

MUTANTS

Mutants are members of a species whose bodies have been altered by continuous exposure to radiation (or they are the children of mutant parents). Mutants have strange and unusual powers called mutations. These powers, though awe inspiring, almost always come at the price of a physical mutation.

Each player should choose the physical manifestation their mutant suffers. The suggestions below are just that, suggestions. At the discretion for the GM, the mutation may not alter the characters appearance but such mutants should be rare (except for those that have manifested psionic power).

Types of Mutations

There are two types of mutations: primary and secondary mutations. Generally, primary mutations are available only with starter careers and they offer bonuses to abilities. Secondary mutations are what most people think of when they think of mutations and are represented by such things as extraordinary sight or hearing, rock-hard skin or extra limbs.

When choosing primary and secondary mutations, characters are encouraged, but not compelled, to choose related mutations. For instance, a **Freakishly Strong** mutant should consider mutations such as **Giant** or **Hard Shell** for his secondary mutations while a **Mega Brain** might want to look at **Bug Eyes** or **Two of a Kind**.

Advancing Mutations

Some mutations can be selected multiple times. Each time the character selects the same mutation he undergoes an additional change. Often this change is accompanied by a worsening of his physical mutation. A character can also gain new ranks by expending experience points.

cost = current ranks * 50 in experience

PRIMARY MUTATIONS

Mutation	Power	Suggested Physical Change
Freakishly Strong	STR +2	Your arms and perhaps entire torso are abnormally large (but not your legs and/or head).
Monkey Limbs	AGI +2	Every part of you is very long and very skinny. You stand about two feet taller than most members of your species and look as if you had been stretched out.
Mega Brains	INT +2	Your brain is very large and may or may not be exposed.
Towering Mind	Will +1, PSI +2 and choose a rank 1 psionic power. You may optionally choose a second psionic power rather than a secondary mutation.	Psionic mutants often show no physical signs of their mutation.

SECONDARY MUTATIONS

• Bug Eyes	You can see farther than normal.
• Grasshopper	You can jump or even fly short distances.
• Handy	You have three hands.
• Hard Shell	You have thick skin and gain SOAK.
• Giant	You are much larger than normal members of your species.
• Now You See Me	You can change the color of your skin and even turn invisible.
• Sticky	You can cling to walls and climb fast.
• Three's Company	You have three legs.
• Two of a Kind	You have a second fully functional brain.

Bug Eyes

Your massive eyes are about three times the size of normal and are completely lacking irises and eyelids.

Effect: You can see twice as far as a normal member of your species.

Advancement: You can select this mutation up to four times, doubling your base vision each time.

Grasshopper

Your legs are not like other peoples, they bend backwards and have a distinct resemblance to the hind legs of a grasshopper.

Effect: You gain a +2 die bonus on jump checks and you can jump twice as far as part of a move action.

Advancement: The second time you take this mutation you can fall from any height without taking damage and always land on your feet. The third (and final) time you can fly for short distances but must land at the end of your turn.

Handy

A third arm sprouts from the very top of your head.

Effect: You have a third appendage. Opponents suffer a -2 die penalty on disarm checks made against you.

Advancement: If you select this mutation a second time you can use your third appendage to make a single extra attack each round. This attack is subject to a -1 die penalty as if you were fighting with dual-weapons.

Special: You may take the Ambidexterity skill a third time to eliminate the -1 die penalty on this attack.

Hard Shell

Your skin is tough and rocky and bears a resemblance to an asphalt road.

Effect: You gain SOAK 1.

Advancement: You may select this mutation as many times as you like gaining cumulative SOAK 1 each time you select it.

Giant

You're a big fellow, really big. Gigantic actually.

Effect: You are one size larger than a normal member of your species.

Advancement: You may select this mutation until you become size large.

Special: If you are size large you gain defense -2 and SOAK 5

Now You See Me

Your skin is rubbery and almost looks fake, like a plastic skin that might be used on an android.

Effect: As an action, you can change your coloration to blend in with your background. You gain a +2 die bonus on hide and stealth checks.

Advancement: The second time you select this mutation you can, as an action, turn yourself invisible. Any activity other than movement ends this effect.

Sticky

Tiny suction cups cover your fingers, hands and bottoms of your feet.

Effect: You gain a +2 die bonus on climbing checks.

Advancement: The second time you take this mutation you can climb at your full speed. The third time allows you to move across solid surfaces without making a climb check and you can move upside-down while using all your limbs. A fourth (and final) selection allows you to move upside down just using your feet.

Three's Company

You have a third leg or maybe that's just a tail.

Effect: You are steady on your feet and opponents suffer a -2 die penalty to trip and knock down checks.

Advancement: Each time you select this mutation beyond the first you add 1 square to your movement.

Two of a Kind

You and your brother Jeb are close, very close. He lives on your shoulder, he's just a face and presumably a brain. He doesn't like the smell of your armpit.

Effect: Your second brain makes you difficult to control, opponents suffer a -2 die penalty on attempts to affect your mind.

Advancement: If you select this mutation a second time, anytime you are subjected to a mind altering effect you may make an INT check (opposed by the effects origin) at the beginning of the following round to shrug it off.