



EXPANDED RACES

MUTANTS

EXPANDED RACES: MUTANTS

A Sourcebook for the Psi-Watch Campaign Setting

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Requires the Use of the D20 Modern Core Rulebook, Published by Wizards of the Coast

This sourcebook dramatically expands on the concept of the Mutant player race being a modular, free-form species built using the Fursona character builder.

Fursona: The Definitive Guide to Creating Anthropomorphic Characters (Otherverse Games, 2011) is required to use this sourcebook. *Fursona III* (Otherverse Games, 2011), which includes additional content useful to Mutant characters, is useful but not essential.

FURSONA BASICS

The Furona free-form character creation system functions like this.

1. Pick your creature's order. Your order determines what kind of creature you are building, and what Major racial traits are favored for you. Unless specifically stated otherwise, all anthros are humanoids with the anthro subtype. They are usually either Small or Medium sized, at the creator's option.
2. Each anthro receives four (4) build points with which to purchase Major and Minor racial traits.
3. If you purchase a Major Racial Trait that is Favored by your order, you receive a two (2) BP discount on the ability.
4. If you wish, you can select Disadvantages to gain additional build points. Each Disadvantage chosen provides you with two (2) additional BP.
5. Finally, if you wish, you can add one or more templates to further customize your anthro. After that, pick feats, skills, equipment and spells (if any), a starting occupation and first class level, just as you would for any other character.



MUTANTS **EARLY PL. 7**

Medium Monstrous Humanoid (Psionic)

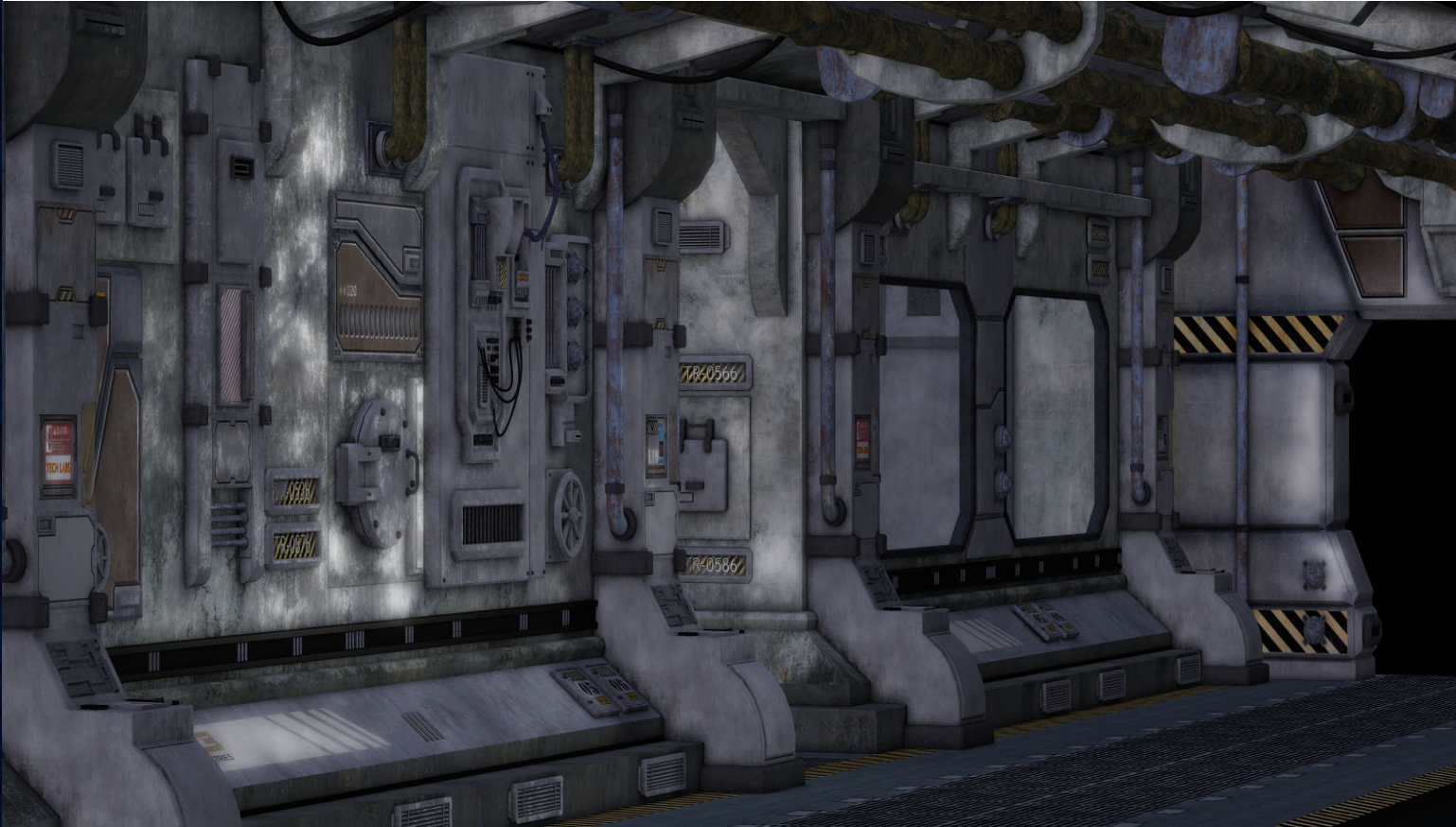
Mutants are the unwanted byproduct of the genetic revolution. The genetic triggers for mutancy are randomly distributed among the human population. It is virtually impossible to predict mutant births, though the children of two mutants are almost always mutants themselves. With powers and deformities that emerge during the hormonal surges of puberty, mutants are condemned to a life of violence and suspicion.

In most countries, mutants are either forced into the military or killed outright. The only true

homeland that most mutants ever know is the isolationist, mysterious artificial island called Nightflight. In America, after a long struggle for mutant rights, the evolved humans have finally won legal protection. The Hunt Clubs and pogroms of the past are now illegal, and while mutants may be unwanted outsiders, they can't be legally killed on sight anymore... at least not in America. The status of mutants varies wildly across the world, from almost full acceptance in the European Union to slavery in the Republic of Cebary.

Appearance

Mutants are a diverse bunch. Even closely related mutants could easily be mistaken for members of different species, depending on how their mutant genes express themselves. Few of them can easily pass



for human. Some are as hideous as a nightmare and others are strangely alluring.

Fur and feathers, living glass skin, chrome scales, prehensile tails, centaur-like legs, glowing eyes, gill slits, insectoid wings like stained glass.... Mutants may display any of these eye catching deformities, and a hundred more besides.

Each mutant is a species of one, though certain traits are considered especially desirable by fellow Mutants. Blue skinned or furred mutants are especially common, and these azure post-human are either respected or lusted after throughout every level of Mutant society.

Reproduction

Mutants reproduce sexually, and can breed successfully with baseline humans, though a high percentage (approaching at least 75%) of these hybrid children express Mutant traits at puberty. Most Mutants resemble baseline humans until their pre-teen years, when the hormonal shifts of puberty spur vast physiological changes and activate hereditary superpowers.

Mutants have no set breeding period, at least for most, though as with everything else about the

genetically twisted Mutant race there are exceptions and unusual corner cases.

Lands and Culture

Mutants live as unwelcome outsiders on the fringes of human society. Currently, Mutants are protected under American law, and have most of the rights that baseline American *homo sapiens* take for granted. Most Mutants cannot legally marry humans, and whether a marriage between two Mutants is legally recognized varies by jurisdiction. Mutants cannot adopt human children, and even adopting unwanted Mutant children (of which there are many) is a bureaucratic nightmare. Mutants have little legal protection against discrimination, as US law didn't even recognize the species as sentient up until the early 1990s. The few Mutants living and working openly in the 'human world' know that the few legal protections they enjoy today can be taken from them at a moment's notice. They stay glued to 24 hour news coverage, waiting for the news to take another turn towards genocide.

Most Mutants live off the grid, in jury-rigged societies of their own devising. Some Mutant communities are little more than squats in some sewer or slum somewhere, ruled by the most brutal bastard on the block. Other communities, like the legendary

Nightflight, are post-human paradises where Mutants thrive and can explore their innate powers to the fullest.

Mutants exaggerate several human traits- Mutants are highly social animals, forming complex and stratified societies. Mutants are tribal, building extended families of like-minded fellow Mutants and the occasional sympathetic human, with each tribe dedicated to a particular goal or cause. Mutants are passionate about what they believe- in some ways they are crueler and more dedicated in service of their goals than even the most zealous human can boast. Left to their own devices, any two Mutants locked into a room together will form a government, and start up a war with any third Mutant in the room next door.

Originally, Mutants squatted in abandoned sewer access tunnels and forgotten subway lines because it was convenient, and humans rarely explored that deep. However, over the years, the Mutant species has developed a preference for subterranean lairs- complex, easily defensible and fortified structures. Mutants build elaborate metal-hulled lairs, strangely organic structures that resemble a cross between the interior of a ballistic missile submarine and a termite's lair. Mutants find a kind of security in the permanence of steel.

The Genomic Underground

Across the world, new metahumans evolve into their gifts at puberty. Hundreds of thousands of mutants exist, caused by everything from well-funded government deniable ops to the random seepage of mutagenic chemicals into the water table. The greatest concentration of true mutants- evolved but deformed humans with unpredictable genetic gifts- as opposed to similar mutate species like the Jupiter Tainted and the Challengers is found in North America. And unlike their regulated, well trained cousins in the military, civilian mutants are hunted and despised, with most only recently coming out of the genetic closet.

Up until the 1980s, mutants weren't considered legally human, and a dangerous mutant could be summarily killed, without the necessity of a trial. To paranoid baseline humans, any obvious mutant was a threat, and even human-seeming mutants were potential predators. During the late 1960s and early 1970s, Human Hunt Clubs were formed across the

country, enabling hunters to publicly murder mutant Americans. Taking advantage of anti-mutant laws, Hunter Clubs could kill mutants purely for sport, and in most cases, completely escape punishment because their prey had fewer legal rights than a wild animal.

For many American mutants, enlisting became the only way to survive. Pro-integration policies within the military meant that mutants could serve openly, even rise to command level, and as long as they were willing to kill for their country, were considered legally human. The military in general and Psi-Watch in particular has been the largest employer for American mutants since the early 1960s.

For mutants who refused to serve, the only way to survive was to go underground, to hide their deformities as best they could. The nation-wide Genomic Underground actually predates Psi-Watch's formation by nearly a decade. The organization's earliest missions involved smuggling first-gen mutants out of WWII era Japanese-American internment camps to safety and helping mutant Tuskegee-experiment survivors get to the North's relative safety.

The Genomic Underground has gone through a hundred different incarnations, mostly because it is not a single entity. Hundreds of mutant groups, many with competing aims operate under the Genomic Underground label. Some of the most militantly anti-human groups work muscle for the Huxley Emergence, trading service for custom genetic engineering work and gene-masks designed to foil government scanners. Other G.U. cells tackle more mundane and less violent objectives- protecting low level mutants from on the job discrimination or winning federal protection and tax exempt status for emerging mutant religions.

The vast majority of American mutants have had at least limited contact with the Genomic Underground. Most of the organization's cells offer power-training to teenage mutants, and are willing to shelter tactically useful mutant kids from Puzzle Ops' kidnappers. Since most 'reputable' mutant assistance societies are either money-grubbing scams or fronts for mutant-murder terrorist organizations, the Genomic Underground may be the only trustworthy organization a rookie mutant can go for help. Mutants turn to the underground to find what most public

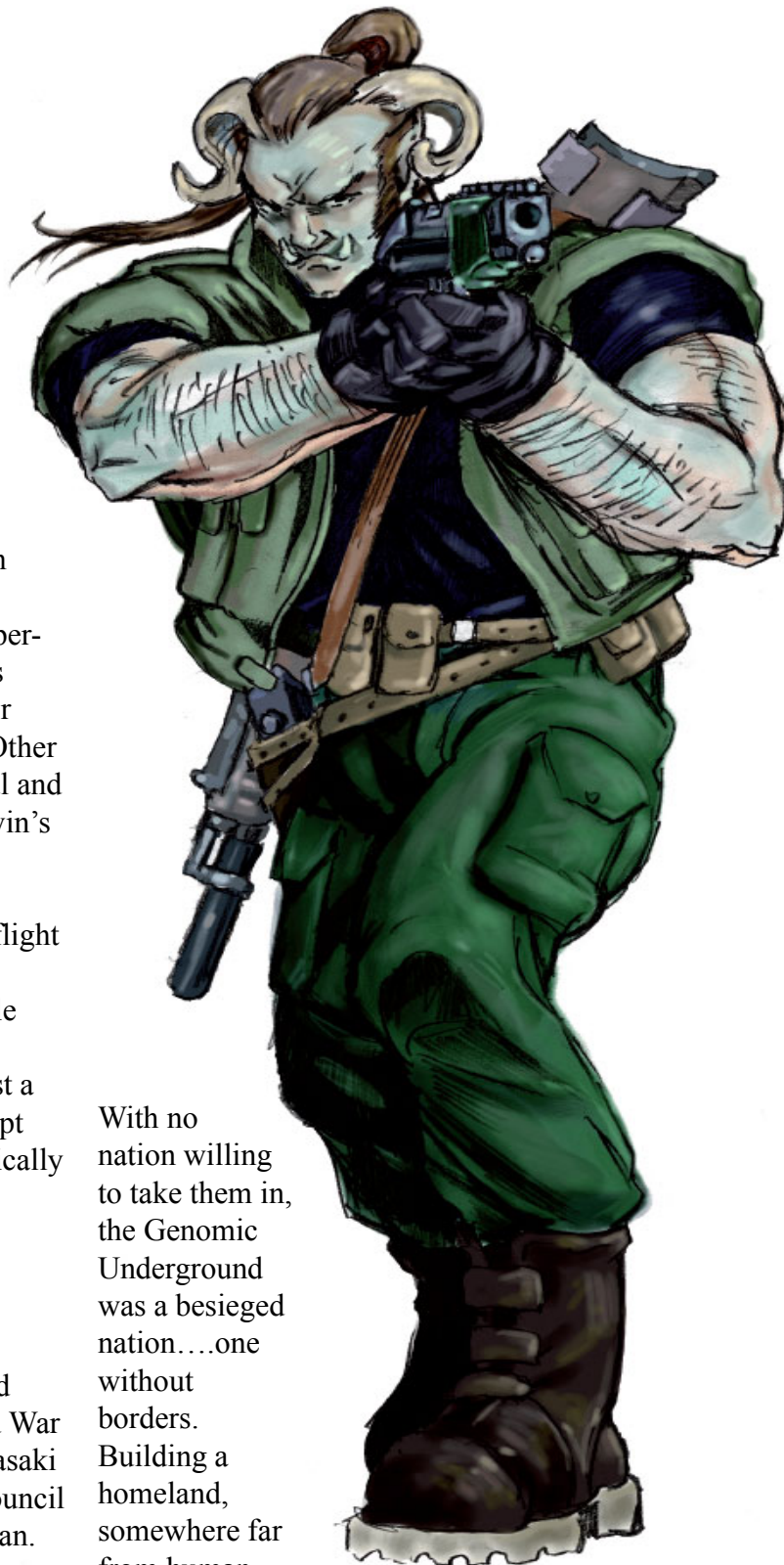
hospitals can't offer them- help controlling a lethal superpower, dietary assistance for those so heavily mutated they can't digest human food, and moral support.

The mutant underground doesn't trust the Internet, knowing how deeply Puzzle Ops has its claws into the Net. They communicate mostly via telepaths or scent cues, or by elaborate and long-standing coded communications protocols set up in the classified ads of major newspapers and pornographic swinger contact magazines. The Genomic Underground is rumored to have its own city- a subterranean fortress carved out of an abandoned sewage reclamation facility. The whisper-stream variously refers to this mutant sanctuary as Darwin's Delight or The Veins, and places it either deep under New York City, St. Louis, or Miami. Other mutants speak in longing whispers of the beautiful and elegant Nightflight, which is a palace where Darwin's Delight is a shit-stained fortress.

Psi-Watch's own research confirms Nightflight is located deep within the Bermuda Triangle, a massive artificial island protected beneath multiple layers of holo-camouflage and defensive psi-tech. Constantly on the move, Nightflight hovers almost a hundred feet above the warm, Atlantic waters, kept aloft by a caste of genetically engineered, magnetically empowered mutant drones.

Nightflight

The City of Nightflight is governed by the Council of the Helix. Some of the oldest, most respected of Earth's mutants, many of the wise old reptiles on the Council have survived since World War II. The atomic detonations of Hiroshima and Nagasaki created the first true mutants, and many on the Council were just children as the Japanese occupation began. As this first generation of mutants grew up, they saw the Republic of Cebary's increasing prosperity, built upon the backs of mutant slaves, and saw the bloody witch-hunts occurring in the USA. The Genomic Underground was formed to protect mutants, to find a way to get them to safety..... but none of the first generations of mutants knew where they could find safety.



With no nation willing to take them in, the Genomic Underground was a besieged nation....one without borders. Building a homeland, somewhere far from human eyes was seen as the only option. In 1961, the Genomic Underground began construction of a hidden sanctuary deep into the Antarctic interior. By 1962, over 5,000 mutants called the Moria Settlement home. By 1963, they were all dead, slaughtered by unknown forces, and every one of their beautiful, alien structures razed to the ground. Before other members of the Genomic Underground

could investigate what happened to their brothers and sisters, a 15 megaton nuke eliminated all trace of the settlement.

As the mutant race struggled to come to terms with the tragedy, and to pick up the pieces of their atomized homeland, the Huxley Emergence offered the Genomic Underground a devil's bargain. Using their genetic technology, the Emergence transformed a cadre of Mutant volunteers into the near-immortal Indomitables- mango-kinetic mutates capable of levitating an entire artificial island. Mutant technopaths and geniuses designed a floating cityscape to Mutant specifications, according to Mutant science: a place unlike anywhere else on Earth. In exchange, the evolved humans of the Emergence bought Mutant loyalty, in perpetuity and access to Mutant genetic materials.

Today, Nightflight is prosperous and legendary, undisturbed by humans. The Emergence's technology keeps the floating island cloaked deep within the Bermuda Triangle. The city is governed by the Council of the Helix, who carry out the will of the populace. Council meetings and national policy is decided by telepathic conference, and even the youngest, pre-verbal Mutants have a voice in the strange government.

The nation is sustained by the sea's bounty, with large numbers of the nation's Mutant citizens displaying aquatic mutations and thriving as fisher-folk. Vertical hydroponics gardens 500 ft tall rise high above the city's onion-dome rooftops. Technology is centuries ahead of the Terran baseline, almost approaching Culture standards. For the Mutants fortunate to find it, Nightflight is a paradise, and for everyone else, it is a hope not often expressed...especially where human ears might hear.

Mutant Names

Mutants often reject the names they were born with. Some don't want to be reminded of the baseline family that rejected them when their body changed, while others refuse to answer to a name bestowed upon them by a member of a less evolved species. Most Mutants take a new, impressive codename that describes their unique genetic gifts. Taking this new name can be a major ceremony- in the city of Nightflight, a Mutant adopting a new name is cause

for a citywide celebration that can last until the sun sinks down beyond the western horizon.

MUTANT RACIAL TRAITS

Size and Type

Mutants are Medium Monstrous Humanoids with the Psionic subtype. As Medium creatures, they receive no bonuses or penalties due to their size. As Psionic creatures, they can select from Psionic Precursors and Psionic Feats freely, as described in the *Psi-Watch Campaign Setting*. As monstrous humanoids, Mutants are immune to effects that specifically target humanoids, such as *charm person*.

Normal Speed

Most Mutants have a base land speed of 30 ft.

Given the genetic variety of the Mutant species, Mutants of different sizes, or Mutants with dramatically different movement modes are not uncommon.

Ability Score Modifiers

+4 CON, -2 CHA.

Beneath all their diverse crop of mutations, Mutants are phenomenally healthy and robust. Most mutants are athletic by human standards, and nearly unbeatable in a causal fistfight. Unfortunately, Mutants are often paranoid and isolated from ordinary humans, even in the most pro-mutant societies.

Enhanced Senses

All Mutants possess *lowlight vision*. Depending on their mutations, Mutants might have even keener senses.

Racial Skills

Mutants are creatures of the street, unwelcome in polite society. They receive a +2 racial bonus on Intimidate checks, as well as Knowledge (streetwise) or Knowledge (local) checks, as appropriate to the campaign type.

Psionic (EX)

Mutant characters have the Psionic subtype, and may freely select Psionic Precursors and Psionic Powers, described fully in the *Psi-Watch Campaign Setting*.

Mutant Genome (EX)

All Mutants have extraordinary physical abilities, with some developing even more impressive mental and Psionic gifts, but virtually all Mutants suffer corresponding deformities and genetic defects. All members of the Mutant order receives one gamemaster chosen Disadvantage, selected from those available in *Fursona* or follow up sourcebooks. Mutant characters receive no bonus build points for this mandatory Disadvantage.

However, if the Mutant chooses to select additional Disadvantages, he or she receives three (3) build points per Disadvantage, not two (2) as is typical for other anthro characters.

If you are using *Fursona* rules with the *Accidents of Birth* sourcebook (Otherverse Games, 2011), Mutant and Radiation Freak anthros are considered “those who endure”. They are mutants who always randomly determine drawbacks, and choose their beneficial mutations.

The following Disadvantages are especially appropriate for Mutants in a modern espionage/supers campaign. Disadvantages in colored text boxes are found in *Fursona III*, the rest are found in *Fursona*.

Favored Racial Traits

The following major racial traits are favored by Mutants.

Attribute Excellence (STR), Acidic Blood, Blindsight, Breath Weapon, Chameleon Skin, Chemical Burn, Continual Evolution, Darts, Fast Healing I, Flexibility, Hood Stamp, Multiple Arms, Powerful Build, Powerful Kick, Size: Large, Strong

Life Force, Squick, Sprint, Toxin Immunity, Voltaic Skin

Racially Favored Powered Hero Talent Tree

If using the optional rules from *One Planet, One Power* (Otherverse Games, 2012) Mutant characters can designate any one Powered Hero talent tree as being racially favored. Once this choice is chosen, it cannot be changed.

ALTERNATE MUTANTS

The default assumption in *Psi-Watch* is that mutants are a naturally occurring evolution of the human genome. Mutants have been present throughout history- and some of the great men, women and monsters of history, mythology and folklore may have secretly been Mutants. Mutant births have only increased since mankind mastered nuclear fission, as rising ambient radiation levels only spur new Mutant births.

But what if that’s all wrong? The current scientifically accepted origin of the Mutant species is just a theory- a plausible theory, but still just a theory. In your campaign, you might decide that Mutants have a different, highly classified true origin. Some alternate origins, and their game-play effects on Mutant heroes and villains, are listed below.

The First Super Soldiers

Mutants aren’t naturally occurring aberrations. Instead, the Mutant genome was first engineered in the first days of World War II by the USA’s Office of Mental Research, by cutting edge scientists who didn’t quite know what they were doing. The chemicals and mutagens necessary to create the Mutant genome

leached into the atmosphere and ground water, carried by the Gulf Stream to every corner of the planet and soon Mutants emerged across the world.

D20 Result			
1 Bleeder	6 Outcaste	11 Sexually Competitive	16 Unmodifiable
2 Feral	7 Palm Blades	12 Short Attention Span	17 Unnerving
3 Lone Hunter	8 Painful Weapons	13 Strange Shape	18 Vulnerable to Energy
4 Murderous Feeding	9 Persona Grafting	14 Substandard Attributes	19 Weak Heart
5 Nocturnal	10 Radioactive	15 Too Beautiful	20 Weak Sight

Game Play Effects?

If Mutants are secretly military-created rather than naturally occurring, it changes very little about the way Mutant powers work. However, since a forgotten military project created Mutants, there is a very good chance that the US military has access to reliable means of suppressing, or even erasing the Mutant genome.

Alien Archives

During the primordial era of human history, before mankind mastered language, early *homo* were visited by god-like beings from beyond the stars. These god-aliens seeded humanity with genetic structures culled from around the galaxy- DNA-based memorials to fascinating and unique creatures long extinct. Over the millennia, Mutant genes express themselves, a deeply recessive genetic switch flipping to transform a once ordinary *homo sapiens* into the genetic recreation of a long vanished species.

Game Play Effects?

Mutant characters venturing off planet might be 'mistaken' for members of another species they resemble with virtually any effect or complication the gamemaster dreams up. In game, Mutants might have a variety of subtypes to reflect their alien heritage. You might decide that all Mutants are secretly Lifechained creatures, with a Lifecount of 1, if including content from *Guide to the Known Galaxy* (Otherverse Games, 2008).

Warriors of the End Times

Mutants are not genetic aberrations- they are the scions of Heaven and Hell, born to unaware mortal parents, and designed to serve as soldiers in the battle of Armageddon.

Game Play Effects?

This modified origin dramatically changes the nature of the mostly tech-based, Psionics heavy Psi-Watch campaign setting, opening the door to modern magic and planar adventures. During character creation, roll D6. Odds mean the Mutant is a scion of Hell and has the (evil) subtype; Evens means the Mutant is a spawn of Heaven and has the (good) subtype. This does not need to correspond in any way to the Mutant's alignment, though sooner or later, fanatical outsiders from the appropriate side will show up to force the Mutant to fight on the side of their

ancestors. Whether angel or demon, these outsiders have no problem killing any Mutant who doesn't toe the line.

MUTANTS AND CITYBORN

The Cityborn (ER: Cityborn, Otherverse Games, 2013) are revealed as the cosmic children of the concept/deity known as The City. Cityborn work to make their dreams of an entirely industrialized, hyper-urbanized planet a tangible reality, and to protect Earth's existing city.

Mutants may serve The City too, and not know it. After all, some mutants display starting techno-savvy, and have an instinctive drive to build chrome and glass bunkers for themselves. Unable to trust ordinary people, many Mutants embrace technology. Perhaps Mutants are the avatars of another facet of The City? Where Cityborn focus on the safety and sociology of the future City, Mutants build the technological infrastructure? If that's the case in your campaign, you might consider Mutant and Cityborn racial talents and feats interchangeable, and allow a lot of cross-over in terms of character concept.

MUTANT RACIAL TALENTS

Death Ioun Bond (EX)

Prerequisite: Combat or Special starting role or Culture specific starting occupation.

The reality-spanning Culture mastered the art of creating Ioun Stones aeons ago, the stones forming a fundamental part of the empire's technology. Death Ioun stones are created by accident, the energies of their creation opening a split-second hyperspace warp. These strange, psionically charged crystals can appear anywhere in the multiverse, to anyone, good or evil, adult or child. The presence of a bonded Death Ioun stone creates an indomitable warrior, but one cursed by death and ill luck.

A Death Ioun stone takes the form of a tiny skull made of bone white crystal. Once it bonds to a host, the Death Ioun melds with their flesh, appearing as a morbid decoration on their forehead, throat or breast. The host's skin usually takes on a jaundiced appearance, which only worsens as their long, long life wears down.

The character receives a +2 trait bonus on FORT Saves against death effects and the effects of massive damage. The wearer can also permanently sacrifice 1d3 HP as a free action before making a save against either a death effect or massive damage save. Doing so allows the character to automatically succeed at the check.

The Death Ioun Bond increases the character's lifespan dramatically. A human with a Death Ioun Bond adds +500 years to their maximum age; longer lived species have their lifespans increased proportionately.

Drawback: All allies of the Death Ioun Bonded character suffer a -1 luck penalty on all saving throws for 24 hours after spending any time in his or her presence.

Eye Spark (SU)

Prerequisite: Psionic subtype, Combat or Special starting role

When you are angry or especially determined, one of your eyes flares with glowing Psionic energy. Your eye spark is a visual signature with a unique color pattern that never quite duplicates (nor is duplicated by) any other Psion's spark.

Once per day, as a free action, you can cause your eye to spark, providing you with a luck bonus equal to your Reputation score on your next attack roll, skill check or saving throw.

Euro-Mutant (EX)

Prerequisite: Mutant race, character level first

You grew up in one of Europe's "Freaker Villages". Over in the EU, Mutants have achieved a level of social acceptability unknown in North America. They have legal rights, can find jobs (even if they're never the best jobs), even marry humans without fear of sterilization. Growing up in relatively tolerant Europe has made you much less self-conscious about your mutations than your American cousins.

This starting trait modifiers your racial ability score modifiers. You only suffer a -1 penalty to your CHA score, not the -2 common to other Mutants.

Iraqi Mutant (EX)

Prerequisite: Mutant race

You earned your twisted genome during the nuclear annihilation of Iraq. As one of the pitifully few survivors, you evolved a resistance to radiation. Now you prowl the wreckage of the post-nuke Middle East, scavenging and killing as necessary to survive.

You are immune to radiation and intimately familiar with its effects. You can attempt a DC 15 Survival check as a full round action to scan a 30 ft cone ahead of you. If your check is successful, you learn if the area is irradiated, and the degree of radioactivity.

Nightflight Technomancer (SU)

Prerequisite: Mutant race, Expert starting role, Craft (any) or Repair 1 rank

You are one of the lucky one percent- a Mutant courageous enough to make the exodus to the Mutant homeland of Nightflight and intelligent enough to be welcomed into the Mutant nation as a new citizen. You are extremely well versed in the revolutionary new sciences first discovered at Nightflight. For every Disadvantage you select, you receive a cumulative +1 insight bonus on all Craft and Repair checks.

Moria Survivor (EX)

Prerequisite: Mutant race, Adult age category or older

Very few humans realize that a handful of Mutants survived whatever destroyed the Moria, the Mutant city built out on the Antarctic ice in 1961, and extinguished by 1963. You lived in that strange, fabulous, doomed city, and the pride, glory and Mutant beauty you saw there will haunt you forever.

You receive a +2 bonus on Knowledge (history) checks made concerning Mutant culture, and a +1 bonus on all Perform checks made before a mostly-Mutant audience.

Mutant Rescue Training (EX)

Prerequisite: Expert, Explorer or Special starting role, or any Mutant-specific starting occupation

The Mutant race is hated and feared by ordinary humanity. For most of the 20th Century, Mutants could only turn to their own kind for help; the most powerful and courageous Mutant gathered together in secretive 'Mutant Rescue' cells around the country. Operating beneath humanity's radar, these

Mutant heroes brought Mutant criminals and predators to justice, and helped young Mutants gain some control over their powers and rapidly changing bodies.

Your Mutant Rescue background means you never suffer a penalty on Treat Injury/Heal checks made against Mutant characters, no matter how heavily mutated they are. You receive a +1 trait bonus on Diplomacy checks made against Mutant characters and a +2 bonus on Knowledge (streetwise) checks made concerning Mutant culture.

Subgene (EX)

Prerequisite: Mutant race, character level first

You're a 'subgene' the lower, sewer dwelling caste of Mutants. The heavily mutated, and often sickly or insane subgenes can't pass for human- and even by Mutant standards, they aren't pretty. However, subgenes often display some pretty impressive natural powers, even if they are shunned by human and better-born Mutant alike.



Each Disadvantage you select provides you with four (4) Build Points, not the normal two, or three received by ordinary Mutants. However, you suffer an additional penalty on all CHA-based skill checks (except Intimidate) made against non-subgene Mutants equal to your number of Disadvantages.

Mutie Don't Shiv (EX)

Prerequisite: Mutant race, Combat starting role

You don't shiv. No joke. Once per day, when you miss with any melee attack, you may make a second attack roll against the target as a free action. You receive an insight bonus on the second attack roll equal to the amount you missed the initial attack roll by.

Project 13 Graduate (EX)

Prerequisite: Mutant or any Patriot race, Combat starting role, Base Attack Bonus +1

Project 13 was an American 'grey' program which ran from 1986 through early 2000. The program took talented post-humans, including minor criminals and youthful Mutant offenders, and apprenticed them to a Psi-Watch combat team. Think a black ops version of the Big Brothers, Big Sisters program.

As a Project 13 graduate, you are extremely well versed in intelligence and government black programs. You receive a +1 trait bonus on all Knowledge checks concerning classified (or recently declassified) US programs and those in the intelligence community.



signatures, they will also probably be some shade of blue.

You are not required to take the mandatory Mutant Disadvantage during character creation.

Any time you spend an action point to improve a CHA based skill check against another Mutant character, you may attempt a DC 12 Charisma check.

If successful, you retain the action point and

may use it again later.

MUTANT RACIAL FEATS

Blue Phenotype (Racial – Mutant)

Mutants have their own hierarchies and hold their own prejudices. In mutant society, genetics determines success, with the most exotic, capable and powerful mutants accorded the greatest respect. One diverse mutant phenotype seems to have an evolutionary advantage over lesser mutants. Mutants of this bloodline are marked by blue skin, feathers, or fur. Mutants lucky enough to manifest these desirable mutations have no difficulty finding Mutant lovers or followers.

Prerequisite: Mutant race, CON 13+, INT 13+, character level first

Benefit: Your mutant traits express as blue natural features, such as blue skin, fur, feathers or scales. If your psionic abilities have visible energy

Chaos Magik (Racial – Mutant)

Your Mutant genome, so twisted and unnatural, allows you to access equally unnatural paths to magical power.

Prerequisite: both Powered Hero and Modern Spellcaster class levels, any non-lawful alignment (or no lawful allegiance)

Benefit: Your Powered Hero and Modern Spellcaster levels stack for the purposes of determining your Spell Points and the highest spell level you can safely cast.

Gene Mage (Racial – Mutant)

Your genetic aberrations make you a more powerful spellcaster.

Prerequisite: Chaos Magik

Benefit: You add your number of racial Disadvantages to your INT modifier to determine the saving throw DC for your spells, and bonus spell points.

Hollow Bones (Racial – Mutant)

Your bones are similar to those found in avians. Though hollow and extremely lightweight, they are durable and have high tensile strength.

Prerequisite: Mutant race, character level first.

Benefit: Your light bones make you extremely nimble. You receive a +5 ft increase to your base land speed. If you have or later gain a flight speed, it is increased by +10 ft and your maneuverability class is improved to 'good'. You receive a +1 bonus on REF Saves, Stealth/Move Silently, Perform (dance), Jump, Tumble and Initiative checks

Drawback: You are slightly more fragile than an ordinary humanoid, and suffer a -2 penalty on FORT saves made to resist the effects of massive damage.

Imitative Evolution (Racial – Mutant)

Your species is known for its genetic adaptability. You can evolve natural defenses unique to other species, all the better to help perpetuate and protect your own.

Prerequisite: Mutant race

Benefit: You may select racial feats from any species, not simply Mutant racial feats. These feats are considered Mutant racial feats when chosen by you.

Mutant Apotheosis (Racial – Mutant)

Only one in ten thousand Mutants (or fewer) ever undergoes a Secondary Mutation. The even smaller percentage of Mutants who undergo Apotheosis become demi-gods, displaying powers that dwarf those of lesser Mutants.

Prerequisites: Secondary Mutation, character level 10th

Benefit: Your Mutant Apotheosis makes you incredibly powerful. Increase the Saving Throw DC of any and all powers you possess by a number equal to the number of disadvantages you have chosen. Powers refer to Psionic and Psionic Precursor feats, racial traits, and Powered Hero talents. You may choose one power with a normal range of touch or personal- you may now use this ability as a ranged touch attack with a maximum range of 30 ft.

Mutant Bolthole (Racial – Mutant) (Metagame)

Like many experienced Mutant warriors, you've established safe houses and ammo caches in major cities across the planet, and know hidden sanctuaries established by allied mutants. These boltholes are high tech, metal walled bunkers, built in the distinctive Mutant architectural style- well secured, fortified and sleek as well as cold as a naked sword blade.

D8 Result	Bolthole's Cover Is....	Bolthole's Extraordinary Facility....
1	An abandoned, rural gas station	Includes a fully stocked armory, including 2d4 suits of tactical body armor and 2d6 firearms or light energy weapons of Purchase DC 22 or lower
2	A sprawling self storage yard	Full medical suite with airtight containment unit and hospital-grade medical sensors and life support equipment
3	A mazelike junkyard	A bank of cloning tanks or a Tubeborn VR simulator
4	A prestigious private school	An advanced, holographic/hardlight training chamber
5	A low end strip club	A hanger with an advanced, supersonic VTOL craft launched from a concealed runway
6	An obscure fast food restaurant	A highly secure prison or brig capable of holding even superhuman prisoners
7	An old Forest Ranger station	A voice activated self destruct system
8	A crumbling lighthouse	Emergency escape systems, in the form of single use 'monorails' that lead to a random safe spot 2d6 miles from the facility

Prerequisite: character level 5th

Benefit: Once per game session, you may expend an action point to establish a bolt hole. This bolt hole is a subterranean structure at least as large as a small commercial building, hidden beneath some kind of innocuous human structure; if this cover facility is staffed, as opposed to a ruin or vacant building of some kind, it is staffed either by sympathetic (or unaware) humans or passable mutants. This bolthole is located somewhere in or near whatever city you are currently operating in when established.

This facility is yours to use from the time it is established, and requires others to make a DC 25 Knowledge (streetwise) check to locate the approximate location of and a DC 22 Perception and/or Disable Device to uncover and access. The bolt hole includes standard utilities, living quarters, food supplies for a week or two, secured phone or internet access, and other mundane facilities. Each bolt-hole also includes one type of extra ordinary facilities, rolled randomly on the chart below.

Mutant Maker (Racial – Mutant)

Like some of the most brilliant members of the Mutant race, you can invent anything you can imagine, entering a trance state where your hands and tools work automatically to create high-tech wonders.

Prerequisite: Mutant Race, Nightflight Technomancer starting talent, Repair 5 ranks, at least one powered hero talent from the Genius talent tree

Benefit: By spending an action point, you can assemble unusual and extremely high-tech devices. You must have access to high-tech raw materials, or salvageable scrap, and at least a Mechanical and/or Electronics kit to use this ability. You enter a trance-like state, though you remain aware of your surroundings and can end the trance at any time until the project is complete.

You can create any Huge or smaller device, including vehicles, powered armor and weapons of your campaign's current Progress Level (Default PL 6 for Psi-Watch campaign setting) from the scrap or raw materials available. Doing so requires 1d4 hours to complete the project; if you end the trance state before this period ends, the device is not completed, and the action point is wasted.

You can create prototype devices from higher Progress Levels by expending one additional action point per higher PL of the desired device. Thus, if you wanted to create a PL 8 device in Psi-Watch, you would expend 3 action points (1 initial plus 2 for a device two PLs higher than the norm). Each higher Progress Level adds 1 hour to the project's completion time.

Mutant Vigor (Racial – Mutant)

Though odd looking by human standards, you are a paragon of mutant strength.

Prerequisite: Mutant race

Benefit: You gain two bonus Hit Points for each Disadvantage you have chosen. For each Disadvantage you choose, you gain a +1 inherent bonus to your STR score.

Mutation Flux (Racial – Mutant)

You have limited control over your form and aberrant genetics, and can adapt yourself to your environment.

Prerequisite: Mutant race, CON 13+

Benefit: Each day, upon awakening, any Fursona Minor racial trait with an unmodified cost of two (2) Build Points or less. You lose previously chosen racial traits and gain the newly chosen traits. This process requires about a minute of calm.

You retain the newly chosen mutation until you next rest, when you may either swap it out or retain the abilities indefinitely.

Passably Human (Racial – Mutant)

Through an act of concentration, you can temporarily suppress your mutations and metahuman deformities, returning to a fully human appearance.

Prerequisite: Mutant race, CON 13+

Benefit: As a full round action, you can assume a completely human form or return to your mutant state. This form is set when the feat is chosen, and resembles the person you would be without your altered genetics. While in your human form, you cannot be detected as a metahuman, either psionically (by a Challenger or a similar creature) nor technologically (by a gene sensor).

You 'read' as a normal, baseline human without the Psionic subtype. If you have genetic alterations, soft-tech bionics or Lifechained mutations, they are also suppressed for the duration of the effect,

NEW POWERED HERO ORIGINS

While suppressed, you cannot use Psionic abilities or Lifechained talents, nor are you considered to have Fursona racial traits at all. If you possess mutations or psi-talents which provide passive ability score enhancements or penalties, they remain active.

Radioactive (Racial – Mutant)

Your body generates constant low levels of lethal ‘hard’ radiation, and stress only increases your radioactive output.

Prerequisite: Mutant race

Benefit: Your body constantly generates low level radioactivity. All adjacent squares are considered a lightly irradiated area. Any place you remain in for more than 24 hours is considered lightly irritated and remains so for at least 24 hours after you depart.

By spending an action point, you can increase your radioactivity. All adjacent squares are considered a highly irritated area for one minute after spending the action point.

RNA Archive (Racial – Mutant)

Your blood contains a complete historical record of the Mutant race’s history.

Prerequisite: Mutant race, INT 15+

Benefit: Once per day, you can automatically succeed at any Knowledge check made concerning any facet of culture, technology or history, regardless of the check DC. You may attempt such checks untrained. You must decide to use this ability prior to rolling the check.

Secondary Mutation (Racial – Mutant)

You are a paragon of Mutant power, and under go a second mutation. Your body changes dramatically, mimicking the radical changes you first endured during puberty, as you expand your existing genetic abilities and develop radically new superpowers.

Prerequisite: character level 5th

Benefit: You gain four (4) additional Build Points with which to purchase new Major and Minor racial traits. You may also use two (2) Build Points to buy off an existing Disadvantage. As during character creation, during your Secondary Mutation, you may select additional Disadvantages, each one chosen provides you with three (3) additional Build Points.

CYBER-MUTANT

Examples: Omega Red (Marvel Comics), most members of Cyberforce (Top Cow)

Mutants have been ideal test subjects for cybernetic experimentation by the world’s militaries, mega-corps and black ops agencies. Few Mutants can count on legal protections or civil rights, and even the rare willing test-subject might agree to cybernetic augmentation in exchange for a prestigious position on an elite squad and multimillion dollar annual salary.

Cyber-Mutants have been heavily augmented with military-grade cybernetics, which expand their natural abilities, and mitigate their genetic weaknesses. Most Cyber-Mutant prosthesis are sleek, high-chrome artificial limbs with incredible strength and agility.

Skills: Cyber-Mutants know the world of black ops better than anyone and receive a +2 bonus on Knowledge (streetwise) checks. Most know how to maintain their own bionics and receive a +1 bonus on Repair checks.

Bonus Feat: Cyber-Mutants are given elite combat training- better than most other operators, from any agency. They can select any one Combat feat they meet the prerequisites for as a bonus feat.

Allowed Powered Hero Talent Trees: Any. The combination of natural genetic gifts and ultra-advanced cybernetics can produce virtually any superpower imaginable. Some of the most powerful and experienced Cyber-Mutants are bio-sculpted demigods.

Class Modifications: All Cyber-Mutants are implanted with tracking and surveillance systems by their creators. Cyber-Mutants must select the Tagged disadvantage without receiving any corresponding benefit.

Cyber Prosthesis (EX)

Cyber-Mutants use technology to compensate for their innate, genetic disadvantages and detrimental



mutations. Each Disadvantage chosen by the Cyber-Mutant allows the character to safely withstand the implantation of another implant (or an additional point of Drain).

GROSS OUT

Examples: Freex (Ultraverse), Marrow and other Morlocks (Marvel), The Jokers (Wild Cards novel series)

Gross Outs are teenaged mutants gone wrong, the unwanted by-products of the nanotech age. Gross

Out Powered Heroes have incredible, barely controlled physical abilities as a result of a nano-tech infection that entered their body through a simple cut or scratch and now hides within their twisted marrow. Gross Out outbreaks are becoming more and more common throughout the continental US, and Gross Out superhumans are victims to the same prejudices that Mutants were in earlier years, before they earned their civil rights during the early 1980s.

Some jurisdictions, especially in Florida and Georgia, have shoot on sight orders for unregistered Gross Outs. Everywhere else, Gross Outs are

quarantined by the US government in super-max security hospitals, where they are probed, tested and sometimes even vivisected in the name of the greater good. Those who can escape the government (and the still active mutant-killing “Hunt Clubs” scattered throughout the country) have few options. Most become shoot fighters on the underground fighting circuit, while the toughest might pick up day work as mercenary thugs for some local gang or terrorist cell. A very lucky few might hook up with the Mutant Underground, and are guided to one of the few sanctuaries willing to take in Gross Out refugees. Most Gross Outs die before their 19th birthday....

Restriction: The Gross Out Powered Hero protocol can only be chosen by a first level character in the young adult age category or younger.

The character must have chosen one of the following starting occupations: Criminal, Gladiator, Outcast, Predator, Scavenger, Wild Psion.

Alternatively, the character can have one of the following Psi-Watch specific starting occupations: Feral Mutant, Meta-Ganger.

Skills: Gross Outs know how to strike terror (it’s the best part of being a mutant horror, after all) and know how to keep to the shadows. They receive a +2 bonus on Intimidate and Hide (Stealth) checks.

Bonus Feat: Choose one (1) from the following: Animal Affinity, Brawl, Deceptive, Endurance, Great Fortitude, Low Profile, Power Attack or Toughness.

Allowed Powered Hero Talent Trees: Flyer, Healer, Mega-Scale Strength, Microbe, Peak Human, Reflex, Regenerator, Shapechanger, Summoner, Warform

Class Modifications: Gross Outs can never pass for human. They automatically fail ordinary Disguise checks (though not Disguise checks made in conjunction with Shapechanger talents). Gross Outs can never select the Changeform talent from the Warform tree.

Double Gross Out (EX): Gross Out Heroes choose two talents from their first Powered Hero talent tree. Gross Out Powered Heroes suffer a penalty on their CHA score equal to the total number of Powered

Hero talents they possess. However, their CHA score is always considered to be 10 + the number of Powered Hero talents they possess for the purpose of Intimidate checks only.

Gross Outs have physical deformities that hint at their superhuman powers. Gross Outs are among the most hideous creatures ever to call themselves (reluctant) superheroes. A superstrong Gross Out might have twisted, spasming musculatures threaded with cord-like, pulsing veins. A flying Gross Out might have tattered wings made of naked muscle and intestinal tissue. A Gross Out capable of size changing might have waxy flesh that hangs too loose over misproportioned bones. A summoner Gross Out might vomit up toxic sludge that quickly grows into monstrous servants or birth shortlived, hideously deformed ‘babies’.

CAMPAIGN MODEL: **GROSS OUTS! UNLEASHED**

Low Level (1st level starting characters)

The characters (don’t call ‘em heroes yet) are all highly mutated teenaged freaks. Until about 72 hours ago, they were all imprisoned at the nightmarish prison hospital codenamed Camp Midnight, located somewhere in the Pacific Northwest. They’d been there since their superhuman powers burst out of their bodies like thermonuclear tumors. Abandoned by their terrified or revolted parents, the characters were imprisoned ‘for their own good’, studied, tested, probed, surgically examined.... And on the schedule for live vivisection next Tuesday..... until they banded together and escaped.

Character Creation: All of the players build first level Powered Heroes using the Gross Out Enhancement Protocol (described in the next section). The players can be any of the following (ugly) player races:

- Human
- Cityborn
- Mutant
- Patriot Anvils or Boxers
- Steamer
- Anthros created using Fursona, that were human until their powers manifested.

None of the characters is older than 16, and characters are limited to one of the following starting occupations:

- Criminal
- Feral Mutant
- Mascot
- Scientist's Kid
- Student
- Wild Psion

Iron Willed: All the teenaged heroes of a Gross Outs! Unleashed campaign have survived medical experimentation and psychological torture that would cripple an adult. All these characters receive Iron Will as a campaign bonus feat, and gain the Abused starting talent as a bonus trait. They may still select an additional starting talent normally.

Abused (Metagame)

Prerequisite: Iron Will

What you endured as a child would of broken a lesser soul, but somehow didn't break you. Once per day, you can become completely immune to fear effects or to torture, by recalling what you endured previously. This immunity lasts for one hour. However, re-awakening your past traumas is never easy. For 24 hours after using this immunity, you automatically fail all CHA-based skill checks, except for intimidate. You become sullen, emotionally deadened.

Mistrusted: The escaped Gross Outs have no great love for adults- after all, it's adults who shipped them off to Camp Midnight and left 'em to die. The feeling is mutual- most of the world's secret militaries think that Gross Outs are mentally and genetically damaged terrorists in training. Even Mutant superheroes tend to be leery of brash, psychologically tormented Gross Out kids.

All adult NPCs from any military or intelligence organization, not to mention law enforcement NPCs, have a starting attitude of Unfriendly or worse to the player characters.

Themes: ugly bodies/beautiful souls, survivors of abuse and neglect, we can only trust each other, runaway teen heroes, reluctant superhumans, searching for a cure for your mutations.

MUTANT ABUSING MEGA-CORPS

The following mega-corps all field Cyber-Mutant supersoldiers. You can roll D10 once across the rows or combine multiple roles to quickly build a mega-corp killsquad.

MUTANT PLOT HOOKS

1. The Mutant nation of **Nightflight** is an artificial island larger than Manhattan, hovering in a complex web of interlaced magnetic fields at the heart of the Bermuda Triangle. Nightflight is home to a thriving Mutant culture, and more than 100,000 Mutant souls. Or it was five minutes ago. Something has ripped Nightflight from the sky, and the ruined island has crashed off the Cuba coastline. Tens of thousands are dead, the survivors are enraged beyond all reason....and nobody knows who brought the island down.
2. After their superhuman 8 year old daughter is kidnapped by forces unknown, celebrity super-parents **Rabid** and **Pitbull** turn to the player characters for help. The girl is the latest acquisition of Puzzle Ops' **Scholarship Division**, and the heroes will have to be fast if they want to catch up to the kidnappers before the little mutant girl disappears forever into the black ops underworld.
3. **Blooded Ghosts** have infiltrated human anti-mutant groups (including **Humanity's Sweat** and **Soldiers for Humanity**), fearful of what their oracles say the Mutant race could evolve to become. The most powerful Ghost, **Ka'shs'kk** has assumed the identity of **Senator Victor Brax (R-New York)**. Senator Brax is pushing for the repeal of the Mutant rights laws of the 1980s. If successful, Mutants will once again, become a hunted, outlaw species in America.
4. The **Vitelli Family** in Philadelphia is at war with itself. **Frank Vitelli**, the newly minted capo of the Family, has thrown open the books to any superhumans who want to work for him.

Under Frank's direction, the Vitellis have accepted superhuman criminals of every description as made men- even blacks and Mutants! The younger members of the family have little problem with this, liking the new firepower Frank's scheme is bringing into the family. The old guard has staged a coup, and bodies are piling up as the two factions fight for dominance.

5. Hoping to breed more of their kind, and gambling that the released radiation will boost their already impressive powers, a Mutant terror cell is targeting nuclear reactors around the world. Lead by the monstrous Mutant Powered Hero, **Sludgehound**, the cell is plotting simultaneous attacks in Japan, India, France and America.

6. A Morse code call for help is broadcasting on all channels from a remote part of Siberia. Even the current Russian government has no idea what's out

D12	MegaCorp	Corporate Interests	Cyber-Mutant Squad Quirks and Plot Hooks
1	Bio-Syn Systems	Private military contractors, bodyguards	Only selects female Mutants for its Cyber-Mutant squad/ private harem for the senior board members
2	Red Griffon Inc.	Pharmaceuticals	Mindwipes Cyber-Mutant squad members to make them more loyal, but does so very subtly
3	Anchorage Genomics	Electronic surveillance and data collection	Most of its tech (gene-tech and cybernetics) are inherited from the alternate "Otherverse America" future
4	Omnimax	Resource mining/exploitation	Megacorp has a hidden testing lab off planet that was recently destroyed (by the Culture?)
5	Vessel Systems	Space exploration	Its secret research, begun during the early 1950s may have created the Mutant genome.
6	Builder II	Private prisons	Secretly sterilizes its Cyber-Mutant mercenaries
7	Intruder	Advanced weapons systems	Genuinely committed to Mutant civil rights, active political lobbyists in favor of Mutant causes
8	Datacrux	Mega-scale construction	Great esprit de corps among its Cyber-Mutant squad members and lethal initiation rituals
9	Green Light	Advanced/alternative energy sources	At war with another mega-corp after one of its star Cyber-Mutants defected
10	Heavy Star Industries	Virtual reality communication protocols	Its Cyber-Mutants wear intricately decorated skull masks and faceplates
11	Black Goose Ltd.	International trade and banking	Experimenting in creating a supersoldier using a combination of Mutant genes, cybernetics and magic
12	Vixen	Roll twice and combine	Roll twice and combine

there. The pitifully fragmented records pertaining to the area refer to "**Quarantine Zone Omega**". What exactly is being quarantined, and why?

7. The assassination of moderate Mutant leader, and noted pacifist **Desmond Pryym**, leads to Mutant rioting across the world, and some of the worst anti-Mutant violence since the 1970s.

8. A pack of Feral Mutant children (**Jenny Talon**, **Bearcub**, **Hedgehog Sammy** and **Fanggy Lisa**) arrive pretty much on the player characters' doorstep. The pre-teen Mutants are ragged, malnourished and badly injured (Bearcub is half disemboweled and on the verge of death).... They're begging for sanctuary, and running from one of the groups' old nemesis.
9. The Mutant cult **Hybrid Vigor** offers its member **Symbiote Powered Hero** treatments to enhance their natural gifts, but only after these cultists bring the group a sacrifice- the blood, heart and bone marrow of a Blooded Ghost. The cult melds these grisly trophies to their own substance to vastly increase their power.
10. A new striketeam, **The Genecutters**, is taking out targets around the world that are a treat to the tenuous peace between Mutants and humans. Depending on the team's past actions, they might be targets or may be recruited as new squad members.
11. Mutant zealots begin committing suicide en masse, in highly public and ritualized ways. Meanwhile, the mutant reality-writer called **Paintbox Sally** begins warping the Nevada badlands into a high tech mutant utopia... her goal is to create a new Mutant homeland, one under the protection of the new Mutant God the zealots hope to create in the afterlife. Normally this would be dismissed as mere fanaticism, but the Culture is very, very worried the Mutants may actually be able to pull this impossible, mad scheme off.
12. Worried that humanity is planning their final strike, the Mutant general **Lady Winternight** has assembled a massive arc ship hidden on the far side of the moon. Only a few more raids, and Lady Winternight and her hand picked cadre of Mutant colonists will have all the technology and consumables they need to launch.
13. A mutant rights organization called **The Atom's Wings** has gone a little beyond protesting gene-selection abortion in court. They've hired several Lifer mercs from the parallel *Othervers* America reality to lend their expertise in anti-abortion terrorism to the Mutant cause.
14. An eleven year old child named **Heather Vasquez** gets her period and mutant powers on the same day. Only one of these is going to destroy the world. Heather's out of control seismic powers are threatening to grind her home town of Seattle to dust, and the tremors are only getting worse. There's a good chance unless she gets control of her abilities, Heather's quakes might knock the Earth out of its orbit.
15. The ancient Mutant **Chel-quachek**, who created the first Mutant homeland somewhere in the Guatamala highlands in 1,283 BCE, rises from his tomb like a conquering god. Two hundred feet tall, with skin of azure and jade, with a heart beat like an earth quake and eyes that blaze with atomic fire, the Mutant God rises to reclaim the territory he once held.
16. A Mutants right benefit concert in Thailand is hosting all the big names in 'mutie music'- **League of Losers**, **The Genetic Uprising**, **Skincrawl**, **Burn the Humans (BTH)**, and about a dozen more. Anti-Mutant terrorists are preparing to set off a bio-bomb, with the technical assistance of **Shadowlance**, a **Bradbury Poker League** killer under deep cover.
17. **The Mexican government** has offered citizenship, absolute immunity for past crimes and a generous salary for any Mutants willing to work at least a five year term on its national police force. Finally serious about ending the cartel threat, Mexico realizes Mutant firepower may be its best weapon, and the embattled city of **Mexicali** has just inaugurated the world's first all-Mutant police force.

18. The **Halloween Club** is one of the most successful mutie-gangs in war-torn Detroit. Its members are exclusively Mutants with phenotypes reflecting the traditional (and new) monsters of film. Despite their showy appearance and sometimes darkly comic style,

they are powerful. Lead by **Jackclaw**, instantly recognizable and lethal in his red and black striped sweater, and his consort **Were-Bitch**, the Halloween Club has racked up an impressive kill count.

19. Across the world, the rare few Mutants who have undergone secondary mutation have suddenly begun evolving towards a nearly identical **third evolution**. Skins darken towards crimson, transitioning towards organic titanium, while their minds become brilliant, cold and lethally pragmatic.

20. In 1977, the **Blue Murder Night** occurred in the sewers beneath Portland, Oregon. A squad

of exclusively blue-phenotype Mutants slaughtered every subgene or otherwise deformed Mutant they could find. Now, nearly forty years later, the pitifully few subgene survivors will have their revenge. On the anniversary, they will kill 25 blue phenotype Mutants for every subgene who died that bloody night in 1977.



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