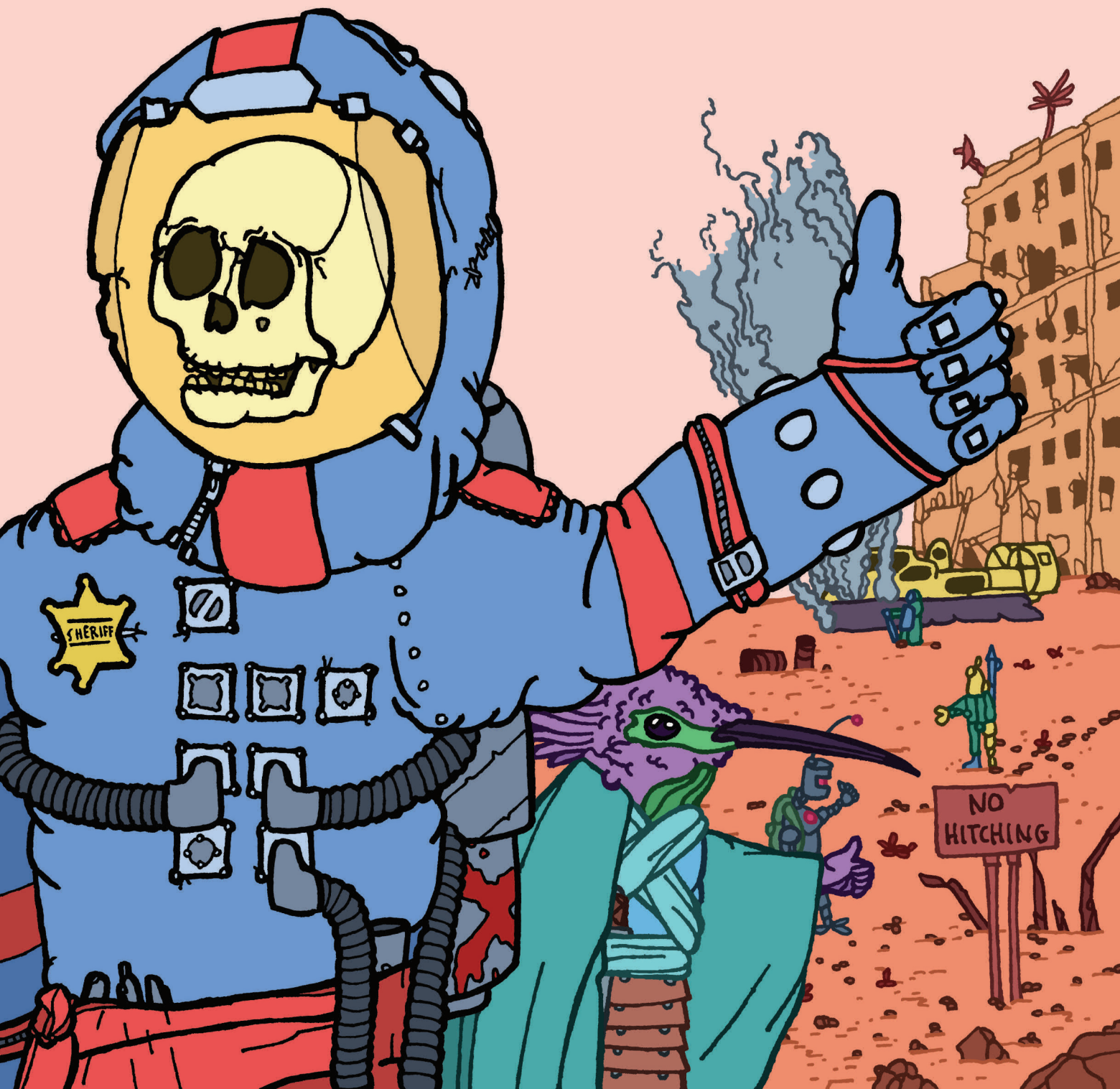


ADVANCED MUTANT COMPANION

REVISED & EXPANDED





ADVANCED MUTANT COMPANION: **REVISED AND EXPANDED**

by A. Hagen

TABLE OF CONTENTS

Introduction	2
Races	3
Backgrounds	7
Feats	9
Advancement	13
Equipment	14
Random Artifact Generator	16
Mutations	20
Physical Mutations: Beneficial	23
Physical Mutations: Drawback	28
Mental Mutations: Beneficial	31
Mental Mutations: Drawback	36
Plant Mutations: Beneficial	38
Plant Mutations: Drawback	39
Open Game License	40

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This is version 1 of the Advanced Mutant Companion: Revised & Expanded.

SECTION 1: INTRODUCTION

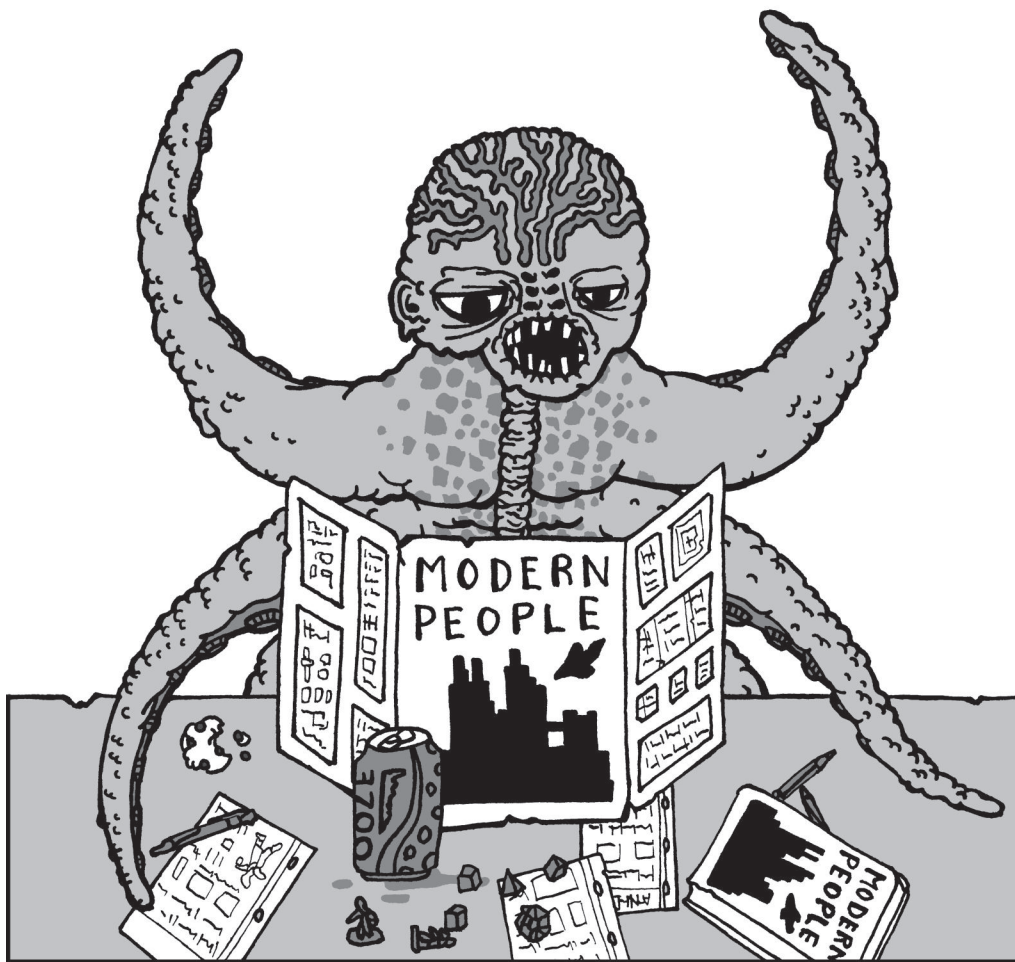
Hello mutants! *Mutant Future* is, of course, a great game. Nonetheless, after running several campaigns and generating dozens of characters, I wanted some more variety and complexity in the game's character generation and advancement systems. I created this book of optional rules to allow players to play a greater range of characters and to keep *Mutant Future* engaging long-term.

The *Advanced Mutant Companion* includes new races, mutations, and equipment, as well as a skill system and more detailed rules for character advancement. Any of

these things can be used individually or all together. I've run several *Mutant Future* campaigns using every rule in this book. They work great and add lots of variety with a minimum of extra complexity.

I would love to hear about your experiences with the *Advanced Mutant Companion*. Drop me a line and let's chat about it!

A. Hagen
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SECTION 2: RACES

NEW RACES

Alien

Hit Dice: 1d6 per point of CON

Mutations: 2d4 plant/physical/mental

Aliens are extraterrestrial or extradimensional beings with vastly varying physiologies. Their mutations are not actual mutations but instead represent the inherent features of their alien anatomies.

Alien characters roll 1d6 for each mutation. 1-2 is a plant mutation; 2-4 is a physical mutation; 5-6 is a mental mutation. In this way, aliens may have a combination of plant, physical, and mental mutations.

Brainiac

Hit Dice: 1d6 per point of CON

Mutations: 1 physical drawback, 2d4 mental

Brainiacs are mutant humans with enhanced mental faculties. While they tend to be physically feeble, they have developed powerful mental mutations to accommodate.

To determine their 1 physical drawback, brainiac characters must roll on the physical mutation table, rerolling until the result is a drawback. If the brainiac develops further mutations (i.e. by exposure to radiation), these are equally likely to be physical or mental. A brainiac's CON cannot be higher than 12 at character creation.

Mutant Cyborg

Hit Dice: 1d8 per point of CON

Mutations: 1 mental drawback, 2d4 physical

Mutant cyborgs are mutated humans or animals enhanced by cybernetic implants. Their mutations represent a combination of actual genetic mutations as well as the features of their various implants. Cybernetic surgery is



highly traumatic and typically causes mental aberrations in the recipient.

To determine their 1 mental drawback, mutant cyborg characters must roll on the mental mutation table, rerolling until the result is a drawback. If the mutant cyborg develops further mutations (i.e. by exposure to radiation), these are equally likely to be physical or mental.

In order to balance them with other races, mutant cyborgs have 1d8 hit dice. When rolling randomly for mutations, physical drawback mutations are more common than mental drawback mutations. As a result, mutant cyborgs are more likely to have drawbacks. Having more hit points compensates for this.

Pure Cyborgs

Hit Dice: 1d8 per point of CON

Mutations: 1 mental drawback, 3 physical beneficial (selected by player)

Pure cyborgs are pure humans enhanced by cybernetic implants. Their mutations are not actual mutations, but instead represent the features of their various implants. Cybernetic surgery is highly traumatic and typically causes mental aberrations in the recipient.

To determine their 1 mental drawback, pure cyborg characters must roll on the mental mutation table, rerolling until the result is a drawback. Similar to pure humans, pure cyborgs may take damage from radiation like any other character, but never mutate as a result of radiation exposure.

In order to balance them against androids, pure cyborgs have 1d8 hit dice. Androids do not have drawback mutations and also get 50 hit points regardless of their CON. Giving pure cyborgs more hit points helps compensate for their disadvantages compared to androids.

Irradiated

Hit Dice: 1d6 per point of CON

Mutations: 1d4 physical, 1d4 mental, bonus mutation: *Unique Sense (Radiation)*

The irradiated are humans whose metabolism has been radically altered by a near fatal dose of radiation. As a result, they depend on radiation for survival and are immune to its harmful effects.

The irradiated do not heal from rest, medicine, or mutations. If they gain a mutation that allows them to recover hit points or affects their natural healing rate (i.e. *Regenerative Capability*, *Natural Vampiric Weapon*, or *Acute Hyper Healing*), they must reroll that mutation.

Irradiated recover hit points only by exposure to radiation. Each time the irradiated is exposed to radiation, they take no damage and heal a number of hit points equal to the radiation class level. For instance, an *Optic Emissions* attack that would typically cause class 4 radiation damage instead heals the irradiated 4 hit points. Background radiation heals the irradiated a number of hit points per day equal to the radiation class level. For instance, in an area with class 2 background radiation, they would heal 2 hit points per day.

The irradiated can detect concentrations of radiation. All irradiated gain the mutation *Unique Sense (Radiation)* as a bonus. They can sense radiation fields 1 mile or larger in diameter at a distance of up to 10 miles.

Homo Erectus

Hit Dice: 1d8 per point of CON

Mutations: none

Homo erectus are the rugged, prehuman ancestors of pure humans. They have small brains and are simple people. Although they can speak and understand language, their vocabularies are small. They live together in primitive, tribal communities as hunters and gatherers.



Homo erectus are tough, physical people and gain +3 to STR, DEX, and CON. Although STR and DEX may go up to 21, CON is limited to 18 at character creation. Homo erectus lose -3 to their INT, and this ability cannot be higher than 12 at character creation. Although homo erectus start without any mutations, they may gain mutations from exposure to radiation or by the optional feats in this book.

Mutant Insect

Hit Dice: 1d6 per point of CON

Mutations: 1 physical, 1 mental, 1d4 special (see table)

Mutant insects are insects whose genetic makeup has been altered by radiation. Player character mutant

insects are assumed to be human-sized and have human level intelligence. They are also assumed to have hand-like manipulators and be capable of speech.

Mutant insects receive 2 random mutations (1 physical and 1 mental) plus 1d4 special mutations from the list below. The mutations on this list represent the insect's basic characteristics. For instance, a mutant caterpillar might have *Metamorph* or a mutant hissing cockroach might have *Shriek*. These special mutations are determined randomly.

Mutant insects have so few mutations because they are partially radiation resistant. They are affected by radiation as if it is 1 class level lower than its rating (minimum of class 1).

Special Insect Mutations

Roll 1d12 (or 1d20 to include new mutations).

[MF] *Mutant Future* core rules

[AC] *Advanced Mutant Companion*

- 1 Aberrant Form – physical [MF]
- 2 Chameleon Epidermis – physical [MF]
- 3 Complete Wing Development – physical [MF]
- 4 Metamorph – physical [MF]
- 5 Natural Armor – physical [MF]
- 6 Parasitic Control – physical [MF]
- 7 Quickness – physical [MF]
- 8 Shriek – physical [MF]
- 9 Spiny Growth – physical [MF]
- 10 Toxic Weapon – physical [MF]
- 11 Metaconcert – mental [MF]
- 12 Neural Telepathy – mental [MF]
- 13 Adhesive Touch – physical [AC]
- 14 Burrower – physical [AC]
- 15 Inanimate Mimicry – physical [AC]
- 16 Natural Vampiric Weapon – physical [AC]
- 17 Silk Production – physical [AC]
- 18 Hive Mind – mental [AC]
- 19 Sense Spy – mental [AC]
- 20 Trauma Feedback – mental [AC]

REVISED RACES

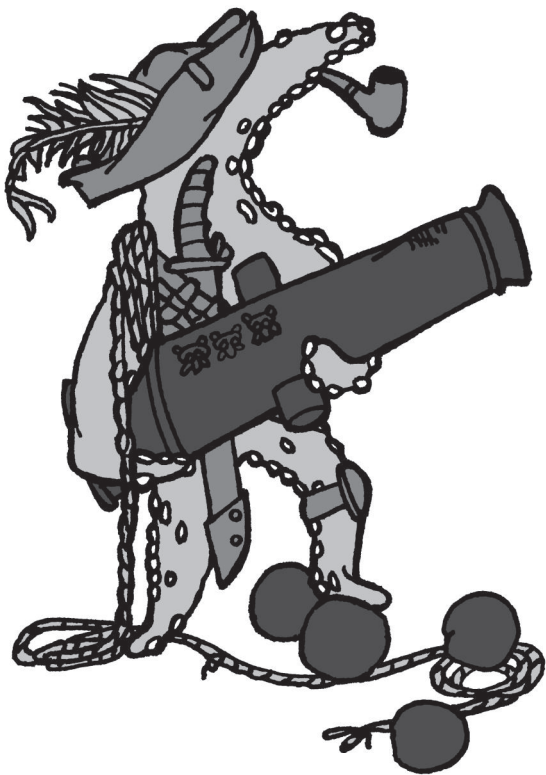
Mutant Animal

Hit Dice: 1d6 per point of CON

Mutations: 1d3 physical, 1d3 mental, 1 special (see table)

In addition to random mutations, mutant animals receive a special physical mutation from the adjacent list. The mutations on this list represent one of the animal's basic characteristics. For instance, a mutant bird might have *Complete Wing Development*, or a mutant turtle might have *Natural Armor*. The player may roll randomly or choose this special mutation at the Mutant Lord's discretion.

Unlike the mutant animals in the *Mutant Future* core rules, mutant animal characters created with these revised rules do not gain a natural weapon. However, the *Aberrant Form: Natural Weapon* mutation could be selected from the list.



Special Animal Mutations

Roll 1d12 (or 1d20 to include new mutations).

[MF] *Mutant Future* core rules

[AC] *Advanced Mutant Companion*

- 1 Aberrant Form – physical [MF]
- 2 Chameleon Epidermis – physical [MF]
- 3 Complete Wing Development – physical [MF]
- 4 Dermal Poison Slime – physical [MF]
- 5 Echolocation – physical [MF]
- 6 Increased Balance – physical [MF]
- 7 Increased Sense – physical [MF]
- 8 Natural Armor – physical [MF]
- 9 Night Vision – physical [MF]
- 10 Prehensile Tail – physical [MF]
- 11 Regenerative Capability – physical [MF]
- 12 Spiny Growth – physical [MF]
- 13 Adhesive Touch – physical [AC]
- 14 Amphibious – physical [AC]
- 15 Burrower – physical [AC]
- 16 Death Trance – physical [AC]
- 17 Enhanced Vocal Apparatus – physical [AC]
- 18 Inanimate Mimicry – physical [AC]
- 19 Marsupialism – physical [AC]
- 20 Natural Vampiric Weapon – physical [AC]

Pure Human

In addition to the features outlined in the *Mutant Future* core rules, pure human characters receive 1d3 technological artifacts at character creation. These represent the character's legacy from their technologically advanced ancestors. The artifacts may be chosen by the Mutant Lord or determined using the random technological artifact table in the *Mutant Future* core rules.

SECTION 3: BACKGROUNDS

Backgrounds represent various skills a character has developed in their lifetime. Each background indicates an occupation or lifestyle the character once had or currently has. Sample backgrounds are listed below, but the list is far from inclusive. With the Mutant Lord's approval, players are encouraged to devise backgrounds appropriate to their characters and the setting.

At 1st level, characters have 2 background points. They gain 1 additional background point for every even level earned (2, 4, 6, 8, etc.). The character may have as many backgrounds as desired, but no background may have less than 1 point or more than 3.

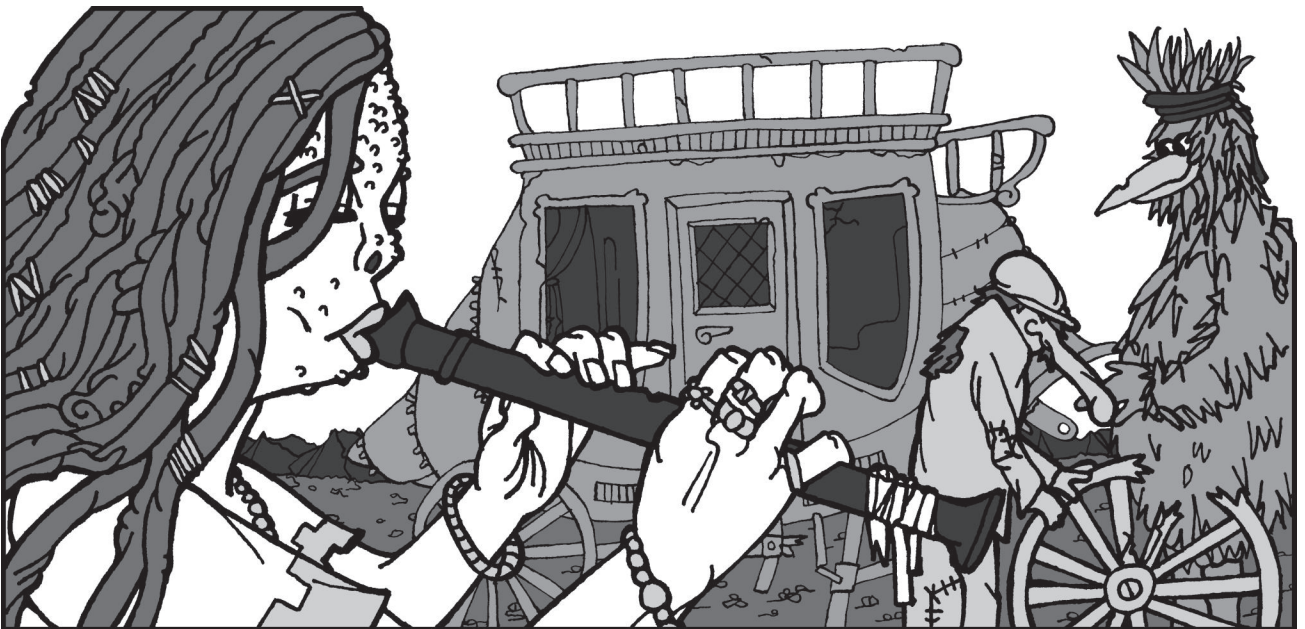
For instance, a 1st level character might have the following backgrounds: farmer 1, miner 1. The same character at 6th level might have these backgrounds: farmer 3, miner 1, linguist 1.

USING BACKGROUNDS

Backgrounds apply modifiers to ability checks. A character with a 2 point "farmer" background receives +2 to their INT during an INT ability check to identify an agricultural parasite. If the character had 12 INT, they would need to roll 14 or under to succeed on the INT ability check (assuming the Mutant Lord assigns no other modifiers).

In another example, a character with a 1 point "miner" background receives +1 to their STR ability check to tunnel through rock with a shovel. If the character has 14 STR, they would need to roll 15 or under to succeed on the STR ability check.

When a character is required to roll an ability check, the player may suggest which (if any) of the character's backgrounds might apply. Only one background may be used per ability check. Whether a background is relevant to the current ability check is at the discretion of the Mutant Lord.



SAMPLE BACKGROUNDS

These 100 sample backgrounds demonstrate the vast scope of backgrounds available. This list is not intended to be inclusive, nor is it necessary for players to determine their characters' backgrounds randomly.

Sample Backgrounds

1 Acrobat	26 Con Artist	51 Innkeeper	76 Prophet
2 Actor	27 Cook	52 Inventor	77 Psychiatrist
3 Animal Trainer	28 Courier	53 Junkie	78 Ranger
4 Architect	29 Courtesan	54 Judge	79 Sage
5 Archaeologist	30 Cowboy	55 Knight	80 Scout
6 Assassin	31 Detective	56 Lawyer	81 Scribe
7 Astronaut	32 Diver	57 Librarian	82 Sculptor
8 Barbarian	33 Doctor	58 Linguist	83 Shepherd
9 Bard	34 Explorer	59 Lumberjack	84 Slave
10 Baseball Player	35 Equestrian	60 Mathematician	85 Smuggler
11 Beggar	36 Farmer	61 Mechanic	86 Soldier
12 Bureaucrat	37 Fisher	62 Merchant	87 Spelunker
13 Butler	38 Factory Worker	63 Miner	88 Spy
14 Beautician	39 Fortune Teller	64 Monarch	89 Stonemason
15 Black Marketeer	40 Fugitive	65 Noble	90 Tailor
16 Blacksmith	41 Gambler	66 Ninja	91 Teacher
17 Bounty Hunter	42 Gang Boss	67 Pack Animal	92 Test Subject
18 Caravan Leader	43 Gladiator	68 Painter	93 Thief
19 Carpenter	44 Guard	69 Parent	94 Tour Guide
20 Cartographer	45 Guerilla	70 Physicist	95 Tourist
21 Celebrity	46 Herbalist	71 Pilot	96 Undertaker
22 Chemist	47 Highwayman	72 Pirate	97 Vagabond
23 Chess Master	48 Historian	73 Police Officer	98 Warlord
24 Clown	49 House Pet	74 Playboy	99 Wrestler
25 Comedian	50 Hunter	75 Priest	100 Writer

SECTION 4: FEATS

Feats are special skills that provide assorted benefits to characters. At each odd level (1, 3, 5, 7, etc.), the character gains a feat chosen by their player. A feat may not be taken more than once unless the feat's description states otherwise. The feats are divided into categories for ease of reference.

COMBAT FEATS

Defender

The character's armor class is lowered by 1.

Superior Attack

When this feat is taken, the player chooses melee attacks, ranged attacks, or mental attacks. The character gains +1 damage with attacks of that type. This feat may be taken multiple times for cumulative +1 bonuses or to select a different type of attack.

SURVIVAL FEATS

Aptitude

Once per day, the character may reroll an ability check they have failed.

Resistance

Once per day, the character may reroll a saving throw they have failed.

Secret Tongue

The character has developed their own language. The language may be spoken, written, signed, or all three. They may teach this language to other intelligent creatures with 48 hours of instruction.



Survivor

Once per week, if the character is reduced to 0 or less hit points by an attack, they may make a save versus death. If successful, they instead survive with 1 hit point and remain conscious and standing.

MUTATION FEATS

Bonus Mutation

The character gains a mutation. The mutation is determined randomly from the mutations available to the character's race. The mutation may be a drawback. If the mutation is one that the character already has, the result is rerolled. This feat may be taken multiple times. It cannot be taken by pure humans, androids, or pure cyborgs.

Cure Mutation

The character loses a mutation chosen by the player. This feat may be taken multiple times, but cannot be taken at 1st level.

Radical Mutation

The character loses all of their current mutations and gains new random mutations. These mutations are determined using the same random method used during character creation. For instance, a mutant human would gain 1d4 physical and 1d4 mental mutations. The effect of any previous *Bonus Mutation* feats is lost. This feat cannot be taken by pure humans, androids, mutant cyborgs, or pure cyborgs. It may be taken multiple times, but cannot be taken at 1st level.

PRESTIGE FEATS

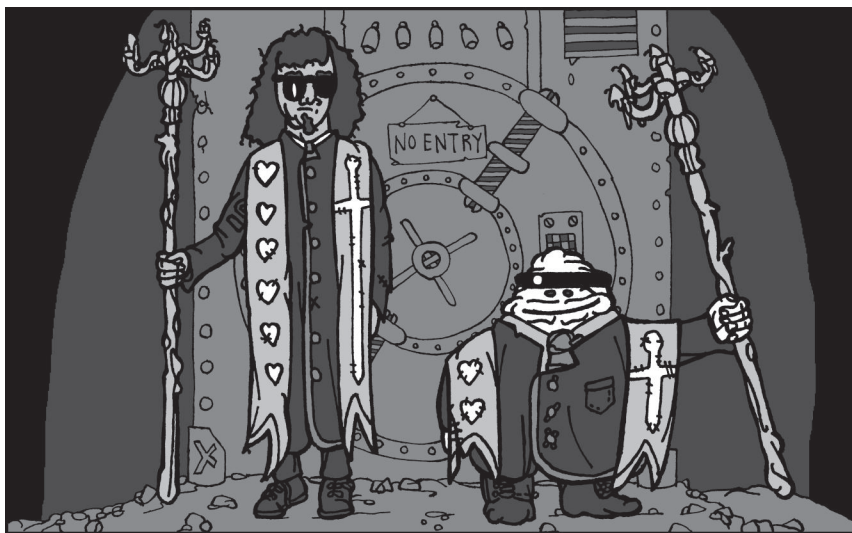
Guild

The character belongs to a powerful guild, secret society, or other organization. They can access this guild in most towns and cities. The benefits of the guild are dependent on the character's skills and background and are ultimately at the discretion of the Mutant Lord. Possible benefits include the following:

Discounts: The character may gain a discount on purchasing weapons, armor, and equipment relevant to the character's skills and background. They might also be able to hire retainers, mercenaries, and specialists at a discounted rate. This discount ranges between 10% and 20%.

Information: The character may find valuable information and opportunities for adventure. This could include intriguing rumors, mercenary jobs, or treasure maps.

Rarities: The character may be able to purchase rare and unusual goods. These could include technological artifacts or exotic beasts.



Pet

The character gains a pet. The pet is a creature of animal intelligence that is trained to obey the character. The exact nature of this pet is the decision of the Mutant Lord. The pet cannot have hit dice that exceed the character's level. This feat may be taken multiple times. For instance, if the character took the feat at 1st, 3rd, and 5th level, they could have a 1 hit dice pet, a 3 hit dice pet, and a 5 hit dice pet. Each pet counts as a retainer for the purpose of determining the maximum number of retainers allowed by the character's CHA.

Renown

The character's name and deeds are known across the land. At the Mutant Lord's discretion, any NPC encountered will recognize the character and know their exploits. The effect of this varies based on the alignment of the character and the NPC, but it might cause a -2 or +2 reaction adjustment. This feat cannot be taken at 1st level.

Retinue

The character gains a retinue of retainers. The number of retainers is equal to the maximum number allowed by the character's CHA. If the character gains CHA after taking this feat, they also gain additional retainers.

Each retainer has experience points equal to 50% of the character's total experience. Per the *Mutant Future* core rules, these retainers grow in experience but suffer a 50% experience penalty. The nature and goals of these retainers are the decision of the Mutant Lord.

If any retainers are lost or killed, they can be replaced for free at an appropriately large community. These new retainers have the same total experience as the old ones. This feat cannot be taken at 1st level.

RESOURCE FEATS

Artifact

The character gains a technological artifact chosen by the Mutant Lord or determined using the random technological artifact table in the *Mutant Future* core rules. This feat may be taken multiple times.

Cybernetic Implant

The character gains a physical or mental mutation chosen by the player. This mutation is not an actual mutation but instead represents the features of a cybernetic implant. The mutation must be approved by the Mutant Lord.

Cybernetic surgery always has a negative side effect. Along with the implant, the character also gains a randomly determined physical or mental drawback mutation. If the random drawback is one that the character already has, it is rolled again. This feat may be taken multiple times.

Holding

The character gains a piece of land containing a house, bunker, fortress, town, or other abode. This holding is populated by level 0 followers who treat the character as their leader. They are equal in quantity to the character's level x 50. For instance, a 3rd level character would have 150 followers. As the character gains levels, the number of followers will grow also. The nature of the holding and followers is the decision of the Mutant Lord. This feat cannot be taken at 1st level.

Income

The character has a business or investment that produces regular income. Every week, the character earns $3d8 \times \text{their level}^2$ (squared) in gold pieces. For instance, a 3rd level character would earn $3d8 \times 9$ gold, while a 5th level character would earn $3d8 \times 25$ gold.

DRAMATIC FEATS

Dying Action

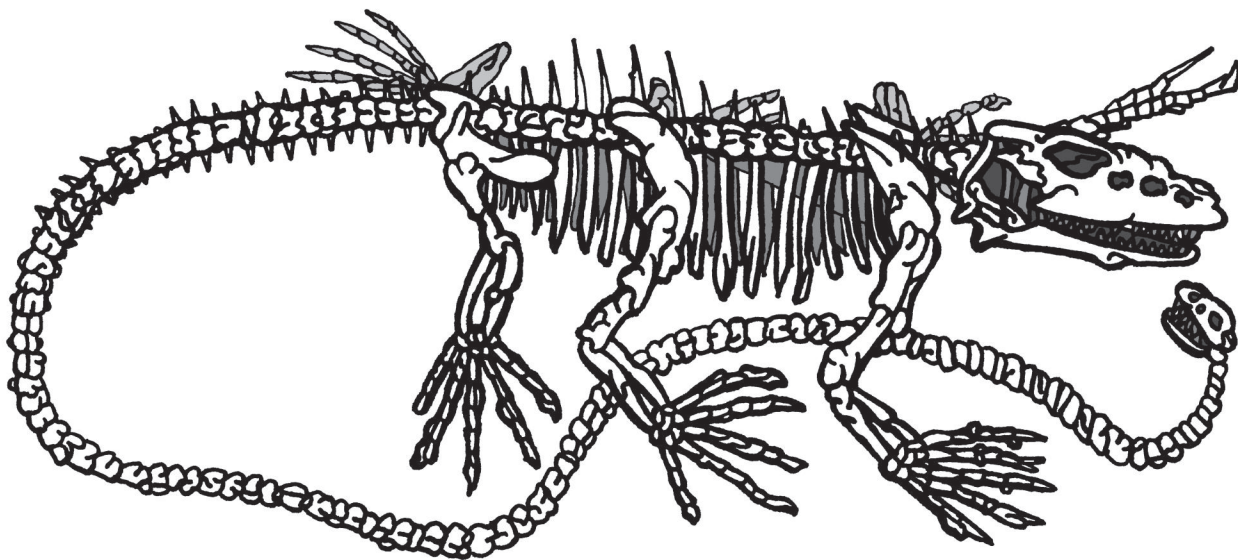
This feat can only be used when the character dies. Just before they are killed, the character can take one dying action. This action happens immediately, regardless of initiative in combat. It is always successful (unless success is impossible) and no attack roll or ability check is required. This action cannot prevent this character's death.

Epic Success

This feat can be used only once in a character's life. When this character fails an attack roll, ability check, or saving throw, they may use this feat to succeed instead (unless success is impossible). This feat can ensure success in a crucial task, but afterward, the feat cannot be used again by this character.

Fateful Blow

This feat can be used only once in a character's life. It may be used after the character has succeeded on an attack roll but before damage has been rolled. The character's attack instantly kills its target regardless of the creature's remaining hit points. Afterward, this feat cannot be used again by this character.



SECTION 5: ADVANCEMENT

The chart below details the growth of feats and background points per level. The left table represents the suggested number of feats. Using this table, the character receives a reward every level and is more powerful. The right table is an alternate system with fewer feats awarded.

More Feats Every Other Level		Less Feats Every Third Level	
Level	Reward	Level	Reward
1	1 feat, 2 background points	1	1 feat, 2 background points
2	1 background point	2	1 background point
3	1 feat	3	1 feat
4	1 background point	4	1 background point
5	1 feat	5	—
6	1 background point	6	1 feat, 1 background point
7	1 feat	7	—
8	1 background point	8	1 background point
8	1 feat	8	1 feat
10	1 background point	10	1 background point
11	1 feat	11	—
12	1 background point	12	1 feat, 1 background point

EXPERIENCE LEVEL BONUSES

The table below is meant to replace the experience level bonuses table from the *Mutant Future* core rules. This version allows the player to sometimes choose a bonus for their character if they roll high enough.

* This bonus only applies to hand melee weapons. Any kind of gun, explosive, etc. does not apply.
** Note that basic androids and synthetics may only increase INT, WIL, and CHA. Those characters reroll this result.
*** The player chooses which of these abilities to increase.

Roll 1d100			
01-10	+1 melee damage*	51-60	+1 INT
11-20	+1 attack per round	61-70	+1 WIL
21-30	+1 STR**	71-80	+1 CHA
31-40	+1 DEX**	81-90	+1 STR, DEX, or CON**/**
41-50	+1 CON**	91-00	+1 INT, WIL, or CHA***

SECTION 6: EQUIPMENT

SUPERIOR EQUIPMENT

These optional equipment rules enable characters to purchase better weapons, armor, and gear. The availability of this high quality equipment is at the discretion of the Mutant Lord.

Superior Quality Weapons

Superior quality weapons cost 10x the weapon's base price and inflict +1 damage. For instance, a normal flail costs 3 gold and causes 1d6 damage, while a superior quality flail costs 30 gold and causes 1d6+1 damage.

Weapons that use ammunition (i.e. bows, slings, etc.) can also be superior quality. However, their ammunition cannot be. The extra damage from the weapon is added to the damage from the ammunition.

Master Quality Weapons

Master quality weapons cost 100x the weapon's base price and inflict +2 damage.

Superior Quality Armor

Superior quality armor costs 10x the armor's base price. Although its armor class is unchanged, superior quality armor is indestructible.

Superior Quality Gear

Superior quality gear costs 10x the item's base price. Superior quality gear is indestructible.



ADVENTURING GEAR

On the following page is an expansive list of common adventuring items available in many general stores. This includes all of the adventuring gear in the *Mutant Future* core rules plus many additions.

Advanced Mutant Companion

Equipment

Item	Price	Weight	Item	Price	Weight
Alcohol, antiseptic (1 pint flask)	3 gp	½ lb.	Music box (plays 1 song)	25 gp	½ lb.
Backpack (empty, holds 40 lb.)	2 gp	2 lb.	Muzzle and blinders, animal	3 sp	½ lb.
Bandages (12)	3 cp	½ lb.	Needle and thread (150 ft.)	3 sp	—
Bedroll	1 sp	5 lb.	Net (10 ft. diameter)	10 gp	10 lb.
Black powder (1 oz.)	1 gp	—	Oil (1 pint flask)	1 sp	1 lb.
Blanket, winter	5 sp	3 lb.	Paint (1 pint jar)	1 sp	1 lb.
Block and tackle	5 gp	5 lb.	Paper (sheet)	4 sp	—
Book (empty, 200 pages)	20 gp	3 lb.	Parchment (sheet)	2 sp	—
Boots, spiked climbing (pair)	10 gp	8 lb.	Perfume, common (1 oz. vial)	10 gp	—
Bottle, glass (empty, 2 pints)	2 gp	—	Perfume, fine (1 oz. vial)	30 gp	—
Branding iron, generic	2 gp	3 lb.	Pick, miner's	3 gp	10 lb.
Branding iron, personalized	20 gp	3 lb.	Pipe, smoking	3 sp	—
Candles (10)	10 cp	—	Pole, wooden (10 ft. long)	2 sp	8 lb.
Cards, dice, or board game	1 gp	1 lb.	Rations, unpreserved (day)	2 sp	1 lb.
Case, map or scroll	1 gp	½ lb.	Rations, trail, preserved (day)	5 sp	1 lb.
Chain (10 ft.)	30 gp	2 lb.	Razor, shaving	1 gp	½ lb.
Chalk (3 sticks)	1 sp	—	Ring, signet, generic	1 gp	—
Clothes, common	1 gp	5 lb.	Ring, signet, personalized	10 gp	—
Clothes, fine	30 gp	5 lb.	Rope, hemp (50 ft.)	1 gp	10 lb.
Compass or sextant	30 gp	1 lb.	Rope, silk (50 ft.)	10 gp	5 lb.
Crowbar	2 gp	5 lb.	Sack, large (empty, 60 lb.)	2 sp	½ lb.
Crutches (pair)	3 sp	8 lb.	Sack, small (empty, 20 lb.)	1 sp	½ lb.
Dentures, wooden	20 gp	—	Saddle	25 gp	25 lb.
Eye, glass	20 gp	—	Saddle bag (empty, 30 lb.)	1 sp	½ lb.
Fishing pole	2 gp	4 lb.	Saw	2 gp	3 lb.
Flask (empty, 1 pint)	3 cp	½ lb.	Scale (weighs objects up to 1 lb.)	15 gp	5 lb.
Flag or standard, generic	3 gp	12 lb.	Soap (bar)	1 gp	—
Flag or standard, personalized	30 gp	12 lb.	Spade or shovel	2 gp	8 lb.
Flint and steel	2 gp	—	Spectacles or monocle	10 gp	—
Goggles	3 gp	1 lb.	Spices, common (1 oz. vial)	1 cp	—
Grappling hook	1 gp	4 lb.	Spices, fine (1 oz. vial)	1 gp	—
Hairbrush	1 gp	½ lb.	Spikes, iron (12)	1 gp	8 lb.
Hammer	5 sp	2 lb.	Spyglass	15 gp	1 lb.
Holy symbol	10 gp	1 lb.	Skis and poles (pair)	10 gp	20 lb.
Hourglass or sundial	8 gp	3 lb.	Sled or toboggan	15 gp	25 lb.
Ink (1 oz. vial)	8 gp	—	Snorkel and flippers	5 gp	3 lb.
Quill pen	1 sp	—	Stakes, wooden (12)	3 sp	12 lb.
Ladder (10 ft. tall)	5 cp	30 lb.	Tent, large (fits 4 people)	15 gp	20 lb.
Lantern	9 gp	3 lb.	Tent, small (fits 2 people)	5 gp	10 lb.
Lock	20 gp	1 lb.	Toy or doll	3 sp	½ lb.
Magnet (holds 1 lb. of metal)	25 gp	½ lb.	Torches (8)	3 sp	8 lb.
Magnifying glass	10 gp	½ lb.	Umbrella	5 gp	2 lb.
Makeup kit	10 gp	½ lb.	Watch, pocket	50 gp	½ lb.
Manacles	15 gp	2 lb.	Waterskin or wineskin	1 gp	4 lb.
Map, local area	10 gp	—	Whistle	3 sp	—
Mirror, small steel	10 gp	½ lb.	Wine, common (2 pint bottle)	1 gp	½ lb.
Musical instrument	15 gp	5 lb.	Wine, fine (2 pint bottle)	5 gp	½ lb.

RANDOM ARTIFACT GENERATOR

The random artifact generator is designed to help the Mutant Lord quickly generate various artifacts from before the apocalypse. Using it requires some creativity, but this tool can inspire a limitless supply of interesting items to be found among the ruins.

To use the random artifact generator, the Mutant Lord rolls 1d20, 1d100, and 1d6 and refers to the tables on this page. The d20 determines the artifact's category, the d100 determines its size and value, and the d6 determines its condition. With these variables and some narrative context, the Mutant Lord decides what artifact the characters find. Further instructions for using these tables are found later in this section.

When interpreting the results of the generator, it is helpful to use the surrounding scenery as a starting point. For instance, if the characters are exploring a ruined mechanic's shop and the artifact's category is "chemical", the artifact might be a barrel of oil. If the category is "clothing", the artifact might be a welding mask. If the category is "information", the artifact might be an automobile maintenance guide. If the Mutant Lord is struggling to come up with ideas, they should ask the players for suggestions.

Category

The first step to generating a random artifact is to roll 1d20 to determine its category. An artifact's category broadly represents what sort of item it is. The 20 possible categories are described below. Many of them overlap. For instance, a portable CD player fits in both the audio visual and entertainment category. That is by design!

Art: The artifact is a work of art, decorative object, or art-making tool. Examples: painting, tapestry, ship in a bottle, fabric dye, pottery wheel

Antique: The artifact is an antique, collectible, or other object that would have been historic before the apocalypse. Examples: stamp collection, suit of samurai armor, tablet with runic writing, dinosaur skeleton, ancient printing press

Category

Roll 1d20

1 Art	11 Furnishing
2 Antique	12 Information
3 Audio Visual	13 Luxury
4 Chemical	14 Manufacturing
5 Clothing	15 Medical
6 Communication	16 Military
7 Construction	17 Raw Material
8 Food	18 Robotic
9 Electrical	19 Survival
10 Entertainment	20 Vehicle

Size and Value

Roll 1d100

1-15 Hand-sized or smaller, mostly useless
16-25 Hand-sized or smaller, occasionally useful
26-30 Hand-sized or smaller, regularly useful
31-45 Basketball-sized, mostly useless
46-55 Basketball-sized, occasionally useful
56-60 Basketball-sized, regularly useful
61-70 Dog-sized, mostly useless
71-77 Dog-sized, occasionally useful
78-80 Dog-sized, regularly useful
81-85 Human-sized, mostly useless
86-88 Human-sized, occasionally useful
89-90 Human-sized, regularly useful
91-95 Larger than a human, mostly useless
96-98 Larger than a human, occasionally useful
99-100 Larger than a human, regularly useful

Condition

Roll 1d6

1 broken
2-3 partially functioning
4-5 works well
6 unusual modification

Audio Visual: The artifact is a piece of audio visual equipment. Examples: television, camera, microphone, headphones, video projector

Chemical: The artifact is a chemical or chemical-handling tool. Examples: lubricant, chunk of ambergris, radioactive waste, fluid pump, acid-resistant gloves

Clothing: The artifact is meant to be worn. It might be practical or decorative. Examples: wet suit, bulletproof vest, color-changing wig, snowshoes, spectacles

Communication: The artifact is used for or related to electronic communication. Examples: telephone, megaphone, radio jammer, phone book, spool of network cable

Construction: The artifact is used for construction of buildings or infrastructure. Examples: hard hat, bag of cement, nails, acetylene torch, jackhammer

Food: The artifact is edible or used to prepare food. Examples: candy bar, microwave oven, food coloring, set of knives, instant coffee

Electrical: The artifact is used for generating, storing, or transporting electricity. Examples: battery charger, generator, AC extension cable, solar panel, voltage meter

Entertainment: The artifact is used for fun and entertainment. This broad category includes media such as books and recordings, as well as recreational gadgets. Examples: pinball machine, golf clubs, surfboard, chess set, record player

Furnishing: The artifact is a piece of furniture or any object used to decorate or accessorize a home. Examples: bathtub, mattress, massage chair, chandelier, lawn gnome

Information: The artifact contains some sort of data. The artifact itself is not as important as the information it contains. Examples: treasure map, computer programming book, pamphlet on edible fungi, blueprint of an air conditioner, diary

Luxury: The artifact is some sort of luxury good. Before the apocalypse, this object was very valuable, but now it is mostly impractical. Examples: perfume, jewelry, gold watch, cigar, designer purse

Manufacturing: The artifact is related to industrial manufacturing. This sort of object would be at home in a factory. Examples: welder, conveyor belt, rivet gun, shrink wrapping machine, fire extinguisher

Medical: The artifact is used to treat sickness or injury. Examples: aspirin, defibrillator, hypodermic needle, x-ray scanner, prosthetic limb

Military: The artifact is designed for use by the military. Examples: ammunition, camo fatigues, parachute, landmine, radar dish

Raw Materiel: The artifact is a mass of raw material. It has not been made into any sort of consumer good. Examples: steel ingot, copper wire, fire retardant lumber, silk, yeast

Robotic: The artifact is a robot, part of a robot, or is used to build or repair robots. Examples: android body, can of fake skin, speech modulator, gladiator robot, diagnostic scanner

Survival: The artifact is used for survival in the great outdoors. Examples: tent, compass, flare gun, fishing pole, animal call

Vehicle: The artifact is a vehicle, part of a vehicle, or is used to build or repair vehicles. Examples: tire, can of gasoline, tank tread, inflatable raft, dune buggy

Size and Value

The second step to generating a random artifact is to roll 1d100. This one roll determines the artifact's size and value. The size represents how large the artifact is. The value represents how useful it would be to the average *Mutant Future* adventuring party. An artifact could be valuable because it is highly functional or because it could be exchanged for other goods or services. The various categorizations of size and value are described further below.

After the artifact's category, size, and value are determined, the Mutant Lord has enough information to decide what the artifact is. Later in this section are some sample artifacts that better illustrate this process.

Sizes

Hand-sized or Smaller: The artifact is no bigger than a human hand.

Basketball-sized: The artifact is approximately the size of a basketball.

Dog-sized: The artifact is the size of an average dog. This is somewhere between a quarter and half as large as an adult human.

Human-sized: The artifact is approximately the size of an average adult human.

Larger Than a Human: The artifact is larger than a human. It might be the size of a car or building. The sky is the limit!

Values

Mostly Useless: The artifact would rarely be useful to the average *Mutant Future* adventuring party, and a character would really need to think outside the box to find a purpose for it. The right buyer might pay up to 1 gold piece for this artifact, but most people wouldn't even want it.

Occasionally Useful: The artifact could be useful to a *Mutant Future* adventuring party but not on every adventure. It might have a useful but specialized

purpose. An artifact of this sort would typically be worth 10 to 50 gold pieces.

Regularly Useful: The artifact would be very handy to a *Mutant Future* adventuring party. It is the sort of thing an adventurer would carry with them regularly. An artifact of this sort would typically be worth 50 to 250 gold pieces.

Condition

By now, the Mutant Lord should know what artifact the characters have found. The last step is to roll 1d6 and determine its condition. The various possibilities are described below.

Broken: The artifact will not perform its intended function without repairs or replacement parts.

Partially Functioning: The artifact can perform part of its intended function. Some of its features might be disabled, or it has some unusual quirk that limits its functionality. For instance, a radio transmitter might have half the normal range, or a flashlight might emit a loud noise when turned on.

Works Well: The artifact functions as intended.

Unusual Modification: The artifact works as intended and has an unusual modification that improves its functionality. For instance, a handgun might have a laser sight on it, or a blow dryer might have a special setting that can melt metal.

Sample Artifacts

Below are some sample artifacts made with the random artifact generator.

Category: Antique

Size: Basketball-sized

Value: Mostly useless

Condition: Partially functioning

The artifact is a hand-painted porcelain tea pot. It is missing its lid.

Category: Construction

Size: Dog-sized

Value: Occasionally useful

Condition: Broken

The artifact is an air compressor. An air gun is attached to it with a rubber hose. The compressor has a blown fuse and will not turn on without a replacement.

Category: Food

Size: Hand-sized or smaller

Value: Occasionally useful

Condition: Works well

The artifact is a shaker containing flakes of dried pepper. The pepper flakes taste great to most creatures but are insanely spicy. Eating them will probably cause tears, nasal dripping, and painful heartburn.

Category: Information

Size: Larger than a human

Value: Occasionally useful

Condition: Partially functioning

The artifact is a paper map. It indicates the locations of 3 copper mines within 10 miles of where the map was found. The map is 10 square ft. but can be rolled or folded into a smaller size. Some sections are unreadable due to water damage.

Category: Luxury

Size: Human-sized

Value: Regularly useful

Condition: Unusual modification

The artifact is a refrigerated minibar. It is stocked with enough liquor for 100 drinks and contains an assortment of utensils and glassware. It is powered by a radioactive battery with several years of remaining charge. It has been modified to detect bacteria or toxins in any sort of liquid.

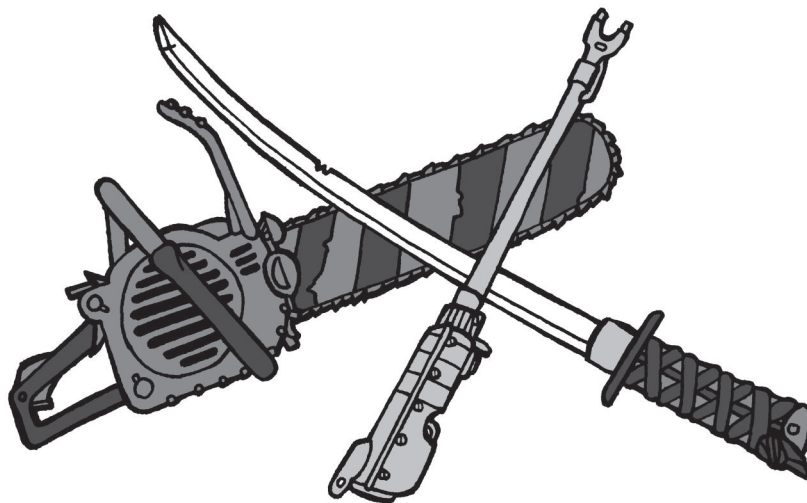
Category: Vehicle

Size: Hand-sized or smaller

Value: Regularly useful

Condition: Broken

The artifact is a miniature spy drone. It has a range of 1 mile and is outfitted with a camera and microphone which send data back to the drone's controller. The drone is missing its remote control and cannot be operated until a replacement is found or built.



SECTION 7: MUTATIONS

This section contains 40 new physical mutations, 34 new mental mutations, and 9 new plant mutations. They have been put into charts alongside the mutations from the *Mutant Future* core rules.

PLANT MUTATION TABLE

Beneficial

01-02	Abnormal Size* [MF]
03-04	Accumulated Resistance [MF]
05-06	Air Filtration [AC]
07-09	Animal Limbs or Organs [MF]
10-11	Animate Seeds* [MF]
12-14	Carnivore [MF]
15-17	Chameleon Metamorph [MF]
18-19	Degenerate Clone [AC]
20-21	Dermal Acid Sap [MF]
22-23	Dermal Poison Sap [MF]
24-25	Edible Flesh [AC]
26-28	Electric Charge Generation [MF]
29-31	Flight [MF]
32-34	Fragrance Development (Plant) [MF]
35-36	Free Movement* [MF]
37-38	Full Senses* [MF]
39-40	Gigantic Growth [AC]
41-43	Grenade-Like Fruit [MF]
44-46	Injected Poison Sap [MF]
47-49	Natural Armor (Plant) [MF]
50-52	Natural Vegetal Weapons [MF]
53-54	Plant Control [AC]
55-56	Plant Mimicry [AC]
57-59	Poisonous Spores [MF]
60-62	Prehensile Tendrils [MF]
63-65	Projectile Thorns [MF]
66-67	Radioactive Emissions [MF]
68-70	Reflective Cellular Structure [MF]
71-72	Root Walker [AC]
73-75	Shriek (Plant) [MF]
76-77	Thermal Emissions [MF]
78-79	Toxic Self-Destruction [AC]
80-81	Tripping Tendrils* [MF]
82-83	Vegetal Parasite [MF]

Drawback

84-86	Nocturnal [MF]
87-89	Petrified [AC]
90-93	Prey Scent [MF]
94-95	Reduced Fertility* [MF]
96-00	Thermal Sensitivity [MF]

*These mutations are either inappropriate to PC plants, or are assumed to already be present on all PCs.

[MF]

Mutant Future core rules

[AC]

Advanced Mutant Companion

PHYSICAL MUTATION TABLE

Beneficial

01-02	Aberrant Form [MF]	31	Increased Physical Attribute [MF]
03	Adhesive Touch [AC]	32	Increased Sense [MF]
04	Adrenal Surge [AC]	33	Marsupialism [AC]
05	Alien Metabolism [AC]	34	Metamorph [MF]
06	Amorphous Form [AC]	35	Mutagenic Touch [AC]
07	Amphibious [AC]	36	Natural Armor [MF]
08	Anaerobic [AC]	37	Natural Vampiric Weapon [AC]
09	Athletic Arm Musculature [AC]	38	Night Vision [MF]
10	Attractive [AC]	39	Optic Emssions [MF]
11	Burrower [AC]	40	Parasitic Control [MF]
12	Chameleon Epidermis [MF]	41	Perpetual Energy [AC]
13	Complete Wing Development [MF]	42	Prehensile Tail [MF]
14	Death Trance [AC]	43	Quickness [MF]
15	Density Alteration (Self) [MF]	44	Reanimator Parasite [AC]
16	Dermal Poison Slime [MF]	45	Reflective Epidermis [MF]
17	Dual Headed [MF]	46	Regenerative Capability [MF]
18	Dwarfism [MF]	47	Removable Sensory Organs [AC]
19	Echolocation [MF]	48	Silent Movement [AC]
20	Elongation [AC]	49	Silk Production [AC]
21	Energy Ray [MF]	50	Shriek [MF]
22	Energy Retaining Cell Structure [MF]	51	Spiny Growth [MF]
23	Enhanced Vocal Apparatus [AC]	52	Super Blood [AC]
24	Epidermal Photosynthesis [MF]	53	Thermal Vision [MF]
25	Explosive Self-Destruction [AC]	54	Toxic Weapon [MF]
26	Fragrance Development [MF]	55	Ultraviolet Vision [MF]
27	Gigantism [MF]	56	Unique Sense [MF]
28	Hermamorph [AC]	57	Unstable Genes (Physical) [AC]
29	Inanimate Mimicry [AC]	58	X-Ray Vision [AC]
30	Increased Balance [MF]		

Drawback

59	Adrenal Paralysis [AC]
60	Albinism [MF]
61	Bizarre Appearance [MF]
62	Degeneration (Physical) [AC]
63	Doppelganger [AC]
64-65	Epidermal Susceptibility [MF]
66	Eye-Catching Appearance [AC]
67-68	Frailty [MF]
69	Hemophilia [MF]
70	Increased Caloric Needs [MF]
71	Loudness [AC]
72	Missing Limb [AC]
73	Mute [AC]
74	Obese [MF]
75-76	Pain Insensitivity [MF]
77-78	Pain Sensitivity [MF]
79-80	Pituitary Deformation [MF]
81	Physical Immaturity [AC]
82	Plague Carrier [AC]
83-84	Poison Susceptibility [MF]
85-86	Prey Scent [MF]
87	Reduced Immune System [MF]
88	Reduced Oxygen Efficiency [MF]
89-90	Sensory Deficiency [MF]
91	Short Lifespan [AC]
92	Simian Deformity [MF]
93	Skin Inflammation [AC]
94-95	Slow Mutant [MF]
96	Trauma Sensitivity [AC]
97	Unreliable Mutation [AC]
98-99	Vision Impairment [MF]
00	Water Dependency [AC]

[MF]

Mutant Future core rules

[AC]

Advanced Mutant Companion

MENTAL MUTATION TABLE

Beneficial

01-02	Ability Boost [MF]
03-04	Accumulated Resistance [MF]
05-06	Acute Hyper Healing [MF]
07	Ancestral Form [MF]
08	Astral Duel [AC]
09	Berserker [AC]
10	Body Adjustment [MF]
11	Channel Life [AC]
12-13	Combat Empathy [MF]
14-15	Control Light Waves [MF]
16-17	Control Sound Waves [AC]
18	Control Weather [MF]
19	Corrosion [AC]
20-21	Damage Turning [MF]
22-23	Density Alteration (Others) [MF]
24	Disintegration [MF]
25	Dream Invasion [AC]
26-27	Dual Cerebellum [MF]
28	Electromagnetic Pulse [AC]
29-30	Empathy [MF]
31-32	Energy Infusion [AC]
33	Familiarity [AC]
34	Flight, Psionic [MF]
35-36	Force Screen [MF]
37	Force Screen, Greater [MF]
38	Historical Viewing [AC]
39	Hive Mind [AC]
40	Hyper Cognition [AC]
41	Impede Sense [AC]
42	Increased Willpower [MF]
43-44	Intellectual Affinity [MF]

45	Killing Sphere [MF]
46-47	Know Direction [MF]
48-49	Mental Barrier [MF]
50-51	Mental Phantasm [MF]
52	Metaconcert [MF]
53	Mind Blast [AC]
54	Mind Eater [AC]
55	Mind Healing [AC]
56	Mind Lock [AC]
57-58	Mind Reflection [MF]
59-60	Mind Thrust [MF]
61	Mind Transfer [AC]
62	Memory Erase [AC]
63-64	Neural Telekinesis [MF]
65-66	Neural Telepathy [MF]
67	Plane Shift [MF]
68	Possession [MF]
69-70	Precognition [MF]
71-72	Quick Mind [MF]
73	Radio Brain [AC]
74	Remote Viewing [AC]
75	Repulsion Field [AC]
76	Seismic Sense [AC]
77	Sense Spy [AC]
78	Summoning [AC]
79	Teleport [MF]
80	Teleportal [AC]
81-82	Temperature Control [MF]
83	Trauma Feedback [AC]
84	Unstable Genes (Mental) [AC]
85	Vampiric Field [MF]

Drawback

86	Abnormal Sleeping Habits [AC]
87	Ascetic [AC]
88	Atrophied Cerebellum [MF]
89	Berserker (Defective) [AC]
90	Dual Cerebellum (Defective) [MF]
91	Degeneration (Mental) [AC]
92	Herd Mentality [AC]
93	Honest [AC]
94	Mind Reflection (Defective) [MF]
95-96	Negative Empathy [MF]
97	Phantasmal Damage [MF]
98-99	Phobia [MF]
00	Weak Will [MF]

[MF]

Mutant Future core rules

[AC]

Advanced Mutant Companion

PHYSICAL MUTATIONS: BENEFICIAL

Adhesive Touch

The mutant's hands and feet have retractable sticky pads. The mutant can climb vertical surfaces with a movement of 40 ft. They can also climb across ceilings. If the mutant holds a tool or weapon, they may never be disarmed or drop it against their will.

Adrenal Surge

Upon activating this mutation, the mutant experiences a temporary surge of strength. The mutant gains 1d6 STR for 1d6 minutes (1d6x10 rounds). At the end of this duration, they fall unconscious for 1 minute (6 rounds) per round of the surge. For instance, if the adrenal surge lasted 30 rounds, they would be unconscious for 30 minutes after. The mutant will not wake until the period of unconsciousness is over.

Alien Metabolism

The mutant does not need to eat food or drink water. They can never suffer from starvation or dehydration.

Amorphous Form

The mutant can become amorphous at will. In this gel-like state, they are unable to grip objects, wear clothing, or carry possessions. However, they may escape bonds or flow through openings small enough to permit a trickle of water. They can still suffer physical harm as usual. The mutant can resume their solid form at will.

Amphibious

The mutant has fins and gills, or other aquatic adaptations. They can swim with a movement of 60 ft. and may breathe underwater and on land.

Anaerobic

The mutant does not breathe and can never suffer from asphyxiation. They are immune to toxins and pathogens which must be inhaled.

Athletic Arm Musculature

The mutant's arms have adapted to perform exceptional feats of throwing or catching. When this mutation is received, roll 1d6 to determine the specific effect.

1-2 Exceptional Throwing Ability: A weapon or object thrown by the mutant has 4x its normal range and gains a +1 bonus to hit and damage.

3-4 Exceptional Catching Ability: The mutant can parry or catch low-speed projectiles that are launched at them. This includes thrown weapons, arrows, and sling bullets, but not firearm bullets or grenade launcher rounds. To use this ability, the mutant must have an empty hand. They cannot be carrying a two-handed weapon or a shield. Parried projectiles are knocked to the ground at the mutant's feet. If the mutant chooses to catch the projectile, they may throw it using their next attack. Parried or caught projectiles inflict no damage to the mutant unless they are explosive, incendiary, or have another appropriate special property. The mutant can only parry or catch one projectile per round.

4-6 Exceptional Throwing and Catching: The mutant gains all the throwing and catching benefits listed above. In addition, when catching a projectile, they can immediately throw it as a "free" attack. This free throw ignores initiative order and does not spend the mutant's action for the round.

Attractive

The mutant is considered physically appealing or sexually desirable (even by members of other species). They are attractive despite any disfiguring mutations. They have a -2 reaction adjustment bonus.

Burrower

The mutant can burrow a tunnel the size of their body. They burrow through dirt with a movement of 10 ft. and rock with a movement of 5 ft. Larger tunnels can be dug at a slower speed. The tunnel is sturdy but could be collapsed by a powerful tremor or concussion.

Death Trance

The mutant can enter a death-like torpor at will. Their body grows cold and numb, their breathing becomes imperceptible, and their metabolism slows dramatically. In this state, the mutant appears to be dead and cannot move although they are aware of their surroundings. They are resistant to pain and can maintain the illusion of death even while taking damage.

The mutant can maintain the trance indefinitely but will dehydrate after 1 month and starve after 1 year. They may leave the trance at will.

Elongation

The mutant can stretch their arms, legs, and neck up to 30 ft. in length. When stretching their arms, the mutant can make melee attacks from 30 ft. away. When stretching their legs, the mutant's movement speed increases by 1.5x. This increase in movement is the same regardless of how far the mutant's legs stretch.



Enhanced Voice Apparatus

The mutant has highly sophisticated vocal chords. When this mutation is received, roll 1d6 to determine the specific effect.

1-2 Mimicry: The mutant can reproduce any voice or sound they have heard. However, the sound's volume cannot exceed the capabilities of the mutant's lungs and vocal chords. For instance, the mutant can imitate an explosion, but the sound will not be as loud as an actual explosion.

3-4 Ventriloquism: The mutant can speak without moving their lips. They can also project their voice from anywhere within 90 ft.

5-6 Vocal Mastery: The mutant gains the abilities of both mimicry and ventriloquism described above.

Explosive Self-Destruction

The mutant can violently explode at will. The explosion kills the mutant, completely obliterating their body. The concussive blasts causes 10d6 damage to every creature in a 90 ft. radius.

Hermamorph

The mutant can change their gender at will. The change is instantaneous and affects the mutant's size, shape, voice, hormones, and reproductive organs.

Inanimate Mimicry

When standing still, the mutant appears identical to a specific inanimate object such as a tree, rock, vehicle, or piece of furniture. The object is chosen when this mutation is received and may never change. The object must be equal in size to the mutant's body.



Marsupialism

The mutant has a concealed pouch in their body. The pouch is well hidden and is impossible to locate without a thorough strip search of the mutant. It can hold a volume equal to 10% of the mutant's body size.

There is a 10% chance that the pouch is an extradimensional pocket. An extradimensional pocket can hold infinite weight and volume. No matter how many objects are in the pocket, each one is still readily accessible by the mutant.

Mutagenic Touch

The mutant can touch another living being and inflict them with a mutation. When the victim is touched, they must roll a save versus radiation. If they fail the save, they gain a permanent mutation. If they succeed, they become immune to the mutant's *Mutagenic Touch* and cannot ever be affected by it.

The mutation inflicted by *Mutagenic Touch* is determined randomly when this mutation is received. The mutant who possesses *Mutagenic Touch* does not necessarily possess the mutation it inflicts. When the mutant receives the *Mutagenic Touch* mutation, they

immediately roll to determine another random physical or mental mutation. This second mutation is the inflicted mutation.

Mutagenic Touch does not affect androids, pure humans, or other mutation resistant beings. The mutant possessing *Mutagenic Touch* cannot use it to mutate themselves.

Natural Vampiric Weapon

The mutant possesses a natural vampiric melee weapon. This weapon drains the victim's blood, converting it to sustenance for the wielder. Examples of such weapons include hollow fangs or suctioned tentacles.

Determine the weapon's damage by rolling 1d6; 1-2 1d4, 3-4 1d6, 5-6 1d8. Damage caused by the weapon immediately heals the wielder a number of hit points equal to half the damage of the attack (round down). For instance, if the weapon causes 5 damage, the wielder heals 2 hit points. The weapon's damage is affected by the wielder's STR or other bonuses to damage.

Perpetual Energy

The mutant does not sleep and never feels tired. They can physically exert themselves indefinitely and never become exhausted.

Reanimator Parasite

The mutant is infected by an unusual bacterial parasite. The parasite is dormant until the mutant's death. After the mutant dies, the parasite revives them. The mutant awakens in 1d6 rounds with their hit points fully recovered.

After revival, the mutant can live indefinitely, sustained by the chemicals from the parasite. However, they cannot heal hit points by any means. Resting, medical aid, or mutations will not heal the mutant. Any hit points they lose are gone permanently. The mutant may still gain additional hit points if their CON increases. If the mutant dies a second time, the parasite does not revive them.

Removable Sensory Organs

The mutant can completely detach one set of sensory organs from their body. The organs continue to provide sensory input as long as the mutant is within 90 ft. of them. When this mutation is received, randomly determine which set of organs: eyes (50%) or ears (50%). The mutant can detach both eyes or both ears, or just one eye or one ear.

Silent Movement

The mutant does not make sound while moving. This includes any type of locomotion available to the mutant: walking, running, jumping, swimming, flying, burrowing, etc.

Silk Production

Once per hour, the mutant can produce a mass of silk like that of a spider or silkworm. The silk can be used in several ways.

The mutant can launch a glob of sticky silk at a target within 30 ft. An attack roll is required. Anyone hit by the

attack must succeed on a save versus stun attacks or be bound for 1d3+1 rounds. While bound, the victim cannot move or take physical action.

The mutant can create a 10 square ft. silken web suspended between two objects. Creating the web takes 1 minute (6 rounds). The web is formed of thin sticky strands and is difficult to notice except in bright sunlight. Anyone who enters the web must succeed on a save versus stun attacks or be bound for 1d3+1 rounds. While bound, the victim cannot move or take physical action.

The mutant can create 50 ft. of strong silk rope. Creating the rope takes 1 minute (6 rounds). The rope can detach from the mutant and be used for a variety of purposes.

Super Blood

The mutant's blood has a special property when consumed or injected by others. Extracting a dose of blood causes 1d6 damage to the mutant. The mutant possessing *Super Blood* is not affected when consuming their own blood. Injecting the blood must be done with a syringe or similar device. Coating the edge of a weapon and attacking with it does not deliver enough blood to have any effect. The effect of the blood is determined by rolling 1d6 when this mutation is received.

1 Healing Blood: A dose of this blood heals 2d4 hit points.

2 Curing Blood: A dose of this blood instantly cures any disease or infection. It has no effect on poison.

3 Narcotic Blood: The consumer of this blood must roll a save versus poison. If they fail the save, they immediately fall unconscious for 1d4 hours.

4 Nourishing Blood: When consumed, this nutrient-rich blood tastes great and is highly nourishing. A dose is enough to feed an average human for 24 hours.

5 Serum Blood: The consumer of this blood must roll a save versus poison. If they fail the save, they experience delirium, confusion, and a laxness of inhibitions. The blood's effects are similar to those of "truth serum" drugs. Anyone affected will succumb to interrogation.

6 Poison Blood: The consumer of this blood must roll a save versus poison. If they fail the save, they die immediately.

Unstable Genes (Physical)

After each 8 hour rest period, the mutant gains a new temporary physical mutation. The mutation is determined randomly and can be beneficial or a drawback. This mutation is replaced by another random physical mutation after the next 8 hour rest period.

X-Ray Vision

The mutant can see into and through solid matter. They can see through stone up to 30 ft. They can see up to 60 ft. if looking through wood or other low-density material. Lead or gold blocks *X-Ray Vision*.



PHYSICAL MUTATIONS: DRAWBACK

Adrenal Paralysis

The mutant may be paralyzed in stressful circumstances such as combat or other life and death situations requiring immediate action. When the mutant enters combat (or a similar situation), they must roll a save versus stun attacks. If they fail the save, they are stunned for 1d3 rounds.

Degeneration (Physical)

One of the mutant's physical abilities degenerates continually over time. Determine which ability by rolling 1d6; 1-2 STR, 3-4 DEX, 5-6 CON.

Each time the mutant gains a level, they lose 1 point in the ability determined above. This effect also occurs at character creation (1st level) or whenever this mutation is received. For instance, if the mutant has a degenerating CON, they lose 1 CON at 1st, 2nd, 3rd, 4th, and 5th level, and for every level onward. The ability can never degenerate below a score of 3. Loss of CON lowers the mutant's maximum hit points.

Doppelganger

Somewhere in the world, the mutant has one or more identical twins. The ambitions and capabilities of the twins are up to the Mutant Lord. However, their actions or reputation should continually inconvenience the mutant in some way.

Eye-Catching Appearance

The mutant stands out drastically from their surroundings. The exact nature of this mutation is up to the Mutant Lord. Maybe the mutant's skin is brightly colored, reflective, or glowing. Maybe they move in a conspicuous way. As a result of this mutation, the mutant has difficulty camouflaging themselves and often seems ugly, threatening, or uncanny to creatures they encounter. They have a +2 reaction adjustment penalty. The mutant will almost always be remembered by people they meet.

Loudness

The mutant is uncontrollably loud. The exact nature of this mutation is up to the Mutant Lord. Maybe the mutant can only speak by shouting. Maybe the sound of their breathing is thunderous. As a result of this mutation, the mutant has trouble moving stealthily and often annoys other people. The mutant has a +2 reaction adjustment penalty when encountering creatures that can hear them.

Missing Limb

The mutant is missing one or more limbs. Roll 1d4 to determine the nature of the mutation.

1 Missing One Leg: The mutant walks with a crutch, or by balancing on one foot and hopping. Their walking movement is halved, and jumping, climbing, or swimming is challenging.

2 Missing Both Legs: The mutant moves with a wheelchair or other apparatus, or by pulling themselves with their hands. Their walking movement is reduced by 75% (i.e. 40 becomes 10). Jumping, climbing, or swimming is very challenging.

3 Missing One Arm: The mutant cannot wield two-handed weapons or tools, or use a shield with a weapon. Climbing, swimming, or lifting is challenging.

4 Missing Both Arms: The mutant cannot wield weapons or tools unless they have been specially modified. Climbing, swimming, or lifting is very challenging.

Mute

The mutant cannot speak, grunt, or make any sort of vocalization.

Physical Immaturity

The mutant appears small and childlike. Regardless of their age, they can never mature into an adult body.

Their STR and CON are both reduced by 2 (to a minimum score of 3). People assume the mutant is a child and will often patronize and underestimate them. They have a -2 reaction adjustment bonus when encountering sapient, adult creatures.

Plague Carrier

The mutant hosts an infectious disease. Although they are unaffected by the disease, they may infect those they come in contact with. A creature is exposed to the disease if they stay within 10 ft. of the plague carrier for more than 1 minute (6 rounds) or handle objects contaminated by the carrier's saliva, blood, or other fluids.

Anyone exposed to the disease must make a save versus poison or become ill, applying the save modifier for the specific disease. Refer to the *Mutant Future* core rules (pg. 47) for rules on diseases. Once a creature has been exposed to the plague carrier's disease (whether they resist infection or not), they gain permanent immunity to any further infection from the plague carrier.

Roll 1d3 to determine the plague carrier's disease; 1 flesh eating bacteria; 2 leprosy; 3 superflu. See the *Mutant Future* core rules (pg. 48) for the specific effects of each disease.

Short Lifespan

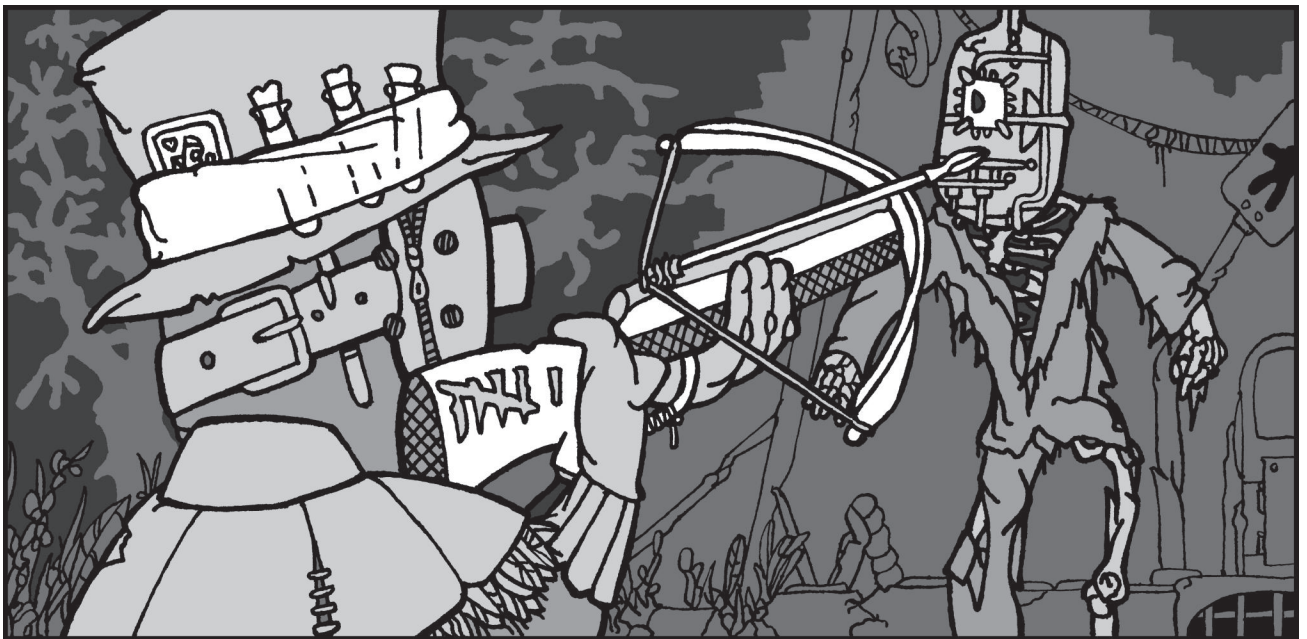
The mutant will die in approximately 1 year. This might be the mutant's natural lifespan or the result of a terminal illness. The mutant does not necessarily age prematurely.

Skin Inflammation

The mutant's skin is covered in sores or a rash and is very sensitive. The mutant cannot wear clothes or armor without enduring constant, debilitating pain.

Trauma Sensitivity

If the mutant loses half of their maximum hit points from a single attack, they must roll a save versus stun attacks. If they fail, they immediately fall unconscious for 1d6 minutes (1d6x10 rounds). For instance, the mutant has a maximum of 60 hit points. If they suffer 30 or more hit points from one attack, they must save



versus stun attacks. If the mutant suffers multiple attacks in a round, *Trauma Sensitivity* would not activate unless one of those attacks made the mutant lose half of their maximum hit points.

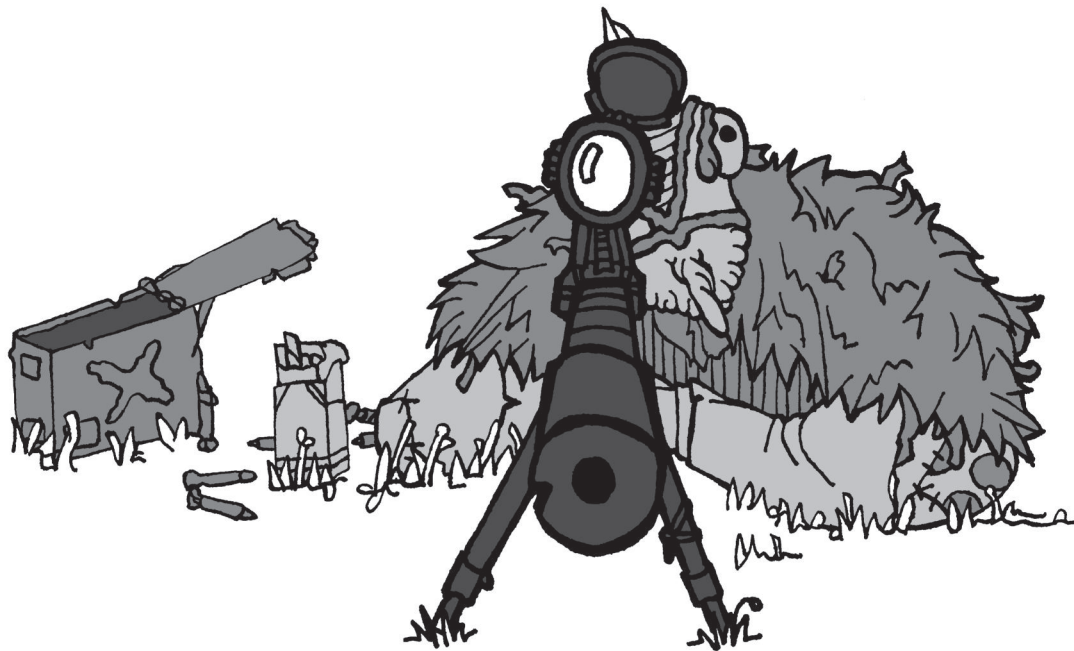
Unreliable Mutation

One of the mutant's other mutations is unreliable and functions intermittently. After each 8 hour period of rest, the unreliable mutation has a 50% chance of being disabled. The effect is temporary and the unreliable mutation may resume functionality after the mutant's

next 8 hour rest period. The unreliable mutation is selected randomly at character creation from the mutant's beneficial mutations. Once the unreliable mutation has been determined, it does not change.

Water Dependency

Every 24 hours, the mutant must be submerged in water for at least 10 minutes. If not, they become dehydrated and their skin dries and cracks. The mutant suffers 4d6 damage for every 24 hour period they are unable to take their 10 minute soak.



MENTAL MUTATIONS: BENEFICIAL

Astral Duel

The mutant can invade a creature's mind and make a mental attack. The attack causes 6d6 damage to a creature up to 50 ft. away. If the attack is unsuccessful (i.e. the attack roll fails), then the attacking mutant takes 3d6 damage instead. This mutation takes time to recharge and can only be used every 3 rounds.

Berserker

When severely injured, the mutant becomes a powerful warrior. If the mutant loses half of their maximum hit points in a single combat, they may voluntarily enter a berserker rage. While enraged, they gain 1 extra attack per round and +2 to hit and damage with melee attacks. The rage lasts for 1 round per level of the mutant. Entering a berserker rage does not use the mutant's action for the round.

Channel Life

The mutant can transfer their life force to another creature. The mutant sacrifices a number of hit points between 1 and their current remaining total. They lose these hit points as if they have taken damage. These hit points are transferred to another creature of the mutant's choosing within 50 ft., and the creature immediately heals this number of hit points. The mutant cannot transfer hit points to multiple creatures at the same time. It is possible for the mutant to transfer all of their hit points, thereby killing themselves.

The mutant can also use this mutation to resurrect a freshly killed creature. To do this, the mutant makes a dangerous sacrifice. They must save versus death. If the save is successful, the mutant survives the ordeal with 1 hit point remaining. If the save fails, the mutant dies. Regardless of the mutant's fate, the subject is resurrected with 1 hit point.

Control Sound Waves

The mutant can remove all sound from a small area (10 ft. radius) at a range of 30 ft. Maintaining the zone of

silence takes very little concentration. While using this mutation, the mutant may still move at full speed, attack, or take actions.

Corrosion

The mutant can cause inanimate matter to decay at an accelerated rate. This mutation affects a 10 ft. radius at a range of 30 ft. Wood and cloth disintegrate in 1 round. Stone disintegrates in 1 minute (6 rounds). Metal disintegrates in 10 minutes. Once this mutation is activated, the decaying process continues independently until the target is disintegrated. Only stationary, inanimate material is affected. This mutation may be used once per hour.

Dream Invasion

The mutant can observe and manipulate creatures' dreams. The mutant must be within 50 ft. of a sleeping creature. They can watch the dream or alter it at will. The mutant can manipulate the dreams of multiple creatures simultaneously as long as they are all within 50 ft. of the mutant.

Electromagnetic Pulse

The mutant can emit an electromagnetic pulse. The pulse disables electrical equipment within 90 ft. of the mutant. The equipment is inoperable for 4d6x10 minutes. This mutation affects electric lights, electronics, powered weapons, powered armor, robots, basic androids, and synthetics. Androids can resist the affects of the pulse with a successful save versus stun attacks. Force screens are not completely neutralized, but their current value is reduced by half. This mutation can only be used once per day.

Energy Infusion

The mutant can charge a nonliving object with volatile energy. Upon impact (i.e. from being thrown or struck), the object explodes and causes 3d6 damage to creatures in a 10 ft. radius. The mutant must touch an object to

infuse it with energy. Only one object (arrow, stone, weapon, etc.) can be infused per round. Infusing an object uses the mutant's action for the round, so the mutant cannot infuse an arrow and fire it themselves in the same round.

Objects infused by this mutation retain their charge for 1 minute (6 rounds) after which they will explode. Infused melee weapons cause +2 damage but explode on a maximum damage roll (i.e. 6 on 1d6), or after 1 minute. This mutation cannot be used on objects larger than an average-sized human torso. Objects smaller than a sling bullet are too small to create a damaging explosion.

Familiarity

The mutant can psychically manipulate strangers to believe they recognize them. Strangers find the mutant to be vaguely familiar and tend to act friendlier toward them. The mutant may also use this power to the opposite affect. They may choose to seem so unremarkable that strangers begin to forget them the moment they are out of sight. While using this mutation, the mutant has a -2 reaction adjustment bonus.

Historical Viewing

The mutant can watch past events that occurred at their present location. While concentrating, they see and hear these events, but the images are shadowy and ethereal. The mutant can watch events up to 10 years in the past. Events less than 1 year old are clear and coherent, but older events appear hazy and fragmented.

Hive Mind

The mutant can form a hive mind with any number of willing creatures. To join the hive, the mutant and a creature must be within 50 ft. and open their minds to each other. Once the hive is formed, its members instantly and involuntarily share all their thoughts and sensations across the hive.

The hive is a network of minds. Each member transmits their thoughts to any other member within 20 miles.

Members remain connected to the hive if they are within 20 miles of any other connected member. Joining the hive is permanent. If a creature wants to leave, the only way out is to constantly stay more than 20 miles away from any other member.

Hyper Cognition

The mutant perfectly recalls everything they have seen, heard, or experienced. They can recite any book they have read and may distinctly remember being born. The mutant also reads incredibly fast and performs mathematical calculations with the speed and accuracy of a computer. They can comprehend a new verbal or written language with 5 minutes of exposure to it.

Impede Sense

The mutant can make a mental attack that disrupts another creature's senses. This mutation has a range of 50 ft. and its effect lasts 1d3+1 rounds. When this mutation is gained, roll 1d6. On 1-2, the target is blinded. On 3-4, the target is deafened. On 5-6, the target is blinded and deafened simultaneously. This mutation can only be used once per hour.

Mind Blast

The mutant can emit a burst of mental energy. This mental attack causes 3d6 damage to all creatures within 30 ft. of the mutant. The mutant makes one mental attack roll and compares it to the WIL of each target. This mutation can only be used once every 3 rounds.

Mind Eater

By devouring a creature's fresh brain, the mutant can absorb the creature's memories. The mutant does not gain skills or experience points from these memories. For instance, the mutant would know the creature was a skilled painter, but would not suddenly become able to paint. The brain must be taken from a body that has been dead for less than 3 minutes (18 rounds). If the devoured brain had any mental mutations, the devouring mutant has a 2% chance of gaining one of these mutations (determined randomly).

Mind Healing

The mutant can heal a wounded creature within 50 ft. The creature instantly heals 6d6 hit points. The mutant cannot heal themselves. This mutation can only be used once per day.

There is a 10% chance (determined when this mutation is received) that the mutant can also revive the recently dead. Once per week, this mutation can be used to resurrect a dead creature if the corpse is less than a day old and mostly intact. The dead creature must make a save versus death. If successful, they will return to life with 1 hit point. Any missing or mangled limbs are not regenerated.

Mind Lock

The mutant can perform a debilitating mental attack on a creature within 50 ft. If mutant's mental attack roll is successful, the target must make a save versus stun attacks or be stunned for 1d3+1 rounds. This mutation can only be used once per hour.

Mind Transfer

The mutant can exchange bodies with a willing creature within 50 ft. The mutant and the creature switch STR,

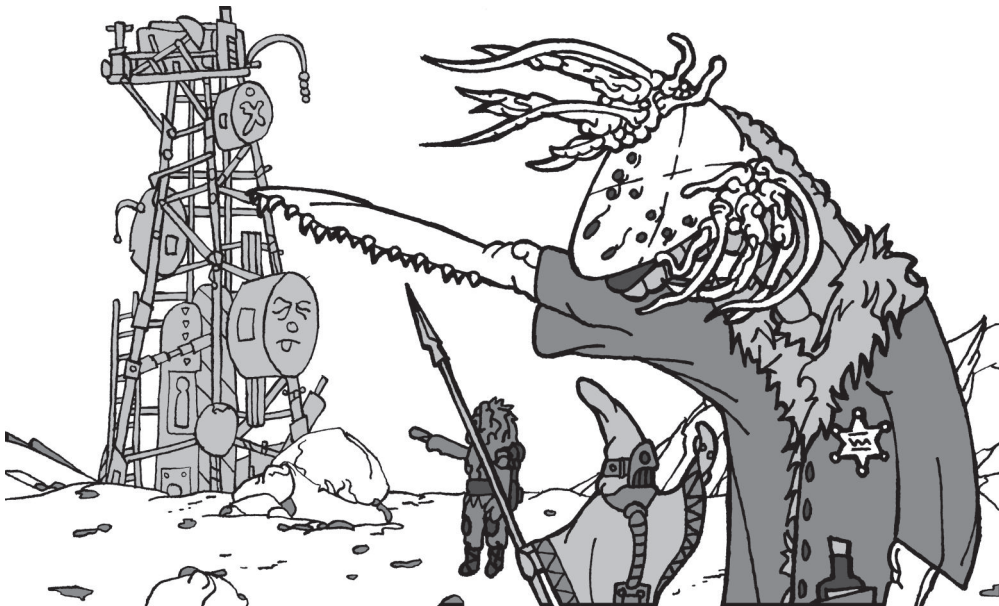
DEX, CON, hit points, armor class, and physical mutations. They retain their own INT, WIL, CHA, experience, and mental mutations. The change is permanent until the mutant and the creature use this mutation again to willingly exchange back.

Memory Erase

The mutant can erase a creature's recent memory. To use this mutation, the mutant must maintain physical contact with the creature for a period of 5 minutes. During this time, the mutant must concentrate and cannot take other actions. The mutant can erase up to 24 hours of the creature's most recent memories.

Radio Brain

The mutant can intercept signals on the RF (radio frequency) spectrum. These signals may be audio or video from radio or television transmitters. The mutant can also broadcast their thoughts (in audio or video form) up to a distance of 20 miles on the RF spectrum. These thoughts can be received by radio or television antennas, or other mutants with the *Radio Brain* mutation.



Remote Viewing

While concentrating deeply, the mutant can observe any place they have previously visited. The mutant sees and hears as if they are currently at this place. They can move through the area unnoticed and unhindered as if they are invisible and incorporeal.

While remote viewing, the mutant's physical body is inert. The mutant is unaware of their surroundings, and they cannot move, speak, or observe with their normal sensory organs.

Repulsion Field

The mutant can generate an invisible sphere in a 10 ft. radius around themselves that repels incoming projectiles (stones, arrows, bullets, grenades, etc.). The field does not repel energy, nor does it prevent creatures from entering the field or making melee attacks. Repelled projectiles are deflected with equivalent force and have a 25% chance of striking the creature that launched them. The field does not affect projectiles launched from within it. For instance, a creature could fire a gun out of the field. Or a creature could walk into the field and shoot the mutant at close range.

The field lasts indefinitely, but the mutant must focus to maintain it. While the field is active, they may only move and take simple actions (i.e. speaking, gesturing, opening a door, or carrying a small object). They are unable to make an attack or use mutations that require any sort of concentration.

Seismic Sense

The mutant's sensory organs detect the faint vibrations of seismic activity. The mutant knows 24 hours in advance if an earthquake will occur within 20 miles.

The mutant can also sense an unstable fault and telekinetically agitate it to create an earthquake. The quake's magnitude depends on the fault's instability. In extreme circumstances, the quake could destroy a city. Creating a quake takes 10 minutes. In volcanically active areas, this mutation can detect and cause volcanic eruptions.

Sense Spy

The mutant can perceive through one of another creature's senses. The creature must be within 90 ft., and the mutant can only perceive through one particular sense. This sense is determined randomly when this mutation is received: sight (50%) or hearing (50%). If the targeted creature has mutations that affect the appropriate sense (i.e. *Ultraviolet Vision*, *Increased Sense*, *Sensory Deficiency*), the spying mutant is affected by these mutations while using *Sense Spy*.

Summoning

The mutant contacts another creature, psychically compelling them to come. The mutant must have previously met this individual creature, but does not need to know their present location. The mutant's mental energies reach through space and instantly find the creature wherever they may be.

The subject knows instinctively where the mutant is (even if the mutant moves), and will come to them involuntarily by the quickest (but still relatively safe) means possible. Depending on their location, the subject could take minutes or years to arrive. This mutation may only be used once per week.

Teleportal

The mutant can open a portal between their current location and another location up to 20 miles away. The mutant must be familiar with the location of the portal's destination. They must have previously been there or seen a picture of it.

The portal can be up to 10 ft. in diameter. Looking through the portal is akin to peering through a doorway between two rooms. Creatures and objects pass instantly from one side to the other. The portal lasts indefinitely until its creator, or another mutant with the *Teleportal* mutation, destroys it. This mutation can only be used once per day.

Trauma Feedback

When seriously injured, the mutant involuntarily emits a blast of mental energy. Whenever the mutant loses 20

or more hit points from a single attack, they mentally attack every creature in a 30 ft. radius for 4d6 damage. The mutant makes one mental attack roll and compares it to the WIL of each target.

For example, an enemy shoots the mutant with a laser pistol for 24 damage. Since the attack caused more than 20 damage, *Trauma Feedback* activates. The enemy and every other creature within 30 ft. of the mutant are mentally attacked, and if the attack is successful, they take 4d6 damage. If the mutant suffers multiple attacks

in a round, *Trauma Feedback* can activate multiple times. However, it would not activate unless one attack made the mutant lose 20 or more hit points.

Unstable Genes (Mental)

After each 8 hour rest period, the mutant gains a new temporary mental mutation. The mutation is determined randomly and can be beneficial or a drawback. This mutation is replaced by another random mental mutation after the next 8 hour rest period.



MENTAL MUTATIONS: DRAWBACK

Abnormal Sleeping Habits

When this mutation is received, roll 1d6 to determine its effect.

1-2 Insomnia: The mutant has trouble falling and staying asleep. When they want to rest, the mutant makes a WIL ability check (rolling equal to or under their WIL). If they fail the check, they cannot sleep and cannot try again for another 24 hours.

For every successive 24 hours without sleep, the mutant suffers a cumulative -2 penalty to all actions due to fatigue. For instance, if the mutant goes 24 hours without sleep, they suffer a -2 penalty. If they go 48 hours without sleep, they suffer a -4 penalty. The penalty accumulates until the mutant reaches 120 hours (5 days) without sleep, at which point they fall unconscious.

If the Mutant Lord is not using the optional rule for ability checks, the mutant has a 50% chance of falling asleep when trying.

3-4 Sleepwalker: The mutant walks and performs other actions in their sleep. Without supervision, they may wander away and get lost or act contrary to their nature (i.e. stealing from a companion, eating strange food, or hiding their possessions). The actions of the sleepwalking mutant are controlled by the Mutant Lord.

5-6 Trance Sleeper: Once asleep, the mutant is in a trance-like state and will not awaken before 8 hours have passed. They could be picked up and carried away. A battle could occur on top of them. An explosion could happen nearby. Only injury or the threat of eminent death can awaken the mutant. For instance, they would awaken if they lose hit points from an attack or if they are suffocating or drowning.

Ascetic

The mutant does not value material things. They never use money and will not keep possessions that are not eminently necessary for survival (i.e. food and water).

The mutant may keep weapons and armor, but never more than one of each. If asked for any of their possessions, the mutant will generously give them up even if they believe them to be important.

Berserker (Defective)

When severely injured, the mutant becomes a bloodthirsty killer. If the mutant loses half of their maximum hit points in a single combat, they must make a save versus stun attacks. If they fail, they enter a berserk frenzy. They must use their most lethal attack against the nearest opponent until all opponents within 60 ft. are dead or the mutant themselves dies. If anyone tries to restrain the mutant (even an ally), the mutant will attack this person.

Degeneration (Mental)

One of the mutant's mental abilities degenerates continually over time. Determine which ability by rolling 1d6; 1-2 INT, 3-4 WIL, 5-6 CHA.

Each time the mutant gains a level, they lose 1 point in the ability determined above. This effect also occurs at character creation (1st level) or whenever this mutation is received. For instance, if the mutant has a degenerating INT, they lose 1 INT at 1st, 2nd, 3rd, 4th, and 5th level, and for every level onward. The ability can never degenerate below a score of 3.

Herd Mentality

When the mutant is alone, they become scared and confused and have trouble functioning. If they cannot sense another sapient, friendly creature within 300 ft. of them, they must succeed on a WIL ability check or become paralyzed with anxiety for 2d6x10 minutes. In this state, the mutant is stunned but can still speak. Afterward, they must succeed on another WIL ability check or be stunned for another 2d6x10 minutes. When the mutant succeeds on this check, they temporarily overcome their fear and do not need to make another

check until they are once again in the company of friendly creatures and forced to leave it.

If the Mutant Lord is not using the optional rule for ability checks, the mutant has a 50% chance of resisting the negative affects of the *Herd Mentality* mutation.

Honest

The mutant is compulsively honest. They cannot lie even in a life or death situation. If questioned, they can refuse to answer but cannot falsify an answer.



PLANT MUTATIONS: BENEFICIAL

Air Filtration

The plant is made of a dense network of fibers that scrub impurities from the air and produce clean oxygen in their place. When this mutation is gained, roll 1d6 to determine its effect.

1-3 Toxin Filtration: The plant cleans toxins from the air. The plant and all creatures within 10 ft. of it are immune to the effects of poison gas. However, they are still susceptible to injected or ingested poisons.

4-6 Radiation Filtration: The plant cleans radiation from the air. Randomly determine a radiation class. The plant and all creatures within 10 ft. of it are immune to the effects of background radiation of that class or lower. This mutation only works on background radiation. Background radiation causes damage per day instead of per round. Radiation-based attacks are unimpeded by this mutation.

Degenerate Clone

Once per month, the plant can create a “clone seed”. In one week, if protected and properly nourished, the seed grows into an adult clone of the plant. This clone is identical to its parent and has the same mutations and hit points. It also has the same ability scores except its INT and CHA are 3. The clone exhibits animal-like intelligence similar to a dog, cat, or horse.

The clone is subservient to its parent. It understands simple communication but cannot speak and has difficulty acting independently. The clone counts as a retainer for the purpose of determining the maximum number of retainers allowed by the plant character's CHA. When spawned, the clone is 1st level. Like other retainers, it can grow in experience, but suffers a 50% experience penalty.

Edible Flesh

The plant is edible, tasty, and nourishing. Creatures that eat a fist-sized piece of the plant recover 2d4 hit points and will not be hungry for 24 hours. When an edible

piece is removed, the plant suffers 1d6 damage. Plants gain no benefit from eating the edible plant's flesh.

Gigantic Growth

The plant grows rapidly throughout its life, eventually reaching gigantic proportions. It gains 1d4+1 ft. in height and +1 bonus to damage (on non-powered hand weapons). After 1st level, each time the plant gains a level, it gains an additional 1d4+1 ft. in height and +1 bonus to damage. For instance, at 3rd level, the plant would be 3d4+3 ft. taller than its base height and get +3 to damage. Plants over 9 ft. tall suffer a -1 penalty to hit creatures 3 ft. tall or smaller.



Plant Control

The plant can mentally control another plant within 50 ft. and make it perform actions. Controlling intelligent mutant plants requires a mental attack test. If it wins the test, the controlling plant may control its subject indefinitely. The controlled plant is aware of its surroundings and realizes it is being manipulated.

Using *Plant Control* requires great concentration. While manipulating its subject, the controller cannot take other actions including moving. The mental control ends when the controller stops concentrating or is farther than 50 ft. away from the subject.

Plant Mimicry

The plant can transform its appearance to mimic that of another plant species. It can change to resemble any plant species it has seen or encountered before, but it cannot mimic a specific individual plant. It also cannot

change the size of its body. The transformation process takes 1 round.

Root Walk

Plants with this mutation are also considered to have the *Free Movement* mutation (see *Mutant Future* core rules pg. 33). The plant can instantly root itself in the ground. Its legs become immobile and the plant cannot be knocked prone or moved from that spot. The plant can root itself or retract its roots instantly. It can only root in dirt or similarly soft materials.

Toxic Self-Destruction

The plant can violently explode at will. The explosion kills the plant, completely obliterating its body. The blast releases toxic gas in a 90 ft. radius. Creatures in the radius must make a save versus poison or die.

PLANT MUTATIONS: DRAWBACK

Petrified

The plant's body is mostly dead and petrified. Its fossilized flesh is rock hard and almost indestructible but it no longer regenerates. The plant has a natural AC of 4. Its maximum hit points are equal to its CONx10

(i.e. a plant with 11 CON would have 110 hit points). Resting, medical aid, or mutations will not heal the plant. Any hit points it loses are gone permanently. The plant may still gain additional hit points if its CON increases. Each point of CON adds 10 hit points.

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