

Gregorius21778:

30 Unique Senses

for Post-Apocalyptic Science Fantasy OSR RPG

Version 1.0; written by Kai Pütz



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About this supplement:

The entry for the "Unique Sense" mutation on p. 26 of the Mutant Future(tm) core rules says (among other things) that *"The player and Mutant Lord may devise an appropriate sense, and what its range will be."* Well, I might not be *your* Mutant Lord (aka "Game Master"), but I am a GM and kinda good at fleshing out details. So, I hereby present to you a collection of unique senses for your RPG characters, all written for and compatible with Mutant Future(tm).

Enjoy!

A word about the rules...

To avoid creating “adventure breakers” (i.e. a mutant power that is a fail-safe way of uncovering a secret that is the main plot device an adventure, and will thereby ruin the plot), most of the senses have only succeed (or: do fail) on a given result of a d6. The GM is encouraged to always make such rolls in secret, bot to keep up the tension and in order to save the game (if it needs to be saved). Some of the senses may not be overly useful (or much too useful) in a given game world, thereby I did not offer a random table to determine a sense. As the core rules already stated, the GM should sit down with the player to determine the sense. This supplement only offers suggestion (and hopefully, inspiration) to the GM.

01# Airborne Poisons/Toxins

The mutant is sensible in regard to the air he or she breathes and will note any dangerous concentration of poisons or toxins within one round. The character is not able to identify the exact hazard, unless he or she has encountered it already in the past.

02# Alignment

After the character has made himself familiar with another character for at least one turn, the mutant may learn the true alignment of the NPC. The GM rolls a d6 in secret. On a result of 1-5, the PC was able to determine the true alignment of the NPC, otherwise the GM may tell the player a lie.

03# Blood

The smell of blood stings out to the mutant like nothing else. If there are blood splatters in a room, the character will note them even if they are small, and any attempts to track a wounded beast or person will only fail under very adverse conditions. The only exception old blood traces:

1 day old	may find/follow the trace on 1-5 on a d6
2 days old	may find/follow the trace on a 1-3 on a d6
3 days old	may find/follow the trace on a 1 on a d6

04# Blood Relation

The mutant does not know why, but he or she is able to tell if two persons or beasts are closely related to another after three rounds. The character is only able to identify close relations (up to two generations), and there is a slim chance of failure (a result of 1 on a d6).

05# Cadavers

Out in the open, the character is able to locate a rather fresh cadaver (a couple of days old) from up to 200 yards away. Inside an enclosed environment, the mutant is only able to smell dead bodies up to two rooms away (and only as long as those rooms are not airtight).

06# Edible Food

In order to learn if a food source is edible or dangerous, the mutant just needs to touch it with the tip of his or her tongue. As a result, the character cannot be poisoned through food or drink.

07# Electric Fields

Field Strength Table

Power Cell	1
Power Pack	2
Power Clip	3
Power Beltpack	4
Power Backpack; Radioactive Battery	5
Minifusion Cell	6
Plutonium Clip	7

The presence of an electromagnetic field within 10 feet raises the mutants hackles, and aside from a few exceptions all technical devices and active power lines produce such a field. If there is no other active technical device around, the character will note a new source in range automatically. If there already are electromagnetic fields around the mutant (e.g. from the ready energy weapon of a comrade or from a robotic character), the new source will be noted automatically if it is stronger than the others (based on the energy source). If a new electromagnetic field is equal in strength to a present one, there is an X out of 6 chance that the mutant will not note the new source, where X is the number of already present, active energy sources of the same strength. The character may re-roll such a test after one turn on turn of concentration (counts as a *Search* test).

08# Explosives & Ammo

To the mutant explosives and conventional ammunition (that uses a chemical reaction to accelerate a projectile) have distinctive smell. While the character does not automatically note that "aroma", he or she will find such items automatically during a *Search* test (no roll needed).

09# Ferrous Metal

The mutant is able to sense larger amounts of ferrous metal within 20 feet. A ferrous object has a "X out of 6" chance of being automatically noted by character, where "X" is equal to the weight of the object in pounds. The GM may rule that certain alloys are harder to detect due to a lower amount of ferrous metal in them (d8, d10 or d20 instead of d6).

10# Instability

The mutant is highly sensitivity for micro-vibrations, and thereby able determine if the ground he or she steps onto is stable or not. At first, the character will only recognize that the ground is "unstable", but not to which degree. The mutant may learn the latter after one turn of concentration (counts as a *Search* test), and the GM should then reveal to the player what the chances are that the ground (or structure) will collapse. While this power allows the character to identify primitive pit traps in the wilds, it will not help him or her in regard to ultra-modern pit-traps (where the ground is stable until something triggers the trap and everything gives).

11# Intelligence

It takes the mutant not more than 2d6 rounds of observation or interaction to determine the Intelligence of being that is within 10 feet of him or her. This power does not work against computers, robots or other forms of artificial intelligence.

12# Lies

The instincts of the mutants are sharp, and when any other character tells the mutant a lie he or she will note that on 1-4 on a d6. The mutant will not be able to say what the truth is, and he or she will not sense an "omission" either. This power does not work against computers, robots or other forms of artificial intelligence.

13# Mental Powers

The (latent) psychic abilities of the mutant allow him or her to notice any active use of a Mental Mutation within 20 feet immediately, as long as either the user or the target is within range. The character is only able to tell that a power is used, but not who the user or the target is, or what exact power is used.

14# Moral

Gauging the guts or ferocity of another being takes the mutant nothing more than a glance and a moment, as he or she *feels* it. The character may determine the current Moral of any other being (or homogeneous group) within 20 feet after 1d4 rounds. In case of a group that is not homogeneous, the mutant will have to seize each "type" of being after the other. This only works on living beings, robots and other "un-living things" will automatically be taken for a "Moral:10 creature" by the character.

15# Mutant Plant

The mutant is able to identify a Plant Mutant on sight (1-3 on a d6 in case of a casual glance, or automatically when the character studies the plant in question for 2d6 rounds). "Plant Mutant" refers to any plant-being with an intellect at least on par with that of an animal. It will not help to identify plants that are "just" radioactive or poisonous.

16# Mutation Type

After 1d6 rounds the mutant is able to tell if another mutant with 10 feet is a "stable mutation" (and thereby, part of a new breed or race) or a "unique mutation". Of course, there is a slight margin of failure (1 on a d6). This power is mainly useful to determine if there is chance to run into more creatures of a given type in the local area.

17# Direction

The mutant always knows where "North" is, and will never lose direction.

18# Numbers & Amounts

The brain of the mutant has an uncanny ability to count and to determine amounts. The character may determine the number of coins in a stash, rats in a swarm or people in a crowd. Depending on the exact numbers, this either happens immediately or after up to 3d6 rounds (determined by the GM). This ability does have limits, and the mutant is not able to count the sand grains on a beach.

19# Pheromones

The character's senses are attuned to pheromones, and if the air within 10 feet around mutant contains a concentration that is high enough to trigger a certain game effect, the mutant will know it immediately and will be able to name the effect.

20# Prey

On the hunt, the character develops the keen senses of a predator in regard to the traces of prey animals, and may thereby re-roll any check for hunting once (see p. 38).

21# Radiation

The mutant's organs have developed a sensibility for strong radiation. As soon as the character enters the effective range of a radiation source (i.e. where a Saving Throw would be called for), he or she will note the presence with a chance of X, where X is equal to the *Radiation Class*. The die used for the check is determined by the interval of the Saving Throws.

Every round	to quick to be noted in time (see below)
Every turn	1d4
Every hour	1d6
Other:	1d8

If the initial test is failed, the mutant will automatically note the radiation as soon as the first *Saving Throw* becomes necessary (even if it is passed by the character).

22# Radio Signals

The mutant will know when he or she is in the range of an active radio signal. The character will not be able to "hear" the transmission and will not know the exact location of the signal source, but after 2d6 rounds of concentration the mutant is able to tell if the signal has become stronger or weaker than before (if it is still there).

23# Remaining Energy

When the mutant touches a source of stored energy (e.g. an energy cell) with his or her bare hands (or paws/tentacles/whatever), the character is able to tell how much energy is left in it. In order to do so, the character must know a reference (e.g. must have held another half empty or full energy cell before).

24# Ruins

The mutant is able sense ruins of the ancestors in the wider area. This might be due to a "racial memory", a sixth sense or a mental sensibility for the psychic imprints of such places. The more people used to inhabit the place, the easier it is to sense: the ruins of a city may be located from literally miles, a building complex from about 500 yards away and a small outpost can only be detected by the character when he or she is already close by (e.g. 100 yards).

25# Sickness

Sick people (and beasts) smell *wrong* to the mutant. After 1d6 turns, the character will know whenever another living being within 10 feet is ill. If the character has encountered the disease in question before, he or she will even be able to name it.

26# Strength

The mutant has supernatural senses that allow him or her to gauge the vitality of other beings. As a game effect, the character will know the exact remaining hit points of any being within 20 feet after 1d6 rounds, as well as the hit dice.

27# Synthetics / Replicants

Artificial life may disguise itself as natural life by any means, but the mutant will feel or smell the difference most of the time.. After 1d6 turns the character is able to identify a synthetic robot or replicant as such on a result of 1-4 on a d6.

28# Territory (Beasts)

The mutant's sense of smell is accustomed to the scent of the markings that wild animals and mutant beasts leave to claim their territory. Whenever the character enters a new area, the GM may tell the player what kind of beasts and creatures are likely to be encountered therein. But not all beasts mark their territory with their scent, and the mutant is not able to identify a beasts or monsters he or she has never met before (GM's choice).

29# Time

The character has an uncanny grasp on the passing of time, and may always tell what hour of the day it is or how much time has passed, even after the character has lost consciousness.

30# Weather Changes

The mutant will feel all but the most minor of weather changes 1d6 turns before they happen. Depending on the mutation, this may be a hunch or instinct, or a slight pain in the deformed bones. Any kind of dangerous weather change will be identified by the character as such ("*...something -bad- is brewing up....*") on a result of 1-4 (d6).

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