

SURVIVE THIS!!

VIGILANTE CITY



#4



THE ROLEPLAYING GAME
INTO THE SEWERS!

VIGILANTE CITY

Book 4: Into the Sewers

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INTRODUCTION

Welcome to the world below the bustling activity of Vigilante City. A world filled with miles and miles of sewers abandoned secret labs and even an alien entity bent on contaminating the city's water supply! The sewers are just as busy as the city above and is home to many Anthropomorphs, Mutants, Vigilantes, gangs, secret organizations, escaped zoo animals, flushed alligators, radioactive monstrosities and much more. Can you survive the sewers of Victory City?

GEOGRAPHY OF THE SEWERS OF VICTORY CITY

The underground and sewer system under Victory City is a vast network of tunnels and catacombs that reach from one shore of Lake Claremont to the other. Some of the sections are active and well maintained, while much of the other sections have been abandoned for many years and have fallen into a state of disrepair. Below, each section of the city’s underworld and sewer system will be laid out in detail, including a new section – *Shayana’s Bazaar*.

Dangers of Radiation

Exposure to radiation is a common hazard that must be avoided for anyone trying to survive in the sewers below VC. A radioactive source affects its area and all adjacent areas on a map. If exposed to radiation, refer to the below table:

Exposure: This is the duration of exposure one can tolerate before having to make a CON check (if within or adjacent to anything with that level of radiation).

Level	Exposure	Failure
Low	24 Hours	Sickened for d6 hours
Moderate	8 Hours	Sickened for the next day
High	1 Hour	Sickened & -d4 CON for the next day
Very High	1 round. Check at Disadvantage.	Sickened & -d4 CON for the next day. 3 Straight failed saves results in a Mutant Deformity (p.207)

Western Victory City

Condition: The main-line subway runs in this section, but it is in poor condition. This area is full of side tunnels that have been long abandoned.

Key Locations: Dr. Azmournus' Base, Insecto's West Hub

Security: Low to Moderate. The Underground and Below guards this zone, but it is very large and difficult to protect. The VC Police are in force in the busy subway areas.

Population: Moderate. Scattered population all over the zone.

Gang Activity: Dr. Azmournus' Strike Team, The Underground and Below

Pollution & Radiation: Very High near the power plant, Low to High throughout the zone.

The streets above are in a full-scale war, while the world under the western city is moderately safe, except for raids by Dr. Azmournus' Strike Team.

Dr. Azmournus' base is located near the Nuclear Power Plant. His Strike Team controls most of the tunnels in the northern section of this zone. From the park to the warehouses, all the way down to the edge of the Zoo. The Strike Team has a tentative truce with Los Chupacabras.

Insecto has an outpost and a safe zone for all mutants and Anthropomorphs in the northern part of the zone.

Lake McMillin & Anthropomorph Island

Condition: All of the tunnels that lead to, and go below, Lake McMillin are abandoned and have not been touched in years.

Key Locations: Goohlathaun's Chamber, Anthropomorph Island, Bygrock's Arena

Security: Low

Population: Low, under the lake. High on the island. The island is growing in population daily.

Gang Activity: Scales of Balance, Steel Claws, Miss Menagerie's Gang

Pollution & Radiation: Very High under the lake, but Low to High throughout the rest of the zone

Goohlathaun's Chamber is located well below the lake in a hidden chamber. It is well guarded by his acolytes and followers and is so irradiated that anyone that enters without protection will not last long. Goohlathaun is trying to ruin the clear water of Lake McMillin.

Below Anthropomorph Island are dozens of tunnels that lead outward into the rest of Victory City's underworld. With the food and medicine shortage on the island, these tunnels are full of smugglers and bandits. The mainland of Anthropomorph Island has a new race track, popular for death races and blood sports.

Bygrock's Arena is located below the lake, in the SW portion. It acts as a mini black-market and has several arenas that specialize in blood sports: fighting arenas and even underground demolition derby races. Many fighting schools can be found in this section. It is heavily guarded, and fighting outside of designated arenas is forbidden. There is a large area that acts as the host for daily, main event caliber battles and games. *Krov Gore* is a new sport that resembles football meets pro wrestling. It has taken off in the past few years, with each significant gang in VC fielding a team.

Miss Menagerie has a hideout and underground zoo below the shopping area north of the Lake. She also has a strong presence below the Zoo.



McMillin Park & Lake through the suburbs

Condition: Active and well maintained.

Key Locations: Wretch Slayer's HQ

Security: High

Population: Very Low

Gang Activity: The Wretch Slayers (Vigilantes)

Pollution & Radiation: None to Low

Most of this area is just tunnels between sections, with very few large hubs or chambers. The southern portion of the lake has only a couple of tunnels, and the sewers do not lead very far into the residential areas. The Wretch Slayers protect these tunnels and have blocked off most of the tunnels leading out of the southeastern side of the lake.

The Wretch Slayers headquarters are located below northern McMillin Park and the Zoo. There is a single tunnel that leads from VSU to Mystic Lake that is heavily guarded. Manual has a large base below its northern shores.

Central City

Condition: Active and well maintained, but the eastern and northern fringes are somewhat run down.

Key Locations: Bairn's Pit

Security: High

Population: Low

Gang Activity: The Bairns

Pollution & Radiation: None to Low

The subways beneath the central part of the city are well protected and maintained due to the importance of the businesses and corporations that set above. Outside of the main network, the underworld is teeming with young outcasts, runaways, and mutants. Many wish to remain unaffiliated with gangs or wish to be left alone live below this section.

Bairn's Pit is an abandoned power plant that sets between city hall and the Arena, adjacent to the massive pit that has no visible bottom. It is home to several dozen youths, The Bairns, that guard the pit and make money allowing people to dump things into the pit that will never been rediscovered or seen ever again. Rumors of another sub-society existing within the pit itself are popular among the denizens of this region.

Eastern Slums

Condition: The main-line subway runs in this section, but it is in poor condition. This area is full of abandoned side tunnels. Below the subway are huge caverns.

Key Locations: Insecto's East Hub, Shayana's Bazaar, Brains Lab

Security: Moderate. The Underground and Below maintains some presence here.

Population: Low

Gang Activity: The Underground and Below, 502-Trioxin

Pollution & Radiation: Low

The Eastern Slums have a vast network of working and closed tunnels, but much of the sublevels here have been flooded and are impassable. The Underground and Below have a large base and safe house here.

Shayana's Bazaar

In a huge cavern beneath the abandoned subway sits Shayana's Bazaar, a black-market sanctuary full of goods from all around the world. The bazaar has been in many locations throughout history, usually a hot spot of war, espionage, trade, or a hub of mass immigration. It relocated to about ten years ago and is flourishing.

The bazaar is named for its creator, an ancient Mauryan princess named Shayana. She was the sister of Ashoka the Great and was known for her magical fragrances and oils. The current administrator is Raya Al-uhmon, a female, Egyptian-Indian immortal of great renown. Her Bazaar Guards uphold the rules of sanctuary within the Bazaar. Nobody is allowed to harm another while in the bazaar or any tunnel that leads into the bazaar (up to 3 miles out). All gangs and vigilante groups have agreed to this sanctuary.

Anyone that breaks this rule will be exiled, or executed (based on the severity of their crime), and banned from all other worlds, black-markets for life. Theft is technically illegal, but minor theft is no concern to the guards. One can apprehend someone if they accuse them of theft. They must be turned over to the authorities immediately.

The Brains Lab of 502-Trioxin is located in the southern section of the zone. They test new drugs here.

Eastern Coast

Condition: Active and pretty well maintained, but worn down near VCU and the western edges.

Key Locations: Slick's Lab

Security: Moderate

Population: Low

Gang Activity: The Underground and Below, Slick's Mob

Pollution & Radiation: None

This area is heavily populated and has an efficient subway system. The busy shoppers and citizens above are oblivious to the fact that hundreds of people live below the sewer and subway. Insecto and Slick have started butting heads over the activity in this zone. The underground ends at the end of the Hipster Area.

Slick has a small lab of loyal scientists working in the catacombs of his zone. They are trying to master alchemy and controlled mutations.

Industrial North Coast

Condition: Only one line runs on this section's edge. Rumors of underground caverns below the industrial and college are well spread.

Key Locations: A.S.P. Corp Bases, Slick's Swap Meet, VCU Tunnels

Security: Low to Moderate

Population: Low

Gang Activity: Slick's Mob

Pollution: None to Low

An old subway line runs under this zone. The A.S.P. Corp have several deep bases below their HQ and recruit in the surrounding areas. The Industrial Area has no particular gang in control, but several smaller gangs that are vying for power. Just last year, many of the gangs in this section were destroyed by Slick over a monetary dispute.

Below the Ferry docks set a large drainage pipe that leads to a small network of chambers that host a small black market known as Slick's Swap Meet. It specializes in guns and stolen goods.

The VCU tunnels are located below the abandoned Student Activities Center, known to students as the SAC. These tunnels are popular for paintball players and by some LARPing groups. In 1984, several students disappeared in the tunnels while playing an RPG. There is still an active reward for the discovery of the student's remains.

RANDOM SEWER/ UNDERWORLD ADVENTURE HOOKS (d00)

D00	RANDOM ADVENTURE HOOK
1	An infestation of radioactive alligators has taken over one of the tunnels.
2	Capture the Incinerator
3	Stop or capture a were-otter
4	Something is killing the fish in Lake McMillin
5	A mutant serial killer is indiscriminately stalking the underworld. Victims include mutants, Anthropomorphs, normal humans, ASP scientists and police investigators.
6	Somebody is stealing animals from the zoo by burrowing in below it.
7	Stop an ASP Corp intrusion into the sewers
8	Capture Cartouche
9	Capture Monstro
10	Stop or capture a sneaky were-rat
11	Free some captives from Slick's lab
12	Attempt to track down Miss Menagerie's Secret Lair
13	Dr. Azmournus' Strike Team
14	Team up with the Crisis Knights to take down a major threat
15	A multi-day fire is raging in a once sealed tunnel. Radiation filled smoke is choking the local area's residents. Can you put it out?
16	You have been payed to map out a long-forgotten area of the sewer
17	Capture a live Sharktarat
18	Stop or Infiltrate 502-Trioxin in the southern sewers
19	The Incinerator and Monstro have teamed up to rob a shipment to the Bazaar or Anthropomorph Island
20	Capture one of Manual's Helpers
21	Stop the Iron Clan Ninjas in the western sewers
22	Join a Demolition Derby at Bygrock's Arena

23	A teammate has been captured by Dr. Azmournus. Can you save them in time?
24	Enter and win a Sewer Demolition Derby
25	Stop or Infiltrate the Underground & Below
26	The top Krov Gore player has been assassinated. A huge reward for the arrest of his assassin has been announced
27	Stop or Infiltrate a new gang in the VC sewers
28	Zombie Alligators
29	Escort a trader through the sewers for a day
30	Team up with the Wretch Slayers to take down a major threat
31	Stop a group from bombing the sublevels of a major bank in Central City
32	Stop or Infiltrate a new Merc group working in the sewers
33	Radioactive Zombies are pouring out of the sewer drains in the northern public park
34	An ASP Corp assassin has been sent to take down one of your members. Thankfully, you have been tipped off. Can you stop them?
35	A cache of high dollar ASP Corp arms and suits has been lost in the sewer waters below Central City
36	Build a vehicle to stop a gang of bank robbers that are hitting local banks daily
37	Acquire a stolen item from Slick's Swap Meet
38	Rescue some lost students in the VCU tunnels
39	Puce Pyramids have been seen well out of their normal range, all the way down near VSU. Find out why and destroy them
40	A breakaway gang from Uzi-8 has taken hold in part of the Western sewers
41	A Super Speedster is robbing shoppers outside the Bazaar
42	Someone is giving Super Soldier boosts to the homeless kids in exchange for various tasks. What are they up to? How can you stop them?
43	Deliver a supply of medicine and food to a remote sewer village
44	The mayor has been kidnapped by Goohlathaun's Acolytes. Track them down before they get to their master's lair

45	Acquire a specially request item from the Bazaar
46	Something is eating the homeless near many subway accesses
47	Stop a group of terrorists from poisoning a subway train
48	Capture a giant alligator in the sewers
49	Capture the West Park Destroyer
50	Snuff out a nest of Psi-rats
51	Find out what Insecto wants
52	Raya Al-uhmon's birthday party is in a few days. Your team wants to impress her, but what do you give an immortal?
53	Stop a band of dire beasts from raiding a sewer settlement
54	There is a runaway subway car zooming down the tracks. Can you safely stop it?
55	Team up with Miss Menagerie to take down a major threat
56	Stop or assist an uprising in the sewers
57	Bring back a sample of Radioactive Slime
58	A group of mega-human vigilantes have captured a full subway car during rush hour
59	Vampiric Alligators!
60	Stop an ASP Corp Psychic Purge squad
61	Track a Puce Pyramid
62	Take out a Sharktarat
63	Radioactive Zombies!
64	A pack of rabid dogs are loose in the tunnels
65	502-Trioxin is collecting a radioactive moss. What are they up to?
66	Take out a were-rat nest
67	Stop a group of terrorists from derailing a subway train
68	A pair of crazed Super Soldiers are terrorizing the sewers
69	The daughter of the mayor has been kidnapped by Dr. Azmournus. Save them!
70	Join up with the V-Spy and go on a spy mission
71	Take down Dr. Azmournus' Strike Team
72	Capture a Puce Pyramid

73	Capture High Priest Xinchaju
74	Guard an important shipment entering or leaving the Bazaar
75	Stop or capture a vicious were-shark
76	Capture RAX!
77	Capture Yancy Everhall
78	Capture an Albino Terror
79	Enter a tournament in the Arena and win!
80	A powerful vampire is killing mutants and Anthropomorphs in the sewers.
81	Find out what is in the Bairns' Pit
82	A lone Powered Armor Pilot is wreaking havoc in the sewers. Stop them a.s.a.p.
83	Capture one of the Grotesques for questioning
84	Stop the Scales of Balance and the Steel Claws from going to war
85	Stop a gang of Mutant Hunters
86	Stop or capture a dangerous werewolf
87	Stop a Zombie animal outbreak
88	Collect a sample of radioactive material from the chamber below the sewers of Anthropomorph Island
89	Capture a Wretch Slayer for questioning
90	Capture a group of Goohlathaun's Acolytes
91	Defeat a Villain Team-Up in the sewers
92	A new Anthropomorph gang is raising hell in the sewers
93	Clean up a radioactive spill
94	Disrupt a ritual in Goohlathaun's chamber
95	Several Zoo animals have escaped into the sewers. Round them up and return them safely and unmutated.
96	Capture Miss Menagerie
97	Infiltrate the Bairns Gang
98	A group of Bazaar Guards have gone rogue and are ambushing visitors near the Bazaar.
99	Stop a secret gang of Mystics operating in the underworld
00	Cleanse a sewer line of Psi-Rats. Rumors of Giant and Radioactive Psi-Rats being in the area are rampant

RANDOM SEWER/ UNDERWORLD ENCOUNTERS (d00)

GMs may adjust or add henchmen as needed. Feel free to add some Mutant Deformities (p. 207) to enemies to pep them up a bit.

d00	Low Level (1-3)
1-4	Alligators
5-8	The Incinerator
9-10	Mercenary Team (Low level)
11-13	ASP Corp Patrol
14-15	Archer Ambush
16-18	Deranged Anthropomorph
19-20	Vigilante Group
21-24	Pack of Feral Dogs
25-26	Pack of Psi-Rats
27-28	Iron Clan Initiates
29-31	Federal Agents & Police on an Investigation
32-34	ASP Corp Science Team
35	Psion Party
36-38	Dire or Radioactive Rat(s)
39-40	Crisis Knights (Initiate Team)
41-43	Lost Biker Gang
44	Two Damaged Borks
45	Mystic Party
46-48	Security Guards
49-51	Rat Swarm
52-54	Mutant Hunters
55-56	Bazaar Guards
57-59	Bairns Gang
60	Powered Armor Pilot
61-63	Acolytes of Goohlathaun (Large Group)
64-65	Priest of Goohlathaun and some Acolytes
66-68	Crazed Super Solider
69-75	Mutant
76-77	Borg
78-80	Karate Gang
81-84	Dire Animal
85-87	Giant or Radioactive Bat
88-89	Yakuza Investigators
90-92	New, low level Gang
93-95	Escaped Zoo Animal
96-00	Zombies

d00	Medium Level (4-6)
1-3	Sharktariat
4-7	Albino Terror
8-11	ASP Corp Elite Patrol
12-14	Grotesque Family
15	ASP Corp Psychic Purge Squad
16-18	Cartouche
19-22	Oddgod
23-29	Radioactive Slime
30-33	Dire Zoo Animal
34	Powered Armor Pilot
35-37	Giant Radioactive Bat
38-40	Puce Pyramid
41-43	Vampire
44-46	Bazaar Guards, Elite
47-50	RAX!
51-52	Were-Bat
53-54	Were-Otter
55-57	Were-Rat
58-59	Were-Shark
60-61	Archer Ambush
62-64	Crazed Super Soldier
65-66	V-Spy
67-71	Dr. Azmournus' Strike Team
72-74	Deranged Anthropomorph
75-76	Federal Agents Containment Squad (Fully armed)
77-79	Vigilante Group
80-81	Radioactive Alligators
82-84	Powerful Mutant
85	Crisis Knights
86-87	Iron Clan Ninjas with a Sensei
88-89	Monstro
90	Borg
91-92	West Park Destroyer
93-94	New Gang with Street Toughs
95-96	More Zombies
97-98	Wretch Slayers
99-00	Insecto's Sewer Guard

d00	High Level (7+)
1-3	ASP Corp Commander Patrol w/ Purgers
4-5	Goo-Jira!
6-7	Elite Yakuza Investigators
8-10	Baba Angel & the Arkangells
11-13	Miss Menagerie and Her Animals
14-18	Beast of the Black Canal
19-24	Grotesque Family with Mutant Leader
25-27	Slick and the K-Girls
28-31	High Priest Xinchaju and Priests
32-38	Vigilante Group
39-42	Were-Beasts
43-47	Vampire Alligator
48-52	Deranged Anthropomorph Gang
53-55	Insecto and some Grotesques
56-58	Insecto and his Sewer Guard
59-63	Dire Zoo Animals
64-65	The Crisis Knights (w/ Dr. Crisis)
66-68	3 Albino Terrors
69-74	Giant Radioactive Slime
75-79	Lots of Zombies
80-82	Wretch Slayers w/ a full Helper Army
83-85	Borgs
86-88	Crazed Super Soldiers
89-93	Super Mutant
94	Powerful Psion
95	Vampires
96-98	Dr. Azmournus' Strike Team w/ a Puce Pyramid
99	Powerful Mystic
00	Yancy Everhall and the Bairns



SEWER HAZARDS

ALBINO TERROR

A new breed of gator has appeared in the sewers of Victory City. The Albino Terror is a large, pale white alligator that is very aggressive and territorial. They have green blood and are radioactive. 20% of Albino Terrors have a Mutant Deformity (p.XX).

Armor Class: 16

Hit Dice: 5 + 5

Move: 12/ 24 Swim

Actions: 2

Attack Damage: Bite d6 + d4 Radiation, Tail Slap d4

Special: *Grapple/Drown, 20 STR, Toughness +2, Very High Radiation, Immune to Radiation damage, Dark Vision 75'

Bonuses: +6 to Melee attacks, +5 to Melee damage, +3 to Initiative, +12 to Swim, +6 to Spot, +6 to Listen

Morale: 8

Terror: 12 HDE: 6

*Grapple/Drown: Alligators and Crocodiles will attempt to latch onto a victim when they bite (Grab attack) and if near water, attempt to pull the victim into the water until drowned.

BAT

Add templates to make a simple bat a viable threat.

Armor Class: 13

Hit Dice: 1 HP

Move: 3/ 16 Flying

Actions: 1

Attack Damage: -

Special: Advantage on Initiative, Radar (Cannot be Blinded or Surprised), Dark Vision 40'

Bonuses: +0 to Melee attacks, +0 to Melee damage, +4 to Initiative, +9 to Listen

Morale: 3

Terror: 2 HDE: -

BAT, SWARM

Armor Class: 12

Hit Dice: 3

Move: 4/ 18 Flying

Actions: 1

Attack Damage: Swarm Bite d4 damage + *Disease

Special: Radar (Cannot be Blinded or Surprised), Advantage on Initiative, Dark Vision 40'

Bonuses: +3 to Melee attacks, +0 to Melee damage, +4 to Initiative, +13 to Listen

Morale: 5

Terror: 7 HDE: 3

MUTANT HUNTER

Hired by gangs, investigators, corporations, evil doctors, and others to hunt down mutants and Anthropomorphs. They are well geared and often merciless when hunting their prey.

Armor Class: 14

Hit Dice: 2

Move: 12

Actions: 1

Attack Damage: By weapon

Special: Toughness +1, Detect Mutants and Anthropomorphs 5', Advantage Tracking Mutants and Anthropomorphs

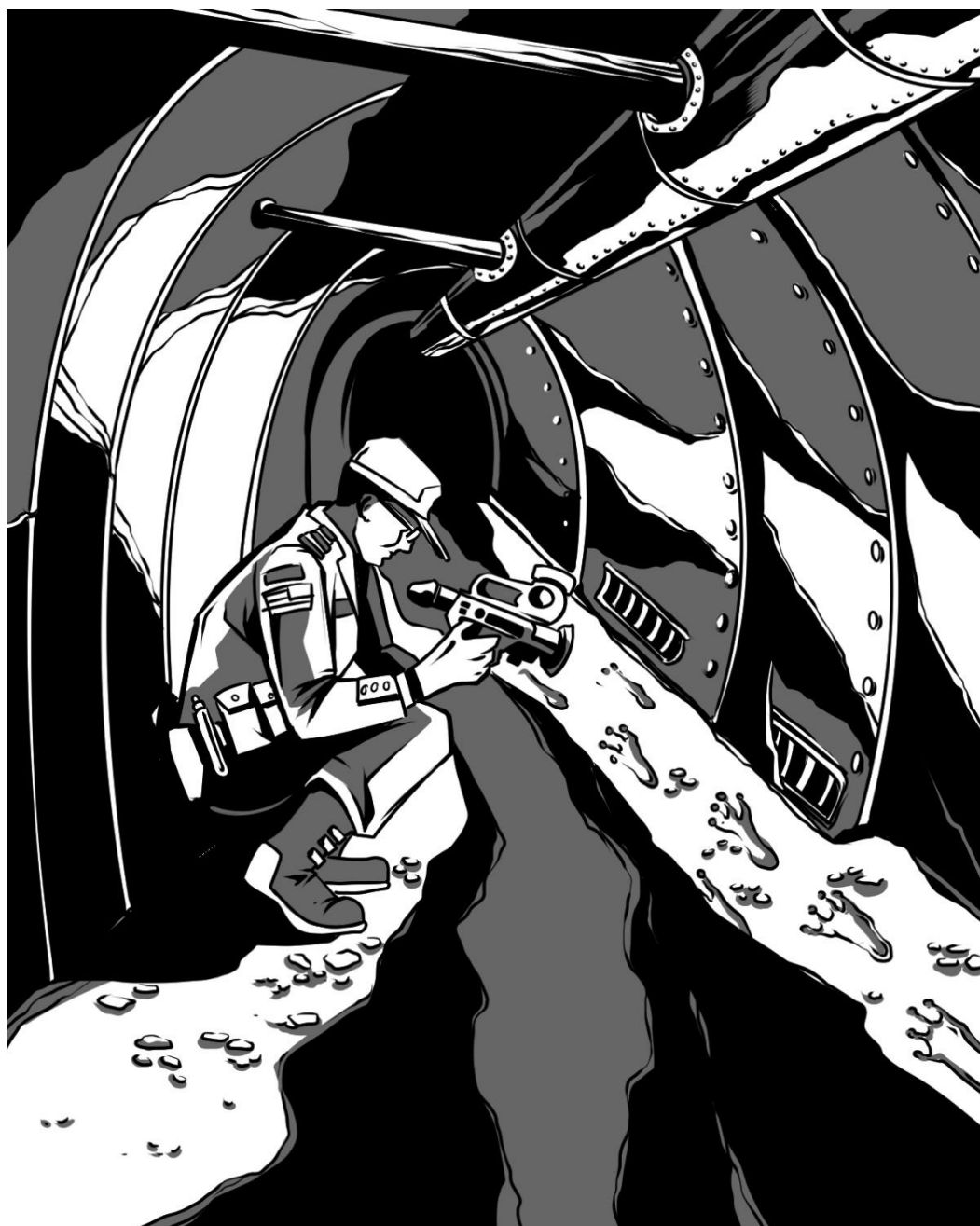
Bonuses: +2 to Melee attacks/ +3 to Melee against Mutants and Anthropomorphs, +1 to Melee damage/ +2 to Mutants & Anthropomorphs, +3 to Range attacks, +4 to Initiative, +6 to Swim, +5 to Spot, +5 to Listen, +5 to Intimidation, +4 to First Aid

Morale: 7

Terror: -

HDE: 2

Gear: Environmental Sewer Armor, Shackles, Stun Gun, Laser Pistol or Assault Rifle, Pistol, radiation pills, net, knives, motion sensor



PUCE PYRAMID

A pulsating mass of dark red slime shaped in the form of a pyramid, standing about 6' tall and 10' wide, Puce Pyramids crawl around the sewers of Vigilante City collecting information and capturing specimens. They seem to have an intelligence, as they often shoot beams of light from the tip of their pyramid, that appear to be gathering information. If confronted, they will attack without mercy. They will pursue most mutants and Anthropomorphs they encounter, often capturing knocked out victims with some sort of ice ray. The victims can be seen inside the monster, encased in an icy bubble.

These terrifying creatures are the handiwork of Dr. Azmournus. They often accompany his Strike Teams on missions, and can sometimes be found searching alone. They will try to capture those with mutant deformities or Madness points. They can capture up to 3 humanoid sized deformities at once and will return home when fully loaded.

Armor Class: 15

Hit Dice: 4

Move: 12 (on any surface)/ 9 Flying

Actions: 1, 2 if it has used its Status Ray in the last round

Attack Damage: *Rays

Special: **Defensive Slime, Toughness +1

Bonuses: +6 to Range attacks, +4 to Initiative, +8 to Swim, +10 to Spot

Morale: 9

Terror: 13 HDE: 5

*Rays: As an Action, the PP can shoot one of the following rays.

- Ice Ray (Range: 60', d6+3 Ice damage & halves their Move for d6 rounds, unless they make a CON check)
- Pulsating Ray (Range: 40' Cone. All within the cone that are hit take d6 Psionic damage and are Stunned for d4 rounds, unless they make an INT check)
- Status Ray (Range: 60' cone. All within are scanned for information. The PP becomes aware of any Weakness the target has.)
- Heat Ray (Range: 100', does d6+3 damage and ignites)
- Shard Ray (Range: 40', does d6 Kinetic damage & a d4 Ice damage. It knocks the target back 10', unless they make a STR check)
- Capture Ray (Range: 80', can only be used on a defenseless or knocked out opponent. Captures the creature. If the PP dies, the capture block shatters)
- Ice Wall Ray (Range: 40', creates an ice wall to block anyone from following it. The wall can be up to 25' x 25'. The wall has Toughness +2, Weakness: Fire, and 40 HP.

**Defensive Slime: The PP is coated in a purplish slime that gives it the following:

- Immunity to Kinetic damage
- Immunity to Psionics
- Immunity to Radiation
- Leaves a 10' trail of purple slime. If touched by another creature, it slows them by ½ Move and they cannot Run.
- Whenever it takes damage from a source, it becomes immune to the next source of that type of damage. Once that damage is prevented, the immunity wears off.

RADIOACTIVE SLIME

These large 10'x10' puddles crawl around the dark tunnels seeking biological material to feed upon. They are highly dangerous predators that have no natural enemies. It just lives on instinct and will attack the nearest biological threat.

Armor Class: 11

Hit Dice: 4

Move: 6 (on any surface)

Actions: 1

Attack Damage: Slime Shoot d4 Radiation damage, Slime Tentacle d4 Radiation damage (10' Reach), anyone ends a turn within the slime takes d4 Radiation damage + the effects of High Radiation

Special: Immune to Kinetic damage, Immune to Radiation, Weakness: Fire, Sense Movement on the ground 60', Fearless (no intelligence), High Radiation

Bonuses: +3 to Melee attacks, +0 to Melee damage, +0 to Range attacks, -1 to Initiative

Morale: -

Terror: 10 HDE: 4

RAT

Add templates to make a simple rat a viable threat.

Armor Class: 13

Hit Dice: 1 HP

Move: 12/ 24 Swim

Actions: 1

Attack Damage: 0

Special: Dark Vision 40'

Bonuses: +0 to Melee attacks, +0 to Melee damage, +2 to Initiative, +6 to Swim, +3 to Spot, +3 to Listen, +5 to Stealth

Morale: 2

Terror: 3 in a location HDE: -

RAT, SWARM

Armor Class: 12 Hit Dice: 3

Move: 12/ 24 Swim Actions: 1

Attack Damage: Swarm Bite d4 damage + *Disease

Special: Cannot be Surprised, Advantage on Initiative, Dark Vision 40'

Bonuses: +3 to Melee attacks, +0 to Melee damage, +4 to Initiative, +10 to Swim, +9 to Spot, +9 to Listen

Morale: 5 Terror: 6 HDE: 3

*Disease: On a successful bite that does damage, the target must make a CON check or take an additional 1 damage and lose 1 CON for d4 rounds.

SHARKTARAT

Recently appearing in the sewers of Vigilante City, the Sharktarat is a fearsome beast that looks like a large shark with horribly mutated rat facial features, large legs, one scabby tentacle and small arms with sharp-clawed hands. They will attack anything, but for some reason, they only feast on the mutants and Anthropomorphs.

Armor Class: 15 Hit Dice: 5

Move: 12/ 24 Swim Actions: 2

Attack Damage: Bite d6 + *Disease, Tentacle d4 damage (5' Reach), Claws d4 + *Disease

Special: Toughness +1, Dark Vision 60', Immune to Radiation damage, Immune to Disease, Amphibious, Moderate Radiation

Bonuses: +7 to Melee attacks, +3 to Melee damage, +4 to Initiative, +10 to Swim, +6 to Spot, +6 to Listen, +4 to Climbing, +6 to Jumping

Morale: 7 Terror: 10 HDE: 5

*Disease: On a successful bite that does damage, the target must make a CON check or take an additional 1 damage and is Sickened for d4 rounds.

Vampiric Template

This template can be added to animals, monsters, or humans. Vampiric creatures are bestowed with supernatural strength, agility, and endurance. Plus, they are effectively immortal. However, the cost of immortality is high. They must constantly feed upon the blood of the living to sustain the power. While they have increased defensive abilities, they also gain several weaknesses.

They lose:

- The ability to eat or drink anything, except living blood. If you do not drink blood once a week, you become ill.
- They lose all natural body & biological odors. Cannot be Tracked by scent.
- They lose natural life, becoming undead. Animals you are not empathic with will treat you as hostile and will tend to avoid you.

They gain:

- +3 Hit Dice, +1 extra Action per round, +5 to HDE
- Advantage on all Saving Throws.
- **Animals & Monsters** gain Supernatural STR (Advantage on STR checks, can lift more weight than they should be able to, +2 to Melee attacks & +2 to Melee damage). **Humans** gain +4 STR (minimum of 14) and Advantage on STR checks.
- **Animals & Monsters** gain Supernatural DEX (+8 to Move, +2 to AC, +2 to Initiative & Advantage on DEX checks). **Humans** gain +4 DEX, +8 to Move & Advantage on DEX checks.
- Immunity to all disease, poison, illnesses, Critical Hits & Surprise Attack damage. They never have to make a CON check.
- Toughness +4

- They take ½ damage from all Kinetic & non-Magic, non-Psionic Energy damage. Then apply Toughness.
- Weakness to Light damage, Silver & Wood (these ignore Toughness).
- Exposure to natural sunlight causes d4 damage per round.
- Regenerates d4 HP at the end of each round!
- Heals d6 HP for each full round of feeding.
- +6 to Stealth, Dark Vision 60', +5 to Spot, +5 to Listen, +6 to Track (by spilled blood only), +6 to Persuasion, +2 to Morale
- Empathy with bats, cats, rats, wolves & vermin.
- Terror: 12 (when using powers)

Optional Potential Vampiric Powers

- Flying at 24 Move (+1 HDE)
- Control Humans: Advantage on all Persuasion checks. Can control a Hit Dice worth of Humans equal to your Hit Dice. To try temporary control, roll a d20 and your Persuasion modifier (this does not count as a Persuasion attempt). The target rolls a d10 and adds their Mental save stat. If your number exceeds theirs, you control them for 1 hour. Psychics roll a d20 instead of a d10 for the save. For permanent control, the vampire must drink the blood of a victim and then do as above. The victim cannot be a player character. (+2 HDE)
- As an Action, they can transform into a mist cloud that is immune to all Kinetic damage (even Silver & Wood). Their Move becomes 10, and they can travel through cracks, keyholes, etc. They cannot touch anything while in this form. (+1 to HDE)
- Control over bats, cats, rats, wolves & vermin. Range: 2 miles. Can control Hit Dice equal to your Hit Dice. (+1 to HDE)
- Animal Transformation: As an Action, you can transform into a bat, cat, rat, or wolf. While in the animal form, you retain your Vampiric stats & attributes. Transforming back is a Free Action. (+2 to HDE)



INTO THE SEWERS, WE GO!

Adventure for 3-5 1st Level Characters

By Josh Palmer

The group of new vigilantes have gathered at Mr. Giamatti's Pizza Palace near the north side of the Victory City Zoo to discuss what they should do to make a difference. As they discuss the various ways they might make a splash, a news break flashes on TV in the pizza place. The news anchor says that a pair of mutants just grabbed a councilman's daughter from a field trip at the zoo. They fled into the old entrance to the sewers at the abandoned northern gate of the zoo.

Luckily, you are just a block or two away from the old entrance. Perhaps you should check it out. You have a van parked outside with your gear in it.

The Old Entrance

The Old Sewer Entrance is a large gate (15'x25') and is rusted, but the bars have long been bent back for easy entry. Within, it is dark, and loud water can be heard pouring into the area. Past the gate, there is a large room filled with dirty water (30'x30' of water) with a 5' tall lip on all sides (except the entrance). The lip goes around the room and is 15' wide.

There are 2 stealthed Archers on the back lip. AC:12 HD:1 (9 HP) Move: 12 Actions:1 Damage: Arrows (d6), 2 Smoke Arrows (30' Darkness), 1 Silver arrow (d6+1), Knife (d4-1) Special: - Bonus: +3 to Range attack, -1 to Melee attack, +2 to Initiative, +3 to Spot, +3 to Listen, +3 to Stealth Morale: 6 Gear: Padded armor, Short Bow, 30 arrows, listed arrows, knife & Medi-Pak I.

d4 Roll for 1 special item:	
1	Nothing
2	Pistol & 6 bullets
3	\$100
4	Medi-Pak I

- Roll Stealth of Archers.
- Roll Spot against their Stealth.
- The archers shoot at the party until subdued, once they touch the water.
- Party members can swim over or try to jump.

On the lip of concrete, there is a rusty lever on the far-right wall. If pulled (STR of 35 needed to move/ 2 people can hold), it will release the drain below.

The water is very dirty. Anyone swimming in it must make an Athletics/ Swim check DC:10 and make a CON check or become Sickened for d4 rounds, each other round. At the bottom is an open grate to swim through. It leads up 20' to a new tunnel.

Newer Tunnel

This new tunnel has a 10' wide, 20' deep trench of water flowing between 10' concrete paths. Both paths are covered in moss and are slippery (-3 to DEX checks). Anyone exposed to the water for 2 consecutive rounds must make a CON check or become Sickened for d4 rounds.

This hallway proceeds 120' and bends to the left. Around the corner is an ambush party (give the group each a Listen DC: 21 to hear something). The party is hiding behind 2 makeshift barricades on each concrete side. The front 2 begins to shoot when the first person turns the corner. Behind them are 2 mutants. Go to #3.

Ambush (4 ambushers)

(2) Gunmen dressed in camouflage with rifles. AC:11 HD:1 Move:12 Actions:1 Damage: Auto Rifle (d6+3/ 12 rounds), Knife (d4-1) Special: - Bonus: +3 to Range attack, +2 to Initiative, +3 to Spot & Listen Morale:8 Terror: - Gear: Auto Rifle, 12 rounds, knife, cheap gas breathers (+2 to Poison save stat against gases).

(1) Mutant dressed in black with green skin and has a fin on its head. It will jump into the water and try to pull someone into the sewer water.

AC:14 HD:1 (12 HP) Move:12/ 24 Swimming Actions:1 Damage: Poisonous Bite or Claws (d4) *, Special: Amphibious, Advantage on all Swimming checks, Immune to Poisons and Toxins, Bonus: +2 to Melee attack, +2 to Melee damage, +10 to Swim, +4 to Spot & Listen, +3 to Initiative Morale: 7 Terror: 6

*Poisonous Bite & Claws: On a hit, the target must make a Poison save, or they become Sickened for d6 rounds. Gear: Padded armor, 2 grenades (20' area, 3d6 damage), knife, Medi-Pak I

(1) Mutant dressed in black with white skin, shooting ice from his hands.

AC:12 HD:1 (11 HP) Move:12 Actions:1 Damage: Ice blast (d6+1), knife, pistol Special: Can walk on water, Toughness: Ice +5 Bonus: +3 to Range attacks, +3 to Initiative, +2 to Spot & Listen Morale: 7 Terror: - Gear: Padded armor, pistol (7 bullets), knife, cheap gas breathers (+2 to Poison save stat against gases).

Roll for 1 special item total:

d4 Roll for 1 special item:	
1	Nothing
2	Pistol & 6 bullets
3	\$150
4	Medi-Pak I (x2)

Water Pool

Past the ambush the tunnel, there is a ledge that drops 30' into a large pool of water that is illuminated by a bright beam of light breaking through from a small hole in the ceiling. The pool is about 30' wide and is surrounded by terrain and garbage on the left and right, and straight ahead is a tunnel with a 20'x20'slab of slimy concrete in front of it (-3 to DEX checks), covered with various animal bones and a flaming alligator carcass. The pool itself has several body parts floating within it. A Spot check of DC:12 will allow the character to see fresh streaks of blood in the water.

- Anyone jumping in the water must make an Athletics/ Jump check (DC:10) to hit the water clean. A failure results in hitting some rocks for a d6 damage.
- The water is 40' deep and quite fetid. If you end any round in the water, roll a CON check, adding +2 to the roll. On a failure, lose 1 CON for 10 rounds.
- Anyone trying to climb up the sides must make a DC: 11 Athletics/ Climbing check or fall back into the water, taking 1 damage.
- The first person to splash into the water will attract a mutated alligator that has claimed this pool for its own. It will enter the pool and attack the nearest swimmer.

Mutated Gator

AC: 14 HD: 2 (15 HP) Move: 9/ 24 Swimming Actions:1
Damage: Bite (d6), Tail Slap (d4) Special:
*Grapple/Drown, Dark Vision 60', Immunity to
Radiation, Toughness +1 Bonus: Morale: : +4 to Melee
attacks, +2 to Melee damage, +1 to Initiative, +12 to
Swim, +5 to Spot, +5 to Listen Morale: 7 Terror: 9

*Grapple/Drown: Alligators will attempt to latch onto a victim when they bite (Grab attack) and if near water, attempt to pull the victim into the water until drowned.
If too strong for the party, give it a Weakness to something the party is strong at.

The Door

Past the slippery concrete is a tunnel that quickly leads to an old iron door. A small bag with a cartoon monkey on it sits in front of the door. If picked up, it will explode, causing 2d6 damage to anyone within 10' (including the door). If you make a DEX check, you take ½ damage, rounded up.

The door has a handle on it. It will take a STR of 40 to open (3 people Max), a Sleight of Hand DC: 22 to open, or 40 damage (Toughness +3).

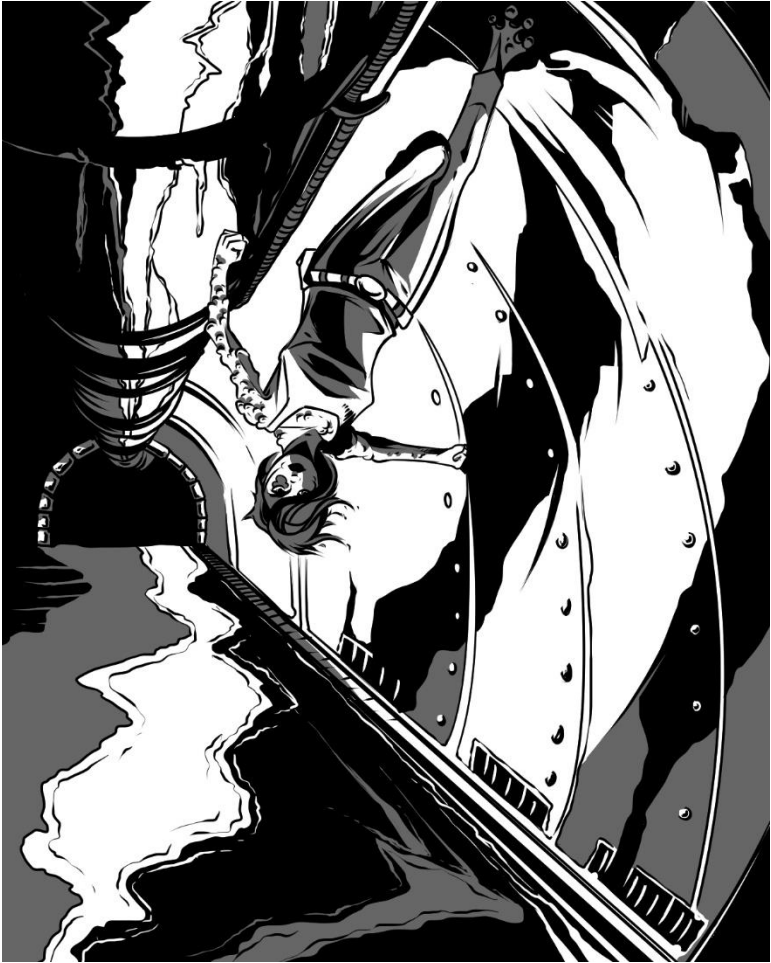
Past the door is a strait, dry, 15' tall tunnel that has a large figure carrying a child on its back running away from you. They are 40' away and will continue to run at 10 Move.

Large Hairy Mutant with a young child in his arms

AC: 12 HD: 2 (17 HP) Move: 10 Actions:1 Damage: Punch (d4) Special: Toughness +1, Toughness: Cold +2, *Heat Vision Bonus: +3 to Melee attack, +2 to Melee damage, +2 to Range attacks, +1 to Initiative, +4 to Spot, +4 to Listen Morale: 8 Terror: 7

*Heat Vision: Can see normally, or you can adjust your vision only to see heat patterns (allowing you to see the invisible and you cannot be blinded using heat vision). You can concentrate on seeing heat through solid objects (1 round per 5'). 2x per day, you can shoot a heat ray from your eyes (60' Range, 2d4 Heat damage, igniting small, flammable objects). You can PUSH to double your range or to shoot a heat ray beyond your daily limit. Gear: Medi-Pak I x2, 100' Rope, knife, \$200

Attacking the beast may result in striking the child if not careful. Once the beast is defeated, the child can be returned for a \$5000 reward (if safe).



WE'RE IN A PICKLE

Adventure for 3+ Characters at 1st Level Adventure

by Brandon K. Aten

It is late fall on Anthropomorph island, which often brings a quick but welcome change in the weather. The summer has been oppressively hot, so the chill of an early winter that has been coming in is even more welcomed than usual. The leaves on the island have been changing, and the limited crops grown on the raised bed farming platforms have almost all be harvested and prepped for winter. The dreary weather is just a continuation of the horrendous weather over the past month. There have been many unseasonably rough storms with high winds and cold, driving rain, which have severely hampered the usual comings and goings of people, supply, and fuel to the island. People on the island are starting to get restless, not anticipating settling down for the winter this early.

Due to the poor conditions over the past few weeks, it is only now becoming evident that supplies on the island are beginning to run thin. Food supplies grown on the island can only go so far, especially since it wasn't the most productive crop yield this season. Supplies from the underground have been priced well out of the range of those that most need them. The inclement weather has also played a role in shortages of food and supplies. Normally the ferry at Jude's Landing runs every week, shuttling Anthropomorphs, food, clothing, and other goods to the island. However, the winter storms have caused extended choppy conditions in the bay, making it dangerous to run. Even when the ferry has run, it has been packed with Anthropomorph prisoners or passengers, leaving less room for the normal allocation of supplies and provisions.

As stockpiles of supplies have started to dwindle, people on the island are starting to get desperate. With many knowing they may have to take drastic action to ensure they and their families are taken care of, they are starting to look for other means of procuring the food, supplies, and medicine they need. The gangs and other elements of organized crime have taken to raiding and looting shops and private homes where known stockpiles are, and have begun recruiting people to do jobs for them, knowing they'll do almost anything to get what they need. In the instances when they are willing to sell, they have been gouging buyers for what few supplies are available.

Open the Big Jar

Steel Claws

As reality begins to set in, it is becoming obvious that the situation on the island is pretty bad, but will only get more dire if the situation doesn't get better, and get better soon. Depending on how connected the characters are to the community of Anthropomorph Island, or how they want to approach the situation. The characters are approached by one or more of their contacts looking to help them with the current dwindling level of supplies.

If the characters proactively go looking to try to confront the gangs of the island, they will find that the smaller gangs of the island have been trying to lay low and are only trying to use any acquired resources to help their people. The characters can spend time asking around and seeing just how involved the various gangs are in the thievery and looting on the island.

Note: If the characters need a little motivation to talk with the gangs, the characters may be approached by a needy family or other Anthropomorph NPC that the characters have a previous relationship with. The contact should be mostly law-abiding but may have had some tenuous connection to one of the criminal organizations at one point. The family says the contact hasn't been seen in a while, after being pulled into some scheme to make a quick buck. The interaction should direct the characters to the Steel Claws, who recruited the character and who was among those lost during one of the recent smuggling operations.

If the characters have any existing contacts with the Steel Claws, or if they go and try to shake them down for information, they'll eventually find out that the gang has been trying to continue their smuggling operations rather than engage in the same activities of the other gangs. The characters are told that it isn't just the legal means of getting supplies to the island that have had difficulty, but now even their secret smuggling routes are having difficulty.

One of the most active smuggling routes the Steel Claws use is the main sewer line that pumps raw sewage from the island to the water treatment plant on the mainland. If the characters are not already aware of this smuggling route, the gang members will tell the characters that it is the most active and most lucrative route, due to their ability to move a good amount of medicine, drugs, and weapons through the route with groups of ten or more gang members. Through an INVESTIGATION DC:15 check, the group will tell the characters that they have stopped using the route completely. Over the past month, the gang has lost at least two different groups of smugglers (there may be more but the gang doesn't disclose that information) who never returned from their run.

Only one member of the second crew returned. If questioned, he'll break down into tears as he describes a hideous monster that slaughtered the rest of the group and how he escaped while being chased by what he can only describe as acid-belching worms. If pressed, he'll also tell the characters that he had to leave one of his members of his team behind at the treatment plant, only to hear him on the other side of the door being savagely attacked by the creatures which pursued them. The characters are asked to clear the smuggling route.

Saint Raphael's

Due to the weather, and the limited supplies on the island, Saint Raphael's hospital also has a higher level of patients than normal. An influx isn't entirely out of the ordinary for this time of year, but there are more patients than normal. If the characters have a contact with the hospital (It could be Dr. Ignatius or one of his physicians), they will let the characters know that they are finding it more and more difficult to get the medication that they normally do. The characters may find this difficult to believe since Saint Raphael is funded and supported by the GenGuard corporation, but they'll give their contact the benefit of the doubt. They are asked to try to find some supplies for the hospital so they can care for this larger influx of patients. If the characters agree, they will be given a list of medications and medical supplies, and are told that if they can bring them to the hospital, they will be compensated by the GenGuard group. This path should eventually lead the characters to the Steel Claws and the smuggling route.

If the characters already know about the genetic research labs GenGuard is running in the underground facility, they will be given some additional information. About a month ago, one of the GenGuard genetic experiments escaped. The creature escaped through a waste system for the underground facility, presumably into the sewers. If pressed for information, they inform the characters that it was the subject for an experiment on cellular regeneration. They would like the characters to find the subject, alive if possible. If not, bring a genetic sample back to the contact.

The Belly of the Beast

Pumping Sub-Station

After asking around and touching base with their contacts on the island, the characters should have enough information to go on. One or more members of the Steel Claws direct them to the Water Pumping station and provide details of the route. This station distributes both the clean water to the island as well as pumps sewage and wastewater back to the mainland. The Steel Claws/smugglers tell them that they need to use the sewer line to reach the mainland since it can be shut off temporarily.

The gang members will shut off the sewage line, allowing the characters to enter the stinking tunnel and follow it along its route along the bottom of the bay between the island and the mainland. The tunnel will be dark and disgusting, but as long as the characters have a light source without an exposed flame, they should be ok. They emphasize the **“NO FLAME”** part to remind the characters they’ll be in a sewer, and igniting methane in the pipe would be deadly for everyone in there. They also inform the characters how to operate the overhead valve and exit at the end of the pipe, though one of the gang members reminded them of the smuggler left behind to fend for himself, so they aren’t exactly sure what to expect on the other side.

The journey through the pipe is uneventful, though those without some mask or breathing apparatus will need to make CON check every few minutes or become SICKENED until they can get into some fresh air, or at least out of the close quarters of the waste pipe. On the other side, there is a locked overhead-valve, which allows them to exit. It requires a STR CHECK DC:18 to open.

In the chamber where the characters emerge on the other side, there are signs of a struggle. Scrapes and scratches gouged out of the cement and masonry of the walls and floor, dents in pipes and machinery, and bloodstains as though someone was engaged in a pretty large brawl. The large room has a few pieces of old machinery, pipe junctions, and stairways and catwalks, so maintenance workers can reach important elements.

If the characters take the time to INVESTIGATE DC: (see below) this scene they'll find the following:

- 11+ The mainline and these tunnels both diverge in this network and grants access to the larger sewer network under the city. This is how the smugglers have greater access to the city and its resources.
- 12+ One body wearing the colors of the Steel Claws. The body has multiple areas with four puncture wounds and burn marks and blistered flesh. Upon investigation, the burn marks are acidic chemical burns.
- 16+ What appears to be the remnants of a backpack that has either been burned or melted, almost like it was partially digested and regurgitated.
- 18+ There are a few puddles of a wet, slimy, green fluid with a sickly-sweet smell.

Sewer Network Encounters

A door in the pumping sub-station allows access to the greater sewer network under the city, and since the characters are not given a lot of information to go on, they are effectively operating blind. The tunnels have a wall-mounted light every 50 feet or so, giving some limited light to the tunnels. The air is thick and still smells bad, but not nearly as bad as the pipe the characters used to get here. As the characters explore the sewers, there should be several encounters. These encounters can happen in any order, though the industrial site encounter should be the climax. Some of the encounters can happen multiple times, depending on the situation. GMs can add others if they would like to increase the difficulty.

- Sanitation workers: These workers are repairing some damage to one of the tunnels in the sewer network. If the characters are friendly and do not have any Anthropomorphs, the workers will tell them they are having to work crazy hours repairing these tunnels now. This doesn't seem to be standard infrastructure repair that comes with standard use. Large holes about 8 feet high have been torn through brick and cement as though something just bulldozed them down.

If the characters are not friendly or have an Anthropomorph in the group, the workers become frightened and agitated and will flee or fight to defend themselves. There are workers equal to the number of players + 1, and they will use tools as weapons. *AC:11, HD:1/ 4 HP, Move: 12, Actions: 1, Damage: Punch or Wrench/ d4+1, Toughness +1, +1 to Melee attacks & damage, Morale: 5, HDE: 1*

- Large vicious rat nest: The characters must make a STEALTH DC:18 to avoid disturbing these rats. If the rats are disturbed, they will attack. Their bites carry disease. *2 per party member- AC: 13, HD: 1/ 2 HP, Move: 12/ 18 Swim, Actions: 1, Damage: 1d4-1 Bite + CON check or lose 1 extra HP, Stealth +5, Morale: 5, HDE: ½*
- Weakened tunnel: The tunnel has been weakened due to one of the collisions the workers mentioned. A busted down brick wall leads to an adjacent tunnel or chamber that they may not have had access too previously. Characters can make an investigation of the area for clues and/or try to track whatever did this. There should be two checks here. One INVESTIGATION DC:16 for clues. If successful, there should be large round footprints in the masonry on the tunnel floor, and some of the same gooey puddles that were found in the sewer entry. One INVESTIGATION DC: 20 the location for structural integrity. If the players linger here too long or cause additional damage, the tunnel could collapse, causing injury and potentially blocking the way out or splitting the party.
- Steel Claws: The bodies of one or two Steel Claw gang members are found. They appear to have been dead long enough for the bodies to be in very bad condition. With an INVESTIGATION DC:18 or FIRST-AID DC:16 check, the characters can identify that the bodies have started to decompose in the warm and putrid environment, and being gnawed on by rats hasn't helped. A further INVESTIGATION DC: 15 or FIRST-AID DC: 14 check reveals they have similar puncture wounds and burns as the one they found earlier.

Searching the area reveals there are backpacks nearby with medicine and illegal drugs (including a Medi-Pak I). Each has a knife and a pistol, but it looks like they ran out of ammo fighting whatever did this. Also, there are more of the gooey puddles of the same slimy substance found in the sub-station.

- **Gherkins:** As the party explores, they are attacked by a swarm of these creatures of various sizes. Some are no more than a foot long, and a few are almost 3 feet long. (2x number of players. These should be dangerous, but not overwhelming). These creatures look like fat, smooth-skinned worms or grubs with two glassy black eyes, a largemouth, and a dark greenish tint to the skin. Each has four large teeth and leap to grab onto their prey and puncture the skin. When they have a good grip, they vomit acid onto the target, dissolving organic matter, but mostly leaving inorganic matter intact. If they die, they turn into a pool of acid that eventually turns to that gooey, mucous substance and becomes inert after about 5 minutes. *AC: 10, HD: 1 HP, Move: 6/ 12 Swim, Actions: 1, Damage: Bite 1 Kinetic damage & 1 Acid damage or Spit (5' Range, d4-1 Acid damage), Death Explosion (d4 Acid damage to target all adjacent), Morale: -, HDE: 1/2*

- **Industrial site:** There are multiple signs directing characters towards various sites, like street names, so workers can navigate and important buildings like the City Hall. If the characters are perceptive or are good with tracking may be able to figure out the system (PERCEPTION DC: 18 or TRACKING DC: 16). While under the industrial district, any character familiar with the layout of the city or who has ever done any work in the industrial areas by the docks can roll to see if they can approximate their location (Same Check as above). If successful, they know they are under the CrispyCrisp food processing plant.

While still being muggy and humid, the air in this area is reminiscent of that sickly-sweet scent from the gherkins or the slimy puddles found all over the sewer network. It is dark here with a few of the lights in the tunnel network being broke, but it doesn't look intentional. It more looks as though something large moves through the area regularly and may have broken the wall lighting. The tunnel system opens into a room with large cisterns and vats of various food preservatives and waste chemicals being piped and pumped down from the food processing plant above.

As the characters explore deeper into the large chamber, they can investigate the vats, showing that they are filled with hundreds of the slimy gherkins. They seem to be stored here. There are release valves that, when opened, will allow gherkins to slide out of pipes and tubes all over the room and presumably into the sewer network. Left unchecked, these could pose a great risk to the city.

In the main vat is where the characters will find Pickles. She will attempt to get a surprise attack on the characters, if possible. If one gets too close to the central cistern, Pickles rises up and attacks. Out of the main cistern on the floor, a HUGE green hippo with slick green skin and pustules all over it emerges. A barcode tattoo can be seen on her shoulder and haunch, indicating she is a genetic experiment of the GenGuard group, but there is no telling what this vat of toxic chemicals and food preservatives have done to her power or abilities.

Pickles: AC: 13, HD: 3/ 22 HP, Move: 12/14 Swim, Actions: 1, Damage: 1d6+1 Bite, Special: Toughness +1, Toughness: Radiation +5, Pustules: when hit, all adjacent must make a DEX check or take a d4 Acid damage, Create Gherkins: Take an Action to create d4 Gherkins from a Pustule (cannot use in consecutive rounds), +2 to Melee attacks, +1 to Melee damage, Dark Vision 60'

MUTANT CLASS

This is an optional, more detailed way to create a Mutant character for the Vigilante City game. More powers! More mutations! More Skills! More Skill Packs!

Mutants come from all walks of life and backgrounds. Their powers often come into focus upon reaching their teens or from a random event (see p.24 Core Book for Mutant origin table). Many mutants will hide their powers in order to feel like they are not “weird” or “different” and to keep their families safe from mutant-hunting organizations. While others will flaunt their powers and seek to dominate “normals.”

PRIME ATTRIBUTE

CONSTITUTION and SURVIVAL. Mutants are tough, natural survivors. They must have a minimum SUR of 11 and a CON of 9.

SAVING THROWS

Mutants roll saving throws as per normal, but some gain bonuses or negatives based on their mutations.

SKILL TRAINING

Mutants start with a skill pack at first level.

Mutant skill packs: Assassin, Bruiser, Burglar, Commando, Driver, Gambler, Gumshoe, Hacker, Leader, Mechanic, Medic, Scholar, Sewer Rat, Spy and Street Rat. (see p.211 for new Skill Packs)

For more powerful campaigns, a GM may allow a Mutant to select a Class instead of a Skill Pack.

CLASS BONUS

Mutants gain no class bonus.

STARTING GEAR:

By Skill Pack. Roll on Mutant/ Anthropomorph Origin chart (p.24 Core Book).

PUSHING

If you are a mutant with an ability that you can push beyond your limits (i.e., a mutant with Super Strength that tries to lift more than it normally can, or if a mutant with an energy blast uses more blasts than allotted in a day) they PUSH. You may Push and use the Action in the same turn, then roll on the Push chart (p. 205). The chart will say if you are successful. If successful, the action occurs, and then the PUSH result occurs afterward. If unsuccessful, the PUSH result still occurs.

MUTANT POWERS

MUTANT ABILITIES CHART (d10)

Roll to see what Mutant Abilities you have to start the game. Some GMs may allow a player to select the mutant abilities they want (as few or as many as they want, depending on the power level of your game). You may use this updated method, or the original method in the core book (p.114 Core Book).

Roll	Mutant Abilities
1	Roll once on A, B & C, and choose 2.
2	Roll once on A, B & C. Roll twice on the Mutant Deformity Table and choose 1 deformity.
3	Roll twice on A & B. You may re-roll one of the rolls. Lose 1 extra skill point each level.
4	Roll once on A, B & C. Then roll on the Mutant Deformity table at Advantage.
5	Roll twice on A, B & C. Select 1 from each table. Roll on the Mutant Deformity table. Lose 1 extra skill point at 1st Level
6	Roll once on A, B & C.
7	Select 1 from A, B & C. Lose 1 extra skill point at 1st Level.
8	Select 1 from A and roll once on B & C (selecting one of those). Gain 1 extra skill point.
9	Roll twice on A, once on B and once on C. You do not select a class or skill pack, but you still get your 4 skill points per level.
10	Roll twice on A, twice on B, and once on C. You do not select a class or skill pack, but you still get 4 skill points per level. Roll once on the Mutant Deformity table.



NOTE: Mutant powers are divided into three columns (A, B & C). The Mutant Powers Chart A consists of the weakest powers, while the powers in B are moderately more powerful, and the powers in C are the strongest. Be noted, any of these powers can be more powerful in certain situations and when used in combination with other powers or abilities.

MUTANT POWERS - CHART A

1. AGELESS
2. ANIMAL CONTROL
3. ANTICIPATION SENSE
4. BEAUTY
5. BEDSIDE MANNER
6. BLESSED
7. CARAPACE
8. CHAMELEON
9. CHANNEL RAGE
10. ELECTRO-MAGNETIC PULSE
11. EMACIATION
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- 98. WATER WALKING
- 99. WISDOM OF THE AGES
- 100. X-RAY VISION

MUTANT POWERS A

AGELESS

You have not aged a day since you turned 18, and you never will. You gain +2 to CHA, +1 to CON and +2 to all saving throw stats. **Mutation:** Your hair and nails grow at twice the rate of a normal person.

ANIMAL CONTROL

You can talk to and empathize with animals at will. You can control animals per day equal to your CHA score + your level (lasts d6+1 minute per level). You cannot control an animal with more starting HP than you have. You may PUSH to control past your allotted daily limit or to double the duration of a control effect.

Mutation: You tend to take on the personality traits of an animal you control for the rest of the day.

ANTICIPATION SENSE

You have a strong sense of anticipation. You gain +1 to AC, Advantage on Initiative, you cannot be Surprised and Seize the Moment attacks on you are at Disadvantage. You may PUSH to re-roll your Initiative. **Mutation:** You tap your legs often.

BEAUTY

You are a specimen of pure beauty & human perfection. You start with at least a 17 CHA. You gain +1 to CHA at each level. You gain a +4 skill bonus to all interactions with those attracted to your sex at level 1 & 8. Those attracted to your sex are at -2 to Initiative & -2 to AC when you are within 100'. All of your allies gain +1 to all saving throw stats when you are within 100'.

Mutation: You are so beautiful that you rarely get any peace. You attract those that wish to follow you.

BEDSIDE MANNER

You have a naturally likable manner and are a natural healer. You have +2 to CHA, +5 to First Aid checks, Advantage on medical-related, knowledge skill checks and all allies with 50' gain +1 to their Courage stat. X times a day (X is your CHA modifier +1), you may heal a target 1 HP by touch. This stabilizes an injured, bleeding, or out of action person. **Mutation:** You have extremely white teeth.

BLESSED

You always feel like some unknown source blesses you. You have +1 to all of your rolls (or -1 to certain rolls that require a lower number), +1 to AC, +1 HP, +1 to SUR, and +5 to Move. **Mutation:** You tend to be an optimist, and your blood is highly after for alchemist potions.

BUG MASTERY

You can speak with, summon and control arachnids and insects. You can control any of them within 100' +10' per level at will. You can summon arachnids and insects that are within 2 miles, 2x your level per day. Feel free to be creative with your actions with your bug friends and discuss with your GM what they will allow in their game. You may PUSH to control beyond your daily limit or to increase your summoning range by a mile. **Mutation:** Bugs are always hanging around you.

CARAPACE

You have a shell-like structure on your torso. It gives you +3 to AC, +4 HP & Toughness +1. You have a -1 to CHA. **Mutation:** You have a shell.

CHAMELEON

You can blend into your environment. You gain +2 to AC & +2 to Stealth. You can chameleon 3x your level per day, for d10+1 minute per level. You are effectively Invisible if immobile. If you move at up to ½ your move, you must make a Stealth DC:15 per round or become visible. If you move at more than ½ of your move, you become visible. You may PUSH to transform past the allotted daily amount or to double your chameleon duration.

Mutation: You will occasionally change colors for a brief second.

CHANNEL RAGE

When you take enough damage, you can channel your rage into a deadly display of combat. Whenever you go below half of your starting HP, you may go into a rage for d6 minutes. During the rage, you instantly heal d10 HP and then gain: +4 STR, 1 extra attack, and you are at -2 to AC. During the rage, you may only perform melee attacks, unless nobody is nearby. If so, you may throw items. After the rage, you are at Disadvantage on all rolls for d6 minutes. You may PUSH to rage if you go below 2/3 of your starting HP. **Mutation:** You are drawn to violence.

DEATH SENSE

You can sense death and sense how injured living creatures are within 50' + 10' per level. You can tell how long something has been dead. You can detect if a living target has more than 50% of their starting HP, 25-50% starting HP or less than 25% starting HP. **Mutation:** You have black fingernails.

ELECTRO-MAGNETIC PULSE

You are able to emit an EMP. You may touch electrical devices to disrupt/ shut them down (50% + 5% per level). You can emit an EMP 2x your level per day. The EMP is an area effect (50' + 5' per level) or a direct blast (60' + 10' per level). The EMP shuts down electrical devices until they are fixed at 50% + 5% per level by someone with Electronics or Mechanics. It does not affect bionics, power armors or protected circuits. You may PUSH to activate your powers beyond the allotted daily amount, double your range, or increase your success chance by 25% for 1 hour. **Mutation:** Simple electronics sometimes fry when you touch them.

EMACIATION

You are naturally gaunt and look weak. No matter how much you eat, you never can put on weight. You have a -1 to CON and roll at Disadvantage on Death saves. However, you gain +3 to DEX, +5 Move, and you have Advantage on all Escape and Stealth attempts. **Mutation:** You are very skinny and are usually hungry.

ENDURANCE

You never get tired and only need a few hours of sleep each night. You start with at least 16 CON. You get +1 to CON at each level, +1 to all save stats at each level & you have Advantage on all CON checks. You may PUSH to re-roll a failed Saving Throw or CON check or to heal d8 HP instantly. **Mutation:** It looks like you do not breathe.

ENERGY SHELTER

You can create a small shelter out of thin air. 2x your level per day, you can create a shelter made of pure energy that can last up to 8 + 1 hour per level. The shelter is one floor and can be 20' + 5' radius per level. It is weatherproof and dry. You can manipulate the shelter to look the way you wish (transparent, solid, look wood, look metal, etc.). The shelter has 25 + 10 HP per level. You may PUSH to create a shelter past your daily allotment or to increase the duration for d6 hours. **Mutation:** The soles of your feet are teal.

EXCESSIVE GIRTH

You are a person with a large body mass. You gain Toughness: Kinetic & Energy +3 at level 1, 5 & 10. You gain +2 to AC at level 1, 3, 5, 7, & 9. You gain +1 to STR at level 1, 3, 5, 8 & 10. You are immune to Knockbacks, and anyone attempting to Trip you is at Disadvantage.

Mutation: You are very large & heavy (around 1000 lbs.). You have -3 to Move, -6 to Climbing & Jumping checks, and your maximum DEX is 15.

EXTRA ORGANS

You were born with extra organs in your body. The extras lay dormant until needed. Damaged organs start to heal when they are not being used. You gain +d4 extra HP each level, +2 to CON, and +4 to Critical & Death saves. You may PUSH to heal d6. **Mutation:** You have some slight bulges in your torso after you eat.

EXTREME AGILITY

You have crazy reflexes and agility. You get +1 to DEX at level 1, 3, 5, & 7 & 10. You gain Advantage on Initiative rolls. You have Seize the Moment +2. You have Advantage on any DEX check. You get +4 to Athletics checks.

Mutation: When you move in an agile manner, you appear to flutter or blink in and out of view sometimes.

FEARLESS

You have no fear. You are immune to Fear and Terror. You gain +2 to the Mental save stat. All allies within 60' gain +1 to their Courage stat. **Mutation:** Gold streaks in your hair.

FELINE POWERS

You have the powers of an enhanced feline creature. You have +2 to DEX, +5 to Climbing, +5 to Jumping, Advantage on Death save attempts, Advantage on Stealth checks, can fall 30' before taking damage and have +3 to Spot and Listen checks. You have retractable claws that do d4-1 damage. You can PUSH to negate all damage from a fall.

Mutation: You have a slight purr.

GENUINE GENIUS

You are very intelligent. You start with at least 16 INT. You gain +1 to INT at each level, +3 Skill points at each level & you gain Outsmart. You get +1 to Outsmart at 4th & 7th level. You may PUSH to use Outsmart past the allotted daily amount.

Mutation: You blink more often than most people.

GHOST HAND

You can create a small, transparent hand that will do your bidding. It takes an Action to summon the hand, and it lasts until destroyed or dismissed. The hand has 12 AC, 5 HP, 9 STR, 12 DEX, and does 1 Magic damage if it attacks. It can carry 100 lbs. **Mutation:** Your palms are light blue.

HEALING TOUCH

You can heal people by a mere touch. You heal yourself 2 HP every time you heal another person. You can heal 2x your level per day. You heal d6+1 per level HP & the target gains +2 to all saves for the next 10 minutes (this touch damages Undead or negative energy beings). You may PUSH to heal beyond your allotted heals or double the HP gained.

Mutation: You give off a golden aura when healing. Your hair turns gold or platinum color.

HISTORICAL READING

You have the odd ability to see what happened in an area or to an item in the past. If you take an Action in the area, or by touching an item, you can see what has happened to it in the past year. You can concentrate on seeing further back and with more detail. The furthest you can see back is 20 years + 20 years per level. You can PUSH to double your time range. **Mutation:** You see flashes of historical activity everywhere you go.

HORNS

You have horns that protrude from your skull. They do d6 + STR damage (d4 if 4' or less/ d8 if 8'+). If you are Charging, you have a +1 to attack and you deal double your STR modifier to the damage. **Mutations:** Horns

ILLUSION CREATOR

You can create illusionary copies of yourself, another person, or item. You gain a natural +1 to AC. You may create illusions 2x your level per day. When you create an illusion, you create d6+1 illusion per level at a time. All illusions will mimic you or stand still (your choice) & they require no concentration to maintain. They last until dismissed or struck for 1 HP damage. You may PUSH to create illusions beyond your daily limit or to double the amount of illusions you have created.

Mutation: You give off multiple reflections in a mirror.

IMPECCABLE TASTE

You have a natural ear for music, an eye for art, the soul to feel the written word, and taste for the best wines and food. You have Advantage on all Art & Music checks and all knowledge checks related to the arts & humanities. You have a +2 to WIS and +1 to CHA. **Mutation:** You have disdain for the kitsch and simple arts. Fast Food makes your stomach turn.

IRON CONSTITUTION

You can eat almost anything and have a strong constitution. Your starting CON is at least 14. You gain +1 to CON at each level. You get an extra d4 HP per level. You never get sick and are immune to normal diseases. You have Advantage on all Death and Poison saving throws. You can eat & digest almost any substance.

Mutation: You are hungry more often than most people.

KILLER INSTINCT

You know when something is hurt, and you know how to finish them off. When attacking a living target that has less than half of their starting HP, you gain +1 to Melee attacks and +2 to Melee damage. You can make a WIS check at Disadvantage to tell whether a living target has near full HP, about $\frac{3}{4}$ HP, near $\frac{1}{2}$ HP, or below $\frac{1}{4}$ HP.

LAUGHING POWERS

You are always chuckling and smirking about what you see, but you do not know why. Your laughter acts as a weapon against your foes. When you loudly laugh as an Action, it does d4 Sonic damage to all others within 20' (3x your level a day). You can focus it on a single target to make an Advantage Range attack that does d6 + WIS damage (the target must make a Mental save or they are at Disadvantage on all rolls for d4 rounds). You can PUSH to re-roll any of your Mental saves. **Mutation:** You always smile.

LEAPER

You can leap and bounce around like a super monkey on crack. You gain +2 to AC, +10 to Jumping & Parkour, +4 to Climbing, +d4 extra damage per 20' to leaping melee attacks & you gain Advantage on DEX checks. You can do a standing leap (30' +5' per level). You take no falling damage under 200'. You may PUSH to double your leap distance/ height or to re-roll a failed Athletics skill attempt.

Mutation: You have very muscular legs and tend to be drawn to places off the ground.

LINEAGE: DRAGON

You seem to have some Dragon heritage. You gain +1 to STR, +1 to CON, +1 to AC, and Toughness: Fire & Heat +3.

Mutation: You have dark red hair.

LINEAGE: DWARF

You seem to have some Dwarven heritage. You gain +1 to STR, +2 to CON, Advantage on any alcohol-related saves, and you may successfully PUSH once without rolling each day.

Mutation: You are slightly shorter and hairier than normal.

LINEAGE: ELF

You seem to have Elven heritage. You gain +1 to DEX, +1 to CHA, Advantage on all Magic-related saves, and you only add 5 to PUSH attempts, instead of 15. **Mutation:** You have pointy ears and have clear skin.

LINEAGE: GIANT

You seem to have Giant heritage. You gain +2 to STR, -1 to DEX, Toughness: +1, and you stand at least 6', if female, and 7', if male. **Mutation:** You have larger feet than normal.

LINEAGE: MEDUSA

You seem to have Medusa heritage. You gain +1 to CHA, +1 to Range attacks, Advantage on Poison-related saves, immunity to petrification, and you may re-roll at Advantage, the first Mutant Deformity you roll each day. **Mutation:** You have green hair and snake eyes.

LINEAGE: MERFOLK

You seem to have some Merfolk heritage. You gain +1 to CON, Advantage on swimming checks, and you can hold your breath twice as long as a normal person and Toughness: Water +3. **Mutation:** You are drawn to water.

LINEAGE: ORC

You seem to have Orcish heritage. You gain +1 to STR, -1 to CHA, +3 HP, Advantage on Intimidation skill checks, and when you PUSH, you gain +2 STR for d6 rounds. **Mutation:** Your skin has a slight green tint, and your teeth are slightly bigger than normal.

LINEAGE: REPTILIAN

You seem to have some reptilian heritage. You gain +1 to DEX, +1 to AC, Toughness +1 and retractable claws (d4-1 + STR damage). **Mutation:** You have snake eyes.

LINGUIST

You can speak, write, and read any language you encounter. You are adept at cracking codes & solving problems. You gain +1 to INT and +1 to WIS. You also gain +2 extra skills point each level (non-physical skills).

Mutation: Your eyes are dark purple.

LIVING BATTERY

You act as a living battery, able to power most electric devices and recharge batteries that are near you. Your charge aura is 10' + 10' per level. Any battery or electrical device within that aura begins to recharge and use you as a power source. You can concentrate to overload a power source and destroy it (the more complicated, the longer it takes to overload). This does not work on cybernetics or sentient robots. You have Toughness: Electricity & Light +2. **Mutation:** Electronics turn on when you are around.

LIZARD TAIL

You have a 6' long, green tail. Your tail does d6 + STR damage. You have Advantage on Trip attempts made against you and Trip attempts made with your tail. You have +4 to Balance checks, +3 to Climbing attempts, and your tail will regrow in d6 days if removed. You may PUSH to detach your tail. **Mutation:** Tail.

MECHANICAL INTUITION

You can build, invent, or fix almost any mechanical device. You can build machinery but will need time to do so and will be dependent upon level, type of machine being built, availability of parts and Game Master's decision. You gain +2 to Mathematics, +6 to Mechanics & +4 to Computer Skills & gain Language: Binary. You gain Advantage on all Driving checks with machines.

Mutation: You occasionally will mumble aloud in Binary.

MEMORY POWERS

You have a perfect memory and can visually project it. You gain +1 to INT and +1 to WIS. You gain +1 skill point at each level. You remember all things in great detail. You can project memories on any flat surface or a TV screen. You can also transfer memories by touch.

Mutation: You sleep less than normal and have teal eyes.

MENACING AURA

You exude an aura of frightening menace. You gain Advantage on Intimidation checks and Disadvantage on Persuasion checks. You gain +2 to the Courage save stat, and anyone attacking you that has been Intimidated in the last hour are at -2 to attack. You may PUSH to add +6 to any Intimidation check. **Mutation:** You glow black when attempting an Intimidation check.

METAL CLAWS or TALONS

You have sharp metallic claws growing from your hands or feet. They add an additional d6 (d4 if 4' or smaller/ d8 if 7'+) damage to your hand to hand attacks. You get +1 to hand to hand attacks at level 1, 4 & 7.

Mutation: You have giant claws/ talons.

MICROSCOPIC VISION

You see as normal but can focus to see in great detail and at a great distance. You can concentrate (use an Action) to use your eyes like a microscope or a telescope. You can see as small a top of the line, university microscope. You can see up to 3 miles on Earth, and much more in space. You gain +5 to Spot checks and +2 to Initiative. **Mutation:** Your eyes turn white when using this power.

MIND BLOCK

Your mind is an impenetrable fortress. You are immune to mind-reading, suggestion & mind control. You gain +1 to WIS & have Advantage on Mental skill checks and Saving Throws.

Mutation: You have heterochromia.

MIRROR COMMANDER

You can shift your essence & an additional 100 lbs. + 25 lbs. per level into any reflective surface in line of sight at will (you cannot pull an unwilling being into a mirror). You can leave the reflective surface or go to another reflective surface anytime. While on the surface, you and your cargo are immune to Kinetic & non-Magic, non-Psionic energy damage and lose all actions except watching or attempting to leave. If the surface breaks, you fall to the ground in front of it (make a DEX check or be Prone). Entering, leaving or going to a surface costs an action. You can PUSH to double your weight allowance for an hour.

Mutation: You have a shine to your skin (add +1 to CHA).

MUTANT TRACKER

You can sense mutants within 100' + 20' per level. At level 3, you can sense the nature of their mutant powers. At level 6, you can identify all of their mutant powers. You have +4 to Tracking, +3 to Spot and +3 to Listen. **Mutation:** You have a super-sensitive sense of smell.

NATURAL THIEF

You have the powers that any thief would kill for. You have +5 to Sleight of Hand, +5 to Stealth, +5 to Climbing, +5 to Jumping, +2 to Initiative, +5 Move when fleeing, +2 to Critical save stat, can fall 30' before taking damage, you deal an additional 1 damage to any Surprise Attack and anyone Tracking you is at Disadvantage. **Mutation:** You have black streaks in your hair.

PLANT CONTROL

You can speak with, summon and control plants. You can control any of them within 100' +10' per level at will. You can summon plants that are within 2 miles 2x your level per day. Feel free to be creative with your actions with your plant friends and discuss with your GM what they will allow in their game. You may PUSH to increase your summoning range by a mile.

Mutation: You have a light greenish skin and have flowers & vines growing in your hair.

PLAY DEAD

You can turn off all of your biological and pretend that you are dead for 1 hour + 1 hour per day. While “dead” you do not breathe, feel cold and have no pulse, but you can hear and have some self-awareness. If you are about to be harmed while “dead,” you may make a DC: 13 Listen check to wake up and get a defensive Action. While “dead” you are immune to cold and gas damage and effects. **Mutation:** Your pulse is much slower than normal. You have +3 to your Death save stat.

POWER OF THE NIGHT

You thrive and are powered by the Moon & the night itself. While the Sun is down, you get +4 to STR, +2 to CON, +2 to AC, +2 to Initiative & +2 to all save stats (these abilities are halved if it is very cloudy or if you are inside during the night). You can always see in the dark. You can store up energy to use during the day. Once a day per your level, you may release the lunar energy. You gain your full bonuses for d6+1 minute per level. You must be exposed to at least an hour of moonlight each day to store its power. You can PUSH to add 2 additional minutes of power, to use your power without absorbed sunlight or to double your bonuses for 2 minutes. **Mutation:** You are pale and cannot tan. When you use your lunar powers, you glow silver.

PROJECTILE ENHANCEMENT

You can enhance the effectiveness of projectiles. Any projectile you attack with, that would do damage, does an additional +1 damage and is at +1 to attack. You may have that bonus damage be any type (i.e., Magic, Fire, etc.). You may use an Action to enhance another’s projectiles for d4 rounds. You may PUSH to make your next range attack at Advantage. **Mutation:** Your fingernails are metallic in color.

PUKER

You can projectile vomit on command, 2x your level + your CON modifier a day. Your puke has a 20' + 5' per level range. If it hits, it does d4-1 Acid damage, and the target must make a Poison save at Disadvantage, or they are Sickened for d6 rounds. You have Toughness: Acid +3 and +1 to CON. You may PUSH to double your puke range or to puke beyond your daily allotment. **Mutation:** You are prone to drool.

PYROTECHNICS

You can create fireworks from out of nowhere. You can create fireworks 3x your level per day. Fireworks: 50' + 10' per level/ can be used to blind for d4 minutes (Range attack & then Critical check), distract or damage (Range attack d4 damage). You can create minor fireworks & create harmless light bursts at will. You may PUSH to create fireworks past the allotted daily amount, double your range or Fireworks Show (all non-allies within 100' + 10' per level must make a Critical save or be blinded for d4 minutes).

Mutation: You occasionally create odd noises & pops.

QUICK LEARNER

You are not necessarily a genius, but you learn faster than most people. You start with 3 extra skills, and you gain 4 extra skill points at each level. One skill point must go to a new skill at each level. **Mutation:** You have headaches more often than most.

RESISTANCE: ACID

You have Toughness: Acid +5. You get an additional +1 at each level. You gain Advantage on all acid, gas, or poison-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has a teal or azure tint.

RESISTANCE: AIR

You have Toughness: Air +5. You get an additional +1 at each level. You gain Advantage on all air or wind-based Saving Throws & attribute checks. Reduce any knockback by 5,' and if you can fly, you fly at +5 Move. You may PUSH to double your resistance for d6 minutes.

Mutation: Your hair has a blue and white tint.

RESISTANCE: COLD

You have Toughness: Cold +5. You get an additional +1 at each level. You gain Advantage on all cold or ice-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair becomes snowy white.

RESISTANCE: EARTH

You have Toughness: Earth +5. You get an additional +1 at each level. You gain Advantage on all earth-based Saving Throws & attribute checks. You can walk on mud and sand as if it was not there. You may PUSH to double your resistance for d6 minutes.

Mutation: Your hair has a brownish tint.

RESISTANCE: ELECTRICITY

You have Toughness: Electricity +5. You get an additional +1 at each level. You gain Advantage on all lightning and electricity-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has a blue tint, and you find it difficult to build up a static charge.

RESISTANCE: ENERGY

You have Toughness: Energy +5. You get an additional +1 at each level. You gain Advantage on all energy-based Saving Throws & attribute checks. When you are affected by an energy effect, its duration is halved (rounded down). Magic & Psionic energy does not apply to this resistance. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has an orange tint.

RESISTANCE: FIRE

You have Toughness: Fire +5. You get an additional +1 at each level. You gain Advantage on all fire and heat-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has a fiery red tint.

RESISTANCE: KINETIC ENERGY

You have Toughness: Kinetic (physical) Energy +5. You get an additional +1 at each level. You gain Advantage on all kinetic-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has a maroon tint.

RESISTANCE: LIGHT

You have Toughness: Light +5. You get an additional +1 at each level. You gain Advantage on all light-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has a golden tint.

RESISTANCE: MAGIC

You have Toughness: Magic +5. You get an additional +1 at each level. You gain Advantage on all magic-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair changes color each morning.

RESISTANCE: METAL

You have Toughness: Metal +5. You get an additional +1 at each level. You gain Advantage on all metal-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has a silver tint.

RESISTANCE: PSIONIC

You have Toughness: Psychic +5. You get an additional +1 at each level. You gain Advantage on all psychic based Saving Throws & attribute checks. When you are affected by a psychic power, its duration is halved (rounded down). You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has a metallic blue tint.

RESISTANCE: RADIATION

You have Toughness: Radiation +5. You get an additional +1 at each level. You gain Advantage on all radiation-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has a dark green tint.

RESISTANCE: SHADOW

You have Toughness: Shadow +5. You get an additional +1 at each level. You gain Advantage on all shadow-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. You can see in all forms of darkness. **Mutation:** Your hair always looks like it has a purple sheen.

RESISTANCE: SOUND

You have Toughness: Sound +5. You get an additional +1 at each level. You gain Advantage on all sound-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair always looks windswept.

RESISTANCE: VOID

You have +1 to WIS, +2 to the Mental save stat, Toughness: Shadow +2 & Toughness: Magic +2. You are immune to Madness, and you cannot be pushed or pulled in any direction unless you allow it.

RESISTANCE: WATER

You have Toughness: Water +5. You get an additional +1 at each level. You gain Advantage on all water-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair always looks wet.

RESISTANCE: WOOD

You have Toughness: Wood +5. You get an additional +1 at each level. You gain Advantage on all wood-based Saving Throws & attribute checks. You may PUSH to double your resistance for d6 minutes. **Mutation:** Your hair has a light brown tint.

SAVAGE

You act in a wild, uncivilized manner. You understand human behavior and customs, and you prefer to live more savagely. You have +1 to STR or +1 to DEX, +1 to CON, +1 to SUR, -3 to CHA, +2 to Intimidation, Advantage on any survival related checks and -1 to non-Intimidation social skill interactions. **Mutation:** You prefer to be left alone most of the time.

SECOND SIGHT

You have visions of the future and can see places far away. You gain +1 to Initiative at each level, +2 to AC at level 1, 4 & 8 and you occasionally get flashes of the future (your GM can incorporate this into your game). 2x your level a day, you can attempt to Remote View a location or a specific person. You need full concentration, a picture of the location, or person to attempt and be within 500 Miles + 500 Miles per level. You have a 40% + 5% per level success chance. Add 10% if you have been to the location, add 10% if you have met the target & add 15% if you have a personal item of the target. Viewing lasts d6+1 minute per level. You may PUSH to activate your powers beyond the allotted daily amount, double your viewing range, double your viewing duration or to increase your success chance by d20 %. **Mutation:** You constantly have flashes of future events, even when you sleep.

SEE-THROUGH OTHER'S EYES

You can see through the eyes of other living things within 200' + 25' per level. The target gets a Mental save, adding your WIS modifier to their roll. If successful, you can see through the target's eyes for d10 minutes. Once sight is linked, you can see as long as the target is within 1 mile. The target has no idea of your presence unless they are a Psion. Psions can try to negate the link every other round. You may PUSH to double your ranges and sight time. **Mutation:** Your eyes, and the target's eyes, become milky white when using your power.

SHRINK

You may shrink to 1' tall & 1 less inch per level. When you shrink to 1', you get -4 to STR, -3 to Melee Damage, -1/2 your Move, +4 to DEX, +2 to AC, +4 to Stealth. For each inch, you shrink below 1' you get -1 to STR (3 MIN), +1 to DEX, +1 to AC & +1 to Stealth. You can shrink 2x your level per day and can stay small for d10+1 minute per level. You can PUSH to stay shrunk for an additional d4 minutes, to shrink an additional 1" or to shrink beyond your daily limit. You cannot shrink again for d10 minutes. **Mutation:** You have a squeaky or high-pitched voice.

SKELETAL GROWTHS

You have spikes sticking out from your body. You get +2 to AC & Toughness +1. You may pull one out and use it as a melee or thrown weapon (d6 damage). Anyone performing an unarmed Melee attack against you take d6-1 damage. You can PUSH to shoot a projectile at everything within 30' or add +4 to AC for d6 minutes. **Mutation:** Bony spikes cover you.

SKILLFUL

You have a knack for skills and can copy the skills of those around you. You gain 1 extra skill point each level. You know all the non-physical skills, at half ranks rounded up, of anyone within 50' + 5' per level of you. If multiple people have the skill, the highest rank counts. If you already had the skill, you may add your ranks in the skill to the skill when making a skill attempt. **Mutation:** You tend to be a know-it-all and try to dominate discussions.

SOOTHING AURA

You exude an aura of calm. You have +2 to the Death save stat and +1 extra HP at each level. All allies within 30' + 10' per level gain the following benefits: +1 to all save stats, +1 to all skill check rolls, heals 1 extra HP if healed, and +1 to AC if below half starting HP. You can PUSH to double your range or to double your bonuses. **Mutation:** You speak in a calming voice.

SPEED READER

You can read, write, and learn at an accelerated rate. You gain +1 to INT and +1 to WIS. You gain 2 additional skill points at each level. At levels 3, 6 & 9, you gain Advantage on a skill of your choice. 2x your level per day, you may add +3 to any non-physical skill check. You may PUSH to add +3 to a skill check past your allotted amount per day. **Mutation:** You often talk in your sleep.

SPINELESS

You have no spinal cord, but your muscles have developed to hold up strait. You have great flexibility, allowing you to twist and turn with ease. You gain +1 to DEX, Seize the Moment +1, Advantage on acrobatic type skill checks, any Surprise Attack on you is made at Disadvantage, and you take ½ damage (rounded up) from any fall. **Mutation:** You have no spine.

STINGER TAIL

You have a 6' long, scorpion tail. Your tail does d4 + STR damage and delivers a d4 poison damage to the target unless they make a Poison save. You have Advantage on Trip attempts made against you and Trip attempts made with your tail. You have +2 to Balance checks, +2 to Climbing attempts. You may PUSH to make a target roll their poison save against your poison at Disadvantage for the next d4 minutes. **Mutation:** Tail.

SUNLIGHT ABSORPTION

You thrive & are powered by solar energy. While in sunlight, you get +4 to STR, +2 to CON, +2 to AC, +2 to Initiative & +2 to all save stats (these abilities are halved if it is very cloudy or if you are inside during the day). You can store up energy to use at night. Once a day per your level, you may release the solar energy. You gain your full bonuses for d6+1 minute per level. You must be exposed to at least an hour of sunlight each day to store its power. You can PUSH to add d4 additional minutes of power, to use your power without absorbed sunlight, use your ability beyond the daily limit or to double your bonuses for 2 minutes.

Mutation: You tan much faster and glow when using your absorbed powers. For some reason, you are immune to cancer. Many corporations have bounties out for this type of mutant.

SUPER HEARING

You have amazing hearing. You gain Advantage on all Listen and hearing-related checks. Anyone making a Surprise Attack on you does it at Disadvantage. If you are Blinded, you are only at -1 to attacks, can use Listen to Spot at Disadvantage, and you Move at 2/3 your rate. You can hear whispering and the slightest noises hundreds of feet away.

Mutation: Slightly larger ears.

SUPER RESILIENCE

You are tougher than a \$2 steak. You gain Toughness +1 at levels 1, 3, 5, 7 & 9. You gain maximum HP at each level. When you re-roll a Saving Throw or attribute skill check with a SUR point and succeed, you regain a used SUR point. You may PUSH to use an extra SUR point after a failure.

Mutation: Your hair looks dull and rusty.

TASTE BUD MANIPULATION

You can manipulate taste buds and the flavor of things. As an Action, you can alter the taste buds of a single target or a mass area. You have a 100' + 10' per level range, and your radius is 10' + 5' per level. It lasts 2d6 rounds. You can make their mouths fill with a great taste (giving them +1 to any skill check) or make their mouths filled with a horrible taste (giving them -1 to any skill check). Your GM may allow you more effects based on specific tastes. You may PUSH to up the bonus to +2/-2 or to double the duration. **Mutation:** You have an impeccable taste palate and bumps on your tongue.

TRACKER

You are a master tracker. You have Advantage on all tracking and smell-related checks. You gain +4 Spot and Listen checks. Anyone tracking you, or making a check against your Stealth, is at Disadvantage. You may PUSH to re-roll a tracking check. **Mutation:** Your tongue is green.

TRUE AIM

You are a master of Ranged attacks. You gain +1 to Ranged attacks at each odd level. You gain +1 to Range damage at levels 1, 4, & 8. You get more range out of weapons – double range at level 3 and triple at level 7. You can see twice as far as a normal person. You fight in melee at -2. You may PUSH to gain Advantage on Range attacks for d4 +1 minutes per level. **Mutation:** You squint a lot.

TRUE UGLY

You are truly a vision of unsightly repulsion. You start with a maximum of 6 CHA. You gain +1 to Intimidation and Stealth at each level. You gain a -4 to all non-Intimidation social interactions with those that can see your face. If they can see your face, any intelligent, living being that attacks you must make a Courage save or they cannot attack you and must perform a different Action.

Mutation: You ugly.

TRUE VISION

You see things as they are and cannot be visually duped. You can see twice as far as a normal person, are immune to all illusions, can see through holograms, and can detect shapeshifters (you do not know their true form, but know they have altered their current appearance). You have +1 to Initiative, Advantage on all Spot checks and any Blindness effects on you are halved (rounded down). You may PUSH to remove a Blindness effect from yourself. **Mutation:** Your eyes are as crystal blue as a pure, mountain lake.

TUSKS

You have a pair of tusks jutting from your mouth. They do a d6 + STR damage (d4 if below 4' & d8 if above 8'). You have a +2 to attack with them, and you gain a +2 to Intimidation checks. **Mutations:** Tusks.

UNDERWATER POWERS

You can live out of water and suffer no penalties while on land, but you feel better underwater. While underwater you gain +5 to STR, +5 to DEX, +5 to CON, +3 to all Saving Throw stats, double your HP, water breathing, free movement (Swim at 48 Move), immunity to pressure, Sonar (300' + 50' per level, you effectively can see in the dark underwater and cannot be surprised) & you can communicate with sea creatures. You can PUSH to gain your underwater powers while on land for d6+1 minute per level (you can breathe air and maintain your 48 Move).

Mutation: You have small gills on your neck.

UNTRACEABLE

You cannot be properly tracked or traced. You gain +2 to AC & +10 to Stealth. You give off no smell. You leave no trace wherever you go (even in mud or snow). You do not appear on video or on radar (including your clothing & items you are carrying). You can look into the eyes of a person with 10' and try to make them forget you or a recent event (they must make a MENTAL save at Disadvantage or forget). **Mutation:** Your voice is very low.

VENOMOUS

You have retractable fangs & claws and venomous blood. Your fangs & claws deal d4 damage + poison. Your poison deals 1 cumulative damage every round until the target makes a Poison save (they add +1 to their save roll per your level). You can spit or bleed on to a target to poison them. You are immune to poison.

Mutation: Your lips and fingernails are green-tinted and your blood is dark green.

VOCAL CONTROL

You have amazing control of your voice and are a great mimic. You can mimic any sound you have heard. You can throw your voice and raise it to a high volume as if you have a megaphone. **Mutation:** Your voice never seems to be the same.

WATER WALKING

You can walk on water as if it were the normal ground. You can submerge if you wish, and you can force yourself to the surface at will. You take no damage falling into the water, have Toughness: Water +1, and you ignore all hindering terrain involving water or moisture. **Mutation:** A patch of blue behind your knees.

WISDOM OF THE AGES

You are extremely wise and learn very quickly. You start with at least 14 WIS. You gain +1 to WIS each level. You gain 1 extra skill point each level. Anytime you fail a skill check, you gain an accumulative +1 to your next skill check of the same type. Once you pass, the bonus is gone. You gain OUTSMART +1. **Mutation:** You find it very difficult to remain silent when someone is doing or saying something dumb.

X-RAY VISION

You can concentrate to see through solid materials. It takes about a second to see through an inch of material. You cannot see through lead. You gain +1 to Initiative and +4 spot checks. You can PUSH to see through materials at 3 inches a second. **Mutation:** You have big eyes.

MUTANT POWERS - CHART B

1. ADHESION
2. ALCHEMY TOUCH
3. ANGEL WINGS
4. ARMORED SKIN
5. ARROW CREATION
6. BUTTERFLY POWERS
7. BYPASS TOUGHNESS
8. CHOSEN OF THE JUNGLE
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48. EXPIRATION FIELD
49. EXPLOSIVE CHARGING

50. EXTRA LEGS
51. FEAR EATER
52. FOLLY FIELD
53. FOREVER YOUNG
54. FORM: WOOD
55. GIANT GROWTH
56. GRACELESS FIELD
57. GUN AFFINITY
58. HAM FISTED
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86. SHAPE CHANGER: ANIMAL
87. SHAPE CHANGER: ANTHROPOMORPH
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90. STUPEFYING FIELD
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95. TEAM LINK
96. THOUGHT EATER
97. UNLIKABLE FIELD
98. VOLCANIC POWERS
99. WEAKENING FIELD
100. WINGLESS FLIGHT

MUTANT POWERS B

ADHESION

You can stick to objects and climb surfaces. You get +2 to DEX, +1 to STR & +20 to Climbing checks. You can shoot strands of a sticky substance from your fingers (40' +10' per level) to swing with or to incapacitate a body part of a target (STR check to break). You may shoot 3x your level per day. You may PUSH to shoot beyond your daily limit, to double the range of a shot, or to take no damage from a fall.

Mutation: Things tend to stick to you.

ALCHEMY TOUCH

Your touch can change the physical properties of matter. You can alter up to 10 lbs. of matter per level per day. The matter must be non-living and can only be turned into a single element. Your touch can disrupt the living. If you wish, when you touch the living, they must make a Critical save, or they are at Disadvantage on their next 2 save or skill checks (lasts 1 hour and can stack). You can PUSH to change an extra 10 lbs. **Mutation:** Your touch often makes small areas of things permanently change color (30%).

ANGEL WINGS

You have beautiful, feathery wings. Fly at 18 Move. Add +1 to AC & +1 to attack in flight at level 1, 3, 5 & 8. You gain +2 to Persuasion checks.

Mutation: You have large, feathery wings on your back.

ARMORED SKIN

You have plates or scales on your skin. You gain +1 to AC at 1st level and each other level. You gain Toughness +1 at levels 1, 4 & 8.

Mutation: You have scales/ plates on your skin.

ARROW CREATION

You can create arrows, or knives, made of psionic energy. You can create arrows equal to 2x your level + your WIS modifier. The arrows can be used by any bow or crossbow, or can be used as a dagger. They do d6 psionic damage, have a +1 to attack, and last for 1 minute. You can PUSH to create an arrow beyond your daily allotment or to add your WIS modifier to the arrow damage for d4 rounds. **Mutation:** Your hands glow a light yellow.

BUTTERFLY POWERS

You have the powers of a half-human, half-butterfly, but you look more human (you have wings and antenna). You have +2 to DEX, +2 to Initiative, Toughness: Air +2, Surprise Attacks, and Seize the Moment attacks are at -3 against you, and you have wings (Fly 18 Move). However, you are not very intimidating (-3 to Intimidation attempts). **Mutation:** You like a butterfly person.

BYPASS TOUGHNESS

You and your weapon attacks can bypass another's Toughness. All of your attacks bypass 1 point of Toughness at 1st level, 2 points at 4th level, 3 points at 7th level, and 4 points at 10th level. If you attack something without the appropriate Toughness, you gain a +1 to attack them and do an extra point of damage to them. You may PUSH to ignore an additional 1 Toughness for d4 minutes. **Mutation:** Your thumbs are slightly larger than normal.

CHOSEN OF THE JUNGLE

You are naturally attuned to nature and feel uncomfortable when not immersed in nature. You gain +5 Move, +1 to DEX, and +1 to CON. You gain +5 to Balance, Climbing, Jumping and Swimming checks. You do not take damage from the first 30' of a fall (1/2 damage, rounded down, from further fall damage). You gain +2 to Initiative, +10 to Survival and Tracking checks, and Advantage on Stealth checks while in a wilderness environment. While in an urban environment, you are at -2 on all skill checks. You may PUSH to take no damage from a fall or to pull nutrients from the soil and sunlight, allowing you to go a day without eating or drinking without penalty. **Mutation:** You find it difficult to sleep inside.

CHOSEN OF THE URBAN JUNGLE

You are naturally attuned to the urban jungle and feel uncomfortable when immersed in nature. You gain +5 Move, +1 to DEX, and +1 to CON. You gain +5 to Balance, Climbing, Jumping and Streetwise checks. You do not take damage from the first 30' of a fall (1/2 damage, rounded down, from further fall damage). You gain +2 to Initiative, +10 to Survival and Tracking checks, and Advantage on Stealth checks while in an urban environment. While in a wilderness environment, you are at -2 on all skill checks. You may PUSH to take no damage from a fall or to pull nutrients from garbage or sewage, allowing you to go a day without eating or drinking without penalty. **Mutation:** You find it difficult to sleep without lots of artificial or city noise.

COCOON

At the end of each day, you spin a sleeping cocoon for up to 8 hours (a minimum of 4 is required for any results to occur). When you emerge from the cocoon, you are completely healed to max HP; all injuries are healed, diseases cured, and poisons filtered out. You also gain a temporary, random mutant power that lasts until your next cocoon is spun. **Mutation:** You have a large appetite, but remain thin.

COMMUNICATIONS CONTROL

You can control artificial signals in the area around you. You can amplify, shutdown or modify signals from cellular, microwaves, radio, and satellite sources within 100' + 25' per level surrounding you. You can double the signal strength, range and volume of the signals. You can alter what they say and show (by your thoughts) and shut down all signals. You can PUSH to triple the strength, range or volume of a signal. **Mutation:** Signals skip around and change when you are nearby.

DANGER SENSE

You can have a sixth sense that tells you when you are in harm's way. You gain +3 to AC at level 1, 5 & 10. You cannot be the target of Seize the Moment. You gain Advantage on Initiative, Range attacks on you are at Disadvantage, you cannot be Surprised & you can detect if your mind is being probed. You may PUSH to gain +6 to AC, +4 to Initiative & Advantage on all saving throws for d4+1 minute per level.

Mutation: You become slightly jumpy in a group that you do not know.

DELICATE FIELD

You create a natural field around you that makes people feel tender. Your field is natural 5' around you, but you can expand it 2x your level per day, up to 30' + 5' per level. The field gives all others within it a vulnerable feeling, -2 to CON, -2 to all save stats and -1 to non-specific Toughness stats. You can use an Action to target someone within range to give them another -2 to CON and -2 to a save stat of your choice while in the field. You can PUSH to double your field size for 5 minutes or to shut it off for up to 1 hour. **Mutation:** A thin pink glow to your gum line.

DEMONIC WINGS

You have leathery, jet black wings. Fly at 18 Move. Add +1 to AC & +1 to attack in flight at level 1, 3, 5 & 8. You gain +2 to Intimidation checks.

Mutation: You have large, feathery wings on your back.

EARTH POWERS

You can control the very ground you walk upon. You cannot be surprised by anything on the ground. You can activate your Earth Powers 2x your level per day, for d6+1 minute per level. You gain Ground Shake: 20' + 5' area of effect (All others have ½ Move for 30 seconds. All others standing in the area make a DEX check or fall, taking d4 damage). You can create a rock wall (30'x 30', Toughness +3, absorbs 100 HP). You can throw earth/ rocks (100'/ d6 damage). You can detect seismic movement within 100' + 10' per level (like a motion detector) at any time. You may PUSH to activate your powers beyond the allotted daily amount or to double the duration of your power. **Mutation:** You always kick up a trail of dust or mud as you walk.

ELASTICITY

You can stretch your body. You may extend your body parts 2x your size at level 1, 3x at level 2, 4x at level 3, etc. You get Toughness +1 at level 1, 3, 6, 8 & 10. You have Reach as far as you can stretch. You get +3 to your Critical save stat. You may PUSH to stretch at 1 level higher.

Mutation: Your body parts will occasionally grow without your control.

ENERGY ABSORPTION

You and the clothing/ gear on you are immune to all forms of normal energy attack (excluding Kinetic, Magic & Psionic energy). When you absorb 10 points of energy damage you may release it do one of these actions: energy blast (d6+1 damage per level, 60' +10' per level), heal d6 HP, add +2 to STR, +2 to DEX, +2 to Melee Damage or +3 AC for d6 minutes or double your Move for d6 minutes. These effects are cumulative. You may PUSH to use one of these abilities with only 5 points of damage.

Mutation: Your fingertips and palms are always charred black.

ENERGY ARMOR: ACID

You can cloak yourself in an acid armor 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your acid armor, but nothing larger. The armor gives you Acid immunity, +4 to AC against Range attacks, Toughness +1, +1 to all save stats, add d4 Acid damage to all of your melee attacks, and anyone hitting you with a melee attack is at Disadvantage. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** Your voice has an acid echo.

ENERGY ARMOR: AIRY DEFENSE

You can cloak yourself in an armor of air energy 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your air armor, but nothing larger. The armor gives you immunity to Air damage, +4 to AC, Toughness +1, +1 to all save stats, and you are immune to knockbacks, fall damage, and Trips. You may walk on the air. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** You always look like there is a wind blowing through your hair.

ENERGY ARMOR: COLD

You can cloak yourself in an ice armor 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your ice armor, but nothing larger. The armor gives you Cold immunity, +4 to AC, Toughness +1, +1 to all save stats, and anyone you hit with a melee attack loses 2 Move for 4 minutes. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** Your breath is always visible (as if in a cold environment).

ENERGY ARMOR: COSMIC

You can cloak yourself in a cosmic armor (looks like starry space) 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your cosmic armor, but nothing larger. The armor gives you immunity to the last form of damage you have taken, +3 to AC, Toughness +2, +1 to all save stats, and anyone you hit with a melee attack loses 1 AC for 1 minute. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** Your hair looks like starry space.

ENERGY ARMOR: ELECTRICITY

You can cloak yourself in an electric armor 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your electric armor, but nothing larger. The armor gives you immunity to Electricity, +2 to AC, Toughness +1, +1 to all save stats, and anyone you hit with a melee attack, or hits you, takes 2 Electric damage. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** You have no body hair below your neck.

ENERGY ARMOR: FIRE

You can cloak yourself in a fiery armor 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your fire armor, but nothing larger. The armor gives you immunity to Fire, +2 to AC, Toughness +1, +1 to all save stats, and anyone you hit with a melee attack, or hits you, takes 2 fire damage. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** Your body temperature runs slightly higher than normal.

ENERGY ARMOR: FORCE

You can cloak yourself in an armor of force energy 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your force armor, but nothing larger. The armor gives you immunity to Kinetic damage, +4 to AC, Toughness +1, +1 to all save stats, and you are immune to knockbacks, Trips, and Stuns. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** You have an extra little toe.

ENERGY ARMOR: LAVA

You can cloak yourself in an armor of lava 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your lava armor, but nothing larger. The armor gives you immunity to Fire, +3 to AC, Toughness +1, +1 to all save stats, and anyone you hit with a melee attack, or hits you, takes 2 fire damage. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** You spit is ashy & steams in the air.

ENERGY ARMOR: LIGHT

You can cloak yourself in an armor of light 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your light armor, but nothing larger. The armor gives you immunity to Light & lasers, +3 to AC, Toughness +1, +1 to all save stats, and any darkness within 40' of you is illuminated. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** You have blonde eyebrows.

ENERGY ARMOR: RADIATION

You can cloak yourself in an armor of radiation 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your radiation armor, but nothing larger. The armor gives you immunity to Radiation, +2 to AC, Toughness +1, +1 to all save stats and any living thing that enters within 5' of you, or ends around within 5' of you, must make a Death save or take a d4 Radiation damage. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** Your spine glows green through your skin.

ENERGY ARMOR: SHADOW

You can cloak yourself in an armor of shadow 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your shadow armor, but nothing larger. The armor gives you immunity to Shadow, +1 to AC, Toughness +1, +1 to all save stats, double Advantage on Stealth checks, you can see in the dark 40' and all range attacks at you at night or in shadows is made at Disadvantage. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** You have black eyebrows.

ENERGY ARMOR: SONIC

You can cloak yourself in an armor of sound 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your sonic armor, but nothing larger. The armor gives you immunity to Sonic, +2 to AC, Toughness +1, +1 to all save stats, you can throw your voice up to 1000' and you cannot be deafened. You may PUSH to create an armor past your daily allotted amount or to double its duration. **Mutation:** You cannot whisper.

ENERGY BLAST: ACID

Each blast does d6 and 1 Acid damage per level & the target takes an additional d4 damage next round unless they make a CON save. Range: 40' +10' per level. You may use this blast 2x your level per day. You have Toughness: Acid +5. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. You may make small amounts of acid at will. You may touch someone for d4-1 damage at will. **Mutation:** Your lips, mouth & tongue are a silvery teal.

ENERGY BLAST: AIR STRIKE

Each blast does d4 and 1 Air damage per level, and knocks the target to the ground 10' in any direction unless they make a STR or DEX save (adding the damage they took from this blast to the roll). Range: 60' +10' per level. You may use this blast 2x your level per day. You are immune to knockbacks. You gain a +2 to AC against non-energy, Range attacks. You can Levitate up to 5' at will. You may PUSH to double range, add d4 damage or use another blast past your daily limit. **Mutation:** When you speak, your voice sounds like it starts from your mouth, but drifts around you as you continue to talk.

ENERGY BLAST: COLD

Each blast does d6 and 1 Cold damage per level & Stuns the target for 1 minute unless they make a CON check. Range: 60' +10' per level. You may use this blast 2x your level per day. You have Toughness: Cold +5. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. You may create ice at will. **Mutation:** You radiate an aura of cold.

ENERGY BLAST: CONCUSSIVE BLAST

Each blast does d4+2 Kinetic damage, and Stuns the target for d4 round unless they make a Critical save (adding the damage they took from this blast to the roll). The target is knocked out for d4 rounds if they roll a natural 20 on their save. Range: 60' +10' per level. You may use this blast 2x your level per day. You are immune to Stuns. You may PUSH to double range, add d4 damage or use another blast past your daily limit. **Mutation:** You have a clear tongue.

ENERGY BLAST: COSMIC

You can absorb cosmic energies from the air and channel them into blasts. You have Toughness +1. Each blast does d6 and 1 damage per level but has a different source each time used (roll below). Range: 60' +10' per level. You may use this blast 2x your level per day. You may PUSH to double range, add d6 damage or use another blast past your daily limit. This attack deals double damage while in outer space.

Mutation: Your eyes look like a picture of a starry galaxy.

Cosmic Energy Table (d12)

Roll	Energy Type	Roll	Energy Type
1	Counts as all types and does double damage. Apply relevant Toughness, but ignore immunities.	7	Light
2	Air	8	Magic
3	Electricity	9	Psionic
4	Fire	10	Radiation
5	Kinetic (Force)	11	Sonic
6	Ice	12	Water

ENERGY BLAST: ELECTRICITY

Each blast does d6 and 1 Electric damage per level & the target is knocked out for d4-1 minutes unless they make a CON save. Range: 60' +10' per level. You may use this blast 2x your level per day. You have Toughness: Electricity +5. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. You may turn basic electronics off or on within your range. You may short out basic electronics by touch.

Mutation: You constantly maintain a static charge and have yellow pupils.

ENERGY BLAST: FIRE

Each blast does d6 and 1 Fire damage per level & the target Ignites. Range: 60' +10' per level. You may use this blast 2x your level per day. You have Toughness: Fire +5. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. You may ignite small items nearby & create a flame in your hand at will.

Mutation: You smell of sulfur when you use your power.

ENERGY BLAST: FORCE

Each blast does d6 and 1 Kinetic damage per level, knocks the opponent back d6x10 feet unless they make a STR check. Range: 60' +10' per level. You may use this blast 2x your level per day. You are immune to Knockbacks and Trips. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. You have very limited telekinesis (you may push small objects at will).

Mutation: Lose some of your sense of touch from the use of your power. -2 to all Sleight of Hand checks.

ENERGY BLAST: LAVA

Each blast does d6 and 1 Fire damage per level & the target Ignites 50% of the time. On a natural 20, you knock the target back 20' (unless they make a STR check at Disadvantage). Range: 60' +10' per level. You may use this blast 2x your level per day. You have Toughness: Fire +5. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. You may ignite small items nearby & create a flame in your hand at will. **Mutation:** When you get angry, small amounts of lava come from your nose.

ENERGY BLAST: LIGHT

Each blast does d6 and 1 Light damage per level & Blinds the target unless they make a DEX check. Range: 60' +10' per level. You may use this blast 2x your level per day. You have Toughness: Light +5. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. You may cause any part of your body to glow at will.

Mutation: Your eyes have an increasing glow to them as you level.

ENERGY BLAST: MAGIC

Each blast does d6 and 1 Magic damage per level & the target loses 1 point of Magic save stat for 1 hour. Range: 60' +10' per level (counts as a ranged attack). You may use this blast 2x your level per day. You have Toughness: Magic +5. You may PUSH to double range, add d6 damage or use another blast past your daily limit. **Mutation:** Your hands glow blood red.

ENERGY BLAST: PSIONIC

Each blast does d6, and 1 Psionic damage per level & the target loses 1 point of Mental save stat for 1 hour. Range: 60' +10' per level (counts as a ranged attack). You may use this blast 2x your level per day. You have Toughness: Psionics +5. You may PUSH to double range, add d6 damage or use another blast past your daily limit. You have minor telekinesis at will (about 1 lb.). **Mutation:** Your eyes glow blue when you use this power.

ENERGY BLAST: RADIATION

Each blast does d6 and 1 Radiation damage per level and Sickens the target for d4 rounds (unless they make a Death save). Range: 60' +10' per level. You may use this blast 2x your level per day. You have Toughness: Radiation +5 and may re-roll one Mutant Deformity roll each day. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. **Mutation:** Your hands glow green.

ENERGY BLAST: SHADOW

Each blast does d6 and 1 Shadow damage per level and creates a 10' area of darkness around the target for d4 rounds. Range: 60' +10' per level. You may use this blast 2x your level per day. You can see in the Dark 30'. You have Toughness: Shadow +5. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. **Mutation:** You have black palms.

ENERGY BLAST: SONIC

Each blast does d6 and 1 Sonic damage per level & Stuns the target for a minute unless they make a CON check. Range: 60' +10' per level. You may use this blast 2x your level per day. You have Toughness: Sonic +5. You may PUSH to double range, add d6 damage, or use another blast past your daily limit. You may create noises within your range to distract or annoy people. **Mutation:** You have weaker hearing (-2 to all Listen checks).

ENERGY: VAMPIRISM

You can drain the energy from a being with 2 or more HP that you are within 100' + 10' per level. You can drain 2x your level per day. Range drain attempts make everyone else within the range to save against Death (or just one if it is a touch melee attack). Each creature that fails loses d4 HP, 1 CON & are at -1 to all rolls for 1 hour (stacks). For each failure, you gain 1 HP for 1 hour (double your base HP MAX). For every 3 failed saves, you can choose 1 ability for 1 hour: +1 to STR, +1 to CON, or +1 to all saves (MAX of +3 of each). If you touch a creature and drain, they must save against Death at Disadvantage. If they fail, they lose d4 HP, 2 CON & are at -1 on all rolls for 1 hour (stacks). You gain 2 HP (double your base HP MAX), +1 to STR, +1 to DEX & +1 to all saving throws (+3 MAX of each). You can PUSH to drain beyond your daily limit or to double your drain range.

Mutation: You grow fangs and long fingernails.

ENHANCING BLAST

You have the power to blast other mutants or Anthropomorphs with an energy that amplifies their powers. You can use the blast 3x your level per day, at a range of 100' + 10' per level. The enhanced being gains +1 to all attributes, +2 to all save stats, +2 to all attacks, +1 to damage from an attack, +1 to all skill checks, and they gain an additional usage of a limited power. This effect lasts for d6 minutes and does not stack. However, during this boost, anytime they PUSH they must add 5 to their roll. You may PUSH to use a blast past your daily allotment or to double your range for 10 minutes. **Mutation:** Your hair is very curly.

EVER CONSCIOUS

You are always awake and alert, even when you sleep and rest. You are always conscious and cannot lose your faculties. You gain +2 to Initiative. You cannot be Stunned, knocked out, lose your senses, be Surprised, and all Outsmart attempts against your Actions are made at Disadvantage. You may PUSH if knocked Out of Action to make an immediate DEATH save. If you succeed, you return to 1 HP. **Mutation:** Dark purple circles under your eyes.

EVOLVER

You have a unique mutation that makes you gain a new mutation every day. Once a day, after getting at least 6 hours of sleep, you awake with a new random mutation. It lasts 24 hours. Each time you PUSH, you heal d4 HP. **Mutation:** You have grey eyes.

EXPIRATION FIELD

You create a natural field around you that makes people think about their mortality. Your field is natural 5' around you, but you can expand it 2x your level per day, up to 30' + 5' per level. The field gives all others within negative thoughts of their mortality, -2 to all save stats and Disadvantage on any roll used from a SUR point. You can use an Action to target someone within range to give them another -2 to all save stats while within the field, and they lose a SUR point. You can PUSH to double your field size for 5 minutes or to shut it off for up to 1 hour. **Mutation:** A thin blue glow to your gum line.

EXPLOSIVE CHARGING

You can touch non-living items and imbue them with an explosive energy charge. At will, you can touch any non-living item for a second and imbue it with a charge that does d4 damage when thrown (it explodes when it hits something or 10 seconds after being thrown). 2x your level per day, you can charge an item longer. Charging an item for 1 full round makes it do d8 damage. Charging it for 2 full rounds makes it do d12 damage. After 4th level, charging it for 3 or more full rounds makes it do a d20 damage. Range: 40' + 5' per level. You may PUSH to charge beyond your daily limit, double your range, or double the damage of a charged item. **Mutation:** Palms of your hands/fingers are charcoal black.

EXTRA LEGS

You have an extra set of legs. You gain +10 Move, +4 to DEX, Advantage on all Athletics checks, Advantage against Trip attacks, and Double Advantage on Balance checks.

Mutation: Extra set of legs.

FEAR EATER

You thrive on the fear of others. You gain Advantage on Courage saves & Terror checks, -2 to CHA & +4 to Intimidation. 2x your level per day, you can Cause Fear: All targets you choose within 50' + 10' per level make a Courage save or become paralyzed until they pass (roll each round). For each failed save, you gain 1 HP & +1 to a non-Charisma attribute point for d6+1 minute per level (MAX of 6 points each). You may PUSH to Cause Fear past the allotted daily amount or to put all enemies within 200' at Disadvantage with Courage saves & Terror checks for d6 minutes.

Mutation: You think you are ugly, and you do not like showing yourself in public unless engorged with fear.

FOLLY FIELD

You create a natural field around you that makes people more apt to make mistakes. Your field is natural 5' around you, but you can expand it 2x your level per day up to 30' + 5' per level. The field gives all others within an impulsive mindset, -2 to WIS, -1 to Mental save stat, -1 to all attacks and skill checks. You can use an Action to target someone within range to give them another -2 to WIS, and -1 Mental save stat while within the field. You can PUSH to double your field size for 5 minutes or to shut it off for up to 1 hour.

Mutation: A thin purple glow to your gum line.

FOREVER YOUNG

You have been given a blessing that will become a curse. You are extremely young (10-15) and age at 1/10th the rate of a normal person, however you do not physically age at all. You gain +2 to CHA, +1 to WIS, +1 to CON, +1 to SUR, +2 to all save stats and you heal 1 HP every 2 minutes. You gain Outsmart at 6th level. **Mutation:** You always look like a teen.

FORM: WOOD

You can transform into solid wood. You can transform 2x your level per day, for d10+1 minute per level. While transformed, you gain +3 to AC, Toughness: Blunt Kinetic +5, +2d6 HP, you do not leave any trace when moving, gain +10 Move when moving through woodlands and Weakness: Fire. You can stand still and look like a small tree by using an Action. You can stretch your body and arms up to +10' taller. You may PUSH to remain in wood form for an additional d4 minutes or to transform beyond your daily limit. **Mutation:** Your hair is stiff.

GIANT GROWTH

You may grow up to an additional 2' per level. For each 2' you grow you get +1 to STR, Toughness +1, +1 to Melee Damage & -1 to DEX (-5 MIN). You can transform 2x your level per day and can stay enlarged for d10+1 minute per level. If you grow past 10', you gain Reach. You may PUSH to stay enlarged for an additional d4 minutes, to grow an additional 2' or to grow beyond your daily limit. You cannot grow again for d10 minutes.

Mutation: You have slightly larger hands & feet than normal.

GRACELESS FIELD

You create a natural field around you that makes people clumsy. Your field is natural 5' around you, but you can expand it 2x your level per day up to 30' + 5' per level. The field gives all others within it an apprehensive feeling, -2 to DEX and Disadvantage on all physical skill checks. You can use an Action to target someone within range to give them another -2 to DEX while within the field. You can PUSH to double your field size for 5 minutes or to shut it off for up to 1 hour. **Mutation:** A thin umber glow to your gum line.

GUN AFFINITY

You have a natural talent to use any gun. You have +2 to Range attacks with guns, have +25% range with guns, deal +1 damage with guns, and your ROF penalties are halved (rounded down). **Mutation:** You often make a gun with your fingers and *pew-pew* sounds.

HAM FISTED

Your hands are abnormally large and act as great weapons. You gain +2 to all punch attacks, and they do +2 to damage. You have Advantage on Grab attacks if the target is your size or smaller, and you have Disadvantage on Sleight of Hand checks. **Mutation:** You have big hands.

HAND MANIPULATION

You can change the shape of your hands into deadly weapons or tools. 3x your level per day, you can alter the structure of your hands for as long as you wish (you can switch them into 2 different things). You may change them into:

- Blunt Stone (d4+2 + STR punching damage)
- Metal Sword (d6 + STR damage)
- Claws (d6 + STR damage, Advantage on Grab attempts)
- Wood Club (d4 + STR damage)
- Energy Whip (d4 + STR damage, + 5' Reach)
- Shield (+1 to AC, Toughness +2)
- Tentacle (d4 + STR damage, +5' Reach, Advantage on STR checks)

You may PUSH to change past your daily allotment.

Mutation: Red fingertips.

HEAT VISION

Your eyes glow a bright red and have no visible features. You can see normally, or you can adjust your vision only to see heat patterns (allowing you to see the invisible and you cannot be blinded using heat vision). You can concentrate on seeing heat through solid objects (1 round per 5'). 2x your level per day, you can shoot a heat ray from your eyes (60' Range, 2d4 Heat damage, igniting small, flammable objects). You can PUSH to double your range or to shoot a heat ray beyond your daily limit. **Mutation:** Red, fiery eyes.

HOUR OF NEED

You have mutant abilities that only manifest when you have been hurt. When your starting HP is reduced below half, you immediately heal d6 HP and gain the following: +4 to AC, Toughness +2, +4 to STR, +3 to Initiative (you may re-roll once next turn as a free Action), +3 to all save stats, +10 Move and Advantage on all skill checks. **Mutation:** You feel weaker when not charged up (-1 to all skill checks when not charged).

HUMAN-COMPUTER

You are a natural computer whiz, able to interface with them by touch. You have Advantage on all mathematics, and computer-related checks, +2 to INT, Toughness: Electricity +2, and you can interface with any computer by touch.

Mutation: You talk faster than normal.

INSECT BLAST

You can create a blast of various insects. Each blast does d4, and 1 Kinetic damage per level & the target takes an additional d4 Poison damage at the beginning of the next round unless they make a Poison save. Range: 40' +10' per level. You may use this blast 2x your level per day. You have Toughness: Poison +5. You may PUSH to double range, add d6 damage or use another blast past your daily limit. You may make small amounts of bugs at will. **Mutation:** You have green streaks in your hair.

THE INTERROGATOR

You are a master at getting information from people and deciphering misinformation. You have +2 to WIS, Advantage on all Interrogation checks, +2 to Subterfuge checks and you can always tell when someone is directly lying to you (not so much if it is an elaborate ruse). **Mutation:** You sneer a lot.

INVISIBILITY

You can turn invisible 2x your level per day, for d6+1 minute per level. You can carry 100 lbs. + 25 lbs. per level, and it remains invisible. You may PUSH to stay invisible for d4 additional minutes, turn invisible beyond your daily limit or double the weight you can carry.

Mutation: You have a slight ghostly aura about you.

IRON FEET

You have heavy feet that keep you from being taken to the ground. You are immune to Knockbacks and Trips (you cannot be taken off your feet unless you choose to fall). You gain Toughness: Kinetic +2 and are at -2 Move. You always land on your feet if you fall less than 50' (taking 1/3 damage, rounded down). All Grab and Seize the Moment attacks against you are made at Disadvantage. **Mutation:** You have metallic colored soles.

KINETIC ABSORPTION

You and the clothing/ gear on you are immune to all forms of Kinetic attack. When you absorb 10 points of Kinetic damage you may release it do one of these actions: energy blast (d6+1 damage per level, 60' +10' per level), heal d6 HP, add +2 to STR, +2 to DEX, +2 to Melee Damage or +3 to AC for d6 minutes or double your Move for d6 minutes. These effects are cumulative. You may PUSH to use one of these abilities with only 5 points of damage.

Mutation: You always seem to have bruises on your body.

MAGIC EATER

You disrupt and are empowered by magic. You are immune to Magic damage and effects. Magic items deal $\frac{1}{4}$ damage to you. All magic users and familiars within 100' + 10' per level, they Move at -5 and are at Disadvantage on Initiative rolls & Saving Throws. When you absorb 10 points of Magic damage you may release it do one of these actions: energy Blast (d6+1 damage per level, 60' +10' range per level), heal 4 HP, add +2 to STR, DEX, Melee Damage or AC for d6 minutes or double your Move for d6 minutes. These effects are cumulative. You may PUSH to use one of these abilities with only 5 points of damage. **Mutation:** Your hair, fingernails, tongue & toenails are purple.

MASTERMIND

You are super intelligent & accumulate wisdom at a rapid rate. You start with at least 15 INT & WIS and 2 additional Language skills. You get +1 to INT or WIS at each level, 1 new skill each level & you gain Outsmart +2. You may make a skill roll on any knowledge/ language-related skill, even if you do not have that skill. Those Outsmarting your attacks are at -2. You may PUSH to re-roll a failed skill check or Outsmart.

Mutation: You are physically weak. You get -2 STR, Disadvantage on melee attacks, and get 1 less HP at each level.

METAL WINGS

Player may fly at 24 Move. You may use your wings as a Melee weapon (d6+1 damage). Add +1 to AC at level 1, 6 & 10. Add +1 to Melee attacks with your wings at level 3, 6 & 9. **Mutation:** You have large, metallic wings on your back.

MIND BOMB

You can attack the minds of those around you. You may use your Mind Bomb 2x your level per day and have a range of 40' + 10' per level. If you target 1 being (by sight), they must make a Mental Save, adding your level to their roll. If they fail, they take d6 Psionic damage and are Stunned for d4 rounds. If you target all others within your range, they must all make a Mental save (allies do at Advantage), or they are Stunned for 2 rounds. You have a +2 to the Mental save stat. You may PUSH to Mind Bomb beyond your allotted amount or to double your range. **Mutation:** Your teeth chatter before and after you use your Mind Bomb.

NEEDLE SKIN

You have small cactus-like needles protruding from your skin. You gain +2 to AC, Toughness +1, and have Advantage on all Poison saves. Anyone touching you, or striking you with a weaponless melee attack, takes d4 damage and 1 Poison damage. You can PUSH to shoot needles (30' range, doing d6 damage and a d4 Poison damage) or to pass a Poison save automatically. **Mutation:** Needles on your skin.

NEGATOR: MAGIC POWERS

You can negate magic powers. When you are within 20'+5' per level of a magic user or familiar, all durations and ranges of their magic powers are halved (rounded up). You may try to negate the activated magic abilities/ spells of a person within 100' + 25' per level by spending an Action to make them save against Death (if you touch them, they roll at Disadvantage). If they fail, they lose all activated magic powers for d8 minutes. This does not affect you or the static abilities of magic users and familiars. You may PUSH to make a target re-roll a successful Death save against you or to double your range for d6 minutes.

Mutation: You are more susceptible to illness (-1 to CON & -2 to Poison save stat).

NEGATOR: MUTANT POWERS

You can negate mutant powers. When you are within 20'+5' per level of a mutant, all durations and ranges of mutant powers are halved (rounded up). You may try to negate the activated mutant abilities of a person within 100' + 25' per level by spending an action to make them save against Death (if you touch them, they roll at Disadvantage). If they fail, they lose all activated mutant powers for d8 minutes. This does not affect you or the static abilities like claws, wings, invulnerability of mutants. You may PUSH to make a target re-roll a successful Death save against you or to double your range for d6 minutes. **Mutation:** You have a naturally weak Constitution (-2 to CON).

NEGATOR: PSYCHIC POWERS

You can negate psionic powers. When you are within 20'+5' per level of a psychic, all durations and ranges of their psionic powers are halved (rounded up). You may try to negate the activated psionic abilities of a person within 100' + 25' per level by spending an action to make them save against Death (if you touch them, they roll at Disadvantage). If they fail, they lose all activated psychic powers for d8 minutes. This does not affect you or the static abilities of psychics. You may PUSH to make a target re-roll a successful Death save against you or to double your range for d6 minutes. **Mutation:** You are more susceptible to harsh injuries (-2 to Critical & Death save stats).

NIGHTINGALE'S SONG

You have a voice that heals and motivates those around you. You have Advantage on First Aid checks and +3 to CHA. You may use the following powers 2x your level + your CHA modifier per day (these effects can stack up to twice each):

Song of Resilience: All allies within 100' gain +X to each save stat for d6 rounds (X is your CHA modifier).

Song of Spring: All allies within 100' heal d4 damage.

Song of Unity: All allies within 100' gain +1 to all attacks and skill checks for d6 rounds.

Song of Warding: All allies within 100' gain +1 to AC, +3 to Initiative, and they may re-roll their Initiative once for d6 rounds. You may PUSH to use a song beyond your daily allotment or to double your range. **Mutation:** Your voice always has a melodic quality about it.

PHEROMONE CONTROL

You emit strong pheromones and are able to control others pheromones. The opposite sex is strongly attracted to you. You may make minor suggestions toward those attracted to you (Persuasion DC: based on suggestion made). Targets will not do anything against their alignment when suggested. As an action, you can try to reduce a target's CHA by d6 for 10 minutes (They may attempt a Death save, adding your CHA modifier to their roll to negate). You get +1 to CHA each level & Advantage on all Persuasion checks.

Mutation: The opposite sex is extremely attracted to you, almost to the point of annoyance.

POWER DRAIN

You can touch people and drain their memories & powers. You may attempt to drain 2x your level per day, by touching a person's skin. The target must make a CON check, adding +1 to their roll for each level you have. If they fail, they pass out for d6 minutes, and you gain their memories, mutant powers & psionic abilities for d6 minutes. If they pass, nothing happens. You can use their abilities as they are allotted but use your level to modify. You may PUSH to attempt a drain past your allotted daily amount or to make a target re-roll a passed CON check on an attempted drain.

Mutation: You retain a fragment of the memories of those you drain and you have a slight headache when you lose a drained power/ memory.

PREHINSEL HAIR

You have very long hair (4'+) that can move and grab things on its own. Your hair has STR equal to your STR. You can Grab, Blind, Trip, choke, etc. with your hair as an additional action. You gain an additional action with your hair each round and +1 to attack with your hair at each level. Hair whip does d4 damage. If your hair is longer than 6', it has Reach.

Mutation: You have long hair that grows at four times faster than normal. It will often move on its own.

RADIATION MASTERY

You are powered by radiation. You are immune to the ill effects of radiation. You gain Toughness +1 at level 1, 4 & 8 & and gain an additional 1 HP at each level. 2x your level per day you can Manipulate Radiation by shooting a Radiation Blast (100', d6 damage, save against Critical, or they lose 1 CON for an hour) or by Powering Up for d10+1 minute per level (grow 10', add +4 to AC, +4 STR, +d6 HP & each Melee attack you make drains 1 CON from the target for 1 hour unless they save against Critical). While powered up, anyone that ends their round within 5' of this character must save against Critical or lose 1 CON for an hour. When you roll on the Mutant Deformity Chart, roll at Advantage. You may PUSH to Manipulate Radiation beyond your daily limit, to double your blast range, to double your blast damage, or to double your Power Up bonuses for d4 minutes. You have Advantage on all PUSH rolls.

Mutation: You lose all body hair, and you are slightly radioactive. When using your powers, you glow green and are very radioactive.

RADAR SENSE

You have radar sense. You can feel things moving around you (200' + 50' per level). You gain +3 to AC, gain Advantage on DEX checks & gain Advantage on Initiative rolls. You cannot be surprised & are unaffected by Blindness. Seize the Moment attacks on you are at Disadvantage. **Mutation:** You feel dizzy when you stop running for a few moments.

REACTIVE ADAPTATION

You can immediately adapt to whatever physical situation you encounter. You are immune to all diseases, gases, radiation & poisons. You can breathe underwater, in smoke, in a vacuum, etc. Your eyes adjust to darkness, bright light, foggy situations, etc. You are immune to pressure, lack of pressure & can move freely underwater, or if hindered. You may PUSH to re-roll a failed Saving Throw or attribute check. **Mutation:** You appear never to breathe.

REGENERATION

You heal at an accelerated rate & are resistant to disease. You heal d6 HP per minute. You gain Toughness +1 levels 1, 4, 7 & 10. You gain Advantage on all CON checks and disease-related saves. You may PUSH to heal d10 and remove any disease or illness instantly. **Mutation:** Your hair & fingernails grow at a faster rate. You age at 1/3 the rate of a normal person.

SELF-MAINTAINING SYSTEM

Your body is completely a self-contained system that requires no nourishment or sources of energy. You do not eat, drink, breathe, sleep, need to use the restroom or sweat. You are immune to gases, poisons, and radiation. You gain +1 HP and an additional 2 points for saving throw stats at each level. When you roll for PUSHING or Mutant Deformity, you may add or subtract up to 5 from each roll. **Mutation:** You have blue bones! You may not even know that.

SHAPE CHANGER: ANIMAL

You can shape change to any animal that you have seen (you cannot shape change into a creature with higher base HP or one larger than you are). You can change into an animal 2x your level per day, for d10+1 minute per level. You have the maximum stats of the animal & can revert to human at will. While in animal form, you may communicate with animals of the same type. If you pass out or go Out of Action in animal form, you return to human form passed out for d4 minutes. You may PUSH to transform past the allotted daily amount or to double the duration of your change.

Mutation: You retain some tendencies of the animal you mimicked for d10 minutes.

SHAPE CHANGER: ANTHROPOMORPH

You can shape change to any Anthropomorph that you have seen. You can change into an Anthropomorph 2x your level per day, for d10+1 minute per level. You have the stats of the Anthropomorph & can revert to human at will. While in the Anthropomorph form, you may communicate with animals of the same type. If you pass out or go Out of Action in that form, you return to human form passed out for d4 minutes. You may PUSH to transform past the allotted daily amount or to double the duration of your change. **Mutation:** You have a forked tongue.



SHAPE CHANGER: HUMAN

You can change your shape into any human you have seen. You can change into a person 2x your level per day for d20+5 minutes per level. You take on all the physical & vocal characteristics of the person, but not their powers or memories. You can copy wings, claws, spikes, etc. but they are superficial and are not functional. You may PUSH to transform past the allotted daily amount or to double your transform duration.

Mutation: Your eyes and hair color randomly change each morning.

SHAPE CHANGER: LARGE ANIMAL

You can shape change to any large animal that you have seen (you cannot shape change into a creature small than you are). You can change into an animal 1x your level per day, for d12+1 minute per level. You have the maximum stats of the animal & can revert to human at will. While in animal form, you may communicate with animals of the same type. If you pass out or go Out of Action in animal form, you return to human form passed out for d4 minutes. You may PUSH to transform past the allotted daily amount or to double the duration of your change.

Mutation: You retain some tendencies of the animal you mimicked for d10 minutes.

SIREN'S SONG

You can use your voice to tempt people to peacefully or angrily approach you or others. You gain +4 to Persuasion checks. 2x your level per day, you may attempt to make a living target stop what they are doing and come toward you or another (Range: 100' + 10' per level). The target must make a Mental save, or they must stop what they are doing and attempt to make it toward you at the pace you wish (if the target takes damage, they get another Mental save to break your song). If the target has less base HP than you, they must add your level to their save roll. Your hold lasts d4 minutes. You may PUSH to attempt a song past your daily allotment or to make the target save at Disadvantage. **Mutation:** Your voice has a slight echo.

STINKER

You can create and control foul odors. You are immune to the effects of foul odors and cannot become Sickened. You have +3 to the Poison save stat, can hold your breath three times longer than normal, and have Advantage on gas-related saves. 2x your level per day, you can create a 20' + 5' per level cloud of gas within 100'. Anyone else that starts or ends the round in the gas is at Disadvantage on ranged attacks and must make a Poison save (adding your level to their roll), or they become Sickened, or if already Sickened, they take d4 Poison damage. This does not affect those in environmental armor. You may PUSH to create a cloud beyond your daily allotment or to double the size of your cloud. **Mutation:** You tend to fart more often than normal.

STUPEFYING FIELD

You create a natural field around you that makes people dumber. Your field is natural 5' around you, but you can expand it 2x your level per day, up to 30' + 5' per level. The field gives all others within it a mind fogging feeling, -2 to INT, -4 Mental save stat and Disadvantage on all non-physical skill checks. You can use an Action to target someone within range to give them another -1 to INT, and -2 Mental save stat while within the field. You can PUSH to double your field size for 5 minutes or to shut it off for up to 1 hour. **Mutation:** A thin blue glow to your gum line.

SUPER ATHLETE

You are a gifted, world-class athlete. You gain +5 Move, +2 to STR, +2 to CON & +2 to DEX. You have double Advantage on Athletic checks. **Mutation:** You have a high metabolism and always look ripped.

SUPER SPEED

You move at extreme speeds. You Move at double the speed of a normal human at level 1 (24), and you gain +5 to Move at each level past 1. You can run at 6 times your Move speed. You get no penalties for moving and attacking. You gain Seize the Moment +1. You gain Advantage on all DEX checks. You gain +1 to AC at level 1, 3, 5, 7, 9. You gain Toughness +1 at levels 4, 8 & 10. May PUSH to run at 8 times your Move speed, and you can run through solid objects for d6 minutes.

Mutation: Your hair grows faster & turns grayer earlier. You are hungry more often than not.

SUPER STRENGTH

You have exceptional strength. You start with at least 16 STR. You gain +1 to STR at each level & +1 to Melee damage at each level 2, 4, 6 & 8. You can lift & carry around a ton with ease. You gain Advantage on all STR checks. You may PUSH to double your lifting ability & add +4 damage to all Melee attacks for 3 minutes.

Mutation: You tend to enjoy showing off your might.

SUPREME IMMUNE SYSTEM

Your immune system is a perfectly functioning entity that keeps you safe from most harm. You are immune to all diseases, poisons, and radiation. You have Toughness +1 and regenerate d4 HP every 5 minutes. You only need ½ the amount of food and water a normal person needs. **Mutation:** Your skin is always flawless, and it has a slight sheen. You age at ½ the normal rate.

TACTICIAN

You have a mind that can quickly process combat situations for the best possible outcomes. You gain +2 to Initiative, +1 to INT, +1 to WIS, +1 to AC, +3 to any skill check made in combat, +5 Move in combat, and Outsmart. You can take an Action to bolster an ally within 50' + 10' per level. They receive +1 to AC, +1 to attacks and +5 to Move for d6 rounds (does not stack). Those Outsmarting your attacks are at -2.

Mutation: You are often stubborn.

TEAM LINK

You can bring the minds of a group of people together so that they can communicate over distances and in combat. All of the linked minds must be open to the link for it to work. You can link 3 + 1 per level others at any one time. While linked, each mind gains +2 to Initiative, +1 to all skill checks, +2 to the Courage save stat, +1 to attacks, and each player can communicate with each other. If you are in a Team Formation, you gain +1 to AC & +1 to all saves, and your allies in the formation gain an additional +1 to Initiative. You may PUSH to allow your team to be in two Formations at once for d6 minutes. **Mutation:** You occasionally will gleam a thought from an ally.

THOUGHT EATER

You disrupt and are empowered by psionic energy. You are immune to Psionic energy & mind control. All psions within 100' + 10' per level Move at -5 and are at Disadvantage on Initiative rolls & Saving Throws. When you absorb 10 points of psychic damage you may release it do one of these actions: Energy Blast (d6+1 damage per level, 60' +10' range per level), heal 4 HP, add +2 to STR, +2 to DEX, +2 to Melee Damage, +2 AC for d6 minutes or double your Move for d6 minutes. These effects are cumulative. You may PUSH to use one of these abilities with only 5 points of damage.

Mutation: Your finger & toenails are crimson.

UNLIKABLE FIELD

You create a natural field around you that makes people less likable. Your field is natural 5' around you, but you can expand it 2x your level per day, up to 30' + 5' per level. The field gives all others within it a feeling that nobody likes them, -2 CHA and Disadvantage on all CHA-related skill checks. You can use an Action to target someone within range to give them another -2 to CHA and -2 to any CHA-related skill check within the field. You can PUSH to double your field size for 5 minutes or to shut it off for up to 1 hour.

Mutation: A thin orange glow to your gum line.

VOLCANIC POWERS

You can control the volcanic forces below your feet, even if there are none anywhere near you. You have Toughness: Fire & Heat +5, and you can walk harmlessly on lava. You can activate your Volcanic Powers 2x your level per day, for d6+1 minute per level. You can create a lava wall (30'x 30', Toughness +2, absorbs 70 HP, causes d4 damage if touched). You can throw lava (80' / d6 damage). You can create a crater of lava on the ground (up to 30' x 30', takes 3 Actions to create and ground shakes). You can ignite and snuff basic fires at will. You may PUSH to activate your powers beyond the allotted daily amount or to double the duration of your power. **Mutation:** Things sometimes ignite near you.

WEAKENING FIELD

You create a natural field around you that makes people weaker. Your field is natural 5' around you, but you can expand it 2x your level per day, up to 30' + 5' per level. The field gives all others within it a weakened feeling, -3 to STR and Disadvantage on all physical skill checks. You can use an Action to target someone within range to give them another -2 to STR while within the field. You can PUSH to double your field size for 5 minutes or to shut it off for up to 1 hour. **Mutation:** A thin green glow to your gum line.

WINGLESS FLIGHT

You can fly without wings. You get +2 to AC while in flight. You fly at 24 + 2 Move per level. While flying can use your body as a battering ram due to crash into solid objects doing d6+1 damage per level to the target. You take no damage from this or any fall & this does not end your flight. You may PUSH to double your flight speed for d10 minutes. **Mutation:** You always levitate slightly, cannot be Tripped & are extremely light (+5 to Climbing & Jumping attempts).



MUTANT POWERS – CHART C

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MUTANT POWERS C

9 LIVES

You truly have 9 lives. You gain +2 to all Saving Throw stats. When you die (go to negative HP below your CON), you reappear at full health anywhere within 100', or at your home base (your choice) in d4 rounds. This can happen 9 times. Afterward, you just die. If you are put Out of Action (go to 0 HP, but not die), you may spend a SUR point to awaken with d8 HP. Each time you reappear, you gain +1 to an attribute of your choice (cannot select the same attribute twice in a row), +1 to a saving throw of your choice, and extra 1 HP. **Mutation:** You look slightly older each time you reappear.

ACHING BEAUTY

You are so beautiful that people often become obsessed with you after one meeting. You start with a 19 CHA and gain +1 to CHA or Persuasion at each level. You gain Advantage on Persuasion checks. Anyone that fails a Persuasion check against you is effectively Stunned for d4 rounds. Your visage is distracting towards others, giving you +2 to AC and any living being that attacks you must make a Mental Save or they abort their attack and must turn their attention elsewhere (their Action is made at Disadvantage). When you roll on the Mutant Deformity chart, you roll at double Advantage. **Mutation:** You are super-hot!

ACIDIC BLOOD

Your blood is made of acid! You are immune to all damage from acids and poisons. Anyone that hits you with a piercing or slashing-type attack within 10' takes d4 Acid damage (within 5' they take d6 Acid damage). You can spit Acid (2x your level per day) doing d6 Acid damage (20' range). Your blood does d4 Acid damage if touched. You may PUSH to double your acid spit range, spit past the allotted amount, or to add +1 to all of acid damage for the next d4 rounds. **Mutation:** Acid blood and spit!

ACID RAIN

You can summon and control clouds that spew acidic rain. You have Toughness: Acid +10 and Toughness: Water +5. At will, you can summon small clouds that pour a light, acidic rain that will eat away at metals and causes irritation to living beings (100' +10' per level range, 10' area + 5' per level max cloud radius & lasts d4 rounds). All living beings and electronics under the rain are at -2 to all save stats, are at Disadvantage on skill checks, and take 1 HP of Acid/ Water damage at the end of any round while exposed to the rain. 2x your level per day, you may intensify the cloud to cause d4 Acid/ Water damage (instead of 1 damage). Anyone that takes 10+ damage from the cloud within 4 rounds must make a Poison save, or they lose 2 CON for d4 minutes. You may PUSH to double your range, cloud size, duration, or damage for d4 rounds. **Mutation:** Your touch wilts small plants.

AGGRESSIVE RETRIBUTION

You deal more damage to those that have recently harmed you. Your Melee attacks are made at a +2. You deal an additional d6 Psionic damage to any successful Melee attack against anything living that has damaged you within the last 5 minutes. **Mutation:** You snarl a lot.

AMAZING REFLEXES

Your reflexes are that of legend. You start with at least 17 DEX and +3 to AC. You gain +1 to DEX at level 2, 4, 6, 8, 10. You gain Advantage on Initiative and all DEX related skill checks. Any Trip or Grab attempts on you are at Disadvantage. Gain Seize the Moment +1. You cannot be Surprised if conscious. You may PUSH to add +2 to AC for d6 minutes or to force an attacker to re-roll their non-Psionic attack on you. **Mutation:** Your thumbs constantly move, even while you sleep.

APHRODITE'S EMBRACE

You are a natural matchmaker. You have the power to make others fall temporarily in love with yourself or others. You gain +2 to CHA, +4 to Persuasion, and have Toughness: Light +1. 2x your level per day, you can attempt to make another human fall in love with another human. Your target must make a Mental save attempt, adding your CHA modifier and to the roll. If they fail, they fall in love with the person of your choice for d6 hours. GM's can set the limit of the newly found affection. The love target must be of the same species and must be of the sex that the person is attracted to. You may PUSH to try to make someone fall in love past your daily allotment or to make someone's Mental save against you be at Disadvantage. **Mutation:** You always look clean and have a sheen about you.

AZMOURNUS' ARMOR

You can cloak yourself in a personal force armor 2x your level per day, for 15 + 5 minutes per level. When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. The armor is transparent and can take on any appearance you wish. You may wear a Light armor below your force armor, but nothing larger. The armor gives you +4 to AC, Toughness +1, +2 to STR, +2 to Initiative, +1 to all save stats, you can Fly and Swim at ½ your Move, and you cannot be Stunned, Knocked Out or Mind Controlled. The armor can absorb 8d6 damage before dissipating (roll when created). You may PUSH to create an armor past your daily allotted amount, double the damage it can absorb, or double its duration. **Mutation:** You have a bright purple tongue.

BLOOD ARMOR

You can create a thin layer of blood that surrounds you as protective armor. You may only wear Light or no armor under the blood armor. You may summon the armor 2x your level per day for 10+1 minutes per level. The armor gives you +3 to AC, Toughness +1, +2 to STR, you regenerate 1 HP at the end of each round, you cannot be Surprised, and you become immune to poison and water damage. You can shoot blood bolts that do no damage if they hit but makes the target make a Poison save or they lose 1 CON and 1 Courage save stat for 5 minutes (Range: 30'). While in the armor, when you make a successful melee attack, you heal d4 HP. When anyone hits you with a melee attack while in the armor, they take d4 Poison damage, unless they make a Courage save. You may PUSH to summon the armor beyond your daily allotment.

Mutation: Your eyes are solid red.

BORN LEADER

You have a natural leader that commands respect everywhere they go, even from enemies. You start with Fearless, +1 to INT & +3 to CHA. You gain +1 to CHA at Level 3, 6 & 9, and +1 to INT at Level 4 & 8. All allies within 60' + 10' per level gain +4 to the Courage save stat, +1 to AC, +1 to attack and +1 to Initiative. All enemies within 60' + 10' per level are at -1 to AC and -1 to all skill checks. You may PUSH to increase your range by 40' for 10 minutes or to give all allies within range Fearless for 10 minutes. **Mutation:** Your hair always seems to look great.

BREAK THE 4TH WALL

You are self-aware and know that you are a character in a game! You can talk to the Game Master and the other players. You gain +2 SUR & you can use a SUR point to re-roll any roll (even the GM or other player's roll!). **Mutation:** You find it hard to take things seriously.

BULLETPROOF

Your body exudes a force field that makes you immune to projectile damage. Any projectile fired at you from 10'+ harmlessly bounces off you. Any projectile shot at you from less than 10' does $\frac{1}{4}$ damage (rounded down). You may PUSH to attempt to direct a projectile that would have hit you back to its source as a free Action (by making a Range attack at -2). **Mutation:** You give off a slight lavender smell.

CLONE SELF

You can create temporary, extra copies of yourself equal to your level. The copies share your attributes, skills & memories. You can see and feel what they experience. You control them and last for $d6+1$ hour per level. You can negate your clones at any time. The clones disappear upon reaching 0 HP. You may PUSH to create an extra clone beyond your level.

Mutations: You share the physical & emotional experiences of your clones. When they disappear, you feel weaker for $d6$ minutes (-1 to all save stats & CON for each clone).

COLD AURA

You create a natural aura of cold around you. You have Toughness: Cold & Ice +5. Your field is naturally in a 5' radius around you, but you can expand it 2x your level per day, up to $30' + 5'$ per level. The field gives all others within it a chilling feeling, causes a $d4$ cold damage to anything ending a round in the aura, makes them Move at $\frac{1}{2}$ rate, and gives them Disadvantage on all physical skill checks & attacks. You can use an Action to target someone within range to give them another -2 to DEX while within the field. You can PUSH to double your field size for 5 minutes or to shut it off for up to 1 hour. **Mutation:** You have a slight blue tint to your skin.

COMBAT SENSE

You know how to fight in melee & know how counter melee attacks. You cannot gain a Fighting skill (replace if you have one). Any melee opponent fighting you is at Disadvantage on physical attacks and is at -4 to Initiative. You gain +1 to AC at levels 1, 3, 7 & 9. You gain +1 to Initiative at levels 1, 4 & 8. You gain +1 to Melee attacks at each odd level. You gain Seize the Moment +2. Those trying to Outsmart your attacks are at -2. You may PUSH to gain Advantage on Melee attacks & Initiative for d4+1 minute per level or gain an immediate Seize the Moment attack. **Mutation:** You often brag of your combat ability or try to teach people how to fight, even when the advice is unwanted.

COSMIC POWER

You have tapped into the cosmos and drawn forth a major source of power. You have the following: +3 to AC, +1 to all save stats, Flying at 24 Move, immunity to pressure, +1 to SUR, and Toughness +1. You do not need to eat, sleep, drink or breathe. You are immune to the last form of damage that you have taken. You can shoot a cosmic blast that does d6+1 Radiation damage, 2x your level per day. Range: 60' +10' per level. This attack deals double damage while in outer space. You may PUSH to double the blast range or to use another blast past your daily limit. **Mutation:** Your skin below your neck looks like starry space.

CREATE WEAKNESS

You can alter the genetic structure of mutants and Anthropomorphs to make them have a Weakness against a type of damage. Your power does not affect normal humans. 2x your level per day, you can create a weakness in a mutant or Anthropomorph within 10' + 10' per level that lasts d4 minutes. The weakness is random and is indicated by an aura that the target develops during the power's effect. You may PUSH to use your power past your allotted daily amount, re-roll the weakness at Advantage, or to double its duration. **Mutation:** You have Weakness to Radiation and gain Toughness +2 to whatever Weaknesses

Weakness Chart (d20)

Roll	Weakness	Color Aura
1	Acid	Silver
2	Air	Light Blue
3	Earth	Dark Brown
4	Electricity & Lightning	Dark Blue
5	Fire & Heat	Dark Red
6	Ice & Cold	White
7	Kinetic	Purple
8	Light & Lasers	Bright Yellow
9	Magic	Shadowy
10	Metal	Gold
11	Poisons	Light Green
12	Psionics	Pink
13	Radiation	Dark Green
14	Sound	Orange
15	Water	Clear, but watery
16	Wood	Beige
17-18	None, but they take 1 additional damage from any source that deals at least 1 damage.	Lavender
19-20	You select the Weakness	-

**Toughness still applies if a Weakness develops. i.e., If someone has Toughness +2 and Weakness to Fire, and takes 8 Fire damage. The Toughness is applied first and then the damage, therefore they would take 12 Fire damage.*

DAMAGE ADAPTATION

You have the uncanny ability to adapt to the damage you take. You have Toughness +1. Whenever you take at least 1 damage from a source (i.e. Fire, Kinetic, Magic, etc.), you become immune to further damage and ill effects from that source for the next d8 rounds. You may PUSH re-roll your immunity duration. **Mutation:** You tend to accumulate scars.

DAMAGE ADJUSTOR

You can alter the source of damage from one type to another, without changing how it is delivered or what it looks like. As an Action, you can alter the damage source to another source for d4 minutes (Range: 20' + 5' per level). The damage remains the same, but deals a different type of damage (i.e. Fire to Ice, Magic to Acid, etc.). Types: Acid, Air, Earth, Electricity, Energy, Fire, Ice, Kinetic, Light, Magic, Psionics, Radiation, Shadow, Sound & Water. You may PUSH to expand your range by 20' or to alter 2 sources in one Action. **Mutation:** Your eyes change color every morning.

EXTRA ARMS

You have an extra set of arms. You gain an additional action per round, +4 to Climbing, +2 to Sleight of Hand and you get +2 to STR.

Mutation: You have an extra set of arms.

EXTRA HEAD

You have an extra head. You control both heads, but the extra head has a distinct personality, attributes and skills. Roll INT, WIS & CHA for the head. Select 6 skills and you gain 4 skill points per level. You gain an extra Spot and Listen check anytime you roll a check, an extra non-physical skill check each round and you can still function if one head is Stunned, knocked out, etc. Your GM may allow you to create a full character and class for the new head, but you gain no physical bonuses or Actions from the extra head's advancement. **Mutation:** An extra head.

FORCE FIELD

You can create force fields. You have a natural +1 to AC. You can create force fields 2x your level per day. You can create a bubble in a 30' + 5' per level area that lasts up to an hour. All within the bubble are immune to all non-psionic damage from outside the bubble. You cannot shoot out of the bubble with non-psionic attacks. The bubble can absorb 100+10 damage per level before dissipating. You can make a personal field around yourself. It absorbs 40+10 damage per level. It lasts up to an hour. You can shoot a force field at someone for $d6+1$ per level damage at 40'+10' per level. You may PUSH to use another force field past the daily limit, to double the size of your bubble or to double its damage absorption.

Mutation: You often have trouble picking up small items (your force field pushes them away)



FORM: ACID*

You can transform into the shape of watery acid. You can transform 2x your level per day, for d10+1 minute per level. While in acid form you are immune to Acid & Water damage, you take ½ damage from Kinetic sources, can swim perfectly, can breathe underwater, your punches deal an additional d4 acid damage and can shoot acid at will (100', d4+1 Acid damage per level and an additional 1 Acid damage next round). Anything that enters with 5' of you takes d4-1 acid damage, and anything that hits you with a melee attack takes a d4+1 acid damage. You may PUSH to transform past the allotted daily amount or to double your transform duration. **Mutation:** You have an odd smell about you.

FORM: ANGEL*

You may transform your body into the form of a beautiful, tall, winged angel. While in angelic form you grow 3' taller, sprout feathery wings (Flying 15 Move), gain immunity to Light and lasers, +4 to STR, +6 to CHA, Toughness +2, gain Advantage on all save attempts and you create a 6' sword of fire that only you can use (does d6 Fire & d6 Light damage). You can transform 2x your level per day and may remain in angel form for d10+1 per level minutes. You may PUSH to remain in angel form for an additional d4 minutes or to transform beyond your daily limit. You may not transform again for d10 minutes. **Mutation:** You have golden eyes.

FORM: BANSHEE

You may transform your body into the form of a ghostly banshee. While in banshee form you take on the ghostly visage, gain Flying (24' Move), gain Terror: 12, gain immunity to Sonic and Shadow damage, you take ½ Kinetic damage (rounded down), +4 to DEX, gain Advantage on all save attempts, and you can scream for d6 Sonic damage (range: 100'). You can transform 2x your level per day and may remain in banshee form for d10+1 per level minutes. You may PUSH to remain in banshee form for an additional d4 minutes, to transform beyond your daily limit or to do a Banshee's Wail (all others within 100' must make a WIS check, adding your level to the roll, or they are Stunned for d4 rounds). You may not transform again for d10 minutes. **Mutation:** You have silver eyes.

FORM: THE BEAST*

You may transform your body into the form of a ravenous, savage beast. While in bestial form you grow 2' taller, sprout huge fangs & claws (d4 Shadow, d4 Kinetic + STR damage), gain Toughness +3, Terror: 13, +4 to STR, +10 extra HP, gain Advantage on all Intimidation attempts, gain Terror Strike (when you hit a living target, they must make a Courage check, or they flee for d4 rounds). You can transform 2x your level per day and may remain in demon form for d10+1 per level minutes. You may PUSH to remain in the bestial form for an additional d4 minutes or to transform beyond your daily limit. You may not transform again for d10 minutes.

Mutation: You sometimes growl when speaking normally.

FORM: CRYSTAL*

You may transform your body into a rocky crystal. While in crystal form, you gain +5 to AC, an additional 3d6 HP, +1 to STR, Toughness +3 & you are immune to laser & Light damage. Anything that hits you with a melee attack takes 1 damage. You can transform 2x your level per day and may remain in crystal form for d10+1 per level minutes. You may PUSH to remain in crystal form for an additional d4 minutes or to transform beyond your daily limit. You may not transform again for d10 minutes. **Mutation:** Your eyes are light violet.

FORM: DEVIL*

You may transform your body into the form of a tall, winged devil. While in demonic form you grow 3' taller, sprout leathery wings (Flying 15 Move), gain immunity to Fire and Shadow damage, Terror: 11, +4 to STR, +2 to WIS, Toughness +2, gain Advantage on all Intimidation attempts, gain horns (d6 damage) and you create a whip of thorns that only you can use (does d4 Fire, d4 Shadow & 2 Poison damage & has 10' Reach). You can transform 2x your level per day and may remain in demon form for d10+1 per level minutes. You may PUSH to remain in demon form for an additional d4 minutes or to transform beyond your daily limit. You may not transform again for d10 minutes.

Mutation: You have fiery maroon eyes.

FORM: DIAMOND*

You may transform your body into diamond. While in diamond form, you gain +4 to AC, an additional 3d6 HP, Toughness +4, +2 to DEX & you are immune to all energy damage (except Kinetic, Magic & Psionic). You can transform 2x your level per day and may remain in diamond form for d10+1 per level minutes. You may PUSH to remain in diamond form for an additional d4 minutes or to transform beyond your daily limit. You may not transform again for d10 minutes.

Mutation: You have clear pupils.

FORM: DIGITAL*

You can transform into a pure digital form. You can transform 2x your level per day for d10+1 minute per level. While in digital form you are immune to all Kinetic and Electrical damage, you take ½ damage from all other forms of energy, you do not breathe, you can enter and control machines & computers (1 at a time as long as you are within it) and you can Fly at 12 Move. You may PUSH to remain in digital form for an additional d4 minutes or to transform beyond your daily limit. **Mutation:** Your eyes have numbers scrolling through them.

FORM: DRAGON*

You can transform into the shape of 12' dragon. You can transform 2x your level per day, for d10+1 minute per level. While in dragon form you are immune to all Fire & Heat damage, gain +4 to AC, +3 to STR, gain Toughness +2, can fly at 18 Move, breathe fire every 3 rounds (60', d6+1 damage per level in 10' x 15' cone + Ignites), gain fangs, tail and claws (d6 + STR damage). You may PUSH to transform past the allotted daily amount, to double your transform duration, or to double the cone size of your breath weapon. **Mutation:** Red, barbed tail (+2 Balance checks).

FORM: FAIRY*

You may transform your body into the form of a tiny, winged fairy. While in fairy form you shrink to 1' (-8 to STR), sprout insectoid wings (Flying 25 Move), gain immunity to Magic, Light & lasers, +3 to CHA, +6 to AC and you create a Fairy Wand (Create light 20' radius/ shoot for d4 Magic damage/Detect Magic 20' radius/ Sleep: Touch attack, Magic save or they sleep for d6 rounds). You can transform 2x your level per day and may remain in fairy form for d10+1 per level minutes. You may PUSH to remain in angel form for an additional d4 minutes or to transform beyond your daily limit. You may not transform again for d10 minutes.

Mutation: Your footprints have sprinkles.

FORM: FIRE*

You can transform into the shape of fire. You can transform 2x your level per day, for d10+1 minute per level. While in fire form, you are immune to all energy damage, gain +2 to AC, gain Toughness +2, can fly at 24 Move, shoot fire (100', d4+1 Fire damage per level + Ignites), extinguish flame at will & cause minor fires at will. You may PUSH to transform past the allotted daily amount to double your transform duration or to Flame Burst (everything else within 50' +5' per level takes 2d6+1 Fire damage per level, and they Ignite).

Mutation: You always have a slight burning smell, and your hair is always bright red & yellow.

FORM: GAS*

You can transform into a gas cloud. You can transform 2x your level per day, for d10+1 minute per level. While in a gas form, you are immune to all Kinetic damage, Poison, and gas. You cannot hold anything or touch anything while in gas form. You gain Flying at 20' Move, can expand or shrink, +2 to AC and Toughness: Energy +3. You may PUSH to remain in gas form for an additional d4 minutes or to transform beyond your daily limit. **Mutation:** You occasionally walk an inch off of the ground.

FORM: ICE*

You can transform into solid ice. You can transform 2x your level per day, for d10+1 minute per level. While in ice form you are immune to Cold & Light damage, gain +5 to AC, gain Toughness +3, Ice Slide: you can slide up & down on ice sheets at 36 Move, Shoot Ice: (100', d4+1 Ice damage per level + stun for 30 seconds (CON check negates)/ freeze for 30 seconds unless they make a CON save), Create Ice at will & lower temperature at will. You may PUSH to transform past the allotted daily amount, to double your transform duration or Ice Burst: (everything else within 50' +5' per level take 2d6+1 Ice damage per level & stun/ freeze for 30 seconds (CON check negates). **Mutation:** Your breath is always icy & visible. Your hair is light blue and/ or white.

FORM: LASER*

You can transform into a human laser. You can change into laser form 2x your level per day, for d10+1 minute per level. While in laser form, you gain: You can walk through non-living, solid objects (doing a d4 damage a round), you are immune to non-Shadow energy, you take and deal Kinetic damage at ½ rate (apply Toughness, then round down), you can see in the dark, you can teleport within line of sight (100') & shoot Lasers: 200'/ d6+1 Light damage per level. You may PUSH to transform past the allotted daily amount, to double your transform duration or to teleport up to 1000'. **Mutation:** Your eyes look like prisms.

FORM: LAVA*

You can transform into lava and alter your shape. You can transform 2x your level per day, for d10+1 minute per level. While in lava form you are immune to all Fire & Heat damage, take ½ from Kinetic attacks (rounded up), gain +1 to AC, gain Toughness +2, shoot lava (100', d4+1 Fire damage per level + Ignites), extinguish flame at will & cause minor fires at will. Anything that touches you takes d4 Fire damage. You may PUSH to transform past the allotted daily amount, to double your transform duration or to Spew Lava (everything else within 50' +5' per level takes 2d6+1 Fire damage per level, and they Ignite). **Mutation:** Your hair is black and red and appears to flow like lave.

FORM: LIGHT*

You can transform into a figure of light. You can change into light form 2x your level per day for d10+1 minute per level. While in light form you gain: You can walk through solid objects, you are immune to Kinetic & non-Shadow energy, you cannot deal Kinetic damage, you can see in the dark, you can teleport within line of sight (100') & shoot Light Daggers: 100'/ d4+1 Light damage per level/ creates light with 10' area & blinds the target for 1 minute unless they make a Critical save. You may PUSH to transform past the allotted daily amount, to double your transform duration or Blinding Flash (all others within 100' + 10' per level must make a Critical save or be blinded for d4 minutes). **Mutation:** Your hair turns platinum.

FORM: MEDUSA*

You may transform your body into the form of a medusa. While in medusa form you sprout fangs (d4 damage & a d4 Poison if they fail a Poison save), gain immunity to Poison, +2 to CHA, +2 to DEX, +5 Move, Toughness +1, gain Advantage on all Intimidation and Persuasion attempts and you create a serpentine staff that only you can use (does d4 Magic & d4-1 Poison damage as melee/ does d4 Magic + 2 Poison damage as 60' range). Your Mystic spells do an additional 1 Magic damage and last 10% longer. You can transform 2x your level per day and may remain in medusa form for d10+1 per level minutes. You may PUSH to remain in medusa form for an additional d4 minutes or to transform beyond your daily limit. You may not transform again for d10 minutes. **Mutation:** You have serpentine eyes and must be a female.

FORM: METAL*

You may transform your body into metal. While in metal form, you gain +8 to AC, an additional 3d6 HP, Toughness +3, +5 to STR, you move at ½ Move & you cannot be Stunned or Knocked back. You can transform 2x your level per day and may remain in metal form for d10+1 per level minutes. You may PUSH to remain in metal form for an additional d4 minutes or to transform beyond your daily limit. **Mutation:** You feel weak unless you are in your metal form and always feel heavy.

FORM: MUD*

You can transform into mud. You can transform 2x your level per day for d10+1 minute per level. While in mud form you are immune to Kinetic & Water damage, gain Toughness +3, can swim perfectly, can breathe underwater, can shoot mud at will (100', d4+1 damage per level), Mudslide :100', 20' area of effect, d6 damage, knockback 20' on a failed STR check, grow up to 20' +5' per level (you get per 10': +2 STR, +4 HP, Toughness +1 & +1 Melee damage) & everything else within 20' of you moves at ½ speed. You may PUSH to transform past the allotted daily amount, to double your transform duration or to double your size for 2 minutes. **Mutation:** You leave muddy footprints.

FORM: SAND*

You can transform into sand. You can transform 2x your level per day, for d10+1 minute per level. While in sand form you are immune to Kinetic damage, gain Toughness +4, can shoot sand at will (100', d4+1 Kinetic damage per level), Sandstorm: (100', 40' area of effect, d4 Air/ Kinetic damage per round, causes all others within the area to be at Disadvantage on all rolls until they leave the area), grow up to 20' +5' per level (you get per 10'/+2 STR, +4 HP, Toughness +1, +1 Melee damage). You may PUSH to transform past the allotted daily amount, to double your transform duration or to double your size for 2 minutes. **Mutation:** You leave sandy footprints.

FORM: SHADOW*

You can transform into a ghastly shade. You can change into a shadow 2x your level per day, for d10+1 minute per level. While in shadow form you gain: you can fly at 18 Move, have +20 to Stealth, you can walk through solid objects, you are immune to Kinetic & non-Light energy, you cannot deal Kinetic damage, you can see in the dark & have Shadow Bolt: 100'/ d4 Shadow damage/ creates darkness with 10' area). If you touch a person's skin while in shadow form, they must make a Courage save or become Stunned for 1 minute. You may PUSH to transform past the allotted daily amount, to double your transform duration or Create Total Darkness within 100' + 10' per level for d6 minutes. **Mutation:** You weigh less than you should & have jet black eyes.

FORM: SLIME*

You can transform into green slime. You can transform 2x your level per day, for d10+1 minute per level. While in slime form you are immune to Kinetic & Water damage, gain Toughness +3, can swim perfectly, can breathe underwater, can shoot slime at will (100', d4+1 Water damage per level and they lose 2 Move for 4 minutes) and create a Slime Patch: 100' range, 20' + 5' area of effect, lasts d6 minutes, all are at ½ Move, STR check required to walk out of area & no running in area. You may PUSH to transform past the allotted daily amount, to double your transform duration or to double your size for 2 minutes.

Mutation: You leave slimy footprints.

FORM: SMOKE*

You can transform into a smoke cloud. You can transform 2x your level per day, for d10+1 minute per level. While in smoke form, you can see in darkness 60', are immune to all Kinetic damage, Poisons, and gas. You cannot hold anything or touch anything while in smoke form. You gain Flying at 20' Move, can expand or shrink, +2 to AC and Toughness: Energy +2. You can create smoke in up to a 30' radius around yourself (causing Blindness to those within that cannot see in the dark and making ranged attacks into the smoke be at Disadvantage). Those in the smoke are at -2 to attack and Spot at Disadvantage. You may PUSH to remain in smoke form for an additional d4 minutes or to transform beyond your daily limit. **Mutation:** You leave smoky footprints.

FORM: STONE*

You may transform your body into stone. While in stone form, you gain +7 to AC, an additional 2d6 HP, Toughness +4, +4 to STR & you lose ½ your Move. You can transform 2x your level per day and may remain in stone form for d10+1 minute per level. You may PUSH to remain in stone form for an additional d4 minutes or to transform beyond your daily limit.

Mutation: Your skin begins to turn grey as you level.



FORM: VOID*

You can transform into the form of the void (swirling purple eternity). You can change into the void 2x your level per day, for d10+1 minute per level. While in void form you gain: you can Fly at 18 Move, have +5 to Stealth, you can walk through solid objects, you are immune to Kinetic & non-Light, non-Magic, non-Psionic energy, you cannot deal Kinetic damage, you can see in the dark & have Void Bolt: 100'/ d4 Shadow damage/ on a natural 20, the target gains 1 Madness unless they make a Mental save). If you touch a person's skin while in void form, they take 2 Shadow damage and must make a Mental Save or be at -2 to all save stats for 1 hour). You may PUSH to transform past the allotted daily amount, to double your transform duration or pull everything within 100' towards you at the rate of 30' per round, for 6 rounds (STR negates pull for 1 round, but they cannot move elsewhere during pull). **Mutation:** Purple glowing eyes.

FORM: WATER*

You can transform into the shape of water. You can transform 2x your level per day, for d10+1 minute per level. While in water form you are immune to Kinetic & Fire damage, gain Toughness +3, can swim perfectly, can breathe underwater, can shoot water at will (100', d4+1 Water damage per level), water blast (100', no damage but a knockback 20' on a failed STR check), grow up to 20' +5' per level (you get per 10': +2 to STR, +4 to HP, Toughness +1, +1 Melee damage) & drown things (make a melee touch attack, if successful they must save against Death or they lose all actions begin to drown – taking d4 damage a round until removed from water). You may PUSH to transform past the allotted daily amount, to double your transform duration or to double your size for 2 minutes. **Mutation:** You always seem damp.

GLITTER SKIN

Your skin has a metallic sheen that reflective properties. You have +1 to CHA and have +1 to all save stats. You are immune to Light and laser damage. If hit by a Light or Laser attack, it has a 50% to reflect its source (d20 + your level to see if it hits). You take half damage (rounded down) from Fire, Electricity, and Sound. Anyone attacking you at 30'+ range is at Disadvantage if you are in a moderate or highly lighted environment. Your blood is poisonous. If bitten, the biter must make a Poison save, or they lose 1 CON for d6 minutes. You may PUSH to become immune to Poison for d4 minutes. **Mutation:** Glittery skin.

GOLEM CREATOR

You can breathe life into inanimate statues and control them. 2x your level per day, you can create a golem to do your bidding (simple tasks). The golems remain animated for up to 1 hour + 10 minutes per level, or until destroyed. You may have 1 golem activated at all times (ignoring the duration limit) and can control them at a range of 200' + 25' per level. You need access to the appropriate material to create a golem (about 50 lbs. per golem), or you may animate an existing statue. You can control X golems at any one time (X is your CHA modifier + your level). If you are knocked out, all but 1 of your golems will collapse, and the remaining golem will defend you. You may PUSH to create a golem beyond your daily allotment or to double the duration of a golem's animation. **Mutation:** You tend to have dirty fingernails.

Golem	AC	HP	Move	Attacks	Special*	Bonuses
Air	14	10 + 2 per level	Fly 18	1/ d6 Air punch	Immune to Air damage. Kinetic does ½	+3 to attack, +2 to Spot
Earth	14	16 + 2 per level	10	1/ d6 +2 Kinetic punch	Toughness +2	+4 to attack, +1 to Spot
Iron	16	20 + 2 per level	8 Cannot run	1/ d6 +3 Kinetic punch	Toughness +3	+5 to attack, +2 to Spot
Water	12	10 + 2 per level	12/ 24 Swim	1/ d6 Water slam	Immune to Water & Acid damage. Kinetic damage does ½	+3 to attack, +3 to Spot

*Golems are immune to poison, toxins, gases, critical damage, mind control, and fear.

HEAT AURA

You create a natural aura of heat around you. You have Toughness: Fire & Heat +5. Your field is naturally in a 5' radius around you, but you can expand it 2x your level per day up to 30' + 5' per level. The field gives all others within it a searing feeling, and you occasionally ignite items, cause d4 Heat damage at the end of any round they are within your aura, and gives them Disadvantage on all physical skill checks & attacks. You can use an Action to target someone within range to give them another -2 to DEX while within the field. You can PUSH to double your field size for 5 minutes or to shut it off for up to 1 hour. **Mutation:** You have a sandy, red tint to your skin.

IMAGINARY ARMORY

You can create armor & weapons of energy at will (self only). When enclosed in the armor, you are protected from pressure, gases, and environmental effects and damage. The armor produces a breathable air and a comfortable climate. You may wear a Light armor below your armor, but nothing larger. The armor gives you +3 to AC, Toughness +2, +1 to all save stats, and you are immune to knockbacks & Trips. You can make the armor look as you wish, but it is transparent. You can make weapons in any shape, and you can change the shape at will. No matter what they look like, they deal d6 damage. You can choose the damage type: Light, Kinetic or Shadow. You can You may PUSH to add +3 to your AC for d4 minutes or to add +2 damage to all of your weapons for 1 minute. **Mutation:** Pinkish tint to your eyes.

IMMORTALITY

You can effectively live forever. You gain +2 to WIS, +1 to CON, +2 to SUR, Outsmart, Advantage on all Saving Throws, and you heal 1 HP a minute (even if Out of Action) & you are immune to all diseases and Poisons. You can only die if you are reduced to ash or disintegrated.

Mutation: You do not age. After returning to life you have a nearly insatiable hunger for a few hours.

INCITE HATRED

You can bring out the worst in others, bringing out the hate in the heart, making them focus it on another target. 2x your level per day, you can attempt to make a living target, within 60' + 10' per level, feel extreme hatred towards another. The target can make a Mental Save, adding your level to their roll to negate the effect (they may retry the save every time they do damage to their target). If successful, the target has hatred for another target and must attack them with vigor for d6 rounds. The attacker has -3 to AC, +2 to damage and they attack the target at Advantage. You may PUSH to incite past your daily allotment or to double your range. **Mutation:** You have an intimidating voice (+2 to Intimidation & -2 to Persuasion checks).

INSANITY MANIPULATION

You can manipulate and control the will of the mentally damaged and the mad. You can accumulate Madness points equal to double your WIS score before losing your mind forever. You gain Advantage on any save involving the accusation of Madness points. 2x your level per day, you can attempt to control a living entity that has at least 1 Madness point or are a victim of severe mental trauma. You roll a d20, adding your WIS modifier and their number of Madness points, against their d20 roll, adding their WIS modifier. If you have the high roll, you gain control of them for d4 minutes (halved if a player character). While controlling more than 1 entity, you cannot move or do anything else but control and make control attempts. You take 1 Psionic damage for each entity you control at the beginning of a round. Any attempt to control something with a higher WIS, or are 2+ levels higher than you, automatically fails.

You add your WIS modifier to your CHA modifier when making social skill checks with those with Madness points or when determining Henchmen.

You can PUSH to try to control past your daily allotment or to give a target, with a lower WIS score than you, a Madness point for 1 hour. At the end of the hour, they must make a Mental save or it becomes permanent.

INTANGIBILITY

You can turn intangible 2x your level per day, for d6+1 minute per level. You can carry 100 lbs. + 25 lbs. per level, and it remains intangible. You may PUSH to stay intangible for d6 additional minutes, turn intangible beyond your daily limit or double the weight you can carry. While intangible, you are immune to non-Magic, non-Psionic energy & Kinetic damage. **Mutation:** You will occasionally walk through items when you have no intention to.

INVULNERABILITY

You cannot come to harm from gas, poison, disease, Kinetic damage, and non-Magic, non-Psionic energy damage. You still need to breathe and eat; you can feel pain. **Mutation:** Your skin is a bit tougher than normal, and your hair is also indestructible.

JUSTICE FIELD

You exude a field of energy that protects you from harm from offensive Actions of others that you have not wronged or attacked. If you have not made an offensive Action towards a person or wronged them in another important way, and they attack you, you take no damage or effect, and they take ½ the damage (rounded down) back to themselves. This includes area effects and accidental fumbles. If you make an aggressive Action towards someone, this field stops working against them until you have squared things with them. **Mutation:** You have golden blood.

KARMA HALO

You have a golden halo that hovers a few inches above your head that changes color and shape based on your behavior. While you are actively aiding the innocent or defenseless or defending a just and noble cause, you gain great benefits. While you are actively working against a just and noble cause, or are harming the innocent or defenseless, you acquire negative effects.

Positive Halo (glows more golden, the more noble the deed)

You gain +1 to all attributes (except SUR), Advantage on all save and skill checks, +5 Move, +3 to Initiative, +3 to AC, and you heal d4 HP at the end of each round. Anyone attacking you that is going against your cause is at Disadvantage.

Neutral Halo (glows a dull grey)

Nothing unusual happens.

Negative Halo (glows a dark purple)

You receive -1 to all attributes (except SUR), Disadvantage on all saves and skill checks, -5 Move, -3 to Initiative, -3 to AC, and you lose 1 HP at the end of each round. Anyone attacking you that is going against your cause is at Advantage.

These halos can instantly change if a noble or ignoble act occurs.

Mutation: You have a halo.

LIFE STEALER

You can drain the life out of other living beings. 2x your level per day, you can touch the skin of another living creature to drain their life essence. The target must make a DEATH save or take d8 Psychic damage, and you heal 2 HP. If they pass, they take d4 Psionic damage, and you heal 1 HP. At 5th level, you can use this ability at range (40'), and it does add 2 damage & heals an additional 1 HP. You may PUSH to attempt a drain beyond your daily allotment, double your healing from the drain, or to make a target re-roll a Death save against your drain. **Mutation:** Your blood is jet black.

LIVING RAILGUN

You can ingest metal, earth or rocks and fire them through your mouth at high speeds to do immense damage. You gain +3 to CON and +1 to all save stats. You can eat almost anything for sustenance and ammunition. You can ingest 5 + 2 lbs. per level a round. You need 5 lbs. for ad6 damage, 10 lbs. for d8 damage, 15 lbs. for d10 damage, 20 lbs. for d12 damage and 25 lbs. for d20 damage! Your damage is Kinetic. You can shoot 25 + 10 lbs. per level of material each day. You may PUSH to ingest double the normal amount of material for 2 rounds or to shoot an additional 20 lbs. past your daily allotment. **Mutation:** Your jaw often becomes disjointed.

LUCKY

You are so lucky that you do not even notice you are lucky or even have a mutant ability. You have Advantage on ALL ROLLS! Anyone attacking you is at Disadvantage. Nothing can Seize the Moment or Surprise you. **Mutation:** You notice nothing unusual. However, your blood has a golden tint to it and contains a mutation that can be used to heighten others' luck. Medical companies, alchemists, and the military would pay a high bounty for your blood.

MACHINE MANIPULATION

You can control non-sentient machines within 50' + 10' per level. You may control vehicles and machines with an electric system. At any time, you can control 1 machine + your INT modifier per level. It takes an Action to commandeer a machine, and you can drop command at will. When you use your Actions for a round, you may also command each machine to do something by making a Mechanics DC: 15 check for each machine. If you fail the check, the machine fails to follow that order. All of your attack Actions, not your machines, are at -1 for each machine you control. If a machine you control is destroyed, you take 1 Psionic damage. If someone else tries to take control of a machine you control, you both must make a Mechanics check, and the highest result gains control. **Mutation:** You can speak and understand Binary and other computer languages. You tend to dream about numbers.

MAGIC ENHANCER

You have the power to bolster the powers of other nearby spellcasters. You may always have one of the following auras around you that gives all other spellcaster allies the following buff (60' + 10' per level): +1 to all save stats, +1 to AC, +1 to attacks, +1 to spell damage, +1 to Initiative, +1 to non-physical skill checks and they may subtract 5 from any Step into the Void roll. 3x your level per day, you may target another spellcaster ally to enhance them for d6 minutes. While enhanced, they gain an additional +1 to all save stats, +1 to AC, +1 to attacks, +1 to spell damage, +1 to Initiative, heals d4 HP, +5 to Counterspell attempts, your target's Magic save stat is at -1, and you gain Advantage on the first 2 Step into the Void checks each day. This may stack up to 3 times on one target. You may PUSH to enhance past your daily allotment or to double your enhancement range for 3 minutes. **Mutation:** You have blue fingernails, and you register as a magic user by those that can detect them.

MAGNETISM

You can attract & control metal. You can attract metal with 100' +10' per level. You can throw it at targets to do d6+1 per level Kinetic/ Metal damage. You get +3 to AC against Range attacks. Anyone attacking you in Melee with a metal weapon is at double Disadvantage. Anyone attacking you at Range with a metal projectile is at double Disadvantage, and if they miss, you may attack them back for half the damage at +2 to attack (free Action, twice a round). You can Fly at 18 Move. You may PUSH to double your range, add a d6 damage, or double your Range AC bonus for 2 minutes. **Mutation:** You attract some metal without control.

MIDAS FORM

You may transform your body into a golden metal. While in gold form, you gain +3 to AC, an additional 2d6 HP, Toughness +2, +2 to STR, +2 CHA, you move at -5 Move & you cannot be Stunned or Knocked back. Your touch can turn non-living matter into gold for d6 minutes. You can transform 2x your level per day and may remain in gold form for d10+1 per level minutes. You may PUSH to remain in gold form for an additional d4 minutes or to transform beyond your daily limit. **Mutation:** Your fingers are always golden colored.

MIMIC

You can mimic the mutant abilities of other mutants within 10' + 10' per level. You know the mutant powers of anyone within your range. 2x your level per day, you may copy a mutant power for 2d6 rounds. You may PUSH to mimic beyond your daily allotment or double a mimic duration. **Mutation:** You have a green glow when you are mimicking a power.

MIND BARRIER

Your mind has an impenetrable barrier around it that prevents any form of telepathy, mind control, or mental intrusion. You gain +2 to INT, +2 to WIS, Advantage on all Mental saves, you are immune to Intimidation and Persuasion attempts, Interrogation attempts are done at Disadvantage on you, and you have Toughness: Psionic +10. Anyone that uses Force of Will within 40' of you takes an additional 1 damage. **Mutation:** Baldness or enlarged widow's peak.

MIND CONTROL

You have a natural charisma and can attempt to control the minds of others. You gain +1 to CHA at level 1, 4, 7 & 10. You can try to mind control 2x your level per day. The target must be within line of sight & within 200' + 25' per level. The target makes a Mental save adding your CHA bonus to their roll. If they pass, nothing happens. If they fail, you control them for d6+1 minute per level. If you ever make a command that would go completely against someone's alignment, they get another Mental save (without your CHA bonus) to try to break the control. You must concentrate on maintaining control. You may PUSH to make a control attempt beyond your daily limit or to make a target re-roll a successful save against you.

Mutation: You tend to stare off in the distance, and your eyes change color daily.

MOMENTUM

When you get on a successful roll, you garner greater results with each success. When you make a successful attack, your next attack gains +1 to attack & +1 to damage. Then +2/ +2, then +3/ +3, etc. until you miss. This bonus cannot be greater than your level +1. When you make a successful skill check, you gain +1 to the next skill check. This increases as your attack does. When you make a successful save, you gain -1 to the next save roll. This decreases the same as the other's increase. There is no time limit on successive attempts. Any SUR points used to re-roll a natural 1 or 20, end the streak, even if the re-roll is successful.

Mutation: You move a lot in your sleep.

MUTANT ENHANCER

You have the power to bolster the powers of other nearby mutants. You may always have one of the following auras around you that gives all other mutant and Anthropomorph allies the following buff (60' + 10' per level): +1 to all save stats, +1 to AC, +1 to attacks, +1 to damage or +1 to Initiative. 3x your level per day, you may target another mutant or Anthropomorph ally to enhance them for d6 minutes. While enhanced, they gain an additional +1 to all save stats, +1 to AC. +1 to attacks, +1 to damage, +1 to Initiative, heals d4 HP, and they gain Advantage on the first 2 PUSH checks. This may stack up to 3 times on one target. You may PUSH to enhance past your daily allotment or to double your enhancement range for 3 minutes.

Mutation: You take on the appearance (not clothing and gear) of the last target you enhanced for d6 rounds.

MUTATIVE BOLT

You can shoot bolts of Radiation that cause others to PUSH. You are immune to Radiation. 2x your level per day, you can shoot a Mutative Bolt. It has a 100' range and does d4 Radiation damage to the target. They then may make a Critical save, adding your level to their roll. If they fail, they must roll on the chart below. The mutation stays in effect for 24 hours, after which there is a 5% chance the effect becomes permanent! Those immune to radiation are not affected by this. You may PUSH to shoot a bolt beyond your allotted amount or to double your range.

Mutation: Slight, green, acne on your lower back.

Roll CHART TO ROLL ON	
1	Mutant Deformity Chart (p. 207)
2	Mutant Chart A (p. 59)
3	Mutant Chart B (p. 85)
4	Mutant Chart C (p. 119)

NECROMASTER

You can control the undead. 2x your level per day, you can raise the dead to do your bidding (simple tasks). The undead remain animated for up to 2 hours + 10 minutes per level, or until destroyed. You may have 1 undead activated at all times (ignoring the duration limit) and can control them at a range of 200' + 25' per level. You need access to a mostly intact dead body to create a zombie, ghoul, or mummy: or a skeleton to create a skeleton. You can control X undead at any one time (X is your CHA modifier + your level). If you are knocked out, all but 1 of your undead will collapse, and the remaining undead will defend you. You may PUSH to create an undead beyond your daily allotment, heal all your undead d8 HP, or double the duration of an undead's animation.

Mutation: You tend to have dirty fingernails.

Undead	AC	HP	Move	Attacks	Special*	Bonuses
Skeleton	14	5 + 2 per level	12	1/ d4 claws or weapon	Toughness +1, Blunt melee weapons do ½ damage	+2 to attack, +2 to Spot
Zombie	12	8 + 2 per level	9 cannot run	1/ d4 +1 slam or bite	Toughness +1, Edged weapons do ½ damage	+2 to attack
Ghoul	16	16 + 2 per level	15	1/ d6 +1 bite or weapon	Toughness +2, more intelligent (can take more complicated orders)	+4 to attack, +5 to Spot
Mummy	16	20 + 2 per level	12	1/ d6 slam or weapon	Takes 3 rounds to create. Toughness +3. Melee attacks drain d4 CON for 1 hour (Death save negates)	+6 to attack, +1 to Spot

*Undead are immune to poison, toxins, gases, critical damage, mind control, and fear. They cannot be healed by normal means. Most heals damage the undead.

NIGHTMARE-CONTROL

You can cause people to fall asleep and have horrible nightmares that affect them in reality. You gain +2 to WIS, +2 to Courage save stat, and +4 to Mental save stat. 2x your level per day, you can attempt to make a living target, within 30' + 10' per level, fall asleep. They must make a Mental Save, adding your WIS modifier to the roll, or they fall asleep for d20 rounds. While asleep, they will immediately wake up if they take any damage from another source. They take d4 Shadow damage each round until they wake up (be creative with what nightmare you give them), but they get another save attempt to wake up after every 4 rounds they are out. If they take 20+ more damage from this power in one day, they permanently lose 1 Mental save stat or 1 WIS. When they wake up, they are at -1 to all attacks, AC, Initiative, and skills check for 1 hour. You may PUSH to make a sleep attempt past your daily allotment. **Mutation:** A dark cloud appears above your head when you make a sleep attempt.

PAIN MANIPULATION

You can cause, or negate, the sensation of pain. You can create or soothe minor pains at will. You gain +3 to the Critical & Death save stats, and you gain d4 HP whenever someone else fails a Critical or Death save within 60'. 2x your level per day, you can Create Pain or Soothe Pain at a range of 100' + 10' per level. Create Pain causes the target to be at Disadvantage on all attacks and skill checks for d6 rounds, unless they make a Critical save adding your WIS modifier to their roll. Soothe Pain causes the target to ignore pain, giving them +1 to AC, Toughness +1, and Disadvantage on any Critical or Death saves for d6 rounds unless they make a Critical save adding your WIS modifier to their roll (optional). You may PUSH to use this power beyond your daily allotment or to double your range. **Mutation:** You have a red tint to your eyebrows.

PHOENIX RISING

You have the power of the ancient phoenix within your blood. You gain +2 to SUR, Toughness +1, and 1 extra HP at each level. Three times a day, when you are knocked Out of Action, you make an immediate Death save. If successful, you are put back at 1 HP. Once a month, if you are put Out of Action, you may rise in a ball of flame (doing d6 Fire damage to all others within a 10' radius) returning to $\frac{1}{2}$ your HP and gaining Toughness: +5 for d4 rounds. **Mutation:** Your hair has a red aura.

PLAGUE CARRIER

You have the unfortunate mutation of carrying a previously undiscovered strain of the Black Plague. You have many signs of the illness, although it does not make you ill. Your skin is, and hair are difficult to keep clean and unblemished. You have boils and severe acne on your body, and most animals tend to avoid you. You are immune to all diseases & Poisons, and everyone else within 20' of you are at Disadvantage on any save related to diseases and poisons. You gain +4 to Intimidation checks, +4 to CON & -4 to CHA. Your touch does d4 Poison damage unless they make a poison save. You can summon and control rats and vermin 3 times a day (lasts 10 minutes). You can shoot a plague bolt 2x your level per day at a range of 40' + 5' per level. If the bolt hits, it does d4 Water damage, d4 Shadow damage + an additional d4 poison damage (unless they make a Poison save). For every 12 poison damage, you deal to a target, within an hour, must make a Poison save at Disadvantage or they gain 1 Madness point, lose 1 CON for d6 days, and they must make a Death save or they gain this mutation! You may PUSH to shoot a plague bolt beyond your daily allotment or to double your plague aura for 1 hour. **Mutation:** See above.

PLANT MASTERY

You can speak with, summon and control plants at a higher level than Plant Control. You gain immunity to all plant/wood-based damage, +2 to Initiative and you can sprout a vine that can grab or attack things (d4 damage + 1 Poison damage, with +10' range and 10 STR). You can control any vegetation within 200' +15' per level at will. You can summon plants from anywhere 2x your level per day. You can summon a bark-like armor 2 + your WIS modifier a day (adds +3 to AC & Toughness +2 that lasts 20 minutes). Feel free to be creative with your actions with your plant friends and discuss with your GM what they will allow in their game. You may PUSH to summon beyond your daily allotment or double your control range.

Mutation: You have dark greenish skin and have flowers & vines growing in your hair.

PLATFORM CREATION

You can create energy platforms below you. Whenever you walk, small energy platforms appear below your feet that hold you steady and you ignore hindering terrain. This allows you to walk upwards, sideways or upside down anywhere, as if you were walking up stairs. You gain +5 Move, +2 to AC and Toughness: Kinetic +2. You have perfect balance and take no damage from any fall. 2x your level per day, you may create a 20' + 5' per level platform that you can control and flies at 10 Move. It lasts 10 minutes. Everyone on the platform has perfect balance and cannot be knocked off. You may PUSH to create a platform beyond your daily allotment. **Mutation:** You can never touch the ground.

POCKET DIMENSION

You can access a small pocket dimension that you can bend to your will. The dimension is 20' x 20' per round. The dimension has clean, breathable air, running water and natural edible plant life. You can make the dimension appear any way you wish (a storage room, a library, a log cabin in the woods, etc.). Beyond the edge of the dimension is black space (you can make walls that cover it up). You can control who is allowed in the dimension at any time. You can grant access to the dimension to others via a password. You can open and enter the dimension as an Action. While in the closed dimension, time does not flow, and outside time flows at 1/10 speed. You may PUSH to create an exit door to a place you are very familiar with (within 10 miles + 10 miles per level). **Mutation:** Your fingernails grow at three times the normal rate.

PORTAL CREATION

You can create portals from one place to another, 2x your level per day. The portal connects two locations that are no more than 1 mile + 1 mile per level apart and 50' x 50'. You can hold the portal open for 10 minutes + 2 minutes per level. You cannot open the portal below anyone, and anyone that enters the portal against their will may make a Death save at Disadvantage to be repelled from the portal's entrance. You may PUSH to create a portal past your daily allotment or to double the duration of the portal. **Mutation:** An extra pinky (+1 to Sleight of Hand).

POSSESSION

You can transfer your life essence into other humans, mutants, or Anthropomorphs. 2x your level per day, you may attempt to possess someone within 60' + 10' per level. The target must make a Mental Save, adding your level to the roll, or become possessed for 2d4 rounds. Psions gain Advantage on this roll. While you possess them, you take their Actions and lose your Actions. You are defenseless while possessing, and you lose possession if your host is knocked out or put out of action. You may PUSH to attempt to possess beyond your daily allotment or to try to pass your essence to another if you die. You may attempt to permanently transfer to a non-player, non-Psion, or named NPC by making the target roll a Mental save, adding your level to the roll, at Disadvantage. If they fail, you possess them. If they pass, you may try one more different target. If that fails, your essence dissipates into infinity. **Mutation:** Your voice is the same no matter whose body you are in at the moment.

PSION ENHANCER

You have the power to bolster the powers of other nearby Psions and psychics. You may always have one of the following auras around you that gives all other psionic allies the following buff (60' + 10' per level): +1 to all save stats, +1 to AC, +1 to attacks, +1 to psionic damage, +1 to Initiative, +1 to non-physical skill checks and they take 1 less Force of Will damage. 3x your level per day, you may target another Psion or psionic ally to enhance them for d6 minutes. While enhanced, they gain an additional +1 to all save stats, +1 to AC, +1 to attacks, +1 to spell damage, +1 to Initiative, heals d4 HP, +5 to Counterspell attempts, your target's Mental save stat is at -1, and you may ignore the damage from your first Force of Will roll. This may stack up to 3 times on one target. You may PUSH to enhance past your daily allotment or to double your enhancement range for 3 minutes. **Mutation:** You light pink fingernails, and you register as a psychic by those that can detect them.

PUSH RESISTANT

You are sometimes able to resist the effects of PUSHING. The first time you PUSH in a day, you do not have to roll on the PUSH chart. Anytime something else makes you PUSH (not you PUSHING yourself), you may make a Death save to negate the PUSH. When you do roll on the PUSH or Deformity chart, you roll at Advantage and may subtract up to 10 from any of those rolls. **Mutation:** Your back is prone to acne breakouts.

SANCTUARY AURA

You exude an aura of peace and calm. You gain +3 to CHA, +4 to Courage save stat, and +2 to Death save stat. You have a 10' + 5' per level aura that makes yourself and anyone else within it feel calm and reluctant to attack or become hostile. Nobody within the aura can make a hostile Action unless they have previously been attacked or harmed by the target they wish to attack within the past 5 minutes. Those within the Aura gain +X to AC (X is your CHA modifier/ 1 minimum) and have Advantage on PUSH and Mutant Deformity rolls. If they attack within the aura, they lose the buffs they just received an attack at Disadvantage for 5 minutes. You may PUSH to double your aura size or to reroll. **Mutation:** Your Sanctuary Aura glows a dull blue.

SELF SUSTAINER

Your body is a completely self-sustained system. You do not need to eat, drink, or breathe! You are immune to the effects of alcohol and drugs and are immune to disease. You gain +2 to CON, Toughness +1, +2 to the Poison save stat, and +3 to the Critical save stat. You heal 1 HP at the end of each round. You may PUSH to re-roll a failed Poison or Critical save attempt. **Mutation:** Your chest does not move when you breathe.

SLOW MOTION

You have the power to slow down things with your mind. You continually give off an aura that slows everything around (including allies) that gives you Advantage on Initiative, +2 to AC, +10 Move, and all non-energy, Range attacks on you are done at Disadvantage. The aura gives anything else (living or vehicle) within 20' of you -2 to Initiative, -2 to AC, -1 to all attacks and -5 Move (5 minimum). 2x your level per day, you may concentrate on slowing down a target within 30' + 10' per level for 2d4 rounds. They Move at ½ rate, attack at Disadvantage, take physical skill checks at Disadvantage and lose all Initiative bonuses. You cannot stack this power on the same target. You may PUSH to slow something beyond your allotted daily amount, to double your range or double your aura size. **Mutation:** Everything moves around you a bit slower.

SUPER GENIUS

You are a master genius at the highest level. You start with at least 20 INT & 16 WIS and 3 additional Language skills. You get +1 to INT or WIS at each level, 1 new skill each level & you gain Outsmart +3. You have 1 extra Outsmart attempt per day. You may make a skill roll on any knowledge/language-related skill, even if you do not have that skill. You heal 1 HP anytime someone fails an Outsmart attempt against you. You may PUSH to re-roll a failed skill check or Outsmart.

Mutation: You are physically weak. You get -1 to STR, -1 to CON, Disadvantage on Melee attacks, and get 1 less HP at each level.

TELEKINESIS

You can manipulate physical objects with the power of your mind at will. When you throw an item with Telekinesis, you may add your INT modifier to the attack roll.

Level	Max Weight	Damage (Thrown Items)	Range	Notes
1	5 lbs.	D4	120'	Can only move small objects. +1 to AC.
3	15 lbs.	D6	150'	+1 to Mental save stat
5	25 lbs.	D8	200'	+1 to attack with this power
7	50 lbs.	D10	250'	+1 to Mental save stat
9	100 lbs.	D12	350'	+2 to attack with this power
10	125 lbs.	D12+1	450'	May PUSH to Fly (12') for 4 minutes.

You may PUSH to add +3 to your AC against Range attacks for d4 minutes. **Mutation:** Your irises become azure blue when you use your powers.

TELEPORTATION

You can teleport 2x your per level day. You gain +1 to AC at levels 3, 6 & 9. You have Advantage on all DEX checks. You can teleport within the line of sight within 25' + 25' per level. You can carry the items on you and the things you are holding when teleporting (100 lbs. + 25 lbs. per level). You may PUSH to double your range, weight allowance or teleport beyond your daily limit. You may also PUSH to attempt to avoid a successful attack. After you are hit roll on the PUSH chart. If you are successful, the attack fails. At 7th level you may teleport into places that are out of sight, but still within range.

Mutation: You occasionally will disappear and immediately reappear.

TENDRILS

You have 2 pairs of green & black tendrils coming from your back. They are 6' long, with suckers. You gain an extra Action per round, +2 to STR, +3 to Initiative, and you cannot be surprised if conscious. Your tentacles can strike as your normal arms, but you gain Advantage on any grapple or grab attempts. You may PUSH to have your tendrils gain Reach and +2 to Melee attacks & damage for d6 rounds. **Mutation:** Tendrils on your back!

TIME TRAVEL

You can travel back in time via a portal. Discuss with your GM the limitations they wish to impose upon your powers (how many people can you take with you, can you bring people or items back, can you alter history, how far can you go back, etc.). **Mutation:** You age at $\frac{1}{2}$ the normal rate.

TORNADO ATTACK

You can turn into a living tornado for a brief amount of time. 2x your level per day, you can turn into a tornado for 2d4 rounds. While in tornado form, you cannot be Tripped, Grabbed or Surprised. You also ignore any hindering terrain; gain Toughness +1, and you gain +2 to Melee attacks. When you attack in tornado form, your attack roll is made against all adjacent enemies. If you attack someone without an adjacent ally, you may an extra melee attack against them. You may PUSH to transform beyond your allotted daily amount or to double your tornado duration. **Mutation:** Your ankles and feet can twist further than normal.

TORPEDO

You can briefly turn yourself into a living projectile 2x your level per day. As a projectile, you can shoot forward or upwards 10' + 5' per level. You attack each item or being you pass through with a single attack roll, made at +4. The attack deals d8 + STR damage and knocks the target down (unless they make a STR check). While in torpedo mode you, and what you are carrying, are invulnerable to all damage. If you shoot into a building or immovable object, your trajectory continues in an adjacent sideways or upwards direction. If you shoot forward into an empty path, you may move at four times the normal rate. You can PUSH to shoot an extra time beyond your daily allotment or to double your range. **Mutation:** When you jump, your feet smoke for a few seconds.

UNSTOPPABLE FORCE

When you start moving, it is very difficult to stop you or even slow you down. You Move at $\frac{1}{2}$ speed (rounded down) until you get going. When running, you Move at $\frac{3}{4}$ speed after the first round of running. After 4 rounds, you run at normal speed until you stop. You permanently gain +3 to STR, Toughness +3, ignore hindering terrain, and +1 to all save stats. If you have been moving for at least 2 rounds without stopping, you can make a Steamroller attack (you can run over multiple people or objects): attack the first target at +1 to attack and damage per round you have been moving (+8 max) that does d12 + STR damage. If successful, it knocks the target down under your feet. Then you may attack the next person in the row and a third if successful. **Mutation:** You have a hard time stopping your forward momentum, even when slowly walking.

VAMPIRIC POWERS

You are a creature of negative energy that feeds off of the life force of the living. You are effectively dead and give off no heat. You cannot heal from normal means, eat or drink, and you have Weakness: Light. You have +2 to each attribute, Toughness +2, +5 Move, +1 to each save stat, fangs (d4 + STR damage and you heal 1 HP), claws (d4 + STR and you heal 1 HP), you can see in any dark 60' and 2x your level per day, you can try to absorb the life energy from all living creatures with at least 2 HP that are within 20' + 5' per level of you. They each make a Death save, adding your level to their roll, or they lose 1 HP, and you gain 1 HP for each one drained. You may PUSH to attempt a drain beyond your daily allotment or to gain Flying 24 for d6 minutes. **Mutation:** You are pale, cast no reflection, and your hair grows very fast.

WEATHER CONTROL

You can manipulate the local weather. You have the ability to make it rain, make it snow, feel warmer, feel colder, make windy, etc. in your local area. You can walk on air and water. 2x your level per day, you can do the following: Fly (24 Move, for d10 minutes, +2 to AC), Shoot Lightning (100' range, d6+1 per level Electric damage), Wind Blast (100' range, d6 Air damage and knocks the opponent back d6x10 feet & to the ground unless they make a STR check) or Blizzard (100' range, create a 20' +5' area per level of a blizzard – all others in the blizzard are effectively Blind, take d6 Ice damage per round & must make a CON check each round or pass out). You may PUSH to activate a power beyond your level limit or to double the damage & range/ duration of an ability.

Mutation: You slightly levitate unless you try not to. You take no damage from falling and cannot be Tripped.

WISH MASTER, HELPFUL

You can grant the wishes of others 2x your level per day. The wishes must be direct, simple, and must be somewhat helpful to a good or noble cause. Unless malice or trickery is afoot, you tend to be helpful with your wish-granting. The higher your level, the more powerful the wish-granting can be. The wish cannot kill or resurrect anything. Discuss with your GM the limitations they wish to impose on this power.

Mutations: Your eyes glow red.

WISH MASTER, MALICIOUS

You can grant the wishes of others 2x your level per day. The wishes must be direct, simple, and must be very specific. You tend to be malicious and tricky with your wish-granting. The higher your level, the more powerful the wish-granting can be. The wish cannot kill or resurrect anything. Discuss with your GM the limitations they wish to impose on this power. **Mutations:** Your eyes glow dark red.

WORST FEARS

You can sense a person's worst fears and create an illusion based upon those fears. You gain +3 to WIS, +3 to the Mental save stat, and +3 to the Courage save stat. 3x your level per day, you can scan a 100' area and discover everyone's worst fear (psionics get a Mental save to block this). 2x your level per day, you can summon an illusion of a person's greatest fear. The illusion is visible to all but is immune to all non-Psionic and non-Magical damage. It has an 11 AC and 35 HP. It deals d6 Psionic damage to the target each round. The target can make a Mental Save, at Disadvantage, each turn in an attempt to dismiss it; otherwise the illusion will not dissipate until the target is knocked Out of Action or the illusion goes to 0 HP. You may PUSH to scan or create a fear past your daily allotment. **Mutation:** Your shadow has a shadow.

****All Forms allow the gear and non-living carried items (up to 200 lbs.) to change form & size with the mutant. The gear and items gain any immunity the mutant receives from the form change.***

Anthropomorphs

This is an optional, more detailed way to create an Anthropomorph character for the Vigilante City game. More animals! More abilities! More skill packs!

Anthropomorphs are humans, or occasionally another type of animal that has mutated into a form that is part animal, part human. They stand upright, have human hands, have human intelligence, can speak, have heightened senses and are of normal humanoid size (5'-6 1/2'). Listed below are what each animal type has unique to its breed. **All Anthropomorphs have heightened natural senses (+1 to Initiative and +1 to all Spot & Listen checks).** Anthropomorphs do not start with any Mutant Powers but are mutants, and effects can PUSH them.

Anthropomorphs have only been known to be around for the past 20 years or so and are treated like second class citizens. Some are fighting for acceptance, but progress is slow. Anthropomorphs are rare in the nicer parts of Vigilante City, aside from an occasional Bodyguard or Security Guard. The authorities will usually harass Anthropomorphs and encourage them to stay in the ghetto, sewers, or on Anthropomorph Island where they think they belong.

PRIME ATTRIBUTE:

Survival. Anthropomorphs must have a minimum SUR score of 10.

SAVING THROWS:

Anthropomorphs do not receive any bonuses.

SKILL TRAINING:

Anthropomorphs select a Skill Pack at 1st level.

Anthropomorphs Skill Packs: Assassin, Bruiser,

Burglar, Commando, Driver, Gambler, Gumshoe, Hacker, Leader, Mechanic, Medic, Scholar, Sewer Rat, Spy or Street Rat. (See p. 211 for new Skill Packs)

For a more powerful campaigns, a GM may allow an Anthropomorph to select a Class instead of a Skill Pack.

CLASS BONUS:

Anthropomorphs do not get an attribute bonus beyond their starting mutations, but they all gain - Heightened Senses (+1 to Initiative and +1 to any Listen & Spot check). Anthropomorphs start with a Terror of 7.

STARTING GEAR:

By Skill Pack. Roll on Mutant/ Anthropomorph Origin chart (p.24 Core Book).



Animal Selection

Which animal do you want to be mutated into? You can select an animal from below, or randomly roll to see what you are. Each animal begins with their starting, Key-word Abilities as listed. Each key-word abilities description is listed on p. 189. These are the powers that Anthropomorph start with. A few animals will happen special abilities that are described under the listed, key-word abilities. For greater customization, you may switch out or gain abilities according to the Extra Mutations rules on p. 201.

Random Animal Appearance Chart I (roll d00)

01-35 Mammals

36-45 Bugs

46-60 Reptiles & Amphibians

61-75 Birds

76-90 Aquatic

91-95 Dinosaurs & Extinct Animals

96-00 Cryptids



Mammals

#	Animal	Starting Abilities
01	Aardvark	Claws, Digger, Extra Strength, Hide You have a long tongue.
02	Antelope	Charger, Fur, Hide, Horns, Jumper
03	Armadillo	Claws, Hide, Resistance: Fire & Heat Roll into a ball to gain +10 to AC and Toughness +2 (cannot attack while in ball)
04	Baboon	Aggressive, Climber, Extra Intelligence, Extra Strength, Fur, Killer Instinct, Prehensile Feet. Bite does d4 + STR damage.
05	Badger	Aggressive, Claws, Fangs, Fur, Iron Stomach, Rage, Tracker
06	Bat	Claws, Extra Dexterity, Fangs, Fur, Radar, Wings
07	Bear, Black	Bulk, Charger, Claws, Fangs, Extra Strength, Fur, Hide, Iron Stomach, Roar
08	Bear, Grizzly	Bulk, Charger, Claws, Extra Strength x3, Fangs, Fur, Hardened, Hide, Iron Stomach, Killer Instinct, Roar, Tracker
09	Bear, Panda	Claws, Extra Charisma, Extra Strength, Fur, Hide
10	Bear, Polar	Charger, Claws, Extra Constitution, Extra Strength x2, Fangs, Killer Instinct, Resistance to Cold and Ice, Roar, Swimmer
11	Beaver	Claws, Extra Intelligence, Fur, Resistance to Water, Swimmer, Tail, Large Teeth for gnawing (d4 + STR damage).

12	Boar	Aggressive, Charger, Extra Strength, Fur, Hardened, Hide, Tusks
13	Buffalo	Bulk, Charger, Extra Strength x2, Fur, Hardened, Horns
14	Camel	Extra Strength, Fur, Hardened Bite does d4 + STR damage Kick does d6 damage Spit Attack: (30' Range) If you hit, it blinds target for d4 rounds (DEX check negates) Water Storage: Can drink for 1 minute to store 1 week of water needed to survive.
15-18	Cat, Domestic	Best of Both Worlds, Claws, Climber, Extra Dexterity x2, Fangs, Fur, Jumper, Speed, Stealthy, Tail, Tracker
19	Cheetah	Claws, Extra Dexterity, Fangs, Fur, Jumper, Speed x2, Stealthy, Tail, Tracker Pounce Attack (Jump 10'+ to do double melee damage)
20	Chimpanzee	Climber, Extra Dexterity, Extra Intelligence, Extra Strength, Fur, Prehensile Feet Bite does d4+ STR damage.
21	Chipmunk	Best of Both Worlds, Claws, Climber, Digger, Fur, Jumper, Tail
22-23	Cow or Bull	Charger, Extra Strength, Fur, Hardened, Hide, Horns
24-25	Deer	Charger, Fur, Horns, Superior Senses
26	Deer, Water	Fur, Swimmer, Superior Senses, Tusks

27-30	Dog, Domestic	Best of Both Worlds, Extra Intelligence, Fangs, Fur, Pack Animal, Tracker <i>Specific Breed Bonuses</i> Any hound: Tracker (becomes x2) Bulldog: Hardened German Shepard: Hardened Greyhound or Whippet: Speed Pit Bull: Rage Rottweiler: Hardened GM's may allow for other variants for dog breeds.
31	Dog, Wild	Aggressive, Fangs, Fur, Killer Instinct, Pack Animal, Tracker
32	Elephant	Bulk, Charger, Extra Intelligence, Extra Strength x2, Hardened, Hide, Prehensile Trunk, Tusks
33	Fox	Digger, Extra Dexterity x2, Fangs, Fur, Stealthy, Tracker
34	Giraffe	Extra Strength, Fur, Hardened Stands 7'+ tall, but does not count as a Large Mutant (Large Giraffes stand 9'+). Bite & Headbutt do d4 + STR damage. These attacks have +5' Reach. Needs very little sleep.
35	Goat	Fur, Hardened, Horns, Iron Stomach, Jumper Bite does d4 + STR damage. Kick does 1 extra damage.
36	Gorilla	Aggressive, Bulk, Charger, Extra Constitution, Extra Strength x2, Fur, Hardened, Hide, Killer Instinct, Roar

37-38	Hamster	Bulk, Best of Both Worlds, Digger, Fur, Tail
39	Hedgehog	Claws, Fangs, Fur, Spikes
40	Hippopotamus	Bulk, Extra Strength x2, Hardened, Hide x2, Roar, Swimmer Bite does d6 + STR damage.
41-42	Horse	Extra Strength, Fur, Hardened, Hide, Jumper, Speed Bite & Kick do d4 + STR damage.
43	Hyena	Extra Dexterity, Fangs, Fur, Pack Animal, Tracker
44	Jaguar	Claws, Climber x2, Extra Dexterity, Fangs, Fur, Jumper, Speed, Superior Senses, Tail, Stealthy, Tracker
45	Kangaroo	Extra Dexterity, Fur, Jumper x2, Tail Natural Boxer: +2 to punching attacks. Kick does d6 damage.
46	Koala	Best of Both Worlds, Claws, Climber, Fur
47	Lemur	Best of Both Worlds, Climber, Fur, Prehensile Feet, Tail
48	Leopard	Claws, Climber x2, Extra Dexterity, Fangs, Fur, Jumper, Speed, Superior Senses, Stealthy, Tail, Tracker
49	Lion	Claws, Extra Strength, Fangs, Fur, Hardened, Jumper, Roar, Superior Senses, Tail

50	Lynx	Claws, Climber, Digger, Extra Dexterity, Fangs, Fur, Jumper, Stealthy, Tracker
51	Meerkat	Best of Both Worlds, Claws, Digger, Fangs, Fur, Superior Senses
52	Mink	Best of Both Worlds, Claws, Climber, Extra Dexterity x2, Extra Intelligence, Fangs, Fur, Stealthy
53	Mole	Claws, Digger x2, Fur, Resistance to Earth, Tail
54-55	Monkey	Climber, Extra Dexterity, Extra Intelligence, Fur, Prehensile Feet, Tail
56	Moose	Bulk, Charger, Extra Strength, Hardened, Hide, Horns
57	Mountain Lion	Claws, Climber x2, Extra Dexterity, Fangs, Fur, Jumper, Superior Senses, Stealthy, Tail, Tracker
58-60	Mouse	Best of Both Worlds, Digger, Extra Dexterity, Fur, Jumper
61	Muskrat	Claws, Fur, Resistance to Water, Swimmer Can hold breathe twice as long as normal. Bite does d4 + STR damage.
62-63	Opossum	Climber, Fur, Hardened, Prehensile Tail Play Dead. Bite does d4 + STR damage.
64	Orangutan	Climber, Extra Intelligence, Extra Strength, Fur, Prehensile Feet Bite does d4 + STR damage.

65	Otter	Claws, Extra Intelligence, Fur, Resistance to Water, Swimmer, Tail Bite does d4 + STR damage. Tail slap deals d4 + STR damage. Can hold breathe twice as long as normal.
66	Oxen	Bulk, Extra Strength, Fur, Hardened, Hide, Horns
67	Pangolin	Claws, Hide, Resistance: Fire & Heat, Stink Spray Roll into a ball to gain +8 to AC and Toughness +2 (cannot attack while in ball)
68	Panther	Claws, Climber, Extra Dexterity, Fangs, Fur, Jumper, Speed, Stealthy, Superior Senses, Tail, Tracker x2
69-71	Pig	Bulk, Extra Intelligence, Hardened, Iron Stomach Bite does d4 + STR damage
72	Polecat	Claws, Climber, Extra Dexterity, Fangs, Fur, Stealthy, Stink Spray, Superior Senses
73	Porcupine	Digger, Hide, Spikes, Tracker Can shoot Quills (range attack, 50', d6 damage) Can use quills as a dagger
74-77	Rabbit	Claws, Digger, Extra Dexterity, Fur, Jumper, Tracker Bite does d4 + STR damage.
78-79	Racoon	Claws, Climber, Digger, Extra Dexterity, Fangs, Fur, Stealthy, Superior Senses
80-83	Rat	Claws, Digger, Extra Constitution, Fangs, Fur, Stealthy, Swimmer, Tracker
84	Rhinoceros	Aggressive, Bulk, Charger, Extra Strength x2, Hardened, Hide, Horns

85-86	Sheep/ Ram	Charger, Fur x2 Advantage on all balance related checks and saves. Bite does d4 + STR damage. Males have Horns.
87	Skunk	Claws, Digger, Fangs, Fur, Stink Spray, Tail
88-89	Squirrel	Claws, Climber, Digger, Extra Dexterity, Fur, Tail
90	Squirrel, Flying	Claws, Climber, Extra Dexterity, Fur, Glider, Tail
91	Tapir	Fur, Hide, Prehensile Trunk, Swimmer Bite does d4 + STR damage.
92	Tiger	Claws, Extra Strength, Fangs, Fur, Hardened, Jumper, Roar, Stealthy, Superior Senses, Swimmer, Tail, Tracker
93	Warthog	Charger, Extra Strength, Fur, Hardened, Hide, Tusks
94	Weasel	Claws, Climber, Extra Dexterity x2, Fangs, Fur, Stealthy, Superior Senses
95	Wildcat	Claws, Climber, Digger, Extra Dexterity, Fangs, Fur, Jumper, Stealthy, Tracker
96-97	Wolf	Claws, Fangs, Fur, Killer Instinct, Pack Animal, Roar, Tracker x2
98	Wolverine	Aggressive, Claws, Digger, Fangs, Fur, Hardened, Rage, Tracker
99	Wombat	Best of Both Worlds, Bulk, Claws, Digger, Fur Bite does d4 + STR damage.
00	Zebra	Extra Strength, Fur, Hide, Jumper, Speed Bite & Kick do d4 + STR damage.

Bugs

All Bugs have the Lower Charisma Negative Mutation (Optional).

#	Animal	Starting Abilities
01-06	Ant	Antenna, Climber, Digger, Extra Strength x2, Tracker Pincers do d4 + STR damage. Wall Climber: You can walk on walls.
07-11	Ant, Fire	Antenna, Climber, Digger, Extra Strength, Poisonous, Tracker Pincers do d4 + STR damage. Wall Climber: You can walk on walls.
12-17	Beetle	Antenna, Carapace/ Shell x2, Hardened, Wings
18-20	Beetle, Rhinoceros	Antenna, Carapace/ Shell x2, Extra Strength, Hardened, Horns
21-25	Bumblebee	Antenna, Bulk, Fur, Poisonous, Wings Stinger does d4 + STR damage.
26-31	Butterfly	Antenna, Extra Dexterity, Resistance to Air, Wings People chuckle at you (-3 to Intimidation).
32-36	Centipede	Antenna, Extra Arms, Carapace/ Shell, Poisonous, Tail Bite does d4 damage + STR damage.
37-42	Cockroach	Antenna, Carapace/ Shell, Climber, Extra Constitution, Glider, Hardened, Iron Stomach, Stealthy Last Survivor: Immune to Diseases. Advantage on all Critical, Death, Poison and Radiation saves. Lower Charisma (an additional Negative).

43-47	Dragonfly	Carapace/ Shell, Resistance to Air, Superior Senses, Tail, Wings
48-52	Earthworm	Digger x2, Hide, Iron Stomach, Regeneration, Resistance to Earth
53-54	Fly, Horsefly	Extra Strength, Iron Stomach, Superior Senses, Wings Bite does d4 + STR damage. Lower Charisma (an additional Negative).
55-57	Fly, House	Extra Dexterity, Iron Stomach, Superior Senses, Wings Bite does d4 + STR damage. Lower Charisma (an additional Negative).
58-60	Grasshopper	Carapace/ Shell, Extra Dexterity, Glider, Jumper x2 Bite does d4 + STR damage.
61-62	Jumping Stick	Antenna, Carapace/ Shell, Chameleon (in the wild), Jumper
63-64	Leech	Amphibious, Fangs (Sucker), Hide, Swimmer Draining Bite: On a successful bite attack, your target loses 1 STR for d4 minutes (Poison save negates).
65-67	Millipede	Antenna, Extra Arms, Carapace/ Shell x2, Climber, Stealthy, Tail Bite does d4 damage + STR damage.
68-70	Moth	Antenna, Bulk, Resistance to Air, Wings

71-72	Praying Mantis	<p>Aggressive, Antenna, Carapace/ Shell, Pincers, Wings</p> <p>Bite does d4 + STR damage.</p>
73-76	Scorpion	<p>Claws, Carapace/ Shell, Hardened, Poisonous Tail</p> <p>Your tail does d6 + STR damage.</p>
77-80	Snail	<p>Carapace/ Shell x2</p> <p>No legs: -3 Move. Double Advantage on all Balance checks.</p> <p>Eye Stocks: can turn them 360 degrees.</p> <p>Excrete slime from feet (slows anyone else that steps in it by ½ Move for 10 minutes).</p>
81-82	Spider, Black Widow	<p>Climber x2, Extra Dexterity, Fangs, Poisonous, Resistance to Poisons, Stealthy</p> <p>Wall Climber: You can walk on walls.</p> <p>Web Shot (Range: 50' Hit immobilizes the target. A successful STR check breaks the web (you may try once per round as an Action).</p>
83-84	Spider, Brown Recluse	<p>Climber, Extra Dexterity, Fangs, Poisonous, Resistance to Poisons, Stealthy</p> <p>Wall Climber: You can walk on walls.</p> <p>Necrotic Poison: If you successfully bite a living target, your poison deals an additional 2 damage unless they make a Poison save.</p>

85-87	Spider, Tarantula	Digger, Extra Strength, Fangs, Fur, Resistance to Poisons, Stealthy
88-91	Spider, Wolf	Climber, Digger, Extra Dexterity, Fangs, Jumper, Poisonous, Resistance to Poisons, Stealthy
92-95	Tick	Carapace/ Shell, Extra Arms, Iron Stomach Bite does d4 + STR damage + disease (Con save or lose 1 DEX for an hour) Blood Drinker (Negative) Lower Charisma (an additional Negative).
96-00	Wasp	Aggressive, Antenna, Extra Dexterity, Poisonous, Wings Bite does d4 + STR damage. Poison Sting does d4 damage + stinger Poison (Save against Poison or take an extra d4 damage).

Reptiles & Amphibians

#	Animal	Starting Abilities
01-04	Alligator/Crocodile	Claws, Extra Strength, Fangs, Hardened, Iron Stomach, Killer Instinct, Scales, Swimmer, Tail Formidable Presence: +2 to Intimidation checks
05-08	Chameleon	Chameleon, Climber, Prehensile Feet, Scales, Swimmer, Tail
09-15	Frog	Amphibious, Extra Dexterity, Jumper x2, Resistance to Water, Swimmer x2 Tongue Lash can grab things up to 10'.
16-20	Frog, Poison Dart	Amphibious, Extra Dexterity, Jumper x2, Poisonous, Swimmer x2 Poison skin secretion: If anyone touches the poison, they must save against Poison or take d4 damage. Each round they re-roll the save or take d4 more. If they fail 5 times in a row, they are Out of Action).
21-24	Frog, Tree	Amphibious, Chameleon, Climber, Extra Dexterity, Jumper x2, Prehensile Feet, Swimmer Big Eyes: +2 to Spot checks. Tongue Lash can grab things up to 10'.
25-29	Gecko	Climber x2, Scales, Swimmer, Tail
30-34	Gila Monster	Claws, Fangs, Hardened, Poisonous, Scales, Swimmer, Tail
35-38	Komodo Dragon	Charger, Claws, Extra Strength, Fangs, Hardened, Poisonous, Scales, Swimmer, Tail
39-47	Lizard	Claws, Climber, Extra Dexterity, Fangs, Jumper, Regeneration, Scales, Swimmer, Tail
48-49	Lizard, Green Basilisk	Claws, Climber, Fangs, Jumper, Scales, Swimmer, Tail Run on Water: You can Run on water.
50-53	Salamander	Amphibious, Regeneration, Resistance to Water, Swimmer x2, Tail

54-57	Snake, Anaconda	Bulk, Climber, Extra Strength, Fangs, Iron Stomach, Killer Instinct, Scales, Swimmer, Tail
58-62	Snake, Asp	Aggressive, Digger, Fangs, Poisonous, Scales, Tail, Painful Bite: When you bite a living target, it causes additional pain for d4 rounds (-1 to all attacks, skill checks and damage).
63-66	Snake, Cobra	Aggressive, Digger, Fangs, Poisonous, Scales, Stealthy, Tail, Deadly Venom: When you successfully bite a living target, they must make a Poison save or they take an additional d4 Poison damage at the start of the next round (do not roll a save on that damage).
67-68	Snake, Mamba	Aggressive, Climber, Fangs, Killer Instinct, Poisonous, Scales, Tail, Deadly Venom: When you successfully bite a living target, they must make a Poison save or they take an additional d4 Poison damage at the start of the next round (do not roll a save on that damage).
69-74	Snake, Rattlesnake	Aggressive, Digger, Fangs, Poisonous, Roar (Rattle), Scales, Tail
75-77	Snake, Water Moccasin	Fangs, Poisonous, Scales, Stealthy, Swimmer, Tail
78-80	Toad	Digger, Hide, Jumper, Swimmer Tongue Lash can grab things up to 10'.
81-82	Toad, Horned	Digger, Hide, Jumper, Spikes, Swimmer Tongue Lash can grab things up to 10'.
83-84	Tortoise	Bulk, Carapace/ Shell, Extra Constitution, Extra Strength, Scales, Slow (Negative)
85-91	Turtle	Carapace/ Shell, Extra Constitution, Resistance to Water, Swimmer Bite does d4 + STR damage.
92-96	Turtle, Sea	Bulk, Carapace/ Shell x2, Extra Constitution, Resistance to Water, Swimmer
97-00	Turtle, Snapping	Bite, Bulk, Carapace/ Shell x2, Resistance to Water, Swimmer

Birds

#	Animal	Starting Abilities
10-03	Albatross	Beak, Bulk, Claws, Feathers, Resistance to Water, Swimmer, Wings
04-09	Chicken	Beak, Charger, Claws, Feathers, Glider
10-12	Crane	Beak, Claws, Feathers, Swimmer, Wings Greater Balance: You have Advantage on DEX and Balance checks.
13-18	Crow	Beak, Claws, Extra Intelligence, Feathers, Stealthy, Wings
19-23	Duck	Claws, Feathers, Resistance to Water, Swimmer, Wings Bite does d4 + STR damage.
24-28	Eagle	Beak, Claws, Extra Dexterity, Feathers, Resistance to Air, Superior Senses, Wings Dive Bomb: When Flying and you Move more than 15' in a round and attack, you deal triple your STR modifier.
29-31	Emu	Aggressive, Beak, Charger, Feathers, Speed
32-34	Falcon	Beak, Claws, Extra Dexterity, Feathers, Superior Senses, Tracker, Wings Dive Bomb: When Flying and you Move more than 15' in a round and attack, you deal triple your STR modifier.
35-39	Flamingo	Beak, Claws, Feathers, Swimmer, Wings Greater Balance: You have Advantage on DEX and Balance checks.
40-43	Goose	Aggressive, Claws, Feathers, Resistance to Water, Wings
44-49	Hummingbird	Beak, Claws, Extra Dexterity, Feathers, Speed, Superior Senses, Wings
50-	Kingfisher	Beak, Claws, Feathers, Resistance to

52		Water, Wings Water Dive: You gain +2 to any Melee attack on the surface of water, or just below it.
53-57	Ostrich	Aggressive, Beak, Charger, Feathers, Speed
58-62	Owl	Beak, Claws, Extra Wisdom, Feathers, Superior Senses, Tracker, Wings Can turn head 270 degrees. Dive Bomb: When Flying and you Move more than 15' in a round and attack, you deal triple your STR modifier.
63-68	Parrot	Beak, Claws, Feathers, Wings Mimic: Can mimic any voice that they have heard.
69-72	Peacock	Beak, Best of Both Worlds, Claws, Feathers, Song, Tail, Wings
73-75	Penguin	Beak, Feathers, Resistance to Cold, Swimmer x2
76-81	Pigeon	Beak, Claws, Feathers, Iron Stomach, Song, Wings
82-83	Toucan	Beak, Best of Both Worlds, Claws, Feathers, Song, Wings
84-85	Turkey	Beak, Bulk, Feathers, Glider, Song
86-89	Vulture	Beak, Claws, Feathers, Iron Stomach, Pack Animal, Wings
90-96	Wild Birds <i>(Blue Jay, Cardinal, Oriole, Robin, Wren, etc.)</i>	Beak, Best of Both Worlds, Claws, Feathers, Song, Wings
97-00	Woodpecker	Beak, Claws, Feathers, Song, Wings Beak Speed: You have a +2 to attack with your beak and it bypasses 1 Toughness.

Aquatic Animals

#	Animal	Starting Abilities
01-02	Barracuda	Aggressive, Amphibious, Fangs, Scales, Swimmer, Tail
03-04	Catfish	Amphibious, Antenna, Hide, Iron Stomach, Swimmer, Tail
05-08	Crab	Amphibious, Carapace/ Shell x2, Pincers, Swimmer
09-10	Crab, Hermit	Amphibious, Carapace/ Shell x2, Pincers, Swimmer Shelled: If you do not attack in a round, you may partially hide in your shell (gaining +4 AC).
11	Crab, King	Amphibious, Bulk, Carapace/ Shell x2, Pincers, Swimmer
12	Crab, Spider	Amphibious, Carapace/ Shell x2, Hardened, Pincers, Swimmer Reach: You have a +5' Reach.
13	Cuttlefish	Amphibious, Digger, Ink, Poisonous (Tentacles only), Swimmer, Tentacles (face) Bite does d4 + STR damage.
14-18	Dolphin	Extra Intelligence, Radar, Swimmer x2, Tail Bite does d4 + STR damage.
19-21	Dugong	Bulk x2, Hide, Resistance to Water, Swimmer, Tail
22-24	Eel, Electric	Amphibious, Fangs, Hide, Resistance to Electricity & Lightning, Swimmer, Tail Electric Shock: Your physical, Melee attacks deal an extra d4 Electric damage. Electrical Field: Anytime you are hit by a non-Reach, Melee attack, the attacker takes 1 Electric damage (2 damage if struck by metal). You may turn this off or on at will.

25-27	Eel, Moray	Aggressive, Amphibious, Fangs, Hide, Stealthy, Swimmer, Tail Vicious Bite: Your bite attack deals an extra 1 damage (bypassing Toughness) at the start of the next round (Critical save negates).
28-35	Fish	Amphibious, Scales, Swimmer, Tail
36-37	Flying Fish	Amphibious, Glider, Scales, Swimmer, Tail
38	Fugu	Amphibious, Bulk, Poisonous, Spikes, Swimmer, Tail
39-40	Gar	Aggressive, Amphibious, Fangs, Scales, Swimmer, Tail
41-46	Goldfish	Amphibious, Scales, Swimmer, Tail
47-49	Jellyfish	Amphibious, Iron Stomach, Poisonous, Resistance to Water, Swimmer, Tentacles (face) Stunning Grasp: Your tentacles are Poisonous and may Stun an opponent for 1 round on a successful attack (Poison save negates).
50-52	Lamprey	Amphibious, Fangs (Sucker), Hide, Swimmer, Tail Draining Bite: Your bite drains 1 CON from the victim on a successful bite unless they make a Death save. Blood Drinker (Negative)
53-55	Lobster	Amphibious, Carapace/ Shell x2, Pincers, Swimmer x2, Tail
56-57	Manta Ray	Amphibious, Hide, Swimmer x2, Tail, Tracker
58-59	Narwhal	Amphibious, Bulk, Fur, Horns, Resistance to Water, Swimmer, Tail
60-63	Octopus	Amphibious, Beak, Extra Intelligence, Ink Defense, Swimmer, Tentacles (face)

64	Olive Sea Snake	Amphibious, Digger, Fangs, Poisonous, Scales, Swimmer
65-66	Orca	Aggressive, Amphibious, Bulk, Extra Strength, Fangs, Hide, Killer Instinct, Resistance to Water, Swimmer, Tail
67-68	Platypus	Claws, Fur, Poisonous (claws only), Radar, Swimmer, Tail
69-71	Piranha	Aggressive, Amphibious, Fangs, Killer Instinct, Pack Animal, Scales, Swimmer x2 Smell Blood 200'
72-73	Sea Horse	Amphibious, Chameleon (while underwater), Hide, Prehensile Tail Poor Swimmers: You swim at half of your Move speed.
74	Seal, Elephant	Aggressive, Bulk, Extra Strength, Fur, Swimmer
75	Seal, Harp	Best of Both Worlds, Fur, Resistance to Ice & Cold, Swimmer
76-77	Sea Urchin	Amphibious, Hide, Spikes, Swimmer Bite does d4 + STR damage.
78	Siamese Fighting Fish (Betta)	Aggressive, Amphibious, Scales, Swimmer, Tail Natural Fighter: +1 to Melee attacks & -1 to Persuasion checks
79	Shark, Angel	Amphibious, Chameleon, Hide, Stealthy, Swimmer x2, Tail
80	Shark, Blue	Amphibious, Fangs, Hide, Iron Stomach, Killer Instinct, Swimmer x2, Tail Smell Blood 200'. If they smell blood, they gain the Aggressive trait.
81	Shark, Great White	Amphibious, Extra Constitution, Extra Strength, Hide, Iron Stomach, Killer Instinct, Swimmer x2, Tail Smell Blood 300'. If they smell blood, they gain the Aggressive trait. Large Bite: Your Bite does d8 + STR damage.

82	Shark, Hammerhead	Amphibious, Fangs, Hide, Iron Stomach, Stealthy, Swimmer, Tail
83	Shark, Thresher	Amphibious, Extra Constitution, Hide, Iron Stomach, Swimmer x2, Tail, Tracker Quick Tail: Your tail attack does +1 damage and is at +1 to attack.
84-85	Shrimp	Amphibious, Carapace/ Shell, Digger, Pack Animal, Swimmer
86	Shrimp, Pistol	Amphibious, Carapace/ Shell, Digger, Pack Animal, Pincers, Swimmer Sonic Attack: All of your Melee attacks do an additional 1 Sonic damage.
87-88	Squid	Amphibious, Beak, Extra Strength, Ink Defense, Swimmer, Tentacles (face)
89	Starfish	Amphibious, Hide, Regeneration, Resistance to Water
90-91	Stingray	Amphibious, Fangs, Hide, Poisonous, Swimmer x2, Tail Barbed Tail: Your tail deals an additional d4 damage.
92	Swordfish	Amphibious, Resistance to Water, Scales, Swimmer x2, Tail Sword Face: You make a Melee attack with your face sword for d4 + STR damage.
93-94	Tuna	Amphibious, Resistance to Water, Scales, Swimmer x2, Tail
95-96	Walrus	Bulk x2, Extra Strength, Fur, Hide, Roar, Swimmer, Tusks Whiskers: If Blinded, you only receive half the penalties (rounded up).
97	Whale, Blue	Bulk x2, Extra Intelligence, Extra Strength, Hide, Song, Resistance to Water, Swimmer, Tail
98	Whale, Humpback	Bulk, Extra Intelligence, Extra Strength, Hide, Song, Resistance to Water, Swimmer x2, Tail
99	Whale, Sperm	Bulk, Extra Intelligence, Extra Strength, Fangs, Hide, Song, Resistance to Water, Swimmer, Tail
00	Whale, Whale Shark	Bulk x2, Extra Strength, Hide x2, Song, Resistance to Water, Swimmer, Tail

Dinosaurs and Extinct Animals

#	Animals	Starting Abilities
01-04	Allosaurus	Aggressive, Claws, Extra Strength, Fangs, Hide, Jumper, Killer Instinct, Stealthy, Superior Senses
05-08	Ankylosaurus	Bulk, Extra Strength, Hardened, Hide x2, Horns, Spikes Spiked Tail: Your tail deals an additional d4 damage.
09-12	Archaeopteryx	Claws, Fangs, Feathers, Jumper, Speed, Wings
13-17	Brachiosaurus	Bulk x2, Extra Constitution, Extra Strength, Hide x2, Tail Your bite does d4 + STR damage. You have +5' Reach when you bite.
18-22	Dimetrodon	Bulk, Claws, Fangs, Hide, Swimmer, Tail, Spine Spikes: Any non-Reach, Melee attack made against you from behind causes the attacker 1 damage.
23-27	Diplodocus	Bulk x2, Extra Constitution, Extra Strength, Hide x2, Tail Your tail has +5' Reach and does 1 additional damage. Your bite does d4 + STR damage. You have +5' Reach when you bite.
28-32	Dire Wolf	Aggressive, Bulk, Claws, Fangs, Fur, Killer Instinct, Pack Animal, Roar, Tracker
33-36	Giant Sloth	Bulk x2, Claws, Digger, Extra Strength, Fur, Hide, Tail, Slow (Negative)
37-41	Mammoth	Bulk, Charger, Extra Strength x2, Hardened, Hide, Prehensile Trunk, Resistance to Ice and Cold, Tusks
42-45	Megalodon	Aggressive, Amphibious, Bulk, Extra Constitution, Extra Strength, Hide, Iron Stomach, Killer Instinct, Swimmer Large Bite: Your Bite does d8 + STR damage.

46-49	Moa	Aggressive, Bulk, Beak, Charger, Feathers, Speed
50-52	Mosasaurus	Aggressive, Bulk, Claws, Fangs, Hardened, Hide, Resistance to Water, Swimmer x2
53-57	Plesiosaurs	Bulk, Claws, Fangs, Hardened, Hide, Resistance to Water, Swimmer x2, Tail Your bite has +5' Reach.
58-62	Pterodactyl	Charger (while flying only), Claws, Fangs, Hide, Tail, Wings
63-68	Sabretooth Tiger	Claws, Extra Strength x2, Fangs, Fur, Hardened, Jumper, Roar, Stealthy, Superior Senses, Swimmer, Tail, Tracker
69-71	Spinosaurus	Bulk, Claws, Extra Strength, Fangs, Hide, Swimmer, Tail Spine Spikes: Any non-Reach, Melee attack made against you from behind causes the attacker 1 damage.
72-73	Stegosaurus	Bulk, Extra Strength, Hardened, Hide x2, Spikes, Tail Bite does d4 + STR damage. Spiked Tail: Your tail deals an additional d4 damage.
74-77	Tasmanian Tiger	Claws, Fangs, Fur, Stealthy, Superior Senses, Swimmer, Tracker
78-81	Triceratops	Beak, Bulk, Charger, Extra Strength, Hardened, Hide x2, Horns, Tail
82-84	Troodon	Claws, Fangs, Feathers, Hide, Jumper, Pack Animal, Resistance to Cold, Stealthy, Superior Senses
85-90	Tyrannosaurus Rex	Aggressive, Bulk, Charger, Claws, Extra Strength, Fangs, Hardened, Hide, Killer Instinct, Tail
91-96	Velociraptor	Claws, Fangs, Feathers, Hide, Jumper, Killer Instinct, Pack Animal, Stealthy, Superior Senses
97-00	Woolly Rhinoceros	Bulk, Charger, Extra Strength x2, Fur, Hardened, Hide, Horns

Cryptids & Mythological Creatures (d20)

#	Animal	Starting Abilities
1	Angel	Extra Charisma x2, Regeneration, Resistance to Light, Song, Wings
2	Bigfoot, Sasquatch	Bulk, Charger, Extra Intelligence, Extra Strength x2, Fur, Hardened, Roar, Stealthy, Superior Senses, Tracker Bite does d4 + STR damage.
3	Bigfoot, Skunk Ape	Extra Strength, Fur, Hardened, Roar, Stealthy, Superior Senses, Tracker Smell: Any non-Bigfoot within 60' must make a CON save or be Sickened for d6 rounds. Bite does d4 + STR damage.
4	Bigfoot, Yeti	Bulk, Extra Strength x2, Fur, Hardened, Rage, Resistance to Ice and Cold, Roar, Superior Senses, Stealthy, Tracker Bite does d4 + STR damage.
5	Chupacabra	Claws, Digger, Extra Constitution, Fangs, Fur, Hide, Jumper, Stealthy, Tracker. Blood Drinker (Negative)
6	Demon	Aggressive, Claws, Fangs, Hardened, Horns, Rage, Resistance to Fire & Heat, Stealthy, Tail, Wings
7	Devil	Claws, Extra Intelligence, Fangs, Hardened, Horns, Rage, Resistance to Fire & Heat, Tail, Tracker, Wings

8	Dogman	Aggressive, Claws, Fangs, Fur, Jumper, Roar, Stealthy, Superior Senses, Tracker Ambusher: Your first attack against an opponent is made at Advantage if they are unaware of your presence.
9	Dragon	Claws, Extra Intelligence, Extra Strength, Fangs, Horns, Resistance to Fire & Heat, Scales, Tail, Wings Fire Breath: (x3 times per day) You can breathe fire. Everything with 10' x 10' in front of you takes 2d4 Fire Damage. They may make a DEX check at Disadvantage to take ½ the damage (rounded up).
10	Griffin	Beak, Claws, Extra Dexterity, Feathers, Tail, Tracker, Wings
11	Hellhound	Claws, Fangs, Fur, Jumper, Resistance to Fire and Heat x2, Superior Senses, Tracker, Flame Touched: All of your claw and bite attacks deal an additional 1 Fire damage. Fire Breath: (x3 times per day) You can breathe fire. Everything with 10' x 10' in front of you takes 2d4 Fire Damage. They may make a DEX check at Disadvantage to take ½ the damage (rounded up).

12	Jersey Devil	<p>Aggressive, Claws, Fangs, Horns, Jumper, Rage, Tracker, Wings</p> <p>Magical Claws: Your claws deal an additional 1 Magic damage.</p> <p>Terrible Presence: All enemies with 60' are at -3 to their Courage stat.</p>
13	Kraken	<p>Amphibious, Beak, Extra Strength x2, Swimmer x2, Tentacles (face), Tentacle (arms)</p>
14	Medusa	<p>Extra Charisma, Extra Wisdom, Poisonous, Regeneration, Stealthy, Superior Senses</p> <p>Immunity to Poison & shape-changing effects.</p> <p>Stone Gaze: (30' Range) The target must have sight and be looking at you to affect them. They must make a Death save or become Stunned for d4 Rounds.</p> <p>Snake Eyes: You can see in the dark (60')</p>
15	Mongolian Death Worm	<p>Digger x2, Fangs, Hide, Radar, Regeneration, Resistance to Acid, Tail</p> <p>Acidic Bite: Your bite does an additional 2 points of Acid damage.</p> <p>Acid Spit: (x3 a day) 40' Range, does 1d6 Acid damage and an additional 1 Acid damage the next round.</p> <p>Blindness (Negative)</p>

16	Mothman	Beak, Claws, Hardened, Radar, Resistance to Air, Superior Senses, Tracker, Wings Dive Bomb: When Flying and you Move more than 15' in a round and attack, you deal triple your STR modifier.
17	Pegasus	Fur, Hide, Jumper, Resistance to Magic, Speed, Wings Bite & Kick do d4 + STR damage.
18	Sheepsquatch	Aggressive, Bulk, Charger, Extra Strength, Fur, Hide, Horns, Jumper, Rage, Roar
19	Thunderbird	Beak, Charger, Claws, Feathers, Hardened, Regeneration, Resistance to Air, Resistance to Electricity and Lightning, Wings Thunder Touch: Your claw attacks deal an additional 1 Lightning damage and your beak does an additional 1 Sonic damage.
20	Unicorn	Fur, Hide, Horn, Jumper, Resistance to Magic, Speed Bite & Kick do d4 + STR damage.

Key-word Anthropomorph Mutations

These are a list of natural abilities common among Anthropomorphs. A character with the listed ability gains the benefits and penalties listed. These abilities can stack up to 3 times unless otherwise noted. Advantages can stack and modifiers that say double, triple, etc. increase by one level. *For example, something that says it doubles, now triples.*

This is an updated system for Anthropomorph's abilities. Feel free to use this to update your previously created characters.

Aggressive: +1 to Initiative, +2 to Terror & +1 to Melee attacks. -1 to your AC if you have not used an Action during the round.

Amphibious: +5 to Swim, and you can breathe underwater and on dry land. Can breathe in fresh and saltwater.

Antenna: +2 to Initiative, Surprise Attacks and Seize the Moment attacks are at -3 against you.

Beak: Does 1d6 + STR damage. It does not stack if taken multiple times.

Best of Both Worlds: Your Anthropomorphic form is an attractive mix of humans and animals. Most people treat you better than other animals. You gain +1 to CHA and +2 to Persuasion checks.

Bulk: +1 AC, +1 Toughness, +1 to Terror & +2 HP.

Carapace/ Shell: +2 to AC, +1 to Terror and Toughness
+2

Chameleon: Advantage on all Stealth and Hiding checks

Charger: +5 to Move when Charging and you deal triple your STR modifier to damage (instead of double)

Claws: Does 1d6 + STR damage and adds +2 to Climbing and Digging checks. It does not stack if taken multiple times. +2 to Terror.

Climber: +10 to Climb checks and you can Climb at normal speed

Digger: +10 to Digging checks and have 10 Move while Digging

Extra Arms: You have an extra set of arms. You gain an additional Action per round, +2 to Terror, +4 to Climbing, +2 to Sleight of Hand, and you get +2 STR. This mutation is not available for switching but can be selected as an additional mutation as normal.

Extra Charisma: +2 to CHA

Extra Constitution: +2 to CON

Extra Intelligence: +2 to INT

Extra Dexterity: +2 to DEX

Extra Strength: +2 to STR

Extra Survival: +2 to SUR

Extra Wisdom: +2 to WIS

Fangs: Does 1d6 + STR damage. It does not stack if taken multiple times. +2 to Terror.

Feathers: You take a quarter damage from falling and you gain Toughness: Water +3. You can float easily in most liquids. It does not stack if taken multiple times.

Fur: +1 to AC and Toughness: Cold +2

Glider: You have wings but cannot fly unless falling more than 20'. If falling, you can Fly at 12 Move. You take no falling damage if gliding. It does not stack if taken multiple times.

Hardened: +3 HP, +1 to all Saving Throw stats

Hide: +2 to AC, +1 to Terror and Toughness +1

Horns: Does 1d6 + STR damage (add 2 damage if using the Charge attack). It does not stack if taken multiple times. +2 to Terror.

Ink Defense: (x3 a day) Create Darkness in 50' area, but you can see in ink. Lasts 1 minute. It does not stack if taken multiple times.

Iron Stomach: +2 to CON, Advantage on Poison saves, and you can eat almost anything.

Jumper: +10 to Jumping checks, and you can leap 30' up and 50' across. You can fall 50' before taking damage. Pounce Attack: If you jump 10'+ and attack, you deal double melee damage on that attack).

Killer Instinct: When attacking a living target that has less than half of their starting HP, you gain +1 to Melee attacks, +2 to Terror, and +2 to Melee damage.

Large Size: You stand 7' tall. You gain +5 HP, +1 to STR, Toughness +1, +1 Melee Damage & -1 to DEX. Your natural weapons (claws, fangs, horns, etc.) do 1 more damage. If taken multiple times, add extra 1' in height and then stack the bonuses. +2 to Terror.

Pack Animal: If you are in a group of 5+ allies, you gain +1 to attack & damage. You have +1 to Terror.

Pincers: Does 1d6 + STR damage. Add double your STR modifier to opponent's attempts to break your Grab. You cannot wield a weapon or easily grab small things. You are at Disadvantage on Sleight of Hand checks. It does not stack if taken multiple times. +2 to Terror.

Poisonous: Advantage on Poison saves, and your bite is poisonous (Save against Poison or take 1 extra damage and be at -3 Move for 1 minute). The Move impairment does stack. +1 to Terror.

Prehensile Feet: You can use your feet as if they were your hands without penalty.

Prehensile Tail: You can use your tail as if it were your hands without penalty.

Prehensile Trunk: You can use your trunk as if it were your hands without penalty.

Push Resistant: +1 to SUR, and you roll at Advantage when Pushed.

Radar: You have radar sense. You can feel things moving around you (300'). You gain +3 to AC, Advantage on DEX checks & Advantage on Initiative rolls. You cannot be surprised & are unaffected by Blindness. Seize the Moment attacks you are made at Disadvantage. It does not stack if taken multiple times.

Rage: Whenever you go below half HP in a fight, you may enrage – gain +4 to STR, +10 HP, -2 to AC, +1 extra attack for d6 minutes or until the fight ends. For the next d6 minutes afterward, you have Disadvantage on all rolls. It does not stack if taken multiple times. +2 to Terror.

Regeneration: +1 to CON, +1 to SUR, +3 to Poison save stat, and you Regenerate 1 HP every 5 minutes.

Resistance to Acid: Toughness: Acid +5. Advantage on all saves against injected or ingested hazards.

Resistance to Air: Toughness: Air +5. Anytime you get knocked back, you are knocked back 5' less.

Resistance to Earth: Toughness: Earth +5 (includes sand, mud, etc.).

Resistance to Electricity and Lightning: Toughness: Electricity & Lightning +5

Resistance to Energy: Toughness: Energy +5 (normal energy, not psychic or magic).

Resistance to Fire and Heat: Toughness: Fire & Heat +5

Resistance to Ice and Cold: Toughness: Ice & Cold +5

Resistance to Kinetic: Toughness: Kinetic +5 (physical damage, force damage, etc.).

Resistance to Light: Toughness: Light +5 (natural light and unnatural light sources).

Resistance to Magic: Toughness: Magic +5 (spells and items). You are at +2 to the Magic save stat.

Resistance to Metal: Toughness: Metal +5

Resistance to Poisons: Toughness: Poisons +5. You are at Advantage when making Poison saves.

Resistance to Psionics: Toughness: Psionics +5, and you are at +2 to the Mental save stat.

Resistance to Radiation: Toughness: Radiation +5. You roll at Advantage against saves involving Radiation.

Resistance to Sound: Toughness: Sound and Thunder +5

Resistance to Water: Toughness: Water +5 and are at Advantage when taking a Swim check or any other skill check while in deep water.

Resistance to Wood: Toughness: Wood +5

Roar: +2 to Intimidation & +1 to Terror. Make an Action to Roar - all enemies within 60' must save against Courage or flee for a minute. If taken multiple times, the range becomes 120' for x2 and 180' for x3.

Scales: +2 to AC, +1 to Terror and Toughness +1

Song: +1 to CHA and as an Action you can sing to give all allies within 200' the ability to add or subtract 1 from their first roll of the round. This works underwater. If taken multiple times, the range becomes 300' for x2 and 400' for x3.

Speed: +10 to Move and they can run x5 their Move.

Spikes: If hit by a non-Reach Melee attack, the attacker takes 2 damage. +2 to Terror.

Stealthy: You have Advantage on all Stealth and Hiding checks.

Stink Spray: (30' range) Target must make a Poison check or become Sickened for d6 rounds. You are immune to this and similar odor effects. Does not stack if taken multiple times.

Superior Senses: Gain an additional +2 to Initiative and +2 to Listen & Spot checks.

Swimmer: +10 to Swimming checks, double normal Move while Swimming and you can hold your breath three times as long as a normal person.

Tail: Advantage on all Balance checks and +3 to Climbing checks. Add double your STR modifier to any Trip attempt made on you. You may attack with your tail, doing 1d4-1 damage (plus your STR modifier). It does not stack if taken multiple times.

Tentacles: You have prehensile tentacles on your face or body. Add double your STR modifier to opponent's attempts to break your Grab. Your tentacles can attack for d4-1 damage. It can only be taken twice (once for the face and once for the body).

Tracker: +5 to Tracking checks & +2 Spot and Listen checks

Tusks: Does 1d6 + STR damage. It does not stack if taken multiple times. +2 to Terror.

Wings: Fly at 18 Move and take a quarter damage from falling (1/5 if you have Feathers mutation). Add +1 AC & +1 to attack in flight at level 1, 3, 5 & 8. This mutation is not available for switching but can be selected as an additional mutation as normal. It does not stack if taken multiple times.



Negative Anthropomorph Mutations

If you gain the same Negative, key-word, mutation trait, your GM will choose for you to re-roll it or possibly ignore the effect altogether.

Ageusia: You have lost the sense of taste, losing any ability to make checks related to taste.

Anosmia: You have no sense of smell, losing any ability to make checks related to smell. All taste-related checks are made at Disadvantage.

Apt to Deform: When forced to roll on the Mutation or Mutant Deformity chart, roll twice as many times.

Blindness: You have lost the sense of sight and always act as if Blinded (unless you have Radar, Sonar or another detection-like ability).

Blood Drinker: You only gain sustenance from drinking the blood of the living (or recently dead), disgusting most people. If you eat other food, you become Sickened for d6 minutes. You start with -1 to CHA & +2 to Terror.

Deafness: You cannot hear, losing any ability to make checks related to hearing. You have a -3 to Initiative (unless you have Sonar or another detection-like ability).

Hypoesthesia: You have lost the sense of touch, and you feel no pain. You are at Disadvantage on all touch-related checks and Double Disadvantage on Sleight of Hand checks.

Inattentive: -3 to Initiative

Lower Charisma: -2 to CHA

Lower Constitution: -2 to CON

Lower Intelligence: -2 to INT

Lower Dexterity: -2 to DEX

Lower Strength: -2 to STR

Lower Survival: -2 to SUR

Lower Wisdom: -2 to WIS

Savage Form: Your Anthropomorphic form is more animalistic than human, like a cross between a caveman and an animal. You terrify most people, and you find it hard to fit into society. You are at -4 CHA, +3 to Terror +2 to Intimidation, and have Advantage on Survival checks.

Slow: Disadvantage on Initiative and -5 Move.

Small Size: You stand 4' tall, and you start at -1 to Terror, -2 HP, -2 to STR & +2 to DEX. Your natural weapons (claws, fangs, horns, etc.) do 1 less damage.

Unhealthy: -1 HP at each level and -2 to Critical save stat

Weakness to Acid: Weakness: Acid. Disadvantage on all saves against injected or ingested hazards.

Weakness to Air: Weakness: Air. Anytime you get knocked back, you are knocked back 5' further.

Weakness to Earth: Weakness: Earth (includes sand, mud, etc.).

Weakness to Electricity and Lightning: Weakness: Electricity & Lightning

Weakness to Energy: Weakness: Energy (normal energy, not psychic or magic).

Weakness to Fire and Heat: Weakness: Fire & Heat

Weakness to Ice and Cold: Weakness: Ice & Cold

Weakness to Kinetic: Weakness: Kinetic (physical damage, force damage, etc.).

Weakness to Light: Weakness: Light (natural light and unnatural light sources). You have Disadvantage on all skill checks and save attempts while in exposed to bright lights.

Weakness to Magic: Weakness: Magic (spells and items). You are at -2 to the Magic save stat.

Weakness to Metal: Weakness: Metal

Weakness to Poisons: Weakness: Poisons. You are at Disadvantage when making Poison saves.

Weakness to Psionics: Weakness: Psionics. You are at -2 to the Mental save stat.

Weakness to Radiation: Weakness: Radiation. You roll at Disadvantage against saves involving Radiation.

Weakness to Sound: Weakness: Sound and Thunder.

Weakness to Water: Weakness: Water and are at Disadvantage when taking a Swim check or any other skill check while in deep water.

Weakness to Wood: Weakness: Wood.



Extra Mutations (Optional)

After you select your animal type, you may choose to alter your mutations by switching them for other mutations.

You can switch any of your starting key-word mutations for another key-word mutation that you do not already have. For each mutation switched, you must roll on the Permanent Mutation Chart. You can do this up to 3 times, but cannot duplicate mutations.

You can choose to add new key-word mutations to your Anthropomorph without losing another mutation, but you must roll on the Permanent Mutation Chart. You may do this once each level.

Do not forget – you can use a SUR point to re-roll any of these results.

Permanent Mutation Chart (d00)

When a character switches mutation or selects additional mutations, they must roll on this chart. The character permanently gains the mutation that they rolled. Any new key-word Mutations you gain will be capitalized.

Roll	Mutation
1	Your eyes take on a snake look.
2	Your eyes become jet black.
3	Your eyes become milky white.
4	Your eyes become void purple.
5	Your eyes become slightly increase in size.
6	Your hair turns orange.
7	Your hair turns silver.
8	Your hair turns void purple.
9	Your hair turns blood red.
10	Your hair turns sky blue.
11	Your hair turns bright green.
12	Your hair turns gold.
13	Your hair turns chromatic (all colors).
14	Your hair turns white.
15	Your skin turns white.
16	Your skin turns blue.
17	Your skin turns green.
18	Your skin turns orange.
19	Your skin turns silver.
20	Your skin turns purple.
21	Your skin turns blood red.
22	You become covered with spots.
23	You become covered with stripes.
24	Your skin turns green.
25	Your skin turns gold.
26	You become covered with Fur (your hair color).
27	You become covered with blue Fur.
28	You become covered with tiger-striped Fur.
29	Your feet become webbed (+5 to Swim checks).
30	You gain a fin (+5 to Swim checks).
31	You become slightly more prone to aggression (+1 to Intimidation & -2 to Persuasion).
32	You prefer being in or near water. You are at -1 to all skill checks and attacks if not in water.
33	You grow a small set of antennas. They are purely cosmetic.
34	Your teeth become sharp (+1 to all bite damage).
35	You become more attractive (+1 to CHA).
36	You become more intelligent (+1 to INT).

37	You become stronger (+1 to STR).
38	You become a bit wiser (+1 to WIS).
39	You become somewhat healthier (+1 to CON).
40	You become quicker (+1 to DEX).
41	You become a lot sturdier (+1 to SUR).
42	You become a bit harder to kill (+1 HP).
43	You become less attractive (-1 to CHA).
44	Your mind slips a bit (-1 to INT).
45	You become a bit weaker (-1 to STR).
46	You become more forgetful (-1 to WIS).
47	You become a bit sickly (-1 to INT).
48	You lose a step (-1 to DEX).
49	You lose some of your sturdiness (-1 to SUR).
50	You become a bit frail (-1 HP).
51	You gain slightly thicker skin (+1 to AC).
52	You gain slightly thinner skin (-1 to AC).
53	You gain an amazing singing voice (Advantage on checks involving singing).
54	Your fingernails sharpen (+1 to any Claw damage).
55	You grow Feathers, in addition to any other body covering.
56	You grow Horns.
57	Your legs become stronger (+5 to Jump checks).
58	You become Poisonous. Your hair and eyes turn green.
59	You become tougher than normal (Toughness +1).
60	You gain Scales.
61	You move a bit quicker (+5 Move).
62	You often feel sluggish (-2 Move).
63	You grow Spikes.
64	You gain Stink Spray.
65	You exude an aura of quiet (+5 to Stealth & Hiding checks). You speak in a low or quiet voice.
66	You grow a Tail.
67	Your sense of smell increases (+3 to Tracking).
68	You grow Tusks.
69	You grow gills and become Amphibious.
70	You leave no footprints or traces when you move (you are Tracked at Disadvantage).

71	You can mimic any voice or sound that you have heard.
72	Your vocal cords no longer function.
73	Your hair grows at triple the normal rate.
74	Whenever you are Stunned, reduce the duration by half (rounded down).
75	Whenever you fail a skill check, you gain a cumulative +1 to future checks with that skill until you make a successful pass with that skill.
76	You can speak with animals.
77	Age d6 years.
78	You gain the negative mutation, Ageusia.
79	You gain the negative mutation, Anosmia.
80	You gain the negative mutation, Hypoesthesia.
81	You gain the negative mutation, Deafness.
82	You gain the negative mutation, Inattentive.
83	You gain the negative mutation, Savage Form.
84	You gain the negative mutation, Unhealthy.
85	You gain the negative mutation, Weakness to Energy.
86	You gain the negative mutation, Weakness to Radiation.
87	You gain the negative mutation, Weakness to Poisons.
88	You gain the negative mutation, Weakness to Fire and Heat.
89	You gain the negative mutation, Weakness to Ice and Cold.
90	You gain a negative mutation, Weakness to Acid.
91	You gain the negative mutation, Weakness to Magic.
92	You gain the negative mutation, Weakness to Psionics.
93	You gain Resistance to Radiation.
94	You gain a negative mutation, Blood Drinker.
95	Double mutation! Re-roll twice on this chart. Ignore this one if re-rolled.
96	If switching a mutation, ignore the change and gain an additional mutation of the same type you were discarding (if applicable). If not, you may re-roll.
97	Lose a previous extra Mutation or Mutant deformity.
98	Roll on the Mutant Deformity chart (ignoring 00).
99	Re-roll at Advantage.
00	You gain the negative mutation, Apt to Deform.

PUSH CHART (d00)

When you Push or become Pushed, you must roll on this chart. Each time you Push in a day, past the first attempt, add 15 to your next Push roll*. If the Push is successful, the attack happens first, then the effect occurs. If Pushed with no Action involved, ignore the success column and apply the Push result.

*Do not add 15 if you re-roll using a SUR point.

Rolls	Success?	Notes
01-05	Yes	Allies within 100' gain +1 to STR for 1 hour
06-10	Yes	Allies within 100' gain +1 to attacks and damage for 1 hour
11-15	Yes	Allies within 100' gain Advantage on their next roll
16-20	Yes	Allies within 100' gain +1 to all save stats & +2 HP for 1 hour
21-25	Yes	You grow 4' & gain +2 to STR, Toughness +2, +2 Melee Damage & -2 to DEX for d6 minutes
26-30	Yes	Lose 1 CON for 1 hour
31-35	Yes	You have Disadvantage for 1 round
36-40	Yes	Take d6 Energy damage
41-45	Yes	Pass out for d4 rounds after action
46-50	Yes	Lose 1 STR for 1 hour
51-54	No	Nothing happens
55-56	Yes	Disappear for d4 rounds
57-58	Yes	Everything else within 20' takes d6 Energy damage
59-60	No	Everything within 20' takes d6 Radiation damage
61-62	No	You take d6 Radiation damage
63-64	Yes	Darkness fills a 30' area for d6 rounds
65-66	No	Get knocked up d4x10' into the air
67-68	Yes	Gain immunity to all Energy for d6 minutes
69-70	No	100' wave of energy breaks all glass & knocks back everyone 10' unless they make a STR check
71-72	Yes	Flash of light Blinds everyone else within 100' unless they make a DEX save

73-74	No	20'x20' sinkhole appears below you. Everyone within 20' must make a DEX check or fall in the pit.
75-76	Yes	100' Radiation burst. All must save against DEATH or lose 1 CON for an hour.
77-78	No	Everything within 100' is Stunned for d4 rounds unless they make a CON check
79-80	No	All metal within 40' is pulled 20' above your head and then drops. (STR negates held items being pulled)
81-82	No	Gravity reverses within 100' for a few seconds. Anything that is not flying or holding something falls 30' when it returns. All actions are lost.
83-84	Yes	Everything within 100' has their feet encased in ice (STR check & action to break)
85	Yes	Roll on the Permeant Mutation Chart at Advantage
86	Yes	-2 to AC for the next d6 minutes
87	No	All simple and unprotected electronics turn off.
88	No	Everything within 100' must make a Critical save or be Deaf for d4 minutes (Sonic effect).
89	Yes	A 30' area (centered on you) disappears and reappears d4 rounds later
90	No	Turn Invisible for d6 rounds
91	Yes	The ground 100' around you becomes covered in 6" of mud (all Moves & Jumps are ½)
92	No	Green gas instantly fills the area 100' around you for d4 minutes. It does d4 Acid damage a round & visibility is ½
93	Yes	Heal everything d6 HP within 100'
94	No	Switch sexes for 1 day
95	Yes	Every living thing within 100' can only speak in an unknown alien language for d4 minutes
96	Yes	PUSH everything else within 100'
97	No	PUSH everything else within 100'
98	No	Everything within 100' must make a Critical save or be Stunned for d6 rounds
99	No	Everything within 100' takes d10 Energy damage. You become Stunned for d4 rounds
00+	No	Roll on the Mutant Deformity Chart.



MUTANT DEFORMITY CHART (d00)

Your Push fails, and you take on a new, permanent mutation. Key-word mutations will be capitalized and can be found in the Anthropomorph Abilities (p. 189) or Mutant Powers.

Roll	Mutation
1	Gain another random Mutant Power & roll again on this chart ignoring 1 & 100
2	You grow gills and become Amphibious
3	Your skin turns orange
4	Your skin turns purple
5	Your skin turns crimson red
6	Your skin turns powder blue
7	Your skin turns dark green
8	Your skin turns chromatic silver
9	Your skin turns gold
10	You skin gains Hardened
11	You grow a fin and gain Swimmer
12	You emit an unpleasant odor (-1 to CHA)
13	You gain the Anosmia negative mutation
14	You gain the Ageusia negative mutation.
15	You grow a third eye on your forehead (+2 to Spot checks & +2 to Mental save stat)
16	You gain Fangs
17	You gain Claws
18	You gain a Prehensile Tail
19	You sprout feathery Wings
20	You change sexes
21	You grow an extra set of Tentacle arms
22	Your hair turns orange
23	Your hair turns purple
24	Your hair turns blood red
25	Your hair turns sky blue
26	Your hair turns bright green
27	Your hair turns silver
28	Your hair turns gold
29	Your hair turns chromatic (all colors)
30	You lose all body hair below your head
31	You gain the Blood Drinker negative mutation.
32	You go blind but gain Radar
33	You grow an extra, dead arm. (-1 CHA)
34	You grow Extra Arms
35	You gain Invisibility (Mutant power), but when visible your top layer is skin is not visible
36	You sprout Tusks
37	You become covered in burns and tumorous growths. Gain Regeneration x2 & -4 CHA
38	Your eyes become bug-like. -2 CHA & +5 to Spot
39	You grow an extra set of eyes (Advantage on all Spot checks, +2 to Initiative)

40	You grow a small mutant in your stomach. It is intelligent & retractable. GM should have fun
41	You grow an extra set of legs (+2 DEX, +5 Jump, +5 Move)
42	You grow an extra heart (+1 to all save stats, +1 HP per level)
43	You grow an extra set of lungs (+1 to CON, gain Advantage on all gas-related saves or checks)
44	You grow a third eye on the back of your head. You cannot be Surprised if uncovered.
45	You grow retractable eye stocks (grow out 6", can turn 360 and in different directions)
46	Your face melts off, but you survive. You gain Terror: 14 if your face is visible & -5 CHA
47	You sprout Horns
48	You become Aggressive
49	You grow large Claws on your feet. Good luck boot shopping!
50	Your lower body becomes snake-like (-3 CHA, +5 move, +1 AC, tail attack/ d4 damage, cannot be Tripped)
51	You grow a long, forked tongue
52	You grow a Beak
53	You smile, laugh, and joke almost all of the time. -2 CHA and immunity to mind probes, suggestion & control.
54	Your face becomes snake-like (-4 CHA, long tongue & gain Fangs)
55	Your face becomes covered with eyes (-4 CHA, Advantage on all Spot checks, +2 Initiative)
56	You sprout a set of bug-like Antenna
57	Your brain increases in size, as does your head. Gain Extra Intelligence.
58	Your sense of touch increases (+3 to Sleight of Hand checks)
59	You gain a new Mutant Power or Mutation, but your right leg falls off (will not grow back)
60	You gain a new Mutant Power or Mutation, but your left arm falls off (will not grow back)
61	You gain a Carapace/ Shell
62	Your body grows open sores that leak acid (Gain: Toughness: Acid +5, the acid eats through normal clothes, does d4-1 damage upon touch)
63	You become gaunt and weaker (+2 DEX, -2 CON & -1 to all Save stats)
64	You lose the ability to feel pain (+2 Courage & -1 to DEATH & CRITICAL save stats)
65	You gain an energy aura that reflects ¼ of all melee damage (rounded up) you take back to the attacker in the form of energy. You cannot touch things properly (-1 DEX)

66	You gain d4 extra fingers (+1 Sleight of Hand per extra finger)
67	You grow to Large Size or gain 2' (+1 STR, -1 DEX) if you are already large
68	You shrink to Small Size or shrink 2' (-1 STR, +1 DEX) if you are already small
69	Your hands & feet become webbed. Gain Swimmer.
70	You gain hemophilia (when you take damage, you take 1 HP extra damage, and you take 1 extra HP damage when bleeding)
71	You become more attractive. Gain Best of Both Worlds.
72	You sprout Spikes
73	You can rotate your head 360 degrees (+1 to Initiative), and you take ½ damage from Surprise Attacks (rounded up).
74	Your shadow burns whatever it sits upon for more than 1 round (d4 radiation damage each round touching it)
75	You lose the ability to speak. You gain minor telepathy (can talk and hear thoughts, but if the target is unwilling, the telepathy fails). When using telepathy, the veins in your head grow larger & throb
76	Anyone that sees you from more than 50' away sees you as a blur (+4 to Range AC, +5 to Stealth)
77	You become sun-sensitive. You take 1 HP damage per 5 seconds of direct sun exposure.
78	Your skin turns green, small plants & veins grow on you & you can use photosynthesis (as long as you get some sunlight, you do not need to eat)
79	One of your hands turns into a large crab claw (d6 damage)
80	Your age reverses by d12 years (you retain all of your memories, abilities, and powers)
81	You age d12 years
82	You sprout 8 large, spider legs. You can walk on walls, gain +10 to Jump & gain Advantage on Poison saves
83	You gain a Weakness to Metal (double damage)
84	You gain a Weakness to Wood (double damage)
85	You gain a Weakness to fire & heat (double damage).
86	You gain a Weakness to ice & cold (double damage)
87	You gain a Weakness to magic (double damage)
88	You gain a Weakness to poisons (double damage)
89	You gain a Weakness to sound (double damage)
90	You gain a Weakness to electricity (double damage)
91	You gain a Weakness to Earth (double damage)
92	You gain a Weakness to Kinetic energy (double damage)
93-98	You take on an Anthropomorphic animal form (roll on the Random Animal Appearance Chart & gain their basic abilities) p. 163 If you are already an Anthropomorph, re-roll this result, ignoring 93-98.
99	You Gain a random Mutant power and re-roll on this chart, ignoring this result if re-rolled.
00	You turn into a pile of radioactive goo! You die.

NEW SKILL PACKS

In a normal game of Vigilante City, Mutants and Anthropomorphs do not have a class beyond being a Mutant or Anthropomorph and must select a Skill Pack to give them their skills. Below are the skill packs with their detailed level progression. The previously available skill packs from the core book are: **Bruisers, Commando, Gumshoe, Hacker, Leader, Scholar and Street Rat** (p. 218 Core Book).

These are brand new Skill Packs you may select, in addition to the original skill packs:

- **Assassin**
- **Burglar**
- **Driver**
- **Gambler**
- **Mechanic**
- **Medic**
- **Sewer Rat**
- **Spy**

NOTE: If you have a skill pack with a duplicated skill that you learn elsewhere, you may switch it out or gain a permanent +1 bonus to that skill.

ASSASSIN

You are trained in covert skills that amplify your powers, making you a killing machine that can strike from distance or close range.

Assassins start with:

- Athletics General
- Combat Training
- Fighting: Martial Arts
- Investigation
- Parkour
- Ranged Weapons
- Stealth
- Subterfuge at +1
- 1 other skill
- +2 to Initiative

Starting Gear: Kit of your choice, 2 Daggers, Light Melee Weapon, Light Range Weapon (w/ ammo) & Leather Armor. Roll on Money Chart.

Level Assassin's Level Progression	
2	+2 to any Surprise Attack and Surprise Attack damage & +5 Move
3	+1 to Initiative & Seize the Moment +1
4	Advantage on Surprise Attacks & +5 Move when running
5	Advantage on Investigation or Subterfuge checks
6	+2 to attacks, +1 to Initiative & +1 damage to all Surprise attacks
7	Extra Action each round & your attacks are Outsmarted at Disadvantage
8	You can use an extra SUR point to re-roll a failed roll.
9	+1 to Initiative, +1 to attacks & +1 to damage
10	If you roll a natural 20 on an Attack, you roll on the Critical Hit table at Advantage

BURGLAR

All of your life, if you saw something you wanted, you just took it when nobody was looking. Your skillset allows you to sneak around and steal whatever you like, and to flee if busted swiftly.

Burglars start with:

- Athletics General
- Combat Training
- Fighting: Brawling (can upgrade for 1 skill points)
- Sleight of Hand at +3
- Stealth at +2
- Street Smart
- Subterfuge at +1
- 4 other skills
- +1 to Initiative

Starting Gear: Kit of your choice, 2 Daggers, Light Weapon & Leather Armor. Roll on Money Chart.

Level	Burglar Level Progression
2	Advantage on Stealth & +1 DEX
3	+2 to Initiative, +2 to Sleight of Hand & +10 Move when fleeing
4	+3 Skill points & Advantage on Climbing checks
5	You can fall 30' without taking damage, +2 to Spot & Listen checks & +1 DEX
6	Advantage on escape checks & +2 to Street Smart
7	You can run x4 Move & +1 SUR or +1 WIS
8	You may use an extra SUR point on any re-roll
9	Advantage to Sleight of Hand & extra Action each round
10	Advantage on the skill of your choice or +2 WIS

DRIVER

You spend a lot of time behind the wheel and use your skills to maneuver through the city streets with extreme speed. You relish the chance to lose the *dumb-ass* cops, win a street race, or lead a SWAT team into the teeth of an angry mob of mutants!

DRIVERS start with:

- Combat Training
- Fighting- Brawling (can switch to another at the cost of 1 skill point at 1st level)
- Knowledge- Local Geography at +1
- Mechanics at +1
- Piloting: Basic at +3
- Street Smart
- 2 other skill points
- +2 to Initiative while driving

STARTING GEAR: Vehicle, Driving Gloves, Padded Armor, Switchblade, cool leather driver's jacket, Pistol (w/ ammo), and Mechanics Kit. Roll on Money Chart.

Level	Driver Level Progression
2	+1 to Avoid Obstacles, +1 to Speed Up, you and your passengers take d4 less damage when you Crash. That's My Jam: Gain +2 to Pilot: Basic while jamming music that you love.
3	+2 to Pilot: Basic, you incur no DC penalties when driving at Speed 4 or less
4	Choose 2: Gain +2 to Avoid Obstacles, Jump, Pass (all), Speed Up, Sudden Stop, Turn or U-Turn
5	+1 to Push It, +2 to Pilot: Basic, Driving DEX checks are done at Advantage & any vehicle/tires you drive gains Toughness +1
6	You gain +1 to Initiative and any vehicle you drive gains +1 to Max Speed
7	You gain Advantage on all Pilot: Basic checks and on Initiative rolls while driving.
8	You and your passengers take d6+ your DEX modifier less damage in a crash. You may use an extra SUR point on a failed Driving related roll.
9	Extra Action each round. When you Spin-Out, you may make a DEX check. If you pass, you may move forward 1 space and gain 1 Speed in any direction.
10	All your Driving DCs are 1 less. You may re-roll the first Critical Fumble on a Driving roll each day. You may see the fumble roll before deciding to re-roll.

GAMBLER

Life is game to you, and you want to make sure it is rigged in your favor. You love the thrill of making money as much as you enjoy the thrill of playing the game.

GAMBLERS start with:

- Fighting: Brawling (may upgrade for 1 skill point at 1st Level)
- First Aid
- Intimidation
- Knowledge: Games
- Mathematics
- Persuasion
- Sleight of Hand at +1
- Street Smart
- 4 other skill points
- +1 CHA & +1 SUR

STARTING GEAR: Sunglasses, knife, many decks of cards, marked cards, dice, kit of your choice, pistol (w/ ammo) if you take the Ranged Weapons skill.

Level	Gambler Level Progression
2	X times a day (X is your CHA modifier +1), you can add or subtract your CHA modifier +1 from any of your rolls
3	+1 SUR & +1 AC
4	Advantage on Intimidation or Persuasion
5	You may use an extra SUR point to re-roll any roll
6	+2 Skill points & +1 CHA
7	You gain +5 Move when fleeing & +2 to Street Smart or Sleight of Hand
8	You are at Advantage on any rolls involving a game
9	Extra Action each round
10	You may add or subtract up to 2 from any of your rolls



MECHANIC

You love to work with cars and machinery. Breaking down a machine and rebuilding it better makes you happy, and getting your hands greasy makes your day.

MECHANICS start with:

- Computer Skills
- Electronics
- Mechanics at +3
- Pilot: Basic at +2
- 5 other skill points

STARTING GEAR: Vehicle, Padded Armor, Switchblade, Pistol (w/ ammo) if you took Ranged Weapons and Mechanics Kit. Roll on Money Chart.

Level	Mechanic Level Progression
2	Advantage on Mechanics checks
3	Hook Up: You can get car and mechanics parts at about ½ the cost normal cost
4	Advantage on Pilot: Basic checks & +1 STR
5	You may use an extra SUR point on any failed Mechanics check
6	+3 Skill points & +1 to an attribute
7	Advantage on the skill of your choice
8	You may use an extra SUR point on any failed driving check
9	Extra Action each round & Toughness +1
10	You may use an extra SUR point on any failed roll

MEDIC

You are trained to assist the injured and aid those that need help. Your skill set has been honed to make sure that you can fulfill your desire to help others.

MEDICS start with:

- Combat Training
- First Aid at +2
- Pilot: Basic
- Street Smart or Survival at +1
- 4 other skill points
- +1 to the Courage stat
- +1 INT or +1 WIS

STARTING GEAR: Padded Armor, Moderate Clothes/Uniform, 2 Light Melee Weapons, Flashlight, Medic Kit, 1 extra Medi-Pack I. Roll on the Money Chart.

Level	Medic Level Progression
2	You may Mend Wounds during combat. You may do this 1 time per day equal to your level + your WIS modifier.
3	+1 INT or +1 WIS & +1 AC
4	Gain into the Fray: If you are going to aid an injured target, you may re-roll your Initiative (adding your WIS & DEX bonus to the roll), gain +d6 Move, and gain Advantage on all First Aid checks for 2 minutes.
5	You can set broken bones and stop bleeding with Mending Wounds. Using Mending Wounds takes you 1 round for healing and basic procedures, and it heals d6.
6	All allies within 60' gain +1 to Courage save stat & Terror checks. Anytime you heal someone by any means, they gain 1 extra HP. +2 to First Aid.
7	You can use Mending Wounds during combat without a First Aid roll, and you can use it on yourself. All Mending Wounds attempts now take you 1 action and heals d8 HP. Into the Fray lasts 4 minutes. +1 extra Action per round.
8	You may use First Aid skill check to attempt field amputations, blood transfusions, and lifesaving procedures. Gain Fearless.
9	Nightingale Aura: All allies within 100' gain +1 to all save stats, +1 AC, and +3 to Terror checks. Anyone you heal gains +2 Move for d6 minutes (does not stack). Your Mending Wounds heal d10 HP.
10	You may use an extra SUR point on any dice roll in which you are trying to aid someone in need. +1 to INT & WIS.

SEWER RAT

The subterranean cousin to the street rat, the Sewer Rat, has it harder because they spend most of their time beneath the world in a labyrinth of dark and dank tunnels trying to eke out a living.

SEWER RATS start with:

- Athletics Basic
- Combat Training
- Fighting: Brawling (can upgrade for 1 skill point at 1st Level)
- Sewer Survival +2
- Sleight of Hand
- Stealth at +1
- Street Smart
- 3 other skills
- +1 to Initiative

STARTING GEAR: Kit of your choice, 2 Daggers, 2 Light Weapons & Leather Armor. Roll on Money Chart.

Level	Sewer Rat Level Progression
2	+2 to the Poison save stat, +5 to Swimming checks & +1 AC
3	+1 to attacks & +1 to Initiative
4	+5 to Move & +3 skill points
5	+1 to DEX & Advantage on Stealth
6	+1 extra Action per round, +3 to Street Smart & Can Run 4x Move
7	+2 to AC, +3 to Stealth & +1 to attacks
8	+2 to Surprise Attacks, +3 to Move
9	You may use an extra SUR point on any failed roll
10	Advantage on a skill of your choice & Immunity to Poisons

SPY

You are a highly trained operative that can be deployed on many different styles of missions. You can fight, sneak, steal, observe, and charm, yet almost nobody knows what your true mission is and where your ultimate loyalties lie.

SPIES start with

- Art & Music
- Combat Training
- Fighting: Any
- Interrogation or Intimidation
- Investigation at +1
- Persuasion at +1
- Ranged Weapons
- Subterfuge at +1
- 3 other skills
- +1 to Spot checks

STARTING GEAR: Surveillance Kit, Light Armor & 1 Light & Medium Melee Weapon. Roll on the Money Chart.

Level	Spy Level Progression
2	Learn an extra language & +1 to attack or AC
3	+2 to Investigation & you can Run at 4x Move
4	Gain Outsmart
5	Seize the Moment +1
6	Advantage on Investigation or Persuasion checks
7	Extra Action each round & +1 AC
8	You may use an extra SUR to re-roll any failed roll
9	+1 to Outsmart & +1 to any 2 attributes
10	Fearless & +2 to attacks

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CODE NAME

GLASS

LEVEL

LANGUAGES

True Identity

XP

ALIGNMENT

WEAPONS

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VIGILANTE CITY

VIGILANTE IMAGE

OTHER NOTES