind moves faster than the average specimen of its type.

► *Roll 1d4 to determine the amount of increase:*

1	$\times 2$ (doubled).	3	$+\frac{1}{3}$ (increased by one third).
2	$+\frac{1}{2}$ (increased by one half).	4	$+\frac{1}{4}$ (increased by one quarter).

556-557 Increased Social Aptitude

This mutant is cognitively better at understanding and performing social norms than the average specimen of its type is.

► *Roll 1d4 to determine the amount of increase:*

1	$\times 2$ (doubled).	3	$+\frac{1}{3}$ (increased by one third).
2	$+\frac{1}{2}$ (increased by one half).	4	$+\frac{1}{4}$ (increased by one quarter).

558-559 Increased Willpower

This mutant has more willpower than the average specimen of its type.

► *Roll 1d4 to determine the amount of increase:*

1	$\times 2$ (doubled).	3	$+\frac{1}{3}$ (increased by one third).
2	$+\frac{1}{2}$ (increased by one half).	4	$+\frac{1}{4}$ (increased by one quarter).

560-562 Insomnia

This mutant has problems falling asleep and staying asleep. In serious cases, this may lead to impaired health and mental abilities, hallucinations, and even psychotic episodes.

563 Intuition

This mutant is subconsciously aware of others' true intentions, and can always react quickly to their actions. It will never be surprised or caught off-guard by someone it knows.

564-565 Linguistic Aptitude

This mutant has a flair for languages, finding it easy to learn and remember new languages and dialects, spoken and written, without a lot of practice.

566-567 Linguistic Mimic

This mutant picks up the verbal quirks of whoever it is speaking to, and retains the ability to tailor its own speech to the person it is speaking with. This puts others at ease around the mutant, helping to convince them that the mutant has their best interests in mind, and shares the same opinions and world view.

568 Lucid Dreaming

This mutant is aware when it is dreaming, always retains full knowledge of its own identity when dreaming, and can enter a dream-state while awake, without any apparent lapse in consciousness. This gives it a much greater ability to tell what is real apart from what is unreal. Mind-altering drugs, illusions, psychic intrusion, and mind control have a much lower rate of effectiveness against this mutant.

569-570 Math Brain

This mutant can easily comprehend vast swathes of abstract information and mathematical relationships, allowing it to excel in various scientific fields.

571-572 Mechanical Intuition

This mutant is much better at figuring out mechanical and technological devices than others of its species. It can also learn mechanical and technical skills much quicker.

573 Memory Palace

This mutant has a detailed location inside its own imagination. Memories are keyed to specific parts of this location, and can be recalled perfectly if the mutant imagines itself entering this memory palace and retrieving them.

574 Mental Blockage

This mutant's mind refuses to acknowledge something, even though it is real. The mutant's conscious mind is unable to perceive what is blocked.

► *Roll 1d6 for the subject of the blockage:*

1	Location.	3	Social custom.	5	Type of object.
2	Past event.	4	Type of creature.	6	Type of person.

575 Mindless

This mutant is a mindless automata, incapable of even the simplest thoughts.

576-577 Natural Leader

This mutant possesses a natural charisma and the ability to lead and inspire others without being resented for giving orders. Others tend to respect it and look to it for guidance.

578 No Visual Memory

This mutant cannot make memories out of visual information, and cannot recall the appearance of anything it has seen before. This does not affect the mutant's recognition memory, and it will recognize people and things it has seen before, but will be unable to visualize anything it is not seeing.

579-580 Quick Learner

This mutant has an increased aptitude for learning certain types of skills. The mutant will progress in these areas at least twice as fast as others.

► *Roll 1d10 for type of skills that are easier to learn:*

1	Administration and management.	6	Music.
2	Arts and crafts and design.	7	Scientific skills.
3	Athletic performance.	8	Social skills.
4	Business-oriented skills.	9	Technical and mechanical skills.
5	Mathematics.	10	Writing skills.

581-582 Radio Communication

This mutant can communicate by sending and receiving radio waves.

► *Roll 1d6 for bandwidth mutant uses:*

1	Any radio frequency.
2-3	One group of frequencies (AM, FM, etc).
4	One large group of frequencies (HF, MF, etc).
5-6	One specific frequency.

► *Roll 1d4 for range of radio communication:*

1	A couple miles (3km).	3	Fifty miles (80km).
2	A hundred miles (181km).	4	Twenty miles (32km).

583 Romantic Rapport

This mutant easily establishes bonds of trust, friendship, and love with others who would be romantically interested in its sex or gender.

584-585 Sense Interference

This mutant can sense when external forces are acting upon its brain. Any sort of energy field or wave, psychic interference, or radiation that affects this mutant will be detected.

586 Slow Learner

This mutant learns much slower than is average for its species.

587-588 Social Perception

This mutant is much better at picking up on non-verbal cues, body language, and subtle emotional displays, including tone of voice and choice of words. The mutant is acutely aware of changes in the emotional states and demeanours of others.

589 Socially Inept

This mutant has trouble picking up on social cues. Because of this cognitive debility, the mutant tends to interpret everything literally, and is oblivious to subtlety.

590-592 Spatial Perception

This mutant's awareness of the spaces around it is hyperacute. It can intuitively understand acoustics, depth, and distance in its environment, can easily memorize and navigate interior spaces, and is a good judge of the trajectories of moving objects within space.

593-594 Speed Reader

This mutant has good pattern-recognition skills and can process certain visual information at high speeds, allowing it to read text several times faster than is normal for its species.

595-596 Time Sense

This mutant's brain has a built-in chronometer, and it always knows exactly how much time has passed, even after being asleep or unconscious.

597 Transfer Memories

This mutant can copy its memories and transfer them to others by encoding them into a physical substance it produces, which can be ingested or otherwise consumed.

598-600 Weather Sense

This mutant always knows what the weather will be like, often days in advance.

psychic powers

601 Animal Control

This mutant may summon animals within range and command them, so long as the mutant concentrates. Animals that fall victim to this power may develop an immunity or resistance to it later. This power does not work on humans, uplifted animals, or fantastic creatures.

► *Roll 1d6 for range of control:*

1	A couple miles (3km).	4	Half a mile (800m).
2	A hundred feet (30m).	5	Sight.
3	A hundred yards (91m).	6	Twenty miles (30km).

► *Roll 1d4 (or 1d20) for the types of animals that can be controlled:*

1	All animals.	8	Carnivores.	15	One family only.
2	Invertebrates.	9	Fish.	16	One species only.
3-4	Vertebrates.	10	Herbivores.	17	Reptiles.
5	Aquatic animals.	11	Insects.	18	Scavengers.
6	Arthropods.	12-13	Mammals.	19	Two types.
7	Birds.	14	Mutant animals.	20	Vermin.

602 Anti-Charisma

Other creatures feel repelled and disgusted by this mutant's presence.

603 Attack Reversal

Psychic attacks made against this mutant have a 1d10×10 per cent chance of being reversed, and taking effect against the attacker instead.

604-605 Aura Reading

This mutant can perceive Kirlian auras, which reveal a rough and vague picture of a person's temperament, mental state, physical and mental capabilities, psychic abilities, and connections with other people. The mutant can turn this ability on and off at will.

606 Block Senses

This mutant can psychically block a target's sensory organs from communicating with their brain, thus making those senses inoperable.

► *Roll 1d6 for duration of block:*

1	Half an hour.	5	Several minutes.
2-4	Requires concentration.	6	Several seconds.

► *Roll 1d4 for range:*

1	1d10×10 feet (1d6×5m).	3	Sight.
2	A hundred yards (91m).	4	Touch.

► *Roll 1d8 for senses blocked:*

1	All senses except one.	5	Smell and taste.
2	Balance.	6	Two senses.
3	Hearing.	7	Touch (and pain).
4	Other senses.	8	Vision.



607-608 Cause Fear

This mutant may psychically cause others to feel fear, simply by concentrating.

► *Roll 1d4 for area of effect of the fear:*

1-2	Closest dozen (or 2d10) individuals within range.
3	Everyone within range.
4	Single target only.

► *Roll 1d20 for range of the fear:*

1	A couple miles (3km).	11-13	Mutant must see the target.
2-3	A hundred feet (30m).	14	Target must hear the mutant.
4	A hundred yards (91m).	15-16	Target must see the mutant.
5-7	Eye contact.	17	Target must smell the mutant.
8	Half a mile (800m).	18-20	Touch.
9-10 Mutant must be able to sense the target.			

609 Cause Insanity

This mutant can cause others to experience insanity, inducing in them hallucinations, paranoia, and phantom voices. Targets will grossly misread social cues, and react to their own fantasies more readily than they will to reality.

► *Roll 1d4 for area of effect of insanity:*

1	Any individuals within range (mutant's discretion).
2	Everyone within range.
3-4	Single target only.

► *Roll 1d20 for range of insanity:*

1	A couple miles (3km).	11-13	Mutant must see the target.
2-3	A hundred feet (30m).	14	Target must hear the mutant.
4	A hundred yards (91m).	15-16	Target must see the mutant.
5-7	Eye contact.	17	Target must smell the mutant.
8	Half a mile (800m).	18-20	Touch.
9-10 Mutant must be able to sense the target.			

610-611 Cause Pain

This mutant may induce crippling pain in others, simply by concentrating.

► *Roll 1d10 for area of effect of pain:*

1	Any individuals within range (mutant's discretion).
2	Closest dozen (or 2d10) individuals within range.
3-4	Closest half-dozen (or 2d6) individuals within range.
5	Everyone in sight within range.
6-7	Everyone within range.
8-10	Single target only.

► *Roll 1d6 for range of pain:*

1	1d10×10 feet (1d6×5m).	3-4	Sight.
2	A hundred yards (91m).	5-6	Touch.

612-613 Charm

This mutant can favourably influence a target's opinion of it through psychic mind control. Those influenced will react to the mutant as to a good friend, trusted confidant, respected mentor, or awe-inspiring celebrity figure.

► *Roll 1d4 for range of charm:*

1	Eye contact.	3	Target must smell mutant.
2	Requires conversation.	4	Touch.

614-615 Clairaudience

This mutant can psychically hear far-off locations without actually being there.

► *Roll 1d4 for clairaudient ability:*

1	Mutant can overhear a location it knows.
2	Mutant can overhear a location, person, or topic it knows.
3	Mutant can overhear a person it knows.
4	Mutant can send hearing "roaming."

► *Roll 1d6 for range of clairaudience:*

1	A couple miles (3km).	4	Half a mile (800km).
2	A hundred yards (91m).	5	Twenty miles (30km).
3	Anywhere in the world.	6	Unlimited range.

► *Roll 1d4 for trigger:*

1	At will.	3	Requires props and/or rituals.
2	Requires concentration.	4	Requires trance state.

616-618 Clairvoyance

This mutant can psychically view far-off locations without actually being there.

► *Roll 1d4 for clairvoyant ability:*

1	Mutant can send vision "roaming."
2	Mutant can view a location, person, or topic it knows.
3	Mutant can view a location it knows.
4	Mutant can view a person it knows.

► *Roll 1d6 for range of clairvoyance:*

1	A couple miles (3km).	4	Half a mile (800km).
2	A hundred yards (91m).	5	Twenty miles (30km).
3	Anywhere in the world.	6	Unlimited range.

► *Roll 1d4 for trigger:*

1	At will.	3	Requires props and/or rituals.
2	Requires concentration.	4	Requires trance state.

619 Commanding Voice

This mutant can speak with a special tone of voice that makes people listen and obey, as long as they can understand the language. Victims of this power may resist if they are ordered to do something that violates their world view or that they would never do otherwise.

620-621 Confuse

This mutant may psychically cause confusion and disorientation in another living target.

► *Roll 1d6 for area of effect of the confusion:*

1	Any individuals within range (mutant's discretion).
2	Closest dozen (or 2d10) individuals within range.
3	Closest half-dozen (or 2d6) individuals within range.
4	Everyone in sight within range.
5	Everyone within range.
6	Single target only.

► *Roll 1d20 for range of the confusion:*

1	A couple miles (3km).	11-13	Mutant must see the target.
2-3	A hundred feet (30m).	14	Target must hear the mutant.
4	A hundred yards (91m).	15-16	Target must see the mutant.
5-7	Eye contact.	17	Target must smell the mutant.
8	Half a mile (800m).	18-20	Touch.

9-10 Mutant must be able to sense the target.

622 Create Emotions

This mutant can influence the emotions of others within range, psychically causing them to experience specific emotional states.

► *Roll 1d6 for area of effect:*

1-2	Closest 2d10 creatures in range.	4	Everyone within range.
3	Everyone in sight within range.	5-6	Single target only.

► *Roll 1d4 for emotional range:*

1	One category of emotions.	3	Two categories of emotions.
2	One specific emotion.	4	Two specific emotions.

► *Roll 1d6 (or 1d8) for physical range:*

1-2	1d10×10 feet (1d6×5m).	5-6	Touch.
3	A hundred yards (91m).	7	A couple miles (93km).
4	Sight.	8	Half a mile (800km).

► *Roll 1d8 for trigger:*

1	Always on.	4-6	Requires concentration.
2-3	At will.	7-8	Stress-induced.

623 Cryokinesis

This mutant can psychically raise or lower temperatures in a location by concentrating. A mass of inorganic material the size of the mutant can be heated or cooled.

► *Roll 1d6 for effect:*

1-2	50°C (90°F) every few minutes.	4	50°C (90°F) every hour.
3	50°C (90°F) every few seconds.	5-6	50°C (90°F) per minute.

► *Roll 1d6 for range of temperature manipulation:*

1	A hundred feet (30m).	4	Sight.
2	A hundred yards (91m).	5	Touch.
3	Fifty feet (15m).	6	Twenty feet (6m).



624 Death Field Generation

This mutant can psychically leech the life forces of everyone within about fifty feet (15m), leaving them at death's door. The mutant then falls unconscious for 1d20 minutes.

625 Ectoplasmic Hands

This mutant can create ghostly arms, hands, tentacles, or other limbs that can manipulate objects as if they were physical hands within range. These insubstantial limbs can move anywhere within the mutant's sight. They cannot be damaged, but they do disappear when the mutant stops concentrating.

► *Roll 1d4 for range of ectoplasmic hands:*

1	Fifty feet (15m).	3	Three feet (1m).
2	Ten feet (3m).	4	Twenty feet (6m).

626-628 Emotional Projection

Everyone within range feels the same emotions that this mutant is feeling, to a lesser degree.

► *Roll 1d6 for range of projection:*

1-2	1d10×10 feet (1d6×5m).	5	Sight.
3-4	A hundred yards (91m).	6	Touch.

► *Roll 1d4 for trigger:*

1	According to a biological cycle.	3	At will.
2	Always on.	4	Stress-induced.

629 Enter Mind

This mutant is able to enter the mind of another person, wander through worlds created by their conscious, subconscious, and unconscious minds, and peruse their thoughts and memories. The mutant is normally asleep, unconscious, in a trance state, or otherwise barely aware of its physical body during this process.

► *Roll 1d6 for range:*

1-2	1d10×10 feet (1d6×5m).	5	Sight.
3-4	A hundred yards (91m).	6	Touch.



630 Erase Memories

This mutant can erase short memories from a target's mind. The mutant must know what the memory is, by either having been present or been informed about the memory, or it can erase whatever memory the target is recalling when the power is used, if any.

► *Roll 1d6 for duration of amnesia:*

1	Permanently.	3	Several hours.	5	Several weeks.
2	Several days.	4	Several months.	6	Several years.

► *Roll 1d6 for range:*

1	Eye contact.	4	Sight.
2	Fifty feet (15m).	5	Touch.
3	Requires communication.	6	Twenty feet (6m).

► *Roll 1d4 for speed of erasures:*

1	As long as the memories being erased.	3	Several minutes.
2	Instantaneous.	4	Several seconds.

631 Familiarity

This mutant psychically influences strangers it meets to think they have met before and are at least vaguely familiar with each other. This encourages them to act more favourably than they would otherwise. Targets will pick up on cues the mutant gives and agree with them. Only later will a target realize that they had not, in fact, met the mutant before.

632 Fire in the Head

This mutant can put a mental "fire" into the mind of another individual, causing them to suffer great pain and confusion. This mental fire is also contagious, and can be passed on to others whose minds connect with the target, and possibly with those who converse with the target.

► *Roll 1d6 for duration of the mental burning:*

1	Half an hour.	4	Several hours.
2	Requires concentration.	5	Several minutes.
3	Several days.	6	Several seconds.

► *Roll 1d8 for range to implant fire:*

1-2	1d10×10 feet (1d6×5m).	4-5	Sight.
3	A hundred yards (91m).	6-8	Touch.

633-635 Firewalker

This mutant may enter a liminal trance state in which it becomes invulnerable to many forms of harm. It can walk across burning coals, reach into boiling liquid, and swallow razor blades without suffering harm. The mutant must specify what tasks it will undertake before it enters the trance state. While entranced, it will perform those tasks and remain unharmed unless deliberately attacked. If the mutant is unable to perform its declared tasks, it regains consciousness and any danger effects it immediately.

636-637 Heal Brain

This mutant can heal mental disorders, behavioural problems, and neurological chemical imbalances in others. The mutant may also encourage the target's brain to heal from massive physical damage, but this takes months at the very least.

► *Roll 1d4 for duration of relief from problems:*

1	Lasts several days.	3	Lasts several months.
2	Lasts several hours.	4	Lasts several weeks.

► *Roll 1d6 for range within which healing can occur:*

1	A hundred feet (30m).	4	Sight.
2-3	Requires communication.	5-6	Touch.

► *Roll 1d8 for speed of healing:*

1-2	Takes several days.	6-7	Takes several minutes.
3-5	Takes several hours.	8	Takes several seconds.

638-639 Healing

This mutant is able to boost the immune system and healing capabilities of another individual by reducing its own, or by expending its own energy.

► *Roll 1d6 for range within which healing can occur:*

1	A hundred feet (30m).	3-4	Sight.
2	A hundred yards (91m).	5-6	Touch.

640 Heat Drain

This mutant can drain the heat of other living creatures to sustain itself. If enough heat is drained, the victim dies.

► *Roll 1d8 for area of effect of heat drain:*

1	Any individuals within range (mutant's discretion).
2	Closest dozen (or 2d10) individuals within range.
3-4	Closest half-dozen (or 2d6) individuals within range.
5	Everyone in sight within range.
6	Everyone within range.
7-8	Single target only.

► *Roll 1d6 for range within which heat can be drained:*

1	Fifty feet (15m).	3-5	Touch.
2	Sight.	6	Twenty feet (6m).

► *Roll 1d6 for speed of heat drain:*

1-2	5°C (9°F) every few minutes.	4	5°C (9°F) every hour.
3	5°C (9°F) every few seconds.	5-6	5°C (9°F) per minute.

641 Hostility Field

This mutant emits a psychic field that makes everyone in range irritable and quarrelsome.

► *Roll 1d6 for range of field:*

1	2d10 miles (3d10km).	4	A hundred feet (30m).
2-3	A couple miles (3km).	5-6	A hundred yards (91m).

► *Roll 1d4 for trigger:*

1	According to a biological cycle.	3	At will.
2	Always on.	4	Stress-induced.

642-644 Hypnotic

This mutant is able to hypnotize others once it catches their attention.

► *Roll 1d6 for what the mutant uses to hypnotize:*

1-3	Gaze.
4-5	Shifting skin patterns or display of movements.
6	Sounds, in or out of the audible range.

645 Illusionist

This mutant can create false images in the minds of others. Victims believe they see, hear, or otherwise experience something that is not actually real. If multiple individuals are affected, they may not all experience exactly the same thing.

► *Roll 1d4 for area of effect of illusions:*

1	Any individuals within range (mutant's discretion).
2	Any individuals within sight and range (mutant's discretion).
3-4	Single target only.

► *Roll 1d6 for range of illusions:*

1-2	1d10×10 feet (1d6×5m).	4-5	Sight.
3	A hundred yards (91m).	6	Touch.

646 Illusory Surroundings

This mutant is able to alter its view of its own surroundings, creating a full-sensory illusion of an environment it finds more aesthetically pleasing than reality. There is a 1 in 3 chance the mutant can share this illusion with others in its presence.

647 Implant Memories

This mutant can implant false memories into the mind of a target.

► *Roll 1d6 for range within which memories can be implanted:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	Eye contact.	5-6	Touch.

► *Roll 1d4 for speed of implantation:*

1	Several minutes per memory.
2	Several seconds per memory.
3-4	Takes as long as the length of the memories to be implanted.

648 Inhibiting Field

This mutant emits a psychic dampening field, within which no psychic powers can function, or reach into from the outside. Psychic powers this mutant has are exempt, but others may also use those same powers inside the field as well.

► *Roll 1d10 for range of field:*

1-2	1d10×10 feet (1d6×5m).	4	A couple miles (3km).
3	2d10 miles (3d10km).	5-6	A hundred yards (91m).

► *Roll 1d6 for trigger:*

1	Always on.	4-5	Requires concentration.
2-3	At will.	6	Stress-induced.

649-650 Levitation

This mutant can levitate itself, telekinetically moving up and down, or hovering in space.

651 Life Leech

This mutant can drain the life energies of those surrounding it.

► *Roll 1d4 for area of effect:*

1	Any individuals within range (mutant's discretion).
2	Everyone in sight within range.
3	Everyone within range.
4	Single target only.

► *Roll 1d6 for range within which life can be leeched:*

1	1d10×10 feet (1d6×5m).	4	Sight.
2-3	Seven feet (2m).	5-6	Touch.

652 Light Manipulation

This mutant is able to psychically alter the characteristics of nearby light, causing fluctuations in brightness and colour, and causing some items to become more or less visible, depending on how light waves move around and over them. These effects require concentration, and the mutant must be able to see or sense the light affected.

653 Magnetic Control

This mutant can sense and manipulate magnetic fields to repel, attract, or manipulate ferrous objects and other materials affected by such fields.

► *Roll 1d6 for precision of magnetic control:*

1	Better than digital precision.	4-5	Poor precision.
2-3	Normal digital precision.	6	Slower precision is good.

► *Roll 1d6 for range which magnetism can be controlled:*

1	A couple miles (3km).	4	Sight.
2	A hundred feet (30m).	5	Six hundred yards (550m).
3	A hundred yards (91m).	6	Twenty feet (6m).

► *Roll 1d4 (or 1d8) for strength of magnetic effects:*

1	½ (half normal physical strength).
2	×2 (double normal physical strength).
3	×3 (triple normal physical strength).
4	×4 (four or more times normal physical strength).
5	Several dozen tons.
6	Several hundred tons.
7	Several thousand tons.
8	Several tons.

654-655 Mass Mind

This mutant can create a subconscious mental link between those it touches. Everyone involved in this link will find their biological and mental rhythms syncing up, and may use any psychic power that any of the others possesses, and that power's strength is proportionately increased by the number of individuals so linked (doubled by a link between two individuals, tripled by a link between three, etc).



656-657 Mental Blast

This mutant can project a blast of harmful and disorienting psychic energy.

► *Roll 1d6 for range of mental blast:*

1	1d10×10 feet (1d6×5m).
2	A hundred yards (91m).

3-5	Sight.
6	Twenty foot radius (6m radius).

658-659 Mental Suggestion

This mutant is able to implant commands into the minds of others with whom it communicates. These suggestions may be direct and immediate commands, or they may be subtle and triggered later by specific circumstances, which are harder to resist. The less aware a victim is, and the weaker their will, the more effective these mental suggestions will be.

660 Mind Attack

This mutant can psychically attack a target's mind and permanently impair it, reducing a random mental capability by 10 per cent. The victim is aware of both attack and attacker.

► *Roll 1d6 for range of attack:*

1-2	1d10×10 feet (1d6×5m).
2	A hundred yards (91m).

3-4	Sight.
6	Touch.

► *Roll 1d8 for speed of attack:*

1	A few moments of concentration.
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2-3	Instantaneous but mutant cannot use mental powers for another 1d6 hours as it consumes the stolen mental capability.
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4-6	Instantaneous but mutant is incapacitated by drug-like high for 1d6 minutes.
7	More than an hour of concentration but victim is alerted only at the end.

8	Several minutes of concentration.
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661-663 Pain Broadcast

This mutant psychically broadcasts all physical pain it feels to everyone else within range. Targets feel the same pain the mutant feels.

► *Roll 1d6 for range of broadcast:*

1-2 1d10×10 feet (1d6×5m).

5 Half a mile (800m).

3-4 A hundred yards (91m).

6 Sight.

664 Precognition

This mutant has the ability to see visions of the future.

► *Roll 1d6 for the usual type of precognitive experience:*

1 Clear visions of future certainties.

2 Clear visions of possible and preventable futures.

3 Horrible visions of failure and death.

4 This mutant's "precognition" is really the ability to calculate probabilities to a superhuman degree.

5-6 Vague prophetic visions.

665-666 Psychic Broadcast

Whenever this mutant stops moving around, it psychically broadcasts its presence and identity to all sentient creatures within range.

► *Roll 1d4 for range of broadcast:*

1 A couple miles (3km).

3 A hundred yards (91m).

2 A hundred miles (160km).

4 Anyone the mutant can see.

► *Roll 1d6 for speed of activation:*

1-2 Several days.

4 Several minutes.

3 Several hours.

5-6 Several weeks.

667-668 Psychic Cultural Adaptation

This mutant psychically adapts itself to the culture, attitudes, and mannerisms of those around it, if there are a dozen or more people of a similar culture within range. This adaptation will gradually overwhelm the mutant's own personality, and if it is not separated from people, it may be unable to resume its own personality.

► *Roll 1d6 for range of culture that is adapted:*

1 A couple miles (3km).

3-4 Five hundred yards (460m).

2 A hundred yards (91m).

5-6 Half a mile (800m).

669-671 Psychic Detection

This mutant can detect and pinpoint psychic (or supernatural) abilities being used anywhere within range, and knows if anyone it sees or touches within range is psychic. The specific type of psychic ability cannot be identified until it is used, though this mutant can tell if an ability is latent or not.

► *Roll 1d8 for range of detection:*

1 A couple miles (3km).

4 Requires conversation.

2 A hundred feet (30m).

5-6 Sight.

3 A hundred yards (91m).

7-8 Touch.

672-674 Psychic Empathy

This mutant can psychically sense others' emotions. It cannot read minds, but can sense the general nature of what others are feelings.

► *Roll 1d6 for range of empathy:*

1-3	1d10×10 feet (1d6×5m).	5	Sight.
4	A hundred yards (91m).	6	Touch.

675 Psychic Invisibility

This mutant may turn invisible by concentrating. This effect includes the mutant's clothing and equipment, but not large, cumbersome objects it is carrying.

► *Roll 1d6 for the mutant's method of invisibility:*

1-2	It bends light around itself (causing faint distortions).
3-5	It clouds the mind of a single observer (can still be recorded by machines).
6	It clouds the minds of all observers it is aware of.

676 Psychic Mirror

This mutant's mind copies and imitates thought patterns. Any psychic intrusions directed at it are directed back at the intruder, though this does not negate the original intrusion. If this mutant can read minds, it can also imitate them, camouflaging its own thoughts.

677-679 Psychic Vampire

This mutant drains the capacities of other living things without physical means.

► *Roll 1d6 for area of effect:*

1	Any individuals within range (mutant's discretion).
2	Closest half-dozen (or 2d6) individuals within range.
3	Everyone in sight within range.
4	Everyone within range.
5-6	Single target only.

► *Roll 1d4 for benefit of vampirism to mutant:*

1	No benefit.
2-3	The mutant is energized through vampirism.
4	The mutant obtains sustenance only through vampirism.

► *Roll 1d12 for drained characteristic:*

1	Anger.	7	Passion.
2	Happiness.	8-9	Physical strength.
3-4	Health.	10	Sanity.
5	Intellect.	11	Two characteristics.
6	Memory.	12	Virtue.

► *Roll 1d4 for range of vampirism:*

1	1d10×10 feet (1d6×5m).	3	Sight.
2	A hundred yards (91m).	4	Touch.

► *Roll 1d6 for trigger:*

1	Always on.	4	Hunger-induced.
2	At will.	5	Requires concentration.
3	Fatigue-induced.	6	Stress-induced.

680-681 Psychoanalyze

This mutant can sense psychological trauma in another individual, and determine the roots of their problem. The mutant cannot read minds, necessarily, but it can sense the nature and cause of behavioural problems and personality disorders.

► *Roll 1d6 for range of psychoanalysis:*

1 1d10×10 feet (1d6×5m).

4 Sight.

2-3 Requires communication.

5-6 Touch.

682 Psychometry

This mutant can sense the history of any object it touches, understanding its workings, purpose, origins, where it has been and who has touched it. The stronger the emotions expressed around and towards the object, the more obvious they will be to the mutant.

683 Send Dreams

This mutant can influence the dreams of a sleeping target, sending images and communiqués, or inducing terrible nightmares.

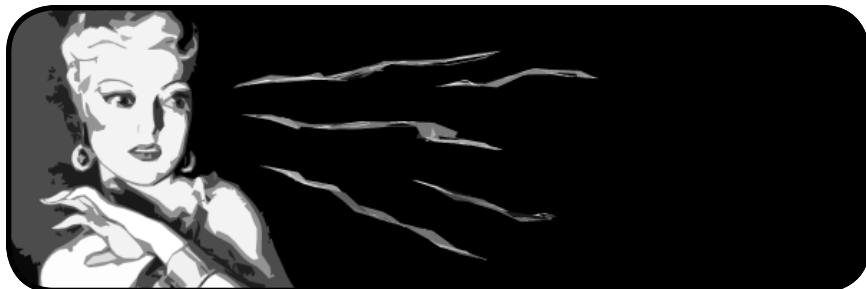
► *Roll 1d4 for range of dream sending:*

1 A hundred feet (30m).

3 Sight.

2 A hundred yards (91m).

4 Touch.

**684-685 Sixth Sense**

This mutant has an uncanny ability to detect impending danger before it becomes obvious to the mutant's other senses, which improves its reaction times and makes it acutely suspicious.

686 Stunning Blast

This mutant may emit a psychic blast that stuns all sentient creatures within range.

► *Roll 1d6 for range of blast:*

1-2 1d10×10 feet (1d6×5m).

4-5 Sight.

3 A hundred yards (90m).

6 Touch.

687 Summon

This mutant can psychically compel someone to come to it, as long as the mutant has met them before. They must travel on their own, however, which may take some time.

688 Symbiotic Control

This mutant can attach itself to another living creature and subsequently over-ride that creature's nervous system, allowing the mutant to take control. As long as the mutant does nothing, it may control the other creature's actions. Should a symbiotically controlled creature die, the mutant will suffer serious shock and may also die.



689-691 Telekinesis

This mutant may move objects and exert kinetic force simply by concentrating.

► *Roll 1d6 for telekinetic strength:*

1-3 ×2 (double normal physical strength).

4-5 ×3 (triple normal physical strength).

6 ×4 (four or more times normal physical strength).

► *Roll 1d6 for precision of telekinesis:*

1 Better than digital precision.

3-4 Normal digital precision.

2 Exacting, robotic precision.

5-6 Poor precision.

692 Telekinetic Flight

This mutant can psychically move itself through space by concentrating. It can fly, hover, and levitate at will.

► *Roll 1d6 for approximate top speed:*

1 25mph (40km/h).

4 200mph (322km/h).

2 50mph (80km/h).

5 500mph (805km/h).

3 100mph (161km/h).

6 Speed of sound.

693-696 Telepathy

This mutant can read the minds of other sentient creatures and/or send telepathic messages composed of thoughts and emotions. Actual language is not translated between individuals, but images, feelings, and intentions can be understood across culture barriers.

► *Roll 1d6 for area of effect:*

1-2	Any individuals within range (mutant's discretion).
3	Everyone within range.
4	Everyone within range that the mutant knows personally.
5-6	Single target only.

► *Roll 1d6 for direction of transmissions:*

1-2	Read minds only.
3-4	Send and receive information at the same time.
5	Send information only.
6	Send or receive but not at the same time.

► *Roll 1d6 for range of telepathy:*

1	1d10×10 feet (1d6×5m).	4	A hundred miles (160km).
2	A couple miles (3km).	5	Sight.
3	A hundred yards (91m).	6	Touch.

► *Roll 1d4 for the type of information that can be transmitted:*

1	Emotions, images, and intentions (but not language).
2	Emotions only.
3	Language only (untranslated).
4	Thoughts, emotions, intentions, sensations, and untranslated language.

697 Teleport

This mutant has the ability to disappear and reappear in another location.

► *Roll 1d6 for contents that can be teleported:*

1	Own flesh only.	5	Self and 1d3 others.
2-4	Own self and gear.	6	Self and 1d10 others.

► *Roll 1d6 for precision of teleportation:*

1	Exact places the mutant can see or sense.
2	Exact places the mutant has been to before.
3	Exact places the mutant has never been to but knows exist.
4	Near places the mutant can see or sense.
5	Near places the mutant has been to before.
6	Near places the mutant has never been to but knows exist.

698 Teleport Object

This mutant is able to teleport small hand-held objects within sight into its own grasp. Moving objects, such as those in the hands of others, are harder to pinpoint and teleport.

699-700 Time Distortion

This mutant can distort its own perception of time, causing it to slow down or speed up. This does not allow the mutant to move faster or slower, but it can make long waits and boredom much easier to endure, and the mutant's reactions much more efficient.

supernatural attributes

701 Ability Transfer

This mutant can give another individual one of its own abilities or powers on a temporary basis. The mutant cannot use this ability while it is loaned out.

► *Roll 1d8 for duration of ability transfer:*

1	As long as mutant is conscious.	5	Several hours.
2	Mutant must concentrate.	6	Several minutes.
3	Recipient must concentrate.	7	Several seconds.
4	Several days.	8	Until cancelled by mutant.

► *Roll 1d6 for range within which abilities can be transferred:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

► *Roll 1d6 for speed of ability transfer:*

1-2	Instantaneous.	4	Requires several minutes.
3	Requires several hours.	5-6	Requires several seconds.

702-703 Absorb Inanimate Properties

This mutant can absorb any or all properties of inanimate material it touches. There is a 1 in 3 chance that objects whose properties are absorbed will be damaged.

► *Roll 1d10 for duration, after physical contact ends, that inanimate properties are retained:*

1	A day.	5-6	Several dozen minutes.
2-3	Less than a minute.	7	Several hours.
4	Several days.	8-10	Several minutes.

704-705 Absorb Mental Properties

This mutant can absorb memories and psychic or supernatural powers from living creatures it touches. There is a 1 in 3 chance that the victim will suffer harm, shock, or other ill effects.

► *Roll 1d10 for duration, after physical contact ends, that mental properties are retained:*

1	A day.	5-6	Several dozen minutes.
2-3	Less than a minute.	7	Several hours.
4	Several days.	8-10	Several minutes.

► *Roll 1d10 for trigger:*

1-3	Always on.	8-9	Requires concentration.
4-6	At will.	10	Stress-induced.
7	Random (2d4×10 per cent chance each time).		

706 Addictive Smoke

This mutant can exude a cloud of fumes that make those breathing it crave an addictive substance which can be smoked. These fumes are also carcinogenic.

707 Air Swimmer

This mutant can swim through the air at will, as if it were water, which usually makes it appear to be floating.

708 Alteration Ray

This mutant can project rays that alter the physical properties of their targets. There is a 2 in 3 chance that the mutant can reverse these alterations by the same process.

► *Roll 1d4 for duration of alteration:*

1	Several days.	3	Several minutes.
2	Several hours.	4	Several years.

► *Roll 1d4 for range of ray:*

1	A hundred feet (30m).	3	Half a mile (800m).
2	A hundred yards (91m).	4	Sight.

► *Roll 1d10 for type of alteration:*

1	Density/weight.	6	Other effect.
2	Growth.	7	Shrinking.
3	Intangibility.	8	Size alteration.
4	Invisibility.	9	Transformation.
5	Mutagenic.	10	Two alterations.

709-710 Alternate Inorganic Form

This mutant can transform at will into another form that is not organic.

► *Roll 1d10 for substance that mutant can switch to:*

1	Electricity.	4-5	Ice or stone.	8	Machine.
2	Fire.	6	Light or radiation.	9	Metal.
3	Gas.	7	Liquid.	10	Synthetic material.

711 Animal Enmity

Normal, mundane animals dislike this mutant and refuse to touch it. If forced to do so, they will attack in order to escape.

712-713 Animal Shapechange

This mutant may assume the form of another animal, and can move around and act as if it were that animal. The mutant does not gain any special powers or mutations, and each animal form is unique—the mutant cannot mimic specific animals. This takes several seconds of concentration and a great deal of energy to perform, so the mutant may be exhausted and hungry when it transforms back.

714-715 Animate Objects

This mutant can imbue inert objects with energy and cause them to move around on their own, as the mutant directs.

► *Roll 1d10 for duration of animation:*

1-3	Concentration.	6-7	Several minutes.
4	Half an hour.	8-9	Several seconds.
5	Several hours.	10	Until cancelled.

► *Roll 1d6 for number of items that can be imbued at a time:*

1-2	1d4 items.	4	Half a dozen items.
3	A dozen items.	5-6	One item.

► *Roll 1d8 for range within which objects can be imbued:*

1-2	1d10×10 feet (1d6×5m).	4-5	Sight.
3	A hundred yards (91m).	6-8	Touch.

716 Animated Skin

This mutant can shed its skin, and then have it move around and perform simple tasks. The skin's strength is equal to $1d8 \times 10$ per cent of the mutant's normal strength.

► *Roll 1d3 for duration of animation:*

1	A full day.	2	Several days.	3	Several hours.
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717-718 Animated Tattoos

This mutant is covered in highly-detailed sub-dermal images from its imagination, dreams, subconscious, and memories. These tattoos move and change.

719 Arcane Knowledge

This mutant possesses extensive repositories of knowledge that defy belief. It knows at least a little something about every possible topic. The more common the knowledge is, the more this mutant knows about it.

720 Arcane Tracking

This mutant can track down any individual, no matter where they are, as long as it possesses an object or some item that once belonged to them, or they had contact with.

721-722 Armoured Skin

This mutant may strengthen its skin at will, turning it into protective armour that appears strange and unusual—bone, glass, ice, metal, or plastic, for example. While the mutant's skin is armoured, it suffers from an impaired sense of touch and does not feel pain. The mutant can switch between its normal and armoured skins at will.

723 Astral Projection

This mutant can project its conscious spirit out of its body, through space and into other planes of existence. This spirit is connected to the mutant's body by a silver thread that must remain intact for the spirit to find its way back from other planes. The mutant's body remains comatose while its spirit is roaming.

724 Aura of Disgust

This mutant projects feelings of disgust into the hearts of those around it.

► *Roll 1d8 for range of disgust:*

1-2	1d10×10 feet ($1d6 \times 5m$).	5	Anyone the mutant can see.
3	2d10 feet ($1d6m$).	6-7	Anyone who can see the mutant.
4	Anyone in the same room.	8	Touch.

► *Roll 1d6 for strength of disgust:*

1	Amplifies existing bad feelings.	4	Revulsion.
2	Loathing of all other individuals.	5	Self-loathing.
3	Physical nausea.	6	Vomiting.

► *Roll 1d4 for trigger:*

1	Always on.	3	Requires concentration.
2	At will.	4	Stress-induced.

725-726 Aura of Fear

This mutant projects fear into the hearts of those around it.

► *Roll 1d6 for range of fear:*

1-2	1d10×10 feet (1d6×5m).	4-5	Ten feet (3m).
3	Sight.	6	Touch.

► *Roll 1d8 for strength of fear:*

1-2	Creeping dread.	5	Paranoia-inducing unease.
3	Crippling fear.	6-7	Revolting horror.
4	Fight, flight, or freeze response.	8	Suspenseful terror.

► *Roll 1d4 for trigger:*

1	Always on.	3	Requires concentration.
2	At will.	4	Stress-induced.

727-728 Aura of Light

This mutant glows with an strange aura of light. Choose a colour, or roll on either the basic or extended colour table.

► *Roll 1d10 for trigger:*

1	According to a biological cycle.	6	Location-dependent.
2	According to a celestial cycle.	7-8	Requires concentration.
3-4	Always on.	9	Situation-dependent.
5	At will.	10	Stress-induced.

729 Aura of Unease

This mutant's presence makes other creatures feel uneasy. It is a very subtle effect.

730 Bag of Creatures

This mutant's physical form is like a bag containing nothing but inhuman creatures, which may come spilling out when it is cut. Otherwise, the mutant appears normal. Roll on the creature tables for the type of things that dwell inside.

731 Become Two-Dimensional

This mutant can flatten itself and become two-dimensional. While in this form, the mutant can interact with its surroundings as either a three-dimensional being or a two-dimensional being, which allows it to squeeze into and through tight spaces. The mutant can switch between two-dimensional and three-dimensional forms at will.

732-733 Bend Light

This mutant can bend and shape light, allowing it to make objects appear to be in places other than where they actually are, or to make them invisible. This requires some concentration.

► *Roll for range of light-bending:*

1	A hundred feet (30m).	3	Fifty feet (15m).
2	A hundred yards (91m).	4	Sight.

734 Bio-Tech Assimilation

This mutant can assimilate biological technology into its own body. Any bio-tech so assimilated requires no outside power source and functions at the mutant's mental command.

735 Blurry

This mutant can become blurry at will. While blurry, it is hard to look at and see properly, and hard to interact with physically. The mutant cannot be properly grasped or held by non-blurry creatures because it feels like it is vibrating.

736 Book

Part or all of this mutant is shaped like, or attached to, a book.

► *Roll 1d6 for extent of bookish-ness:*

- 1-2 A part of this mutant's body is in the shape of a book.
- 3-5 This mutant is fused with, or permanently attached to, a book.
- 6 This mutant's whole body is a book.

737 Book-Viewing

This mutant can read what is written in any book in existence, simply by looking in another book of a similar type. By looking in a notebook, this mutant can look through the pages of every notebook in existence. The same for hardcovers, softcovers, stapled books, scrap books, and other types of written works. The mutant cannot see the pages of books that have been destroyed, and the mutant must know what book it wishes to look at.



738 Brain Washer

This mutant can alter the brain chemistry of a captive person. Over the course of several days, weeks, or months—depending on how many changes the mutant is making—the target's mind is erased, reshaped, and reprogrammed. Small changes require days, deeply-ingrained and cultural traits take weeks to change, and completely altering a person's identity and memories takes months. This requires constant supervision, but the mutant may employ subordinates for basic tasks. The stronger the target's will, the harder the process is and the more chance it can be reversed, given time.

739-741 Breath Weapon

This mutant can spew a hazardous substance from its mouth.

► *Roll 1d4 for frequency of breath weapon attacks:*

1	At will.	3	Once every few hours.
2	Once every day or so.	4	Once every few minutes.

► *Roll 1d20 for type of breath weapon:*

1-2	Acid.	11-12	Frost.	16-17	Poison.
3	Darkness.	13	Gas.	18	Sandstorm.
4	Eldritch blast.	14	Lightning.	19	Sticky slime.
5-10	Fire.	15	Plasma.	20	Wind.

742 Burning Body

Part or all of this mutant's body is on fire. There is a 1 in 3 chance the mutant can turn this power on and off at will.

► *Roll on the body parts table or 1d12 here for extent of burning:*

1	Back or torso only.	6	Insides only.
2-3	Hands and/or feet only.	7	Limbs only.
4-5	Head only.	8-12	Whole body.

743 Burning Inside

This mutant is burning hot on the inside, having fire for blood or being filled with liquid rock or metal. The mutant feels normal on the outside.

744 Cannot Cross Running Water

This mutant will not willingly cross a moving body of water that it can see, hear, or smell.

745 Cause Sleep

This mutant can put others to sleep.

► *Roll 1d4 for area of effect:*

1	Any targets within range (mutant's discretion)
2	Closest 1d6 targets within range.
3-4	Single target only.

► *Roll 1d4 for range within which targets can be put to sleep:*

1	A hundred feet (30m).	3	Sight.
2	A hundred yards (91m).	4	Touch.

746 Chaos Vector

Supernatural powers used on or in the presence of this mutant have a 2 in 3 chance of going haywire, producing unlikely or impossible phenomena instead of, or in addition to, their normal effects.

747 Charred Body

This mutant's body appears to have been burned to ashes.

748 Compulsive Counting

When a mass of small objects are strewn in front of this mutant, it is compelled to stop and count them, regardless of what else is happening.

749 Computer Link

This mutant can mentally communicate, send, and receive information from computers and electronic devices, without being harmed by viruses or malware.

► *Roll 1d6 for range of computer link:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

► *Roll 1d4 for speed of computer link:*

1	Instantaneous.	3	Requires several minutes.
2	Requires half an hour.	4	Requires several seconds.

750-751 Conjunction

This mutant can conjure small, inanimate objects into its hands, from out of thin air. These items must be generic items, not unique, and must be small enough to be hidden within the mutant's hand. The mutant can pull slightly larger objects out of a hat or other container, as long as they are not bigger than the mutant's own head.

752 Control Clocks

This mutant has the ability to change the display of any clocks within range, and to set off any alarms installed in those clocks.

► *Roll 1d6 for range of clock control:*

1	A couple miles (3m).	3	A hundred yards (91m).
2	A hundred feet (30m).	4-6	Sight.

753 Control Crowds

This mutant may influence the emotional states of large groups of people. The crowd must be within sight of the mutant to be affected. The mutant can calm a crowd and cause it to disperse, or create a riot against the target of its choice.

754-755 Control Earth

This mutant may control the earth underneath it, commanding rocks, soil, and mud to move, crack open, explode, or re-shape itself, as long as the mutant concentrates. Any earth the mutant can see or touch may be affected.

► *Roll 1d6 for area of effect of earth control powers:*

1-2	Dozens of square yards or metres, and several thousand pounds.
3	Hundreds of square yards or metres, and several dozen tons.
4-6	Several square yards or metres, and several hundred pounds.

756-757 Control Light

This mutant may control visible light within range.

► *Roll 1d4 for precision of light control:*

1	Change colours and brightness of light.
2	Create moving illusions.
3	Create visible but static illusions.
4	Make objects invisible or appear to be elsewhere.

► *Roll 1d6 for range of light control:*

1	A couple miles (3km).	3	A hundred yards (91m).
2	A hundred feet (30m).	4	Sight.

758-759 Control Liquid

This mutant may control a mass of liquid it can see or sense within range, causing it to move through space or re-shape itself. This power works only on open liquids, not liquids that constitute living organisms or that are mixed in semi-liquid solutions.

► *Roll 1d6 for precision of liquid control:*

1-2	Mutant may exert constant kinetic force across the whole liquid mass equal to its own physical strength.
3	Mutant may exert constant kinetic force across the whole liquid mass equal to several tons (thousands of kg).
4-5	Mutant may exert gravitational but not kinetic force on liquid.
6	Mutant may exert kinetic force in sharp bursts or pulses.

► *Roll 1d6 for range within which liquids can be controlled:*

1-2	1d10×10 feet (1d6×5m).	4	A hundred yards (91m).
3	A couple miles (3km).	5-6	Sight.

► *Roll 1d6 for types of liquid that can be controlled:*

1	Any and all liquids.	3-4	One type of liquid only.
2	Natural liquid mixtures.	5-6	Water only.

760-761 Control Machines

This mutant can telepathically control computers and other technological machines.

► *Roll 1d4 for range within which machines can be controlled:*

1	1d10×10 feet (1d6×5m).	3	Sight.
2	A hundred yards (91m).	4	Touch.

762-763 Control Plants

This mutant can control the actions of plants within range.

► *Roll 1d4 for effect on plants:*

1	Mutant may cause plants to move, grow, and mutate rapidly.
2-3	Mutant may cause plants to move telekinetically.
4	Plants do the mutant's bidding within their capabilities.

► *Roll 1d8 for range of plant control:*

1	1d10×10 feet (1d6×5m).	4	Half a mile (800km).
2	A couple miles (3km).	5-7	Sight.
3	A hundred yards (91m).	8	Touch.

764 Control Reputation

This mutant can make or break someone else's reputation. Simply by meeting with the target, the mutant can apply the reputation of its choice to them, and for as long as it wishes, this new reputation, good or bad, follows the target wherever they go. The mutant can only affect one target at a time, and once its influence is removed, the target's reputation is left in their own hands, though any false accusations are easily uncovered for what they are.

765 Corpse Psychometry

This mutant can examine a corpse or severed body part and know the circumstances of its death or removal. The mutant experiences those circumstances in a vision or hallucination, and may be overwhelmed or mentally detached from its surroundings.

► *Roll 1d6 for strength of visions:*

1-2	Mutant experiences the circumstances intellectually.
3-5	Mutant experiences the entire circumstances vividly.
6	Mutant is always overwhelmed by the experience.

766 Cosmic Awareness

This mutant can sense the movements of cosmic entities, the shifting of dimensions, events that occur on a galactic scale, and disturbances in the force.

767 Create Darkness

This mutant can create a palpable sphere or mass of darkness that light is completely unable to penetrate. The mutant must be able to see or touch this darkness' point of origin.

► *Roll 1d6 for maximum diameter of effect:*

1	A hundred feet (30m).	3-4	Ten feet (3m).
2	A hundred yards (90m).	5-6	Twenty feet (6m).

► *Roll 1d6 for range of darkness:*

1	A hundred feet (30m).	3-5	Self.
2	A hundred yards (91m).	6	Twenty feet (6m).

768-769 Create Gas

This mutant can create some kind of gaseous substance to form within its presence.

► *Roll 1d6 for basic type of gas:*

1-2	Fog.	4	Mist.
3	Invisible gas.	5-6	Smoke.

► *Roll for 1d12 extra effects of gas:*

1	Corrosive.	7	No additional effects.
2	Depressant or narcotic.	8	Paralytic.
3	Flammable.	9	Prevents detection.
4	Hallucinogenic.	10	Stimulant.
5	Irritant.	11	Toxic.
6	Narcoleptic.	12	Two additional effects.

► *Roll 1d6 for range within which gas can be created:*

1-2	1d10×10 feet (1d6×5m).	4-5	Gas comes from mutant's body.
3	A hundred yards (91m).	6	Seven feet (2m).

770-771 Crossbreed

This mutant appears to have been bred with some other creature (roll on the creature table).

► *Roll 1d4 for dominant form:*

- 1 Creature, but 1d3 body parts still resemble the mutant's original form (roll on the body part table for each).
- 2 Fully-integrated compromise. Has the shape of one, appearance of the other.
- 3 Miss-matched parts from each.
Roll 1d4 for the form of each of the mutant's head, lower body, upper body, and each arm and leg: 1 compromise with the creature's appearance and the mutant's form; 2 compromise with the creature's form and the mutant's appearance; 3 fully creature; 4 fully mutant.
- 4 Mutant, but 1d3 body parts now resemble the creature's form (roll on the body parts table for each).

772 Crystalline Body

This mutant's body is made of crystal. Edged and penetrating weapons are mostly ineffective. There is a 1 in 3 chance that damage suffered by the crystalline body does not heal. You may roll on either the basic or extended colour table for hue.

► *Roll 1d4 for crystal's effect on biology:*

- 1 Mutant has the option of biological functions but they are not necessary.
- 2 Mutant must now consume minerals and mineral-infused liquid as food.
- 3 Mutant must sleep but otherwise retains no biological functions.
- 4 Mutant retains all normal biological functions for its species.

773 The Cure

This mutant cures any diseased creature it touches.

774 Danger Teleport

This mutant instinctively teleports away from danger, to a safer place within range.

► *Roll 1d4 for range of teleportation:*

1	1d10×10 feet (1d6×5m).	3	A hundred yards (91m).
2	A couple miles (3km).	4	Half a mile (800km).

775 Darksight

This mutant can see perfectly in total darkness, but is blinded by light. It sees light as darkness, and darkness as light. Shadows are reversed, but twilight looks almost the same.

776 Demonic Appearance

This mutant has the body of a particular race of infernal creature.

► *Roll on whatever table you consider appropriate or 1d8 here for type of demon:*

1	Demonic beast or creature.	5	Incubus or succubus.
2	Demonic steed.	6	Lesser demon.
3	Flying demon.	7	Random demon.
4	Greater demon.	8	Water demon.

777-780 Demonic Phenomena

Strange supernatural occurrences follow this mutant wherever it goes, lending its presence a strange atmosphere, without inconveniencing it. Roll 1d4 for number of phenomena.

► *Roll 1d200 for each phenomenon:*

- 1-2 Animals are disturbed and hostile.
- 3 Animals give birth to stillborn young.
- 4 Animals kill their young, and sometimes each other.
- 5 Animals speak in tongues.
- 6 Art and drawings move and change.
- 7 Artificial lighting causes sunburns.
- 8 Bile and blood fill the mouths of others.
- 9 Birds (and other animals) sing backwards.
- 10 Birds fly backwards.
- 11 Blades leap out and cut people near them, on occasion, especially when held.
- 12-13 Blood drips down the walls.
- 14-15 Boxes, containers, doors, and windows open on their own, even if locked.
- 16 Buildings fall into disrepair and ruin.
- 17 Buttons and clasps fall off clothes, belts become unbuckled.
- 18-19 Candles snuff out and fires die.
- 20 Children cry and become sick.
- 21 Clocks and watches cease to mark time.
- 22 Clocks and watches run backwards.
- 23 Clouds of locusts.
- 24 Colours change their hues.
- 25 Complex mathematical formulas appear on walls, and are correct.
- 26 Complex mathematical formulas appear on walls, and contain subtle flaws.
- 27 Complex technology ceases to function.
- 28 Corpses rise and commit violent acts.
- 29 Dairy products spoil and become poisonous.
- 30 Day and night reverse when the mutant is inside (not when outside).
- 31 Dead children appear in distant doorways.
- 32 Dead people arrive, but do not speak.
- 33 Dead people call on nearby telephones.
- 34 Different eras of radio and television are broadcast over appropriate devices.
- 35 Different eras of radio and television are broadcast over inappropriate devices.
- 36 Dirt accumulates on others and cannot be cleaned off.
- 37 Distant screams, long and loud, but very far off.
- 38-39 Doors and windows slam shut by themselves.
- 40-41 Doors lock on their own.
- 42 Drugs lose all effects.
- 43 Earthquakes and tremors occur.
- 44 Eggs hatch with strange inanimate objects inside them.
- 45-46 Electronics malfunction loudly.
- 47 Every window seems like it has a ghostly figure behind it.
- 48 Fingers and hands get caught in doors.
- 49 Fires burn cold.

50 Fires burn in strange, vivid colours.

51 Fires rise and burn out of control.

52 Fires speak in whispered pleas.

53 Fish and/or lizards encased in blocks of ice can be found in remote corners.

54-55 Flies gather.

56 Fog.

57-58 Food and drink spoils.

59 Food bleeds, sometimes screams.

60 Food loses all nutritional value.

61 Four phenomena combined.

62 Fungus and mould grow quickly over surfaces.

63 Furniture rearranges itself when no one is looking.

64 Ghostly music.

65 A ghostly radiance glimmers from the exposed flesh of others.

66 Ghosts can be heard voicing complaints.

67 Glass cracks in strange patterns.

68 Graffiti appears on random surfaces.

69 Gravity reverses itself at random, on occasion.

70 The hair and nails of others grow faster.

71 A high-pitched note.

72 Holy symbols break.

73 Hot and cold sensations are reversed.

74 Houses the mutant stays inside become cluttered and disorganized.

75 Ice forms on the surfaces of water and other liquid.

76 Inanimate objects attack people at random, on occasion.

77 Insects encased in amber appear on desks and tabletops.

78 Insects and vermin gather.

79 Large objects move on their own.

80 A light rain falls, even indoors.

81 Lightning strikes randomly, but never strikes the mutant.

82 Lights become brighter and tinted a certain colour (roll on a colour table).

83-84 Lights dim and gloom spreads.

85 Lights flash in the sky.

86-87 Liquid falls upwards and pools on the ceiling.

88 Liquids become alcoholic.

89 Liquids taste dry and no longer quench thirst, no matter how much is drunk.

90-91 Liquids taste like blood.

92 Magical symbols appear as welts or scratches on exposed flesh.

93 Magical symbols draw themselves on random surfaces.

94-95 Metal rusts and wood rots.

96 Mirrors do not reflect people.

97 Mirrors reflect only murderers.

98 Mirrors reflect the past instead of the present.

99 Money becomes worthless (gold turns to lead, paper rots, etc).

100 Monitors display phantasmagorical scenes.

101 A monstrous dog is seen on the other side of doorways and windows.

Demonic Phenomena

102-103 Nothing will burn in the mutant's presence.

104 Objects fall from shelves.

105 Obscene drawings appear on canvas, paper, and other such materials.

106 Old people and children start coughing and have trouble breathing.

107 Old people suffer heart attacks and strokes.

108 Others become aroused and desire sexual gratification.

109 Others feel ghostly hands sexually harassing them.

110 Others feel nauseous.

111 Others feel random stabs of pain.

112 Others feel their skin crawling.

113 Others get nosebleeds.

114 Others have nightmares.

115 Others have the feeling they are being watched.

116 Others see remote glimpses of people they know.

117 Others shiver and tremble.

118 Others slowly appear more and more diseased.

119 Others suffer stigmata.

120 Others weep incessantly.

121 Paint and wallpaper peels off.

122 Paint becomes or stays wet.

123 People look sickly and unwell.

124 People trip in doorways and on stairs when not paying strict attention.

125 Peripheral hallucinations afflict others.

126-127 Pictures and wall hangings tilt and become crooked.

128 Plants grow quickly into twisted forms.

129 Plants wither and die.

130-131 Prayers and declarations of love cannot be spoken.

132 Prayers cause poltergeist-like effects and disturbances.

133 Puddles of blood form on floors.

134 Puddles of slippery, flammable oil form on floors.

135 Radio and television broadcasts become scrambled.

136 Random distant scenes can be seen on reflective surfaces.

137 Recordings play backwards and reveal hidden messages.

138-139 Scratches appear on doors, furniture, and walls.

140 Scuttling sounds.

141 Seeds sprout thorny, twisted plants that grow incredibly fast.

142-143 Shadows behave differently than those who cast them.

144 Shadows flicker and distort.

145 A sickly sweet smell.

146 Silhouettes of strange figures stalk the walls.

147 The skin of others flakes and peels.

148 Small bones and gruesome trinkets appear in the pockets of others.

149 Small crystals grow on others' skin.

150 Small inanimate objects float away on occasion.

151 Small primitive organisms crawl out of cracks in walls.

Demonic Phenomena

152 Small objects move on their own.

153 The smell of blood.

154 The smell of burning flesh.

155 The smell of burnt paper and hot metal.

156 The smell of feces and urine.

157 The smell of ozone.

158 The smell of rotting meat.

159-160 The smell of sulfur.

161 Smoke.

162 Snatches of sound without connection to each other or anything else.

163 The sound of a child singing eerily.

164 The sound of flies.

165 The sound of movement, knocking and glass breaking.

166 The sounds of torture.

167 Sparks arc across metal.

168 Speakers and monitors broadcast what others see and hear.

169 Spilled blood soaks into the ground or whatever else it touches.

170 Statues fall over, pain in their expressions.

171 Strange moons and stars can be seen in the sky, even during the day.

172-173 Strong emotions cannot be described or expressed in words.

174 The sun moves backwards in the sky.

175 Swirling winds full of sand.

176-177 The taste of ashes in the mouths of others.

178 Technological devices break far too easily.

179-180 Temperatures fall.

181 Temperatures fluctuate from one extreme to another.

182 Temperatures rise.

183 Things break much easier.

184 Three phenomena combined.

185 Thunder and lightning, only outside.

186 Time appears to move backwards for objects and strangers.

187 Time appears to move backwards on the other side of windows.

188 Two phenomena combined.

189 Vehicles break down, crash, or spin out of control.

190 Vermin die.

191 Water drips constantly, from faucets or anything else.

192 Water heats and boils.

193 Water pools on the floor, seemingly from nowhere.

194 Wax melts into strange shapes.

195 The weak-willed and depressed commit suicide.

196 Whispering voices can be heard, but never found.

197 Wind and storms.

198 Writing disappears.

199 Writing is corrupted and rearranges itself.

200 Writing switches to a different language.



781 Demonologist

This mutant can summon demons and similar extra-planar beings. The less powerful the being, the greater chance it will appear and be forced to obey one command the mutant issues to it. The mutant may create summoning and binding circles, but does not necessarily have the power to banish a demon, unless that is its one command.

782 Density Control

This mutant can alter the density of a target creature, whose size changes to the same degree. An increase in density causes the target creature to shrink; a decrease causes it to grow.

► *Roll 1d4 for area of effect:*

1	Others and self; range is touch.	3	Others only; range is touch.
2	Others only; range is sight.	4	Self only.

► *Roll 1d6 for maximum duration of change in density:*

1	Half a day.	5	Several hours.
2-4	Requires concentration.	6	Several minutes.

783 Devolver

This mutant can cause others to devolve along evolutionary lines, at first stripping them of their mutations, then causing them to devolve into ancestral forms.

► *Roll 1d6 for duration of devolution:*

1	Permanent.	3	Several hours.	5	Several weeks.
2	Several days.	4	Several minutes.	6	Several years.

► *Roll 1d4 for range within which targets can be devolved:*

1	2d20 feet (2d6m).	2	Sight.	3-4	Touch.
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► *Roll 1d6 for speed of change:*

1	Instantaneous.	4	Several minutes per alteration.
2	Several days per alteration.	5	Several months per alteration.
3	Several hours per alteration.	6	Several weeks per alteration.

784 Dimensional Instability

This mutant may step outside the time stream and/or dimensional continuity for short moments, disappearing and reappearing in the same location, or nearby, some time later.

► *Roll 1d6 for length of disappearance:*

1	Several hours.	4-5	Several seconds.
2-3	Several minutes.	6	Up to an hour.

► *Roll 1d4 for trigger:*

1-2	At will.	3	Regular intervals.	4	Stress induced.
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785-786 Dissent Parasite

This mutant is physically and/or psychically energized in the presence of conflict, and will attempt to pick fights and instigate disputes between others.

787 Divine Avatar

This mutant has a direct connection to a divine intelligence, and can manifest that divinity's characteristics at will. Choose a divinity or roll on whatever table you consider appropriate.

788 Divisional Body Segments

This mutant can remove one or more body parts, which move and function independently.

► *Roll 1d6 to determine how the mutant's body can be divided:*

- 1 Any part of the body can be removed, up to 1d3 body parts at a time.
- 2 Only head can be removed, with or without spine and internal organs attached to it, which can act like limbs.
- 3-4 Only limbs or parts of limbs can be removed, up to 1d4 at a time.
- 5-6 Roll 1d3 times on the body part table to determine what is removable.

**789 Duplication**

This mutant can separate into two identical beings, both with the same mind. These two bodies may act independently, but always retain the same sentience and share the same knowledge and sensory information. These two bodies can become one again at any time.

790-791 Eat Anything

This mutant can consume, digest, and subsist on anything it can fit into its mouth.

792 Elasticity

This mutant can bounce like a ball, as well as bend and stretch its body, even tie itself in knots, as if it were made of rubber.

793 Electrical Travel

This mutant can transform into electricity and travel along electrical currents.

794 Elemental Body

This mutant has a body composed of some inorganic or inert substance.

► *Roll 1d6 for change trigger (if any):*

1-2	Elemental body is permanent.
3-4	Mutant can change part or all of its body at will.
5	Mutant can switch between normal and elemental bodies at will.
6	Mutant can switch between bodies by performing rituals.

► *Roll 1d21 for type of elemental body:*

1	Bone.	8	Ice.	15	Stone.
2	Clouds or mist.	9	Lava.	16	Three elements.
3	Crystal or glass.	10	Liquid.	17	Two elements.
4	Electricity.	11	Metal.	18	Water.
5	Fire.	12	Oil.	19	Wind.
6	Fog or smoke.	13	Plastic.	20	Xylem.
7	Gas.	14	Sand.	21	Yogurt.

795 Energy Absorption

This mutant absorbs harmful radiation, electricity, heat, and lasers directed at it and converts them harmlessly into light, psychic emanations, radio broadcasts, or some other effect.

► *Roll 1d4 for amount of energy absorbed and converted:*

1	×1 (all).	3	×1/3 (one third).
2	×½ (one half).	4	×¼ (one quarter).

796-797 Energy Blast

This mutant can emit a blast of energy.

► *Roll 1d6 for source of energy blast:*

1-2	Eyes.	3-5	Hands.	6	Somewhere else.
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► *Roll 1d8 for type of energy:*

1	Disintegration ray.	5	Lasers.
2	Electricity.	6	Magical energy.
3	Fire.	7	Harmful radiation.
4	Heat.	8	Withering entropy.

► *Roll 1d4 for range of energy blast:*

1	1d10×10 feet (1d6×5m).	3	A hundred yards (91m).
2	A couple miles (3km).	4	Sight.

798-799 Energy Negation Field

Non-organic sources of power emission stop working near this mutant, due to a field emanating from it. Devices begin working again once the mutant leaves. Properly shielded devices are not affected. What constitutes “properly shielded” depends on the field’s nature.

► *Roll 1d8 for range of energy negation field:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

800 Energy Redirection

This mutant is able to consciously absorb electricity, heat, lasers, light, and microwaves and redirect it outwards at will. This energy must come in contact with the mutant.

► *Roll for amount that can be redirected:*

1 $\times 1$ (all).

3 $\times \frac{1}{3}$ (one third).

2 $\times \frac{1}{2}$ (one half).

4 $\times \frac{1}{4}$ (one quarter).

801 Energy Sensitivity

This mutant suffers pain and hallucinations in the presence of non-organic energy sources, broadcasting equipment, or transmission facilities.

► *Roll 1d4 for range of energy sensitivity:*

1 A hundred feet (30m).

3 Fifty feet (15m).

2 A hundred yards (91m).

4 Twenty feet (6m).

802 Entropic Precision

This mutant can find the weak points in any structure or living creature. When targeting these weak points, the mutant can cause much greater amounts of damage, and cause things to collapse and fall apart.

803-804 Ethereal Projection

This mutant is able to project its mind and perception out of its physical body, and roam the world in the form of an ethereal, ghost-like version of itself. This body is invisible, intangible, and cannot affect the physical world, but it can move about and perceive things. This ethereal body may also fly at great speeds, and hover in space.

805 Evil Eye

This mutant's gaze levies a curse when it so chooses.

► *Roll 1d8 (or 1d9) for type of curse:*

1 Disease.

4 Insanity.

7 Sterility.

2 Financial ruin.

5 Misfortune.

8 Withering.

3 Impotence.

6 Ruined reputation.

9 Youth is ruined.

806 Exorcist

This mutant may expel any non-corporeal or extra-planar beings it encounters. Ghosts, demons, incarnate gods, and aliens from other dimensions are all affected by this ability, which requires obvious rituals and takes between several seconds and several hours, depending on the strength of the being to be expelled.

807 Explode Objects

This mutant can charge inanimate objects with a type of potential energy that causes them to explode violently on impact. This energy dissipates after several minutes.

808 Eye Scrying

When this mutant gazes into the eyes of another creature, it may see a few moments of whatever those eyes saw before they started looking at the mutant, or the last moments the creature was alive, if they are the eyes of a corpse.

809 Face of a Demon

This mutant has the same face as a particular race of demon.

► *Roll on whatever table you consider appropriate or 1d6 here for type:*

1-2 Demonic beast or creature.

4 Greater demon.

3 Demonic steed.

5-6 Lesser demon.

810 Face of a Demon-God

This mutant has the same face as a particular, unique demon or chaos god. You may choose one or roll on whatever table you consider appropriate.

811 False Body

This mutant's actual body is immobile, and lies still and inert somewhere, but is able to project a false image of itself. This image appears like the mutant in all respects, is fully corporeal, and is able to move around like normal. The mutant will not be permanently harmed or killed unless its immobile body is harmed.

► *Roll 1d8 to determine the false body's connection to its immobile counterpart:*

1 Cannot go farther than a couple miles (3km).

2 Cannot go farther than a hundred miles (161km).

3 Cannot go farther than a thousand miles (1,609km).

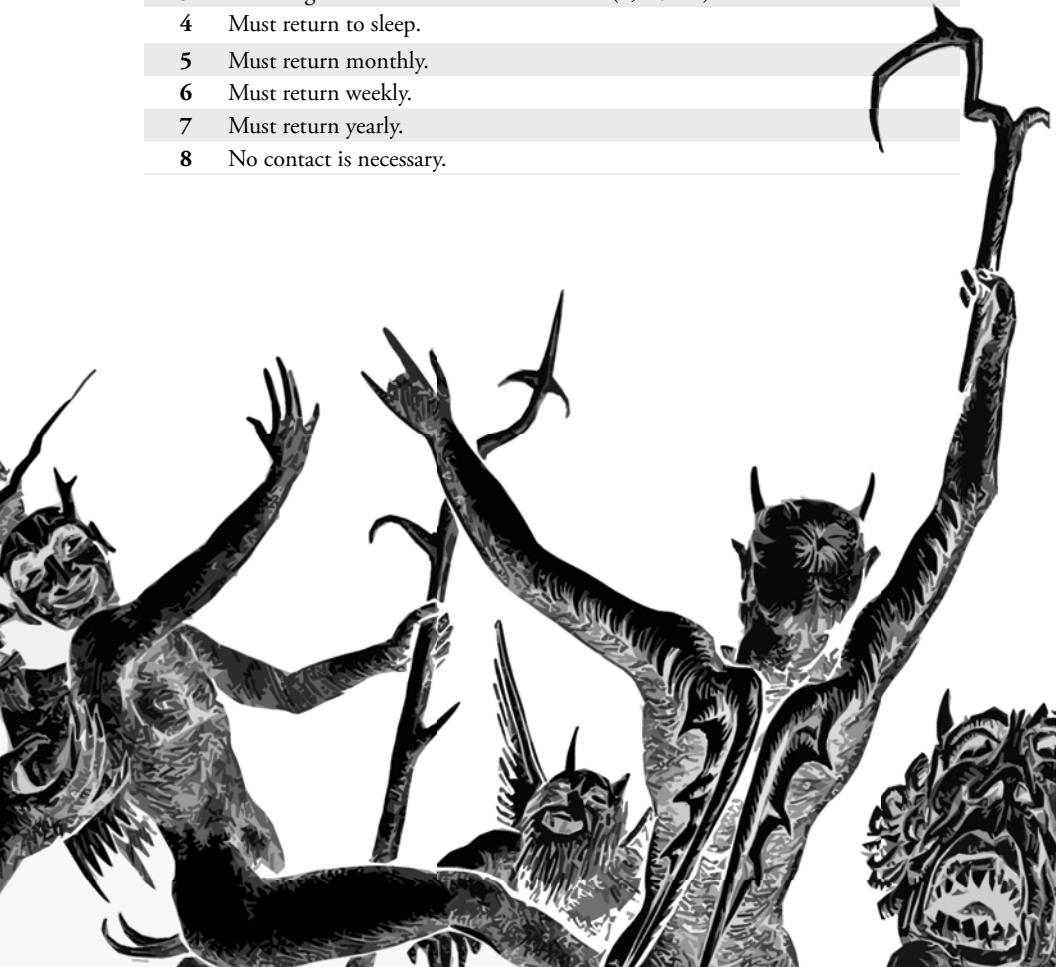
4 Must return to sleep.

5 Must return monthly.

6 Must return weekly.

7 Must return yearly.

8 No contact is necessary.



812 Featureless Face

This mutant has a featureless face, which, strangely enough, does not affect its ability to see, smell, speak, or eat.

813 Flaming Skull Face

This mutant's face or whole head is the image of a flaming skull.

814 Flammable Skin

This mutant's skin is dry and flaky. If exposed to heat higher than 30°C (86°F), the mutant ignites.

815 Fleshcrafter

This mutant can cause a target's body and physical features to become malleable and then reshape them, either by exuding a liquid or through some kind of magical energy.

816-817 Force Field

This mutant can create an invisible sphere of force. Objects that strike the field bounce off. The field lasts as long as the mutant concentrates.

► *Roll 1d6 for range of field:*

1 Anywhere within sight.

2-4 Around self only.

5-6 Touch, but the force field may then be separated from the mutant.

► *Roll 1d8 for size of force field:*

1 Fifty feet (15m) in diameter.

5-7 Ten feet (3m) in diameter.

2-4 Seven feet (2m) in diameter.

8 Twenty feet (6m) in diameter.

818 Force Shield

This mutant can create a shield or wall of invisible or visible force not more than ten feet (3m) away. It is large enough to cover the mutant's body on one side. Objects that strike the shield or wall bounce off. The shield or wall moves with the mutant and lasts as long as they concentrate.

819 Fortune Teller

This mutant may divine future events for another individual, through a crystal ball, tarot cards, palm reading, tea leaves, or some other systematized ritual. These foreshadowings are usually vague and cryptic, but can occasionally be strong and clear impressions of future events.

820 Freezing Body

This mutant is able to make its body so cold that moisture in the surrounding air freezes on its surface through deposition, coating the mutant in a layer of ice. There is a 1 in 3 chance that the mutant cannot control this ability.

821 Gaseous Form

This mutant can change its body into gas, and still move around.

822 Ghost Talker

This mutant may communicate with ghosts and other spirits, and if it knows the name of a ghost or spirit, can summon and command it 2d4×10 per cent of the time.

823 Glittering

This mutant is glittery and shimmering.

824 Glow

This mutant glows. Choose a colour, or roll on either the basic or extended colour table.

► *Roll 1d3 for brightness:*

1	Bright glow.	2	Dull glow.	3	Soft glow.
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► *Roll 1d8 for trigger:*

1	According to a biological cycle.	6	Glow in the dark.
2-3	Always glowing.	7	Requires concentration.
4-5	At will.	8	Stress-induced.

825 Hallucinatory Possessions

This mutant's possessions appear different than they really are. When the mutant wears, handles, or uses an inanimate object or item, it gains some illusory characteristics.

► *Roll 1d12 for hallucinatory properties of mutant's possessions:*

1	Battered and worn.	5	Dirty and gross.	9	Luminous.
2	Branded.	6	Expensive.	10	Old.
3	Clean and new.	7	Gaudy.	11	Strange or alien.
4	Dangerous.	8	Harmless.	12	Stylish.

**826 Halo**

This mutant possesses a glowing halo around its head. Choose a colour, or roll on either the basic or extended colour table.

► *Roll 1d10 for trigger:*

1	According to a biological cycle.	7	Location-dependent.
2-3	Always glowing.	8	Requires concentration.
4-5	At will.	9	Situation-dependent.
6	Glow in the dark.	10	Stress-induced.

827-828 Heal Others

This mutant can cause wounds to close and injuries to heal.

► *Roll 1d6 for range of healing:*

1	1d10×10 feet (1d6×5m).	3	Sight.
2	A hundred yards (91m).	4-6	Touch.

► *Roll 1d6 for speed of healing a single patient:*

1	About an hour.	4	Several hours.
2	Half an hour.	5	Several minutes.
3	Less than a second.	6	Several seconds.

829 Historical Viewing

This mutant may view images of past occurrences. The mutant is limited to occurrences that happened in its present location, which appear as ghostly images superimposed over the mutant's normal vision. The mutant can hear and smell faintly, but not touch.

830 Homunculus

This mutant can produce a miniature version of itself, about a hand's span high. The mutant can control this homunculus and sense what it senses. If the homunculus is killed before its duration is up, the mutant will be severely shocked. There is a 1 in 3 chance the mutant can produce more than one homunculus at a time.

► *Roll 1d10 for creation time of a homunculus:*

1	A day.	4-5	Half a day.	8	Several hours.
2	A minute.	6	Half an hour.	9	Several minutes.
3	An hour.	7	Several days.	10	Several seconds.

► *Roll 1d10 for duration of homunculus' activity:*

1-2	A day.	5	A year.	8	Several days.
3	A month.	6	An hour.	9	Several hours.
4	A week.	7	Half a day.	10	Several weeks.

831-832 Illusion Generation

This mutant may create illusions within range of any of its own senses.

► *Roll 1d4 for autonomy of illusions:*

1	Illusions may move while mutant concentrates.
2	Illusions may not move.
3	Illusions may perform pre-programmed commands.
4	Mutant may command illusion to move at will.

► *Roll 1d8 for maximum duration (illusions may be dismissed earlier):*

1	A day.	5	Permanent.
2	An hour.	6	Requires concentration.
3	Half a day.	7	Several minutes.
4	Half an hour.	8	Until dismissed by mutant.

► *Roll 1d4 for number of senses affected:*

1	All senses.	2	Two senses.	3-4	Three senses.
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► *Roll 1d8 for senses affected (if necessary):*

1	Balance.	5	Other senses.
2	Hearing.	6	Sight.
3	Mutant's choice (choose once).	7	Smell and taste.
4	Mutant's choice (each time).	8	Touch.

833 Illusory Features

This mutant has one or more features that are visible but are illusions. Roll 1d1000 on the mutation chart. If the mutation is not visible, roll again and combine the results until it is.

834-835 Immortal

This mutant does not age or grow old once it is an adult, has no need for food or sustenance, and will not die unless killed by violence or illness.

836-837 Immune to Cold

This mutant may function normally at all temperatures above absolute zero and below normal human body temperature.

838-839 Immune to Energy

This mutant is unharmed by electricity, lasers, radiation, and other dangerous energy rays.

840-841 Immune to Heat

This mutant is not harmed by heat, fire, combustion, or high temperatures.

842-843 Immune to Illusions

This mutant is never affected or deceived by illusions, either magical or psychic.

844 Immune to Weather

This mutant is able to ignore the effects of the weather whenever it chooses to do so. It can stay dry in the rain or warm in the snow, and does not have to tan or burn in the sun if it doesn't want to.

845 Incorporated Objects

This mutant has one or more inanimate objects incorporated in its body. These can be crystals, pieces of art, stone, or metal, furniture, tools, or any other inanimate objects.

846 Infinite Endurance

This mutant may function at a normal level indefinitely and never gets tired, even from constant physical exertion, except for rare moments of rest or sleep to recover from stress, injury, or very strenuous activity.

847-848 Inspiring Aura

This mutant psychically inspires those around it.

► *Roll 1d6 for range of inspiration:*

1	1d10×10 feet (1d6×5m).	3	The sound of the mutant's voice.
2	Sight.	4	Touch.

► *Roll 1d4 for strength of inspiration:*

1	Amplifies courage.	3	Inspires teamwork.
2	Fanatical loyalty.	4	Negates fear and doubt.

► *Roll 1d6 for trigger:*

1	Always on.	4	Requires concentration.
2	At will.	5	Requires mutant to speak.
3	Requires communication.	6	Stress-induced.

849-850 Intangibility

This mutant can move through solid matter while concentrating.

► *Roll 1d4 for effect if the mutant becomes tangible while inside solid matter:*

1	Matter is violently displaced.	3	Mutant is fused.
2	Mutant is displaced and injured.	4	Mutant is harmlessly displaced.

851 Internal Portal

This mutant has a portal to another world, dimension, or plane of existence inside its body. In order to access this portal, the mutant must be physically opened, which is probably quite harmful to it, or would-be travellers must access its insides psychically.

852 Invincible Buddha

This mutant can become almost invincible by concentrating and doing nothing but meditating. While meditating, the first attack after a pause is reflected back on the attacker, who suffers all damage the mutant would have suffered. If this mutant is subject to multiple simultaneous or immediately subsequent attacks, it only reflects half the effects of the second attack, a third of the effects of the third attack, a fourth of the effects of the fourth attack, and so on. If there is a pause between attacks, the next attack counts as a first attack.

853-854 Invisibility

This mutant is able to become unseen at will, and will not show up on visual recording or detecting devices.

855 Invulnerable

This mutant is unharmed by physical effects, including kinetic force, the full spectrum of electromagnetic radiation, and a lack of air, water, or nourishment. The mutant is still vulnerable to magic and psychic interference.

856-857 Invulnerable to Weapons

This mutant is unharmed by all weapons except for one type.

► *Roll 1d8 (or 1d10) for the only kind of weapon that will harm this mutant:*

1	Bare hands.	4	Bullets.	7	Holy weapons.
2	Blades.	5	Flaming weapons.	8	Silver.
3	Bronze.	6	Gold.	9-10	Magic weapons.

858 Iron Teeth and Nails

Just like a witch. Iron nails grow very slowly, but will occasionally require filing, while iron teeth do not get cavities. If removed, they cannot be used to establish an arcane connection.

859 Irritating Touch

This mutant's flesh contains a substance that is irritating to most others of its kind, and possibly other creatures as well. Unless they take protective measures, those touching the mutant or things it has touched may experience itchiness, rashes, or uncomfortable feelings.

860 Kinetic Absorption

This mutant absorbs half of all kinetic force applied to it and converts it harmlessly.

861-862 Liquid Form

This mutant can become liquid, transforming its normally solid body into a plasmoid, malleable form that moves as the mutant wishes.

863-864 Magic Resistance

This mutant has an innate resistance to magic, which is ineffective $[1d6+4] \times 10$ per cent of the time. This applies to all magic used against the mutant directly, not physical effects caused by magic directed at other targets.

865 Magical Affinity

Because of your fey nature, magical creatures and faeries treat you like one of their own, and do not flee your presence or attempt to lead you astray.

**866 Magnetic**

This mutant is unusually magnetic, and light-weight metallic objects will stick to its skin.

867 Manikin

In place of a face, this mutant has either a miniature replica of its own upper body, including torso, arms, and what its face should look like, or the upper body of some other creature.

868 Manipulate Gravity

This mutant can increase or decrease the gravitational pull at any point within range.

► *Roll 1d6 for precision of gravity manipulation:*

1	Mutant must be conscious and point may move.
2	Mutant must be conscious and point may not move.
3-4	Mutant must concentrate and point may move.
5-6	Mutant must concentrate and point may not move.

► *Roll 1d4 for range of gravity manipulation:*

1	1d10×10 feet (1d6×5m).	3	Seven feet (2m)
2	A hundred yards (91m).	4	Sight.

869 Material Transparency

This mutant can cause inert, physical materials to appear transparent.

► *Roll 1d10 for duration of transparency:*

1	A day.	4	Half a day.	7-8	Concentration.
2	A minute.	5	Half an hour.	9	Several hours.
3	An hour.	6	Permanent.	10	Several minutes.

► *Roll 1d6 for extent of transparency effect:*

1	A hundred cubic feet (3m ³).	4	One cubic mile (4km ³).
2	A hundred cubic yards (77m ³).	5	One discreet item.
3	Hundreds of cubic yards/metres.	6	Ten cubic feet (0.3m ³).

► *Roll 1d6 for range within which material can be made transparent:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

870 Mazewalker

This mutant never gets lost in a maze, and can always find its way around confusing environments, and it may find it difficult to notice when environments are confusing for others to navigate.

871-872 Mechanoid

This mutant is partly or completely mechanical.

► *Roll 1d12 for extent of mechanization:*

1-2	Legs become tracks, wheels, or other mechanical contraption.
3	No legs, mutant hovers technologically.
4-6	Partly mechanical (roll 1d6 times on the body part table; ignore duplicates).
7-8	Mostly mechanical (roll 2d6 times on the body part table, duplicate parts indicate the mutant has multiples of that part).
9-12	Whole body.

► *Roll 1d8 for type of technology:*

1	Basic wooden mechanism; cogs and gears.
2-3	Clockwork. Roll 1d10 for primary composition: 1-2 crystal; 3 flesh; 4-7 metal; 8 plants or wood; 9 stone; 10 two components.
4-5	Early industrial. Roll 1d6 for type: 1 alchemical; 2-3 combustion; 4 electrical; 5-6 steam.
6-7	Late industrial. Roll 1d6 for type: 1-3 combustion; 4-5 electrical; 6 nuclear.
8	Post-industrial. Roll 1d10 for type: 1 atomic; 2 bio-technological; 3 electrical; 4 electro-chemical; 5 electro-magnetic; 6 fission; 7 fusion; 8 gravitic; 9 photonic; 10 quantum.

873 Mercreature

This mutant has gills, fins, scales, and a fish tail or tentacles instead of legs. It is adapted for living underwater, not on land. It also looks like a fantastical creature of legend.

874 Metal Skin

This mutant has metal skin that can move just as well as normal skin, but is heavily armoured. This does not affect the mutant's senses in any way.

875 Mind Cannibal

When this mutant devours the blood, bones, or flesh of another individual, it gains some of their knowledge, memories, and, if they have any, psychic powers. Memories can be gained even through drops of blood, but significant abilities require the whole body be consumed.

876 Molecular Disruption

This mutant can disrupt the molecules of a solid mass, causing it to fall apart. This takes an extraordinary amount of energy, and the mutant needs rest and food when done. Only one solid mass can be affected at a time, whether it is natural, organic, or artificially created.

► *Roll 1d6 for range of disruption:*

1	Sight.	3-5	Touch.
2	Ten feet (3m).	6	Twenty feet (6m).

877 Molecular Sense

This mutant can sense the exact molecular composition of anything in range.

► *Roll 1d8 for range of molecular sensing:*

1	1d10×10 feet (1d6×5m).	3-4	Taste.
2	Sight.	5-6	Touch.

878 Multiplication

This mutant can create 1d10 copies of itself by temporal or material displacement. If any of these doubles are killed, the mutant will be unconscious for 1d100 minutes per copy that is killed when the duration has elapsed. On any roll of 100, time itself unravels.

► *Roll 1d6 for duration of multiplication:*

1	1d10 minutes.	4	A couple minutes.
2	1d100 minutes.	5	Less than a minute.
3	1d6 hours.	6	Once ever.

879 Mutagen Producer

Animals that consume parts of this mutant's body, or any substance it produces, soon develop mutations of their own.

880-881 Mutant Detection

This mutant can detect the presence of other mutants within range, and can tell if anyone within range is a mutant or not.

► *Roll 1d6 for range within which mutants can be detected:*

1	1d10×10 feet (1d6×5m).	3-4	Sight.
2	A hundred yards (91m).	5-6	Touch.

**882-883 Mystical Third Eye**

This mutant can open a mystical third eye on its forehead. When the eye is closed, it cannot be detected; when open, it gives the mutant special powers that can affect everyone the third eye can see.

► *Roll 1d6 for powers granted by mystical third eye:*

1	Perceive the presence of magical or mystical beings and energies.
2	Project light which has calming and healing properties.
3	Read auras and sense emotions.
4	Sense evil, good, and lies.
5	Use a random psychic power (re-roll detrimental powers).
6	Use a random supernatural ability (re-roll detrimental abilities).

884 Nightmare Portal

This mutant possesses, inside its mind, a doorway to a world full of horror. It suffers from nightmares, but no other ill effects. Others are not as safe, however, and those using any sort of mentally invasive psychic powers on the mutant risk being consumed by nightmares.

885-886 No Reflection

This mutant does not appear in reflective surfaces. It cannot be filmed or photographed, but will appear on digital video recordings.

887-888 No Shadow

This mutant does not cast a shadow. Light appears to pass right through it, and be reflected by it at the same time. Anyone studying this phenomenon with powerful, hi-tech sensors will probably go insane and try to build a machine that destroys life.

889 Object Bound

This mutant's soul is located in some physical object. Harming the object harms the mutant, and possessing it gives power over the mutant.

890 Object Mimic

This mutant can reshape its body to mimic any common, mundane immobile object. The mutant may not move in this form but retains 1d4 senses and may change back at any time.

► *Roll 1d4 for maximum size of object mimicked:*

1	×1 (the mutant's normal size).	3	×3 (three times mutant's size).
2	×2 (twice mutant's size).	4	×4 (four times mutant's size).

► *Roll 1d4 for minimum size of object mimicked:*

1	×0 (any visible size).	3	×1/3 (one-third mutant's size).
2	×1/2 (half mutant's size).	4	×1/4 (one fourth mutant's size).

891 Painkiller

This mutant can dull the pain that other creatures feel, just by touching them.

► *Roll 1d4 for duration:*

1	Concentration.	3	Several minutes.
2	Several hours.	4	Skin contact.

892-893 Patronage

This mutant is somehow in tune with one of the gods of chaos, who shows favour to it. The mutant gains one or more of its patron's mutations, determined at random, plus 1d3 special gifts from the table below. Roll on whatever table you think appropriate to determine which chaos god is the patron, or create one using the greater demon procedures (see page 235).

► *Roll 1d6 to determine patron's gift:*

1	1d3 pieces of demonic equipment (see page 234).
2	1d10 additional mutations (roll 1d1000 for each).
3	Large retinue of followers (roll on fantastic peoples table for type, page 141).
4	One demonic attribute (see page 234).
5	Roll once each on gifts of chaos and sorcerous eminents tables (see page 233).
6	Small retinue of followers, numbering 2d10 or some other appropriate number (roll on fantastic animals table or fantastic peoples table for type).



894 Perfect Regeneration

No matter how grievous the wounds it may suffer are, this mutant will regenerate completely and be back to normal, given time.

► *Roll 1d6 for speed that wounds and injuries heal at:*

1	A full day.	3	Within days.	5	Within minutes.
2	A full week.	4	Within hours.	6	Within seconds.

► *Roll for strength of regeneration:*

1	Mutant regenerates if any parts are left unburned.
2-3	Mutant regenerates if still alive.
4-6	Mutant regenerates if fed.

895-896 Petrifying Gaze

This mutant can turn living beings into stone with a look. There is a 1 in 3 chance the mutant can reverse this process and restore those it has petrified.

► *Roll 1d8 for duration of petrification:*

1	Days.	3	Months.	7	Weeks.
2	Hours.	4-6	Permanent.	8	Years.

► *Roll 1d10 for possible targets of petrification:*

1-2	Anyone who makes eye contact.
3	Anyone who sees the mutant.
4-6	Anyone who sees the mutant's face.
7	Everyone the mutant looks at.
8	Select individuals the mutant looks at (mutant's discretion).
9-10	Select individuals who make eye contact (mutant's discretion).

► *Roll 1d10 for speed of petrification:*

1-4	Instantaneous.	7	Requires just over an hour.
5	Requires half a day.	8	Requires several minutes.
6	Requires half an hour.	9-10	Requires several seconds.

897 Physical Mimic

This mutant can physically reform its body to copy that of a creature it is touching.

► *Roll 1d4 for duration of mimicry:*

1	As long as mutant concentrates.	3	Until mutant reveals itself.
2	Until mutant is stressed.	4	Until mutant uses another mutation or power.

898 Planar Travel

This mutant can facilitate travel to other planes of existence by creating a doorway.

► *Roll 1d8 for duration doorway stays open:*

1	A day.	4	An hour.	7	Several hours.
2-3	A minute.	5-6	Half a minute.	8	Several minutes.

► *Roll 1d6 for size of doorway:*

1	A hundred foot square ($9m^2$).	4-5	Thirty foot square ($3m^2$).
2-3	Ten foot square ($1m^2$).	6	Three foot square ($0.3m^2$).

899 Possession

This mutant can send its consciousness into the body of another individual, and control them.

► *Roll 1d6 for duration of possession:*

1	Half a day.	3	Several days.	5	Several minutes.
2	Half an hour.	4	Several hours.	6	Until reversed.

► *Roll 1d6 for original body's state during possession:*

1	Mutant is distracted but can still sense original body.
2-4	Mutant's body is comatose, seemingly asleep.
5	Mutant's body is unmoving, but seemingly awake.
6	Mutant switches consciousness with target.

► *Roll 1d20 for possible targets of possession:*

1-3	Animals only.	10	Other mutants only.
4-5	Any living creature.	11	People of the same race only.
6	Older people only.	12	People of the same sex only.
7-8	One category of animal only.	13-19	People only.
9	One type of creature only (roll on the creature table).	20	Younger people only.

► *Roll 1d6 for range of initial possession:*

1	A hundred feet (30m).	4	Target must see mutant.
2	Eye contact.	5	Touch.
3	Sight.	6	Twenty feet (6m).

► *Roll 1d8 for speed of possession:*

1	Instantaneous.
2-3	Requires complicated rituals lasting over an hour.
4-6	Requires complicated rituals lasting several minutes.
7	Several minutes, no rituals required.
8	Several seconds.

900 Power Duplication

This mutant can duplicate a special power possessed by another individual.

► *Roll 1d6 for duration duplicate powers last:*

1	Requires concentration.	4	Several minutes.
2	Several days.	5	Until reversed.
3	Several hours.	6	While conscious.

► *Roll 1d4 for number of powers that can be duplicated:*

1	1d4+2 at a time.	2-3	One at a time.	4-5	Two at a time.
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► *Roll 1d8 for range within which powers can be duplicated:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-8	Touch.

901-902 Power Source

This mutant is able to power certain technological devices with its body.

► *Roll 1d6 for power type:*

1	Electrical.	3	Magical energy.	5	Radiation crystal.
2	Light waves.	4	Nuclear power.	6	Two or other.

903 Power Theft

This mutant can steal magical and supernatural powers from other individuals. While the mutant is able to use the power, the target may not.

► *Roll 1d8 for duration of theft:*

1	As long as mutant is conscious.	5	Several hours.
2	Half an hour.	6	Several minutes.
3-4	Requires concentration.	7-8	Several seconds.

► *Roll 1d6 for number of powers that can be stolen:*

1	1d3+2 at a time.	2-4	One at a time.	5-6	Two at a time.
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► *Roll 1d10 for range within which powers can be stolen:*

1-2	1d10×10 feet (1d6×5m).	6	Intimacy.
3	A hundred yards (91m).	7	Sight.
4-5	Eye contact.	8-10	Touch.

904-905 Pyrokinesis

This mutant is a firestarter, able to control any fires it can sense, and psychically call fire into existence within range.

► *Roll 1d6 for range of fire control:*

1	A hundred feet (30m).	3-4	Fifty feet (15m).
2	A hundred yards (91m).	5-6	Twenty feet (6m).

906-907 Radioactive

This mutant emits dangerous levels of harmful radiation.

► *Roll for length of exposure that may cause cancer, weakness, and death:*

1	Days.	3	Minutes.	5	Weeks.
2	Hours.	4	Months.	6	Years or decades.

908 Removable Eyes

This mutant can remove its eyes and still see through them. There is a 1 in 3 chance the eyes can move around on their own once detached.

909-910 Repulsed by Food

This mutant is physically repulsed by a certain type of food that is probably rather common. Coming into contact with this type of food will produce a serious allergic and psychological reaction.

► *Roll 1d10 for type of food that repulses:*

1	Cooked food.	5	Nuts.
2	Dairy.	6-7	One common food item.
3	Grains and cereals.	8	Raw, uncooked food.
4	Meat.	9-10	Roll on the plant table.

911 Sacred Aura

This mutant projects the feeling that it is holy and sacred into the hearts of those around it.

► *Roll 1d6 for emotional character of, or evoked by, the sacred aura:*

1	Calmness and reverence.	4	Innocence and purity.
2	Desire for betterment.	5	Religious ecstasy.
3	Guilt and shame.	6	Sublime majesty.

► *Roll 1d6 for range of sacred aura:*

1	A hundred feet (30m).	4	Ten feet (3m).
2	Fifty feet (15m).	5	Touch.
3	Sight.	6	Twenty feet (6m).

► *Roll 1d6 for trigger:*

1-2	Always on.	4-5	Requires concentration.
3	At will.	6	Stress-induced.

**912-913 Saturated with Magical Energy**

This mutant's body and soul are infused with magic. It also gets a Taboo and a Telltale.

914 Secret Communication

This mutant is able to leave messages, of any sort, that only specific individuals will receive. The mutant can write messages, record them to film, or just speak them aloud, and they will go unnoticed by everyone except whoever is specified as the proper intended recipient.

915 Sleep

This mutant can seep into objects or solid matter, sharing its mass with nonliving objects. There is a 1 in 3 chance the mutant can seep into objects smaller than itself.

► *Roll 1d6 for sensory ability while “seeped”:*

1-2	Mutant can hear what occurs outside the matter it has seeped into.
3	Mutant can see and hear what occurs outside the matter it has seeped into.
4-6	Mutant senses nothing.

916-917 Sense Evil

This mutant can sense malicious, negative, anti-social, antagonistic, and “evil” intentions.

► *Roll 1d6 for range of evilness detection:*

1	A couple miles (3km).	4	Sight.
2	A hundred feet (30m).	5	Target must see mutant.
3	A hundred yards (91m).	6	Touch.

► *Roll 1d4 for trigger:*

1	At will.	3	Requires gestures.
2	Requires concentration.	4	Requires obvious rituals.

918-919 Sense Fear

This mutant can tell if someone within range is afraid.

► *Roll 1d6 for range of fear detection:*

1-3	1d10×10 feet (1d6×5m).	5	Sight.
4	A hundred yards (91m).	6	Touch.

► *Roll 1d4 for trigger:*

1	Always on.	3	Requires concentration.
2	At will.	4	Requires obvious rituals.

920-921 Sense Good

This mutant can sense helpful, positive, constructive, and “good” intentions.

► *Roll 1d6 for range of goodness detection:*

1	A couple miles (3km).	4	Sight.
2	A hundred feet (30m).	5	Target must see mutant.
3	A hundred yards (91m).	6	Touch.

► *Roll 1d4 for trigger:*

1	At will.	3	Requires gestures.
2	Requires concentration.	4	Requires obvious rituals.

922-923 Sense Lies

This mutant can sense falsehoods, deceptions, and lies.

► *Roll 1d6 for range of lie detection:*

1	A couple miles (3km).	4	Sight.
2	A hundred feet (30m).	5	Target must see mutant.
3	A hundred yards (91m).	6	Touch.

► *Roll 1d4 for trigger:*

1	At will.	3	Requires gestures.
2	Requires concentration.	4	Requires obvious rituals.

924-925 Sensitive to Metal

This mutant cannot stand the touch of a specific type of metal, and takes additional damage from weapons made of this metal. Exposure to this type of metal will evoke feelings of fear and rage in the mutant.

► *Roll 1d8 (or 1d20) for metal that triggers sensitivity:*

1	Bronze.	9	Black.	15	Heavy.
2	Copper.	10	Christian.	16	Metalcore.
3	Gold.	11	Death.	17	Nu or rap metal.
4	Iron.	12	Doom.	18	Power.
5	Lead.	13	Fusion.	19	Speed.
6-8	Silver.	14	Glam.	20	Thrash.

926-927 Sensitive to Sunlight

This mutant is vulnerable to sunlight. Direct sunlight will cause a reaction within minutes.

► *Roll 1d8 (or 1d10) for mutant's reaction to sunlight:*

1-2	Bursts into flames and burns.	5-6	Petrifies (reverses in darkness).
3	Explodes.	7-8	Turns to ashes and dust.
4	Melts.	9-10	Becomes a gateway to hell.

928 Shadow Walk

This mutant may step into one patch of darkness and step out of another.

► *Roll 1d6 for maximum range of travel through shadows:*

1	1d10×10 feet (1d6×5m).	3-4	Seven feet (2m).
2	A hundred yards (91m).	5-6	The other side of a wall.

929 Silhouette

This mutant's body, and anything it wears or carries, refuses to reflect light, making it appear to be a completely black silhouette.



930 Skinwalker

This mutant may don the flayed skin of another and assume their appearance.

► *Roll 1d10 for reversibility of mutant's new appearance:*

1 It becomes part of a repertoire and can be assumed at any time.

2-4 It is permanent.

5 It lasts for up to 1d6 days, or when skin is discarded.

6 It lasts for up to 1d6 hours, or when skin is discarded.

7 It lasts for up to 1d6 weeks, or when skin is discarded.

8 It lasts for up to 1d6 years, or when skin is discarded.

9-10 It lasts until discarded.

931 Speak with Animals

This mutant may speak to animals, in their own language, if any. The level of conversation depends on the type of animal and the kind of game you are playing.

932 Spell Ability

This mutant has the ability to cast a particular spell at will. The more powerful the spell is, the more exhausted the mutant will be after casting it. Choose a spell, or roll on any table you consider appropriate.

933 Spirit Enmity

This mutant attracts the ire of ghosts and other bodiless spirits, who will haunt it and attempt to harass it to no end. It is also more vulnerable to ghosts than others are.

934-935 Spirit Medium

This mutant can summon a ghost or spirit and allow it to speak through its mouth. The mutant enters a trance state once the ghost or spirit has been summoned. The séance lasts for up to several minutes, or until the mutant becomes exhausted. This process is very taxing.

936-937 Stable Balance

As long as this mutant is in contact with the ground, it cannot be knocked over or lose its balance against its will.

938 Stigmata

This mutant is prone to bleeding through its skin, without having wounds.

► *Roll 1d8 for the location of stigmata:*

1 Bloody sweat.

4-5 Hands and feet.

2 Eyes (tears of blood).

6-7 Hands, feet, and torso.

3 Hands.

8 Mouth.

939-940 Superhuman Charisma

This mutant is unnaturally alluring, and always inspires trust, empathy, and compassion in others. It is an excellent leader simply by virtue of its emotional influence on others.

941-942 Superhuman Intellect

This mutant is able to retain, recall, and process information at far greater levels than normal for its species. Its brain essentially functions like a supercomputer, instantly performing calculations and recalling any and all information the mutant has ever learned.

943 Superhuman Perception

This mutant is aware of all physical occurrences within range, via any appropriate sense(s).

► *Roll 1d6 for range of superhuman perception:*

1-2 A couple miles (3km).

4 Fifty miles (80km).

3 A hundred miles (181km).

5-6 Twenty miles (32km).

944-945 Superhuman Reflexes

This mutant's conscious movements operate at an efficiency rate well within the top percentile. It always reacts to anything it can perceive, and always at the highest level of effectiveness. This power does not allow it to actually move itself any faster, however.

946-947 Superhuman Speed

This mutant can run or otherwise move at superhuman speeds.

► *Roll 1d6 for top speed:*

1-3 Several hundred miles (or km) per hour.

4 Several times the speed of sound.

5-6 Speed of sound (340.29m per second).

948-949 Superhuman Strength

This mutant has vast physical strength.

► *Roll 1d6 for amount the mutant can lift:*

1-2 Several dozen tons.

4 Several thousand tons.

3 Several hundred tons.

5-6 Several tons.

**950-951 Superhuman Toughness**

This mutant's skin is well nigh invulnerable.

► *Roll 1d6 for the degree of toughness of the mutant's skin:*

1 Corundum.

3-5 Steel.

2 Diamond.

6 Titanium carbide.

952 Susceptible to Possession

This mutant is exceptionally vulnerable to possession and psychic mental intrusion.

953 Symbol Bondage

This mutant's life force is tied to a symbol, on an object, another person's body, or on a building or other structure. If the symbol is damaged, so is the mutant, and if the symbol is destroyed, the mutant will die.

954-957 Taboo

This mutant has some sort of supernatural restriction placed upon its actions.

► *Roll 1d100 to determine the mutant's taboo:*

- 1-2 Becomes weak and powerless if its hair is cut.
- 3 Burned by perfume.
- 4 Can always be found by those it has harmed.
- 5 Can be summoned and bound by commonly-known magical spells.
- 6 Can be summoned and bound by its true name.
- 7 Can only communicate in writing except in one specific location.
- 8 Can only eat stolen food.
- 9 Can only say a creature's true name, never an alias or false name.
- 10 Can only sleep when sung to.
- 11-12 Can only sleep when surrounded by earth.
- 13 Can only speak in rhymes.
- 14 Can only speak in riddles.
- 15 Can only speak to those it intends harm to.
- 16 Can only spend money gained by honest work.
- 17 Can only tell a lie in whispers.
- 18 Can only tell lies at night.
- 19 Can squeeze blood from a stone; can drink nothing else.
- 20-21 Cannot approach the sound of bells.
- 22 Cannot approach unbidden once it is seen.
- 23 Cannot be intimate with someone until defeated by them in a contest of skill.
- 24 Cannot betray or harm someone who genuinely likes it.
- 25 Cannot betray someone else's lies.
- 26-27 Cannot break an oath.
- 28 Cannot commit violence during daylight.
- 29-30 Cannot cross a threshold without announcing its presence.
- 31 Cannot eat food cooked by anyone other than slaves.
- 32 Cannot eat in the presence of others.
- 33 Cannot enjoy music.
- 34-35 Cannot enter a private home uninvited.
- 36-37 Cannot enter holy ground or scared precincts.
- 38 Cannot enter the home of a nursing mother.
- 39-40 Cannot harm someone who is innocent of sex and violence.
- 41 Cannot harm someone who knows its name.
- 42 Cannot harm someone who wants to die.
- 43 Cannot harm someone whose name it does not know.
- 44 Cannot harm someone whose name it knows.
- 45 Cannot give something that has not been asked for.
- 46 Cannot leave a room while anyone looks at it.
- 47 Cannot look upon what it finds beautiful.
- 48 Cannot love someone without misfortune following them.
- 49 Cannot open doors for itself.
- 50 Cannot refuse a request for aid.

51 Cannot repeat a secret told in confidence.

52 Cannot see colour in artificial light.

53 Cannot see through glass.

54 Cannot sleep for a full day if it sees the sun rising or setting.

55 Cannot speak in a normal voice; can only shout, sing, or whisper.

56 Cannot speak unless asked a question.

57 Cannot speak without feeling pain.

58 Cannot speak without weeping.

59 Cannot tell a lie.

60 Cannot tell the truth about itself.

61-62 Cannot tell the truth unless whipped and beaten.

63 Cannot touch a bleeding person, except with implements, tools, or weapons.

64 Cannot touch a person during the day.

65 Cannot touch another with kindness.

66-67 Cannot touch holy objects or symbols.

68 Cannot use a tool or weapon without breaking it.

69 Cannot use supernatural powers during the day.

70 Cannot use supernatural powers for a full day after having sex.

71 Hypnotized by music.

72 May not steal from the dead.

73 May not steal from the living.

74 Must always examine symbols of death.

75 Must ask before taking something; cannot take it if refused.

76 Must attack anyone who is rude to it.

77 Must bathe in a specific river once a year or die.

78-79 Must be polite to anyone who is polite to it.

80 Must carry a difficult burden wherever it goes.

81-82 Must count small objects scattered in front of it.

83 Must disobey any direct command given by an authority figure.

84 Must drink any liquids offered.

85 Must give any corpse encountered a proper burial.

86 Must give money to anyone who asks for it.

87 Must grant first request made of it while at a rural crossroads.

88 Must graze like cattle for food.

89 Must guard a certain location from intruders.

90 Must kill anyone who sees its face.

91 Must obey a polite request.

92 Must obey any command repeated three times quickly.

93 Must obey any direct command given by an authority figure.

94 Must obey any written contract signed in blood.

95 Must obey anyone who beats or whips it.

96 Must provide sanctuary to anyone who asks for it.

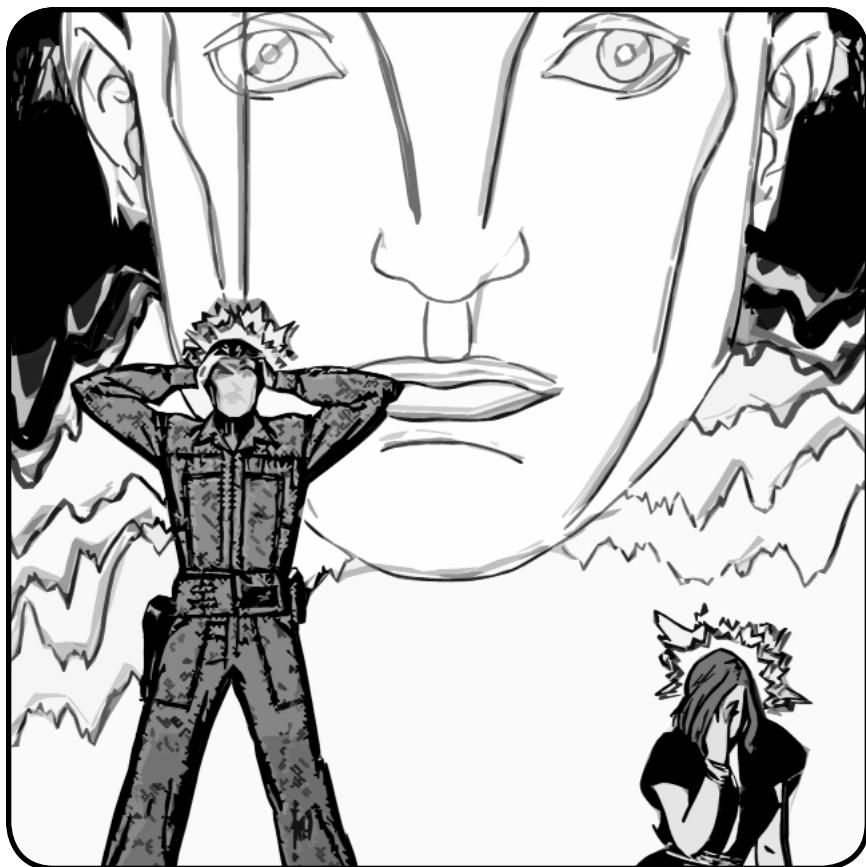
97 Must write on half the items it ever touches.

98-99 Nauseated and offended by the smell of some common thing.

100 Nauseated by the sight of blood.

958-959 Telepathic Communication

This mutant is able to read the minds of people while they are communicating, and determine their meaning and intentions, regardless of the language they are speaking. It can also project its own intentions and meanings into the minds of others, negating any language barriers between them. The result is universal communication with other sentient beings.

**960-963 Telltale**

Some unnatural feature marks this mutant as supernatural, subtle as it may be. If a mutant with a telltale does not have any other supernatural attributes, give it one (roll 1d300+700).

► *Roll 1d100 to determine the mutant's telltale:*

- 1 Animals cry out in fear when the mutant speaks.
- 2 Animals hate the mutant during the day, and fear it at night.
- 3 Anyone the mutant kills becomes undead and seeks revenge.
- 4 Anyone the mutant touches becomes magnetized.
- 5 Birds near the mutant speak its thoughts.
- 6 Blades becomes dull when the mutant touches them.
- 7 Children become fascinated by the mutant.
- 8 Children do not believe the mutant is real.
- 9 Dust the mutant touches glows.
- 10 Fires extinguish at the mutant's touch.

- 11 Glass and metal vibrate and whine when the mutant speaks.
- 12 Glass breaks when the mutant speaks in anger.
- 13 Hard, solid objects become warped when the mutant laughs.
- 14 Inanimate objects move away from the mutant of their own accord.
- 15 Inhuman features push through the mutant's skin when it is angry.
- 16 It is always darker around the mutant than anywhere else.
- 17 Liquids evaporate at the mutant's touch.
- 18 Machines break when the mutant touches them.
- 19 Metal tarnishes when the mutant touches it (any metal).
- 20 Movies talk to and become interactive with the mutant.
- 21 Objects age when the mutant touches them.
- 22 Objects will occasionally bleed after the mutant has touched them.
- 23 Omens of the mutant's intention manifest before its arrival.
- 24 Parts of the mutant turn to glass or metal when removed (hair, nails, etc).
- 25 People who don't believe the mutant exists cannot see it.
- 26 Plants grow wherever the mutant stands.
- 27 Plants move and try to grab the mutant.
- 28 Plants touched by the mutant become poisonous.
- 29 Plants wither when the mutant touches them (including food).
- 30 Printed words the mutant reads become scrambled and unreadable.
- 31 Rain burns the mutant.
- 32 Rooms become dark when the mutant leaves them.
- 33 Serpents take comfort in the mutant's presence and touch.
- 34 Soft objects jiggle and vibrate when the mutant speaks.
- 35 Sunlight burns the mutant.
- 36 The mutant appears ugly or repulsive in direct sunlight.
- 37 The mutant becomes freezing cold when displeased.
- 38 The mutant coughs up small creatures.
- 39 The mutant coughs up strange, inanimate objects.
- 40 The mutant cries blood when it is sad.
- 41 The mutant dies if it touches unicorn semen.
- 42 The mutant does not show up on film or digital recordings.
- 43 The mutant eats massive amounts of food, as well as inedible objects.
- 44 The mutant experiences pain as pleasure, but only at night.
- 45 The mutant growls like an animal when emotional.
- 46 The mutant has additional limbs in the dark.
- 47 The mutant has an extra nipple, a "witch's tit."
- 48 The mutant has horns, hooves, and a tail when struck.
- 49 The mutant is crowned by a halo of (real) fire when angry.
- 50 The mutant is often mistaken for a dead relative.
- 51 The mutant is often mistaken for someone else.
- 52 The mutant leaves monstrous or animal footprints in its wake.
- 53 The mutant looks completely normal when more than one other can see it.
- 54 The mutant looks like a child when not in the presence of magic.
- 55 The mutant looks monstrous under black light.
- 56 The mutant looks monstrous when using supernatural abilities.

Telltale

- 57 The mutant never actually touches the ground.
- 58 The mutant sheds its skin like a snake.
- 59 The mutant smells like death.
- 60 The mutant speaks with two voices at once.
- 61 The mutant turns to stone in sunlight (effect is temporary).
- 62 The mutant winces in pain when it hears its own name.
- 63 The mutant's blood glows.
- 64 The mutant's blood turns to swarming insects when it hits the ground.
- 65 The mutant's breathe covers things in frost.
- 66 The mutant's eyes become animal eyes at night.
- 67 The mutant's eyes glitter like jewels.
- 68 The mutant's eyes glow when it becomes emotional.
- 69 The mutant's footprints blight and ruin bare earth and crack stone.
- 70 The mutant's footprints form letters and words.
- 71 The mutant's hair and clothes are disturbed and tousled by a wind that exists for no one else.
- 72 The mutant's hair becomes thrashing serpents when angry.
- 73 The mutant's hands become claws when it commits violence.
- 74 The mutant's heartbeat can be heard faintly by everyone in sight.
- 75 The mutant's nose grows when it lies.
- 76 The mutant's reflection breaks and cracks mirrors and reflective metal.
- 77 The mutant's reflection etches itself in mirrors and reflective metal.
- 78 The mutant's shadow leaves a film of dust on whatever it lingers on.
- 79 The mutant's shadow leaves traces of blood wherever it lingers.
- 80 The mutant's shadow is a different shape (animal, monster, etc).
- 81 The mutant's shadow, when cast by sunlight, burns itself into surfaces.
- 82 The mutant's skin feels strange but looks completely normal.
- 83 The mutant's tongue is discoloured.
- 84 The mutant's touch causes orgasms.
- 85 The mutant's touch causes pain.
- 86 The mutant's touch causes pregnancy in females.
- 87 The mutant's touch causes rashes.
- 88 The mutant's touch robs inanimate objects of their beauty.
- 89 The mutant's touch stains the skin of non-magical creatures.
- 90 The mutant's touch warps glass and metal.
- 91 The mutant's touch warps stone and wood.
- 92 The mutant's voice cuts through all other sound.
- 93 The mutant's voice echoes and reverberates whenever it speaks.
- 94 The mutant's voice is totally inappropriate, considering its appearance.
- 95 The mutant's words become fire when it is angry.
- 96 The sound of the tide coming in can be heard whenever the mutant arrives.
- 97 Thunder can be heard whenever the mutant is hit or struck.
- 98 Water turns to dust at the mutant's touch.
- 99 Whatever the mutant says carves itself in nearby objects.
- 100 Whatever the mutant touches changes colour.

964 Temporal Instability

This mutant has a habit of leaving its own time, and travelling backwards or forwards in time for episodes of varying lengths, as experienced by the mutant.

► *Roll 1d6 for distance of travel, in time:*

1	Many years into the future.	4	Several days or weeks into the past.
2	Many years into the past.	5	Several months or years into the future.
3	Several days or weeks into the future.	6	Several months or years into the past.

► *Roll 1d6 for length of instability:*

1	A single event.	4	Several minutes.
2	Several days.	5	Several weeks.
3	Several hours.	6	Until the next trigger.

► *Roll 1d6 for trigger:*

1	At will.	4-5	Stress induced.
2-3	Regular intervals.	6	When harmed.

**965 Tomb Bondage**

This mutant must sleep interred within the earth, preferably in its own grave or the earth of its homeland. Sleeping above ground reduces its capabilities and makes it more erratic.

966 Total Chameleon

This mutant can change colour to mimic its surroundings, including more than just its physical form—all clothes, gear, and whatever the mutant is touching also change colour.

967-968 Totem Animal

This mutant has a supernatural link with another animal (roll on the creature table).

► *Roll 1d4 for mutant's ability to communicate with totem:*

1 Can communicate telepathically, up to a couple miles (3km).

2-3 Can communicate normally with totem animal(s).

4 Cannot communicate with totem animal(s).

► *Roll 1d6 for number of creatures mutant is linked with:*

1-2 All animals of this type.

3-4 One particular animal of this type who is the mutant's companion.

5 One particular animal of this type that does not associate with the mutant.

6 One particular animal of this type that is the mutant's enemy.

► *Roll 1d4 for powers granted by totem:*

1 Mutant and totem animal's lives are linked.

2 Mutant can temporarily assume totem animal's abilities by concentrating.

3 Mutant has behavioural characteristics of totem animal(s).

4 Totem animal(s) will assist or interfere with the mutant's activities.

969 Trackless

This mutant leaves no trace of its presence behind it, and so it cannot be tracked. It leaves no footprints, no heat signature, no scent, and no detritus behind, unless it wishes to.

970 Transform Material

This mutant may transform one type of material into another.

► *Roll 1d12 for original material:*

1 Bone. **5** Natural fabrics. **9** Synthetic fabrics.

2 Ceramics. **6** Plastic. **10** Valuable metal.

3 Crystal or glass. **7** Rubber. **11** Wood.

4 Leather. **8** Stone. **12** Worthless metal.

► *Roll 1d10 for quantity of material that can be transformed:*

1 1d6×10 pounds per hour, one hour minimum time.

2-3 1d6×10 pounds per minute, one minute minimum time.

4-5 1d6×100 pounds per hour, one hour minimum time.

6 1d6×100 pounds per minute, one minute minimum time.

7 Up to 1d6×100 pounds instantaneously.

8-10 Up to 2d6×10 pounds instantaneously.

► *Roll 1d6 for range at which material can be transformed:*

1 1d10×10 feet (1d6×5m). **3** Sight.

2 Seven feet (2m). **4-6** Touch.

► *Roll 1d20 for resulting material:*

1-3 Crystal or glass. **10-11** Plastic.

4 Fleshy organic substance. **12-13** Rubber.

5 Leaf- or plant-like fibre. **14-18** Stone.

6-8 Non-valuable metal. **19** Valuable metal.

9 Oil. **20** Wood.



971-972 Transformation

This mutant can change its shape in any manner, but cannot change its mass. Mimicking specific people, life forms, or objects requires it to know exactly what they look like.

► *Roll 1d6 for transformation speed:*

1	A few hours.	5	About an hour.
2-3	A few minutes.	6	Half a day.
4	A few seconds.	7-8	Half an hour.

973 Translucent

This mutant is see-through, but still visible. Its internal organs may or may not be visible.

974 Transmute Matter

This mutant can slowly alter the molecular structure of matter, changing its properties and making it into some other substance.

► *Roll 1d6 for transmutation speed:*

1	Mutant's volume per day.	3-4	Mutant's volume per month.
2	Mutant's volume per hour.	5-6	Mutant's volume per week.

975 Transparent Flesh

This mutant's flesh, and all organs and body parts except for its bones, are transparent, like clear glass or even more so. The mutant appears to be an animated skeleton when naked.

976 Tunnelling

This mutant can burrow through the ground at surprising speeds, moving earth slightly slower than walking speed. It can also burrow slower to accommodate a group of people.

977 Two Bodies

This mutant has two identical bodies that share the same mind that exists in both bodies, and sends telepathic signals between them. They are not two separate people.

978 Unbound

This mutant cannot be bound by mortal means, not by ropes nor chains nor human hand. Only magical or supernatural bonds, hi-tech energy fields, or other sufficiently advanced means can contain this mutant and render it immobile.

979-980 Undead

This mutant has died, but is still animated and sentient. It can be physically destroyed, and its soul can be put to rest by arcane or divine intervention, but it cannot be killed in the same ways as mortals are, and it does not require normal sustenance.

981 Unwilling Medium

This mutant is especially vulnerable to possession by spirits, demons, and other supernatural intelligences that are able to invade the mind.

**982-983 Vampiric**

This mutant feeds on others of its own species for nourishment.

► *Roll 1d6 for type of substance required for sustenance:*

1-2	Blood drinker.	5	Fuelled by others' suffering.
3-4	Cannibal.	6	Vital energy drain.

984-985 Walk on Water

This mutant can walk across the surfaces of water and other liquids as if they were completely solid whenever it so chooses.

986 War Sense

This mutant can sense all arguments, conflicts, hostilities, and violent actions within range.

► *Roll 1d6 for maximum range of war detection:*

1	A couple miles (3km).	4	A thousand miles (1,609km).
2	A hundred miles (161km).	5	The extent of the local language.
3	A hundred yards (91m).	6	To the nearest body of water.

987-991 Weakness

This mutant has some sort of Achilles heel, a weakness against which it is mostly powerless. It can be a colour, metal, time of day, a specific activity, type of person, or whatever. If the mutant has supernatural or special powers, its weakness may require specific circumstances to function, or may not function in specific circumstances.

992-993 Weather Manipulation

This mutant can influence local weather patterns by concentrating. Small changes in weather take several minutes to effect, significant and long-lasting changes take hours, and turning cloudless skies into thunder storms may take as long as a few days. This mutant can change cloud cover/precipitation values, temperature, and wind velocities separately.

994-997 Werecreature

This mutant changes shape at certain times, having two different shapes that it switches between. For its second form, roll twice on the creature table and either combine them or choose the more dangerous result. There is a 1 in 3 chance this form is anthropomorphic.

► *Roll 1d6 for shapechange trigger:*

1	Annual or solar cycle.	4	Lunar or monthly cycle.
2	At will.	5	Lunar or random cycle.
3	Diurnal cycle (night and day).	6	Stress-triggered.

998 X-Ray Vision

This mutant can see through matter, like an x-ray machine.

► *Roll 1d6 for range of x-ray vision:*

1-3	As far as the mutant can see.	5	Up to a hundred yards (91m).
4	Up to a hundred feet (30m).	6	Up to two miles (3km).

► *Roll 1d6 for trigger:*

1	Always on, restricts normal sight.	4-5	Requires concentration.
2-3	At will, doesn't restrict sight.	6	Stress-induced.

999 Zombie Master

This mutant may create a zombie servant from the corpse of a recently-dead person or from a living person it has captured. This process takes several days, but when complete, the mutant has a zombie servant that obeys its every command. The zombie is unable to speak, think creatively or independently, and has no will of its own, but it can grab and hold people.

1000 Zone of Silence

This mutant can stop the production and distribution of sound within its presence.

► *Roll 1d6 for area of effect (radius):*

1	A hundred feet (30m).	4	Ten feet (3m).
2-3	Fifty feet (15m).	5-6	Twenty feet (6m).

► *Roll 1d6 for zone's trigger:*

1	Always on.	4-5	Requires concentration.
2-3	At will.	6	Stress-induced.

► *Roll 1d4 to determine what sounds can be heard within the zone:*

1	Bass sounds only.	3	Whispers only.
2	Total silence.	4	White noise only.





Additional Tables

+

appearance change table

Use this table to introduce drastic changes to a mutant's appearance.

► *Roll 1d8 for change in appearance:*

- 1 Add a body part (roll on the body part table) of another creature (roll on the creature table). If the substituting creature does not have that body part, the new body part is either humanoid or resembles the mutant's physiology, but appears to resemble the substituting creature cosmetically. Choose where to put the new body part or roll on the body part table.
- 2-3 Add one or more cosmetic features from another type of creature (roll on the creature table).
- 4-5 Change a body part (roll on the body part table) to the same part of another creature (roll on the creature table). If the creature does not have that body part, only the body part's superficial appearance changes.
- 6 Remove a body part (roll on the body part table).
- 7 Roll on all the tables in one category of the mutant hordes section. Roll 1d8 to determine which category: 1 Appearance; 2 Arms; 3 Body; 4 Eyes and ears; 5 Head; 6 Legs; 7 Lower facial features; 8 Other limbs.
- 8 Roll on the mutant features tables and add that feature.

body part table

For quadrupedal mutants, "arms" means front limbs and "legs" means back limbs. For hexupedal mutants, "arms" means (roll 1d6) either 1-4: front limbs, or 5-6: middle limbs, and "legs" means (roll 1d6) either 1-4: back limbs, or 5-6 middle limbs.

► *Roll 1d100 for body parts:*

1-3	Abdomen.	52-57	Pair of arms.
4-8	Abdomen and legs.	58-60	Pair of ears.
9	All limbs.	61-64	Pair of eyes.
10-13	Back/spine.	65-67	Pair of feet.
14-15	Buttocks.	68-70	Pair of hands.
16-20	Chest.	71-76	Pair of legs.
21-24	Face.	77-79	Right arm.
25-27	Genitals.	80	Right ear.
28-32	Head.	81-83	Right eye.
33-35	Left arm.	84	Right foot.
36	Left ear.	85	Right hand.
37-39	Left eye.	86-88	Right leg.
40	Left foot.	88-90	Shoulders.
41	Left hand.	91-93	Tail.
42-44	Left leg.	94-96	Torso and arms.
45-48	Mouth.	97-98	Torso and head.
49-51	Nose or snout.	100	Torso, head, and both/all arms.

colour table: basic

► Roll 1d12 (or 1d18) for colour:

1	Black.	7	Pink.	13	Dolm.
2	Blue.	8	Purple.	14	Jale.
3	Brown.	9	Red.	15	Pallow.
4	Cyan or turquoise.	10	Violet.	16	Rawn.
5	Green.	11	White.	17	Smaudre.
6	Orange.	12	Yellow.	18	Ulfire.

colour table: extended

► Roll 1d100 for colour:

1-2	2 colours shifting.	35	Glowing colour.	68	Puce.
3	Amber.	36	Gold.	69	Pumpkin.
4	Apricot.	37	Green.	70	Purple.
5	Aqua(marine).	38	Green-yellow.	71	Red.
6	Auburn.	39	Grey.	72	Red-brown.
7	Azure.	40	Indigo.	73	Red-violet.
8	Beige.	41	Iridescent colour.	74	Rose.
9	Black.	42	Ivory.	75	Ruddy.
10	Blue.	43	Jade.	76	Russet.
11	Blue-green.	44	Jale.	77	Rust.
12	Blue-grey.	45	Jet.	78	Salmon.
13	Blue-violet.	46	Khaki.	79	Scarlet.
14	Brass.	47	Lavender.	80	Sea green.
15	Bronze.	48	Lilac.	81	Sepia.
16	Brown.	49	Lime.	82	Silver.
17	Bright green.	50	Magenta.	83	Sky blue.
18	Buff.	51	Mahogany.	84	Sparkly colour.
19	Burgundy.	52	Maroon.	85	Tan.
20	Cerulean.	53	Matte colour.	86	Tangerine.
21	Charcoal.	54	Mauve.	87	Taupe.
22	Chartreuse.	55	Metallic colour.	88	Teal.
23	Copper.	56	Mustard yellow.	89	Terra cotta.
24	Cream.	57	Ochre.	90	Turquoise.
25	Crimson.	58	Octarine.	91	Ulfire.
26	Cyan.	59	Off-white.	92	Ultramarine.
27	Dolm.	60	Olive.	93	Umber.
28	Drab.	61	Orange.	94	Verdigris.
29	Emerald.	62	Orange-red.	95	Vermillion.
30	Forest green.	63	Peach.	96	Violet.
31	Fuchsia.	64	Periwinkle.	97	White.
32	Garrow.	65	Pink.	98	Wisteria.
33	Ginger.	66	Pink-orange.	99	Yellow.
34	Glossy colour.	67	Plum.	100	Yellow-green.

creature tables

These are lists of more commonly-known creatures. Entries may cover more than one species, under either a common family name or a colloquial name, and may be interpreted as generously as desired. Each entry on the creature table has its own table of creatures.

► Roll 1d10 (or 1d12) to determine creature table by type:

1-2	Amphibians and Reptiles	9	Other Animals
3	Aquatic Animals	10	Plants
4	Birds	11	Fantastic Animals
5-8	Mammals	12	Fantastic Peoples

amphibians and reptiles

This table includes dinosaurs, but not birds.

► Roll 1d100 for amphibian or reptile:

1	Adder.	39	Draco lizard.
2	Agamid or dragon lizard.	40-41	Fan-throated lizard.
3-4	Alligator.	42-43	Fire-bellied toad.
5	Allosaurus.	44	Frilled lizard.
6	Alpine salamander.	45	Frog.
7	Ankylosaurus.	46	Gecko.
8	Axolotl or mole salamander.	47	Gila monster.
9	Bearded dragon.	48	Glass frog.
10	Blind snake.	49	Glass lizard or glass snake.
11	Boa constrictor.	50	Greaved lizard.
12	Brachiosaurus.	51	Green frog or green toad.
13	Brontosaurus.	52	Hairy frog.
14	Bullfrog.	53	Iguanodon.
15-16	Caiman.	54	Komodo dragon.
17-18	Chameleon.	55	Lizard.
19-20	Chuckwalla or iguana.	56-57	Marine iguana.
21	Coast horned lizard.	58-59	Megalosaurus.
22-23	Cobra.	60	Monitor lizard.
24	Collared lizard.	61	Mudskipper
25-26	Common basilisk or Jesus lizard.	62	Newt.
27	Common toad.	63	Oriental garden lizard.
28	Coral snake or milk snake.	64	Pachycephalosaurus.
29-30	Crocodile.	65	Plated lizard.
31-32	Desert horned lizard.	66	Pliosaurus.
33	Dimetrodon.	67	Poison dart frog.
34	Dinosaur.	68-69	Psychoactive toad.
35	Diplodocus.	70	Pterodactyl.
36	Draco lizard.	71	Python.
37	Fan-throated lizard.	72	Rattlesnake.
38	Fire-bellied toad.	73-75	Rhinoceros iguana.

76	Salamandrid.	88-89	Tortoise or turtle.
77-78	Skink.	90-91	Tree frog.
79	Snake.	92	Triceratops.
80	Snapping turtle.	93	True toad.
81	Stegosaurus.	94-95	Tuatara.
82-83	Tegu.	96	Tyrannosaurus rex.
84	Terrapin.	97	Velociraptor.
85	Thorny devil.	98-99	Viper.
86-87	Toad.	100	Water dragon.



aquatic animals

► Roll 1d100 for aquatic animal:

1	Algae.	32	Hatchet fish.	68	Remora.
2	Amphipod.	33	Horseshoe crab.	69	Salmon or trout.
3	Angelfish.	34	Ichthyosaurus.	70	Sardine.
4	Aquatic worm.	35	Isopod.	71	Sea anemone.
5	Armoured snail.	36-37	Jellyfish.	72	Sea cucumber.
6	Arrow worm.	38	Killer whale.	73	Sea lion.
7	Barnacle.	39	Kiwa or yeti crab.	74	Sea nettle.
8	Barracuda.	40	Koi.	75	Sea slug.
9	Barreleye fish.	41	Lamprey.	76	Sea snake.
10	Beluga whale.	42	Leafy seadragon.	77	Sea spider.
11	Blowfish.	43	Leech.	78	Sea turtle.
12	Carp.	44	Lionfish.	79	Sea urchin.
13	Catfish.	45	Lobster.	80	Seahorse.
14	Clam or mussel.	46	Lungfish.	81	Seal.
15	Clownfish.	47	Marine dinosaur.	82	Seamoth.
16	Cnidarian.	48-49	Mollusc.	83-84	Shark.
17	Comb jelly.	50	Monkfish.	85	Shellfish.
18	Copepod.	51	Napoleon wrasse.	86	Snailfish.
19	Coral.	52	Narwhal.	87	Sponge.
20	Crab.	53	Nautilus.	88-89	Squid.
21	Crayfish.	54-55	Nudibranch.	90	Squidworm.
22	Cuttlefish.	56-57	Octopus.	91	Starfish.
23	Diving beetle.	58	Otter.	92	Stone fish.
24	Dolphin.	59	Oyster.	93	Sturgeon.
25	Double spined urchin.	60	Parrotfish.	94	Swordfish.
26	Eel.	61	Piranha.	95	Trilobite.
27	Fathead.	62	Polychaete worm.	96	Turbot.
28	Fish.	63	Porpoise.	97	Walking catfish.
29	Flatworm.	64	Prawn or shrimp.	98	Walrus.
30	Flying fish.	65	Psychedelic frogfish.	99	Whale.
31	Hagfish.	66-67	Ray.	100	Zebrafish.

birds

► Roll 1d100 for amphibian or reptile:

1-2	Albatross.	51	Plover.
3	Anthropornis.	52	Oriole.
4	Apteryx.	53	Osprey.
5	Archaeopteryx.	54	Ostrich.
6	Bee-eater.	55-56	Owl.
7-8	Blackbird.	57	Parakeet.
9	Budgie.	58-59	Parrot.
10	Buzzard.	60	Partridge.
11	Cardinal.	61	Passerine.
12-13	Chicken.	62	Peacock.
14	Condor.	63	Pelican.
15	Cormorant.	64-65	Penguin.
16	Crane.	66	Pheasant.
17-18	Crow.	67	Pigeon.
19	Cuckoo.	68	Puffin.
20	Dodo.	69	Quail.
21	Dove.	70-71	Quetzal.
22-23	Duck.	72-73	Raven.
24-25	Eagle.	74	Roadrunner.
26	Emu.	75-76	Robin.
27-28	Falcon.	77	Rook.
29	Finch.	78	Sandpiper.
30	Flamingo.	79	Seagull.
31	Goose.	80-81	Shrike.
32	Goshawk.	82-83	Sparrow.
33	Grouse.	84	Sparrowhawk.
34-35	Hawk.	85	Spoonbill.
36	Heron.	86	Starling.
37-38	Hummingbird.	87	Stork.
39	Ibis.	88	Swallow.
40-41	Jay.	89	Swan.
42	Kea.	90	Tern.
43	Kestrel.	91	Thrush.
44	Kingfisher.	92	Toucan.
45	Kiwi.	93	Turkey.
46	Loon.	94-95	Vulture.
47	Macaw.	96	Whiskey jack.
48	Magpie.	97	Wildfowl.
49	Maleo.	98-99	Woodpecker.
50	Moa.	100	Wren.



fantastic animals

► Roll 1d100 for fantastic animal:

1-2	2 animals combined.	53	Hunting horror.
3	Al-mi'raj.	54-55	Hydra.
4	Amphisbaena.	56	Jackalope.
5	Androsphinx.	57	Jaculus.
6	Bakeneko.	58	Kelpie.
7-8	Basilisk.	59-60	Ki-rin.
9	Behemoth.	61	Kobold.
10	Bhole/Dhole.	62-63	Kraken.
11	Brown Jenkin.	64	Lamassu.
12	Bugbear.	65	Leviathan.
13	Bunyip.	66-67	Manticore.
14	Cat from Saturn.	68	Nightmare.
15	Catoblepas.	69	Oneirovorous moth.
16	Cerberus.	70	Ophiotaurus.
17-18	Chimera.	71	Orb of light.
19-20	Cockatrice.	72	Orthrus.
21	Dahu.	73	Ouroboros.
22	Direwolf.	74	Pegasus.
23-25	Dragon.	75	Peryton.
26	Drop bear.	76-77	Phoenix.
27	Elemental animal.	78	Prismatic cloud.
28-29	Eye Fucker.	79	Roc.
30	Fafnir.	81	Salamander.
31	Feathered serpent.	82	Sasquatch.
32	Fenrir.	83	Shedu.
33	Flying polyp.	84	Shoggoth.
34	Foo dog.	85	Simurgh.
35-36	Gargoyle.	86	Skvader.
37	Ghast.	87	Sleipnir.
38-39	Giant animal.	88	Splintercat.
40-41	Griffin.	89	Tarasque.
42	Gug.	90	Thunderbird.
43	Gynosphinx.	91-92	Undead animal.
44	Helhest.	93-94	Unicorn.
45	Hellhound.	95	Wild haggis.
46	Hippalectryon.	96	Wolpertinger.
47-48	Hippocamp.	97	Wrym.
49	Hippogriff.	98	Wyvern.
50	Hound of Tindalos.	99	Yeti.
51-52	Human-headed animal.	100	Zoog.

fantastic peoples

► Roll 1d100 for type of fantastic person:

1	2 people combined.	53	Lich.
2-3	Angel.	54	Living shadow.
4	Banshee.	55	Living statue.
5	Beastman.	56	Lizardman.
6	Cactoid.	57	Maenad.
7	Centaur.	58	Magician.
8-9	Creature-headed human.	59	Merfolk.
10	Cyclops.	60-61	Minotaur.
11	Dark elf.	62	Mummy.
12	Demigod.	63	Naga.
13-14	Demon or devil.	64	Nereid or undine.
15	Djinn or efreet.	65	Nightgaunt.
16	Doppelgänger.	66	Offidiyya.
17	Dryad or nymph.	67	Ogre.
18-19	Dwarf.	68-69	Orc.
20	Elder thing or great race.	70	Pagan god.
21-22	Elf.	71	Penanggalan.
23	Enchanter/Enchantress.	72	Pixie.
24	Erinys, fury, or nemesis.	73	Plant-headed human.
25	Fairy.	74	Puppet.
26-27	Faun or satyr.	75	Rakshasa.
28	Flesh golem or revenant.	76-77	Roden.
29	Ghost, wraith, or spectre.	78	Saint or bodhisattva.
30-31	Ghoul.	79	Sasquatch.
32-33	Giant.	80	Serpent person.
34	Gnole.	81	Sin eater.
35	Gnome.	82	Siren.
36-37	Goblin.	83-84	Skeleton.
38	Golem.	85	Sorcerer/Sorceress.
39-40	Gorgon.	86	Sphinx.
41	Green man.	87	Sprite.
42	Hag or witch.	88	Tengu.
43	Halfling.	89	Treeman.
44-45	Harpy.	90-91	Troll.
46	Hobgoblin.	92	Valkyrie.
47	Homunculus.	93-94	Vampire.
48	Ichthyocentaur.	95	Wendigo.
49	Incubus or succubus.	96	Were-creature.
50	Kitsune.	97	Werewolf.
51	Lamia.	98	Wizard.
52	Leprechaun.	99-100	Zombie.



mammals

► Roll 1d100 for mammal:

1	Aardvark or anteater.	47	Hyena.
2	Antelope.	48	Ibex.
3	Ape or gorilla.	49	Jackal.
4	Armadillo or pangolin.	50	Jaguar, leopard, or panther.
5	Auroch.	51	Jerboa.
6	Baboon or chimpanzee.	52	Kangaroo or wallaby.
7	Badger.	53	Koala.
8	Bandicoot.	54	Lemur.
9	Bat.	55	Lion.
10-11	Bear.	56	Mammoth or mastodon.
12	Beaver.	57	Marmoset.
13	Bison or buffalo.	58	Mink.
14	Black-footed cat.	59	Mole or shrew.
15	Boar.	60	Mongoose.
16	Bull/cow.	61	Monkey.
17	Camel.	62	Moose.
18	Caracal or lynx.	63	Mouse.
19	Cat.	64	Mule.
20	Cheetah.	65	Muskrat.
21	Chinchilla.	66	Naked mole rat.
22	Chipmunk.	67	Opossum or possum.
23	Cougar, mountain lion, or puma.	68	Orangutan.
24	Coyote.	69	Ox.
25	Deer.	70	Pig.
26-27	Dog.	71	Platypus.
28	Donkey.	72	Prairie dog.
29	Elephant.	73	Racoon.
30	Elk.	74	Rat.
31	Ferret.	75	Red panda.
32	Fox.	76-77	Rhinoceros.
33	Gazelle.	78	Sabre-tooth tiger or smilodon.
34	Giant panda.	79	Sheep.
35	Giraffe.	80	Skunk.
36	Glyptodon.	81	Sloth.
37	Goat.	82	Slow loris.
38	Gopher.	83	Snow leopard.
39	Guinea pig or hamster.	84	Squirrel.
40	Hare or rabbit.	85	Tamarin monkey.
41	Hedgehog or porcupine.	86	Tapir.
42	Hippopotamus.	87	Tenrec.
43-44	Horse or pony.	88	Tiger.
45-46	Human or neanderthal.	89	Warthog.

90	Water buffalo.	96	Wolverine.
91	Weasel.	97	Wombat.
92	Wild cat.	98	Woolly rat.
93	Wildebeest.	99	Yak.
94-95	Wolf.	100	Zebra.



other animals

► Roll 1d100 for mammal:

1	Amoeba.	50	Jumping spider.
2-3	Ant.	51-52	Lacewing.
4	Aphid.	53-54	Ladybird or ladybug.
5	Bark beetle or leaf beetle.	55	Leafhopper or planthopper.
6-7	Bee or bumblebee.	56	Louse.
8-9	Bee-killer.	57-58	Mantis.
10	Beetle.	59	Mayfly.
11	Bush-cricket or katydid.	60-61	Millipede.
12-13	Butterfly.	62	Mite.
14	Butterworm or Chilean moth.	63	Mosquito.
15	Caddisfly.	64	Moss piglet or water bear.
16-17	Caterpillar.	65-66	Moth.
18	Cave spider.	67	Punctate flower chafer.
19-20	Centipede.	68-69	Scarab.
21	Cicada.	70-71	Scorpion.
22	Cockroach.	72	Scorpionfly.
23	Crane fly.	73	Silkworm.
24-25	Cricket.	74-75	Slug.
26	Darkling beetle.	76-77	Snail.
27-28	Dragonfly.	78	Snakefly.
29	Dung beetle or ground beetle.	79-80	Spider.
30	Earwig.	81	Stag beetle.
31-32	Firefly.	82-83	Stick bug.
33	Fire ant.	84-85	Stonefly.
34	Flatworm.	86	Tadpole.
35-36	Flea.	87	Tarantula.
37	Fluke or tapeworm.	88-89	Termite.
38	Fly.	90	Thorn bug or treehopper.
39	Froghopper or spittlebug.	91	Tick.
40	Fruitfly.	92	Velvet worm.
41-42	Grasshopper or locust.	93	Waxworm or wax moth.
43	Grub or maggot.	94	Weevil.
44-45	Hornet or wasp.	95-96	Weta.
46	Hoverfly.	97	Whip scorpion.
47-48	Jewel beetle or jewel bug.	98	Wolf spider.
49	Jumping bristletail.	99-100	Worm.

plants

► Roll 1d200 for plant:

1	Acacia.	44	Citrus tree.	87	Hydnora.
2	Acanthus.	45	Climbing plant.	88	Ice plant.
3	Aloe.	46	Coca.	89	Ivy.
4	Angel trumpet vine.	47	Coffee.	90	Jasmine.
5	Anise.	48	Conifer/Evergreen.	91	Juniper.
6	Apple tree.	49	Corn/Maize.	92	Kauri tree.
7	Apricot.	50	Corpse flower.	93	Kava.
8	Artichoke.	51	Cotton.	94	Kelp.
9	Asparagus.	52	Cucumber.	95	Khat.
10	Aspen.	53	Cypress.	96	Knotweed.
11	Ayahuasca.	54	Dahlia.	97	Kudzu.
12	Azalea.	55	Daisy.	98	Laurel.
13	Bamboo.	56	Damiana.	99	Lavender.
14	Banyan tree.	57	Dancing grass.	100	Leaf of God.
15	Baobab.	58	Dandelion.	101	Legume.
16	Barley.	59	Date palm.	102	Lemon tree.
17	Basil.	60	Deciduous tree.	103	Lettuce.
18	Bean.	61	Dogbane.	104	Lily.
19	Berry.	62	Dragon blood tree.	105	Liquorice.
20	Birch.	63	Dream herb.	106	Longan.
21	Blackthorn.	64	Ebony tree.	107	Lotus.
22	Bladderwort.	65	Eggplant.	108	Lychee.
23	Bok choy.	66	Eucalyptus.	109	Magnolia.
24	Boxthorn.	67	Fennel.	110	Mandrake.
25	Bramble.	68	Fern.	111	Maple tree.
26	Broccoli.	69	Fig.	112	Melon.
27	Bush.	70	Flax.	113	Mescal bean.
28	Cabbage.	71	Flowering plant.	114	Millet.
29	Cacao/Cocoa.	72	Flypaper trap.	115	Mimosa.
30	Cactus.	73	Foxtail.	116	Mint.
31	Cane.	74	Fruiting plant.	117	Mold.
32	Cannabis/Hemp.	75	Fungus.	118	Monkey-puzzle tree.
33	Carpet weed.	76	Garlic.	119	Morning glory.
34	Carrión flower.	77	Giant hogweed.	120	Moss.
35	Carrot.	78	Ginko.	121	Mushroom.
36	Cauliflower.	79	Goosefoot.	122	Myrtle.
37	Cedar.	80	Gourd.	123	Nettle.
38	Celeriac.	81	Grape vine.	124	Nightshade.
39	Celery.	82	Grass.	125	Nutmeg tree.
40	Chestnut.	83	Green algae.	126	Oak.
41	Cholla.	84	Hawthorn.	127	Oat.
42	Cilantro/Coriander.	85	Hazel.	128	Okra.
43	Cinchona.	86	Holly.	129	Olive tree.

130	Onion.	154	Rice.	178	Sunflower.
131	Onyanga.	155	Root vegetable.	179	Sweet potato.
132	Orchid.	156	Rose.	180	Sweetbay.
133	Oregano.	157	Rose of Jericho.	181	Tea.
134	Palm tree.	158	Rubber tree.	182	Terragon.
135	Parsnip.	159	Rye.	183	Thistle.
136	Passion flower.	160	Salvia.	184	Thyme.
137	Peach tree.	161	Samphire.	185	Toadstool.
138	Pear tree.	162	Seaweed.	186	Tomato vine.
139	Pea.	163	Sedge.	187	Tree.
140	Pepper vine.	164	Shallot.	188	Tuber.
141	Persimmon tree.	165	Shrub.	189	Turnip.
142	Peyote.	166	Skunk cabbage.	190	Vegetable.
143	Pine tree.	167	Smartweed.	191	Venus fly trap.
144	Pipal tree.	168	Sorghum.	192	Vine.
145	Pitcher plant.	169	Squash.	193	Walnut tree.
146	Pomegranate tree.	170	Stone fruit.	194	Water willow.
147	Poppy.	171	Succulent.	195	Weed.
148	Potato.	172	Sugarcane.	196	Wheat.
149	Pumpkin.	173	Sundew.	197	Willow tree.
150	Radish.	174	Sunflower.	198	Wormwood.
151	Redwood.	175	Succulent.	199	Yam.
152	Reed.	176	Sugarcane.	200	Zucchini.
153	Rhododendron.	177	Sundew.		



detrimental mental mutations

► Roll 1d100 for detrimental mental mutation:

			page number
54	1 Addicted	51 Hysterical Injury	58
	2-3 Addictive Personality	52-53 Insomnia	67
54	4 Always Afraid	54 Irrational Hatred	59
70	5 Anti-Charisma	55-56 Kleptomania	
54	6-7 Anxious	57-58 Mania	
64	8-9 Attention Deficit Disorder	59-60 Manic Depressive	
54	10 Berserker	61 Masochism	
54	11 Blood Rage	62 Mental Block Defence Tactic	59
55	12-13 Breakdowns	63 Mental Blockage	68
	14 Carnivore	64 Mindless	68
	15-16 Compulsive Behaviour	65 Multiple Personalities	59
	17 Compulsive Liar	66 Narcolepsy	60
	18 Contrarian	67-68 Nightmares	60
	19 Controlled by Stars	69 No Visual Memory	68
55	20 Daylight Stasis	70-71 Obsessive	60
64	21 Decreased Awareness	72 Outbursts	
64	22 Decreased Empathy	73 Paranoia	
65	23 Decreased Intellect	74 Periodic Amnesia	60
65	24 Decreased Social Aptitude	75-76 Phobia	61
65	25 Decreased Willpower	77-78 Physical Coward	61
55	26-27 Deep Sleeper	79-80 Physical Self-Loathing	61
55	28 Degenerate Gambler	81 Psychic Broadcast	81
56	29 Dependency	82 Pyromania	61
	30-31 Depression	83 Restricted Diet	62
56	32 Drone	84 Sadism	
65	33-34 Dyslexia	85 Schizophrenia	
57	35-36 Eating Disorder	86-87 Sexual Neurosis	
	37 Excessive Sleeper	88 Short Fuse	
	38 Fear of Sacred Objects	89 Shuddering	62
57	39-40 Fits and Seizures	90 Sleepwalking	63
58	41 Glossolalia	91 Slovenly	63
	42 Hallucinations	92-93 Slow Learner	69
	43-44 Headaches	94-95 Socially Inept	69
	45 Herbivore	96 Sociopathic	63
	46 Highly Social	97 Strange Sound	
58	47 Hoarder	98 Stuttering	
77	48 Hostility Field	99 Territorial	
58	49-50 Hypochondria	100 Vengeful	63

page number

detrimental physical mutations

► Roll 1d100 for detrimental physical mutation:

			page number
36	1-2	Allergies	52
20	3	Alopecia	53
21	4	Atrophied or Malformed Part	54
21	5	Backward Parts	55-56
36	6	Bad Breath	57
36	7	Blind	58
22	8	Boils and Sores	59
37	9	Chronic Pain	60
23	10	Clubfoot	61
37	11-12	Colour Blind	62-63
23	13	Covered in Orifices	64
37	14	Cracking Joints	65
37	15	Deaf	66
38	16	Decreased Agility	67
	17	Decreased Metabolism	68
	18	Decreased Physical Strength	69
	19-20	Diabetes	70
38	21	Disease Carrier	71
39	22	Electromagnetic Disruption	72
24	23	Enormously Fat	73
25	24	Flaking Skin	74
25	25	Flippers	75-76
25	26	Hemihypertrophy	77
41	27-28	Hemophilia	78
25	29	Hideous Appearance	79
41	30	High Body Temperature	80-81
41	31-32	Hollow Bones	82
42	33	Horrible Stench	83
26	34	Hunchback	84
42	35-36	Hyperopia	85
43	37	Increased Susceptibility to Illness	86
	38	Infected	87
43	39-40	Infertile	88-89
44	41	Kidney Stones	90-91
	42	Light Dependency	92
44	43	Light Sensitivity	93
27	44	Limb Loss	94
27	45	Loose Skin	95
44	46-47	Low Pain Threshold	96
45	48	Mute	97-98
45	49-50	Myopia	99
28	51	No Ears	100



favourable mental mutations

► Roll 1d100 for favourable mental mutation:

			page number
70	1	Animal Control	51
64	2-3	Animal Friendship	52
54	4	Anticipation	53
70	5	Assimilationist	54
64	6	Attack Reversal	55-56
72	7	Autobiographical Memory	57
70	8	Block Senses	58
64	9-10	Body Sense	59
72	11	Cause Fear / Insanity / Pain	60
73	12	Charm	61
73	13	Clairaudience	62
74	14	Clairvoyance	63
73	15	Commanding Voice	64
64	16	Computer Brain	65-66
74	17	Confuse	67
74	18	Create Emotions	68
74	19	Cryokinesis	69
64	20-21	Cultural Flexibility	70
75	22	Death Field Generation	71
65	23-24	Directional Sense	72
65	25	Disciplined	73
65	26	Dual Attention	74
65	27	Earthquake Prediction	75-76
75	28	Ectoplasmic Hands	77
66	29	Editorial Evaluation	78
66	30	Eidetic Memory	79
75	31	Emotional Projection	80
66	32-33	Enhanced Senses	81
75	34	Enter Mind	82-83
76	35	Erase Memories	84-85
76	36	Familiarity	86-87
76	37	Firewalker	88
66	38	Genetic Memory	89
77	39	Heal Brain	90
77	40	Healing	91
66	41-42	Heightened Olfactory Memory	92
78	43	Hypnotic	93
66	44	Illusionist	94
78	45	Implant Memories	95
66	46	Increased Awareness	96
67	47-48	Increased Empathy	97
67	49	Increased Intellect	98
67	50	Increased Social Aptitude	99-100

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favourable physical mutations

► Roll 1d100 for favourable physical mutation:

			page number
36	1	Adhesive Touch	52
20	2	Aesthetically Attractive	53
36	3-4	Ambidextrous	54
36	5	Anaerobic	55
20	6	Antennae	56
36	7	Aquatic Adaptation	57
21	8-9	Armour	58
37	10	Buoyancy	59
22	11	Cat's Eyes	60
37	12	Chameleoline Skin	61
38	13	Defensive Barbs	62
23	14	Diffused Organs	63
39	15	Double Jointed	64-65
	16-17	Efficient Digestion	66
39	18	Electrical Generation	67
24	19	Emotionally Attractive	68
39	20	Enhanced Musculature	69
	21	Enlarging Mouth	70
39	22	Extensible Limbs	71
40	23	Fast Movement	72
	24	Finesse	73
	25	Fragrant	74-75
40	26	G-Tolerance	76-77
41	27	Gas Emission	78
	28	Gills and Lungs	79
	29-30	Hangover Resistance	80
	31-32	Heightened Hearing	81-82
	33-34	Heightened Sense of Smell and Taste	83
	35-36	Heightened Sense of Touch	84
41	37-38	High Pain Threshold	85
26	39	Hump	86
42	40	Hyperadrenal Gland	87
	41	Immune to Disease	88
	42	Immune to Poison	89-90
	43	Increased Agility	91
42	44	Increased Heart and Lung Size	92-93
43	45	Increased Physical Stamina	94
	46	Increased Physical Strength	95
	47	Independently Focusable Eyes	96
43	48	Infravision	97-98
26	49-50	Internal Weapon	99
44	51	Light Generation	100



materials

► Roll 1d100 for material:

1	Aerogel.	34	Flint.	67	Onyx.
2	Alabaster.	35	Foam.	68	Paint.
3	Aluminum.	36	Gas.	69	Paper.
4	Amber.	37	Gel.	70	Pearl.
5	Amethyst.	38	Glass.	71	Pine.
6	Asbestos.	39	Glue.	72	Plastic.
7	Ash.	40	Gold.	73	Powder.
8	Bamboo.	41	Granite.	74	Pumice.
9	Bark.	42	Graphene.	75	Quartz.
10	Basalt.	43	Gypsum.	76	Resin.
11	Blood.	44	Hair.	77	Rubber.
12	Bone.	45	Ice.	78	Ruby.
13	Brick.	46	Ink.	79	Salt.
14	Bronze.	47	Iron.	80	Sand.
15	Burlap.	48	Ivory.	81	Sap.
16	Carbonite.	49	Kevlar.	82	Sapphire.
17	Cardboard.	50	Lacquer.	83	Shell.
18	Cedar.	51	Lead.	84	Silk.
19	Cellulose.	52	Leather.	85	Silver.
20	Cement.	53	Leaves.	86	Skin.
21	Ceramic.	54	Limestone.	87	Slate.
22	Chalk.	55	Linen.	88	Soap.
23	Charcoal.	56	Lodestone.	89	Soil.
24	Cheese.	57	Mahogany.	90	Sulfur.
25	Clay.	58	Marble.	91	Syrup.
26	Copper.	59	Meat.	92	Turquoise.
27	Coral.	60	Mercury.	93	Vapour.
28	Cotton.	61	Metal.	94	Velvet.
29	Cream.	62	Mucus.	95	Vinyl.
30	Diamond.	63	Nacre.	96	Water.
31	Dust.	64	Nylon.	97	Wax.
32	Emerald.	65	Obsidian.	98	Wood.
33	Fiberglass.	66	Oil.	99	Wool.
				100	Yarn.

monster parts

To quickly generate the basic shape of a monster, with or without mutations, roll 1d8, 1d10, 1d12, and 1d20 to determine its manipulators, movement, posture, and sensory organs. Optionally, roll 1d6 to determine how many segments the monster's body is divided into.



Manipulators

► *Roll 1d10 for monster's manipulating appendages:*

1	All-too human hands.
2	Flexible tentacles.
3	Groups of small, flexible tentacles.
4	Inhuman hands, with a different number of fingers and/or thumbs.
5	Numerous pointy spines, like the feet of insects or centipedes.
6	Opposing flaps or digits that can grasp objects between them.
7	Paws whose digits can curl around objects but not otherwise manipulate them.
8	Relatively rigid or inflexible tentacles.
9	Socket of muscle that can hold objects inside it.
10	Two opposed digits with little flexibility that can grasp like a clamp or mouth.

Movement

► *Roll 1d8 for monster's style of movement:*

1	Flies or hovers.	6	Slithering.
2-4	Legs.	7	Walks on hands or pseudopods.
5	Muscular contractions or tendrils.	8	Wings.

Posture

► *Roll 1d20 for monster's body shape:*

1-4	Animal posture (roll on the creature tables).
5-7	Humanoid posture.
8-10	Bipedal but inhuman.
11-12	Quadrupedal but alien in movement.
13	Tripedal without trisection symmetry.
14-15	Radially symmetric.
16	Curled over itself.
17-18	Tubular shape.
19-20	Two postures.

Senses

► *Roll 1d12 for monster's sensory organs:*

1-2	Animal sensory organs.	8	Prominent antennae.
3	Appendages touch everything.	9	Prominent ears.
4-5	Human sensory organs.	10	Prominent eyes.
6	Multiple inhuman sensory organs.	11	Prominent probing tongue.
7	No recognizable sensory organs.	12	Prominent snuffling nose.

monster powers

Use these tables to quickly generate the combat profile of a monster, before or after using other tables to give it descriptive features.

Attacks

► Roll 1d20 for monster's signature method of attack:

1	Absorbtion.	8	Drains vitality.	15	Poisonous gas.
2	Causes fear.	9	Electrical shocks.	16	Poisonous touch.
3	Causes pain.	10	Grasping limbs.	17	Psychic invasion.
4	Crafted weapons.	11	Grinding.	18	Stabbing.
5	Crushing.	12	Magical spells.	19	Sticky projectiles.
6	Cutting.	13	Natural weapons.	20	Venom.
7	Dart-like projectiles.	14	Noxious fluids.		

Damage Types

► Roll 1d20 for damage type that a monster causes, is immune to, or is especially vulnerable to:

1	Acid.	8	Fire and heat.	15	Piercing.
2	Blunt trauma.	9	Gases and vapour.	16	Plants.
3	Cold or frost.	10	Lightning or radiance.	17	Psionics.
4	Confusion or madness.	11	Magical effects.	18	Sound.
5	Crystal or glass.	12	Metal.	19	Starvation.
6	Cutting.	13	Paralysis.	20	Stone.
7	Disease.	14	Petrification.		

Defences

► Roll 1d10 for monster's general defensive strategy:

1	Agile and quick, but unarmoured.	6	Lightly armoured and durable.
2	Camouflage, but no armour.	7	Lightly armoured and fast.
3	Fast healer, but poorly armoured.	8	Lightly armoured, but slow.
4	Heavily armoured and fast.	9	Protected by noxious presence.
5	Heavily armoured, but slow.	10	Very poor defences.

Motivations

► Roll 1d20 for monster behaviour:

1	Attacks and kills to prove superiority.	11	Lives only for conflict and war.
2	Breeds and domesticates others.	12	Manipulates others from the shadows.
3	Captures and enslaves others.	13	Persuades others to do its bidding.
4	Collects others for trophies.	14	Persuades others into betrayal.
5	Dominates by supplying a resource.	15	Reproduces parasitically.
6	Feeds off others parasitically.	16	Ruins the environment.
7	Finds amusement in suffering.	17	Seizes the fruits of others' labour.
8	Hinders cognitive abilities of people.	18	Steals the possessions of others.
9	Hunts specific (types of) victims.	19	Wants to share its own suffering.
10	Kills and eats people.	20	Works to destroy social organization.

Traits

► Roll 1d100 for monster's traits:

1	Amorphous.	35	Hallucinogenic.	69	Rotting flesh.
2	Angry.	36	Hissing.	70	Rubbery.
3	Atrophied.	37	Hoarder.	71	Sadistic.
4	Beaked.	38	Hooks.	72	Salt-encrusted.
5	Bestial face.	39-40	Horns.	73	Scabrous.
6	Bloated.	41	Hypnotic.	74	Scars.
7	Bloody.	42	Ink.	75	Scent.
8	Burning.	43	Insectile.	76	Screeching.
9	Burrowing.	44	Intoxicating.	77	Scuttling.
10	Cannibal.	45	Invasive.	78	Shell.
11-12	Claws.	46	Jaundiced.	79	Skinless.
13	Crest.	47	Liar.	80	Slimy.
14	Croaking.	48	Limbless.	81	Slithering.
15	Crumbling.	49	Mandibles.	82	Snout.
16	Crystalline.	50	Many eyes.	83	Sonar.
17	Deceptive.	51	Melting.	84	Spines.
18	Diseased.	52	Membranous.	85	Sticky.
19	Emaciated.	53	Metallic.	86	Suckers.
20	Emotionless.	54	Mindless.	87	Suggestive.
21	Exoskeleton.	55	Mottled.	88	Tail.
22	Eyeless.	56-57	Nocturnal.	89	Tentacles.
23	Eye stalks.	58	No reflection.	90	Thorns.
24	Faceless.	59	No shadow.	91	Translucent.
25-26	Fangs.	60	Open sores.	92	Trunk.
27	Filthy.	61	Parasitic.	93	Tumours.
28	Fish-like.	62	Poisonous.	94	Tusks.
29	Freezing.	63	Pollen.	95	Veiny.
30	Frost-rimed.	64	Possessed.	96	Waxy.
32	Gaseous.	65	Radula.	97	Webbed digits.
32	Glittering.	66	Ravenous.	98	Wings.
33	Glowing.	67	Reeking.	99	Withered.
34	Hairy.	68	Reptilian.	100	Writhing.

mutant features tables

These two tables create bizarre features for mutant creatures. Roll once on each table to create a combination of an adjective and a noun, then apply that feature to the mutant.

► *Roll 1d100 for a pair of adjectives and choose one:*

1	Additional / Extra	39	Fantastic / Psychic
2	Adhesive / Sticky	40	Fearful / Petrified
3	Alien / Inhuman	41	Feathered / Furry
4	Analgesic / Painful	42	Festering / Scabby
5	Angular / Jutting	43	Fiendish / Phantasmal
6	Atrophied / Gushing	44	Filthy / Perverse
7	Baleful / Menacing	45	Flaccid / Limp
8	Beautiful / Gorgeous	46	Flaming / Smoking
9	Bellowing / Cackling	47	Fluctuating / Hallucinatory
10	Bestial / Octopoid	48	Folded / Wrinkled
11	Bloated / Corpulent	49	Forked / Pronged
12	Blubbery / Flabby	50	Fragrant / Pungent
13	Blurry / Hazy	51	Ghastly / Jaundiced
14	Bony / Skeletal	52	Ghostly / Luminescent
15	Bright / Moaning	53	Gigantic / Massive
16	Bulbous / Spherical	54	Glowing / Shiny
17	Coarse / Rough	55	Gossamer / Membranous
18	Colourful / Radiant	56	Grasping / Ungainly
19	Colourless / Pallid	57	Grim / Pus-filled
20	Concealed / Small	58	Hideous / Ugly
21	Conical / Pointy	59	Hissing / Muttering
22	Corrosive / Glutinous	60	Horned / Spiny
23	Crested / Webbed	61	Humming / Noisy
24	Crystalline / Icy	62	Hypnotic / Mesmerizing
25	Cyclopean / Wandering	63	Infected / Warty
26	Cylindrical / Tubular	64	Invisible / Poisonous
27	Dangerous / Invasive	65	Iridescent / Metallic
28	Dark / Shadowy	66	Immaterial / Transparent
29	Dead / Necrotic	67	Incongruous / Jumbled
30	Decorated / Resplendent	68	Large / Sluggish
31	Deformed / Misshapen	69	Lazy / Waving
32	Disgusting / Loathsome	70	Long / Stalked
33	Dripping / Oozing	71	Lumbering / Shuffling
34	Dry / Withered	72	Lumpy / Mottled
35	Elastic / Plastic	73	Malevolent / Malignant
36	Enveloping / Numerous	74	Malformed / Warped
37	Evasive / Quick	75	Monstrous / Obscene
38	Fanged / Thorny	76	Multiple / Silent

77	Neon / Vivid	89	Prehensile / Tentacled
78	Noxious / Reeking	90	Puckered / Sour
79	Oily / Slippery	91	Pulsating / Throbbing
80	Oval / Round	92	Reflective / Smooth
81	Quivering / Restless	93	Reptilian / Scaly
82	Pale / Sickly	94	Restless / Running
83	Palpitating / Vibrating	95	Rigid / Stiff
84	Parasitic / Slimy	96	Rubberly / Viscous
85	Pasty / Waxy	97	Sinewy / Veiny
86	Peculiar / Strange	98	Slithering / Undulating
87	Perfect / Sharp	99	Spongy / Squishy
88	Porous / Seething	100	Thrashing / Writhing

► Roll 1d100 for noun:

1	Antennae	35	Genitals	68	Shell
2	Antlers	36	Hair	69	Shin(s)
3	Anus	37	Hand	70	Siphon
4-6	Arm(s)	38-39	Hands	71	Skeleton
7	Back	40-41	Horn(s)	72-73	Skin
8	Beak	42	Jaw(s)	74	Slime
9	Beard	43	Joint(s)	75	Snout
10	Bones	44-46	Leg(s)	76	Sores
11	Brain	47	Lower body	77	Spine
12	Branches	48	Lump(s)	78	Spines
13-14	Breast(s)	49	Machine	79	Spot(s)
15	Chest	50	Maggots	80	Stinger
16	Cilia	51	Mandibles	81	Stripe(s)
17	Claw(s)	52-53	Mouth	82	Suckers
18	Ear(s)	54	Mouths	83-84	Tail
19	Eggs	55	Nails	85	Talon(s)
20-22	Eye(s)	56	Neck	86	Teeth
23	Exterior	57	Nipple(s)	87	Tentacle
24-25	Face	58	Nose	88-89	Tentacles
26	Feathers	59	Oil	90	Thigh(s)
27	Feet	60	Organ(s)	91	Toe(s)
28	Fin(s)	61	Pincer(s)	92	Tongue
29	Finger(s)	62	Proboscis	93	Tongues
30	Flower(s)	63	Pseudopod(s)	94	Tumour(s)
31	Foliage	64	Saliva	95	Upper body
32	Foot	65	Scales	96	Urine
33	Frond(s)	66	Scent	97-99	Wing(s)
34	Fur	67	Seed(s)	100	Wrapping





After the Fall

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post-apocalyptic mutants

After the fall of civilization, life goes on. Altered and changed by the apocalypse and the leftover pollution, strange new creatures re-shape the food chain. Designed by machines that have no masters now, tailor-made organisms run amok and spread all throughout the biosphere, displaying their superiority over species that cannot cope with this shattered, new environment. The kinds of mutations that afflict your post-apocalyptic characters depend on what kind of mutants they are.

Human Psychic

If your mind is the only thing that sets you apart from what humans used to be like, you can either roll for 1 psychic power and 1d4 mental mutations (roll 1d300+400 for each); or roll for 1d4 favourable mental mutations and 1 detrimental mental mutation.

Mutant Animal

If you are a newly-evolved animal species, you can use either the Anthropomorphic Animal mutation, the Hyperevolved Animals procedures (page 160), or even the Uplifted Animals procedures (page 226). You may keep your mutant as is, or add additional mutations as if you were a mutant human or a human psychic.

Mutant Human

If you are a human who was born or became mutated, you can either roll for 1d4 mental mutations (roll 1d300+400 for each) and 1d4 physical mutations (roll 1d400 for each); or you can roll for 1d4 favourable mental mutations, 1d4 favourable physical mutations, 1 detrimental mental mutation, and 1 detrimental physical mutation.

Mutant Plant

If you are a new form of highly-mutated plant, use the Mutant Plants procedures (page 166).

Pure Strain Human

If your genetics have not been mutated by the apocalypse, you still get 1 behaviour that is caused by the stress of your new environment (roll 1d100+400).

Superbeing

If you are an optimized human specimen, newly emerged from a stasis chamber to find the world in ruins, you get 1 behaviour, 1d4 favourable mental mutations, and 1d3 superbeing mutations from the following table.

► *Roll 1d12 for superbeing advantage:*

page number				
20	1	Aesthetically Attractive	7	Increased Agility
36	2	Ambidextrous	8	Increased Heart and Lung Size
39	3	Double Jointed	9	Increased Physical Stamina
40	4	Finesse	10	Increased Physical Strength
40	5	G-Tolerance	11	Quick Reflexes
41	6	High Pain Threshold	12	Strong Skeleton

page number

Reasons for Post-Apocalyptic Mutant Populations

The conceivable factors driving an apocalyptic collapse are nearly endless, but this table can at least provide you with a reason for mutants to exist, whether they are ubiquitous or rare.

► *Roll 1d20 to determine the cause of mutations:*

1	Alien technology used by humans.
2	Alien technology used or discarded by aliens.
3-5	Biological and/or chemical weapons.
6	Celestial phenomenon (orbital change, solar flares, space dust, etc).
7-8	Chemical by-products or toxic waste.
9	Dimensional or temporal instability.
10-11	Man-made radiation.
12-13	Mutagenic disease.
14	Post-apocalyptic biological experiments.
15-16	Pre-apocalyptic genetic engineering.
17	Pre-apocalyptic nanotechnology.
18	Psychic disease.
19-20	Solar radiation.



beastlings

These procedures create mutant creatures of less-than-human intelligence. They can be horribly mutated animals, highly efficient predators, or enfeebled evolutionary dead-ends, but they are meant to resemble strange beasts and should be treated as such.

Appearance

If the beastling is land-based or subterranean, roll on the creatures table. If the beastling is a flyer, roll on the birds table. If it's a marine beastling, roll on the aquatic animals table. Then, the following:

- Add the Crossbreed mutation.
- Add 1 behaviour and 1d6 physical mutations.
- Roll on the appearance change table or add mutant features until you are happy.

Shape

► *Roll 1d10 for the beastling's shape and movement:*

1-2	Crawling or slithering body.	5	Polyhedron or die-shaped body.
3	Flat or plastic body.	6-9	Quadrupedal or similar.
4	Flying or levitating and legless.	10	Spherical body.

Size

► *Roll 1d6 for the beastling's size:*

1	Bear-sized.	3-5	Dog-sized.
2	Cat-sized.	6	Human-sized.

Special Abilities

Add 1 favourable physical mutation and 1 detrimental physical mutation. If the mutant is an alien, demonic, or magical, add 1d6 mutations (roll 1d1000 for each).

hyperevolved animals

When the age of humanity is over, who will inherit the Earth? Use these procedures to create the animals who have evolved their own civilizations, claimed our ruins, or built their own world devoid of the sentient reasoning so familiar to us.

To make a hyperevolved animal, first choose a type or roll 1d8 on the creature table. Assume the creature has become roughly bipedal, has the ability to manipulate tools, and is at least half the size of a human normally. Then decide whether it has a human-like society or if it is a new type of predator intent on ruling the biosphere.

Alien Predators

Hyperevolved predators should also have 1d6 favourable physical mutations, 1d6 behaviours (roll 1d100+400 for each), and 1d6 other mutations (roll 1d700 for each). You might also roll up another creature and give this predator all the advantageous abilities that second creature is known for. Finally, decide how this predator's society threatens what is left from before.

► *Roll 1d6 for the threat posed by alien predators:*

1	Biological parasites.	4	Land polluters.
2	Genocidal domination.	5	Slave exploiters.
3	Hive colonies.	6	Xenoformers.

Manimals

Animals that have evolved to fill the civilized niche have human-like intelligence and reasoning, language and culture, and their own technology. Additionally, give the mutant 1d4 mental mutations (roll 1d200+400 for each) and either the Anthropomorphic Animal mutation (see page 20), or assume it retains its animal appearance but is bipedal and speaks, and roll on the following table to determine the dexterity of its hands.

► *Unless the animal already has functional hands or prehensile extremities, roll 1d4 for hand development:*

1	Animal extremities (the mutant cannot grasp objects).
2-4	Fully prehensile hands.
5-6	Partially prehensile hands.
7	Additional set of arms with prehensile hands.
8	Other manipulating appendages other than hands.

► *Roll 1d8 to determine what kind of civilization these manimals have:*

1	All aspects of their culture have evolved independently of humans.
2-3	Culture and technology are both cobbled together from human leftovers.
4-5	Having fully usurped human civilization, they now live like we used to.
6	Technology is scavenged from the ruins of humanity, but the culture is new.
7	They inherited human civilization and have advanced beyond it.
8	They live with human technology but do not yet understand it.

Manimals can also be generated using the Uplifted Animals procedures (see page 226), especially if the full uplift option is chosen and all tables are used.

mutant hordes

The following procedures generate strange-looking, but roughly humanoid creatures. These hordlings are meant to appear threatening, repulsive, horrifying, and pitiable, and the tables reflect that. The eight categories used to describe hordlings have been organized so you can roll multiple dice of different sizes at the same time, consulting a different table for each one:

Appearance: Demeanour, hair or skin colour, skin appearance, and skin colour patterns.

Arms: Arm quantity, arm resemblance, hand resemblance, and hand marching.

Body: Back appearance, body odour, body posture, body shape, overall body resemblance (bipedal), and overall body resemblance (quadrupedal).

Eyes and ears: Ear appearance, ear quantity, eye appearance, eye colour, and eye quantity.

Head: Head adornment, head resemblance, head shape, and prominent facial features.

Legs: Foot appearance, gait, leg appearance, leg quantity.

Lower facial features: Mouth appearance, mouth size, neck appearance, and nose appearance.

Other limbs: Strange limbs, tail length, tail shape, wing quantity, and wing resemblance.

Appearance

Roll 1d8, 1d10, 1d12, and 1d20 for to determine general appearance.

► *Roll 1d8 for demeanour:*

1	Aggressive or savage.	5	Loud.
2	Arrogant or haughty.	6	Menacing.
3	Composed or dignified.	7	Nervous and scared.
4	Drooling and gibbering.	8	Twitchy.

► *Roll 1d12 for hair or skin colour:*

1	Black-brown.	5	Green.	9	Olive green.
2	Blue-purplish.	6	Greyish.	10	Pinkish.
3	Bright red.	7	Jaundiced.	11	Russet-red.
4	Brown.	8	Off-white.	12	Tan or transparent.

► *Roll 1d20 for skin appearance:*

1	Bald.	11	Leprous.
2	Blubbery.	12	Pockmarked.
3	Bristled.	13	Ridged.
4	Bumpy.	14	Scaly.
5	Chitinous.	15	Slimy.
6	Furry.	16	Smooth.
7	Hairy.	17	Spiny.
8	Human-like.	18	Uneven patches of hair.
9	Knobbly.	19	Warty.
10	Leathery.	20	Wrinkled and folded.

► *Roll 1d10 for skin colour patterns:*

1-2	Banded or belted.	7	Splotchy.
3	Geometric patterns.	8	Spotted.
4-5	One colour.	9	Striped.
6	Solid patches.	10	Whorled.

Arms

Roll 1d6, 1d8, 1d10, and 1d12 to determine what the arms are like.

► *Roll 1d8 for arm quantity:*

1	Five or more arms.	4	One arm.	6-7	Two arms.
2-3	Four arms.	5	Three arms.	8	Two-ish arms.

► *Roll 1d10 for arm resemblance:*

1-2	Animal-like.	5	Long and thin	8	Short and thick
3	Graceful.	6	Multi-jointed	9	Telescoping
4	Insectile.	7	Muscular	10	Tentacles

► *Roll 1d12 for hand appearance:*

1	Barbed or clawed.	5	Long and soft.	9	Talons.
2	Human-nailed.	6	Many-fingered.	10	Tentacle-fingered.
3	Knobbly and hard.	7	Pincers.	11	Webbed.
4	Large, thick-fingered.	8	Small.	12	Withered and bony.

► *Roll 1d6 for hand matching:*

1-4	All alike.	5	All different.	6	One is different.
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Body

Roll 1d6, 1d8, 1d10, 1d12, and 1d20 to determine what the body is like.

► *Roll 1d12 for back appearance:*

1	Bristly.	5	Humped.	9	Ridged.
2	Finned.	6	Hunched.	10	Spiked.
3	Hairy.	7	Knobbly.	11	Spined.
4	Huge wings.	8	Maned.	12	Vestigial wings.

► *Roll 1d20 for body odour:*

1	Alcoholic.	8	Gangrenous.	15	Rotting meat.
2	Bloody.	9	Gasoline.	16	Skunk.
3	Burning.	10-11	Mouldy or musky.	17	Smoky.
4	Cheese-like.	12	Ozone.	18	Sweaty.
5-6	Fecal or fishy.	13	Perfume.	19	Urine.
7	Fermentation.	14	Pleasant.	20	Vomit.

► *Roll 1d8 for body posture:*

1-4	Bipedal or stooped.	5-6	Crawling.	7-8	Quadrupedal.
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► *Roll 1d10 for body shape:*

1	Barrel-like.	4-5	Muscled or thick.	8	Rubbery.
2	Broad or wide.	6	Narrow or thin.	9	Short.
3	Grossly fat.	7	Round.	10	Tall or straight.

► *Roll 1d6 for overall body resemblance (bipedal):*

1	Ape or monkey.	3	Bat or bird.	5	Human or skeletal.
2	Bear.	4	Cat or dog.	6	Reptilian.

► *Roll 1d6 for overall body resemblance (quadrupedal):*

1	Amoeba.	3	Crab- or spider-like.	5	Insectile
2	Centipede.	4	Horse.	6	Rodent-like.

Eyes and Ears

Roll 1d4, 1d6, 1d8, 1d10, and 1d12 to determine what the eyes and ears are like.

► *Roll 1d10 for ear appearance:*

1	Animal ears.	6	Large and fan-like.
2	Bulbous.	7	Large and pointed.
3	Cauliflower.	8	Small and knobbly.
4	Huge but humanoid.	9	Small and pointed.
5	Large and drooping.	10	Small and round.



1-2	Animal ears.	5	Large and drooping.	8	Small and knobbly.
3	Bulbous.	6	Large and fan-like.	9	Small and pointed.
4	Cauliflower.	7	Large and pointed.	10	Small and round.

► *Roll 1d4 for ear quantity:*

1	Four ears.	2	Lots of ears.	3-4	Two ears.
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► *Roll 1d12 for eye appearance:*

1	Compound.	7	Large and round.
2	Dead.	8	Multiple eyeballs or pupils.
3	Eyestalks.	9	Small and almond-shaped.
4	Flat.	10	Small and slitted.
5	Huge and protruding.	11	Sunken eyes.
6	Insectile.	12	Swivel-stocked.

► *Roll 1d6 for eye colour:*

1	Amber.	3	Blue or purple.	5	Glossy black.
2	Blank white.	4	Burning red.	6	Greenish.

► *Roll 1d8 for eye quantity:*

1	Five or more eyes.	3-4	Three or four eyes.
2	One eye.	5-8	Two eyes.



Head

Roll 1d8, 1d10, 1d12, and 1d20 to determine what the head is like.

► *Roll 1d20 for head adornment:*

1	Antlers.	7-8	Frills or ruff.	14	Lumps.
2	Bald.	9	Hat or helmet.	15	Mane.
3	Bristles.	10	Hood.	16	Ridge(s).
4	Crest or peak.	11	Horns.	17	Shell.
5	Crown.	12	Knobs.	18	Short hair.
6	Feathers.	13	Long hair.	19-20	Spikes or spines.

► *Roll 1d10 for head resemblance:*

1	Ape- or monkey-like.	5-7	Human or vaguely human.
2	Bat-like.	8	Roll on the creature table.
3	Bird-like.	9	Snake-like.
4	Crocodilian.	10	Weasel-like.

► *Roll 1d12 for head shape:*

1	Ass-shaped.	5	Conical.	9	Ovoid.
2	Asymmetrical.	6	Cubical.	10	Small.
3	Bulbous.	7	Discoid.	11	Spherical.
4	Bullet-shaped.	8	Flattened oval.	12	Wedge-shaped.

► *Roll 1d8 for prominent facial features:*

1	Collapsed face.	5	Pointy face.
2	Giant beard.	6	Scars, sores, or wounds.
3	Multiple faces.	7	Very large face.
4	One feature missing.	8	Very small face.

Legs

Roll 1d6, 1d8, 1d10, and 1d12 to determine what the legs are like.

► *Roll 1d12 for foot appearance:*

1	Clawed.	5	Long.	9	Splay hoofed.
2	Fully hoofed.	6	Many-toed.	10	Suckered.
3	Human-like.	7	Pointy.	11	Talons.
4	Large and wide.	8	Prehensile toes.	12	Webbed.

► *Roll 1d10 for gait:*

1	Confidently striding.	4	Hopping or shuffling.	7-8	Skulking.
2	Dancing or stomping.	5	Lumbering.	9	Sneaking.
3	Gliding or running.	6	Shambling.	10	Stepping daintily.

► *Roll 1d6 for leg appearance:*

1	Insectile.	3	Short and bowed.	5	Springing.
2	Long and thin.	4	Short and massive.	6	Telescoping.

► *Roll 1d8 for leg quantity:*

1	Five or more legs.	4	Three legs.
2-3	Four legs.	5-8	Two legs.

Lower Facial Features

Roll 1d6, 1d8, 1d10, and 1d12 to determine the lower facial features.

► *Roll 1d10 for mouth appearance:*

1	Crushing teeth.	6	Mouth like a sucker.
2	Large teeth.	7	Saw-edged teeth.
3	Long canines.	8	Small ridged teeth.
4	Mandibles.	9	Small white teeth.
5	Many small fangs.	10	Tusks.

► *Roll 1d6 for mouth size:*

1-2	Huge	3-5	Large	6	Tiny
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► *Roll 1d8 for neck appearance:*

1	Long and thick	5	Short and thin
2	Long and thin	6	Thrust forward
3	No neck apparent	7	Very thickly muscled
4	Short and thick	8	Wattled

► *Roll 1d12 for nose appearance:*

1	Animal nose	5	Long and pointed	9	Snouted
2	Flat and misshapen	6	Mass of warts	10	Tiny
3	Hanging snout	7	Narrow and beaked	11	Trunk-like
4	Huge and bulbous	8	Slits only	12	Wide, protruding.

Other Limbs

Roll 1d4, 1d6, 1d8, 1d10, and 1d12 to determine what any other limbs are like, if present.

► *Roll 1d12 for strange limbs:*

1-2	Antennae.	7	Polyp(s) or pseudopod(s).
3	Cilia.	8	Proboscis.
4	Extendable head.	9	Segmented, crane-like limb.
5	Large spines.	10	Tentacle(s).
6	Ovipositor.	11-12	Waving fronds.

► *Roll 1d6 for tail length:*

1-2	Long tail.	5	Thick tail.
3-4	Short tail.	6	Tiny tail.

► *Roll 1d10 for tail shape:*

1-2	Barbed.	5	Goat or pig.	8	Prehensile.
3	Cat or dog.	6	Horse.	9	Snake-like.
4	Clubbed.	7	Lion.	10	Stinger.

► *Roll 1d4 for wing quantity:*

1	Many wings.	2	One wing.	3-4	Two wings.
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► *Roll 1d8 for wing resemblance:*

1	Bat-like.	5	Membranous.
2	Bird-like.	6	Multiple pairs of wings.
3	Fan-like.	7	Penguin-like.
4	Insectile.	8	Pterodactyl-like.

mutant plants

Animals and supernatural beings are not the only living organisms to exhibit mutations and evolutionary change. The procedures here are skewed towards producing active and mobile—perhaps even intelligent—plants, but can also create strange new strains of herbs, shrubs, and weeds.

Body

Begin by creating a plant hybrid. Roll twice on the plants table. This mutant plant has all the properties of both entries. If you want your mutant plant to resemble another type of creature, roll on the creature table for it, then add special plant mutations. Otherwise, roll for cognition, communication, motility, reproduction, and senses.

Cognition

Mutant plants may develop nervous systems and even brain-like organs. Animal and human intelligence are somewhat relative, however—the plant may be completely alien when compared to normal Earth creatures. As a general rule, if the plant has animal intelligence, it has instincts and decision-making powers, but no visual imagination or complex language. If it's mindless, it has no brain or cognitive organs—it reacts to stimuli, but does not think.

► *Roll 1d6 to determine cognitive development:*

- 1 Animal intelligence.
- 2 Animal intelligence plus 1d3 cognitive mutations.
- 3 Human intelligence.
- 4 Human intelligence plus 1d3 cognitive mutations.
- 5 Mindless.
- 6 Plant has whatever level of intelligence it needs to employ 1d6 random cognitive mutations.

Communication

Unless the plant is mindless, it probably has some way of communicating with others.

► *If the plant is intelligent, roll 1d4 for animal intelligence, or 1d10 for human intelligence, to determine powers of communication:*

- 1 Able to produce chemicals, pheromones, or a similar substance for communication, but has no complex language.
- 2 Able to produce sound, but has no language per se.
- 3 Unable to communicate.
- 4 Uses 1d3 psychic powers to communicate (roll 1d100+600 for each).
- 5-6 Audible language.
- 7 Chemical language.
- 8 Telepathic Communication (as the mutation).
- 9-10 Telepathy (as the mutation).

Motility

One of the most notable attributes of mutant plants is their ability to move.

► *Roll 1d8 for motility:*

1	Alternate Locomotion (as the mutation).
2	Animal-like form (roll on creature table).
3	Crawling, peristalsis, or slithering.
4	Crude limbs.
5	Humanoid form.
6	Immobile.
7	Pseudopods or tendrils.
8	Response movements only.

AF

Reproduction

A mutant plant may exhibit one or both of the reproductive strategies of the two plants it resembles, or it may have evolved a completely different method, like those listed below.

► *Roll 1d12 for reproductive strategy:*

1-2	Alternation of generations (without pollination).
3-4	Asexual seed or spore production (with either meiosis or mitosis).
5-6	Horizontal gene transfer.
7	Requires parasitism.
8-10	Requires pollination.
11	Parthenogenetic spawning of live young.
12	Sexual reproduction (without pollination).

Senses

All mutant plants have a sense of touch. If the plant has intelligence, it can also feel pain. If it's photosynthetic, it can sense any sunlight that falls on it. If it's carnivorous, it may have a sense of taste. If it's mobile, it has a sense of balance. Additional mutations may add senses beyond those rolled on the table below, and any mutation that increases or decreases a certain sense ensures that the plant possesses that sense.

► *Unless the plant is mindless, roll 1d10 to determine which senses it has:*

1	All senses (hearing, sight, smell, etc).	6	Sight.
2	Hearing.	7	Sight and smell.
3	Hearing and sight.	8-9	Smell.
4-5	Hearing and smell.	10	Touch only (no other senses).

Special Plant Mutations

If the mutant plant is not interesting enough, add any or all of the following:

- 1d4 mental mutations (roll 1d300+400 on the mutations table).
- 1d4 physical mutations (roll 1d400 on the mutations table).
- 1d6 mutant features.
- 1d6 special plants-only mutations (see next page).

Special Plants-Only Mutations

These plant-specific mutations are not new mutations. They have been specifically selected from the other mutation tables as particularly appropriate for mutant plants. All of these entries can be found in their proper sections in the main lists.

► Roll 1d100 to determine plant-specific mutation:

page number
1 +1d3 cognition mutations.
2 +1d3 psychic powers.
3-4 Adhesive Touch.
5 Alternate Locomotion.
6-7 Aquatic Adaptation.
8 Armour.
9 Bioluminescent.
10 Body Barbs.
11 Body Sense.
12-13 Bristles.
14-16 Carnivore.
17 Changing Colours.
18 Cilia.
19 Daylight Stasis.
20 Defensive Barbs.
21 Emotionless.
22-23 Extensible Limbs.
24-25 Fragrant.
26 Frog Tongue.
27-29 Fruit.
30 Gas Emission.
31 Genetic Memory.
32 Heightened Olfactory Memory.
33 Heightened Sense of Smell and Taste.
34 Heightened Sense of Touch.
35 Hive Mind.
36 Hooks.
37 Horrible Stench.
38 Immune to Disease.
39-40 Infected.
41-43 Leaves.
44-46 Light Dependency.
47 Long Life.
48 Nerve Cut-Off.
49 No Pain Receptors.
50 Nocturnal.
51 Omnivore.
52-53 Parasite Infestation.
54-55 Parthenogenesis.
56-58 Pheromones.
59-61 Photosynthetic.
62 Poison Glands.
63 Poison Susceptibility.
64 Prehensile Hair.
65 Prey Scent.
66 Protected Senses.
67-68 Quills, Spines, or Thorns.
69-71 Regeneration.
72-74 Roots and Vines.
75 Salt-Drinker.
76 Silk Production.
77-79 Spore Cloud.
80-81 Strange Interior Organs.
82 Strange Texture.
83 Strangely-Coloured Skin.
84 Sympathetic Biomorphism.
85-86 Temperature Resistance.
87-88 Temperature Sensitivity.
89 Tentacles.
90 Toothed Skin.
91 Trail of Slime.
92 Tremor Sense.
93 Trunk.
94 Tumours.
95-96 Twisted Frame.
97-98 Water Dependency.
99 Weather Sense.
100 Wrinkled Skin.

page number

plant society

Once plants mutate enough to gain sentience or other behaviours that allows them to compete with humans and human-like creatures, they too will fight to forge a new world from the ashes of the old.

► *Roll 1d6 for plant's ability to assimilate human civilization:*

1	Can absorb living human minds and what they hold.
2	Can learn languages and culture at rapid speed, but not technology.
3	Can learn technology quickly, but not languages.
4	Independently-developed technology, plants ignores humanity.
5	Machines can learn human language and culture for plants.
6	Slow to understand human culture, language, and technology.

Plant Motives

What drives sentient and near-sentient plants into the company of humans and other animals?

► *Roll 1d12 for plant motivation:*

1	Animal slaver.	11	Human stand-in.
2	Assimilationist hybrid plant.	12	Inter-species symbiote.
3	Builder of a vegetation fortress.	13	Invasive growth.
4	Carnivore hunter.	14	Medical plant.
5	Collector of fallen mutant plants.	15	Mercenary.
6	Colonizer of human lands.	16	Plantware merchant.
7	Diseased, cure-seeker.	17	Refugee from herbicidal atrocity.
8	Flower seller.	18	Seed distributor.
9	Gardener-for-hire.	19	Servitor plant.
10	Gardener of sacred land.	20	Would-be compost heap.

Plant Social Issues

► *Roll 1d10 for the primary issue concerning plant society:*

1	Accelerating soil aridation.	6	Parasitic insect swarms.
2	Divine right of trees.	7	Pirate plant nations.
3	Herbivore migration patterns.	8	Religious-like cults.
4	Horticratic upward mobility.	9	Trickle-down sunlight economics.
5	Overproliferation of spores.	10	Xylo-fungal war of attrition.

post-apocalyptic mutations

You may prefer to roll on this table instead of the main table for mutations, when playing in a post-apocalyptic setting.

► *Roll 1d200 for post-apocalyptic mutation:*

1	Able to drink any liquid safely.	46	Crustacean-like antennae.
2	Abnormally large size.	47	Crustacean-like exoskeleton.
3	Adhesive skin.	48	Dead eyes.
4	Alcoholic blood.	49	Discolouring touch.
5	Alligator skin.	50	Disrupts electrical devices.
6	Always twitching.	51	Dripping slime.
7	Amphibious skin.	52	Electrical resistance.
8	Anaesthetic touch.	53	Emits a cloud of spores.
9-10	Animal teeth.	54	Emits radiation.
11	Antlers that shrink or grow at will.	55	Emotions determined by astrology.
12	Anus on forehead.	56	Extendable eyestalks.
13	Ape-like arms.	57	Extendable limbs.
14	Appears to be half centipede.	58-59	Extra limbs.
15	Archaeopteryx wings.	60	Extremely noisy.
16	Asymmetrical body.	61	Extremely tall.
17	Attracts lightning (is immune).	62	Exudes gas or smoke.
18	Beautiful smell.	63	Eyes are removable.
19	Bellowing voice.	64	Eyes like clams.
20	Big hair.	65	Face is half permanent gas mask.
21	Blowhole for a mouth.	66	Face like a triceratops.
22	Body is home to parasitic hive.	67	Face on chest (no head).
23	Body opens up to reveal monstrous interior.	68	Face opens up to reveal monstrous interior.
24	Broadcasts radio waves constantly.	69-70	Feathers.
25	Bulging, googly eyes.	71	Fingers are tongues.
26	Burning mouth.	72-73	Fins.
27	Can change physical appearance.	74	Fire resistant.
28	Can create a cocoon.	75	Flaming eyes.
29-30	Can mimic sounds.	76	Flexible bones.
31	Can smell fear.	77	Frog-like tongue.
32	Can track by scent.	78	Generate electricity like an eel.
33-34	Cannibal.	79	Giant beak.
35	Can't stop talking.	80-81	Gills.
36	Changes sex cyclically.	82	Glows in the dark.
37	Chitinous exterior.	83-84	Growls like an animal.
38-39	Claw-like fingers.	85	Grows armour plates at will.
40	Cold as ice.	86	Hallucinogenic spit, sweat, tears.
41	Colour-changing chameleon skin.	87	Hand fused with metal gauntlet.
42	Concealed pair of arms.	88	Has memories of past lives.
43-44	Covered in fur.	89	Head can rotate all the way around.
45	Crest of scales.	90	Head like a cauliflower.

91 Hears radio waves.
 92 Hibernates.
93-94 Hidden retractable tentacles.
95-96 Hideously scarred.
 97 High-pitched screaming noises.
 98 Hive mind.
99-100 Huge ears.
 101 Huge lung capacity.
 102 Huge tusks jut from sides of jaw.
 103 Hypnotic voice.
 104 Inhuman parasite creates odd desires.
105-106 Insect-like antennas.
 107 Insect-like eyes.
 108 Invasive psychic blast.
 109 Iridescent wings.
 110 Joints bend in any direction.
111-112 Large horns that are very stylish.
 113 Lays eggs (maybe in other creatures).
 114 Likes to feel pain.
115-116 Long, prehensile tail.
117-118 Looks like an animal.
 119 Looks like a child, isn't.
 120 Lower half of body is an animal.
 121 Massive brain.
 122 Metallic skin.
 123 Moth-like wings.
124-125 Mottled skin.
 126 Mouth like an insect.
 127 Multiple feet on each leg.
 128 Multiple joints in limbs.
 129 Multiple mouths.
 130 Multiple stomachs.
135-136 Obsessed with death.
 137 Oily suckers on inside of limbs.
 138 Partly robotic.
 139 Photosynthetic wings.
 140 Plants grow from body.
 141 Plants grow in footsteps.
 142 Pockets of skin.
 143 Poisonous spines.
144-145 Prehensile feet as good as hands.
 146 Produces fruit and seeds.

147 Psychedelic skin of shifting colours.
 148 Psychic eyes.
149-150 Psychic vampirism.
 151 Pulsating veins.
 152 Really skinny waist.
 153 Regenerates.
154-155 Retractable claws.
 156 Runs on all fours.
 157 Sees infrared and ultraviolet.
 158 Shark teeth.
 159 Shell that can be hidden inside of.
160-161 Short tail.
 162 Skin like bark.
 163 Slithering movements.
 164 Slurping proboscis.
 165 Small third arm.
 166 Smooth skin like glass.
168-169 Sonar sense.
 170 Sounds like scuttling bugs.
 171 Spins webs.
 172 Spits acid.
 173 Squirts ink.
 174 Stretchy, loose skin.
 175 Striped skin.
 176 Suckers on hands and feet.
 177 Surrounded by mist.
 178 Tastes like ashes.
 179 Telepathic mind-reading.
180-181 Tentacles.
 182 Thick blubber.
183-184 Third eye.
 185 Thought projection.
 186 Throbbing tumours.
 187 Tongue is an eel.
 188 Transparent skin and organs.
 189 Tree-like branches covered in scales.
190-191 Two arms, four hands.
 192 Two heads.
 193 Voice breaks glass.
 194 Vomits digestive juices.
 195 Water-storing organs.
196-197 Webbed fingers and toes.
 198 Wheels instead of feet.
 199 Witch's mark.
200 Worm-like growths on half of body.

scavenged pieces of the world

Mutants who wander the post-apocalyptic landscape have all sorts of strange pieces of gear, and are prone to finding more.

► Roll 1d1000 for scavenged item:

1	2-prong fork.	42	Barbed wire.	83	Bottled water.
2	AC unit.	43	Barber's chair.	84	Bowie knife.
3	Adjustable wrench.	44	Barometer.	85	Bowls.
4	Adrenaline pen.	45	Barrel.	86	Boxer shorts.
5	Aeroplane.	46	Baseball bat.	87	Boxing gloves.
6	Air compressor.	47	Baseball cap.	88	Bra.
7	Air freshener.	48	Baseball glove.	89	Brandy.
8	Air gun.	49	Baseball pitcher.	90	Brass hookah.
9	Air raid siren.	50	Basketball hoop.	91	Brass nameplate.
10	Alarm clock.	51	Bath mat.	92	Brass watch.
11	Aluminum cylinder.	52	Bath salts.	93	Briefcase.
12	Aluminum foil.	53	Bath towel.	94	Broken bed.
13	Ammunition.	54	Bathroom scale.	95	Broken glasses.
14	Amplifier.	55	Batteries.	96	Broken guitar.
15	Animal head.	56	Beach umbrella.	97	Broken mirror.
16	Animal trap.	57	Bear trap.	98	Broken shrine.
17	Antacid tablets.	58	Belt buckle.	99	Broken spectacles.
18	Anthrax.	59	Bicycle bump.	100	Bronze statue.
19	Anti-freeze.	60	Bicycle reflector.	101	Broom handle.
20	Anti-glare goggles.	61	Bicycle.	102	Broom.
21	Anti-rad serum.	62	Bike helmet.	103	Bubble gum.
22	Antibiotics.	63	Binoculars.	104	Bucket of paint.
23	Antique coins.	64	Bird cage.	105	Bullhorn.
24	Art book.	65	Black paint.	106	Bundle of furs.
25	Asbestos gloves.	66	Bleach.	107	Bungee cords.
26	Ashtray.	67	Blender.	108	Bunsen burner.
27	Assault rifle.	68	Blood pressure kit.	109	Butane lighter.
28	Astrological charts.	69	Bloody footprints.	110	Butter knife.
29	Attaché case.	70	Blow dryer.	111	Buttons.
30	Automobile.	71	Blowtorch.	112	C4.
31	Aviator's goggles.	72	Blue jeans.	113	Cake knife.
32	Aviator's uniform	73	Board game.	114	Cake mix.
33	BBQ grill.	74	Boat.	115	Calculator.
34	Baby car seat.	75	Body armour.	116	Calendar.
35	Baby stroller.	76	Bolt cutters.	117	Caltrops.
36	Backpack.	77	Bonding glue.	118	Camcorder.
37	Bag of cement.	78	Bonding-glue.	119	Camouflage.
38	Bag of chips.	79	Book.	120	Camping cookware.
39	Baking soda.	80	Bookcase.	121	Camping stove.
40	Ballpoint pen.	81	Boomerang.	122	Can of soup.
41	Bar soap.	82	Boots.	123	Can opener.

124	Candle-lit shrine.	170	Cigar.	216	Crash helmet.
125	Candle.	171	Cigarette lighter.	217	Crayons.
126	Candy bar.	172	Cigarettes.	218	Credit card.
127	Cane.	173	Circuit board.	219	Crock pot.
128	Canine skeleton.	174	Circular saw.	220	Croquet set.
129	Canned meat.	175	Civil War sabre.	221	Crowbar.
130	Canoe.	176	Claw hammer.	222	Crystal ball.
131	Cans of beer.	177	Cleaning rags.	223	Crystal goblets.
132	Cans of food.	178	Climber's kit.	224	Cuckoo clock.
133	Canvas tent.	179	Climbing axe.	225	Cups and saucers.
134	Car stereo.	180	Climbing gear.	226	Curtain rod.
135	Car tires.	181	Cloak.	227	Cutting board.
136	Car transmission.	182	Clock radio.	228	DVD player.
137	Car battery.	183	Clown shoes.	229	Dart.
138	Cargo ship.	184	Cluster bomb.	230	Dartboard.
139	Carnival mask.	185	Cocaine.	231	Day-glow vest.
140	Carpet steamer.	186	Cockroaches.	232	Dead dog.
141	Carved stone idol	187	Cocktail shaker.	233	Dead watch.
142	Carving knife.	188	Coffee beans.	234	Decanters.
143	Carving set.	189	Coffee cup.	235	Deep fryer.
144	Case of whiskey.	190	Coffee pot.	236	Deep-freeze box.
145	Cash register.	191	Coffee spoons.	237	Dehydrated rations.
146	Cassette tape.	192	Coffee thermos.	238	Dentist's chair.
147	Cast iron kettle.	193	Coffin.	239	Depth finder.
148	Catcher's mitt.	194	Coin sorter.	240	Desk calendar.
149	Cedar chest.	195	Collared dye.	241	Desk.
150	Ceiling fan.	196	Cologne.	242	Dessert forks.
151	Cell phone.	197	Colour television.	243	Dessert plates.
152	Cello.	198	Coloured pencils.	244	Dessert spoons.
153	Cellophane tape.	199	Combination lock.	245	Detonator.
154	Ceramic mug.	200	Comforter.	246	Diamond ring.
155	Chainsaw.	201	Comfy chair.	247	Diapers.
156	Champagne.	202	Comic book.	248	Dictionary.
157	Chandelier.	203	Compass.	249	Digital camera.
158	Charred book.	204	Compressed air.	250	Dinner forks.
159	Cheese wheel.	205	Computer disk.	251	Dinner knives.
160	Chewed pencil.	206	Computer monitor.	252	Dinner plates.
161	Children's book.	207	Condoms.	253	Dirty magazines.
162	Children's doll.	208	Cookbook.	254	Disco ball.
163	Children's tea set.	209	Copper pipes.	255	Dish soap.
164	Child's bike.	210	Copper wire.	256	Dish towels.
165	Child's car seat.	211	Cordless drill.	257	Diving suit.
166	Chinese checkers.	212	Cordless mouse.	258	Dog collar.
167	Chocolate syrup.	213	Corn-cob pipe.	259	Dog food.
168	Christmas lights.	214	Cowboy hat.	260	Dog leash.
169	Chromed watch.	215	Crack.	261	Dog muzzle.

Scavenged Junk	Scavenged Junk	Scavenged Junk
262 Dog whistle.	307 Fake fur coat.	351 Gameboy.
263 Door knob.	308 False eyelashes.	352 Garbage bags.
264 Double boiler.	309 False teeth.	353 Garbage can.
265 Doughnut maker.	310 Fertilizer.	354 Garden hoe.
266 Down-filled parka.	311 Fiberoptic cable.	355 Gas grill.
267 Dressed mannequin.	312 File organizer.	356 Gas mask.
268 Dresser drawers.	312 Filing cabinet.	357 Gas tank.
269 Dried food.	313 Film canister.	358 Gasoline.
270 Drill set.	314 Film.	359 Gears.
271 Drill.	315 Fire axe.	360 Generator.
272 Drivers license.	316 Fire extinguisher.	361 Ghetto blaster.
273 Drone.	317 Fireplace.	362 Glass beads.
274 Drum kit.	318 Fireworks.	363 Glass cleaner.
275 Dryer.	319 First aid kit.	364 Glass egg.
276 Drying rack.	320 Fish forks.	365 Glass eyes.
277 Duct tape.	321 Fish knives.	366 Glass sculpture.
278 Dud grenade.	322 Fish tank.	367 Globe.
279 Dustpan.	323 Fishbowl helmet.	368 Glove.
280 Earphones.	324 Fishing rod.	369 Glue.
281 Earpiece.	325 Flare gun.	370 Gold crown.
282 Ecstasy pills.	326 Flashlight.	371 Golf balls.
283 Electric blanket.	327 Flat screen TV.	372 Golf cart.
284 Electric fan.	328 Flavoured almonds.	373 Gong.
285 Electric guitar.	329 Floor waxer.	374 Gorilla costume.
286 Electric iron.	330 Flour sifter.	375 Grappling hook.
287 Electric piano.	331 Flower vase.	376 Gravy boat.
288 Electric razor.	332 Foam rubber sheet.	377 Gravy ladle.
289 Electric stove.	333 Folding chair.	378 Greenhouse.
290 Electric toothbrush.	334 Folding chairs.	379 Gumball machine.
291 Electric wheelchair.	335 Folding tree saw.	380 Gun cleaning kit.
292 Electrical cable.	336 Food processor.	381 Hacksaw.
293 Electrical tape.	337 Football gear.	382 Hair curlers.
294 Electrical wiring.	338 Football.	383 Hairbrush.
295 Electronic speller.	339 Fountain pen.	384 Hairdryer.
296 Empty magazine.	340 Framed picture.	385 Halloween mask.
297 Enamel mug.	341 Fresh corpse.	386 Hammer.
298 Encyclopaedia.	342 Frisbee.	387 Hand air pump.
299 Entrenching tool.	343 Frozen foods	388 Hand bell.
300 Envelope stuffer.	344 Frozen robot.	389 Hand crossbow.
301 Eraser.	345 Fruit bowls.	390 Hand grenade.
302 Exercise bike.	346 Frying pan.	391 Hand mirror.
303 Exercise machine.	347 Full body mirror.	392 Hand mixer.
304 Extension cord.	348 Fungicide.	393 Hand soap.
305 Eyeglasses.	349 Funhouse mirror.	394 Hand towels
306 Fabric softener.	350 GPS unit.	395 Hand-drawn erotica.

Scavenged Junk	Scavenged Junk	Scavenged Junk
396 Handcuffs.	441 Iron cage.	486 Lawn mower.
397 Hang glider kit.	442 Ironing board.	487 Lead box.
398 Hard candy.	443 Jackhammer.	488 Leaf blower.
399 Hardhat.	444 Jeans.	489 Leather bag.
400 Harmonica.	445 Jet pack.	490 Leather belt.
401 Harp.	446 Jigsaw puzzle.	491 Leather boots.
402 Hash oil.	447 Joke snake can.	492 Leather pouch.
403 Hazard light.	448 Journal.	493 Leather sofa.
404 Hearing aid.	449 Joy buzzer.	494 Leather vest.
405 Heavy flashlight.	450 Juicer.	495 Letter opener.
406 Heavy mittens.	451 Jukebox.	496 Life jacket.
407 Hedge clippers.	452 Jumper cables.	497 Life vest.
408 Helicopter.	453 Jumpsuit.	498 Light bulb.
409 Helium tank.	454 Jungle gym.	499 Light bulbs.
410 Herbs and spices.	455 Kaleidoscope.	500 Lighter.
411 Heroin brick.	456 Keelboat.	501 Lightsaber.
412 High-heels.	457 Kevlar helmet.	502 Liquid soap.
413 Hockey gear.	458 Keyboard.	503 Locket.
414 Hockey puck.	459 Keys.	504 Love letter.
415 Hockey stick.	460 Kid's squirt gun.	505 Lubricating oil.
416 Holiday lights.	461 Kitchen knife.	506 Luger pistol.
417 Honey.	462 Kitchen mixer.	507 Lunar lander.
418 Hospital gurney.	463 Kitchen scale.	508 Luncheon plates.
419 Hot plate.	464 Kitchen sink.	509 Luxury sedan.
420 Hour glass.	465 Knife block.	510 Machine parts.
421 Hubcap.	466 Knife sharpener.	511 Macramé scarf.
422 Hula hoop.	467 Knife.	512 Magazine.
423 Human eyeball.	468 Knitting needles.	513 Magnetic compass.
424 Human skull.	469 LED light bulb.	514 Magnifying glass.
425 Hunting rifle.	470 LSD.	515 Mail hauberk.
426 Hypodermic.	471 Label maker.	516 Mannequin.
427 Ice bucket.	472 Ladder.	517 Man's deodorant.
428 Ice fishing gear.	473 Ladle.	518 Man's razor.
429 Ice maker.	474 Lamp shade.	519 Map.
430 Ice pick.	475 Lamp.	520 Maple syrup.
431 Infant coffin.	476 Land mine.	521 Marble pedestal.
432 Inflatable raft.	477 Land rover.	522 Marble statue.
433 Infra-red flashlight.	478 Laptop.	523 Marbles
434 Inner tube.	479 Laser carbine.	524 Marijuana.
435 Insect repellent.	480 Laser pen.	525 Marshmallows.
436 Instant noodles.	481 Laser pistol.	526 Mascara.
437 Instruction manual.	482 Laser pointer.	527 Masking tape.
438 Insulated case.	483 Laser printer.	528 Matches.
439 Insulin pen.	484 Lathe.	529 Measuring cup.
440 Insurance papers.	485 Laundry soap.	530 Meat grinder.

Scavenged Junk	Scavenged Junk	Scavenged Junk
531 Metal briefcase.	576 Mustard gas.	621 Photos.
532 Metal can.	577 Nail clippers.	622 Physician's coat.
533 Metal charcoal grill.	578 Nail file.	623 Piano.
534 Metal cheese slicer.	579 Nail gun.	624 Pickled fetus.
535 Metal file.	580 Nails.	625 Pickup truck.
536 Metal foo dogs.	581 Napkins.	626 Picture book.
537 Metal helmet.	582 Needle and thread.	627 Picture frame.
538 Metal lug wrench.	583 News magazine.	628 Picture hangers.
539 Metal lunch box.	584 Newspaper.	629 Pie server.
540 Metal pipe.	585 Night-vision goggles.	630 Pillow.
541 Metal railing.	586 Nuclear bomb.	631 Pills.
542 Metal rod.	587 Nuts and bolts.	632 Pinball machine.
543 Metal shears.	588 Nylon backpack.	633 Ping pong table.
544 Metal sign.	589 Nylon fishing line.	634 Pinking shears.
545 Meth lab.	590 Nylon rope.	635 Pinot noir.
546 Microphone	591 Nylon tent.	636 Pipe wrench.
547 Microphone stand.	592 Oil lantern.	637 Pistol stock.
548 Microscope.	593 Oil painting.	638 Plastic bag.
549 Microwave oven.	594 Opium.	639 Plastic baseball.
550 Military medals.	595 Organ.	640 Plastic bottle.
551 Milking machine.	596 Outboard motor.	641 Plastic box.
552 Miner's helmet.	597 Oven.	642 Plastic coat hanger.
553 Mini fridge.	598 Paint.	643 Plastic container.
554 Mixing bowls.	599 Paintball gun.	644 Plastic cord.
555 Model airplane.	600 Paper clips.	645 Plastic crate.
556 Moonshine.	601 Paper shredder.	646 Plastic dinnerware.
557 Mop bucket.	602 Paper.	647 Plastic garden hose.
558 Mop.	603 Paperback novel.	648 Plastic lunch box.
559 Mortar shells.	604 Parking meter.	649 Plastic plant.
560 Mosquito netting.	605 Party game.	650 Plastic purse.
561 Motion detector.	606 Peeler.	651 Plastic sandals.
562 Motor oil.	607 Pen pistol.	652 Plastic soldiers.
563 Motorcycle helmet.	608 Pencil sharpener.	653 Plastic spork.
564 Motorcycle.	609 Pencil.	654 Plastic table knife.
565 Mouldy cheese.	610 Penknife.	655 Plastic tarp.
566 Mountain bike.	611 Pepper mill.	656 Plastic torso.
567 Mousetrap.	612 Pepper shaker.	657 Plastic trash can.
568 Mouth wash.	613 Perfume.	658 Plastic tubing.
569 Movie camera.	614 Permanent marker.	659 Plastic tulips.
570 Multipurpose knife.	615 Persian carpet.	660 Platters.
571 Mummified child.	616 Phonograph.	661 Play money.
572 Mummified hand.	617 Photo album.	662 Pliers.
573 Mushrooms.	618 Photo booth.	663 Plush toy.
574 Music CD.	619 Photocopier.	664 Pocket calculator.
575 Music box.	620 Photograph.	665 Pocket mirror.

Scavenged Junk	Scavenged Junk	Scavenged Junk
666 Podium.	711 Riot shield.	756 Scuba gear.
667 Poetry.	712 Road barricade.	757 Secret bunker.
668 Pogo stick.	713 Rock saw.	758 Segway.
669 Poisonous snakes.	714 Rocket launcher.	759 Serving bowl.
670 Porcelain bathtub.	715 Roll of black silk.	760 Serving dish.
671 Portable radio.	716 Rolls Royce.	761 Serving fork.
672 Portable stove.	717 Rolodex.	762 Serving platter.
673 Portable table saw.	718 Roulette wheel.	763 Serving spoon.
674 Powdered milk.	719 Rubber ball.	764 Serving tray.
675 Power cord.	720 Rubber boots.	765 Set of files.
676 Power drill.	721 Rubber gloves.	766 Set of hinges.
677 Power motor.	722 Rubber hip waders.	767 Sewing kit.
678 Prescription.	723 Rubber poncho.	768 Sewing machine.
679 Pressed flowers.	724 Rubber straps.	769 Sex doll.
680 Price tag gun.	725 Rug.	770 Sex toy.
681 Printer.	726 Rusty bicycle.	771 Shag carpet.
682 Projector.	727 Rusty knife.	772 Shampoo.
683 Pruning shears.	728 Rusty nail.	773 Shopping trolley.
684 Pump sprayer.	729 Saddle.	774 Shovel.
685 Punching bag.	730 Safe.	775 Shower curtain.
686 Punching clown.	731 Salad plates.	776 Shrink wrap.
687 Puppet.	732 Salad servers.	777 Signal flags.
688 Puzzle cube.	733 Salamander.	778 Silver body suit.
689 Pyjamas	734 Salon hair dryer.	779 Silver bracelet.
690 Rabbit's foot.	735 Salt shaker.	780 Silver chest.
691 Radar detector.	736 Salted nuts.	781 Silver coins.
692 Radar gun.	737 Samurai sword.	782 Silverware set.
693 Radiation suit.	738 Sandwich bags.	783 Six-pack of beer.
694 Radio cell phone.	739 Sandwiches.	784 Skate ramp.
695 Radio receiver.	740 Satellite dish.	785 Skateboard.
696 Radio.	741 Saucepans.	786 Skeleton key.
697 Radioactive mutant.	742 Sausages.	787 Skeleton.
698 Radioactive zombie.	743 Saxophone.	788 Ski mask.
699 Razors.	744 Scalpel set.	789 Skillet.
700 Rectal thermometer.	745 Scanner.	790 Skis.
701 Red boxing gloves.	746 Scented candle.	791 Sled.
702 Red laser pointer.	747 Sci-fi novel	792 Sledgehammer.
703 Refrigerator.	748 Scissors.	793 Sleeping bag.
704 Religious tracts.	749 Scotch tape.	794 Slide projector.
705 Remote control.	750 Scotch whisky.	795 Slide show screen.
706 Replica sword.	751 Scouring pads.	796 Sliding door.
707 Restaurant menu.	752 Scouring powder.	797 Slippers.
708 Revolver.	753 Scout knife.	798 Slot machine.
709 Riding bull.	754 Scrap metal.	799 Slotted spoon.
710 Riding lawn mower.	755 Screwdriver.	800 Slow cooker.

Scavenged Junk			Scavenged Junk		
801	Smashed jewellery.	846	Stone wheel.	891	Theatre spotlight.
802	Smelly hoodie.	847	Stopwatch.	892	Thermal socks.
803	Smelly sock.	848	Stray kitten.	893	Thermal underwear.
804	Smoke detector.	849	Stuffed falcon.	894	Tiger balm.
805	Sneakers.	850	Stuffed lion.	895	Tile cleanser.
806	Snow blower.	851	Sub-woofer.	896	Time capsule.
807	Snow boots.	852	Submarine.	897	Tin of lozenges.
808	Snow shoes.	853	Subway map.	898	Tire iron.
809	Snuff box.	854	Sugar spoon.	899	Tire-pressure gauge.
810	Soccer ball.	855	Sugar tongs.	900	Tire.
811	Socket wrench set.	856	Suitcase.	901	Toaster oven.
812	Soda can.	857	Sunglasses.	902	Toilet bowl cleanser.
813	Soda siphon.	858	Surgical unit.	903	Toilet brush.
814	Soda streamer.	859	Survival knife.	904	Toilet paper.
815	Sofa cushion.	860	Survival matches.	905	Toilet plunger.
816	Soft drink bottle.	861	Swim goggles.	906	Toilet.
817	Solar watch.	862	Swimming pool.	907	Tool vest.
818	Soup bowl.	863	Swimsuit.	908	Toolbox.
819	Soup spoon.	864	Swiss army knife.	909	Toothpaste.
820	Space heater.	865	Synthesizer.	910	Toy blaster pistol.
821	Spark plug.	866	TV camera.	911	Toy catalogue.
822	Spatula.	867	TV remote.	912	Toy dog.
823	Spectacles.	868	Table fan.	913	Toy helicopter.
824	Spice rack.	869	Table lamp.	914	Toy periscope.
825	Spicy crackers.	870	Table saw.	915	Toy ray gun.
826	Sports scoreboard.	871	Table.	916	Toy space gun.
827	Sports trophy.	872	Tablecloth.	917	Toy train set.
828	Spray bottle.	873	Tablet computer.	918	Toy water pistol.
829	Stagnant water.	874	Tactical shield.	919	Trabant car.
830	Stained glass.	875	Talking doll.	920	Track lighting set.
831	Stained mattress.	876	Tank.	921	Traffic light.
832	Staple gun.	877	Tape dispenser.	922	Trench shovel.
833	Stapler.	878	Tarot deck.	923	Tricycle.
834	Steak knife.	879	Taxi mileage meter.	924	Trombone.
835	Steel ball bearings.	880	Tea kettle.	925	Trophy.
836	Steel chain.	881	Tea pot.	926	Tuba.
837	Steel drum.	882	Tea towel.	927	Turpentine.
838	Steel mirror	883	Teaspoons.	928	Tweezers.
839	Steel spoon.	884	Telephone directory.	929	Typewriter.
840	Steering wheel.	885	Telephone.	930	USB drive.
841	Step ladder.	886	Telescope.	931	Umbrella.
842	Stereo speaker.	887	Telescopic scope.	932	Universal gym.
843	Stick grenade.	888	Television.	933	VCR remote.
844	Stone flower box.	889	Tent.	934	Vacuum cleaner.
845	Stone sundial.	890	Textbook.	935	Vegetable dishes.

Scavenged Junk		Scavenged Junk		Scavenged Junk	
936	Vending machine.	958	Water skis.	980	Wire cutters.
937	Viagra pills.	959	Water sprinkler.	981	Wireless keyboard.
938	Viking longship.	960	Water-bubble level.	982	Wireless router.
939	Vinyl patching kit.	961	Webcam.	983	Witch costume.
940	Vinyl record.	962	Wedding cake.	984	Wood carving tools.
941	Violin.	963	Wedding dress.	985	Wood glue.
942	Vision tester.	964	Weed whacker.	986	Wood saw.
943	Voodoo doll.	965	Weights.	987	Wooden bricks.
944	Waffle iron.	966	Welder's gloves.	988	Wooden chair.
945	Wagon.	967	Whetstone.	989	Wooden door.
946	Walkie talkie.	968	Whirlpool.	990	Wooden mug.
947	Wall plug timer.	969	Whisk.	991	Wooden spoon.
948	Wall thermometer.	970	Whiskey.	992	Wooden stake.
949	Wallet chain.	971	White board.	993	Wooden toy.
950	Wallet.	972	White vinegar.	994	World map.
951	Wash bucket.	973	Window cleanser.	995	Wrench.
952	Washing machine.	974	Window fan.	996	Wristwatch.
953	Wasps' nest.	975	Windshield scraper.	997	X-ray machine.
954	Waste basket.	976	Wine cooler.	998	Yarn.
955	Water cooler.	977	Wine glass.	999	Yo-yo.
956	Water heater.	978	Wine rack.	1000	Zippo lighter.
957	Water purifier.	979	Wine.		





The Ficto-Technica

FT

artifacts of ficto-science

Artifacts based on fictional scientific laws and disciplines are built out of parameters, which you generate using random tables. Parameters can be subdivided into several categories. Half the parameters are functions, which include the aspects table (containing both applications and domain), the effects table, and the forms table (containing both devices and objects). The other types of parameters are properties, which includes the prefixes table (separated into arts and sciences categories), the qualities table (separated for artificial and organic entries), and the suffixes table.

Once you have introduced a particular parameter into your game, as part of an artifact of ficto-science, if you want to avoid repetition, cross it off the list and write in an entry of your own invention.

The Basic Method

If you require ficto-tech items of no particular type, generate a compound property and a compound function, in that order, then decide what it does based on its name.

Basic Method = [compound property] + [compound function]

Compound Properties Table

► Roll 1d6 for property generation method:

- 1 [1d3 prefixes] + [quality].
- 2 [1d3 prefixes] + [suffix].
- 3 [1d3 prefixes] + [suffix] + [quality].
- 4 [1d3 qualities].
- 5 [1d3 qualities] + [1d3 prefixes] + [quality].
- 6 [1d3 qualities] + [1d3 prefixes] + [suffix].

Compound Functions Table

► Roll 1d10 for function generation method:

- 1 [1d3 aspects] + [effect].
- 2 [1d3 aspects] + [effect] + [form].
- 3 [1d3 aspects] + [form].
- 4 [1d3 aspects] + [form] + [effect].
- 5 [effect] + [application aspect] + [form].
- 6 [effect] + [form].
- 7 [effect] + [form] + [domain aspect].
- 8 [form] + [application aspect] + [effect].
- 9 [form] + [effect].
- 10 [form] + [effect] + [domain aspect].

The All-Table Gonzo Method

If you are of a vastly superior interstellar race, a traveller from another dimension, or you are just too *xkxyqältse//lhi* for humans to comprehend, roll once (or twice) on each table and sub-table and combine the results to taste. You may separate the final results into multiple pieces of ficto-tech.

The Corrupt Arts

If you are a degenerate aesthete, a product of unethical experiments, or a student of arcane pseudo-science, shunned by your peers and everyone else because your research is so far beyond their puny intellects, use the following table, then embellish it with up to 1d4 qualities (see page 201). If you generate a prefix you feel does not represent your morals, reverse the letters and spell it backwards. If you are directed to roll on the forms table, always use the objects list, never the devices list.

► *Roll 1d6 for generation method of items from the corrupt arts:*

- 1 [1d3 arts prefixes + quality] + [effect] + [object form].
- 2 [1d3 arts prefixes + quality] + [domain aspect + effect] + [object form].
- 3 [1d3 arts prefixes + quality] + [compound function].
- 4 [1d3 arts prefixes + suffix] + [aspect + effect] + [object form].
- 5 [1d3 arts prefixes + suffix] + [compound function]
- 6 [1d3 arts prefixes + suffix] + [effect] + [object form].

Genotech

If you are a modifier of organisms and a purveyor of biological technology, or your race is possessed of internal, living mechanisms similar to what the feeble humans build as external prosthetics, use the following table to generate the parameters of your material culture.

► *Roll 1d12 for generation method of genotech devices:*

- 1 [1d3 organic qualities] + [application aspect] + [effect].
- 2 [1d3 organic qualities] + [application aspect] + [effect] + [device form].
- 3 [1d3 organic qualities] + [domain aspect] + [effect].
- 4 [1d3 organic qualities] + [domain aspect] + [effect] + [form].
- 5 [1d3 organic qualities] + [prefix + suffix] + [domain aspect] + [effect].
- 6 [1d3 organic qualities] + [prefix + suffix] + [domain aspect] + [effect] + [form].
- 7 [artificial quality] + [1d3 organic qualities] + [application aspect] + [device form].
- 8 [artificial quality] + [1d3 organic qualities] + [domain aspect] + [effect] + [form].
- 9 [organic quality] + [prefix + organic quality] + [domain aspect] + [effect].
- 10 [organic quality] + [prefix + organic quality] + [effect] + [form].
- 11 [prefix + organic quality] + [1d3-1 application aspects] + [effect].
- 12 [prefix + organic quality] + [1d3-1 application aspects] + [form] + [effect].



The Pure Sciences

If you are a paragon of modern science, charged with the pursuit of Truth in order to glorify Reason and improve the lot of your fellow beings, or if you and your comrades feel driven to explore the furthest reaches of the universe, use the following table.

► *Roll 1d8 for generation method of products of pure science:*

- 1 [1d3 science prefixes + quality] + [domain aspect + effect] + [device form].
- 2 [1d3 science prefixes + quality] + [effect] + [device form].
- 3 [1d3 science prefixes + suffix] + [compound function].
- 4 [1d3 science prefixes + suffix] + [domain aspect + effect] + [device form].
- 5 [1d3 science prefixes + suffix] + [effect] + [device form].
- 6 [application aspect] + [1d3 science prefixes + suffix] + [domain aspect + effect] + [device form].
- 7 [application aspect] + [1d3 science prefixes + suffix] + [effect] + [device form].
- 8 [quality] + [1d3 science prefixes + suffix] + [compound function].

Robotic Metal Machine Mechanisms

If you are a robot or a synthetic being, wielding the power of artificial mechanical forces and silicon-based technologies, use this table to generate your devices.

► *Roll 1d6 for generation method of metal machine mechanisms:*

- 1 [1d3 artificial quality] + [application aspect] + [device form].
- 2 [1d3 artificial quality] + [compound function].
- 3 [1d3 artificial quality] + [science prefix + suffix] + [compound function].
- 4 [artificial quality] + [science prefix + suffix] + [device form] + [effect].
- 5 [artificial quality] + [science prefix + suffix] + [domain aspect] + [device form].
- 6 [science prefix + artificial quality] + [compound function].

aspects

Choose one of the entries separated by slashes. Parenthetical additions are optional. Aspects have been separated into two categories: applications restrict the use of artifacts to certain areas (usually conceptual), and domains specific what is being acting upon. If you need to randomly determine which sub-table to consult, roll an extra die: odd = applications; even = domains.

► *Roll 1d200 for aspect:*

Application Aspects		Domain Aspects
1	acidic / corrosive	1 accretion
2	acoustic	2 action
3	administered	3 administration
4	admission(s)	4 air / gas
5	aerial	5 analysis / data
6	amateur	6 angst / regret
7	ambiguous	7 animal / body / human
8	ancillary	8 anomaly
9	apocalyptic	9 answer
10	applied	10 anxiety / nerve(s)
11	approximation	11 aptitude
12	arcane	12 area / zone
13	army / infantry	13 art
14	arrest	14 atom / molecule
15	arrival	15 atrocity
16	astral	16 audio / video
17	atmospheric	17 bacteria / fungus / mold
18	attack	18 beam / laser / maser / ray
19	auxiliary	19 behaviour
20	bake / cook / feed	20 blood / ichor
21	ballistic / projective	21 brain / mind
22	bathyspheric	22 business
23	battle	23 can / containment / jar
24	biologic	24 capacity / load
25	bunco	25 chain / link / sequence
26	bypass	26 chaos
27	call / howl / screech	27 chemical / drug / toxin
28	care	28 circuit / circuitry

Application Aspects		Domain Aspects	
29	cavalry / equestrian	29	circulation
30	cellular	30	cloud / steam / vapour
31	change	31	club
32	chase / pursuit	32	code / cipher
33	choke / strangle	33	collection
34	city / urban	34	collision
35	civilian	35	colony
36	clinical	36	combustion / fire / flame
37	close	37	communications
38	collect	38	comparison
39	colonization	39	compliance / obedience
40	combat	40	component
41	combo	41	computation / equation
42	commando	42	conductance
43	commercial	43	consciousness
44	conditional	44	conversion
45	conquest	45	crystal / glass / jewel
46	corporate	46	culture
47	cosmic / galactic	47	current
48	cover	48	cyclone / tornado / whirlwind
49	crack / elite	49	dark / darkness
50	crash	50	day / daylight
51	crime / criminal	51	death / life
52	cubical	52	defeat / failure / fault
53	culinary	53	defence
54	curse(d)	54	degeneration
55	cut / groove	55	depth
56	decline / fail / flop	56	design
57	defence / defensive	57	destruction / holocaust
58	demonstrational	58	detonation
59	departure	59	dimension
60	destructive	60	dirt / earth / soil
61	direct(ional)	61	disease / infection
62	discovery	62	display / illusion / image
63	display / visual	63	disruption
64	diurnal	64	distance / length
65	drag / tow	65	dream
66	drop / fall	66	dust / powder / sand
67	dry / thermal	67	effect
68	dupe	68	electricity / voltage
69	engineering	69	electron / neutron / proton
70	entry / re-entry	70	emission
71	ergodic / ludic / play	71	emotion / feeling(s)
72	erotic	72	energy / force / power
73	escape / evasion	73	enterprise

Application Aspects	Domain Aspects
74 espionage / spy	74 equilibrium
75 evolutionary	75 fabric / garment / textile(s)
76 excise	76 facsimile / fake
77 far/long	77 fatigue / stress
78 fight	78 fear / horror / terror
79 finite	79 feedback / loop
80 flight / fly	80 fertility / fertilization
81 forage / search	81 fever
82 free	82 field
83 government	83 fission / fusion
84 grab / pull / stretch	84 flesh / meat / skin
85 gross	85 flow / fluid / liquid
86 group / union	86 flux
87 guide(d)	87 food / nutrient(s) / sustenance
88 hand / hand-held	88 frame / skeleton
89 heavy	89 frequency / wavelength
90 high-pressure	90 gas / smoke / vapour
91 historic	91 gate / portal / wormhole
92 holographic	92 ghost / soul / spirit
93 hydrospheric	93 gold / money / wealth
94 imperial	94 graft
95 industrial	95 granulation
96 infernal / hellish	96 harmony / melody / rhythm
97 infinite	97 heat / temperature
98 input	98 hormone / pheromone
99 instant	99 idea / notion / thought
100 internal	100 imagination / memory
101 invasion	101 industry
102 inverse	102 information / intelligence
103 joke / trick	103 infra-red
104 jump	104 injection
105 kill / murder	105 injury / wound
106 kinetic	106 intensity
107 launch	107 intention / motivation
108 license(d)	108 labour
109 lift	109 layer / level
110 light	110 law / protocol / rule
111 lithospheric	111 leisure / pleasure
112 live	112 letter / message
113 local	113 light / lightning
114 low-pressure	114 location / terrain
115 magic(al)	115 lust
116 manual	116 luxury
117 marine	117 machine / machinery
118 maximum	118 management



Application Aspects		Domain Aspects	
119	medical / medicinal	119	mass / matter
120	mental	120	material(s)
121	military	121	measurement
122	minimum	122	metal / mineral
123	mnemonic	123	movement / transfer
124	mobile	124	mucus
125	modal / modular	125	music / noise / sound
126	molecular	126	night / nightmare
127	monastic	127	nucleus
128	musical	128	number
129	national	129	office
130	nautical	130	organ / organism
131	naval	131	paper / parchment
132	nocturnal	132	paralysis
133	notional	133	particle
134	occult	134	patient / target / victim
135	oceanic	135	pattern
136	official	136	photon
137	optical	137	picture
138	orbital	138	place / premises
139	output	139	plague
140	overhead	140	planet
141	pagan	141	plant / wood
142	parasite	142	plasma
143	pay / sale	143	plastic / rubber
144	peak / point	144	plumbing / tubing
145	personal	145	polymer
146	physical	146	presence
147	pick-up / take-out	147	probability
148	portable	148	projection
149	practice(s)	149	protection
150	precision / precise	150	pulse
151	professional	151	quality
152	prototype	152	quark / quasar
153	psionic	153	radar / sonar
154	push / release	154	radio
155	race	155	radius
156	reconnaissance	156	rain / water
157	regional	157	rate
158	relaxation / rest	158	reality
159	return	159	recoil
160	rescue	160	record
161	restraint	161	recursion
162	reverse(d)	162	reduction / shrinkage
163	rural	163	research

Application Aspects	Domain Aspects
164 sabotage	164 resistance
165 safety	165 resolution
166 scare	166 retraction
167 secret	167 retrieval
168 seek and destroy	168 revelation
169 serial	169 reversal
170 service	170 revolution
171 shared	171 river / sea
172 shock	172 rock / stone
173 siphon	173 security
174 skill	174 sight / visibility
175 speed	175 signal
176 stay / wait	176 silence
177 strategic	177 simulation
178 strip	178 sleep
179 student / study	179 space
180 subterranean	180 speed / velocity
181 supply	181 stain
182 surgical	182 star / sun
183 surround	183 stasis
184 survey	184 storm / thunder / weather
185 tactical	185 string / thread / wire
186 tantric	186 system
187 technical	187 tachyon
188 temperate / tropical	188 theory
189 temporal	189 time
190 terrestrial	190 translation
191 test	191 transmission
192 think	192 tsunami / surf / wave
193 tool / work	193 ultra-violet
194 transform(ational)	194 vacuum
195 transit / travel	195 vector
196 twist / warp	196 vice
197 ultimate	197 violation
198 underground	198 vortex
199 underwater	199 waste
200 utility	200 x-ray



effects

Choose one of the entries separated by slashes. Italicized suffixes may be changed from *-ing* to *-er* / *-o* to indicate the purpose of a device, or vice-versa to indicate a process. As participles or adjectives, with *-ing* or *-ed* suffixes, these effects can also be used as qualities.

► *Roll 1d200 for effect:*

1	abrading / sander / smoother	41	cloning / mimic / mimicking
2	absorbing	42	coating / plating
3	accelerator	43	coder / codifying / encoder
4	accreting / adding	44	coercing / persuading
5	actor / director	45	collaborator
6	activator / starter	46	collating / sorter
7	advancing / mobilizer	47	collider / rammer
8	agitating / quivering / shaker	48	colonizing / invader
9	altering / changer / converter	49	colouring / shading / toner
10	alternator	50	combining / integrating
11	amplifier / amplifying	51	communicator
12	analyzer / scanner	52	computing
13	animating	53	concealer / hiding / masking
14	arming / equipping	54	condenser / reducing
15	atomizer / granulator	55	constraining / restrainer
16	attenuator / dampening	56	consuming
17	attracting / retractor	57	controller / managing
18	automating	58	cooker / feeding
19	beamer	59	co-ordinator / synchronizer
20	blackening / darkener	60	copier / copying / replicator
21	blaster / blower	61	correcting
22	bleeder / drip / dripping	62	corroding / eroding
23	blocker / brake / braking	63	counting / numbering
24	blooming / flowering	64	counterfeiting
25	bomber / exploding	65	creating / producer
26	bore / borer / excavating	66	crystallizing
27	bonding / linking	67	decomposing
28	breaking / wrecking	68	defender / protecting
29	broadcasting	69	deflector / repelling
30	burner / combusting	70	depressor / tamp / tamping
31	burrowing / digger	71	designer / planning
32	casting / shaper	72	decreasing / weakening
33	chanelling / conductor	73	destroyer / eraser
34	charger / energizing	74	detecting / sensor
35	chaser / pursuing	75	detonator / trigger / triggering
36	chipping / fracturing	76	diffuser / dissolving
37	choking / press / pressing	77	digitizing
38	chopping / cutting	78	dimmer / fader / mixer
39	classifier / classifying	79	discriminator
40	cleaning / sterilizer	80	displacer / distributor

081	disruptor / interrupting	127	instructor / learning
082	dissection / opener / splitting	128	intensifier / intensifying
083	distorting	129	interceptor / jamming
084	divider / separator / strainer	130	inverter
085	dominating	131	judge / judging / moralizing
086	doubler / simulator	132	lighting
087	drawing / pulling	133	liquifier / liquifying
088	dreaming / sleeping	134	limiting / preventing
089	dredger / groover / routing	135	looping / rolling
090	drill / drilling / rotating	136	lubricating
091	driver / mover	137	machining
092	dryer / heater	138	magnifier / magnifying
093	duplicator / fabricator	139	manipulator
094	effector / infecting	140	mapping / surveyor
095	emitting / radiator	141	massaging / messaging
096	encasing / enclosing	142	measuring / ruler / timer
097	encircling / enveloping	143	miniaturizing / shrinking
098	enlarger	144	modulator
099	entrenching / trenching	145	monitor / monitoring
100	evaporator / vapourizer	146	multiplier / multiplying
101	exaggerating / increasing	147	negotiator
102	exciter / stimulator	148	numbing / tranquilizer
103	extending / projector	149	organizing
104	extinguisher	150	packaging / processor
105	extracting / mining	151	paralyzer / slowing
106	fertilizing	152	paring / pruning
107	filling / filler	153	perforator / puncturing
108	filter / filtering	154	picker / selector
109	finder / locator / searching	155	plasticizing
110	firing / incinerator	156	poisoning
111	fixer / treating	157	polishing / staining / waxing
112	flowing / gushing / oozing	158	preserving / sustaining
113	fluctuating / oscillator	159	pressurizer
114	foaming / thickening	160	printer
115	forecasting / predicting	161	programmer
116	generator / regenerating	162	propelling / pushing
117	grabbing / grappling / grasping	163	pulping / smashing
118	grinder / scraping / sharpener	164	pulsating / pulser
119	hissing / lurking / slithering	165	punch / puncher / punching
120	humanizing / localizing	166	raising / re-animator
121	hypnotizing / mesmerizing	167	reader / reporter / speaking
122	incorporator	168	receiver / transceiver / tuner
123	indicator / pointing / signalling	169	recorder
124	inducer / influencing	170	redacting / subtracting
125	inductor / pump / pumping	171	referencing
126	injector / piercing	172	refitting / repairing



173	reflector / refracting	187	synthesizer
174	reinforcing / strengthening	188	tap / tapping
175	repulsing / reversing	189	teleporter
176	resisting	190	testing / working
177	riveter / stapler / sticker	191	theorizing / thinking
178	sampler / sequencer	192	thrashing / thresher
179	secretor / vomiting	193	tracer / tracker
180	sheeting / shielding	194	transferring / transporter
181	solidifier / solidifying	195	translator
182	sounder	196	transmitting
183	sprinkler / washer	197	transponder
184	stencil / stenciling / typesetting	198	twist / twisting / warping
185	strip / stripping / trimmer	199	viewing / visualizer
186	supplier / supplying	200	wiring

forms

Choose one of the entries separated by slashes. Forms have two categories: devices and objects. If you need to determine which sub-table to consult roll an extra die: odd = devices; even = objects.

► Roll 1d200 for form:

Device Forms		Object Forms	
1	agent	1	acid / chemical
3	alarm / bell / siren	3	ammunition
3	analogue	3	amulet / medallion
4	android	4	animal / monster
5	animation	5	anvil
6	antenna	6	artifact
7	antidote	7	bag / sack
8	apartment / flat	8	ball / planet / sphere
9	apparatus	9	band / belt / strap
10	appendage / arm / limb	10	bar / club
11	appliance	11	barrel / keg
12	area / zone	12	basin / sink
13	arena / circus	13	basket / bin
14	armature	14	bathtub
15-16	armour	15-16	battery
17	array	17	beam
18-19	arsenal / weaponry	18-19	bed
20	artillery	20	bell
21	assistant	21	blade / knife / sword
22	attachment	22	blanket
23	axe / edge tool	23	board / pad
24	bandage	24	body
25	bank / database	25	bone
26	barn / silo	26	book / folio / tome
27	base / headquarters / lair	27	boots / sandals / shoes

Device Forms

28 boat / raft / ship

29 bomb / explosive / grenade

30 boulevard / road / street

31 bow / sling

32 brain / head

33 button

34 cable

35 cage / jail / prison

36 camera

37 cannon / catapult

38 car / truck / van

39 carriage / coach

40 cast / mold

41 cell / dungeon / oubliette

42 chamber / room

43 chariot / sled

44 chassis / skeleton

45 circuit

46 clock / timer / watch

47 closet / wardrobe

48 cocoon / pod

49 compass

50 conduit / pipeline

51 console

52 construct / construction

53 contraption

54 control

55 craft / vehicle

56 crane / hoist

57 crank / lever

58 creation / creature

59 crucible / furnace / inferno

60 cruiser

61 curtain(s)

62 cutlery / utensil

63 cycle

64 decoy / lure

65 depository / repository

66 device

67 dial

68 dike / levy

69 doorway / gate

70 dreadnaught

71 drive

72 drone

Object Forms

28 bottle / jar

29 bowl / saucer

30 box / chest

31 brace(s)

32 bracelet

33 bracket / fixture / sconce

34 brazier / censer

35 bridge

36 brooch / pin / tag

37 brush

38 bucket / pail

39 bulb

40 bureau / desk

41 bust

42 cabinet / drawer

43 candle / light

44 cane / stick

45 canister / crate

46 canteen / flask

47 cap / hat

48 card

49 carpet / rug

50 cart / wagon

51 case

52 casket / coffin

53 chain

54 chair / couch

55 chalice / cup / glass

56 chime(s)

57 chip

58 chisel

59 church / shrine / temple

60 cigar / cigarette

61 cloak / robe

62 clone / duplicate

63 cloth / sheet

64 clothes / fashion / ware

65 cloud / storm

66 coaster

67 coil / loop

68 compound

69 cone / cylinder

70 container / tub

71 cord / rope

72 core



Device Forms	Object Forms
73 drug	73 crib / manger
74 engine / motor	74 crown / tiara
75 equipment	75 crystal / prism
76 experiment	76 cube
77 eye	77 dais / platform
78 facility	78 dart / needle / pin
79 factory / works	79 decanter / flask
80 fan	80 disc
81 faucet / tap	81 discharge
82 fence / wall	82 door / hatch / panel
83 field	83 drum
84 file	84 dust / powder
85 flare	85 earring(s) / nose ring
86 forceps / tongs	86 egg / globe / orb
87 fork / spoon / spork	87 eight-ball
88 fortress / stronghold	88 element
89 frame / lattice	89 enclosure
90 freezer / fridge	90 envelope / package
91 fuse	91 face / helmet / mask
92 gadget	92 figurine
93 gasket	93 fin
94 gear	94 finger
95 gizmo	95 fluid / liquid
96 grill	96 foam
97 gauge	97 food
98 guardian / sentry	98 fuel
99 gun / rifle	99 gas
100 hallway / passage	100 gauntlet / glove
101 hammer / mace	101 gazebo / pavilion
102 handgun / pistol	102 gem / jewel
103 harness	103 germ / organism
104 harrow / loom	104 gland
105 heart / organ	105 glasses / visor
106 hole / mine	106 goggles
107 home / house	107 grate
108 hookah	108 grid
109 implant	109 gum
110 implement	110 hive / mass / swarm
111 instrument	111 hood
112 jack	112 hook
113 keyboard	113 horn / siren
114 kiosk	114 human / life-form
115 kit	115 image / picture
116 laboratory	116 jacket / jersey / vest
117 ladder	117 jewellery

Device Forms

118 lair / pad
 119 lamp / lantern
 120 lathe
 121 lock
 122 machine
 123 magnet
 124 manual / textbook
 125 mechanism
 126 medicine
 127 membrane
 128 mesh / web
 129 meter
 130 mill
 131 missile / rocket
 132 modem / phone
 133 muscle(s)
 134 name / word
 135 net / network
 136 nose
 137 outlet
 138 oven / stove
 139 pen / pencil
 140 piano
 141 pincers / tweezers
 142 piston
 143 plan
 144 plant
 145 pliers / snips
 146 plug / socket
 147 pocket / pouch
 148 printer / typewriter
 149 probe
 150 project
 144 pump
 145 puzzle
 146 plug / socket
 147 pocket / pouch
 148 printer / typewriter
 149 probe
 150 project
 151 pump
 152 puzzle
 153 rail(ing)
 154 ray
 155 record

Object Forms

118 journal / notebook
 119 junk
 120 lance / spear
 121 lens
 122 letter
 123 line / wire
 124 lozenge
 125 magazine
 126 mantle / stole
 127 map
 128 matter / metal
 129 mattock / pick
 130 maze
 131 mirror
 132 money
 133 mountain
 134 necklace / torc
 135 pan / skillet
 136 paint / pigment
 137 painting
 138 pamphlet / paper
 139 parasol / umbrella
 140 patch
 141 philtre / phylactery
 142 pill / tablet
 143 pillar
 144 pipe / tube
 145 placard
 146 plate / platter
 147 poster / print
 148 pot
 149 purse / shoulder bag
 150 pyramid
 144 receptacle
 145 replica
 146 plate / platter
 147 poster / print
 148 pot
 149 purse / shoulder bag
 150 pyramid
 151 receptacle
 152 replica
 153 ring
 154 rock / stone
 155 rod / staff / wand

Device Forms	Object Forms
156 refuge / sanctuary	156 saw
157 relay	157 scabbard / sheath
158 restraints	158 scarf
159 safe / vault	159 screen
160 satellite	160 sculpture
161 scale	161 serum
162 scissors	162 shadow
163 shaft	163 shark
164 shell	164 shelf
165 sensor	165 shield
166 sherpa	166 shovel / spade
167 ship / shuttle	167 shroud / veil
168 shop/workshop	168 skull
169 skate(s)	169 slab / table
170 spanner	170 soap
171 station	171 spike
172 stencil	172 sponge
173 stereo	173 spool / wire
174 storage / store	174 spring
175 structure	175 stage
176 switch	176 stairs
177 syringe	177 stake
178 system	178 stall
179 tank	179 staple
180 tape	180 statue / statuette
181 tentacle	181 stool / tripod
182 terminal	182 strap
183 throttle	183 substance
184 tool	184 suit
185 torch	185 suite
186 tractor	186 symbol / talisman
187 trailer	187 tail
188 train	188 tank / vat
189 trap	189 throne
190 turbine	190 ticket
191 unit	191 tile / token
192 vacuum	192 top
193 valve	193 tower
194 vent	194 tray
195 vice / vise	195 trough
196 wedge	196 trousers
197 window	197 trowel
198 wing	198 urn / vase
199 wizard	199 wave
200 work-room / yard	200 wheel

prefixes

Choose one of the entries separated by slashes. Use part or all of a symbol or elements full name. Remove vowels as necessary. Prefixes are separated into two different categories: those more applicable to arts, and those denoting a scientific nature. If you need to randomly determine which sub-table to consult, roll an extra die: odd = arts; even = science.

► *Roll 1d200 for prefix:*

Arts Prefixes

1	a- / ab- / abio-
2	abyssa- / abyssio-
3	acra- / acrio-
4	activa- / activio-
5	alco-
6	am- / ana- / analio-
7	ambi- / imbi- / ombi-
8	anarchio-
9	anato-
10	andra- / andro-
11	anti-
12	aqua-
13	arche- / archio-
14	asa- / asio-
15	asphyxia- / asphyxio-
16	audio-
17	auto-
18	bi- / bio-
19	bubo- / bubuo-
20	caesaro-
21	cafe- / cafio-
22	cala- / calio-
23	canonio-
24	cantio-
25	cauldro-
26	cena- / cenio-
27	centio-
28	chtho- / chthonio-
29	ci- / cy- / cycla- / cyclio-
30	co- / col- / com- / con-
31	colo- / coloro- / colou-
32	comba- / combio-
33	contra- / contro-
34	convra- / convio-
35	copa- / copio-
36	corpa- / corpo-
37	cosmico- / cosmo-
38	crea- / creo-

Science Prefixes

1	A- / a-
2	ab- / abio-
3	absorba- / absorbio-
4	aerio-
5	Ag- / agrio-
6	al- / alio-
7	algeo-
8	alka- / alki-
9	a- (alpha-)
10	am- / an- / ana- / anio-
11	anthra- / anthro-
12	anti-
13	Ar- / arc- / argio-
14	astra- / astro-
15	aural-
16	axio-
17	B- / b-
18	Ba-
19	batho- / bathyo-
20	Be-
21	β- (beta-)
22	Bi-
23	bio- / biol-
24	bota- / botanio-
25	Br-
26	C- / c-
27	carbio- / cartio-
28	Ce- / cereo-
29	celaphico- / celaphio-
30	chemio- / chemico-
31	chlorio-
32	chroma- / chromio-
33	Cm- / cnio- / gno-
34	Co- / com- / con-
35	combina- / combino-
36	compu- / computo-
37	copra- / copro-
38	cora- / core- / corrio-



Arts Prefixes	Science Prefixes
39 crypta- / crypto-	39 Cr- / chroma-
40 cthu- / cthulhio-	40 crinio-
41 cubico- / cubio-	41 crya- / cryo-
42 cyber-	42 crystallio-
43 daguerreo-	43 cyto-
44 d- / de- / dea- / deio-	44 D- / D/- / d-
45 demonio-	45 de- / des-
46 destructo-	46 Δ- / δ- (delta-)
47 di- / dia- / dio-	47 dendra- / dendrio-
48 dis- / dispo- / dys-	48 destructio-
49 dual- / duo-	49 dia- / dio- / dis- / disa-
50 echo- / eco-	50 dual- / duo-
51 eda- / edio-	51 Dy- / dys-
52 el- / em- / en-	52 E- / e-
53 epista- / epistio-	53 electra- / electrio-
54 ex- / exa- / exe- / exio-	54 emio- / enio-
55 extra- / extrio-	55 embryo-
56 fantastico- / fantastio-	56 endo-
57 forna- / fornio-	57 enthalpio-
58 full- / fully-	58 epio-
59 giga-	59 ε- (epsilon-)
60 gnomio-	60 η- (eta-)
61 go- / goe- / goetio-	61 Eu- / euria- / euro-
62 gor- / gorgo-	62 exa- / exe- / exio-
63 graeco-	63 expla- / explo-
64 gratio-	64 extendo-
65 gyna- / gyno-	65 F- / f- / f-
66 ha- / he- / hi- / hya-	66 Fe- / ferrio- / iro-
67 harma- / harmio-	67 G- / g-
68 hege- / hegeo-	68 Γ- / γ- (gamma-)
69 hema- / hemio-	69 genea- / geneo-
70 herba- / herbio-	70 geo-
71 hetera- / hetero-	71 gravio-
72 holio- / holy-	72 gyra- / gyrio-
73 homio-	73 H- / h-
74 hyper-	74 haematio- / hemio-
75 hypna- / hypnio-	75 He- / helio-
76 idyl- / idylli- / idyllo-	76 hexa- / hexio-
77 il- / ill- / illo- / im- / in-	77 hista- / histio-
78 infer- / inferna- / infernio-	78 holo-
79 info- / infor-	79 hybo- / hypo-
80 insani- / insano-	80 hydra- / hidrio-
81 insectio-	81 hyper-
82 inspira- / inspirio-	82 I- / i- / io-
83 inte- / inter- / interro-	83 il- / im- / in-

Arts Prefixes

84 ire- / ira- / irio-
 85 IX- / ixia- / ixio-
 86 kako-
 87 laser- / maser- / taser-
 88 lithio-
 89 lucio- / lusio-
 90 ludi- / ludo-
 91 luna- / lunio-
 92 ma- / mala- / malio-
 93 magma- / magmal-
 94 mania- / manio-
 95 masta- / mastio-
 96 matra- / matrio-
 97 mechani- / mechano-
 98 media- / medio-
 99 mega-
 100 menta- / mentallo- / mento-
 101 meta-
 102 metro-
 103 mezza- / mezzo-
 104 mona- / moni- / mono-
 105 mondo-
 106 morpha- / morphio-
 107 muta- / mutio-
 108 mytho-
 109 necri- / necro-
 110 nega-
 111 neo- / neu- / noe- / non-
 112 neutra- / neutrio-
 113 nihil- / nihilo-
 114 nomi- / nomo-
 115 null- / null-o-
 116 nympha- / nympho-
 117 o- / or- / orio-
 118 ob- / op- / ope- / opio-
 119 octa- / octo-
 120 oli- / oly- / omio-
 121 omni- / omnio-
 122 on- / ona- / onio-
 123 onta- / onto-
 124 opera- / operio-
 125 orga- / orgio-
 126 ortha- / orthio-
 127 pala- / palio-
 128 pan- / pana- / pano-

Science Prefixes

84 info- / infor- / infra-
 85 intra- / intrio-
 86 isa- / iso-
 87 J- / j-
 88 jet-
 89 K- / k-
 90 κ- (kappa-)
 91 kine- / kino-
 92 Kr-
 93 L-
 94 Λ- / λ- (lambda-)
 95 La- / lanthio-
 96 laser- / laserio-
 97 logico- / logio-
 98 Li- / lithia- / lithio-
 99 M- / m-
 100 macro-
 101 magnetico- / magnetio-
 102 masa- / masio- / mass-
 103 maser- / maserio-
 104 matereo- / meteorio-
 105 medico- / medio-
 106 micra- / micro-
 107 minera- / minerio-
 108 mio- / mu- / mya- / myo-
 109 Mn- / mneo- / mnemio-
 110 Mo- / Möbia- / Möbio-
 111 morphia- / morphio-
 112 μ- / u- (mu-)
 113 N- / n- / n!-
 114 nano-
 115 nava- / navio-
 116 Ne- / neolio-
 117 neura- / neuro-
 118 No-
 119 ν- (nu-)
 120 nuclea- / nucleo-
 121 null- / null-o-
 122 numis- / numisma-
 123 O- / o-
 124 oceania- / oceanio-
 125 Ω- / ω- (omega-)
 126 optico- / optio-
 127 orbico- / orbio-
 128 organico- / organio-



Arts Prefixes

129	para- / paran- / pari-	129	Os- / oso- / ossio-
130	parti- / porta- / porto-	130	P- / #P- / p-
131	patrio- / petro-	131	palaeo- / pale-
132	per- / peri-	132	pan- / pania- / panio-
133	phila- / philo-	133	pathio-
134	phra- / phro-	134	Pd- / ptera- / ptero-
135	pio- / pyo-	135	peda- / pedio-
136	plane- / planio-	136	pera- / perio-
137	poli- / polo- / poly-	137	pharma- / pharmaco-
138	porno-	138	Φ / ϕ (phi-)
139	poro- / porosio-	139	photo-
140	posa- / posi- / post-	140	physica- / physico- / physio-
141	prana- / pranio-	141	Π - / π - (pi-)
142	praxi- / praxo-	142	plasma- / plasmio-
143	prima- / primio-	143	Pm- / promo-
144	pro-	144	Po- / polio- / poly-
145	proba- / probio-	145	Pr- / pra- / pro-
146	propa- / propio- / propyla-	146	psi- / Ψ - / ψ -
147	prota- / proto-	147	Pu-
148	pseuda- / pseudo-	148	pyra- / pyrio-
149	psychi- / psycho-	149	Q- / q-
150	pytha- / pythio-	150	quadra- / quadri-
151	qua- / qui- / quo-	151	quinta- / quinte- / quinto-
152	quasi-	152	R- / r-
153	quin- / quis- / quixo-	153	Ra- / radia- / radio-
154	re- / rea- / real- / reor-	154	re- / rea- / reo- / reor-
155	redacti- / redacto-	155	reducta- / reductio-
156	red- / redi- / reti-	156	Rh- / rhode- / rhodio- / rodeo-
157	restora- / restoro-	157	rho- / ρ -
158	retro-	158	Rn-
159	rhombi- / rhombo-	159	robota- / robotio-
160	robo-	160	S- / s-
161	rota- / roto-	161	servio-
162	sado-	162	sigma- / Σ - / σ -
163	sani-	163	Sm-
164	sata- / satanio-	164	solara- / solario-
165	saxa- / saxio- / sexio-	165	sphygma- / sphygmio-
166	scala- / scadio- / scaly-	166	statistio- / statistico-
167	schizo-	167	strata- / strate- / stratio-
168	scripta- / scripto-	168	sylva- / silvio-
169	self- / selfi-	169	sym- / syn-
170	semi-	170	T- / τ -
171	simo- / simu- / simul-	171	Ta-
172	sin- / sinistra- / syn-	172	tachy- / tachyo-
173	socio-	173	τ - (tau-)

Arts Prefixes

174 sola- / solio- / solip-

175 soma- / somatio-

176 sophi- / sopho-

177 sporae- / sporio-

178 state- / statio-

179 stega- / stego-

180 stereo-

181 sub-

182 super- / supper-

183 testa- / testio-

184 thea- / theo-

185 thermo-

186 ti- / to- / tu- / ty-

187 titani- / titan-

188 traffic- / traffick- / traffico-

189 trans- / transio-

190 tri- / tria- / trio-

191 tyrrana- / tyrrano-

192 un- / uni- / uno-

193 ur-

194 vagi- / vegi-

195 velo- / veloci-

196 venti- / vento-

197 vi- / vio- / violo-

198 vita- / viti- / vitri- / vitro-

199 vibra- / vibro-

200 xena- / xeni- / xeno-

Science Prefixes

174 taxe- / taxio-

175 Tb- / turbo-

176 Tc- / technio- / technico-

177 tectia- / tectio- / tectico-

178 tele- / telea- / teleo-

179 terra- / terrio-

180 topio-

181 tensio-

182 Θ- / θ- (theta-)

183 Tl-

184 trypta- / tryptio-

185 U- / u-

186 ultra- / ultiro-

187 uni- / uno-

188 V- / v-

189 vectio- / vector-

190 visco- / viscos-

191 vira- / virio- / virolo-

192 vulcanio-

193 W- / w-

194 X- / x-

195 Xe- / xero-

196 Ξ- / ξ- (ksi- / xi-)

197 Y- / y- / v- (upsilon-)

198 Z- / z-

199 zeta- / zetio- / ζ-

200 zoo-



qualities

Choose one of the entries separated by slashes. Parenthetical additions are optional. Qualities have been separated into two different categories: those signalling artificial or man-made forces, and those resulting from organic processes. If you need to determine which sub-table to consult randomly, roll an extra die: odd = artificial; even = organic.

► *Roll 1d200 for quality:*

Artificial Qualities		Organic Qualities	
1	abstract	1	abominable
2	activated / de-activated	2	absurd / incongruous
3	additional / extra	3	adhesive / sticky
4	adjustable	4	agonistic / war-like
5	administrated	5	alien
6	advanced	6	amorphous
7	algebraic	7	amphibian
8	altered / processed	8	anaerobic
9	amazing / incredible	9	angry / violent
10	amplified	10	animated
11	analytical	11	antediluvian
12	ancient	12	appalling / atrocious
13	angular	13	ashen
14	anti-gravity	14	avian / winged
15	arithmatic / numeric(al)	15	awesome / magnificent
16	armed	16	baleful / glaring
17	armoured	17	base / vile
18	assisted	18	beautiful / hot
19	astounding	19	bellowing / loud
20	atomic / nuclear	20	big / enormous
21	attached / linked	21	bilious
22	automated / automatic	22	biological / organic
23	banded / bonded	23	bipedal
24	basic	24	blasphemous
25	better / superior	25	blind / deaf / senseless
26	bionic	26	bloody / sanguine
27	black / black-and-white	27	bright / vivid
28	black-market	28	brutish
29	blasted / wasted	29	bulbous / knobbly
30	booby-trapped	30	cadaverous / skeletal
31	boxed / encased	31	calm / solemn
32	brand-name	32	changeable / transformed
33	brass / bronze	33	chained / coiled
34	brittle / rigid	34	chaotic
35	broken / smashed	35	clean / sober
36	built / constructed	36	cloned / grown
37	bullet-proof / impervious	37	cloudy / effervescent
38	censored / redacted	38	coarse / rough

Artificial Qualities		Organic Qualities	
39	ceramic	39	cocooned
40	chop-shop	40	comical / funny
41	chambered	41	confusing / odd
42	charged	42	conical
43	closed / looped	43	conscious / intelligent
44	colossal / monumental	44	corrupt / sordid
45	colourless	45	crazy / gonzo
46	complex / complicated	46	cream / creamy
47	compliant / tolerant	47	created / made
48	computational	48	crimson / scarlet
49	concentrated / dense	49	crystalline
50	concussive / explosive	50	cultural / social
51	condensed	51	dead
52	connected / fused	52	deathless / immortal
53	contained	53	debased / debauched
54	continuous / cyclical	54	deformed
55	controlled	55	degenerate / deviant
56	convenient	56	delirious
57	convoluted	57	depressed / melancholy
58	co-ordinated	58	deranged / insane
59	counterfeit	59	desiccated / withered
60	cybernetic	60	diabolical / evil
61	cyclopean	61	dire / fiendish
62	cylindrical	62	dirty / unclean
63	dazzling	63	diseased / infected
64	deadly / perilous	64	disfigured / mutilated
65	deafening / loud	65	disgusting
66	decorated / tattooed	66	disordered / disorderly
67	defended / fortified	67	dodgy / flaky
68	developed	68	dominant / sadistic
69	differential	69	druidic / holistic
70	diffuse	70	drunk / inebriated
71	digital	71	dwarf
72	discordant	72	dynamic / effusive
73	displaced	73	ecstatic / spiritual
74	displayed	74	edible / tasty
75	dissolved	75	embryonic / zymotic
76	distorted	76	enigmatic / mysterious
77	duplicate / replicated	77	enthroned
78	durable	78	equipped
79	dusty	79	ethereal / intangible
80	elastic / stretchy	80	evasive
81	electric / electrical	81	evolved
82	elemental	82	fabulous / fantastic
83	empty / vast	83	faceless / nameless



Artificial Qualities		Organic Qualities	
84	enclosed	84	fecund / fertile
85	endless / eternal	85	fibrous / sinewed / sinewy
86	energized	86	filthy / foul
87	engineered	87	fish-like
88	enlarged / gigantic	88	foaming / foamy
89	erect / vertical	89	forbidden
90	experimental	90	fragrant / pungent / smelly
91	extended / extensive	91	fundamental / intolerant
92	fake / illusory	92	fungous
93	fenced / gated / walled	93	gargantuan / huge
94	fiery	94	ghastly / ghoulish
95	flammable / inflammable	95	gilled / striped
96	flat / horizontal	96	gloved
97	fractured	97	glutinous / jellified
98	frictionless	98	greasy
99	functional / instrumental	99	greenish / greyish
100	gaseous / vaporous	100	hazy / turbid
101	generated / produced	101	helmeted / masked
102	globular / spherical	102	hormonal
103	glowing / radiant	103	horned / horny
104	golden	104	horrible / terrible
105	hardened	105	humanoid
106	hollow	106	hybrid
107	hydraulic	107	hypnotic / mesmerizing
108	hypothetical / theoretical	108	immoral / obscene
109	immaterial	109	immortal
110	immense	110	inaudible / quiet
111	immobile / unmoved	111	incoherent
112	implanted / integrated	112	infested
113	incomplete	113	inhuman
114	inert	114	intoxicating
115	inferior / worse	115	iridescent / rainbowed
116	injectable / injected	116	jade / jaded
117	inorganic	117	jaundiced
118	invincible	118	limbic
119	invisible / transparent	119	liquefied
120	irreversible	120	literary / lyric / poetic
121	jewelled	121	lithe / sleek
122	large / massive	122	loathsome
123	lawful	123	luminescent
124	leaky	124	mad / psychotic
125	linear / straight	125	malevolent
126	logical / reasonable	126	malignant
127	lone / singular	127	mammalian
128	magnetic	128	masochistic

Artificial Qualities		Organic Qualities
129	mathematical / statistical	129 mauve / purple / violet
130	metallic	130 membranous
131	milled	131 menacing / ominous
132	miniature	132 mighty / strong
133	molten	133 mindless / stupid
134	monitored / observed	134 monstrous / wretched
135	motorized / transistorized	135 moral / nauseating
136	nebulous	136 morbid
137	negative / positive	137 mottled / spotted
138	networked	138 mummified / preserved
139	noiseless / silent / soundless	139 mutant / mutated
140	noisy / sonic	140 mystic / mystical
141	objective / subjective	141 natural
142	oiled / oily	142 nervous
143	open	143 nightmarish / oneiric
144	organized / systematic	144 nonsensical / peculiar
145	ornamental / toy	145 noxious / toxic
146	oval / round	146 orphic
147	packaged	147 outlandish / strange
148	parallel	148 outlaw / renegade
149	pneumatic	149 pale / sallow
150	polished	150 pallid / wan
151	porous	151 paralytic / paralyzed
152	power / powered	152 parasitic
153	precision	153 pasty / whitish
154	pressurized	154 perverse / perverted
155	prime / pure	155 photosensitive
156	printed	156 pineal
157	prismatic / scintillating	157 pliable / weak-willed
158	pristine / stainless	158 pnakotic
159	programmed	159 poisoned / poisonous
160	projected / projectile	160 prodigious / stupendous
161	prosthetic	161 profane / sacrilegious
162	protected / shielded	162 psychic
163	radioactive	163 puckered / sour
164	rational / scientific	164 putrid / repellent
165	rechargeable	165 quadruped
166	recorded	166 quiescent / willing
167	rectangular / rhomboid	167 rangy / statuesque
168	red / violet	168 re-animated / resurrected
169	reduced	169 regenerative
170	refitted / repaired	170 reptilian
171	remote / wireless	171 repulsive / ugly
172	retractable	172 resplendent / splendid
173	rhythmic	173 round / tubular



Artificial Qualities		Organic Qualities	
174	rifled / weaponized	174	sedate(d) / tranquil(ized)
175	ringed	175	sensual
176	robotic	176	sentient / thinking
177	rotary	177	serpentine / viperous
178	sealed / secure	178	sexual / sexy
179	semi-automatic	179	shadowy
180	shafted	180	shelled
181	shiny / sparkly	181	silky / smooth
182	silver	182	slippery / wet
183	simulated / staged	183	slow / sluggish
184	solid / solidified	184	small / tiny
185	standardized	185	spectral / unseen
186	static / unchanging	186	stimulated
187	sterilized	187	super-human
188	structural	188	supernatural
189	symbolic	189	syrupy / viscous
190	symmetrical	190	tentacled
191	synthetic	191	three-way
192	technological	192	unknowable / unknown
193	three-dimensional	193	unsingable
194	translated	194	unwashed
195	transmitted	195	vague / weak
196	treated	196	vertiginous
197	tuned	197	violent
198	twisted / warped	198	voluminous
199	two-dimensional	199	waxen / waxy
200	vehicular	200	webbed

FT

suffixes

Choose one of the entries separated by slashes. Add or swap *-al*, *-ian*, *-ic*, *-is*, and *-ist* endings as required. Suffixes must be combined with prefixes.

► Roll 1d200 for suffix:

1	-able	13	-bial / -bian
2	-active	14	-bitic / -lytic
3	-al / -alpic / -alpine	15	-bolic
4	-archal	16	-borg
5	-astic	17	-cal / -cle
6	-atic / -itic	18	-cast / -cyst
7	-ation / -lation / -sation	19	-cation / -gation
8	-atric	20	-cator / -gator
9	-axial	21	-centric
10	-bang / -bong	22	-cephalic
11	-baric	23	-ceptional / -ceptive
12	-based	24	-chiastic / -chistic

Suffixes		Suffixes	
25	-chloric / -chloride	69	-ist / -mist / -nist
26	-class / -classical	70	-itis / -ity
27	-cline	71	-ium / -nium
28	-cological	72	-izer / -lizer
29	-congregational	73	-labe / -labial
30	-cooled / -cooling	74	-lastic / -mastic / -tastic
31	-corean / -korean / -gorean	75	-lated / -mated / -nated
32	-corn / -cron / -crom	76	-lation
33	-corneal	77	-lesian / -lesion
34	-dactylic	78	-lic
35	-delic / -dylic	79	-line
36	-demic / -temic	80	-lithic
37	-denominational	81	-logical
38	-dental / -mental	82	-logue
39	-derm	83	-loid
40	-desic	84	-logical
41	-dimensional	85	-lurgical / -turgical / -urgical
42	-dine	86	-lysis / -lystic
43	-directional	87	-machean
44	-doxical	88	-mal
45	-ductive	89	-maniacal
46	-erratic / -oradic / -oratic	90	-mantic
47	-esian / -mesian / -nesian	91	-masochistic
48	-ferian / -feric / -phorous	92	-matic
49	-fied	93	-mation / -nation
50	-forte	94	-max / -mix / -rax / -rex
51	-genic	95	-meric
52	-gic / -tic	96	-metic / -mitic
53	-gogic	97	-metric
54	-gonal	98	-metry
55	-gonist	99	-mial / -mian / -nial / -nian
56	-gorastic	100	-mic / -nic
57	-graphic	101	-monial
58	-grational	102	-monic
59	-gressive	103	-morphic
60	-harmonic	104	-mote / -motic / -motional
61	-heated / -heating	105	-neal
62	-hibitor	106	-nemic
63	-holic	107	-nemic / -netic
64	-ial / -ian / -lial / -lian	108	-nic / -nical
65	-ic / -ica / -ical	109	-nid
66	-ide	110	-nine
67	-ing / -ling / -ning / -ting	111	-noid
68	-is / -ous / -us	112	-nomic



Suffixes	Suffixes
113 -nophonic	157 -spheric
114 -numistic	158 -ssential
115 -oid	159 -sthetic / -thetic
116 -ol / -ole	160 -stic
117 -opian	161 -stine
118 -optic	162 -structural
119 -orphic	163 -suasion
120 -paedic	164 -syndicalist
121 -pedal	165 -syst
122 -phagic	166 -taxic
123 -philic / -philological	167 -tal / -tol / -thal
124 -phobic	168 -tanian / -tanium
125 -phonic	169 -tanic / -tonic
126 -phrenic	170 -tantic
127 -plane / -pline	171 -taph
128 -pompic	172 -tarian
129 -portional	173 -tarium / -torium
130 -positional / -positioning	174 -tation
131 -potamic	175 -teria
132 -pranic	176 -tesian
133 -probonic	177 -thetical
134 -ray	178 -ticallic
135 -real / -rean / -rian	179 -tion / -tional
136 -rectal	180 -toid
137 -read / -red	181 -tological
138 -ric	182 -tomic
139 -ring	183 -tone
140 -roman	184 -topic
141 -ronic	185 -torial
142 -sal / -sol / -sole	186 -tortional
143 -sapien	187 -tron
144 -sational	188 -tropic
145 -saurus	189 -typal
146 -scopic	190 -valent
147 -septic	191 -vasive
148 -sian / -tian	192 -versal
149 -sic	193 -version
150 -sis	194 -violet
151 -site / -sitic	195 -vocational
152 -sive	196 -wave
153 -somatic	197 -yogic
154 -sonic	198 -zonal
155 -sophical	199 -x / -y
156 -specific	200 -zoid

magic items

Items created by magic are not the same as those based on science—even imaginary science—and the procedures here reflect that. They can be used for items that are also living creatures, or possessed by them, items that are good for fantasy-style “adventuring,” and items that create their own special effects unrelated to the rest of the setting.

According to Arthur C. Clark, though, “any sufficiently advanced technology is indistinguishable from magic,” so these procedures can also be used for hyperadvanced science fiction devices, in addition to fanciful enchantments and arcanotechnologies.

Demon-Possessed Items

Determine the item’s demonic qualities on the table below, then roll for what the item is. If it is not a mundane item, use the living item procedures, if it is not possessed by a specific demon, or the magic item procedures, if it is. Demons can be found on pages 234-236.

► *Roll 1d10 for item’s demonic qualities:*

1	Exhibits 1d3 Telltales.	6	Possessed by a demonic steed.
3	Exhibits 1d4 Demon Phenomena.	7	Possessed by a demonic familiar.
4	Exhibits 1d4 Telltales.	8	Possessed by a greater demon.
5	Exhibits 1d6 infernal characteristics.	9	Possessed by a lesser demon.
6	Exhibits all of the above.	10	Possessed by a random demon.

Living Items

To create an item that is also alive, roll 1d6, 1d8, 1d10, and 1d12 on the following tables, and add either 1d4-1 mental mutations (roll 1d200+400 for each) or 1d4 non-physical mutations (roll 1d600+400 for each). Then generate the object just like any other magical item, be it armour, equipment, or a weapon.

► *Roll 1d10 for amount of sentience:*

1	Alien, inhuman intelligence.
2	Animal intelligence.
3	Dream-like sentience.
4	Emotional capacity only, does not think.
5-6	Genius-level intelligence.
7-8	Human-level intelligence.
9-10	No mind or emotions.

► *Roll 1d6 for communication:*

1	Emotional telepathy.	3-4	Spoken language.
2	Physical impulses only.	5-6	Telepathy.

► *Roll 1d12 for perceptive abilities:*

1-2	Can only access user’s senses.	7-8	Human senses and magical senses.
3	Can only perceive magic.	9-10	Magical senses access user’s senses.
4	Hearing and touch only.	11	Magical senses access user’s mind.
5-6	Human senses.	12	Sight, hearing and touch only.

► *Roll 1d8 for required sustenance:*

1	Consumes blood and flesh.	4-5	Feeds off user.
2	Consumes regular food.	6-7	Needs no sustenance.
3	Drinks souls.	8	Requires sunlight.



Magical Adventuring Gear

Arcane equipment specifically designed for adventuring creates an effect that changes the way the user interacts with game rules. First, generate the effect, then which rules or part of the game is modified, if it is not already obvious. It should be part of, or all of, the section determined by the table below. If you require a level of effect, determine the acceptable range and roll a die that falls within it.

► *Roll 1d20 for effect of magical equipment:*

1	Allows the user to access or interact with specific rules, or force someone else to interact with them, from a distance that would otherwise prevent it.
2-3	Allows the user to avoid the negative effects of specific rules.
4-5	Casts a spell or spell-like effect.
6	Contacts another being, deity, location, or person.
7	Creates an emotion or reaction in the user.
8	Forces someone else to suffer the consequences or difficulties the user would suffer because of specific rules.
9	Forces the user to ignore the positive effects of specific rules.
10-11	Gives the user an advantage or bonus to rolls concerning specific rules.
12	Gives the user control over a creature or element.
13	Gives the user a disadvantage or penalty to rolls concerning specific rules.
14-15	Increases one ability or capability of the user.
16	Stores spells for the user.
17	Summons a creature or element.
18	Transfers to the user the advantage or benefits someone else enjoys with regards to specific rules.
19-20	Transports the user to another location.

► *Roll 1d20 for rules category:*

1	Casting spells and/or using magic.	11	Inflicting or suffering harm.
2	Communication and languages.	12	Influencing others and morale tests.
3	Crafting items and testing skills.	13	Light sources and vision.
4	Disease and/or poisons.	14	Managing money or other resources.
5	Encumbrance.	15	Movement.
6	Evasion and pursuit.	16	Reactions of NPCs.
7	Foraging, hunting, and scavenging.	17	Research and scholarly work.
8	Getting lost and navigation.	18	Searching for hidden things.
9	Healing and/or sleeping.	19	Sleeping.
10	Hunger and thirst.	20	Stealth and surprise.

Magical Armour

Roll for the type of armour and then for its powers. If the armour grants a bonus, determine the proper range and roll a die that falls within it.

► *Roll 1d20 for armour type:*

1	Amulet.	11	Leather garment.
2-3	Bracers.	12-13	Mail shirt.
4	Breastplate.	14	Mail suit.
5	Cloak.	15	Partial suit of plate.
6	Consumable paint.	16	Piece of clothing.
7	Full suit of plate.	17	Sash or veil.
8	Greaves.	18-19	Shield.
9-10	Helmet.	20	Tattooable ink.

► *Roll 1d12 (or 1d6, or 1d8+4) for armour's powers:*

1	[adjective] + [feature] + armour.
2	[adjective] + [purpose] + armour.
3	[feature] + armour.
4	[purpose] + [feature] + armour.
5	[shape] + armour.
6	Armour grants a defensive bonus.
7	Armour grants a defensive bonus against magic.
8	Armour grants immunity to one type of damage.
9	Armour grants immunity to all non-magical types of damage except one.
10	Armour grants the bearer 1d4 mutations when worn.
11	Armour increases the capabilities of the bearer when worn.
12	Armour is cursed and imposes penalties on the wearer.

If you have armour that defends against a specific type of attack, use this table to determine what type of harm or damage that is.

► *Roll 1d12 for damage type:*

1	Blunt trauma.	7	Fire / heat.
2	Cold / frost.	8	Magic or psychic powers.
3	Corrosion (acidic or basic).	9	Necromantic life drain.
4	Cutting weapons.	10	Paralysis or petrification.
5	Electrical or lightning.	11	Piercing weapons.
6	Fear, panic, or madness.	12	Radiance.



Magical Equipment

First determine what powers this piece of equipment has, or what it is called, then determine its physical form, if that is not yet obvious, by using the shape table or the tables below.

► *Roll 1d12 for equipment's powers:*

- 1 [adjective] + [feature] + equipment.
- 2 [adjective] + [purpose] + equipment.
- 3 [adjective] + [purpose] + [feature] + equipment.
- 4 [feature] + equipment.
- 5 [purpose] + [feature] + equipment.
- 6 [shape] + equipment.
- 7-9 Adventuring gear.
- 10-12 Paraphernalia.

► *Roll 1d6 for equipment type:*

- 1-3 **Consumable:** The equipment, or the magic in it, is consumed when used, and supplies are limited.
- 4 **Structure:** The equipment cannot be carried or transported easily, unless it moves itself.
- 5-6 **Transportable:** The equipment can be carried, worn, or otherwise transported on the user's person.

► *Roll 1d8 for consumable equipment:*

1-3	Drink or potion.	6	Incense or smoke.
4	Dust or powder.	7	Ink, oil, or paint.
5	Food or herbs.	8	Ointment or salve.

► *Roll 1d20 for equipment in the form of a structure:*

1	Boat or raft.	11	Hut.
2	Carriage or coach.	12	Monolith.
3	Cart or wagon.	13	Passageway.
4	Ceiling or wall.	14	Room.
5	Chair or throne.	15	Shelf or table.
6	Chest or drawers.	16	Ship.
7	Door.	17	Shrine or temple.
8	Floor or ground.	18	Tomb or vault.
9	Furnace or oven.	19	Tower.
10	House.	20	Window.

► *Roll 1d20 for transportable equipment:*

1	Amulet or necklace.	11	Cloak or robe.
2	Bag, purse, or sack.	12	Figurine.
3	Belt.	13	Gauntlets or gloves.
4	Book or scroll.	14	Gemstone.
5	Boots or shoes.	15	Hat or headgear.
6	Bottle, flask, or jar.	16	Lens or mirror.
7	Bowl, pipe, or pot.	17	Musical instrument.
8	Bracelet or ring.	18	Piece of clothing.
9	Brooch.	19	Rod, staff, or wand.
10	Candle.	20	Tool or utensil.



Magical Weapons

Roll for the type of weapon and then for its powers. If the weapon grants a bonus, determine the proper range and roll a die that falls within it.

► *Roll 1d12 for weapon type:*

1-2	Arrow, bow, or crossbow.	6-7	Dagger or knife.
3	Axe or hammer.	8	Lance, javelin, or spear.
4	Bullet or firearm.	9	Pole arm or staff.
5	Club, flail, or mace.	10-12	Sword.

► *Roll 1d12 (or 1d6, or 1d8+4) for weapon's powers:*

1	[adjective] + [feature] + weapon.
2	[adjective] + [purpose] + weapon.
3	[feature] + weapon.
4	[purpose] + [feature] + weapon.
5	[shape] + weapon.
6	Weapon grants a bonus to attack and/or damage rolls when used in combat.
7	Weapon grants a defensive bonus.
8	Weapon grants the bearer 1d4 mutations when wielded.
9	Weapon is cursed and imposes penalties on the wielder.
10	Weapon offers a new close combat attack (roll for damage type).
11	Weapon offers a new ranged attack (roll for damage type).
12	Weapon reveals information to the wielder.

If you have a weapon that inflicts a special type of attack or damage, use this table to determine the type of harm or damage caused.

► *Roll 1d20 for damage type:*

1	Blunt trauma.	11	Magic.
2	Cold / frost.	12	Necromantic life drain.
3	Corrosion (acidic or basic).	13	Paralysis or petrification.
4	Cutting weapons.	14	Piercing weapons.
5	Darkness.	15	Poison.
6	Dehydration / desiccation.	16	Psychic invasion.
7	Disease.	17	Putrefaction.
8	Electrical or lightning.	18	Radiance.
9	Fear, panic, or madness.	19	Sound and vibration.
10	Fire / heat.	20	Starvation.

Paraphernalia

Magical paraphernalia changes the way the user experiences certain circumstances, feelings, senses, or situations, which may or may not affect activities important to the game. Generate the item using one of the other procedures (armour, equipment, weapon, the forms table, or the shapes table), then use these procedures to create its effect. If you require a level of effect, determine the acceptable range and roll a die that falls within it.

► *Roll 1d10 for effect on the experience:*

1	Causes the experience to happen.
2	Changes the user's experience into some other experience.
3	Diminishes the experience for the user.
4	Increases the experience for the user.
5	Makes the user impervious to the experience.
6	Makes the user indifferent to the experience.
7	Negates this experience for the user.
8	Ruins this experience for the user.
9	Transfers the experience from the user to someone else.
10	Transfers the experience to the user from someone else.

► *Roll 1d20 for experience or feeling affected:*

1	Anger, hate, and rage.	11	Friendship and love.
2	Anxiety, doubt, or paranoia.	12	Happiness and joy.
3	Confidence or pride.	13	Hearing and sound.
4	Curiosity.	14	Imagination or memory.
5	Death.	15	Literature.
6	Desire, greed, or lust.	16	Odour and smell.
7	Dreams and nightmares.	17	Reverence or worship.
8	Eating, drinking, or taste.	18	Romance or sex.
9	Envy, jealousy, or resentment.	19	Sadness.
10	Fear, horror, or terror.	20	Sight and vision.

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Random Magic Items

To create a magic item from scratch, roll for its name on the following table. Once you have generated the terms, decide on which element indicates the noun, then arrange the modifiers around it, either in front, as in [modifiers] + [noun], or behind, by adding “of” or similar words, to create [noun] of [modifiers].

If the name generated is not descriptive enough, add an adjective to the noun or one of its qualities. If the name lacks a noun, roll once on the shapes table and use the result.

Finally, give the item some magical powers and properties, based on its name. Use the previous magic item generation procedures for inspiration.

► *Roll 1d12 for random magic item:*

1	[adjective] + [feature] + [feature].	7	[purpose] + [feature].
2	[adjective] + [purpose] + [feature].	8	[purpose] + [feature] + [feature].
3	[adjective] + [purpose] + [shape].	9	[purpose] + [feature] + [shape].
4	[adjective] + [shape].	10	[purpose] + [shape].
5	[feature] + [feature].	11	[purpose] + [shape] + [shape].
6	[feature] + [shape].	12	[shape] + [shape].

adjectives

Use these words to modify the noun of a magic item. Or use the qualities from Artifacts of Ficto-Science instead (see page 201).

► *Roll 1d100 for adjective:*

1	aberrant	34	fractured	67	perfidious
2	alchemical	35	gyrating	68	perverse
3	ancient	36	hellish	69	pestilential
4	aquatic	37	helpful	70	planar
5	arcane	38	hideous	71	pleasant
6	armoured	39	illusory	72	prismatic
7	astral	40	impervious	73	prodigious
8	audible	41	incandescent	74	quavering
9	beguiling	42	instantaneous	75	radiant
10	bejewelled	43	interposing	76	resplendent
11	bloated	44	invincible	77	restorative
12	blurry	45	invisible	78	revolting
13	burning	46	irrational	79	sallow
14	cacophonous	47	lawful	80	seething
15	ceremonial	48	living	81	serpentine
16	chaotic	49	loathsome	82	sleepless
17	coarse	50	lordly	83	spectral
18	corrosive	51	luminous	84	stupefying
19	cosmic	52	maddening	85	subtle
20	dancing	53	magnificent	86	terrifying
21	dazzling	54	malevolent	87	thirsty
22	delirious	55	membranous	88	throbbing
23	diffuse	56	molten	89	translucent
24	endless	57	murmuring	90	true
25	enervating	58	nebulous	91	uncontrollable
26	esoteric	59	noxious	92	undead
27	evasive	60	ominous	93	unknown
28	excruciating	61	oozing	94	unnatural
29	expert	62	ornate	95	unspeakable
30	false	63	otherworldly	96	untiring
31	fearsome	64	pallid	97	vengeful
32	filthy	65	peculiar	98	vile
33	forceful	66	perceptive	99	voracious
				100	wretched





features

Features can be used as nouns, adjective, qualifiers, or whatever else you want them to be.

► *Roll 1d200 for feature:*

1	acid	23	blood	45	curse
2	aether	24	bone	46	darkness
3	air	25	boon	47	death
4	alabaster	26	brimstone	48	demon
5	alchemy	27	brine	49	destruction
6	amber	28	bronze	50	disease
7	ant	29	butterfly	51	disturbance
8	anti-magic	30	camel	52	doom
9	ape	31	cat	53	dream
10	apocalypse	32	centipede	54	dust
11	ash	33	chaos	55	eagle
12	assassin	34	charm	56	earth
13	aura	35	clay	57	echo
14	badger	36	cobra	58	eel
15	bane	37	cold	59	energy
16	bat	38	constrictor	60	esoteric
17	battle	39	copper	61	falcon
18	bear	40	crab	62	feast
19	beast	41	crane	63	fire
20	beetle	42	crocodile	64	firefly
21	bile	43	crow	65	fissure
22	blight	44	crystal	66	flame

Features	Features	Features
67 flesh	112 monkey	157 silver
68 flower	113 moss	158 skin
69 fog	114 moth	159 sleep
70 force	115 mud	160 slime
71 fox	116 mule	161 slug
72 frost	117 murder	162 smoke
73 fungus	118 music	163 snow
74 ghost	119 mutation	164 song
75 glamer	120 nausea	165 soul
76 glass	121 nectar	166 sparrow
77 goat	122 night	167 spider
78 gold	123 nightmare	168 spirit
79 guard	124 oath	169 squid
80 guide	125 obsidian	170 star
81 hawk	126 octopus	171 steam
82 heat	127 oil	172 stench
83 honey	128 oracle	173 stone
84 hornet	129 order	174 strike
85 horse	130 owl	175 sun
86 hound	131 panther	176 swine
87 ice	132 pearl	177 tar
88 ichor	133 plague	178 thorn
89 illusion	134 pleasure	179 thunder
90 insect	135 poison	180 tiger
91 iron	136 power	181 toad
92 ivory	137 psyche	182 treasure
93 jackal	138 quicksilver	183 unicorn
94 jade	139 rain	184 vampire
95 jellyfish	140 rat	185 venom
96 lava	141 rose	186 vermin
97 leech	142 rot	187 vine
98 light	143 rust	188 voice
99 lightning	144 salamander	189 void
100 lion	145 salt	190 water
101 locust	146 sand	191 wave
102 lynx	147 sap	192 weasel
103 magic	148 scorpion	193 whale
104 mantis	149 scream	194 whisper
105 memory	150 secret	195 wind
106 metal	151 sentinel	196 wine
107 miasma	152 serpent	197 winter
108 milk	153 servant	198 wolf
109 mind	154 shadow	199 wood
110 mist	155 shark	200 worm
111 mole	156 silent	



purposes

These words generally reflect what a magic item is supposed to be used for, and can be used to modify either the noun or a quality attached to it. Or change the *-ing* ending in order to use the purpose in a different manner.

► *Roll 1d100 for purpose:*

1	absorbing	34	empowering	67	piercing
2	accelerating	35	enchanting	68	polymorphing
3	altering	36	enlightening	69	pursuing
4	assaulting	37	enraging	70	questioning
5	attacking	38	ensorcelling	71	radiating
6	attracting	39	entangling	72	ravaging
7	awakening	40	enveloping	73	ravishing
8	bewildering	41	expanding	74	rearranging
9	binding	42	fighting	75	rebounding
10	blazing	43	floating	76	reflecting
11	blinding	44	flying	77	rejuvenating
12	blinking	45	freezing	78	repeating
13	blossoming	46	grasping	79	repelling
14	breathing	47	growing	80	restoring
15	burrowing	48	haunting	81	restraining
16	channelling	49	healing	82	revealing
17	charming	50	hindering	83	reversing
18	choking	51	hovering	84	revolving
19	commanding	52	identifying	85	scorching
20	concealing	53	imprisoning	86	scrying
21	condemning	54	inverting	87	sealing
22	consuming	55	invigorating	88	shielding
23	correcting	56	jumping	89	shrinking
24	creeping	57	levitating	90	slashing
25	crushing	58	liquefying	91	soothing
26	cultivating	59	mesmerizing	92	summoning
27	curing	60	mocking	93	sweeping
28	deafening	61	multiplying	94	transmuting
29	defending	62	nullifying	95	transporting
30	deflecting	63	numbing	96	transposing
31	devastating	64	obscuring	97	vaporizing
32	diminishing	65	opening	98	walking
33	disguising	66	petrifying	99	warding
				100	withering

shapes

These words usually constitute the noun of a magic item, though they can be used as modifiers instead, or combined into compounds.

► *Roll 1d200 for shape:*

1	amulet	42	coffin	83	hand
2	anvil	43	coil	84	hat
3	arc	44	coin	85	heart
4	armour	45	colossus	86	helix
5	arrow	46	column	87	helm
6	axe	47	comb	88	horn
7	barricade	48	compass	89	hourglass
8	beacon	49	cone	90	idol
9	beam	50	cord	91	image
10	bell	51	craft	92	incense
11	belt	52	crown	93	jar
12	blade	53	cube	94	key
13	blast	54	cup	95	knife
14	blessing	55	disk	96	lamp
15	blob	56	doll	97	leaf
16	bolt	57	door	98	lens
17	boot	58	drum	99	lock
18	bottle	59	elemental	100	manacle
19	bowl	60	emanation	101	mantle
20	box	61	enclosure	102	mark
21	bracelet	62	explosion	103	mask
22	bracer	63	eye	104	maze
23	brain	64	face	105	mirror
24	brazier	65	fan	106	monolith
25	breastplate	66	feather	107	mouth
26	bridge	67	field	108	necklace
27	brooch	68	finger	109	needle
28	broom	69	fist	110	net
29	burst	70	flask	111	noose
30	cabinet	71	flute	112	ointment
31	candle	72	fountain	113	orb
32	card	73	gate	114	painting
33	carpet	74	gauntlet	115	path
34	cascade	75	gaze	116	pattern
35	casket	76	gem	117	phylactery
36	censer	77	glove	118	pillar
37	chime	78	golem	119	pillow
38	circle	79	grip	120	pipe
39	claw	80	guise	121	pocket
40	cloak	81	halo	122	portal
41	cloud	82	hammer	123	prism



124	pulse	150	shoe	176	throne
127	pyramid	151	shroud	177	tome
128	ray	152	sigil	178	tongue
127	razor	153	sign	179	tooth
128	regalia	154	skull	180	torch
129	rift	155	slipper	181	torrent
130	ring	156	song	182	touch
131	road	157	spade	183	tower
132	robe	158	spear	184	trap
133	rod	159	spectacles	185	tree
134	rope	160	spike	186	tunnel
135	rune	161	spiral	187	veil
136	salve	162	splinter	188	vial
137	saw	163	spray	189	vortex
138	scabbard	164	staff	190	wall
139	scarf	165	steed	191	wand
140	sceptre	166	storm	192	ward
141	scissors	167	strand	193	weapon
142	scroll	168	stream	194	weave
143	seal	169	strike	195	web
144	sentinel	170	swarm	196	wheel
145	shaft	171	sword	197	window
146	shard	172	talisman	198	wing
147	sheet	173	tendril	199	word
148	shell	174	tentacle	200	zone
149	shield	175	thread		







Popular Science

PS

experiments in secret

It's always a good idea to conduct highly dangerous, cutting-edge biological experiments in secret. But even covert military test facilities can be discovered by diligent investigators, and every once in a while some back-room meth lab science project produces something... unusual. From alien abductees to psychic school children, from super-soldiers to cloning technology, if they can keep it a secret, they will. Will you? The kinds of secrets you have to keep depend on the experiments conducted.

Accident

If you were exposed to experimental mutagenic substances by complete accident, you notice 1 behavioural mutation now (roll 1d100+400) and develop 1d6+1 random mutations later (roll 1d700 for each).

Alien

If you are an extra-terrestrial being, either conducting experiments, or being subjected to them, you can use any of the formats in Appendix 4. beastlings, demons, mutant hordes, mutant plants, uplifted animals, xenobiology mayeb there's a random table for which set of procedures you use?

Mutant

If you have been mutated by experiments or the substances produced by them, you start with 1d4 mutations, and you develop 1d4 mutations later (roll 1d600 for each).

Psychic

If the experiments have increased your psychic potential, or have been conducted to harness it, you get 1d4 mental mutations (roll 1d300+400 for each) and 1d4 psychic powers (roll 1d100+600 for each).

Test Subject

If you were on the receiving end of a lengthy and strenuous experimental test process, you get 1 behavioural mutation (roll 1d100+400), 1d3 experimental mutations (roll 1d700 for each), and 1d3 mental mutations (roll 1d300+400 for each).

Unstable Experiment

If you were exposed to extreme mutagenics, when you escape into a stressful situation, you develop 1d4 mutations immediately (roll 1d700 for each). Every 1d6×10 minutes, you must roll another 1d6, and if you roll higher than the number of mutations you currently have, you gain a new one (roll 1d1000 for it). Once you can no longer roll higher, your body and mind stabilize, but if you encounter more mutagenic material, increase the die size by one (from 1d6 to 1d8, or 1d8 to 1d10, etc), until you are rolling 1d20.

four-colour heroes

From caped crusaders and vigilante detectives to national icons and legions of crime-fighters, there are those who realize the great responsibilities that come with their extraordinary powers. Mutated by chemicals, radiation, or unstable genetics, they garb themselves in outlandish fashions and strike terror in the hearts of evil. How many mutations your superhero sports depends on his or her origin story.

Hero by Design

If you were built by scientists in a lab, you get 1d3 behavioural mutations (roll 1d100+400 for each) and 1d4 super powers.

Mutant Hero

If you are a heavily-mutated superhero, roll ten random mutations (1d1000 for each) and choose five of them to keep. If you roll the same mutation twice, it does not count as a separate mutation—you may keep whatever sub-details you wish of either version, or you may invent amplified effects if the mutation has a simple description.

Superior Human

If you are an example of *Homo sapiens superior*, you get 1d6 random mutations (roll 1d1000 for each), but re-roll any detrimental mutations after the first. If you have only one mutation, you may choose to keep or re-roll any detrimental mutations.

Themed Hero

If you are a superhero with a central theme, you get 1d4 random mutations (roll 1d1000 for each), and then you add a super power that fits thematically with the mutations you rolled. Pick one from the super powers table or invent your own.

Traditional Hero

Whether or not you are also a mutant, if you are a traditional superhero you get 1d4 super powers and the Weakness mutation.

Unintentional Origins

Not every hero starts out with heroic intentions. Some are forced into the role.

► *Roll 1d10 for unintentional origin story:*

1	Alien encounter.	5-6	Natural mutation.
2-3	Forced experiments.	7-9	Scientific accident.
4	Mutagenic disease.	10	Secretly an alien.

Weird Origins

Some heroes are stranger than others.

► *Roll 1d6 for weird origin story:*

1	A magical blessing, curse, or spell grants special powers.
2	A strange device or set of equipment grants special powers.
3	Chosen by a powerful, but extremely secret, organization.
4	Chosen by alien or mystical beings with a flawed understanding of humanity.
5	Experimented on by a mad scientist, who may or may not be human.
6	Powers are the result of insanity.

super powers table

► Roll 1d100 to determine power or suite of powers:

		page number
86	1 Ability Transfer.	
86	2 Absorb Inanimate Properties.	
86	3 Absorb Mental Properties.	
36	4 Adhesive Touch.	
87	5 Alteration Ray.	
87	6 Alternate Inorganic Form.	
70 64	7 Animal Control, Animal Friendship, and Speak with Animals.	120
87	8 Animal Shapechange.	
87	9 Animate Objects.	
21	10 Anthropomorphic Animal.	
64	11 Anticipation and Intuition.	67
88	12 Arcane Tracking.	
21	13 Armour and/or Armoured Skin.	88
20 24	14 Attractive (Aesthetically, Emotionally, and/or Sexually).	31
89	15 Bend Light and Control Light.	93
73	16 Clairaudience and Clairvoyance.	73
23	17 Claws and/or Fangs.	25
64 68	18 Computer Brain, Math Brain, and Superhuman Intellect.	120
92	19 Control Earth, Liquid, Machines, or Plants.	93
94	20 Create Darkness and Shadow Walk.	119
94	21 Create Gas.	
74	22 Cryokinesis, Immune to Cold, and Immune to Heat.	108
101	23 Duplication or Multiplication.	112
101	24 Eat Anything.	
101	25 Elasticity.	
102	26 Elemental Body.	
102	27 Energy Absorption and/or Reflective Surface.	49
102	28-29 Energy Blast.	
39 66	30 Enhanced Musculature, Enhanced Nervous System, and Increased Metabolism.	43
66	31-32 Enhanced Senses.	
103	33 Explode Objects.	
105	34 Force Field and/or Force Shield.	105
105	35 Gaseous Form or Liquid Form.	109
77	36 Heal Brain or Heal Others.	106
41	37 Heightened Hearing, Sense of Smell and Taste, or Sense of Touch.	41
41	38-39 High Pain Threshold and/or Nerve Cut-Off.	45
78	40 Hypnotic.	
107	41 Illusion Generation or Illusionist.	78
107	42 Immortal.	
108	43-44 Immune to Cold, Energy, Heat, or Illusions.	108
42	45 Immune to Disease and Immune to Poison.	42
66	46 Increased Awareness and Increased Social Aptitude.	67
67	47 Increased Brain Size and Increased Intellect.	67

page number

67	48	Increased Empathy and Increased Willpower.	67
43	49-50	Increased Physical Stamina and Increased Physical Strength.	43
108	51	Infinite Endurance.	
43	52	Infravision and Ultravision.	53
108	53	Inspiring Aura, Natural Leader, and Superhuman Charisma.	120
108	54	Intangibility.	
109	55	Invisibility.	
	56	Invulnerable to Weapons.	
	57	Invulnerable.	
109	58	Kinetic Absorption.	
26	59	Large Size.	
44	60	Light Generation and Light Manipulation.	79
79	61	Magnetic Control.	
110	62	Manipulate Gravity.	
111	63	Metal Skin.	
45	64	Microscopic Vision and Telescopic Vision.	52
114	65	Perfect Regeneration, Regeneration, and/or Total Healing.	52
46	66	Performance Enhancement.	
46	67	Pheromones.	
115	68	Physical Mimic and/or Transformation.	129
116	69	Power Duplication or Power Theft.	116
47	70-71	Protected Senses and Superhuman Perception.	121
82	72	Psychic Empathy.	
82	73	Psychic Invisibility.	
83	74	Psychometry.	
116	75-76	Pyrokinesis.	
49	77	Radar and/or Sonar.	51
118	78-79	Sense Evil, Fear, Good, or Lies.	118
83	80	Sixth Sense.	
32	81	Skull Face.	
51	82	Sonic Blast.	
120	83	Stable Balance or Unbound.	
121	84	Superhuman Reflexes.	
	85-86	Superhuman Speed.	
	87-88	Superhuman Strength.	
121	89	Superhuman Toughness.	
84	90	Telekinesis and Telekinetic Flight.	84
124	91	Telepathic Communication and Telepathy.	85
85	92	Teleport and/or Teleport Object.	85
127	93	Total Chameleon.	
128	94-95	Totem Animal (and 1-4 of that animal's abilities).	
128	96	Transform Material or Transmute Matter.	129
129	97	Transformation.	
131	98	Weather Manipulation and Weather Sense.	69
35	99	Wings.	
131	100	X-Ray Vision.	

uplifted animals

These procedures will randomly generate the most obvious physical and mental characteristics of an animal that has been given human features and intelligence in the name of science.

Animal

Begin by selecting an animal, or roll 1d10 (or 1d12) on the creature table. This animal has been modified in some way, to make it more human-like—this is called an “uplift.” Roll on the table below or choose which way the animal has been uplifted, although the exact specifics of why it happened are the responsibility of each individual campaign.

► *Roll 1d6 for type of uplift:*

- 1 **Brain uplift:** Animal form is retained, but roll for size and speech, and add 1d3 cognitive mutations (ignore Mindless).
- 2-3 **Combat uplift:** Animal appearance is retained, but roll for hands, posture, size, and speech.
- 4-6 **Full uplift:** Roll for hands, looks, posture, size, and speech.

Hands

► *Unless the animal already has functional hands or prehensile extremities, roll 1d4 for hand development:*

- 1 Animal extremities (the mutant cannot grasp objects).
- 2-3 Fully prehensile hands.
- 4 Partially prehensile hands.

Looks

The mutant may retain its animal features, it may appear to be a human-animal mix, or it may appear mostly human, with faint traces of its animal origins. If the animal is already a human, “animal” features means it devolves to resemble a fetus or smooth-featured space alien, and a mix means it devolves slightly less than that.

► *Roll 1d6 to determine looks:*

- 1-2 Animal.
- 3 Fully mixed animal-human hybrid.
- 4 Human.
- 5 Mostly animal, with a very slight human resemblance.
- 6 Partially mixed hybrid: 1d3 body parts resemble the animal, 1d3 body parts resemble a human (roll on body parts table for each), the rest is fully mixed.

Posture

The mutant may retain its normal animal stance, whether that is quadrupedal or invertebrate, or it may develop a more human-like posture.

► *Roll 1d6 for posture:*

- 1 Animal.
- 2-3 Partially upright (may stand, but upright walking is difficult).
- 4-5 Fully upright.
- 6 Mixed upright (moves as a human or animal, whichever the situation calls for).

Size

► If the animal is larger than a human, roll 1d6 for its new size:

1-2	Human size.	4-5	Slightly larger than a human.
3	Normal animal size.	6	Slightly smaller than a human.

► If the animal is larger than half the size of a human but not larger than a human, roll 1d6 for its new size:

1-2	Human size.	5	Slightly larger than a human.
3-4	Normal animal size.	6	Slightly smaller than a human.

► If the animal is smaller than half the size of a human, roll 1d6 (or 1d8) for its new size:

1-3	Half human size.	5-6	Slightly smaller than a human.
4	Human size or slightly bigger.	7-8	Much larger than a human.

Speech

► Roll 1d6 for speech development:

1	No ability to speak.	4-5	Fully human speech.
2-3	Partial human speech.	6	Strange, but human, speech.

► If a mutant animal is incapable of human speech, roll 1d6 for psychic abilities:

1	1d3 abilities (roll 1d100+600 on psychic powers table for each).
2-3	No psychic abilities.
4-5	Telepathy (as the mutation, see page 85).
6	Telepathy (as the mutation) and 1d3 other psychic abilities (roll 1d100+600 on the psychic powers table for each).

Uplifting Factors

If you do not already have a specific reason for animals to be uplifted, and perhaps further modified by mutations, this table provides a list of motivations that could create animals that act like humans.

► Roll 1d10 (or 1d12) for cause of uplift and mutations:

1	Accidental genetic engineering.
2	Biological agents, used as mutagenics and/or weapons.
3	Biological or chemical waste by-products.
4	Chemical agents, used as mutagenics and/or weapons.
5	Deliberate genetic engineering by academics or medical professionals.
6	Deliberate genetic engineering by commercial or independent interests.
7	Deliberate genetic engineering by government.
8	Deliberately applied radiation or other mutagenic energy.
9	High amounts of radiation in the environment.
10	Nanotechnology, applied intentionally or unknowingly.
11	Dimensional instability.
12	Deliberate genetic engineering by aliens.

xenobiology

Use these tables before or after any of the other character generation methods in this book to create alien life forms that are probably best suited to environments hostile to human life. The beastlings and mutant hordes procedures are particularly recommended.

Basic Composition

► *Roll 1d6 for the alien's basic physical composition:*

1	Carbon-based, but not Earthlike.	4	Incorporeal or psychic form.
2	Earthlike carbon-based life.	5	Liquid or plastic form.
3	Gaseous or gossamer form.	6	Silicon-based life.

Consumption

The alien will have requirements based on its natural habitat, which may or may not include water and oxygen or other gases.

► *Roll 1d6 for primary type of nourishment the alien needs:*

1	Detritus or inorganic material.	4	Light or other energy.
2	Emotion, memory, or thought.	5	Other complex life forms.
3	Gaseous material only.	6	Simple organic material.

Natural Habitat

This can be used as a blanket description of the alien's home planet, or just its particular environment. Cold and hot can be within the limits of human tolerance, or far beyond.

► *Roll 1d8 for environment:*

1	Cold and dry (no liquid water).	5	Hot and dry (no liquid water).
2	Cold and wet (water or gases in liquid form).	6	Hot and wet (water in liquid or vapour form).
3	Garden world.	7	Outer space.
4	Gas giant.	8	Parasite.

Procreation

► *Roll 1d6 for type of procreation strategy:*

1	Asexual reproduction.	4	Multi-stage life cycle.
2	Asexual or sexual options.	5	Sexual, with numerous sexes.
3	Genetic parasite.	6	Sexual, with two sexes.

Reproductive Strategy

► *Roll 1d6 for method of producing offspring:*

1	At will, few offspring.	4	Cyclical, many offspring.
2	At will, many offspring.	5	Many cannibalistic young.
3	Cyclical, few offspring.	6	Reproduces once, many young.

Reproduction Method

► *Roll 1d6 for type of gestation:*

1-2	Eggs or similar sealed incubator.	5	Live young, external incubator.
3-4	Live young.	6	Pollen or seeds.

Social Structures of the Alien

Roll on each table that you don't already have an answer for, and then at least once on the technological area table for areas that are both advanced and underdeveloped, compared to the general level of technological sophistication.

► *Roll 1d6 for basic social structure:*

- 1 A large group has authoritarian control over society.
- 2 A large group has unequal influence and privilege in society.
- 3 A small group has great influence over a society of individuals.
- 4 A small group has authoritarian or totalitarian control over society.
- 5 Society is fractured into many groups, alternately competing and cooperating.
- 6 Society is in a state of flux or war.

► *Roll 1d10 for general level of technological achievement:*

- 1 Artisinal, non-industrial machinery.
- 2 Digital era computing, information storage, and robotics.
- 3 Early industrial devices and similar power sources.
- 4 Incongruous technologies side-by-side.
- 5 Interstellar travel.
- 6 Iron age.
- 7 Late industrial production levels by analogous methods.
- 8 Remnants of advanced technology still in use but production methods lost.
- 9 Early spacefaring technology.
- 10 Stone age.

► *Roll 1d20 for technological area that is advanced or underdeveloped:*

1 Agriculture.	11 Materials.
2 Architecture.	12 Medicine.
3 Biology.	13 Pharmaceuticals.
4 Chemistry.	14 Physics.
5 Communications.	15 Planetology.
6 Computing.	16 Psychology.
7 Engineering.	17 Robotics.
8 Gastronomy.	18 Therapeutics.
9 Genetics.	19 Transportation.
10 Manufacturing.	20 Weapons.





Swords of the Chaos Lords

SC

slaves to chaos

A great war rages across the disordered wastelands and the many hells of the lower planes, where countless battlefields lay strewn with fallen heroes. These are the champions of chaos who proved unworthy to conquer foes for their infernal patrons. Even those who still survive have lost themselves to the lords of chaos. Great demon-gods they are, who dwell in the midst of an infernal maelstrom of primal, seething madness, forever bent on destroying the staid patterns of law and order. What sort of gifts they grant you depends on what sort of follower you are.

Chaos Champion

If you have sworn yourself to follow a demonic patron or chaos god, your soul is forfeit and doomed. You get 1 Demonic Phenomenon (page 96), 1 Telltale (page 124), 1d4 gifts of chaos (ignore Chaos Spawn), and 1d6 random mutations (roll 1d1000 for each). If you roll a mutation you do not like, you may replace it with a mutant feature instead.

Chaos Sorcerer

If you have sworn yourself to demonic powers or chaos gods in exchange for arcane power, you get a demon familiar (see page 235), 1 gift of chaos, 1 Telltale, and 1d6 mutations (you may roll either 1d1000 or 1d600+400 for each). If you roll a gift or mutation you do not like, you may replace it with a mutant feature instead (see page 154).

Chaos Spawn

If you are a miserable, degenerate spawn of chaos, you can start by either using the beastlings or mutant hordes procedures, or by applying the Crossbreed mutation (page 95) to a normal human or animal. Then you get 1 Demonic Phenomenon, 1d6 mutant features, 1d6 Telltales, and 1d6+6 random mutations (roll 1d1000 for each).

Demon

If you are an actual demon of some kind, use the demon procedures (demonic steed, familiar, greater demon, lesser demon, or random demon) on pages 234-236.

Summoner

If you are a wizard prone to summoning demons and negotiating pacts with them, as eager as you are to gain the powers of the infernal realm, you are not required to have any mutations, marks of chaos, or the like. You might want to create a familiar, and perhaps either a lesser demon you have made a pact with, or a random demon. Decide on your method, or methods, of summoning demons and gaining their favour, or determine that randomly.

► *Roll 1d10 for method of summoning demons:*

1	Alchemy.	6	Pilgrimage to unholy sites.
2	Circles of protection.	7	Human sacrifice.
3	Pagan nature worship.	8	Nightmares.
4	Drug-induced trance states.	9	Self-harm rituals.
5	Ecstatic dance.	10	Spells in ancient books.

the blessings of the demon-gods

Those who serve the powers of chaos enthusiastically or skillfully enough are granted boons for their efforts.

Gifts of Chaos

While the power of chaos inevitably warps and changes all those who come in contact with it, there are also specific boons and rewards granted by demons and chaos gods to their followers.

► *Roll 1d10 to determine gift:*

54	1	Berserker or Blood Rage.	54
232	2	Chaos Spawn (gain Crossbreed, 1d6 mutant features, and 1d6+6 mutations).	
208	3	Demon-possessed armour or weapon.	
104	4	Face of a Demon or Demon-God (if rolled more than once, mutant may have multiple faces or heads).	104
107	5	Immortal, or an Immunity of choice, or Invulnerable to Weapons.	109
148	6	Roll on the favourable mental mutations table.	
149	7	Roll on the favourable physical mutations table.	
237	8	Roll on the infernal characteristics table 1d4 times and incorporate the results.	
154	9	Roll on the mutant features tables.	
224	10	Roll on the super powers table.	
15	11	Roll on the supernatural attributes table (1d300+700).	
121	12	Superhuman Reflexes, Strength, or Toughness.	121

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Sorcerous Remnants

The continued use of chaotic magic inevitably twists the shape of the magician, and they end up with one or more of the following mutations.

► *Roll 1d30 when magical saturation reaches a tipping point:*

154	1	1 mutant feature.	16	Electromagnetic Disruption	39
13	2	2 cognitive mutations (1d100+500)	17	Hermaphromorph	41
12	3	3 behaviours (1d100+400).	18	Infected	43
237	4	4 infernal characteristics.	19	Iron Teeth and Nails	109
20	5	Aesthetically Attractive	20	Magical Affinity	110
36	6	Allergies	21	Malleable Body	44
20	7	Alternate Locomotion	22	Malleable Features	45
87	8	Animal Shapechange	23	Parasite Infestation	45
70	9	Anti-Charisma	24	Patronage	113
37	10	Blood Substitution	25	Shapechanger	50
72	11	Cause Insanity	26	Strange Sound	63
22	12	Changing Colours	27	Sympathetic Biomorphism	33
92	13	Chaos Vector	28	Telltale	124
95	14	Demonic Appearance	29	Tentacles	31
96	15	Demonic Phenomenon	30	Transformation	120

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demons

Demons are twisted creatures of the inferno—almost any mutant feature is appropriate to include in descriptions of their appearance. The five types of demons included here are demonic steeds, familiars, greater demons, lesser demons, and random demons. You can also create demons by using the beastlings and mutant hordes procedures and adding demonic attributes or infernal characteristics.

Demonic Attributes

All demons have the supernatural mutations Dissent Parasite, Hostility Field, Immortal, Immune to Disease, Immune to Poison, and Invulnerable to Weapons, as well as being accompanied by at least one Demonic Phenomenon and exhibiting at least one Telltale. Most demons also have one or more particular mutations that are exceedingly common amongst their ilk.

► *Roll 1d10 to determine a demonic attribute:*

88	1	Aura of [Disgust, Fear, or Light]	6	Immune to Heat	108
73	2	Commanding Voice or Possession	7	Superhuman Reflexes	121
96	3	Demonic Phenomena or Telltale	8	Superhuman Strength	
108	4	Immune to Cold	9	Superhuman Toughness	121
108	5	Immune to Energy	10	Telepathic Communication	124

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Demonic Equipment

Use this table to determine what kind of accoutrements a particular demon is equipped with.

► *Roll 1d20 for demonic equipment:*

1	Demon-possessed armour.	11	Living armour.
2	Demon-possessed equipment.	12	Living equipment.
3	Demon-possessed weapon.	13	Living weapon.
4	Demonic fortress.	14	Magical armour.
5	Demonic steed.	15	Magical equipment.
6	Earthly domain or fortress.	16	Magical weapon.
7	Greater demon follower.	17	Retinue of beastlings.
8	Infernal domain.	18	Retinue of damned souls.
9	Infernal throne or palanquin.	19	Retinue of hordlings.
10	Lesser demon follower.	20	Retinue of lesser demons.

Demonic Steed

Begin with a random creature and add the mutation Crossbreed. Make the steed horse-sized and quadrupedal if it isn't already. Then, the following:

- Add 1d3 demonic attributes, in addition to the mutations all demons have.
- Add 1d3 mutant features and one Telltale for each.
- Add 1d4-2 pieces of demonic equipment (minimum none).
- Add 1d3 random mutation (roll 1d1000 for each) and a demonic phenomenon for each. If the steed has a particular demonic patron, you may replace an unwanted mutation with a random mutation possessed by the patron.

A steed may be equipped with demonic, living, or magical armour (and perhaps other gear) if its rider has additional sets. A steed may not command a fortress, throne, or palanquin, but may lead a retinue and control domains.

Familiar

Begin with a random creature. If it's the size of a cat or dog, keep it as is. If not, add the mutation Crossbreed and change its size to that of a cat or dog. Then, the following:

- Add 1 demonic attribute, in addition to the mutations all demons get.
- Add 1d3-1 piece of demonic equipment.
- Add 1d4 random mutation (roll 1d1000 for each) and a Demonic Phenomenon or Telltale for each. If the familiar has a particular demonic patron, you may replace an unwanted mutation with a random mutation possessed by the patron.
- Roll for a motivation. If the result would make it difficult for this demon to act as a familiar, add a second or even third motivation.

A demon familiar always knows where its master is, and is able to communicate telepathically with them, if it chooses to do so.

Greater Demon

Start by creating a body shape for the greater demon.

► *Roll 1d4 to determine the greater demon's starting shape:*

- 1 Human.
- 2 Roll on the creature table.
- 3 Roll on the fantastic animals table.
- 4 Roll on the fantastic peoples table.

Then, the following:

- Add the Crossbreed mutation.
- Increase the demon's size to that of a human if it is smaller than that. If the demon does not already have them, add horns, wings, and a tail.
- Add 1d6+1 demonic attributes, in addition to the mutations all demons have.
- Add 1d4 mutant features and a Telltale for each.
- Add 1d6 pieces of demonic equipment and a Demonic Phenomenon for each.
- Add 1d6+6 random mutations (roll 1d1000 for each). If the greater demon has a particular demonic patron, you may replace up to three unwanted mutations with random mutations possessed by the patron.

If the greater demon is a patron chaos god itself, commanding demonic legions and beholding to no higher power, you may also roll once on each of the following tables: the beneficial mental mutations table, the beneficial physical mutations table, the demonic attributes table, the psychic powers table, the super powers table, and the supernatural attributes table.

Lesser Demon

Roll on the creature table or the fantastic peoples table and add the mutation Crossbreed.

Make the demon human-sized if it isn't already. Then, the following:

- Add 1d3 demonic attributes, in addition to the mutations all demons have.
- Add 1d3 mutant features and a Telltale for each.
- Add 1d4-1 pieces of demonic equipment and a Demonic Phenomenon for each.
- Add 1d6 random mutation (roll 1d1000 for each). If the demon has a patron, you may replace one or two unwanted mutations with random mutations possessed by the patron.
- Roll for a motivation.

Random Demons

Begin by rolling infernal characteristics and do not stop until you think you might understand this demon and know how to use it. Then roll for a motivation, if you need one, and give this demon any demonic attributes and demonic equipment it needs to be fully fleshed out, or roll for them, if you feel like it.

You can also start with a beastling, demonic steed, familiar, greater demon, or lesser demon, and simply add infernal characteristics, or replace a random number of its mutations with infernal characteristics.

motivations

Demons are the corrupters of humanity, the antithesis of civilization and the social lives of mortals. As such, they need to have goals to follow, so they do not end up becoming stereotypical cardboard-cutout villains.

Greater demons are dedicated to managing their infernal domains, feuding with others, and advancing any number of plans to corrupt mortals based on their interests, so they do not require specific motivations. Demonic steeds are usually too busy being steeds to follow any of these motivations. Familiars, lesser demons, and random demons may benefit from focusing on one of these motivations, however.

► *Roll 1d20 for a demon's motivation:*

- 1 Infernal phenomena follow this demon around; its only goal is to keep moving.
- 2 This demon is wantonly cruel and violent, with no set plan.
- 3 This demon cares not for the material world of mortals and wreaks chaos in a manner that vacillates between petty and distracted.
- 4-5 This demon has been charged with promoting a specific sin, before all others.
- 6 This demon has been charged with the ruination of a specific person, either to tempt or discredit them.
- 7 This demon helps the rich and powerful exploit their fellows.
- 8 This demon inspires the careless expenditure of industrial resources without regard for the future or other people, so that they are used up to no good purpose.
- 9 This demon inspires carnal depravity, heartbreak, and/or abominations of birth.
- 10 This demon inspires envy and jealousy of others, which should grow into spite.
- 11 This demon inspires greed, hoarding, and inequality of resources.
- 12 This demon inspires mortals to commit murder.
- 13 This demon inspires mortals to war against each other, in whatever way possible.
- 14 This demon inspires sloth and laziness, so that normal problems become insurmountable.
- 15 This demon is dedicated to creating famine by encouraging irresponsible usage of agricultural resources.
- 16-17 This demon targets a specific occupation or profession and tempts them into sin.
- 18-19 This demon targets a specific social class and tempts them into sin.
- 20 This demon's goal is to spread disease.

infernal characteristics

These characteristics can be used to give demons more personality, or they can be the sole means of generating a demonic spirit, whether summoned or not.

► *Roll 1d1000 for infernal characteristic:*

1	Accompanied by the sound of water.	42	Can foretell the future.
2	Always appears distracted.	43	Can induce astral visions in mortals.
3	Always whispers.	44	Can locate what a mortal has lost.
4	The Ancient Enthroned.	45	Can make mortals blind or deaf.
5	An ancient man with no eyes.	46	Can make solid objects melt.
6	An angel with black wings.	47	Can make the air thinner.
7	Appears as a bartender.	48	Can only speak in flatteries.
8	Appears as a blackbird or thrush.	49	Can only wreak ruin and sorrow.
9	Appears as any type of woman.	50	Can read minds and create illusions.
10	Appears in the form of a cat.	51	Can smell gold from miles away.
11	Appears wearing antiquated armour.	52	Can speak to animals.
12	An archer with golden arrows.	53	Can take the form of a black cat.
13	An armed soldier with a lion's head.	54	Can transform mortals into birds.
14	Attended by ghostly trumpeters.	55	Can turn any metal into gold.
15	The Bane of Fools.	56	Can turn living creatures into stone.
16	A barbed whip.	57	Can turn stones into snakes.
17	A bearded man.	58	Carries a bloody flail.
18	A beautiful maiden dressed in white.	59	Carries a pair of red hot brands.
19	A beggar with too much pride.	60	Carries a skull.
20	A bird made of stone.	61	Carries a toy bird.
21	Black hood and black leather.	62	Carries a winter cloak in summer.
22	The Black Mirror.	63	Carries a wooden staff.
23	A bloated, thin-limbed old crone.	64	Carries an ancient tome.
24	A bloody, broken nose.	65	Carries carved pieces of stone.
25	A body covered in scales.	66	Carries snakes in hand.
26	A brewer who pickles mortals.	67	Causes earthquakes and storms.
27	A bright red face.	68	A centaur with a huge bow.
28	The Brightest Star.	69	A charming, dapper man.
29	Brilliant green eyes.	70	Chief Executioner of Hell.
30	A bull with a human face.	71	Child of Famine.
31	Can appear as a terrible monster.	72	A coach driver, armed to the teeth.
32	Can become a crow, deer, or raven.	73	A collection of ugly vipers.
33	Can cause hallucinatory experiences.	74	Commands both fire and water.
34	Can change form at will.	75	Commands one legion of hell.
35	Can change metals into silver.	76	Controls the element of water.
36	Can change people into animals.	77	Covered in a caul-like membrane.
37	Can change shape and age.	78	A crippled child.
38	Can command fire to its bidding.	79	A crow covered in blood.
39	Can destroy landscapes with a word.	80	Crushed flowers.
40	Can either banish or inflict disease.	81	A dapper gentleman.
41	Can find anything buried in the earth.	82	Dark hair and a rakish goatee.

83	A darkly-countenanced man.	129	A giantess.
84	A dead unicorn.	130	Gives birth to savage dogs.
85	Dedicated to famine.	131	Gives birth to serpents.
86	Delights in petty cruelty.	132	Glowing hands.
87	Delights in terrorizing farmers.	133	Glows in the dark.
88	Demands human sacrifices.	134	The Great Destroyer of Cities.
89	Demands the sacrifice of children.	135	Grinds the mountains down.
90	Demon of the Frozen Earth.	136	A haggard stonemason.
91	Demon of the Raging Fires.	137	Hair tied in ribbons.
92	A demon of the sea.	138	A hairless mare.
93	Destroyer of Dreams.	139	The Hand of Glory.
94	A diseased, rotting lion.	140	Hands Full of Ire.
95	A dog with wings.	141	A handsome knight in plate armour.
96	A dove with razor-sharp talons.	142	A handsome page.
97	A dragon with the face of a man.	143	Has a cultured tongue.
98	Dressed as a priest.	144	Has a snake instead of a tongue.
99	Dries up rivers and rends forests.	145	Has an effeminate face.
100	Drinks tea constantly.	146	Has jagged, poisonous fangs.
101	Eats cats.	147	Has power over storms and rain.
102	Emasculator of Wizards.	148	Has total control over fire.
103	The Emperor of Flames.	149	Hates animals.
104	The Empty Coffin.	150	Hates dogs.
105	Encrusted with salt.	151	Hates the law in all its forms.
106	The Endless Reign.	152	The head of a lion atop five goat legs.
107	Enjoys amputating limbs.	153	The Heart of Lies.
108	An enormous wild boar.	154	The Heart of Winter.
109	Exalted and Feared.	155	The Heart's Yearning.
110	Excels in herbalism and poisons.	156	A heartless man that never smiles.
111	Eyes like a shark.	157	High Lord of the Air Above.
112	The eyes of an insect.	158	Hooks hang from the ceiling.
113	The Face of All Your Fears.	159	A horse covered in serpent scales.
114	The Fallen One.	160	A huge river serpent.
115	The Feasting Hound of Hell's End.	161	Hums eerie melodies.
116	A fire-breathing snake.	162	Illustrious Deceiver.
117	Fires die in this demon's presence.	163	Induces envy in mortals.
118	The Flayer of Slaves.	164	The Infinite Destruction.
119	Floats through the air.	165	The Insidious Serpent.
120	The Flowering Blade.	166	Insults the poor and needy.
121	Fondles gemstones as if nervous.	167	The Irreverent Blasphemy.
122	Four legs and two wombs.	168	Is a capable scientist.
123	Frog-like croaking.	169	Is a master of industry.
124	Fruits bleed in this demon's hands.	170	Is a torturer.
125	The Funeral Seller.	171	Is afraid of holy symbols.
126	A gemcutter, perpetually hunched.	172	Is terrible at practical matters.
127	A giant bird with brilliant plumage.	173	Is vulnerable to magic rings.
128	A giant, multi-coloured serpent.	174	It That Feeds.

175	The Judge of Hell.	221	The Ocean of Filth.
176	King of False Worship.	222	Often speaks in riddles.
177	King of Locusts.	223	An old crone dressed in black.
178	King of the Four Directions.	224	An old man with a long beard.
179	Knows all human languages.	225	An old woman with long grey hair.
180	Knows all that happens on rivers.	226	One hand is a stump.
181	Knows chemistry and medicine.	227	Openly hostile to childbirth.
182	Knows everything about dragons.	228	A painter, flecked with paint.
183	Knows herbalism and medicine.	229	The Pale Eyes.
184	Knows mystical secrets.	230	A pale woman.
185	Knows the magic of the stars.	231	Passes through all solid objects.
186	Knows where treasures are hidden.	232	The Patron of Anger and Vengeance.
187	A land of fire and snow.	233	Pebbles fall from the sky.
188	The Last Kiss Ever.	234	The Perpetual Nightmare.
189	Leers at men and women both.	235	The Phantom Queen.
190	Likes to beat children.	236	A pilgrim with a hoarse voice.
191	Likes to eat people.	237	A pimp and a panderer.
192	Likes to fight people.	238	A plague-ridden, dying man.
193	A lion with the wings of an eagle.	239	Pontiff of Blasphemy and Murder.
194	A lioness with eagle wings.	240	Prefers to scavenge upon battlefields.
195	Long golden hair.	241	A pretty man riding a winged horse.
196	Lord of the Terrestrial Sphere.	242	A priest with strange grey skin.
197	The Lord of War.	243	The Prince of Lies.
198	The Luminous Void.	244	A prisoner's chains.
199	A man with the head of a dog.	245	Produces noxious fumes.
200	A man with the head of a lion.	246	Provides useful familiars.
201	A man with the head of a snake.	247	The Queen of Crawling Things.
202	The Master of Degenerate Gamblers.	248	Queen of witches.
203	A merchant holding a snake.	249	The Radiating Twilight.
204	The Merciless Jewel.	250	A ratcatcher, eating rats raw.
205	Metal rusts in this demon's presence.	251	Rather good at strangling people.
206	Metal teeth.	252	The Ravaging Swine.
207	A midwife with dirty hands.	253	The Record Keeper of Hell.
208	A mighty peacock.	254	A red deer with a fiery tail.
209	The miller's wife.	255	A red-eyed banker.
210	Mistress of the Wolves.	256	A red-haired man or woman.
211	The Most Passionate.	257	Rides a giant snake.
212	The Most Primal Wyrm.	258	Rides a giant viper.
213	A mouth full of insects.	259	Rides a lizard.
214	A multi-headed dragon.	260	Rides a piebald horse.
215	A muscular man with blue skin.	261	Rides a red horse.
216	Music causes this demon pain.	262	Rides a single-humped camel.
217	Music plays when this demon walks.	263	Rides a slavering, hateful bear.
218	A mutilated courtesan.	264	Rides a tiger.
219	A naked man resting on a grave.	265	Rides upon a huge black horse.
220	The Obsidian Blade.	266	A robed scholar.

267	Ruler of a whole order of demons.	313	That Which Can Never Be Complete.
268	The Sable Fist.	314	That Which is Terror.
269	Sapphire and opal rings.	315	This demon can swallow anything.
270	Scaly hands.	316	This demon has golden orbs for eyes.
271	A scarred and pitted face.	317	This demon is constantly weeping.
272	The Scavenging Raven.	318	This demon is easily distracted.
273	The Scintillating Blade.	319	This demon is made of crystal.
274	The Scribe of Pain.	320	This demon is preternaturally quiet.
275	A serpent woman, hissing constantly.	321	This demon often speaks in tongues.
276	Servant of None.	322	This demon spits acid from its mouth.
277	A servile, obsequious baboon.	323	This demon stays away from water.
278	A set of golden scales.	324	This demon stutters when it talks.
279	A shokeeper who sells nothing.	325	This demon taps its foot.
280	A sickly goat.	326	This demon's body is a cage.
281	The Sign of Evil.	327	This demon's brain is exposed.
282	Sits upon a demonic throne.	328	This demon's feet are savage talons.
283	A skinless monkey.	329	This demon's touch inspires apathy.
284	A sleek black panther.	330	Too many beady eyes.
285	The Sleepless Watcher.	331	Translucent skin.
286	A slim, tired-looking man.	332	Two black eyes.
287	A small, aggressive dog.	333	The Unapproachable Ruin.
288	Smells like coffee.	334	The Unguarded Fate.
289	Smells like sour apples.	335	The Unholy Light.
290	Smells like vinegar.	336	The Unpraised.
291	Smells of the ocean.	337	The Unquenchable Thirst.
292	Snakes for legs.	338	The Unredeemed.
293	A sneering troubadour.	339	The Unstained.
294	A snorting bull with bat wings.	340	Uses insects as messengers.
295	A soldier riding a horse.	341	A very large man riding a dragon.
296	Sovereign of the Abyss.	342	A wealthy student.
297	Speaks in a raspy, painful whisper.	343	Wears a crown.
298	Speaks in a throaty whispering voice.	344	Wears silk and ermine.
299	Speaks softly.	345	The whip, the chain, the iron cage.
300	Speaks to animals.	346	Will occasionally go berserk.
301	Speaks well of revolutionaries.	347	Wind blows all around this demon.
302	Spits fire.	348	Wind blows all around this demon.
303	The Splendour of Oblivion.	349	A winged wolf with a scorpion tail.
304	The Star that Falls.	350	The Wisdom of Darkness.
305	Steals familiars from other wizards.	351	A withered and desiccated man.
306	Steals jewellery.	352	A woman covered in sores.
307	Stone crumbles at this demon's touch.	353	A woman made of obsidian.
308	A stumbling leper.	354	A woman robed and hooded.
309	The Surface of Glass.	355	A woman with the wings of a hawk.
310	A swarthy man.	356	A woman with two swords.
311	A tax collector, venal and sly.	357	A young knight riding a crocodile.
312	A terrible leopard.	358	A young man with white hair.

359 Able to create one specific emotion in mortals.

360 Accompanied by all manner of musicians.

361 Accompanied by a carpet of writhing snakes.

362 Accompanied by demonic cats, rats, and snakes.

363 Accompanied by hailstones that have small worms inside them.

364 Accompanied by a hideous buzzing sound.

365 Accompanied by hordes of black moths.

366 Accompanied by many debauched and lusty companions.

367 Accompanied by one thousand and one flies.

368 Accompanied by the smell of camels, orange blossoms, and the desert sands.

369 Accompanied by the sound of bells, both great and small.

370-371 Accompanied by thunder and lightning.

372 Accompanied everywhere by the sound of dripping water.

373-374 Advises summoners to resort to violence.

375 An aged scholar, laden down with books and scrolls.

376-377 Always knows exactly what mortals are feeling.

378 An amphibious man, with eyes scattered all over his body.

379 An androgynous youth dressed in finery and jewels.

380 An angel with the head of a lion, the feet of a falcon, and the tail of a hare, though these last two can be hidden by flowing robes.

381 An angel, dressed all in purple, with white and purple wings.

382-383 Animals feel pain in this demon's presence.

384 Answers questions regarding the private affairs of any and all aristocrats.

385-386 Anyone killed in this demon's presence becomes an angry ghost.

387 Anyone in this demon's presence feels sharp needles of pain at random intervals.

388-389 Anyone who prays in this demon's presence will vomit insects.

390 Appears as an amalgam of various earthly avians, in a gigantic form.

391 Appears as a bull with the wings of a hawk, but can be commanded to assume the form of man with strong magics.

392 Appears as a child of any gender with angel wings, riding a dragon.

393 Appears as a handsome man or woman, often wearing a crown, dressed as a soldier.

394 Appears as a king, with all the symbolic trappings at hand.

395 Appears as a man dressed all in black, always equipped with silverware cutlery and all the dishes necessary for a bountiful feast.

396 Appears as a man or a camel, depending on whether the summoner wishes to travel to the mystical desert of dreams upon his back.

397 Appears as a man who has been stabbed any number of times, the hilts of swords and knives still protruding from his body.

398 Appears as a mermaid, either beautiful or hideous, as is her wont.

399 Appears as a normal person and pretends to be a spirit medium.

400 Appears as an old man or a boy, carrying a large hourglass filled with pale desert sand who makes ominous predictions whenever the sand runs out.

401-402 Appears as a person of a profession that makes the summoner uneasy.

403-404 Appears as a person of the highest social class.

405-406 Appears as a person of whatever gender makes the summoner least at ease.

407 Appears as a queen who has been murdered—hanged, stabbed, burned, what have you—and floats in the air, a foul wind swirling all about her.

408 Appears as a ravaged and mutilated king riding a pale horse.

409 Appears as the summoner's exact mirror image, but with a different voice.

410-411 Appears as an ugly person of whatever gender the summoner is attracted to most.

412 Appears as a vision of stars and pentacles.

413 Appears as a woman using all the most recent technologies and cultural innovations the societies of the world have to offer.

414 Appears as either a man or woman, but always someone in the prime of their life, and always occupied by a book.

415 Appears as living spheres or winged globes that can grow and shrink in size.

416 Appears as some combination of a lion, a goat, and a snake, but is always changing.

417 Appears as some kind of half-human, half-fish creature.

418 Appears as the corpse of a man, cold as ice, with snakes writhing inside his clothes.

419-420 Appears as the stereotypical image of an angel, whatever that might be for the times.

421-422 Appears as whatever kind of authority figure the summoner is supposed to respect and fear.

423 Appears as whatever type of person puts the summoner most at ease.

424 Appears clad in metal armour and luxurious animal furs.

425-426 Appears disguised as a woman the summoner knows.

426 Appears in the form of a child, and grows older over the course of a day, until it is a decrepit corpse at midnight.

427 Appears in the form of a drowned girl, though she can create the illusion of healthy life for limited periods of time.

428 Appears in the form of a man, mauled and bleeding, carried around in the mouth of a bear.

429-430 Appears in the guise of one of the summoner's closest relatives, friends, or lovers, and acts dispassionate and bored.

431-432 Appears in the guise of someone recently deceased, that the summoner knows.

433 Appears only upon the water, never the land.

434-435 Appears to be a supporter of a cause the summoner hates, fears, or dislikes.

436 Appears to be half-human, half-animal.

437 Appears with a bowl of seafood and eats from it languidly.

438-439 Appears with the head and feet of a goat.

440 Appears with wings and a flaming third eye on forehead.

441 An armoured angel with glowing peacock wings.

442 An armoured woman with stumps instead of feet, riding a lion.

443 Assumes the form of a beautiful young man or woman for short periods of time in order to seduce a mortal.

444 A bearded man with an enormous erect phallus.

445 A beautiful angel riding a chariot made of fire.

446 A beautiful maiden who lures men into dangerous places where they die.

447 A beautiful woman with flowing, golden tresses.

448 Bestows wisdom for a time to a summoner.

449 A black crane that speaks in a booming voice.

450 Blood drips from the walls and mortals suffer stigmata in this demon's presence.

451 A bloody, viscous fluid leaks from this demon's mouth at inopportune times, staining anything it touches and solidifying rapidly.

452 The Boatman of Hell who ferries souls across its many rivers.

453-454 A brilliant light shines from behind this demon.

455 Can appear as a cat, a man, or a toad—or any combination of the three.

456 Can become ghostly and intangible at will.

457 Can become human in appearance, if harangued about it long enough.

458 Can boil and churn the seas and destroy mortal's creations upon the shores.

459 Can build high walls and towers with a wave of a hand.

460 Can call lightning down from a clear sky.

461 Can cause both vertigo and minor gravitational anomalies.

462 Can cause mortals to age or grow younger.

463 Can change into an ordinary-looking cat and serve the summoner as a familiar.

464 Can change water, wine, blood, oil, and vinegar into each other and likes to use this as a prank.

465-466 Can clothe itself in illusions to accompany the summoner in polite company, but will always act most stern and severe.

467-468 Can command animals, which causes them pain.

469 Can control the wind and the clouds and bring storms.

470 Can control winds and storms and seas, and never tires of drowning men and overturning ships.

471 Can erect wondrous houses, castles, and towers.

472-473 Can extend a mortal's lifespan to three hundred years.

474 Can fetch superior horses for the summoner, or steal money.

475-476 Can find a familiar animal for the summoner.

477 Can find and command snakes of all kinds.

478 Can give an account of any soul who died in sin, for it knows them all.

479 Can impart the knowledge of rhetoric and oratory to a summoner so they can sway the hearts and minds of others.

480 Can induce both hunger and vomiting in mortals.

481 Can inflict sores and wounds from a distance.

482-483 Can instantly transport the summoner to a new location.

484 Can make a man appear monstrous so his fellows attack and kill him.

485-486 Can make barren women fertile again, but their children will be demons.

487 Can possess the bodies of the elderly and often uses them to communicate.

488 Can produce valuable gemstone and transform lead into gold, though these illusions never last long.

489 Can produce waves of light in any colour.

490 Can reanimate corpses and make them answer questions truthfully.

491 Can restore dead people to life—though they will be marked by infernal taint.

492-493 Can see the past of any location.

494-495 Can show the summoner what is inside the ancient tombs of forgotten empires.

496 Can show the summoner where hidden papers are located.

497 Can spot cheats and thieves, recover stolen goods, and find hidden treasures.

498-499 Can sprint at amazing speeds by running on all fours.

500 Can summon rains of fire upon the summoner's enemies.

501-502 Can transmute metals into gold and water into wine.

503 Can treat disease or transfer it from person to person.

504 Can turn coal into gold and vice versa.

505 Carried upon a palanquin by emaciated, sunburnt albinos.

506 Carries a sharp knife and rides a pale horse.

507-508 Carries a torch or lantern and is an inveterate arsonist.

509-510 Carries a vast supply of plants, herbs, and poisons.

511 Carries all sorts of idols and amulets and graven images.

512 Carries red-hot brands and pokers and delights in arson.

513 Causes envy, irritation, and a desire for vengeance.

514 Causes things to decay and meat to rot with a glance.

515-516 Children cry in this demon's presence.

517 Claims to be a god of fertility and vegetation.

518-519 Clocks run backwards in this demon's presence.

520 Clothing is painful to wear in this demon's presence.

521 Collects the eyes of children who suffer from smallpox and attaches them to a pillar in the middle of an infernal palace.

522 The colours fade from objects that this demon touches.

523 Commands a cruel hawk and enjoys tormenting a summoner's enemies with it.

524 Commands a retinue of minor imps or condemned souls.

525 Commands minions to steal any book or scroll from any library.

526 Compliments given in this demon's presence cause pain to the speaker.

527 Compulsively writes on anything within reach.

528 A crazed woman with necklaces of body parts and hands full of weapons.

529 Creates lust and rage in humans with but a touch.

530 Creates trouble for the summoner, then repeatedly saves them by using invisibility, instant transportation to another place, or powers of persuasion.

531 A crippled woman, lusty, petulant, and forceful.

532 A dark-skinned warrior, mounted on a large, black stallion.

533 Declarations of love or friendship made in this demon's presence always come out wrong and sound like insults.

534-535 Delights in turning summoners invisible so they can watch how others betray them.

536 Demands human sacrifices, preferably children killed at night and fed to owls.

537 Does not like the light, and this is no affectation.

538 Doors become stuck or locked in this demons presence, but it can open them easily.

539 A dove that speaks in a scratchy monotone.

540 Dresses in long, mustard yellow wrappings and bronze chains.

541 The Duke of Defeat, the Lion of Loss.

542 Eager to gossip about other demons and reveal the truth of their origins, but most of it is clever lies.

543 An eagle, falcon, or goshawk on the demon's arm.

544 Emits a stench so bad that no mortal can bear it.

545-546 Encourages mortals to commit sexual assault.

547 Encourages the institution of slavery and cruelty towards slaves.

548 Encourages the sin of grave robbing above all else.

549 The End You Have Been Longing For.

550 Enjoys drinking the blood of the living and eating the flesh of the dead.

551 Enjoys killing people at noon on sunny days more than anything else in the world.

552 An enormous sea monster of infinite size.

553 An enormous wolf, with dangling, engorged genitals and a tongue that lolls from its mouth and scrapes the grounds.

554-555 Everything becomes heavier in this demon's presence.

556 A fearsome wolf with a raven's head and a serpent for a tail.

557 A fierce dragon that is also part man and part scorpion.

558 A fire in the exact shape of a man, without smoke.

559 Fires and other light sources snuff out in this demon's presence unless it carries them in hand.

560 Fires burn a sickly green colour in this demon's presence.

561 Fires burn in strange colours when this demon speaks.

562 Fond of kidnapping, rape, and treasure, but little else.

563 A fully-armoured knight with no person inside the armour.

564 The Gate Through Which All Sinners Must Pass.

565 A giant serpent that is covered in smaller serpents and attended by dragons.

566 A giant serpent, always in total darkness.

567 A gigantic fly with sixty-six mouths, six hundred wings, and six thousand eyes.

568 A gigantic yellow leopard with blazing eyes, the face of a man, and long knives instead of forepaws.

569-570 Gives birth to all manner of biological abominations that never live more than a few days but always attempt mayhem.

571 Glass turns back into sand when demon looks at it.

572 A gloomy sour-faced man, either dressed in a black cloak or armour.

573 A goat with the hindquarters of a fish or serpent.

574-575 Gold turns into lead in this demon's presence.

576 A golden or iridescent scarab of any size, floating in the sky or crawling in the dungeons below.

577 A great sea monster with many heads, including the heads of serpents, women, and dogs.

578 A great sea serpent, its body covered in numberless crab-like legs.

579-580 The ground shakes when this demon walks.

581 A hairless man with mouths on his hands.

582 A handsome youth infected by a crazed, manic energy.

583 A handsome youth with a crown of flowers in his hair.

584 Has a collection of children's eyes and likes to show them off.

585-586 Has a supernatural influence over a single element (fire, water, stone, weather, etc).

587 Has excellent knowledge of all sciences but is even more accomplished at poetry.

588 Has minions whose forms change constantly.

589 Has the head of an elephant with two trunks and seven tusks.

590 Has two stars on its head where horns made of light can grow.

591 Hates all buildings made of stone—they are evidence of too much pride, for man should live in the dirt and gravel.

592 Hates fornication and enjoys punishing lovers.

593 Hates to see the colour purple on mortals, and will rage against them.

594 He Whose Name is a Killing Word.

595 The head of a bull, the tail of a fish, and snails for legs.

596 A hermaphroditic bull with a human face, six legs, and enormous genitalia.

597 A horse the size of a dog with a stag's head, an elephant's feet, and a boar's tail.

598 A horse with the horns of an elk and a ram.

599 A huge woman, at least twice as tall as a man, with pitch black skin, covered in peacock feathers.

600 A hulking mass composed of pieces of seemingly-random land animals.

601 A hunched woman with hair growing all over her body.

602 If any kind of force is used against this demon, glass breaks, plants wither and die, and food spoils.

603 If summoned at dawn, this demon will perform tasks for the summoner immediately, otherwise, it will wait for hours, making excuses.

604 If this demon is confined or limited by magic, blood will rain from the sky.

605 If you feed this demon the hair or nails of a person, they suffer any wounds the demon suffers, except they can die and this demon cannot.

606 An impassioned man in black and gold robes.

607 An imperious man carrying a silver-inlaid wooden chest full of disease.

608 In direct sunlight, this demon's skin slowly turns to poison ashes and flakes off, contaminating its surroundings.

609-610 Inanimate objects move away from this demon of their own accord, as if fleeing in terror.

611 Indoor spaces around this demon rearrange themselves into mazes slowly, and stay jumbled-around even after it is gone.

612-613 Induces apathy and inaction in mortals, weighing down their bones, and snuffing out their passionate spirit.

614 The infernal enforcer of agreements made between thieves.

615-616 Inflicts all manner of pain and suffering upon the summoner's captives.

617 An ingeniously constructed mechanical man.

618 Inspires lust in mortals, inflaming their passions and commanding them to go naked.

619 The intestines of dogs gain a life of their own in this demon's presence, crawling out and strangling their hosts, and sometimes others.

620 Is a great forester and has earned the enmity of all tree spirits everywhere.

621 Is an excellent architect, carpenter, and mathematician.

622-623 Is eager to show the summoner how to procure the love of women.

624 Is especially fond of philosophy and uses this subject to confuse and deceive summoners.

625 Is fond of making all sorts of mechanical wonders, though its favourites are all traps that wound anyone examining them.

626 Is fond of making nearby people invisible to the summoner.

627 Is fond of minting coins, but is an inveterate counterfeiter.

628 Is fond of transporting corpses from place to place, especially places where the living will accidentally stumble upon them.

629 Is intensely interested in fashion, marriage, and music.

630 Is powerless against amulets made of obsidian.

631 Is powerless before a summoner who wields a hazel wand.

632 Is usually summoned in order to ward off other spirits.

633 It grows cold and dark in this demon's presence.

634-635 It will lie and deceive constantly unless commanded properly by the summoner.

636 Knows about the movements of the stars and the strange gods that dwell within them.

637 Knows all about insects and vermin and can set them any task.

638 Knows all forms of magic but is contemptuous of its practice.

639 Knows all manner of crafting and is a skilled philosopher.

640 Knows all manner of manual skills, as well as all subjects taught at universities.

641 Knows all the arts and sciences of mortals.

642 Knows all the doings that happen to the south, but nowhere else.

643 Knows all the stars and will take a summoner to visit them.

644 Knows every work of philosophy and astrology ever written by heart.

645 Knows everything there is to know about war and all battles ever fought.

646 Knows how to steal and balks at no task the summoner sets it to.

647 Knows its way around the forests, rivers, and streams of every land.

648-649 Knows of treasures guarded by other spirits and demons.

650 Knows whenever someone invents some new tool or technique.

651-652 Light dims and dies as it comes near this demon until only twilight remains.

653 Likes to dig up corpses and switch their graves.

654 Likes to grant wishes to summoners and then punish them for whatever they wish for.

655-656 Likes to inspire bloodshed and devour human flesh.

657 Likes to prolong sieges, make soldiers march endlessly to no purpose, and see crops engulfed in flames.

658-659 Likes to steal treasures from great kings and lords, and bring war to towns and cities.

660 A lion with the head of a donkey and the sultry mouth of a woman.

661 A lion with the head of a man or donkey.

662 A lion-faced man with scissors for hands, riding a large and muscular horse.

663 A lion-headed man riding a black horse and carrying vipers.

664 A magistrate with long, dark hair and a stern brow.

665 Makes a great show of being scared of light but this is sham.

666 A male hyena with the head of a slug and human breasts.

667 A man dressed in simple desert nomad attire or an ascetic's loincloth.

668 A man in chains covered in desert sand.

669 A man or woman with brightly-coloured bird's wings and the head of a leopard.

670 A man or woman, plain or handsome, but always angry.

671 A man who acts like he is in constant pain, always hobbling, rubbing his joints, and grimacing.

672 A man with a winged lion sigil emblazoned upon his clothes.

673 A man with blue skin, a green beard, and the odd animal feature.

674 A man with dark metal skin that screeches when he moves.

675 A man with great teeth, two horns, and a sword.

676 A man with no skin, covered in writhing snakes.

677 A man with one eye, one arm, and one leg.

678 A man with talons for feet, the head of a bull and the head of a ram sprouting from his shoulders.

679 A man with tattoos of stars all over him.

680 A man with the head of a bull and gills on his neck.

681 A man with the head of a hawk and bony plates covering his torso.

682 A man with the legs and beard of a goat.

683 Mates with mortal dogs in order to disgust mortals and make them give birth to monsters.

684-685 May command mortals that are not the summoner, if their will is weak.

686-687 May sign fake contracts with summoners.

688 A mermaid with an upside-down face.

689 A mild-mannered old man riding a two-headed crocodile.

690 A morbidly obese woman with a gaping mouth.

691-692 Mortals can sense this demon's presence and its infernal nature.

693 Mortals cannot run in this demon's presence.

694 Mortals crave alcohol in this demon's presence.

695-696 Mortals hear voices in their heads in this demon's presence, urging them to commit acts of evil.

697 Mortals in this demon's presence age ten times as fast as normal, though their hair and nails do not grow.

698 Mortals must crawl in this demon's presence.

699-700 Mortals see shadows and movement out of the corners of their eyes in this demon's presence, but there is nothing there.

701-702 Mortals taste blood and iron in this demon's presence.

703 Mortals this demon wants to humiliate speak backwards in its presence.

704-705 Mortals who employ this demon's services find they develop animal features after every task completed.

706 A muscular red-haired man with blades embedded in his flesh.

707 A normal man accompanied by phantom candles.

708-709 Objects become dirty in this demon's presence.

710 Objects float in the air around this demon.

711-712 Objects move slowly on their own in this demon's presence.

713 Octopus tentacles peek out from under this demon's feathers.

714 Offers to create towers or tear down an enemy's walls.

715 An old man wearing clothes made of rotting meat.

716 Out of water, this demon crawls across the ground and cannot actually stop touching it.

717 Persuades mortals to worship severed heads.

718 A pitiful, broken man and constantly behaves like the village idiot or an addle-minded jester.

719 Plants grow blood-red flowers in this demon's presence and twist into obscene shapes.

720-721 Plants wither and die in this demon's presence.

722 A powerfully built man with very dark skin.

723 Puts people into an iron coffin to take them away.

724 The Ravaging Mother Who Devours Her Own Young.

725-726 Reveals the summoner's secrets to others at every opportunity.

727 Rivers run red with blood (or appear to) in this demon's presence.

728 A roughly-made humanoid with spindly limbs, blank features, and no genitalia.

729 Ruins anything crafted by mortal hands with but a touch.

730 A scarlet bird that sings sweet but haunting songs in the voice of a child.

731 The screams and roars that come from this demon are deafening.

732 A scribe with scaly skin, dressed in clothes of an ancient style.

733 Seems to fall asleep at odd times, especially in the middle of a conversation or when receiving instructions.

734 Silver turns into ashes in this demon's presence.

735-736 Sleeping mortals have nightmares in this demon's presence.

737 The Sleepless Dragon That Waits Forever.

738 A slight, ineffectual adult man of indeterminate age—he looks like someone who looks young for their actual age.

739 A soldier dressed all in red except for a golden crown.

740 A soldier wearing red armour and apparel.

741 A soldier, diseased and heavily armed, riding a pale, sickly horse.

742 Sometimes this demon's skull cracks open and its blood spills upon the ground, turning into a black, viscous oil.

743 The sound of rushing water accompanies this demon, and actual water in its presence heats up.

744-745 Spaces and object seem too large around this demon.

746 Speaks all languages and cannot be commanded by the summoner for longer than one full cycle of the moon.

747 Speaks in a clear but subtle voice full of believable lies.

748 Speaks in a harsh whisper that can always be heard, even by the deaf.

749 Speaks in riddles about hidden things and mathematics.

750 Speaks mystically of many hidden things.

751 A stern-faced king who rides a pale horse.

752-753 Any still water in this demon's presence births disease-ridden mosquitoes.

754 A strong and imposing man, always taller than the summoner, always overbearing.

755-756 Sugar turns to salt in this demon's presence, and wine into vinegar.

757 A summoner too weak to resist this demon's power will be crushed or drowned.

758 A tall, hunched man swathed in dark robes.

759 A tall, muscular man with a flowing beard who is constantly wet.

760 Tells obscene jokes that are not funny.

761 The text of legal contracts changes in this demon's presence.

762 A thin man riding a pale horse that has a serpent for a tail.

763-764 Things move in the skies above this demon.

765 This demon acts paranoid, and tries to get others to buy into its persecution complex.

766 This demon always brings part of its infernal domains with it to earth.

767 This demon appears as a carrion-eating animal.

768 This demon argues compulsively against any statement made in his presence.

769-770 This demon brings storm clouds and thunder wherever its goes.

771 This demon can be imprisoned inside a bronze container.

772 This demon can call storms at sea to travel inland to its location.

773 This demon can cure a disease by taking it upon its own body, or it can take an illness off itself and pass it to a mortal.

774 This demon can do all the same things every other demon can do, just not as well.

775 This demon can drown men with its bare hands, as sea water constantly flows off it.

776 This demon can only be summoned through an open gateway to another plane of existence.

777 This demon can split its body into two parts—any two parts—that move and function independently.

778 This demon cannot be entreated or reasoned with unless offered a foe to battle and destroy.

779-780 This demon cannot disguise its nature or appear as a normal human.

781 This demon cannot enter a house uninvited if anyone is home.

782 This demon cannot enter a seafaring craft.

783 This demon cannot lie to mortals in words, so it pretends to have trouble speaking. Whatever this demon steps on turns to stone and crumbles to dust.

784 This demon cannot perform acts of violence, and concentrates on other sins instead.

785-786 This demon cannot touch sacred objects.

788 This demon casually spreads vile rumours in every conversation.

789 This demon catches flies and bugs out of the air.

790 This demon causes mortals in its presence to weep or cry.

791 This demon changes shape so rapidly that its form can hardly be identified.

792 This demon claims to live at the centre of the earth, amongst fire and brimstone.

793-794 This demon conjures small object into its hands.

795 This demon constantly locked in battle with the other demons who would encroach upon its terrain.

796 This demon coughs up small creatures that scurry off and then melt into poisonous pools of blood.

797 This demon demands sacrifices for its favours, but those foolish enough to provide them will find no benefit to it.

798-799 This demon demands that huge temples be built to honour it.

800 This demon desires to eat elephants and serpents.

801-802 This demon does not speak with a human voice, but communicates telepathically. Speaking directly into the minds of mortals.

803 This demon eats with its hands and hates cutlery, even going so far as to harass anyone who seems amenable to using a fork and knife.

804 This demon has a great mane like a lion and eyes made of fire.

805 This demon has a limited precognitive ability to see the future.

806 This demon has a shadow that pilfers small objects.

807 This demon has a single short, black horn on its forehead.

808 This demon has been cursed to roam until the day of judgment.

809-810 This demon has black wings with sharp edges.

811 This demon has fungus and mould growing all over its clothes, and leaves samples wherever it goes.

812-813 This demon has great strength and often crushes valuable objects in its grip.

814 This demon has no reservations about revealing how it fell from grace, or how other demons began their infernal careers.

815 This demon has no shadow and no reflection, but snakes are never very far away.

816 This demon has no shadow and three reflections.

817-818 This demon has no tongue, but can still speak.

819 This demon has snakes entwined around its neck and head.

820-821 This demon has someone else's shadow, not its own.

822 This demon has spirit servants that spy on people.

823 This demon has the body of a man, the legs of a giant toad, and the wings of a bat.

824 This demon has the heads of a dog and a crocodile sprouting from its shoulders.

825 This demon has the sound of trumpets to announce it.

826 This demon has wings covered in feathers made of skin.

827 This demon imitates the speech patterns of mortals in order to mock them.

828 This demon is accompanied by a host of ghostly musicians and it shouts and roars in order to be heard above them.

829 This demon is almost blind and deaf on the material plane and will accidentally set things on fire.

830-831 This demon is always taller than any mortal in its presence.

832 This demon is arrogant and grants wisdom that is always flawed.

833 This demon is attended by a multitude of birds.

834 This demon is attended by a retinue of dwarves, whom it punishes mercilessly and constantly with a whip or a red hot brand.

835 This demon is best used as protection against other demons and spirits, for it hates them almost as much as itself.

836-837 This demon is compelled to blaspheme when confronted by religion of any kind.

838 This demon is completely covered in hypnotic, multi-coloured scales.

839 This demon is covered in garish, unruly feathers.

840 This demon is cursed to constantly devour human flesh and will pester the summoner to feed it. It is not picky about who it eats.

841 This demon is first and foremost an agent of war, eager to dispatch men to battle.

842 This demon is half woman, half sea serpent, covered in tumours.

843 This demon is impossible to communicate with or control through reason.

844 This demon is made of darkness and the body that accompanies it is only there to provide a voice.

845 This demon is made of fire, and all manner of illusions dance within it.

846 This demon is most skilled at dispatching men to war, filing towns full of soldiers and weapons, and causing strife between armies.

847 This demon is powered by a fearsome rage.

848 This demon is prone to removing its internal organs, which look strange and alien.

849 This demon is so deformed that it is hard to look at.

850-851 This demon is surrounded by a cloud of flies.

852-853 This demon is vengeful and never forgets a slight.

854 This demon is very lusty and uses obscene language.

855 This demon is very tidy and vain, immune to the accumulation of dirt, and suffers no wounds except when its physical form is killed.

856 This demon lasciviously masturbates with items the summoner hands it.

857 This demon leaves small, empty snail shells wherever it goes.

858 This demon likes to tell peoples' fortunes and give them bad news.

859 This demon lives in forests and likes to lure unwary travelers into caves and attack them.

860-861 This demon must drink blood in order to animate its physical body when it is animated on the material plane.

862 This demon must pace across whatever surface it stands upon, unable to stay still.

863 This demon often lights itself on fire for effect, and is immune to burning.

864 This demon plays knife games with its hands, moving faster than any mortal can but never cutting itself.

865 This demon pretends to be a barber, but has no real skill at it.

866-867 This demon pretends to be the summoner's servant when they are not around.

868 This demon produces mist when it moves and noxious clouds of smoke and gas when it stands still.

869 This demon rips off its own fins and shapes them into small creatures.

870 This demon scribbles obscene and pornographic graffiti on the walls and furniture wherever it goes.

871 This demon spends a summoner's money without their permission.

872-873 This demon spreads disease where it goes.

874 This demon sticks pins underneath its fingernails and flagellates itself with a barbed lash. Mortals feel nauseous in this demon's presence.

875 This demon talks about patricide at every opportunity.

876 This demon tears its skin off constantly, even though it heals back in moments.

877 This demon ties small red threads to various objects.

878-879 This demon undertakes all tasks set by the summoner with no verve or vigour, often bungling them.

880 This demon wears a golden belt around its waist.

881 This demon weighs souls against feathers, and never is a soul light enough to escape judgment.

882-883 This demon will give lavish gifts that eventually turn to ashes.

884 This demon will give truthful answers to questions about secrets and sacred things, but on other topics, it will invent and dissemble.

885 This demon will not understand commands, and can only be goaded into attacking others.

886-887 This demon will not undertake to make life better for anyone, no matter how much the summoner cajoles it.

888 This demon will only ever appear indoors, and is accompanied by a total darkness in which light cannot exist.

889 This demon will stab out its eyes at random intervals, screaming hysterically and begging forgiveness.

890 This demon would much rather stab people with rusty knives than anything else.

891-892 This demon's alluring voice deceives by its very nature.

893 This demon's appearance is often ruined by random attacks of cold air and snow that follow it around.

894 This demon's back is covered in a multitude of wings, perhaps one from each type of earthly creature.

895 This demon's blood and flesh are euphoric drugs, and very addictive.

896 This demon's blood glows with an unearthly light.

897 This demon's blood permanently stains whatever it touches.

898 This demon's body is incredibly cold and frost forms on nearby surfaces.

899 This demon's body is infected by strange creatures that resembles a cross between a wood louse, a peach, and a lobster.

900 This demon's body is missing strips of flesh that have been peeled off.

901 This demon's body is that of a man, skin cracked and dry.

902 This demon's clothes appear to be made out of coral.

903 This demon's dance causes the earth to shake and buildings to collapse.

904 This demon's demeanour is always of the most disagreeable sort—almost as if it wants to be dispatched back to hell out of sheer disgust.

905-906 This demon's eyes blaze with fire, as if they were mirrors facing funeral pyres.

907 This demon's face is just a huge mouth.

908 This demon's favourite trick is to show the summoner the creation of the world.

909 This demon's flesh dissolves in water, and it will horrify mortals by destroying parts of its body and then acting like a cripple.

910 This demon's flesh is always covered in soot and ash.

911 This demon's followers handle poisonous snakes.

912 This demon's footprints, when seen, are those of random animals.

913-914 This demon's gaze causes mortals to shiver.

915 This demon's great lungs can blow huge gusts of wind and shout very loudly.

916 This demon's great weakness is the power of wands made from ash or oak.

917 This demon's greatest delight is crushing mortals beneath its many feet.

918 This demon's greatest joy is to sink ships laden with soldiers and weapons of war.

919 This demon's hallucinogenic venom is so powerful that merely staring at its hypnotic scales for too long can send a mortal into paroxysms of fear.

920-921 This demon's hands turn to claws when it is cruel.

922 This demon's heart is black with murderous rage.

923 This demon's helmet can detach and fly through the air, belching flaming oil upon its foes.

924 This demon's limbs reach as far as it wants them to.

925 This demon's only concern is to deceive men.

926 This demon's pockets are full of intricate machines.

927 This demon's presence causes snows and rain.

928 This demon's saliva numbs all feeling.

929-930 This demon's scream can deafen mortals.

931 This demon's skin is perpetually rotting.

932 This demon's skin looks normal but feels like pumice rock.

933 This demon's specialty is abusing children.

934 This demon's surroundings slowly turn to ashes and dust.

935 This demon's sword can kill even if imprisoned in a protective circle.

936 This demon's thoughts can escape into the minds of mortals, their hideous maliciousness causing an incapacitating terror.

937 This demon's touch can cut like a knife.

938-939 This demon's touch causes pain to mortals.

940 This demon's touch causes things to dry up and shrivel.

941 This demon's touch invariably causes living mortals to vomit.

942 This demon's touch is burning hot to wood and other dead things.

943-944 This demon's touch is freezing cold to living things.

945 This demon's touch is like acid, fire, and razors.

946 This demon's touch makes a man clever, for a time.

947 This demon's vermillion-coloured hair is arranged in a tall crest upon its head.

948 This demon's voice echoes from a great distance after it speaks, and it silently mouths its own repeated words.

949-950 This demon's voice echoes no matter where it is.

951 This demon's weakness is that it cannot harm children, but can be harmed by them, and is even burned by the touch of their skin.

952 This demon's words etch themselves into wood and stone in her presence.

953 Thorns grow from them this demon's leavings.

954 Those who drink this demon's breast milk are paralysed.

955 Thunder and lightning and tempestuous storms accompany this demon wherever it goes.

956 Time seems to crawl in this demon's presence.

957 Touching this demon causes mortals to gain hideous mutations.

958 Trees and plants bend and twist in this demon's presence.

959 An ugly, hairy dwarf with misshapen, bandy legs.

960 Understands the songs of birds, the barks of dogs, and the voice of the rivers and streams.

961 A vagrant with bat wings and the head of a dog, which can speak normally.

962 A vain man, dressed in fancy clothes and makeup.

963 Vermin die in this demon's presence, drowning in wax that spontaneously forms in their lungs and internal organs.

964-965 The voices of dead people follow this demon around.

966 A voluptuous woman, her fine features marred by hate and arrogance.

967 Vomits large pieces of sod and dirt and stomps them into the ground.

968 Any water in this demon's presence incongruously changes temperature.

969-970 Water tastes like urine in this demon's presence.

971 A wealthy man, his hair gone white with age but his body's strength undiminished.

972 Whatever this demon's shadow rests on for more than a minute begins to melt.

973 When this demon drinks a person's blood, it gains their memories.

974 When this demon speaks only ashes come out of its mouth.

975 Will always warn the summoner about hostile wizards (it knows them all).

976 Will create the illusion of love between a man and a woman, then remove this magical influence after days or weeks and sow discord between them.

977 Will deceive and dissemble unless commanded properly.

978 Will encourage the summoner at every turn to behave like a monarch with absolute authority and to challenge all authority others claim to have.

979-980 Will endeavour to set men to fighting and war, and will be less than enthusiastic about all other tasks the summoner asks of it.

981-982 Will make young, beautiful strangers fall in love with the summoner.

983 Will occasionally strike out at people with sharp rocks.

984 Will show the summoner what any other mortal has written in secret.

985-986 Will teach the arts of witchcraft in exchange for sacrifices.

987-988 Wine turns to dust in this demon's presence.

989 A winged dog with a puny, shrivelled body.

990-991 Winter follows this demon where it goes.

992 A woman covered in rose thorns, with a scorpion's tail.

993 A woman with grey skin and glowing eyes.

994 A woman with the horns of a ram and a bull, and flaming eyes.

995-996 Wombs in this demon's presence become permanently barren.

997 Wood in this demon's presence is transformed into glass.

998 Wounds putrefy when this demon looks at them, filling up with worms and flies immediately.

999 A young boy or girl with angel's wings, riding a two-headed dragon.

1000 A young girl of average appearance and conservative dress.

summoning mishap table

Conjuring infernal creatures is dangerous work, and can easily go wrong.

► *Roll 1d100 for summoning mishap:*

- 1 The air around the summoning area feels thick and heavy and everyone moves at half their normal speed.
- 2 All churches within 1d10 miles collapse.
- 3 All of the summoner's hair falls out.
- 4 All plants within 1d10 miles of the summoning wither and die.
- 5 All standing water within 1d10 miles of the summoning evaporates.
- 6 An ancient, terrible cult is made magically aware of the summoner's identity and whereabouts.
- 7 An angel arrives to punish the summoner for hubris and blasphemy.
- 8 Blood pours down the nearby walls.
- 9 Boils and sores break out all over the summoner's body.
- 10 The dead within a mile of the summoning rise from their graves.
- 11 Dead, twisted trees sprout from the ground, their limbs showing the agonized features of the souls of dead witches.
- 12 Demon manifests as part of the summoner's body.
- 13 Demon manifests inside the summoner's mind.
- 14 The earth around the summoning is rendered barren and infertile for all time.
- 15 Eight demons arrive, one at a time, one each day, in the same spot.
- 16 The entire area around the summoning for 1d10 miles in every direction is covered in a thick layer of frost.
- 17 An interplanar portal opens and the legions of Hell pour forth en masse.
- 18 Magic now makes the summoner feel like there are bugs underneath their skin.
- 19 Nearby animals arrive and attack the summoner.
- 20 A rain of fishes, frogs, or lizards accompanies the summoning.
- 21 A random acquaintance of the summoner takes ill and dies.
- 22 A random member of the summoner's family dies.
- 23 A random person is summoned instead of the intended spirit.
- 24 The sky above the summoning is rent asunder and lightning cascades down to the ground engulfing anyone nearby not standing within a summoning circle.
- 25 The sky above the summoning splits and the light of heaven pours down to reveal the summoner's blasphemy.
- 26 The smell of sulphur in the area is chokingly overpowering.
- 27 The summoned demon is already upon the Earth somewhere—and switches places with the summoner.
- 28 Summoner ages 1d20 years.
- 29 Summoner always feels too hot after performing magic from now on.
- 30 Summoner appears to friends as a foe and to foes as someone they do not recognize for two weeks and one day.
- 31 Summoner awakens the next morning, in bed beside a corpse.
- 32 Summoner becomes hunchbacked.
- 33 Summoner becomes sterile, though it may still be possible to have demon children.
- 34 Summoner becomes younger, by 1d20 years.
- 35 Summoner can no longer abide the touch of gold or silver.

Summoning Mishaps

- 36 Summoner can no longer drink alcohol. It is poison.
- 37 Summoner can no longer drink unadulterated water. It is poison.
- 38 Summoner can no longer eat cooked food. It is poison.
- 39 Summoner can no longer enjoy food. It tastes like ashes.
- 40 Summoner can no longer enter a house or other dwelling uninvited.
- 41 Summoner can no longer speak words of kindness until exorcised.
- 42 Summoner can no longer stand the touch of cold iron.
- 43 Summoner can now see ghosts, but not interact with them.
- 44 Summoner can only sleep during the day from now on, and must be awake all night, every night.
- 45 Summoner develops a “witch’s mark.”
- 46 Summoner develops a random mutation of the mind.
- 47 Summoner develops a random physical mutation.
- 48 Summoner develops a slow, wasting disease, whose symptoms only summoned demons can mitigate.
- 49 Summoner develops a terrifying hunger for human flesh that must be satisfied, if only once.
- 50 Summoner develops an unnatural thirst for human blood that must be satisfied, if only once.
- 51 Summoner develops stigmata.
- 52 Summoner forgets the last 1d10 years.
- 53 Summoner forgets the last 1d20 months.
- 54 Summoner gains 1d4×100 pounds of weight.
- 55 Summoner gains a club foot.
- 56 Summoner goes berserk and attacks the nearest person.
- 57 Summoner is always cold to the touch after performing magic from now on.
- 58 Summoner is blacklisted by Hell and can no longer summon demons.
- 59 Summoner is carried off by flying demons.
- 60 Summoner is now a werewolf.
- 61 Summoner is turned to stone.
- 62 Summoner loses half their body weight and appears emaciated if still alive.
- 63 Summoner loses the ability to feel one random emotion.
- 64 Summoner must complete an autobiography, to be deposited in the libraries of Hell, within the month, or die.
- 65 Summoner must feed the summoned demon one pound of flesh or be struck dead.
- 66 Summoner must have sexual congress with another mortal while possessed by the summoned spirit to avoid being permanently possessed.
- 67 Summoner must have sexual congress with the summoned demon to avoid being harmed.
- 68 Summoner must murder someone else or be haunted by the summoned spirit for life.
- 69 Summoner must physically wrestle the summoned demon or spirit for dominance.
- 70 Summoner must sacrifice all their wealth to complete the summoning.

Summoning Mishaps

- 71 Summoner must walk through Hell for 1d100 days in order to reach the summoned demon and make a deal. No demons attack the summoner during this trip unless attacked themselves.
- 72 Summoner now carries an infectious disease but suffers no symptoms.
- 73 Summoner now sees locations where a murder has been committed as they looked just after the crime, and cannot shake these hallucinations.
- 74 Summoner now vomits profusely every morning and again at every dusk.
- 75 Summoner receives an unpleasant prophecy of future events.
- 76 Summoner reeks of death from now on.
- 77 Summoner speaks in tongues to anyone but the summoned spirit for a week and a day.
- 78 Summoner splits into two almost-identical beings, one of which is inhabited by the summoned spirit.
- 79 Summoner suffers nightmares from now on.
- 80 Summoner takes on the summoned demon's appearance when the sun goes down.
- 81 Summoner's 1d6 most hated foes are all informed by letter of the summoned demon's intentions to murder them.
- 82 Summoner's blood turns to clear liquid of a random type.
- 83 Summoner's body becomes covered in brands.
- 84 Summoner's body is possessed by the summoned spirit. Summoner's soul transferred into the body of a random animal.
- 85 Summoner's clothes attempt murder of their own volition.
- 86 Summoner's face is paralysed for 1d100 days.
- 87 The summoner's flesh becomes malleable for one day and night, then sets.
- 88 Summoner's hair turns bone white in an instant.
- 89 Summoner's mouth spits forth a random object from the far future.
- 90 Summoner's shadow leaves and does who-knows-what for 1d10 days.
- 91 Summoner's tears turn to blood, always, from now on.
- 92 Summoner's teeth and nails turn to iron.
- 93 Summoner's voice changes to something totally incongruous, considering their appearance and demeanour.
- 94 The summoning actually lasts 1d100 days and no one from the outside can tell it is happening or interfere in any way.
- 95 The summoning is accompanied by clothes made from human skin that the summoner must wear for 1d100 days or fall ill and die.
- 96 The summoning is accompanied by the resurrection of one random foe slain by the summoner.
- 97 The summoning is surrounded by a wall of fire that produces thick, acrid smoke. This fire dies down by itself after the summoning, but takes a while to do so.
- 98 A thick fog accompanies the summoner and never quite leaves.
- 99 Two demons are summoned—one lesser, one greater—but the summoner can contain only one of them. The other is unleashed upon the world.
- 100 When the summoning is over, the summoner is standing in some distant location, 1d6 days before the summoning began.

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the end.