

The Metamorphica

Being a Very Large Collection of System-Agnostic Random Mutation Tables

by Johnstone Metzger

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Introduction



This book is a collection of biological, psychic, and supernatural mutations, all grouped into tables so results can be randomly selected, using dice. These tables can be used to generate random mutations and mutant creatures, or the descriptions of these mutations can be used as an influence to spur creative thinking. *The Metamorphica* has been designed to work with a variety of different types of role-playing game campaigns, from top secret government experiments and post-apocalyptic wastelands to four-colour superheroes and the chaotic sorceries of dark fantasy. Because of this, it does not contain any specific rules—you and your gaming group will need to decide exactly how these abilities and features are represented in the rules you use in play.

In the regular tables, mutations have been grouped into categories. Those affecting the body have been grouped into mutations affecting form and function, those affecting the mind have been separated into behaviours, changes affecting cognition, and abilities of an obviously psychic nature. As well, there is a large selection of supernatural mutations, covering both magical abilities and super powers. At the end of the book is a collection of additional tables, alternate tables, and instructions for creating specific types of characters. These are, like everything else in this book, optional aids that you may find useful.

A few technical notes are in order. Some mutations have sub-tables that determine specific characteristics; these have been included in their descriptions. If the details of a mutation specify multiple die sizes, the smaller die represent a more “realistic” setting, while the larger die sizes represent more supernatural options. This book follows the tradition of war gaming and refers to individual mutants as “it,” as if they were miniature figurines and not actual people or fictional characters that possess a gender. The reader is encouraged to mentally supply suitable genders as necessary.

Finally, as lengthy as this book is, the reader may yet feel that something is missing—a crucial entry, perhaps, or a favourite mutation result. If such is the case, the reader is encouraged to cross out entries that are displeasing, inappropriate for a specific campaign setting, or have simply become boring through overuse, and substitute new, custom entries that are more appealing. While it is hoped that the *Metamorphica* will have broad appeal and utility, some will find that, in order to be usable, it must itself undergo the process of mutation.

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Mutation Tables

directions

If you already have procedures for generating a mutant character, or are adding individual mutations to an already-existing character, you may proceed directly to the mutation tables. If you need procedures to generate specific types of characters, such as anthropomorphic animals, demons, monstrosities from the swords and sorcery genre, mutant plants, psychics, secret experiments, superheroes, or warped, alien life forms, you can find procedures for that in the Appendices at the end of the book. If a mutation's description directs you to use the body part table, the colour tables, or the creature tables, these can be found in Appendix 1.

To generate a random mutation, simply roll 1d1000 and consult the mutation tables. To generate random mutations from specific categories, use the following procedures:

- For behavioural mutations, roll 1d100+400.
- For cognitive mutations, roll 1d100+500.
- For mental mutations, roll 1d300+400.
- For mental mutations not including psychic powers, roll 1d200+400.
- For mutations affecting physical functions, roll 1d200+200.
- For mutations affecting the physical form, roll 1d200.
- For physical mutations, roll 1d400.
- For psychic powers, roll 1d100+600.
- For supernatural attributes, roll 1d300+600.

the mutation table index

► *Roll 1d1000 and consult the table listed:*

1-200 Body: Form

201-400 Body: Function

401-500 Mind: Behaviours

501-600 Mind: Cognition

601-700 Psychic Powers

701-1000 Supernatural Attributes

4 mutation tables

body: form table

► *Roll 1d200 for physical form mutation:*

13	1-2	Albino	61-62	Feathers	18
	3	Alternate Locomotion	63	Fin	
	4	Amorphous	64	Flaking Skin	
	5	Animal Feet	65	Flippers	
	6-7	Antennae	66-70	Fur	
14	8-9	Anthropomorphic Animal	71	Fused Ribs	
	10-12	Armour	72	Gliding Membranes	
	13	Atrophied or Malformed Part	73-74	Hairless	
	14-16	Attractive	75	Headless	
	17	Backwards Parts	76	Hemihypertrophy	
15	18	Beak	77	Hooks	
	19	Bestial Face	78	Hopper	
	20	Birthmark	79-81	Horns	
	21	Body Barbs	82	Huge Beard	
	22	Boils and Sores	83-84	Huge Head	
16	23	Bristles	85	Hideous Appearance	19
	24	Bulging Eyes	86	Hump	
	25-26	Car's Eyes	87	Hunchback	
	27	Changing Colours	88	Internal Weapon	
	28	Cilia	89-90	Large Ears	
17	29-32	Claws	91	Large Rear End	20
	33	Clothes	92-95	Large Size	
	34-35	Clubfoot	96	Leaves	
	36	Complex Mouthparts	97	Limb Loss	
	37	Covered in Orifices	98	Limb Transference	
18	38-39	Crest	99	Long Face	
	40	Crown	100	Long Legs	
	41	Diffused Organs	101	Long Neck	
	42	Doppelgänger	102	Long Nose	
	43	Double Mouth	103	Long Tongue	
19	44-45	Enormously Fat	104	Loose Skin	21
	46-47	Exotic Genitalia	105	Mane	
	48-49	Extra Eyes	106	Mostly Hairless	
	50-51	Extra Fingers and Toes	107	Multiple Arms	
	52	Extra Joints	108	Multiple Heads	
20	53	Extra Orifices	109	Multiple Legs	
	54-55	Extremely Thin	110	No Ears	
	56	Eyestalks	111	No Eyes	
	57-60	Fangs	112	No Nose	

21	113	No Skin	151	Strange Interior Organs	24
	114-115	Oddly-Shaped Tongue	152	Strange Texture	
	116	One Eye	153-156	Strangely-Coloured Eyes	
22	117	Overgrown Body Part	157-160	Strangely-Coloured Hair	
	118-122	Patterned Skin	161-165	Strangely-Coloured Skin	
	123	Physically Immature	166	Stubby Digits	
	124	Pinhead	167	Sympathetic Biomorphism	25
	125-126	Pointed Head	168-172	Tail	
	127	Pouch	173	Taller	
	128	Protective Eyelids	174-175	Tentacles	
	129	Puny	176	Tongueless	
	130	Quills, Spines, or Thorns	177	Toothed Skin	
23	131	Radula	178-180	Transparent Eyelids	
	132	Re-Arranged Face	181	Trunk	
	133	Redundant Vital Organs	182-183	Tumours	
	134-136	Reverse Pedalism	184	Twisted Frame	26
	137-139	Scales	185	Vestigial Wings	
	140	Scars	186	Walking Head	
	141	Short Legs	187	Warty Skin	
	142	Siamese Twin	188	Weapon Hands	
	143	Skull Face	189-191	Webbed Digits	
	144-147	Small Size	192-193	Whiskers	
	148	Snout	194	Wide	
	149	Stomach Orifice	195-199	Wings	
24	150	Strange Ears	200	Wrinkled Skin	

body: functions table

► Roll 1d200+200 for physical functions mutation:

27	201-202	Adhesive Touch	219	Cocoon	28
	203-204	Allergies	220-221	Cold Blooded	
	205-206	Ambidextrous	222-223	Colour Blind	
	207	Anaerobic	224	Cracking Joints	
	208	Aquatic Adaptation	225	Deaf	
	209	Bad Breath	226-227	Decreased Metabolism	
	210-212	Bioluminescent	228-232	Decreased Physical Capability	29
	213	Blind	233	Defensive Barbs	
	214	Blood Substitution	234	Diabetes	
28	215	Buoyancy	235	Disease Carrier	
	216-217	Chameleoline Skin	236-237	Double Jointed	
	218	Chronic Pain	238-239	Early Maturation	

...continued on next page.

6 mutation tables

30	240	Efficient Digestion	295	Ink	34
	241-242	Electrical Generation	296	Kidney Stones	
	243-244	Electromagnetic Disruption	297	Light Dependency	
	245	Enhanced Musculature	298	Light Generation	
	246-247	Enlarging Mouth	299	Light Sensitivity	
31	248	Excretion	300	Long Life	35
	249	Explosive Death	301-302	Low Pain Threshold	
	250	Extensible Limbs	303	Low Sex Drive	
	251	Fast Hair Growth	304-305	Malformed Mouth	
	252	Fragrant	306	Malleable Body	
32	253	Frog Tongue	307	Malleable Features	36
	254	Fruit	308	Microscopic Vision	
	255	G-Tolerance	309	Mute	
	256	Gas Bag	310	Myopia	
	257	Gas Emission	311	Nerve Cut-Off	
33	258-259	Gills and Lungs	312	No Pain Receptors	37
	260	Hangover Resistance	313	No Sense of Smell or Taste	
	261-262	Heightened Hearing	314	No Sense of Touch	
	263-264	Heightened Sense of Smell and Taste	315	Oversexed	
	265-266	Heightened Sense of Touch	316	Paraplegic	
34	267-268	Hemophilia	317-318	Parasite Infestation	38
	269	Hermaphrodite	319	Parthenogenesis	
	270	Hermaphromorph	320	Performance Enhancement	
	271	High Body Temperature	321	Permeable Skin	
	272-273	High Pain Threshold	322-324	Pheromones	
35	274	Hollow Bones	325	Photosynthetic	39
	275	Horrible Stench	326	Poison Glands	
	276	Hyperadrenal Gland	327	Poison Susceptibility	
	277	Hyperopia	328-329	Poor Respiration	
	278	Immune to Disease	330	Pouched Cheeks	
36	279	Immune to Poison	331	Powerful Jaws	40
	280	Increased Appendix Size	332	Powerful Legs	
	281	Increased Heart and Lung Size	333-334	Prehensile Feet	
	282-283	Increased Metabolism	335	Prehensile Hair	
	284-288	Increased Physical Capability	336-337	Premature Aging	
37	289	Increased Susceptibility to Illness	338	Prey Scent	41
	290	Independently Focusable Eyes	339	Protected Senses	
	291	Infected	340	Pseudopods	
	292	Infertile	341	Quadriplegic	
	293	Inflation	342	Radar	
38	294	Infravision	343	Reflective Skin	

37	344-346 Regeneration	373	Structural Weakness	40
	347 Respiratory Filters	374	Suckers	
	348 Roots and Vines	375-376	Telescopic Vision	
38	349 Rotating Body Part	377-378	Temperature Resistance	
	350 Rotting Flesh	379-380	Temperature Sensitivity	
	351 Rubber Bones	381	Thin Skin	
	352 Rubbery Skin	382	Total Healing	
	353 Saliva Substitution	383	Toxic	
	354 Salt Drinker	384	Toxin Resistance	
	355 Sanitized Metabolism	385	Trail of Slime	
	356 Shapechanger	386	Tremor Sense	
39	357 Shedding	387	Tunnel Vision	
	358 Short Life	388	Ultravision	41
	359-360 Silent Movement	389	Uncontrollable Flatulence	
	361 Silk Production	390-391	Venomous Bite	
	362-363 Slow Healer	392	Ventriloquist	
	364-365 Sonar	393	Vents	
	366 Sonic Blast	394	Voluminous Lungs	
	367 Sound Mimicry	395	Vomits at Will	
	368 Spinning	396	Water Dependency	
	369 Spore Cloud	397	Water-Soluble Skin	
	370 Sprint	398	Weak Spot	
	371 Stiff Joints	399	Wet Skin	
	372 Strong Skeleton	400	Wounding Genitals	

mind: behaviours table

► Roll 1d100+400 for behavioural mutation:

42	401 Addicted	416	Controlled by Stars	43
	402-403 Addictive Personality	417	Daylight Stasis	
	404 Always Afraid	418	Deep Sleeper	
	405 Anxious	419	Degenerate Gambler	
	406 Berserker	420	Dependency	44
	407 Blood Rage	421-422	Depression	
43	408 Breakdowns	423	Drone	
	409 Burrower	424	Drone Producer	
	410-411 Carnivore	425-426	Eating Disorder	45
	412 Code of Honour	427	Egg Layer	
	413 Compulsive Behaviour	428	Excessive Sleeper	
	414 Compulsive Liar	429	External Digestion	
	415 Contrarian	430	Faith	

...continued on next page.

8 mutation tables

45	431	Fear of Sacred Objects	466-467	Omnivore	47
	432	Fits and Seizures	468	Outbursts	
	433	Glossolalia	469	Pacifist	
	434	Hallucinations	470	Paranoia	
46	435-436	Headaches	471	Periodic Amnesia	48
	437-438	Herbivore	472-474	Phobia	
	439	Hibernating	475	Physical Coward	
	440-441	Highly Social	476	Pyromania	
	442	Hoarder	477-478	Restricted Diet	49
	443	Honest	479	Sadism	
	444-445	Hunting Instinct	480	Schizophrenia	
	446	Hypochondria	481	Sexual Fetish	
	447	Hysterical Injury	482	Sexual Neurosis	
	448	Irrational Hatred	483	Sexual Prowess	
	449	Kleptomania	484	Short Fuse	
	450	Largesse	485	Shuddering	
	451-452	Manic	486	Shy	
	453-454	Manic Depressive	487	Silly Voice	
	455	Masochism	488	Silly Walk	
	456	Mental Block	489	Sleepwalking	
47	457	Migratory	490-491	Slovenly	50
	458	Motherliness	492	Sociopathic	
	459	Multi-Stage Lifespan	493	Strange Sound	
	460	Multiple Personalities	494	Stuttering	
	461	Narcolepsy	495-496	Territorial	
	462	Nightmares	497-498	Tidy	
	463-464	Nocturnal	499	Transgendered	
	465	Obsessive	500	Vengeful	

mind: cognition table

► Roll 1d100+500 for cognitive mutation:

51	501-502	Animal Friendship	526	Dual Attention	52
	503	Anticipation	527-528	Dual Brain	
	504-508	Attention Deficit Disorder	529-533	Dyslexia	
	509	Autobiographical Memory	534-535	Earthquake Prediction	
	510-512	Body Sense	536	Editorial Evaluation	
	513	Computer Brain	537	Eidetic Memory	
	514-515	Cultural Flexibility	538-540	Emotionless	
	516-520	Decreased Mental Capability	541	Enhance Mutations	
	521-524	Directional Sense	542-543	Enhanced Nervous System	
	525	Dreamless	544-548	Enhanced Senses	

53	549	Genetic Memory	577	No Visual Memory	54
	550-551	Heightened Olfactory Memory	578-580	Quick Learner	
	552	Hive Mind	581-582	Radio Communication	
	553-555	Increased Brain Size	583	Romantic Rapport	55
	556-560	Increased Mental Capability	584-585	Sense Interference	
	561-564	Insomnia	586-587	Social Perception	
	565	Intuition	588	Socially Inept	
	566-568	Linguistic Aptitude	589-591	Spatial Perception	
	569-570	Linguistic Mimic	592-593	Speed Reader	
54	571	Lucid Dreaming	594-595	Time Sense	
	572-573	Mechanical Intuition	596	Transfer Memories	
	574	Mindless	597-600	Weather Sense	
	575-576	Natural Leader			

psychic powers table

► Roll 1d100+600 to determine psychic power:

56	601	Animal Control	638-639	Healing	61
	602	Anti-Charisma	640	Heat Drain	62
	603	Attack Reversal	641	Hostility Field	
	604-605	Aura Reading	642-644	Hypnotic	
	606	Block Senses	645	Illusionist	
57	607-608	Cause Fear	646	Illusory Surroundings	63
	609	Cause Insanity	647	Implant Memories	
	610-611	Cause Pain	648	Inhibiting Field	
58	612-613	Charm	649-650	Levitation	
	614-615	Clairaudience	651	Life Leech	
	616-618	Clairvoyance	652	Light Manipulation	
	619	Commanding Voice	653	Magnetic Control	64
59	620-621	Confuse	654-655	Mass Mind	
	622	Create Emotions	656-657	Mental Blast	
	623	Cryokinesis	658-659	Mental Suggestion	
60	624	Death Field Generation	660	Mind Attack	
	625	Ectoplasmic Hands	661-663	Pain Broadcast	65
	626-628	Emotional Projection	664	Precognition	
	629	Enter Mind	665-666	Psychic Broadcast	
	630	Erase Memories	667-668	Psychic Cultural Adaptation	
61	631	Familiarity	669-671	Psychic Detection	66
	632	Fire in the Head	672-674	Psychic Empathy	
	633-635	Firewalker	675	Psychic Invisibility	
	636-637	Heal Brain	676	Psychic Mirror	

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10 mutation tables

66	677-679 Psychic Vampire	688	Symbiotic Control	68
67	680-681 Psychoanalyze	689-691 Telekinesis		
	682 Psychometry	692 Telekinetic Flight		
	683 Send Dreams	693-696 Telepathy		
	684-685 Sixth Sense	697 Teleport		69
	686 Stunning Blast	698 Teleport Object		
	687 Summon	699-700 Time Distortion		

supernatural attributes table

► Roll 1d300+700 for supernatural attribute:

70	701 Ability Transfer	745 Charred Body	75
	702-703 Absorb Inanimate Properties	746 Compulsive Counting	
	704-705 Absorb Mental Properties	747 Computer Link	
	706 Addictive Smoke	748-749 Conjuraton	
	707 Air Swimmer	750 Control Clocks	
71	708 Alteration Ray	751 Control Crowds	
	709-710 Alternate Inorganic Form	752-754 Control Earth	76
	711-713 Animal Shapechange	755-757 Control Light	
	714-715 Animate Objects	758-760 Control Liquid	
72	716 Animated Skin	761-762 Control Machines	
	717-718 Animated Tattoos	763-765 Control Plants	77
	719 Arcane Knowledge	766 Control Reputation	
	720 Arcane Tracking	767 Corpse Psychometry	
	721-722 Armoured Skin	768 Cosmic Awareness	
	723 Astral Projection	769 Create Darkness	
	724 Aura of Disgust	770-771 Create Gas	
73	725-726 Aura of Fear	772-775 Crossbreed	78
	727-728 Aura of Light	775 Crystalline Body	
	729 Become Two-Dimensional	776 Danger Teleport	
	730-732 Bend Light	777 Darksight	
	733 Bio-Tech Assimilation	778 Demonic Appearance	79
	734 Blurry	779-781 Demonic Phenomena	
74	735 Book	782 Demonologist	83
	736 Book-Viewing	783 Density Control	
	737 Brain Washer	784 Devolver	
	738-740 Breath Weapon	785 Dimensional/Temporal Instability	84
	741 Burning Body	786-787 Dissent Parasite	
	742 Burning Inside	788 Divine Avatar	
75	743 Cannot Cross Running Water	789 Divisional Body Segments	
	744 Cause Sleep	790 Duplication	

84	791-792 Eat Anything	847	Infinite Endurance	90
	793 Elasticity	848-849	Inspiring Aura	
	794 Electrical Travel	850-851	Intangibility	
	795 Elemental Body	852	Invincible Buddha	
85	796 Energy Absorption	853-855	Invisibility	91
	797-799 Energy Blast	856	Invulnerable	
	800-801 Energy Negation Field	857-858	Invulnerable to Weapons	
	802 Energy Redirection	859	Iron Teeth and Nails	
86	803 Energy Sensitivity	860	Kinetic Absorption	92
	804 Entropic Precision	861-862	Liquid Form	
	805-807 Ethereal Projection	863-864	Magic Resistance	
	808 Evil Eye	865	Magical Affinity	
	809 Exorcist	866	Magnetic	93
	810 Explode Objects	867	Manikin	
	811 Eye Scrying	868	Manipulate Gravity	
	812 Face of a Demon	869	Material Transparency	
	813 Face of a Demon-God	870-871	Mechanoid	94
	814 False Body	872	Mercreature	
	815 Featureless Face	873	Metal Skin	
	816 Flaming Skull Face	874	Mind Cannibal	
	817 Flammable Skin	875	Molecular Disruption	95
	818 Fleshcrafter	876	Molecular Sense	
	819-821 Force Field	877	Multiplication	
	822 Fortune Teller	878-879	Mutant Detection	
88	823 Freezing Body	880-881	Mystical Third Eye	96
	824 Gaseous Form	882	Nightmare Portal	
	825 Ghost Talker	883-884	No Reflection	
	826 Glittering	885-886	No Shadow	
	827 Glow	887	Object Bound	97
	828 Halo	888	Object Mimic	
	829-830 Heal Others	889-890	Patronage	
	831 Historical Viewing	891	Perfect Regeneration	
89	832 Homunculus	892-893	Petrifying Gaze	98
	833-834 Illusion Generation	894	Physical Mimic	
	835 Illusory Features	895	Planar Travel	
	836-837 Immortal	896	Possession	
90	838-839 Immune to Cold	897	Power Duplication	99
	840-841 Immune to Energy	898-899	Power Source	
	842-843 Immune to Heat	900	Power Theft	
	844-845 Immune to Illusions	901-903	Pyrokinesis	
	846 Incorporated Objects	904-905	Radioactive	

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12 mutation tables

97	906	Removable Eyes	957	Susceptible to Possession	101
	907-908	Repulsed by Food	958	Symbol Bondage	
98	909	Sacred Aura	959-960	Taboo	102
	910-911	Saturated with Magical Energy	961-962	Telepathic Communication	
	912	Secret Communication	963-964	Telltale	
	913	Seep	965	Tomb Bondage	
	914-915	Sense Evil	966	Total Chameleon	106
	916-918	Sense Fear	967-968	Totem Animal	
99	919-920	Sense Good	969	Trackless	
	921-923	Sense Lies	970	Transform Material	
	924-925	Sensitive to Metal	971-972	Transformation	108
	926-927	Sensitive to Sunlight	973	Translucent	
100	928	Shadow Walk	974	Transmute Matter	
	929	Skinwalker	975	Transparent Flesh	
	930	Speak with Animals	976	Tunnelling	
	931	Spell Ability	977	Unbound	
	932	Spirit Enmity	978-979	Undead	
	933-934	Spirit Medium	980	Unwilling Medium	
	935-936	Stable Balance	981-983	Vampiric	
	937	Stigmata	984-985	Walk on Water	
101	938-940	Superhuman Charisma	986	War Sense	109
	941-943	Superhuman Intellect	987-991	Weakness	
	944	Superhuman Perception	992-993	Weather Manipulation	
	945-947	Superhuman Reflexes	994-997	Werecreature	
	948-950	Superhuman Speed	998	X-Ray Vision	
	951-953	Superhuman Strength	999	Zombie Master	
	954-956	Superhuman Toughness	1000	Zone of Silence	110





Mutation Descriptions

body: form mutations

1-2 Albino

This mutant has no natural pigment colouration, so its skin and hair are white to pinkish, and its eyes are blue, pink, or red. This makes the mutant acutely vulnerable to sunburn.

3 Alternate Locomotion

Instead of walking on two legs (or whatever is normal for its species), this mutant has some other form of locomotion. Its old method of travel is no longer effective.

► *Roll 1d10 (or 1d12, or 1d20) for replacement method of travel:*

1-3	Legs of some other creature (roll on creature table).	13-15	Body of another creature, except for head (roll on creature table).
4-7	Quadruped.	16	Bouncing.
8-10	Slithering.	17	Fronds.
11	Mass of tendrils or tentacles.	18-19	Hovering.
12	Pseudopods.	20	Teleporting.

4 Amorphous

This mutant is a blob, probably without distinguishable limbs or extremities.

5 Animal Feet

This mutant has the feet of some other creature.

► *Roll on the creature table or 1d6 here for type of animal feet:*

1	Bird feet.	3	Mammalian paws.	5	Stumps.
2	Hooves.	4	Reptilian claws.	6	Tentacles.

6-7 Antennae

This mutant has a set of two or more antennae extending from its head, which it can use to feel and possibly smell and taste or otherwise augment its various senses.

14 body: form

8-9 Anthropomorphic Animal

This mutant appears to be an uplifted or anthropomorphic, talking mutant animal. Roll on the creature table to determine what kind of animal.

- *Roll 1d8 for anthropomorphic appearance:*

1-3	Body is half-human, facial features are all creature.
-----	---

4	Human that resembles the creature.
---	------------------------------------

5-6	Half creature, half human.
-----	----------------------------

7-8	Same as creature (ignore this result for one of either hands or pedalism).
-----	--

- *Roll 1d4 for hand development:*

1	Clumsy hands.
---	---------------

3	Human hands.
---	--------------

2	Dextrous creature hands.
---	--------------------------

4	Same as creature.
---	-------------------

- *Roll 1d6 for pedalism:*

1-2	Fully bipedal.
-----	----------------

5	Stooped bipedal.
---	------------------

3-4	Half creature, half human.
-----	----------------------------

6	Same as creature.
---	-------------------

10-12 Armour

This mutant is protected by an armoured exterior.

- *Roll 1d6 for type of natural armour:*

1	Blubber (soft).
---	-----------------

4	Hard shell (hardest).
---	-----------------------

2	Bone plates (hardest).
---	------------------------

5	Scales (hard or soft).
---	------------------------

3	Carapace (harder).
---	--------------------

6	Thick skin (hard).
---	--------------------

13 Atrophied or Malformed Part

One or more parts of this mutant's body are atrophied or malformed.

- *Roll 1d6 for number of atrophied or malformed parts:*

1-3	One part.
-----	-----------

4	Three parts.
---	--------------

5-6	Two parts.
-----	------------

- *Roll on the body part table or 1d8 (or 1d12) here for each atrophied or malformed part:*

1-2	Arm.
-----	------

5	Hand.
---	-------

9-10	Face.
------	-------

3	Foot.
---	-------

6	Head.
---	-------

11	Tail or other.
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4	Genitals.
---	-----------

7-8	Leg.
-----	------

12	Wing or other.
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14-16 Attractive

This mutant is considered incredibly attractive, physically perfect, and sexually desirable by other members of its species (barring any other mutations that might spoil such beauty).

17 Backwards Parts

One or more parts of this mutant are attached backwards—the opposite way they are attached on others of the same species.

- *Roll 1d6 for number of backwards parts:*

1-3	One part.
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4	Three parts.
---	--------------

5-6	Two parts.
-----	------------

- *Roll on the body part table or 1d6 here for each backwards part:*

1	Arms.
---	-------

3	Genitals.
---	-----------

5	Head.
---	-------

2	Feet.
---	-------

4	Hands.
---	--------

6	Legs.
---	-------

18 Beak

This mutant has a beak instead of the mouth that is normal for its species. If it normally has a beak, now it has two.

19 Bestial Face

This mutant has a face that perfectly or superficially resembles that of some other animal. Roll 1d8 on the creature table to determine what type of animal.

20 Birthmark

This mutant has a prominent birthmark resembling a wine stain, or other appropriate discoloration. Roll on the body part table to determine which location is most marked.

21 Body Barbs

Bone spurs grow out of this mutant's skin, and can be used as weapons.

- *Roll 1d6 for location of body barbs:*

1	Back.	4-5	Hands and/or feet.
2-3	Elbows and/or knees.	6	Head.

- *Roll 1d4 for shape of body barbs:*

1	Dull.	3	Sharp.
2	Pointed.	4	Sharp and pointed.

22 Boils and Sores

This mutant's body is covered in painful and irritating boils and sores that leak fluids and are prone to infection.

23 Bristles

This mutant has coarse bristly hair all over it that offers some small amount of protection.

24 Bulging Eyes

This mutant's eyes are large and bulbous.

25-26 Cat's Eyes

This mutant's pupils are slit like a cat's eyes, increasing its night vision.

27 Changing Colours

This mutant physically changes colour, based on temperament and temperature. Roll 1d6 times on either the basic or extended colour table for a range of colours.

28 Cilia

This mutant, or part of it, is covered in tiny, movable, hair-like appendages or tentacles that probably keep it free from dirt and constantly move food toward its mouth.

- *Roll 1d6 for cilia coverage:*

1	Back.	2	Front.	3-4	Full body.
5-6	Roll twice on the body parts table: cilia cover the mutant from the first location to the second.				

29-32 Claws

This mutant has claws that can be used as weapons.

- *Roll 1d4 for type of claws:*

1	Crab-like claws for hands.	3	Sharp, iron-hard nails.
2	Retractable claws.	4	Talons.

16 body: form

33 Clothes

This mutant appears to be wearing clothes, but this is actually just the appearance of its naked skin. It can still wear clothes over top of its garment-resembling skin, of course.

34-35 Clubfoot

One of this mutant's feet is deformed and gimpy. It is probably shorter than the other, impedes proper movement, and makes shoe purchasing more difficult.

36 Complex Mouthparts

This mutant has additional complex parts around its mouth, like an arthropod. This can include external chelicerae, mandibles, maxillae, a proboscis, a radula, or other parts.

37 Covered in Orifices

This mutant's body is covered in orifices.

► *Roll 1d12 for type of orifices:*

1	Anuses.	5-6	Eyes.	10	Nostrils.
2-3	Cloacas/Urethras.	7	Large pores.	11	Siphons or valves.
4	Ears.	8-9	Mouths.	12	Vaginas.

38-39 Crest

This mutant has a crest on top of its head, made of rigid flesh, bone, cartilage, feathers, horn, scales, or other material.

40 Crown

This mutant has a crown of bone or fleshy material encircling its head.

► *Roll 1d10 for resemblance:*

1	Bone or cartilage.	4	Erectile tissue.	7	Noses.
2	Coral.	5	Eyestalks.	8-9	Other material.
3	Ears.	6	Fingers or toes.	10	Tongues.

41 Diffused Organs

One or more of this mutant's organs are diffused, spread out in a larger system within the mutant's body, instead of concentrated in one space. This makes the organ(s) much more resistant to injury, as it can continue to operate when a part of it is wounded.

► *Roll 1d8 for diffused organ or organs:*

1	Bladder and kidneys.	5	Liver and pancreas.
2	Brain.	6	Lungs and respiratory system.
3	Heart and blood circulation.	7	Sense organs.
4	Intestines and stomach.	8	Two organs or sets of organs.

42 Doppelgänger

This mutant looks exactly like one or more other individuals it may or may not know.

43 Double Mouth

This mutant has an interior mouth inside of an exterior mouth. The interior mouth may or may not be extensible. It cannot be seen when the exterior mouth is closed.

44-45 Enormously Fat

This mutant is so corpulent that it can no longer run and likely has trouble walking.

46-47 Exotic Genitalia

This mutant's sexual organs include unusual shapes and structures, and may include erectile tissue in various places all over the body or in strange locations.

48-49 Extra Eyes

This mutant has more eyes than normal.

- *Roll 1d6 for number of additional eyes:*

1	1d6+1 extra eyes.	3-5	One extra eye.
2	Four extra eyes.	5-6	Two or three extra eyes.

50-51 Extra Fingers and Toes

This mutant has more fingers and toes than is normal for its species.

- *Roll 1d8 for number of extra digits:*

1	1d3+1 extra digit on each hand and foot.
2	2d6 extra digits, each randomly assigned to a hand or foot.
3	One extra digit on each foot.
4-6	One extra digit on each hand.
7-8	One extra digit on each hand and foot.

52 Extra Joints

This mutant has one or more extra joints in its limbs.

- *Roll 1d3 (or 1d4) for limbs with extra joints:*

1	Arms only.	3	Legs only.
2	Arms and legs.	4	Other limbs only.

53 Extra Orifices

This mutant has one or more additional orifices of some kind. Roll on the body part table for location of each extra orifice.

- *Roll 1d4 for amount of additional orifices:*

1	1d4+1 extras.	2-3	One extra.	4	Two extras.
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- *Roll 1d6 for type of orifice:*

1	Anus or cloaca.	3	Eye.	5	Nose or nostril.
2	Ear or valve.	4	Mouth or siphon.	6	Urethra or vagina.

54-55 Extremely Thin

This mutant can't maintain a normal body weight for its species, and is very thin.

56 Eyestalks

This mutant's eyes are on the end of stalks, which may or may not be semi-retractable.

57-60 Fangs

This mutant has dangerous teeth.

- *Roll 1d6 for type of fangs:*

1	All teeth sharpened.	4	Rat-like incisors.
2	Long canines.	5	Retractable canines.
3	Needle-like teeth.	6	Tusks.

18 body: form

61-62 Feathers

This mutant has feathers on part or all of its body.

63 Fin

This mutant has a fin protruding from its back or head, which helps it swim.

64 Flaking Skin

This mutant has full-body dandruff due to dry and flaky skin.

65 Flippers

This mutant has flippers instead of either arms and hands, or both arms as well as legs.

66-70 Fur

This mutant has fur covering all or most of its body.

► Roll 1d4 for type of fur:

1	Long fur.	3	Short, soft fur.
2	Short, bristly fur.	4	Thick, curly hair.

71 Fused Ribs

This mutant's ribs are fused together, forming a bony plate across the upper torso.

72 Gliding Membranes

This mutant has membranes or flaps of skin between its limbs that, along with hollow bones, allows it to glide after jumping from heights.

73-74 Hairless

This mutant has no hair, fur, or feathers anywhere on its body.

75 Headless

This mutant has no head. Its face is located on its chest or some other part of its body.

76 Hemihypertrophy

One side of this mutant's body is significantly larger than the other, resulting in an unattractive lack of symmetry. Limbs on one side are longer and stronger than those on the other side, and facial features are distorted.

77 Hooks

This mutant has hooks on its hands and/or feet, made of bone, cartilage, horn, or other material, that it can use as weapons, or to make climbing much easier.

78 Hopper

This mutant has one large, powerful leg that it hops around on. *Maybe* two legs.

79-81 Horns

This mutant has horns or antlers growing out of its head.

► Roll 1d20 for type of horns or antlers:

1-2	One large horn.	9-10	Three or more large horns.
3-4	One small horn.	11	Three or more small horns.
5	Rack of dull antlers.	12-14	Two large, curved horns.
6-7	Rack of sharp antlers.	15-16	Two large, straight horns.
8	Rack of velvet-covered antlers.	17-20	Two small horns.

82 Huge Beard

This mutant has an enormous beard growing out of its face.

83-84 Huge Head

This mutant's head is about twice as big as normal for its species.

85 Hideous Appearance

This mutant's appearance is deformed in some way that makes it universally repugnant to others of its species.

86 Hump

This mutant has one or more humps on its back that store food and water, allowing the mutant to go without for extended periods of time.

87 Hunchback

This mutant's back is twisted and hunched, making it slightly more difficult to move.

88 Internal Weapon

This mutant can produce a weapon from its own body, or transform part of its body into a weapon. The mutant can produce a single weapon, or one weapon per limb. These weapons can be hidden when not in use.

► *Roll 1d4 (or 1d6) for type of weapon:*

1	Club (blunt, jagged, or spiked).	4	Spear or piercing weapon.
2	Flail, lash, or whip.	5	Explosive weapon.
3	Knives or sword-like blades.	6	Ranged weapon.

89-90 Large Ears

This mutant's external ears are 1d10+1 times as large as normal for its species, or if its species does not have external ears, this mutant does. Because the ears direct sound, this can result in an increased ability to detect and identify specific noises.

91 Large Rear End

This mutant's ass, hind quarters, or abdominal segment is extraordinarily large.

92-95 Large Size

This mutant is larger than normal for its species.

► *Roll 1d4 for size increase:*

1	×1.5 (about one-and-a-half times normal size).	3	×3 (triple normal size).
2	×2 (double normal size).	4	×4 (quadruple normal size).

96 Leaves

This mutant is covered in leaves.

► *Roll 1d12 for type of leaves:*

1	Barbed leaves.	7-8	Grass.
2-3	Coniferous needles.	9-10	Perpetually green leaves.
4-5	Deciduous leaves.	11	Razor-edged leaves.
6	Fronds.	12	Saw-edged leaves.

20 body: form

97 Limb Loss

This mutant has fewer limbs than is normal for its species.

- *Roll 1d4 (or 1d6) for what limb is missing:*

1	Arm.	3	Hand.	5	Tail or other.
2	Foot.	4	Leg.	6	Wings or other.

98 Limb Transference

This mutant has limbs in places they normally are not.

- *Roll 1d6 for number of transferences:*

1	1d4+1 parts.	2-5	One part.	6	Two parts.
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- *Roll on the body part table or 1d8 here to determine transferred part:*

1-2	Arm.	4	Head.	7	Mouth.
3	Eyes.	5-6	Leg.	8	Other part.

- *Roll on the body part table or 1d10 here to determine its new location:*

1-2	Back.	5	Foot.	8	Head.
3	Chest.	6	Groin or hip.	9	Knee.
4	Elbow.	7	Hand.	10	Stomach.

99 Long Face

This mutant's facial features are elongated to an extreme amount, giving it a long face.

100 Long Legs

This mutant's legs are freakishly long, allowing it to move up to 50 per cent faster.

101 Long Neck

This mutant's neck is at least 1d3+1 times as long as is normal for its species.

102 Long Nose

This mutant's nose sticks out much farther than is considered extreme for its species.

103 Long Tongue

This mutant's tongue is at least 1d4+1 times as long as is normal for its species.

104 Loose Skin

This mutant's loose, baggy skin hangs off in folds and rolls, almost appearing to be melting.

105 Mane

This mutant's head is framed by a mane of hair, flesh, or other organic material.

- *Roll 1d8 for type of mane:*

1	Mane of feathers.	5-6	Mane of hair like a lion.
2	Mane of fleshy tentacles.	7	Mane of barbs, quills, or spines.
3-4	Mane of hair like a horse.	8	Membranous mane like a lizard.

106 Mostly Hairless

This mutant still has hair on the top of its head, but little or no hair on the rest of its body. It may or may not have eyebrows and/or a small patch of pubic hair, but cannot grow a beard.

107 Multiple Arms

This mutant has more arms than is normal for its species.

- *Roll 1d10 for number of extra arms:*

1	1d6 extra arms.	3-4	Four extra arms.	7	Three extra arms.
2	2d6 extra arms.	5-6	One extra arm.	8-10	Two extra arms.

108 Multiple Heads

This mutant has additional heads.

- *Roll 1d6 for number of extra heads:*

1-3	One extra head.	4	Three extra heads.	5-6	Two extra heads.
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109 Multiple Legs

This mutant has more legs than is normal for its species.

- *Roll 1d10 for number of additional legs:*

1	1d6 extra legs.	3-4	Four extra legs.	7	Three extra legs.
2	2d6 extra legs.	5-6	One extra leg.	8-10	Two extra legs.

110 No Ears

This mutant has no ears.

- *Roll 1d6 for extent of earless-ness:*

1-2	No ears except vibration sensors.
3	No ears whatsoever, internal or external.
4-6	No external ears (just holes in head).

111 No Eyes

This mutant has no eyes in its face.

112 No Nose

This mutant has slits for a nose instead of any external organ.

113 No Skin

This mutant has no skin protecting its fat, muscles, and internal organs from the environment. Either it has a hardy immune system or it uses some form of artificial skin.

114-115 Oddly-Shaped Tongue

This mutant's tongue is not the normal shape for its species.

- *Roll 1d8 for type of tongue:*

1	Extremely thick.	5	Hollow.
2	Extremely long.	6	Parasitic organism.
3	Extremely short.	7	Sharp and blade-like.
4	Forked or pincer-shaped.	8	Tentacle.

116 One Eye

This mutant has a single, cyclopean eye in the centre of its face.

22 body: form

117 Overgrown Body Part

One or more parts of this mutant's body have grown to a larger size than normal.

- *Roll on the body part table or roll 1d6 here for overgrown body part:*

1	Arms.	3	Hands.	5	Legs.
2	Feet.	4	Head.	6	Torso.

- *Roll 1d4 for size of overgrown body part:*

1	×1.5 (about one-and-a-half times normal size).	3	×3 (triple normal size).
2	×2 (double normal size).	4	×4 (quadruple normal size).

118-122 Patterned Skin

This mutant's skin (or fur) is patterned in multiple colours that are otherwise natural to the mutant's species.

- *Roll 1d20 for type of pattern on skin:*

1-2	Banded.	12-13	Small spots.
3	Belted.	14	Patchy.
4-5	Camouflage pattern.	15-16	Small spots.
6-8	Different colour face or head.	17-19	Striped.
9-11	Different colour hands and feet.	20	Whorled.

123 Physically Immature

This mutant looks like a child, and will always appear pre-pubescent no matter how old.

124 Pinhead

This mutant has a shrunken, tiny head. This affects brain size and mental capacities.

- *Roll 1d6 for impairment caused by pinhead:*

1-2	Minor impairment.
3-5	Serious impairment (mental capacity is halved).
6	Total impairment (mutant is barely able or completely unable to think).

125-126 Pointed Head

This mutant has a pointed, cone-shaped head.

127 Pouch

This mutant has a pouch of skin, like a marsupial, or a similar compartment in its body.

128 Protective Eyelids

This mutant has additional, protective eyelids made of chitin, bone, or other material more durable than the mutant's skin. They protect the mutant's eyes from harm.

129 Puny

This mutant is shrivelled and weak, its muscles wasted and withered and its body as small as one-half normal size. The mutant's physical capabilities are reduced by at least one quarter.

130 Quills, Spines, or Thorns

This mutant's back (or other area) is covered in spiny quills that provide protection and can be used as weapons. There is a 1 in 3 chance the mutant will be able to project these quills, spines, or thorns 2d4 times each week before they must be regrown.

131 Radula

Instead of a tongue, this mutant has a toothed, chitinous ribbon like the radula of a mollusc, which can be used to scrape and cut food. It is still capable of speech.

132 Re-Arranged Face

This mutant's face is completely re-arranged. Even though it still has all the normal facial features, they are all in completely different locations than is normal.

133 Redundant Vital Organs

This mutant has multiples of one or more vital organs, so that if one is damaged, the mutant is less adversely affected.

► *Roll 1d8 for organ that is redundant:*

1	All internal organs.	5-6	Lungs.
2-3	Heart.	7	Reproductive organs.
4	Kidneys, liver and pancreas.	8	Stomach.

134-136 Reverse Pedalism

If the mutant is normally bipedal, it becomes a quadruped. If the mutant is normally quadrupedal, it becomes a biped. If the mutant has a different form of locomotion, reverse the limbs normally used for movement and manipulation.

137-139 Scales

This mutant's skin is covered with scales.

140 Scars

This mutant bears prominent scars as a result of an over-production of scar tissue, a skin disease, or treatment of some other condition.

141 Short Legs

This mutant's legs are abnormally short, cutting its normal movement rate and jumping distance by at least half.

142 Siamese Twin

This mutant has two bodies joined together at birth, which may or may not be two different people. Other mutations and powers may belong to both or either twin.

► *Roll 1d6 for type of twin:*

1	Back-to-back conjoined twin.	3	Parasitic twin.
2	Head-to-head conjoined twin.	4-6	Side-to-side conjoined twin.

143 Skull Face

This mutant's face resembles a skull, with either no skin on it, or only a small amount of skin that does not prevent the skull from showing through.

144-147 Small Size

This mutant is a miniature version of its normal race.

► *Roll 1d4 for size reduction:*

1	-1/4 (one quarter smaller than normal size).	3	1/3 (one third normal size).
2	1/2 (one half normal size).	4	1/4 (one quarter normal size).

24 body: form

148 Snout

This mutant has an elongated, snout-like face.

149 Stomach Orifice

This mutant has an extra orifice near its stomach that can consume and regurgitate food.

150 Strange Ears

This mutant has odd-looking ears.

151 Strange Interior Organs

The inside of this mutant's body is completely different from that of others of its species, and its internal organs make no sense according to its exterior appearance.

152 Strange Texture

This mutant's skin feels like some other substance.

► *Roll 1d12 for type of skin texture:*

1	Bark or plant material.	7	Hard or soft plastic.
2	Brick, dirt, or stone.	8	Metal.
3	Crystal.	9	Rough fabric.
4	Foam.	10	Sand or sandpaper.
5	Geometric patterns.	11	Smooth and slippery.
6	Glass.	12	Soft fabric.

153-156 Strangely-Coloured Eyes

This mutant's eyes are an odd colour, and may not even have a visible iris or pupil. Roll on either the basic or extended colour table to determine dominant colour.

157-160 Strangely-Coloured Hair

This mutant's hair is an odd colour. Roll on either the basic or extended colour table.

161-165 Strangely-Coloured Skin

This mutant has skin that is patterned in one or more strange colours. Roll on either the basic or extended colour table for each part of the pattern.

► *Roll 1d20 for skin pattern:*

1-3	Disruptive camouflage pattern.
4	Front and back different colours.
5	Left and right sides different colours.
6	Limbs coloured differently from body.
7	Multi-coloured lozenges (1d6+1 colours).
8	Multi-coloured dots, freckles, or splotches (1d6+1 colours).
9-12	Single colour.
13-14	Single colour spots or freckles.
15	Single- or multi-coloured squares.
16-17	Tiger- or zebra-like stripes.
18	Transparent skin.
19	Unreflecting skin (looks black).
20	Zigzag stripes.

166 Stubby Digits

This mutant has short and stubby fingers and toes.

167 Sympathetic Biomorphism

The physical form of this mutant changes to comply with the individuals it associates with, even if that shape has more limbs and sense organs. After a certain time, depending on speed, its will resemble those around it in shape, though its cosmetic appearance will not change.

- *Roll 1d4 for speed of biomorphic changes:*

1	Several days.	3	Several months.
2	Several hours.	4	Several weeks.

168-172 Tail

This mutant has a tail.

- *Roll 1d8 for type of tail:*

1-2	Long tail.	5	Scorpion tail (with venom).
3	Mace tail.	6-7	Short tail.
4	Prehensile or tentacle tail.	8	Snake or other legless creature.

173 Taller

This mutant is 1d10×10 per cent taller than the normal maximum height for its species. The mutant's other dimensions are not proportionally filled out.

174-175 Tentacles

This mutant has tentacles.

- *Roll 1d8 for location of tentacles:*

1	Tentacles instead of arms.	5	Tentacles on back of body.
2	Tentacles instead of hair.	6	Tentacles on front of body.
3	Tentacles instead of legs.	7	Tentacles on head or face.
4	Tentacles on arms and legs.	8	Tentacles on two locations.

- *Roll 1d4 for size and precision of tentacles:*

1	Large and clumsy.	3	Small and clumsy.
2	Large and dextrous.	4	Small and dextrous.

176 Tongueless

This mutant has no tongue.

177 Toothed Skin

This mutant's skin is covered in small scales that resemble sharp teeth, which can be used to cut and saw, and make it uncomfortable—even dangerous—for others to touch the mutant.

178-180 Transparent Eyelids

This mutant's eyes have an additional pair of transparent eyelids, such as nictating membranes, that protect the eyes from damage without unduly impairing vision. These eyelids can be tinted, to aid vision in bright light, or designed to filter out certain colours.

181 Trunk

This mutant has a prehensile nose, like the trunk of an elephant.

26 body: form

182-183 Tumours

This mutant suffers from large tumours that grow on its body.

184 Twisted Frame

This mutant's body shape is twisted and bent, making normal movements and posture difficult or even impossible. This reduces agility, co-ordination, and reflexes by half.

185 Vestigial Wings

A small, useless pair of wings sprouts from this mutant's back or shoulders.

186 Walking Head

This mutant has no appreciable torso between its head and limbs and so appears to be a walking head.

187 Warty Skin

This mutant's skin is covered in warty growths.

188 Weapon Hands

This mutant has hands formed in the shape of weapons.

► *Roll 1d8 for type of weapon hands:*

1-2	Blades.	4	Hook.	7	Scissors.
3	Blunt weapon.	5-6	Pincers.	8	Stingers.

189-191 Webbed Digits

This mutant's hands and feet are webbed, allowing it to swim faster.

192-193 Whiskers

This mutant has long whiskers on its face that it uses to aid perception.

194 Wide

This mutant is 1d10×10 per cent wider than others of its species, but is normal-sized in all other respects.

195-199 Wings

If this mutant is already armless, it has wings in addition to any other limbs.

► *If the mutant has arms, roll 1d4:*

1	Mutant has flexible wings instead of arms that can function like hands.
2-3	Mutant has normal wings instead of arms.
4	Mutant has wings in addition to arms.

► *Roll 1d8 for type of wings:*

1	Alien wings.	5	Glider wings.
2	Avian wings.	6	Gossamer wings.
3	Bat wings.	7	Insect wings.
4	Dragonfly wings.	8	Other kind of wings.

200 Wrinkled Skin

This mutant's skin is covered in thick, pruny wrinkles, lines, and creases.

body: function mutations

201-202 Adhesive Touch

This mutant has microscopic suckers and hooks on its hands and feet, and perhaps other areas of its body, which allow it to stick to walls and walk or crawl on ceilings.

203-204 Allergies

This mutant is extremely allergic to some common substance or group of substances.

► *Roll 1d20 for allergenic substance or substances:*

1	A specific food type.	11	Most drugs.
2-3	Animal fur.	12	Natural fabrics.
4	Dust.	13	Nuts.
5	Feathers.	14	Paint and/or soap.
6	Fruits.	15	Perfume.
7	Insects.	16	Petroleum products.
8	Iron or silver.	17	Plastics.
9	Latex.	18-19	Pollen.
10	Leather.	20	Synthetic fabrics.

205-206 Ambidextrous

This mutant can use both sides of its body with the same ability as a right-handed person using their right hand (or leg).

207 Anaerobic

This mutant does not require oxygen and does not breathe air or water.

208 Aquatic Adaptation

This mutant's body is adapted to living underwater. It may have gills or a blowhole, flippers, a tail, or any other feature that would help it function aquatically.

209 Bad Breath

This mutant's mouth exudes a horrifying stench, which it is unable to mask or alleviate in any way.

210-212 Bioluminescent

Part of this mutant's body generates a cold, softly glowing light. Choose a colour, or roll on either the basic or extended colour table. There is a 1 in 3 chance the mutant can change the colour of its bioluminescence.

► *Roll 1d6 for bioluminescence trigger:*

1	Arousal/excitement.	4-5	Glow in the dark.
2-3	At will.	6	Stress-induced.

213 Blind

If this mutant has eyes, they do not work.

28 body: functions

214 Blood Substitution

Instead of blood, this mutant has some other substance in its veins.

► *Roll 1d3 (or 1d6, or 1d20) for type:*

1	Amoeba or protoplasm.	11	Lava or molten metal.
2	Hemolymph fluid.	12	Leeches or maggots.
3	Respiratory proteins.	13	Mercury.
4	Acid.	14	Noxious gas.
5	Ichor.	15	Powder or sand.
6	Poisonous venom.	16	Spirits.
7	Black bile.	17	Urine.
8	Electricity.	18	Vomit.
9	Fire.	19	Water.
10	Gasoline.	20	Wine.

215 Buoyancy

Because it has an air bladder it can inflate, or because of its cell structure, this mutant floats in water, even fresh water.

216-217 Chameleoline Skin

This mutant's skin can change colour to mimic its surroundings, providing camouflage when it is not moving quickly.

218 Chronic Pain

This mutant has pains in its body that never go away. It must take large quantities of drugs in order to get any relief, though some days the pain is worse than others.

219 Cocoon

This mutant may create a cocoon out of secretions and whatever else it needs, and is then able to hibernate inside it.

220-221 Cold Blooded

This mutant suffers from poikilothermia, or it is naturally cold-blooded, like a reptile. It will be adversely affected by temperatures lower than 30°C (86°F).

222-223 Colour Blind

This mutant cannot distinguish between certain colours.

► *Roll 1d4 for type of colour-blindness:*

1-2	Dichromacy (green and red look the same).
3	Monochromacy (mutant sees in black and white).
4	Tritanopia (blue and green look the same; violet and yellow look the same).

224 Cracking Joints

This mutant's joints are constantly cracking as it moves, making it hard to move silently. This is not painful to the mutant in any way, and does not wear down the joints.

225 Deaf

This mutant is unable to hear.

226-227 Decreased Metabolism

This mutant's reactions are slightly slower than normal. It may also suffer from a weakened immune system, an increased susceptibility to cold, brittle hair and nails, constipation, dry skin, irregular menstruation, poor memory, and unexplained weight gain.

228-232 Decreased Physical Capability

This mutant has physical capabilities far lower than the average specimen of its type.

- *Roll 1d8 to determine decreased capability:*

1-2	Agility, dexterity, and/or reflexes.
3	Balance, co-ordination, and/or flexibility.
4-5	Health, stamina, and/or toughness.
6	Movement speed.
7-8	Strength.

- *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

233 Defensive Barbs

When threatened, this mutant can raise dangerous barbs, horns, spikes, or spines upon its skin. These function as weapons and protection, and are concealed when not in use.

234 Diabetes

This mutant has a problem with high blood sugar levels, probably due to an inability to produce insulin or a resistance to it. Diabetes can cause blindness, heart disease, obesity, and other health problems, including diabetic ketoacidosis, which can be fatal if untreated.

235 Disease Carrier

This mutant is the carrier of an infectious disease.

- *Roll 1d3 for infection's effect on mutant:*

1	The mutant betrays minor symptoms.
2	The mutant is completely unaffected.
3	The mutant suffers the full effects short of death.

- *Roll 1d8 for symptoms:*

1	Bone rot.	5	Pulmonary infection.
2	Flesh rot.	6	Sores and wounds.
3	Inflammation.	7	Tumours.
4	Neurological damage.	8	Weakening.

- *Roll 1d8 for vector:*

1	Airborne.	5-6	Ingestion.
2-4	Fluids/sexual contact.	7-8	Touch.

236-237 Double Jointed

This mutant is able to twist its limbs into surprising positions owing to a superior flexibility.

238-239 Early Maturation

This mutant matures quickly, finishing puberty and reaching physical adulthood at half the age as is normal for its species.

30 body: functions

240 Efficient Digestion

This mutant digests biomass more efficiently than normal, allowing it to eat more types of organic material than is normal for its species, and cutting down on the amount of waste products it produces.

241-242 Electrical Generation

This mutant is able to produce an electrical charge that shocks anyone touching it. This charge may be transmitted through water and other conductive materials.

243-244 Electromagnetic Disruption

This mutant disrupts any electronic devices in its presence, unless those devices are specially shielded against such interference.

- *Roll 1d6 for range of disruption:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

- *Roll 1d4 for trigger:*

1	Always on.	3	Requires concentration.
2	At will.	4	Stress-induced.

245 Enhanced Musculature

This mutant's strength and reflexes are increased by half. Corresponding muscle functions, like grip and leaping distance, are likewise increased.

246-247 Enlarging Mouth

This mutant's mouth and throat can stretch, allowing it to swallow things its own size.

248 Excretion

This mutant excretes a substance on its skin.

- *Roll 1d10 for type of substance excreted:*

1	Acidic.	5	Numbing agent.	8	Paralytic.
2	Lubricant.	6	Other effect.	9	Sticky.
3-4	Hallucinogenic.	7	Pain-killer.	10	Toxic.

249 Explosive Death

When this mutant dies, it explodes, as do sizeable parts of its body when they are removed.

250 Extensible Limbs

Some of this mutant's limbs can stretch and elongate, to 1d4+1 times their normal length.

- *Roll on the body part table or 1d6 (or 1d8) here for which limbs can extend:*

1	Arms.	5-6	Neck.
2-3	Arms and legs.	7	All limbs.
4	Legs.	8	Wings.

251 Fast Hair Growth

This mutant's hair and nails grow 2d6 times faster than is normal for its species. By extension, this applies to fur, feathers, horns, and other similar body parts.

252 Fragrant

This mutant exudes a noticeably pleasant odour that most others of its species find attractive and/or relaxing.

- *Choose a fragrance or roll 1d12 here:*

1	Bark or leaves.	4-5	Flowers.	9	Honey.
2	Candy.	6	Food.	10-11	Perfume.
3	Cleanliness.	7-8	Fruit or seeds.	12	Vanilla.

253 Frog Tongue

This mutant has a very sticky tongue, which it can extend out of its mouth about twice its own length, and wrap around objects or drag them into its mouth.

254 Fruit

This mutant produces a biological product in a form that can be safely harvested, such as fruit or resin.

- *Roll 1d10 for type of fruit:*

1	Anti-radiation medication.	6	Radioactive.
2	Explosive.	7	Sedative or tranquilizer.
3	Immune system booster.	8	Tasty food.
4	Mental booster.	9	Toxic poison.
5	Poison antidote.	10	Two properties or other effects.

255 G-Tolerance

This mutant has an easy time adapting to changes in gravity. It functions well in zero-G environments, and withstands high-gravity pressures much better than others of its species.

256 Gas Bag

This mutant has a gas bag attached to the back or top of its body, which can be inflated enough to allow it to float through the air. It takes several moments to inflate, and will be of little use mitigating the effects of short falls, but can be inflated in time to prevent death from falls greater than a hundred feet (30m). The gas bag does not provide any way to move through the air, and the mutant may be at the mercy of wind currents.

257 Gas Emission

This mutant can emit a cloud of gas that envelops it and affects anyone in its presence.

- *Roll 1d8 for type of gas:*

1	Black and oily.	5	Paralytic.
2	Hallucinogenic.	6	Pleasant perfume.
3	Irritant.	7	Stinking.
4	Narcotic.	8	Toxic poison.

258-259 Gills and Lungs

This mutant has both gills and lungs, so it can breathe in water and on land.

260 Hangover Resistance

This mutant never has hangovers, and quickly recovers once its liver has neutralized toxins.

32 body: functions

261-262 Heightened Hearing

This mutant's hearing is extremely well-developed, allowing it to filter, pinpoint, and identify specific sounds with ease, and notice much quieter sounds than others of its species.

263-264 Heightened Sense of Smell and Taste

This mutant can identify odours up to a hundred feet (30m) upwind and a hundred yards (91m) downwind, follow trails, identify individuals by smell, and sense contamination and poison in food when tasted. The mutant is also more sensitive to pheromones and toxic gasses, but not to what would be considered "bad" smells.

265-266 Heightened Sense of Touch

This mutant's somatosensory system is so acute it can pinpoint the sources of faint vibrations, sense minute changes in temperature, and obtain more information about objects by touch than other members of its species.

267-268 Hemophilia

This mutant's blood lacks coagulating agents, and so any cuts will continue to bleed until the mutant is dead or the wounds are artificially sealed.

269 Hermaphrodite

This mutant has fully-functional male and female genitals and reproductive organs.

270 Hermaphromorph

This mutant is able to change sex at will. This process takes about a day or so.

271 High Body Temperature

This mutant's body temperature is much higher than normal, and it can suffer from heat exhaustion in very warm environments.

272-273 High Pain Threshold

This mutant is never stunned or incapacitated by pain. It can still feel pain, and is inconvenienced by it, but its mental and physical functions remain unimpeded.

274 Hollow Bones

This mutant's bones are hollow, being both lighter and weaker.

275 Horrible Stench

This mutant smells incredibly bad according to almost all other living creatures. There is little or nothing the mutant can do to alleviate this smell, which resembles rotting meat, except perhaps to try drowning it out with other scents.

276 Hyperadrenal Gland

When this mutant is subjected to stress, the adrenaline produced by its body is more effective than normal, and the boost to its physical effectiveness is very noticeable. After the adrenaline high wears off, the mutant experiences a period of weakness and shaking.

277 Hyperopia

This mutant cannot see objects clearly when they are close enough to be within reach.

278 Immune to Disease

This mutant is not susceptible to disease, either from bacteria, viruses, or latent genetic flaws.

279 Immune to Poison

This mutant is immune to toxins and poisons, and any life-threatening drug.

280 Increased Appendix Size

This mutant's appendix is able to neutralize normally-deadly poisons, but can rupture if too much pressure is applied to the abdomen.

281 Increased Heart and Lung Size

This mutant's stamina is doubled due to its powerful heart and lungs. The mutant can hold its breathe for at least ten minutes at a time.

282-283 Increased Metabolism

This mutant requires more nourishment than others of its species, but this increase in appetite will never cause it to gain any significant amount of weight.

284-288 Increased Physical Capability

This mutant has physical capabilities far greater than the average specimen of its type.

- *Roll 1d8 to determine increased capability:*

1-2	Agility, dexterity, and/or reflexes.
3	Balance, co-ordination, and/or flexibility.
4-5	Health, stamina, and/or toughness.
6	Movement speed.
7-8	Strength.

- *Roll 1d4 to determine the amount of increase:*

1	×2 (doubled).	3	+ $\frac{1}{3}$ (increased by one third).
2	+ $\frac{1}{2}$ (increased by one half).	4	+ $\frac{1}{4}$ (increased by one quarter).

289 Increased Susceptibility to Illness

This mutant is exceedingly vulnerable to diseases, viruses, and bacterial infections.

290 Independently Focusable Eyes

Each of this mutant's eyes can focus independently without it being unduly distracted.

291 Infected

This mutant is infected with a bacteria, fungus, or parasite. Choose a type of infection or use any table you consider appropriate.

- *Roll 1d6 for symptoms affecting the mutant:*

1	Full symptoms.	3-4	No detrimental symptoms.
2	Mild symptoms.	5-6	Only visible symptoms.

- *Roll 1d6 for vector:*

1	Airborne.	4	Not infectious.
2	Fluids/sexual contact.	5	Prolonged exposure.
3	Ingestion.	6	Touch.

292 Infertile

This mutant is either sterile, or has an incredibly low fertility rate.

34 body: functions

293 Inflation

This mutant is able to increase the appearance of its size, either by an expandible hood, frill, or ruff, or by puffing itself up, inflating loose, stretchy skin with air, gas, or liquid.

294 Infravision

This mutant can see radiated heat, allowing it to differentiate between temperatures on sight, and function relatively normally in the dark.

295 Ink

This mutant can produce a cloud or jet of blackish ink from its mouth or other orifice.

296 Kidney Stones

This mutant is prone to passing stones that form in the kidneys and cause excruciating pain.

297 Light Dependency

This mutant requires an external light source to live and will begin to die if left in total darkness. No amount of light will blind or otherwise hinder this mutant.

298 Light Generation

This mutant can generate light at will. Choose a colour or roll on the basic or extended colour table.

► *Roll 1d4 for type of light generated:*

1	Blinding flashes.	2	Directed beams.	3-4	Phosphorescence.
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299 Light Sensitivity

This mutant's eyes are highly sensitive to light. It is blinded by normal daylight, but can see normally in dim light.

300 Long Life

This mutant, unless killed, will live about twice as long as others of its species, and will not suffer the effects of aging until very late in its life.

301-302 Low Pain Threshold

This mutant is extremely sensitive to pain.

303 Low Sex Drive

This mutant has an unusually low libido, even if it is fertile (though it may not be). It has little or no desire to mate with members of the opposite sex or engage in recreational sexual activity of any sort, and will be bored when attempting to do so.

304-305 Malformed Mouth

This mutant's mouth is misshapen, giving it a distinctively thick speech impediment.

306 Malleable Body

This mutant can bend, twist, and collapse its body, squeezing through small spaces and being comfortable in awkward positions. Any hard parts of the mutant's anatomy, like skeleton or shell, are extremely flexible, but not fragile.

307 Malleable Features

This mutant can reshape its own appearance by the application of pressure, using fingers and other implements to give itself a new face, move fat and muscles around, and reshape skin details. The mutant chooses when to be malleable, but must shape itself by hand.

308 Microscopic Vision

This mutant can see tiny objects clearly, if they are close.

309 Mute

This mutant has no vocal cords or speech-producing organs, and cannot talk.

310 Myopia

This mutant cannot see clearly past 1d10+10 feet (1d3+3m).

311 Nerve Cut-Off

This mutant can deaden its own nerves at will, so that it feels no pain or other sensations.

312 No Pain Receptors

This mutant is unable to feel pain, though it retains a normal sense of touch otherwise.

313 No Sense of Smell or Taste

This mutant has no olfactory senses, and cannot smell or taste anything. The mutant will still be affected by piquant food, poisons, and irritants, however.

314 No Sense of Touch

This mutant is almost totally unable to sense by touch, but still feels pain.

315 Oversexed

This mutant has an unusually high libido and desires sexual activity at all times. It may pass up activities necessary for survival in order to obtain sexual satisfaction. This increased sex drive is entirely biological in nature, not psychological.

316 Paraplegic

This mutant is paralysed below the waist.

317-318 Parasite Infestation

This mutant's body is infested with one or more parasites.

- *Roll 1d6 (or 1d10) for type of parasite infestation:*

1	Cloud of flies.	6	Worms.
2	Insect hive.	7	Alien creature.
3	Nest of crawling bugs.	8	Demon or supernatural being.
4	Nest of snakes.	9	Ghost or other undead.
5	Tongue replaced by parasite.	10	Intelligent alien colonists.

319 Parthenogenesis

This mutant may reproduce on its own, without requiring another member of its own species. The offspring will be a clone, the same as an identical twin. This mutation probably requires a womb or similar reproductive organs.

320 Performance Enhancement

This mutant can enhance its own mental and physical performance for a short amount of time by concentrating and expending great amounts of energy. Speed, strength, and each of its senses can be enhanced, usually in order to reach a certain short-term objective, but this is extremely draining, and will leave the mutant tired and hungry.

36 body: functions

321 Permeable Skin

This mutant may absorb water and oxygen through its skin like an amphibian. This allows the mutant to breathe and drink underwater.

322-324 Pheromones

This mutant exudes pheromones.

- ▶ *Roll 1d8 for pheromone function:*

1	Attracts prey.	4	Inspires fear.
2	Causes disorientation.	5-6	Inspires lust.
3	Inspires aggression.	7-8	Marks territory or trails.

- ▶ *Roll 1d4 for pheromone trigger:*

1	According to a biological cycle.	3	At will.
2	Always on.	4	Stress-induced.

325 Photosynthetic

This mutant extracts nutrients from air, soil, and water by absorbing energy from sunlight.

326 Poison Glands

This mutant has glands that excrete poison.

- ▶ *Roll 1d6 (or 1d8) for poison location:*

1-2	Bite.	4	Injector.	6	Spit or spray.
3	Claws.	5	Secretion.	7-8	Kiss.

327 Poison Susceptibility

This mutant is exceedingly vulnerable to poisons and toxins, and levels that will only make others of the same species sick will kill this mutant.

328-329 Poor Respiration

This mutant's respiratory system is weaker than normal. It must rest after even short periods of strenuous activity or pass out, and cannot hold its breathe for more than several seconds.

330 Pouched Cheeks

This mutant's cheeks are elastic and its mouth may be used to carry a great deal of food or other objects.

331 Powerful Jaws

This mutant's jaw and mouth muscles are extremely well-developed and dense. It can easily crush bone between its teeth.

332 Powerful Legs

Because of its powerful leg muscles, this mutant can move at double normal speed and jump three times as high and far as normal.

333-334 Prehensile Feet

This mutant's feet are as dextrous as hands, with toes and possibly a thumb that are capable of fine manipulation and grasping.

335 Prehensile Hair

This mutant's hair can move and grasp objects at the mutant's direction.

336-337 Premature Aging

This mutant ages quicker than normal, appearing about twice as old as it actually is.

338 Prey Scent

This mutant gives off a scent that attracts predators.

339 Protected Senses

One or more of this mutant's senses is protected from over-stimulation. Disorienting stimuli and attacks against this sense have no effect on the mutant.

► *Roll 1d6 for senses that are protected:*

1	Balance and direction.	4	Smell and taste.
2	Hearing.	5	Two senses or other sense.
3	Pain and touch.	6	Vision.

340 Pseudopods

This mutant can project temporary tentacle-like appendages from its body. It appears otherwise normal when not employing any pseudopods.

341 Quadriplegic

This mutant is paralysed below the neck.

342 Radar

This mutant can sense and broadcast radio waves in order to determine the shape of its surroundings. These radio waves do not pass through solid objects or liquids.

► *Roll 1d8 for range of radar:*

1	A couple miles (3km).	5	Five hundred miles (800km).
2	A hundred feet (30m).	6	Six hundred yards (550m).
3	A hundred miles (160km).	7	Ten miles (16km).
4	A hundred yards (91m).	8	Twenty miles (32km).

343 Reflective Skin

This mutant's skin reflects heat, light, and electro-magnetic energy, including harmful laser blasts and nuclear energies. It may or may not be as shiny as a mirror.

344-346 Regeneration

This mutant can heal faster and more effectively than others.

► *Roll 1d6 for effectiveness of regeneration:*

1-2	Injuries heal several times faster than normal, and lost limbs grow back.
3	Injuries heal within days instead of months, and minutes instead of hours.
4-6	The mutant's limbs will grow back if severed.

347 Respiratory Filters

This mutant has filters in its lungs, esophagus, or at some other point in its respiratory system. It is immune to airborne bacteria, drugs, toxins, and viruses.

348 Roots and Vines

This mutant has roots and vines that can burrow into the ground and absorb nutrients, as well as keep the mutant attached to solid objects.

38 body: functions

349 Rotating Body Part

One or more of this mutant's body parts can rotate a full 360 degrees.

► *Roll on the body part table or 1d4 here for rotating body part or parts:*

1	Arms and legs.	3	Head.
2	Hands and feet.	4	Waist.

350 Rotting Flesh

This mutant's flesh is prone to rotting—becoming putrid and foul-smelling, dripping fluids and falling apart easily. Without constant medical attention, the mutant will die.

351 Rubber Bones

This mutant's bones are soft and rubbery, making it harder to stand up straight and use its muscles properly. Strength is halved, but the mutant can fit into tight spaces easier. The mutant is injured less by blunt impacts, due to shock absorption, but suffers more from crushing and squeezing, since these bones provide less protection to internal organs.

352 Rubbery Skin

This mutant's skin is hard and rubbery and slows it down a little, especially in cold weather.

353 Saliva Substitution

This mutant's saliva has some additional property that it is immune to, but other are not.

► *Either roll on the blood substitution table or 1d8 here for property of saliva:*

1	Acidic.	5	Paralytic.
2	Analgesic.	6	Piquant.
3	Dries as a solid mass.	7	Poisonous.
4	Hallucinogenic.	8	Webbing strands.

354 Salt Drinker

This mutant suffers no ill effects for drinking salt water instead of fresh water.

355 Sanitized Metabolism

This mutant has virtually no foreign bacteria or parasites in its digestive system, which produces natural enzymes to break down food in place of these organisms. Its immune system may be correspondingly weak, forcing it to live in a special or artificial environment.

356 Shapechanger

This mutant can change its shape and appearance.

► *Roll 1d10 for type of shape-changing:*

- | | |
|-----|--|
| 1 | The mutant can conceal its other mutations and appear normal. |
| 2-3 | The mutant can mimic another species (roll on the creature table). |
| 4 | The mutant has a multi-stage life cycle. |
| 5-7 | The mutant has two forms and can switch between at will (roll on the creature table for second form). |
| 8-9 | The mutant is diurnal, with one form during the day and another at night (roll on creature table for second form). |
| 10 | The mutant suffers from uncontrollable shape changes. |

357 Shedding

This mutant sheds its skin.

► *Roll 1d4 for type of shedding:*

1	Regular moulting of whole skin.	3	Skin constantly flakes off.
2	Skin can be shed as necessary.	4	Skin constantly peeling.

358 Short Life

This mutant will only live half as long as others of its species, but it will not age prematurely.

359-360 Silent Movement

Due to soft pads on hands and feet, and a modified physiognomy, this mutant makes almost no sound when it moves.

361 Silk Production

This mutant can produce strands of very strong silk, like that of a spider or silkworm. These can be smooth or sticky, and can be used to climb, form a web, or bind prey.

362-363 Slow Healer

This mutant's ability to heal is impaired, for whatever reason. It takes twice as long as is normal for its species to recover from injuries, fatigue, and illness.

364-365 Sonar

This mutant emits high-frequency sound and listens to the reflections in order to navigate its surroundings. It can operate normally in darkness, and knows the shape of its surroundings within a hundred feet (30m). Creatures and devices able to detect high frequencies will be alerted to the mutant's presence when it uses sonar.

366 Sonic Blast

This mutant can project a concentrated blast of sound that stuns and deafens those targeted. This mutant can also be very loud.

367 Sound Mimicry

This mutant can closely mimic any sound it hears.

368 Spinning

This mutant can spin at high speeds without becoming dizzy or disoriented. While spinning, the mutant's senses are impaired but still functional.

369 Spore Cloud

This mutant can emit a cloud of spores that irritate the eyes, skin, and throat of those caught within it, and possibly helps it reproduce.

370 Sprint

This mutant may sprint at incredibly fast speeds over short distances, up to five times as fast as normal for its species.

371 Stiff Joints

This mutant's limbs and joints are stiff and hard to bend. The mutant moves in a jerky, ungraceful manner, cannot run at full speed, and has trouble with manual dexterity.

372 Strong Skeleton

This mutant has extremely hard bones that can withstand as much kinetic force as steel.

40 body: functions

373 Structural Weakness

This mutant's bones and other hard parts are structurally deficient and more prone to breaking and fracturing than normal.

374 Suckers

This mutant has visible suckers that help it grip and hold things.

► *Roll 1d8 for location of suckers:*

1	Almost all over.	5-6	Tips of fingers and toes.
2-4	Hands and feet.	7-8	Underside of body.

375-376 Telescopic Vision

This mutant can see clearly for up to two miles (3km) and still distinguish individuals.

377-378 Temperature Resistance

This mutant can function normally in temperatures that others of its species find too hot or cold. It takes longer to freeze to death or suffer heat exhaustion, but cannot withstand temperatures that boil water or freeze flesh.

379-380 Temperature Sensitivity

This mutant is acutely vulnerable to extremes of heat and cold, and will become weak and sluggish before others do.

381 Thin Skin

This mutant's skin is thin and brittle, making it easier to penetrate or tear.

382 Total Healing

This mutant has the ability to replace all its cells rapidly, which takes a span of one day for every hundred pounds, and requires the mutant to eat constantly throughout. This process sheds skin, regrows lost limbs, and purges the body of radiation poisoning and toxins. When the process is finished, the mutant is weak and exhausted, and must rest for several days.

383 Toxin Resistance

This mutant is unaffected by normally-lethal levels of most or all toxins, poisons, and drugs. This is not total immunity, but much higher doses are required for effect.

384 Toxic

This mutant's flesh and organs are highly toxic to most other animals.

385 Trail of Slime

This mutant secretes slime as it moves along the ground.

386 Tremor Sense

This mutant can sense movement through vibrations in the ground and other solid matter.

► *Roll 1d6 for range of tremor sense:*

1-2	1d10×10 feet (1d6×5m).	4-5	A hundred yards (91m).
3	A couple miles (3km).	6	Half a mile (800m).

387 Tunnel Vision

This mutant has little or no peripheral vision.

388 Ultravision

This mutant can see into the ultraviolet range, which makes radiation and electro-magnetic energy visible. The mutant is immune to welder's flash, but will be almost blind in space, due to the abundance of vacuum ultraviolet.

389 Uncontrollable Flatulence

This mutant has intestinal difficulties that cause it to fart a lot.

390-391 Venomous Bite

This mutant's bite is enhanced by venom.

► *Roll 1d3 for type of venom:*

1	Necrotic venom.	2	Paralytic venom.	3	Toxic poison.
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392 Ventriloquist

This mutant can throw its voice, without moving its lips or appearing to make noise at all.

393 Vents

This mutant has vents in its skin that release air, steam, or other gasses.

394 Voluminous Lungs

Due to its expansive lung capacity and other adaptations, this mutant can hold its breath for up to an hour.

395 Vomits at Will

This mutant may projectile vomit. There is a 1 in 3 chance this vomit is harmful.

396 Water Dependency

This mutant's skin must be kept moist by immersion in water at least once every 1d4 hours. If its skin dries up, it will crack and split painfully, becoming vulnerable to infection.

397 Water-Soluble Skin

This mutant's skin lacks cohesion and will dissolve if immersed in water.

398 Weak Spot

This mutant has a particular weak spot. If this spot is struck at all, the mutant will be stunned, paralysed, or even killed. Roll on the body parts table to determine where this weak spot is.

399 Wet Skin

This mutant's skin is coated with a layer of fluids, secreted by special glands.

400 Wounding Genitals

This mutant's genitals cause wounds, either because of barbs, coarse texture, grinding parts, stingers, or teeth.

42 mind: behaviours

mind: behavioural mutations

401 Addicted

This mutant is physically addicted to a drug or some other substance that normally has physiological and/or mind-altering properties.

- *Roll 1d6 for availability of drug or substance:*

1-2	Commonly available.	5	Not commonly available.
3-4	Commonly available but proscribed or stigmatized.	6	Only one source exists.

- *Roll 1d6 for frequency of necessary use:*

1-2	Daily.	5	Twice a week.
3-4	Several times a day.	6	Weekly

- *Roll 1d8 for type of drug or substance:*

1	Antidepressant.	5	Sedative.
2	Hallucinogenic.	6-7	Stimulant.
3-4	Narcotic.	8	Two properties.

402-403 Addictive Personality

This mutant is prone to addictive and compulsive behaviours.

- *Roll 1d6 for the most dominant type of addiction or compulsive behaviour:*

1	Alcoholism.	4	Gambling.
2	Drugs.	5	Obsession or other behaviour.
3	Food.	6	Sex.

404 Always Afraid

This mutant lives in a perpetual state of fear, which can only be relieved by the heavy use of medication.

405 Anxious

This mutant is often nervous, prone to introspective self-doubt and worry.

406 Berserker

When this mutant engages in significant acts of violence, it is subject to furies and will remain violent until exhaustion forces it to stop. The mutant can engage in simple acts of violence such as one-on-one duels, without triggering the berserk state, but battles with multiple opponents on either side will make the mutant go berserk.

407 Blood Rage

This mutant is prone to rages whenever it is harmed or injured. If enraged, the mutant will fight against the perceived cause of its injuries until either the threat or the mutant is neutralized.

408 Breakdowns

This mutant is subject to bouts of irrational behaviour. There is a 10 per cent chance it will suffer a breakdown when confronted with a stressful situation.

► *When the mutant breaks down, roll 1d6 to determine its behaviour:*

- | | |
|---|---|
| 1 | It attacks the largest and/or most threatening individual present. |
| 2 | It attacks the weakest and/or the most vulnerable individual present. |
| 3 | It attempts to commit suicide. |
| 4 | It falls down and sobs uncontrollably for several minutes. |
| 5 | It stands in place, screaming, for several minutes. |
| 6 | It tries to wreck any valuable objects present. |

409 Burrower

This mutant prefers to live and sleep in a burrow underground.

410-411 Carnivore

This mutant is an obligate carnivore, depending solely on animal tissue for its diet, which can include fish and insects. It gains little or no sustenance from devouring plant matter.

412 Code of Honour

This mutant feels the need to live by well-defined rules, and obeys a strict code of behaviour it has learned from an external source.

413 Compulsive Behaviour

This mutant engages in compulsive behaviour, repeating certain actions and performing set rituals. It may realize what it is doing, but is unable to stop without supreme effort.

414 Compulsive Liar

This mutant is constantly telling lies, exaggerating, and making up stories.

415 Contrarian

This mutant is compelled to oppose others and take an antagonistic stance, even if only to play “Devil’s advocate” to a position it agrees with.

416 Controlled by Stars

This mutant’s mental state and behavioural patterns can be mapped to the moon and stars. As the stars migrate across the heavens, they influence the mutant’s biological state.

417 Daylight Stasis

This mutant is asleep and inactive during the day.

418 Deep Sleeper

This mutant sleeps very deeply. Awakening prematurely is extremely difficult, and the mutant will be groggy and disoriented until it can continue sleeping.

419 Degenerate Gambler

This mutant is addicted to gambling. It will try to continue gambling even after going broke.

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420 Dependency

This mutant is physically dependent on a chemical, drug, or other substance to maintain a functionally normal life. The mutant is not addicted—this substance is actually required or the mutant will suffer negative physical and/or mental effects and could possibly die.

- *Roll 1d6 for availability of substance:*

1-2	Commonly available.	5	Not commonly available.
3-4	Commonly available but proscribed or stigmatized.	6	One source.

- *Roll 1d6 for frequency of necessary use:*

1	Daily.	3	Every two weeks.	5	Twice a week.
2	Every few hours.	4	Monthly	6	Weekly.

- *Roll 1d6 (or 1d10) for ill effects:*

1	Hallucinations and psychosis.	6	Poltergeist effects.
2	Magical persecution.	7	Unconscious psychic attacks.
3	Mental incapacitation.	8	Uncontrolled mutation.
4	Physical wasting.	9	Vulnerability to illness.
5	Physical weakness.	10	Vulnerability to possession.

421-422 Depression

This mutant is prone to bouts of depression and melancholy, during which it suffers from low energy, suicidal impulses, and general unhappiness.

423 Drone

This mutant dislikes making decisions on its own, and must be ordered to do anything important. It will internalize even complex lifestyle ideologies, and continue such behaviour when not subjected to an authority figure. This mutation can also mean the mutant is a sterile worker drone, or that it has been domesticated.

424 Drone Producer

This mutant produces sterile drone offspring, either sexually or asexually. These drones are much smaller than the mutant and not very creative, independent, or intelligent, and are only capable of performing one or two general tasks.

- *Roll 1d8 for drone ability to specialize:*

1-3	Drones can be specialists (roll one specialty) or labourers, but not both.
4-5	Drones can each perform one of 1d3+1 different specialties.
6	Drones can each perform one or two of 1d4+2 different specialties.
7-8	Drones can only perform unskilled labour.

- *Roll 1d10 for possible drone specializations (if any):*

1	Administration.	6	Foraging and scouting.
2	Child rearing.	7	Habitat construction.
3	Defence.	8	Production of art or culture.
4	Fighting (one style).	9	Skilled labour (one skill).
5	Food production (one food).	10	Unskilled labour.

425-426 Eating Disorder

This mutant has an eating disorder and the body image problems that accompany it.

► *Roll 1d6 for general type of eating disorder:*

1	Anorexia.	3	Geophagy or pica.	5	Overeater.
2	Bulimia.	4	Guilty eater.	6	Picky eater.

427 Egg Layer

This mutant reproduces by laying eggs, incubating its young in cocoons, or producing spores, which are fertilized either inside or outside the female. The fetus develops within the egg, which may grow or remain a uniform size, while it is outside the female's body.

428 Excessive Sleeper

This mutant requires about twice as much sleep as others of its species.

429 External Digestion

This mutant cannot digest its food internally. Instead, it vomits stomach acids onto its food.

430 Faith

This mutant has a biological predilection to feel connected to a higher power, a guiding plan, and a structured, unified cosmos.

431 Fear of Sacred Objects

This mutant is repelled and disgusted by sacred or religious objects and symbols. It will not willingly approach or touch a religious icon, and will flee from those brandishing them.

432 Fits and Seizures

This mutant has a 5 per cent chance of suffering a fit or seizure when stressed.

► *Roll 1d8 (or 1d10, or 1d12, or 1d20) for the kind of seizures:*

1	Catatonia.	4	Epilepsy.	7	Narcolepsy.
2	Delusions.	5	Hallucinations.	8	Stroke.
3	Fainting.	6	Hysteria.	9-20	Magical.

433 Glossolalia

This mutant can "speak in tongues," uttering nonsense, speech-like syllables with some ritual preparation. There is also a 5 per cent chance it will do this during a stressful situation.

434 Hallucinations

This mutant is prone to hallucinating.

► *Roll 1d8 for the usual cause of hallucinations:*

1	Bright lights and loud noises.	5	Lack of food (a day or more).
2	Crowds.	6	Lack of sleep (a day or more).
3	Dehydration.	7	Sexual arousal.
4	High-stress or violent situations.	8	Time alone.

435-436 Headaches

This mutant is prone to painful migraine headaches which are usually exacerbated by stress.

437-438 Herbivore

This mutant is unable to digest meat, and must subsist on a diet of plant material.

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439 Hibernating

This mutant tends to hibernate during adverse environmental conditions, increasing its food intake beforehand, and burning the fat while in hibernation.

440-441 Highly Social

This mutant prefers to exist within a group, and dislikes being alone. It might prefer packs, herds, or simply refuses to be active on its own, and must be part of at least a pair.

442 Hoarder

This mutant compulsively hoards objects, and refuses to throw things away.

443 Honest

This mutant will not lie or deceive others.

444-445 Hunting Instinct

This mutant is dominated by a powerful urge to hunt and kill. The mutant may be fixated on a specific creature or type of person.

446 Hypochondria

This mutant obsesses over imaginary afflictions and illnesses it does not have.

447 Hysterical Injury

Under stress, this mutant believes it is afflicted with some sort of wound, loss of sight, touch, or hearing, inability to move property, or some other injury it does not have.

448 Irrational Hatred

This mutant has an irrational hatred of something, and will become enraged upon encountering it or thinking about it too much.

► *Roll 1d8 for type of thing hated:*

1	Authority figure or institution.	5	Specific class, culture, or race.
2	Common situation.	6	Specific occupation.
3	Common type of object.	7	Uncommon situation.
4	Roll on creature table.	8	Uncommon type of object.

449 Kleptomania

This mutant feels compelled to steal.

450 Largesse

This mutant does not consider material possessions to be of great importance, and will happily part with them in order to help or assist other people.

451-452 Manic

This mutant is prone to bouts of manic hyperactivity, which may cause exhaustion, obsessive/compulsive behaviour, recursive thinking, an inability to concentrate, and even psychotic episodes.

453-454 Manic Depressive

This mutant is prone to alternating manic and depressive phases.

455 Masochism

This mutant enjoys pain and likes to be degraded, hurt, and humiliated.

456 Mental Block

When this mutant has an unpleasant or violent experience, there is a 10 per cent chance it will block the source from its mind and refuse to acknowledge it in the future, even if it once again becomes a threat or a cause of stress.

457 Migratory

This mutant is constantly moving from one location to another, because it is nomadic, sensitive to environmental changes, or possessed by wanderlust.

458 Motherliness

This mutant tends to mother people, making them feel safe and cared for. In its presence, worried, frightened, and irritated people grow calm and contented, especially children.

459 Multi-Stage Lifespan

This mutant will exist in more than one form over the course of its lifespan. At the very least, it has one form when immature, and metamorphoses into another when it reaches adulthood, but it could have more than two stages.

460 Multiple Personalities

This mutant has one or more additional personalities that may or may not share the same memories or be aware of each other, but will always act differently.

- *Roll 1d6 for number of extra personalities:*

1	1d6+2 extra.	2	One extra.	3	Two extra.
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461 Narcolepsy

This mutant is vulnerable to spontaneously falling asleep when subjected to stress.

- *Roll 1d6 for likelihood of falling asleep under pressure:*

1	1 in 6 chance.	2-4	5 per cent.	5-6	10 per cent.
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462 Nightmares

This mutant is prone to terrifying nightmares, and often wakes up screaming, drenched in sweat. The mutant may dread falling asleep or resort to drugs to sleep soundly.

463-464 Nocturnal

This mutant is nocturnal, normally sleeping during the day. It can see well in poorly-lit conditions short of total darkness, and is rather sensitive to light. If the mutant is already nocturnal, it becomes diurnal.

465 Obsessive

This mutant can become fixated on things, until they consume its every waking hour.

466-467 Omnivore

This mutant's digestive system is so hardy it can eat any organic material without ill effects, including spoiled meat, contaminated water, and the waste products of other creatures.

468 Outbursts

This mutant is prone to unsettling outbursts while under stress, which may include spontaneous dancing, obscene gestures, salacious or caustic language, inappropriate touching, incontinence, and, most especially, denial.

48 mind: behaviours

469 Pacifist

This mutant cannot take violent action, even in self-defence.

470 Paranoia

This mutant is prone to fits of paranoid delusions that it is being persecuted.

471 Periodic Amnesia

This mutant is vulnerable to bouts of stress-triggered amnesia.

472-474 Phobia

This mutant has an unreasoning and overwhelming fear of something, and will either be paralysed in terror upon encountering it, or noisily distressed and will attempt to flee.

► *Roll 1d100 for object of fear:*

1	Abandoned places.	52	Home confinement.
2	Aliens.	53	Injury.
3	Animals.	54	Language or words.
4	Bacteria.	55-64	Loud noises.
5	Beds.	65-66	Machinery or technology.
6	Being abducted.	67	Magic.
7	Being alone.	68	Men or women.
8	Blood.	69	Monsters or mutants.
9	Bridges.	70	Music.
10	Bugs and insects.	71-78	Open spaces.
11	Cats.	79	Pain.
12	Children.	80	Pins and needles.
13	Clowns.	81	Plants.
14	Cold.	82	Poison.
15-19	Crowds.	83	Radiation.
20	Darkness and night.	84	Rain, storms, and wind.
21	Dead things.	85	Religion.
22	Depth or the sea.	86	Reptiles.
23	Dirt.	87-89	Roll on the basic colour table.
24	Disease or infection.	90	Roll on the creature table.
25	Doctors.	91	Sex.
26	Dogs.	92	Sinning.
27-36	Enclosed spaces.	93	Slime.
37	Fire.	94	Snakes.
38	Flying.	95	Space.
39-41	Foreigners or strangers.	96	Spiders.
42	Fur or hair.	97	Touching.
43-50	Heights.	98	Water.
51	High speeds.	99	Weapons.
		100	Whatever you see first when you look up from this page.

475 Physical Coward

This mutant suffers from combat paralysis, is deathly afraid of personal, bodily risk, and is usually unable to enter into physically dangerous situations and conflicts.

476 Pyromania

This mutant feels compelled to set fires.

477-478 Restricted Diet

This mutant can only gain sustenance from a small category of food.

► *Roll 1d6 for type of food:*

1	Bugs.	3	Carrion.	5	One type of plant.
2	Cannibal.	4	Live animals.	6	Rocks.

479 Sadism

This mutant enjoys hurting and degrading others.

480 Schizophrenia

This mutant is prone to disintegrating thought processes, hallucinations, paranoid delusions, psychotic episodes, and social impairment. There is no standard pharmacological cure.

481 Sexual Fetish

This mutant is sexually fixated upon a specific object, circumstance, or type of person.

► *Roll 1d12 for fetish:*

1	Alien fantasies.	7	Rape fantasies.
2	Bondage.	8	Roll on the body part table.
3	Cuckold fantasies.	9	Roll on the creature table.
4	Dominant.	10	Specific item of clothing.
5	Gendered clothing.	11	Specific occupation.
6	Incest fantasies.	12	Submissive.

482 Sexual Neurosis

This mutant has a significant sexual neurosis.

► *Roll 1d6 for type of sexual neurosis:*

1	Asexual.	3	Non-normative compulsion.
2	Fear of sex.	4-6	Oversexed.

483 Sexual Prowess

This mutant is exceptionally talented in the arts of sex (lovemaking and/or mating, depending on species). This may or may not be apparent from its appearance.

484 Short Fuse

This mutant has trouble controlling its anger, tends to be very touchy, and is prone to fly into rages under stress, or when it feels it is being attacked or criticized.

485 Shuddering

This mutant shakes uncontrollably and cannot sit still.

486 Shy

This mutant is extremely uncomfortable around strangers, will avoid them, and tends to be quiet and unassertive when it has to interact with them.

50 mind: behaviours

487 Silly Voice

This mutant has an odd, even humiliating, manner of speaking.

488 Silly Walk

Others think this mutant has an odd way of walking. Maybe it is always dancing, skipping, crab-crawling, or walking on the balls of its feet even out of high-heeled shoes.

489 Sleepwalking

This mutant is prone to walking in its sleep, and may even perform complex actions in such a state. The mutant does not remember what it has done when it awakens.

490-491 Slovenly

This mutant cannot be bothered to keep its appearance up, nor does it take care to tidy up its surroundings or living area. Cleanliness and orderly surroundings mean nothing.

492 Sociopathic

This mutant is unable to feel empathy or sympathy for other individuals it is not already close to, or who do not benefit the mutant in some direct and concrete manner.

493 Strange Sound

This mutant emits strange sounds.

► *Roll 1d4 for type of sound:*

1	Attractive sound.	3	Threatening sound.
2	Strange speech.	4	Uncontrollable sound.

494 Stuttering

This mutant cannot speak without stammering and stuttering, especially under stress.

495-496 Territorial

This mutant stakes out its own territory and is fiercely protective of it, driving away any unwanted intruders. If the mutant is already territorial, it becomes expansionist.

497-498 Tidy

This mutant instinctively takes good care of its appearance, keeps itself well-groomed, and tends to keep its surroundings neat and tidy.

499 Transgendered

This mutant feels it belongs to a sex or gender that does not correspond to its physical form.

500 Vengeful

This mutant harbours deeply ingrained negative feelings towards those it feels it has been wronged by. This mutant will carry a grudge indefinitely and always seek to take revenge when the opportunity arises.

mind: cognitive mutations

501-502 Animal Friendship

This mutant has a natural talent for handling animals. No animal will harm this mutant except in self-defence, and will often be calm and friendly. Does not apply to monsters.

503 Anticipation

By concentrating on a particular target, this mutant can anticipate their future actions. The mutant can predict a target's actions for a duration that equals the amount of time it spends examining that individual's behaviour, or the products of their behaviour, including writings and artworks. If the mutant does not examine the target directly, it can only anticipate what the target intended to do at the time the works considered were created.

504-508 Attention Deficit Disorder

This mutant is unable to concentrate on a single task for long periods of time, is easily distracted, and usually forgets what it is supposed to be doing.

509 Autobiographical Memory

This mutant can remember everything that happened to it, and can recall episodes and events from memory in complete form.

510-512 Body Sense

This mutant is acutely aware of how well its body is functioning. It knows its own physical activity levels, nourishment requirements, chemical balances, and fatigue levels better than most detection machines do.

513 Computer Brain

This mutant's brain can perform complex calculations at the same speed as a supercomputer. The mutant can mentally compute probabilities, count cards, analyze data, run simulations, and remember massive amounts of information, accessing it at lightning speed.

514-515 Cultural Flexibility

This mutant is able to mingle and associate easily with people of any race, creed, social status, or cultural background, due to its ability to accept alien cultural patterns and mimic such behaviours without needing to criticize them. Other people feel at ease around the mutant and are generally non-judgemental of its presence.

516-520 Decreased Mental Capability

This mutant has mental capabilities far lower than the average specimen of its type.

- *Roll 1d4 to determine decreased mental capability:*

1	Awareness or perception.	3	Intellect or capacity to learn.
2	Empathy or social aptitude.	4	Willpower.

- *Roll 1d4 to determine the amount of decrease:*

1	$\times \frac{1}{4}$ (decreased to one quarter).	3	$-\frac{1}{3}$ (decreased by one third).
2	$-\frac{1}{2}$ (decreased by one half).	4	$-\frac{1}{4}$ (decreased by one quarter).

521-524 Directional Sense

This mutant is always aware of its spatial position, which way is north, and where objects in its presence are located. The mutant can also detect what has moved in an area it has been to.

52 mind: cognition

525 Dreamless

This mutant requires sleep, but does not dream.

526 Dual Attention

This mutant may concentrate on two completely different tasks at the same time, devoting as much attention to each as a member of its species would normally only be able to devote to one. The performance of these two tasks is restricted by physical limitations, of course. If this mutant also has Dual Brain, it can perform four tasks at the same time.

527-528 Dual Brain

This mutant has two brains, but not necessarily two heads. Each brain has different mental mutations (determine randomly which brain has which mutation), and psychic attacks against this mutant must succeed against both brains to succeed at all. There is a 1 in 3 chance that this second brain will impair the first brain and cause the mutant to occasionally exhibit different personalities, suffer from insomnia, and fall into fits of insanity.

529-533 Dyslexia

This mutant is dyslexic, and has difficulty reading and writing, and processing visual symbols. This mutant must work harder than others to master written language.

534-535 Earthquake Prediction

This mutant can sense seismic activity, and knows when an earthquake or other disruption is about to happen. It can also sense weaknesses in the structural integrity of buildings.

536 Editorial Evaluation

This mutant is extremely adept at evaluating the causes and processes of its own failures and less-than-successful projects, as well as identifying what aspects of an undertaking were substantially more successful than others, and how to continue in the same vein.

537 Eidetic Memory

This mutant has perfect recall and can peruse its memories like films or photographs.

538-540 Emotionless

This mutant does not feel extremes of emotion; not anger, despair, fear, nor joy. It still has some small semblance of emotional life, such as annoyance, contentedness, enmity, and friendship, but these are highly intellectual compared to normal human emotions.

541 Enhance Mutations

This mutant can double the effects of other mutations, mental or physical, by concentrating. This is extremely draining, and the mutant will require rest and nourishment after using it.

542-543 Enhanced Nervous System

This mutant's senses are increased and its reaction times are lowered, but it can suffer from sensory overload on occasion.

544-548 Enhanced Senses

This mutant's brain is able to process sensory information much more efficiently than is normal for its species.

► *Roll 1d6 for which senses are enhanced:*

1	Balance.	3	Smell and taste.	5	Two senses.
2	Hearing.	4	Touch.	6	Vision.

549 Genetic Memory

This mutant retains the memories and some of the knowledge of one or more of its ancestors. It may also display personality traits related to these memories.

550-551 Heightened Olfactory Memory

This mutant can recognize individuals, locations, and substances by scent, and can remember exactly where and when it smelled a specific scent before.

552 Hive Mind

This mutant's mind is joined with those of two or more other individuals. All members of the hive have a common purpose when they are together, and may have more effective means of communication between each other. When members of the hive split up, their cognitive abilities and identities begin to fracture.

553-555 Increased Brain Size

This mutant has a larger-than-normal brain, doubling its mental capabilities.

► *Roll 1d6 for head size:*

- | | |
|-----|--|
| 1 | Skull is normal-sized. The over-sized brain is located in two or more places. |
| 2-3 | Skull is normal sized, but the brain is under pressure, causing occasional ataxia, disorientation, hallucinations, memory loss, migraines, psychotic episodes, and/or strokes. |
| 4-6 | Skull size is increased to compensate for the over-sized brain. |

556-560 Increased Mental Capability

This mutant has mental capabilities far greater than the average specimen of its type.

► *Roll 1d4 to determine increased mental capability:*

- | | | | |
|---|-----------------------------|---|---------------------------------|
| 1 | Awareness or perception. | 3 | Intellect or capacity to learn. |
| 2 | Empathy or social aptitude. | 4 | Willpower. |

► *Roll 1d4 to determine the amount of increase:*

- | | | | |
|---|-------------------------------|---|----------------------------------|
| 1 | ×2 (doubled). | 3 | +1/3 (increased by one third). |
| 2 | +1/2 (increased by one half). | 4 | +1/4 (increased by one quarter). |

561-564 Insomnia

This mutant has problems falling asleep and staying asleep. In serious cases, this may lead to impaired health and mental abilities, hallucinations, and even psychotic episodes.

565 Intuition

This mutant is subconsciously aware of others' true intentions, and can always react quickly to their actions. It will never be surprised or caught off-guard by someone it knows.

566-568 Linguistic Aptitude

This mutant has a flair for languages, finding it easy to learn and remember new languages and dialects, spoken and written, without a lot of practice.

569-570 Linguistic Mimic

This mutant picks up the verbal quirks of whoever it is speaking to, and retains the ability to tailor its own speech to the person it is speaking with. This puts others at ease around the mutant, helping to convince them that the mutant has their best interests in mind, and shares the same opinions and world view.

54 mind: cognition

571 Lucid Dreaming

This mutant is aware when it is dreaming, always retains full knowledge of its own identity when dreaming, and can enter a dream-state while awake, without any apparent lapse in consciousness. This gives it a much greater ability to tell what is real apart from what is unreal. Mind-altering drugs, illusions, psychic intrusion, and mind control have a much lower rate of effectiveness against this mutant.

572-573 Mechanical Intuition

This mutant is much better at figuring out mechanical and technological devices than others of its species. It can also learn mechanical and technical skills much quicker.

574 Mindless

This mutant is a mindless automata, incapable of even the simplest thoughts.

575-576 Natural Leader

This mutant possesses a natural charisma and the ability to lead and inspire others without being resented for giving orders. Others tend to respect it and look to it for guidance.

577 No Visual Memory

This mutant cannot make memories out of visual information, and cannot recall the appearance of anything it has seen before. This does not affect the mutant's recognition memory, and it will recognize people and things it has seen before, but will be unable to visualize anything it is not seeing.

578-580 Quick Learner

This mutant has an increased aptitude for learning certain types of skills. The mutant will progress in these areas at least twice as fast as others.

► *Roll 1d10 for type of skills that are easier to learn:*

1	Administration and management skills.	6	Mathematics.
2	Arts and crafts and design.	7	Music.
3	Athletic performance.	8	Scientific skills.
4	Business-oriented skills.	9	Social skills.
5	Compositional, conceptual, rhetorical, and writing skills.	10	Technical and mechanical skills.

581-582 Radio Communication

This mutant can communicate by sending and receiving radio waves.

► *Roll 1d6 for bandwidth mutant uses:*

1	Any radio frequency.
2-3	One group of frequencies (AM, FM, etc).
4	One large group of frequencies (HF, MF, etc).
5-6	One specific frequency.

► *Roll 1d4 for range of radio communication:*

1	A couple miles (3km).	3	Fifty miles (80km).
2	A hundred miles (181km).	4	Twenty miles (32km).

583 Romantic Rapport

This mutant easily establishes bonds of trust, friendship, and love with members of the opposite sex.

584-585 Sense Interference

This mutant can sense when external forces are acting upon its brain. Any sort of energy field or wave, psychic interference, or radiation that affects this mutant will be detected.

586-587 Social Perception

This mutant is much better at picking up on non-verbal cues, body language, and subtle emotional displays, including tone of voice and choice of words. The mutant is acutely aware of changes in the emotional states and demeanours of others.

588 Socially Inept

This mutant has trouble picking up on social cues. Because of this cognitive debility, the mutant tends to interpret everything literally, and is oblivious to subtlety.

589-591 Spatial Perception

This mutant's awareness of the spaces around it is hyperacute. It can intuitively understand acoustics, depth, and distance in its environment, can easily memorize and navigate interior spaces, and is a good judge of the trajectories of moving objects within space.

592-593 Speed Reader

This mutant has good pattern-recognition skills and can process certain visual information at high speeds, allowing it to read text several times faster than is normal for its species.

594-595 Time Sense

This mutant's brain has a built-in chronometer, and it always knows exactly how much time has passed, even after being asleep or unconscious.

596 Transfer Memories

This mutant can transfer its thoughts and memories to others by encoding them into a physical substance it produces, which can be ingested or otherwise consumed. The mutant retains its own memories, producing only copies.

597-600 Weather Sense

This mutant always knows what the weather will be like, often days in advance.



56 psychic powers

psychic powers

601 Animal Control

This mutant may summon animals within range and command them, so long as the mutant concentrates. Animals that fall victim to this power may develop an immunity or resistance to it later. This power does not work on humans, uplifted animals, or fantastic creatures.

- *Roll 1d6 for range of control:*

1	A couple miles (3km).	4	Half a mile (800m).
2	A hundred feet (30m).	5	Sight.
3	A hundred yards (91m).	6	Twenty miles (30km).

- *Roll 1d4 (or 1d20) for the types of animals that can be controlled:*

1	All animals.	8	Carnivores.	15	One family only.
2	Invertebrates.	9	Fish.	16	One species only.
3-4	Vertebrates.	10	Herbivores.	17	Reptiles.
5	Aquatic animals.	11	Insects.	18	Scavengers.
6	Arthropods.	12-13	Mammals.	19	Two types.
7	Birds.	14	Mutant animals.	20	Vermin.

602 Anti-Charisma

Other creatures feel repelled and disgusted by this mutant's presence.

603 Attack Reversal

Psychic attacks made against this mutant have a 1d10×10 per cent chance of being reversed, and taking effect against the attacker instead.

604-605 Aura Reading

This mutant can perceive Kirlian auras, which reveal a rough and vague picture of a person's temperament, mental state, physical and mental capabilities, psychic abilities, and connections with other people. The mutant can turn this ability on and off at will.

606 Block Senses

This mutant can psychically block a target's sensory organs from communicating with their brain, thus making those senses inoperable.

- *Roll 1d6 for duration of block:*

1	Half an hour.	5	Several minutes.
2-4	Requires concentration.	6	Several seconds.

- *Roll 1d4 for range:*

1	1d10×10 feet (1d6×5m).	3	Sight.
2	A hundred yards (91m).	4	Touch.

- *Roll 1d8 for senses blocked:*

1	All senses except one.	5	Smell and taste.
2	Balance.	6	Two senses.
3	Hearing.	7	Touch (and pain).
4	Other senses.	8	Vision.

607-608 Cause Fear

This mutant may psychically cause others to feel fear, simply by concentrating.

- *Roll 1d4 for area of effect of the fear:*

1-2	Closest dozen (or 2d10) individuals within range.
3	Everyone within range.
4	Single target only.

- *Roll 1d20 for range of the fear:*

1	A couple miles (3km).	11-13	Mutant must see the target.
2-3	A hundred feet (30m).	14	Target must hear the mutant.
4	A hundred yards (91m).	15-16	Target must see the mutant.
5-7	Eye contact.	17	Target must smell the mutant.
8	Half a mile (800m).	18-20	Touch.
9-10	Mutant must be able to sense the target.		

609 Cause Insanity

This mutant can cause others to experience insanity, inducing in them hallucinations, paranoia, and phantom voices. Targets will grossly misread social cues, and react to their own fantasies more readily than they will to reality.

- *Roll 1d4 for area of effect of insanity:*

1	Any individuals within range (mutant's discretion).
2	Everyone within range.
3-4	Single target only.

- *Roll 1d20 for range of insanity:*

1	A couple miles (3km).	11-13	Mutant must see the target.
2-3	A hundred feet (30m).	14	Target must hear the mutant.
4	A hundred yards (91m).	15-16	Target must see the mutant.
5-7	Eye contact.	17	Target must smell the mutant.
8	Half a mile (800m).	18-20	Touch.
9-10	Mutant must be able to sense the target.		

610-611 Cause Pain

This mutant may induce crippling pain in others, simply by concentrating.

- *Roll 1d10 for area of effect of pain:*

1	Any individuals within range (mutant's discretion).
2	Closest dozen (or 2d10) individuals within range.
3-4	Closest half-dozen (or 2d6) individuals within range.
5	Everyone in sight within range.
6-7	Everyone within range.
8-10	Single target only.

- *Roll 1d6 for range of pain:*

1	1d10×10 feet (1d6×5m).	3-4	Sight.
2	A hundred yards (91m).	5-6	Touch.

58 psychic powers

612-613 Charm

This mutant can favourably influence a target's opinion of it through psychic mind control. Those influenced will react to the mutant as to a good friend, trusted confidant, respected mentor, or awe-inspiring celebrity figure.

- ▶ *Roll 1d4 for range of charm:*

1	Eye contact.	3	Target must smell mutant.
2	Requires conversation.	4	Touch.

614-615 Clairaudience

This mutant can psychically hear far-off locations without actually being there.

- ▶ *Roll 1d4 for clairaudient ability:*

1	Mutant can overhear a location it knows.
2	Mutant can overhear a location, person, or topic it knows.
3	Mutant can overhear a person it knows.
4	Mutant can send hearing "roaming."

- ▶ *Roll 1d6 for range of clairaudience:*

1	A couple miles (3km).	4	Half a mile (800km).
2	A hundred yards (91m).	5	Twenty miles (30km).
3	Anywhere in the world.	6	Unlimited range.

- ▶ *Roll 1d4 for trigger:*

1	At will.	3	Requires props and/or rituals.
2	Requires concentration.	4	Requires trance state.

616-618 Clairvoyance

This mutant can psychically view far-off locations without actually being there.

- ▶ *Roll 1d4 for clairvoyant ability:*

1	Mutant can send vision "roaming."
2	Mutant can view a location, person, or topic it knows.
3	Mutant can view a location it knows.
4	Mutant can view a person it knows.

- ▶ *Roll 1d6 for range of clairvoyance:*

1	A couple miles (3km).	4	Half a mile (800km).
2	A hundred yards (91m).	5	Twenty miles (30km).
3	Anywhere in the world.	6	Unlimited range.

- ▶ *Roll 1d4 for trigger:*

1	At will.	3	Requires props and/or rituals.
2	Requires concentration.	4	Requires trance state.

619 Commanding Voice

This mutant can speak with a special tone of voice that makes people listen and obey, as long as they can understand the language. Victims of this power may resist if they are ordered to do something that violates their world view or that they would never do otherwise.

620-621 Confuse

This mutant may psychically cause confusion and disorientation in another living target.

- *Roll 1d6 for area of effect of the confusion:*

- | | |
|---|---|
| 1 | Any individuals within range (mutant's discretion). |
| 2 | Closest dozen (or 2d10) individuals within range. |
| 3 | Closest half-dozen (or 2d6) individuals within range. |
| 4 | Everyone in sight within range. |
| 5 | Everyone within range. |
| 6 | Single target only. |

- *Roll 1d20 for range of the confusion:*

- | | | | |
|------|--|-------|-------------------------------|
| 1 | A couple miles (3km). | 11-13 | Mutant must see the target. |
| 2-3 | A hundred feet (30m). | 14 | Target must hear the mutant. |
| 4 | A hundred yards (91m). | 15-16 | Target must see the mutant. |
| 5-7 | Eye contact. | 17 | Target must smell the mutant. |
| 8 | Half a mile (800m). | 18-20 | Touch. |
| 9-10 | Mutant must be able to sense the target. | | |

622 Create Emotions

This mutant can influence the emotions of others within range, psychically causing them to experience specific emotional states.

- *Roll 1d6 for area of effect:*

- | | | | |
|-----|----------------------------------|-----|------------------------|
| 1-2 | Closest 2d10 creatures in range. | 4 | Everyone within range. |
| 3 | Everyone in sight within range. | 5-6 | Single target only. |

- *Roll 1d4 for emotional range:*

- | | | | |
|---|---------------------------|---|-----------------------------|
| 1 | One category of emotions. | 3 | Two categories of emotions. |
| 2 | One specific emotion. | 4 | Two specific emotions. |

- *Roll 1d6 (or 1d8) for physical range:*

- | | | | |
|-----|------------------------|-----|------------------------|
| 1-2 | 1d10×10 feet (1d6×5m). | 5-6 | Touch. |
| 3 | A hundred yards (91m). | 7 | A couple miles (93km). |
| 4 | Sight. | 8 | Half a mile (800km). |

- *Roll 1d8 for trigger:*

- | | | | |
|-----|------------|-----|-------------------------|
| 1 | Always on. | 4-6 | Requires concentration. |
| 2-3 | At will. | 7-8 | Stress-induced. |

623 Cryokinesis

This mutant can psychically raise or lower temperatures in a location by concentrating. A mass of inorganic material the size of the mutant can be heated or cooled.

- *Roll 1d6 for effect:*

- | | | | |
|-----|--------------------------------|-----|-------------------------|
| 1-2 | 50°C (90°F) every few minutes. | 4 | 50°C (90°F) every hour. |
| 3 | 50°C (90°F) every few seconds. | 5-6 | 50°C (90°F) per minute. |

- *Roll 1d6 for range of temperature manipulation:*

- | | | | |
|---|------------------------|---|-------------------|
| 1 | A hundred feet (30m). | 4 | Sight. |
| 2 | A hundred yards (91m). | 5 | Touch. |
| 3 | Fifty feet (15m). | 6 | Twenty feet (6m). |

60 psychic powers

624 Death Field Generation

This mutant can psychically leech the life forces of everyone within about fifty feet (15m), leaving them at death's door. The mutant then falls unconscious for 1d20 minutes.

625 Ectoplasmic Hands

This mutant can create ghostly arms, hands, tentacles, or other limbs that can manipulate objects as if they were physical hands within range. These insubstantial limbs can move anywhere within the mutant's sight. They cannot be damaged, but they do disappear when the mutant stops concentrating.

- ▶ *Roll 1d4 for range of ectoplasmic hands:*

1	Fifty feet (15m).	3	Three feet (1m).
2	Ten feet (3m).	4	Twenty feet (6m).

626-628 Emotional Projection

Everyone within range feels the same emotions that this mutant is feeling, to a lesser degree.

- ▶ *Roll 1d6 for range of projection:*

1-2	1d10×10 feet (1d6×5m).	5	Sight.
3-4	A hundred yards (91m).	6	Touch.

- ▶ *Roll 1d4 for trigger:*

1	According to a biological cycle.	3	At will.
2	Always on.	4	Stress-induced.

629 Enter Mind

This mutant is able to enter the mind of another person, wander through worlds created by their conscious, subconscious, and unconscious minds, and peruse their thoughts and memories. The mutant is normally asleep, unconscious, in a trance state, or otherwise barely aware of its physical body during this process.

- ▶ *Roll 1d6 for range:*

1	1d10×10 feet (1d6×5m).	3-4	Sight.
2	A hundred yards (91m).	5-6	Touch.

630 Erase Memories

This mutant can erase short memories from a target's mind. The mutant must know what the memory is, by either having been present or been informed about the memory, or it can erase whatever memory the target is recalling when the power is used, if any.

- ▶ *Roll 1d6 for duration of amnesia:*

1	Permanently.	3	Several hours.	5	Several weeks.
2	Several days.	4	Several months.	6	Several years.

- ▶ *Roll 1d6 for range:*

1	Eye contact.	4	Sight.
2	Fifty feet (15m).	5	Touch.
3	Requires communication.	6	Twenty feet (6m).

- ▶ *Roll 1d4 for speed of erasures:*

1	Instantaneous.	3	Several seconds.
2	Several minutes.	4	Takes as long as the memories to be erased.

631 Familiarity

This mutant psychically influences strangers it meets to think they have met before and are at least vaguely familiar with each other. This encourages them to act more favourably than they would otherwise. Targets will pick up on cues the mutant gives and agree with them. Only later will a target realize that they had not, in fact, met the mutant before.

632 Fire in the Head

This mutant can put a mental “fire” into the mind of another individual, causing them to suffer great pain and confusion. This mental fire is also contagious, and can be passed on to others whose minds connect with the target, and possibly with those who converse with the target.

- *Roll 1d6 for duration of the mental burning:*

1	Half an hour.	4	Several hours.
2	Requires concentration.	5	Several minutes.
3	Several days.	6	Several seconds.

- *Roll 1d8 for range to implant fire:*

1-2	1d10×10 feet (1d6×5m).	4-5	Sight.
3	A hundred yards (91m).	6-8	Touch.

633-635 Firewalker

This mutant may enter a liminal trance state in which it becomes invulnerable to many forms of harm. It can walk across burning coals, reach into boiling liquid, and swallow razor blades without suffering harm. The mutant must specify what tasks it will undertake before it enters the trance state. While entranced, it will perform those tasks and remain unharmed unless deliberately attacked. If the mutant is unable to perform its declared tasks, it regains consciousness and any danger effects it immediately.

636-637 Heal Brain

This mutant can heal mental disorders, behavioural problems, and neurological chemical imbalances in others. The mutant may also encourage the target’s brain to heal from massive physical damage, but this takes months at the very least.

- *Roll 1d4 for duration of relief from problems:*

1	Lasts several days.	3	Lasts several months.
2	Lasts several hours.	4	Lasts several weeks.

- *Roll 1d6 for range within which healing can occur:*

1	A hundred feet (30m).	4	Sight.
2-3	Requires communication.	5-6	Touch.

- *Roll 1d8 for speed of healing:*

1-2	Takes several days.	6-7	Takes several minutes.
3-5	Takes several hours.	8	Takes several seconds

638-639 Healing

This mutant is able to boost the immune system and healing capabilities of another individual by reducing its own, or by expending its own energy.

- *Roll 1d6 for range within which healing can occur:*

1	A hundred feet (30m).	3-4	Sight.
2	A hundred yards (91m).	5-6	Touch.

62 psychic powers

640 Heat Drain

This mutant can drain the heat of other living creatures to sustain itself. If enough heat is drained, the victim dies.

- *Roll 1d8 for area of effect of heat drain:*

1	Any individuals within range (mutant's discretion).
2	Closest dozen (or 2d10) individuals within range.
3-4	Closest half-dozen (or 2d6) individuals within range.
5	Everyone in sight within range.
6	Everyone within range.
7-8	Single target only.

- *Roll 1d6 for range within which heat can be drained:*

1	Fifty feet (15m).	3-5	Touch.
2	Sight.	6	Twenty feet (6m).

- *Roll 1d6 for speed of heat drain:*

1-2	5°C (9°F) every few minutes.	4	5°C (9°F) every hour.
3	5°C (9°F) every few seconds.	5-6	5°C (9°F) per minute.

641 Hostility Field

This mutant emits a psychic field that makes everyone in range irritable and quarrelsome.

- *Roll 1d6 for range of field:*

1	2d10 miles (3d10km).	4	A hundred feet (30m).
2-3	A couple miles (3km).	5-6	A hundred yards (91m).

- *Roll 1d4 for trigger:*

1	According to a biological cycle.	3	At will.
2	Always on.	4	Stress-induced.

642-644 Hypnotic

This mutant is able to hypnotize others once it catches their attention.

- *Roll 1d6 for what the mutant uses to hypnotize:*

1-3	Gaze.
4-5	Shifting skin patterns or display of movements.
6	Sounds, in or out of the audible range.

645 Illusionist

This mutant can create false images in the minds of others. Victims believe they see, hear, or otherwise experience something that is not actually real. If multiple individuals are affected, they may not all experience exactly the same thing.

- *Roll 1d4 for area of effect of illusions:*

1	Any individuals within range (mutant's discretion).
2	Any individuals within sight and range (mutant's discretion).
3-4	Single target only.

- *Roll 1d6 for range of illusions:*

1-2	1d10×10 feet (1d6×5m).	4-5	Sight.
3	A hundred yards (91m).	6	Touch.

646 Illusory Surroundings

This mutant is able to alter its view of its own surroundings, creating a full-sensory illusion of an environment it finds more aesthetically pleasing than reality. There is a 1 in 3 chance the mutant can share this illusion with others in its presence.

647 Implant Memories

This mutant can implant false memories into the mind of a target.

- ▶ *Roll 1d6 for range within which memories can be implanted:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	Eye contact.	5-6	Touch.

- ▶ *Roll 1d4 for speed of implantation:*

1	Several minutes per memory.
2	Several seconds per memory.
3-4	Takes as long as the length of the memories to be implanted.

648 Inhibiting Field

This mutant emits a psychic dampening field, within which no psychic powers can function, or reach into from the outside. Psychic powers this mutant has are exempt, but others may also use those same powers inside the field as well.

- ▶ *Roll 1d10 for range of field:*

1-2	1d10×10 feet (1d6×5m).	4	A couple miles (3km).
3	2d10 miles (3d10km).	5-6	A hundred yards (91m).

- ▶ *Roll 1d6 for trigger:*

1	Always on.	4-5	Requires concentration.
2-3	At will.	6	Stress-induced.

649-650 Levitation

This mutant can levitate itself, telekinetically moving up and down, or hovering in space.

651 Life Leech

This mutant can drain the life energies of those surrounding it.

- ▶ *Roll 1d4 for area of effect:*

1	Any individuals within range (mutant's discretion).
2	Everyone in sight within range.
3	Everyone within range.
4	Single target only.

- ▶ *Roll 1d6 for range within which life can be leeched:*

1	1d10×10 feet (1d6×5m).	4	Sight.
2-3	Seven feet (2m).	5-6	Touch.

652 Light Manipulation

This mutant is able to psychically alter the characteristics of nearby light, causing fluctuations in brightness and colour, and causing some items to become more or less visible, depending on how light waves move around and over them. These effects require concentration, and the mutant must be able to see or sense the light affected.

64 psychic powers

653 Magnetic Control

This mutant can sense and manipulate magnetic fields to repel, attract, or manipulate ferrous objects and other materials affected by such fields.

► *Roll 1d6 for precision of magnetic control:*

1	Better than digital precision.	4-5	Poor precision.
2-3	Normal digital precision.	6	Slower precision is good.

► *Roll 1d6 for range which magnetism can be controlled:*

1	A couple miles (3km).	4	Sight.
2	A hundred feet (30m).	5	Six hundred yards (550m).
3	A hundred yards (91m).	6	Twenty feet (6m).

► *Roll 1d4 (or 1d8) for strength of magnetic effects:*

1	×½ (half normal physical strength).
2	×2 (double normal physical strength).
3	×3 (triple normal physical strength).
4	×4 (four or more times normal physical strength).
5	Several dozen tons.
6	Several hundred tons.
7	Several thousand tons.
8	Several tons.

654-655 Mass Mind

This mutant can create a subconscious mental link between those it touches. Everyone involved in this link will find their biological and mental rhythms synching up, and may use any psychic power that any of the others possesses, and that power's strength is proportionately increased by the number of individuals so linked (doubled by a link between two individuals, tripled by a link between three, etc).

656-657 Mental Blast

This mutant can project a blast of harmful and disorienting psychic energy.

► *Roll 1d6 for range of mental blast:*

1	1d10×10 feet (1d6×5m).	3-5	Sight.
2	A hundred yards (91m).	6	Twenty foot radius (6m radius).

658-659 Mental Suggestion

This mutant is able to implant commands into the minds of others with whom it communicates. These suggestions may be direct and immediate commands, or they may be subtle and triggered later by specific circumstances, which are harder to resist. The less aware a victim is, and the weaker their will, the more effective these mental suggestions will be.

660 Mind Attack

This mutant can psychically attack a target's mind and permanently impair it, reducing a random mental capability by 10 per cent. The victim is aware of both attack and attacker.

► *Roll 1d6 for range of attack:*

1-2	1d10×10 feet (1d6×5m).	3-4	Sight.
2	A hundred yards (91m).	6	Touch.

► *Roll 1d8 for speed of attack:*

1	A few moments of concentration.
2-3	Instantaneous but mutant cannot use mental powers for another 1d6 hours as it consumes the stolen mental capability.
4-6	Instantaneous but mutant is incapacitated by drug-like high for 1d6 minutes.
7	More than an hour of concentration but victim is alerted only at the end.
8	Several minutes of concentration.

661-663 Pain Broadcast

This mutant psychically broadcasts all physical pain it feels to everyone else within range. Targets feel the same pain the mutant feels.

► *Roll 1d6 for range of broadcast:*

1-2	1d10×10 feet (1d6×5m).	5	Half a mile (800m).
3-4	A hundred yards (91m).	6	Sight.

664 Precognition

This mutant has the ability to see visions of the future.

► *Roll 1d6 for the usual type of precognitive experience:*

1	Clear visions of future certainties.
2	Clear visions of possible and preventable futures.
3	Horrible visions of failure and death.
4	This mutant's "precognition" is really the ability to calculate probabilities to a superhuman degree.
5-6	Vague prophetic visions.

665-666 Psychic Broadcast

Whenever this mutant stops moving around, it psychically broadcasts its presence and identity to all sentient creatures within range.

► *Roll 1d4 for range of broadcast:*

1	A couple miles (3km).	3	A hundred yards (91m).
2	A hundred miles (160km).	4	Anyone the mutant can see.

► *Roll 1d6 for speed of activation:*

1-2	Several days.	4	Several minutes.
3	Several hours.	5-6	Several weeks.

667-668 Psychic Cultural Adaptation

This mutant psychically adapts itself to the culture, attitudes, and mannerisms of those around it, if there are a dozen or more people of a similar culture within range. This adaptation will gradually overwhelm the mutant's own personality, and if it is not separated from people, it may be unable to resume its own personality.

► *Roll 1d6 for range of culture that is adapted:*

1	A couple miles (3km).	3-4	Five hundred yards (460m).
2	A hundred yards (91m).	5-6	Half a mile (800m).

66 psychic powers

669-671 Psychic Detection

This mutant can detect and pinpoint psychic (or supernatural) abilities being used anywhere within range, and knows if anyone it sees or touches within range is psychic. The specific type of psychic ability cannot be identified until it is used, though this mutant can tell if an ability is latent or not.

- *Roll 1d8 for range of detection:*

1	A couple miles (3km).	4	Requires conversation.
2	A hundred feet (30m).	5-6	Sight.
3	A hundred yards (91m).	7-8	Touch.

672-674 Psychic Empathy

This mutant can psychically sense others' emotions. It cannot read minds, but can sense the general nature of what others are feelings.

- *Roll 1d6 for range of empathy:*

1-3	1d10×10 feet (1d6×5m).	5	Sight.
4	A hundred yards (91m).	6	Touch.

675 Psychic Invisibility

This mutant may turn invisible by concentrating. This effect includes the mutant's clothing and equipment, but not large, cumbersome objects it is carrying.

- *Roll 1d6 for the mutant's method of invisibility:*

1-2	It bends light around itself (causing faint distortions).
3-5	It clouds the mind of a single observer (can still be recorded by machines).
6	It clouds the minds of all observers it is aware of.

676 Psychic Mirror

This mutant's mind copies and imitates thought patterns. Any psychic intrusions directed at it are directed back at the intruder, though this does not negate the original intrusion. If this mutant can read minds, it can also imitate them, camouflaging its own thoughts.

677-679 Psychic Vampire

This mutant drains the capacities of other living things without physical means.

- *Roll 1d6 for area of effect:*

1	Any individuals within range (mutant's discretion).
2	Closest half-dozen (or 2d6) individuals within range.
3	Everyone in sight within range.
4	Everyone within range.
5-6	Single target only.

- *Roll 1d4 for benefit of vampirism to mutant:*

1	No benefit.
2-3	The mutant is energized through vampirism.
4	The mutant obtains sustenance only through vampirism.

► *Roll 1d12 for drained characteristic:*

1	Anger.	7	Passion.
2	Happiness.	8-9	Physical strength.
3-4	Health.	10	Sanity.
5	Intellect.	11	Two characteristics.
6	Memory.	12	Virtue.

► *Roll 1d4 for range of vampirism:*

1	1d10×10 feet (1d6×5m).	3	Sight.
2	A hundred yards (91m).	4	Touch.

► *Roll 1d6 for trigger:*

1	Always on.	4	Hunger-induced.
2	At will.	5	Requires concentration.
3	Fatigue-induced.	6	Stress-induced.

680-681 Psychoanalyze

This mutant can sense psychological trauma in another individual, and determine the roots of their problem. The mutant cannot read minds, necessarily, but it can sense the nature and cause of behavioural problems and personality disorders.

► *Roll 1d6 for range of psychoanalysis:*

1	1d10×10 feet (1d6×5m).	4	Sight.
2-3	Requires communication.	5-6	Touch.

682 Psychometry

This mutant can sense the history of any object it touches, understanding its workings, purpose, origins, where it has been and who has touched it. The stronger the emotions expressed around and towards the object, the more obvious they will be to the mutant.

683 Send Dreams

This mutant can influence the dreams of a sleeping target, sending images and communiqués, or inducing terrible nightmares.

► *Roll 1d4 for range of dream sending:*

1	A hundred feet (30m).	3	Sight.
2	A hundred yards (91m).	4	Touch.

684-685 Sixth Sense

This mutant has an uncanny ability to detect impending danger before it becomes obvious to the mutant's other senses, which improves its reaction times and makes it acutely suspicious.

686 Stunning Blast

This mutant may emit a psychic blast that stuns all sentient creatures within range.

► *Roll 1d6 for range of blast:*

1-2	1d10×10 feet (1d6×5m).	4-5	Sight.
3	A hundred yards (90m).	6	Touch.

687 Summon

This mutant can psychically compel someone to come to it, as long as the mutant has met them before. They must travel on their own, however, which may take some time.

68 psychic powers

688 Symbiotic Control

This mutant can attach itself to another living creature and subsequently over-ride that creature's nervous system, allowing the mutant to take control. As long as the mutant does nothing, it may control the other creature's actions. Should a symbiotically controlled creature die, the mutant will suffer serious shock and may also die.

689-691 Telekinesis

This mutant may move objects and exert kinetic force simply by concentrating.

- ▶ *Roll 1d6 for telekinetic strength:*

1-3	×2 (double normal physical strength).
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4-5	×3 (triple normal physical strength).
-----	---------------------------------------

6	×4 (four or more times normal physical strength).
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- ▶ *Roll 1d6 for precision of telekinesis:*

1	Better than digital precision.
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3-4	Normal digital precision.
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2	Exacting, robotic precision.
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5-6	Poor precision.
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692 Telekinetic Flight

This mutant can psychically move itself through space by concentrating. It can fly, hover, and levitate at will.

- ▶ *Roll 1d6 for approximate top speed:*

1	25mph (40km/h).
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4	200mph (322km/h).
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2	50mph (80km/h).
---	-----------------

5	500mph (805km/h).
---	-------------------

3	100mph (161km/h).
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6	Speed of sound.
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693-696 Telepathy

This mutant can read the minds of other sentient creatures and/or send telepathic messages composed of thoughts and emotions. Actual language is not translated between individuals, but images, feelings, and intentions can be understood across culture barriers.

- ▶ *Roll 1d6 for area of effect:*

1-2	Any individuals within range (mutant's discretion).
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3	Everyone within range.
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4	Everyone within range that the mutant knows personally.
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5-6	Single target only.
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- ▶ *Roll 1d6 for direction of transmissions:*

1-3	Read minds only.
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6	Send information only.
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4-5	Send and receive information.
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- ▶ *Roll 1d6 for range of telepathy:*

1	1d10×10 feet (1d6×5m).
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4	A hundred miles (160km).
---	--------------------------

2	A couple miles (3km).
---	-----------------------

5	Sight.
---	--------

3	A hundred yards (91m).
---	------------------------

6	Touch.
---	--------

- ▶ *Roll 1d4 for the type of information that can be transmitted:*

1	Emotions, images, and intentions (but not language).
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2	Emotions only.
---	----------------

3	Language only (untranslated).
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4	Thoughts, emotions, intentions, sensations, and untranslated language.
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697 Teleport

This mutant has the ability to disappear and reappear in another location.

► *Roll 1d6 for contents that can be teleported:*

1	Own flesh only.	5	Self and 1d3 others.
2-4	Own self and gear.	6	Self and 1d10 others.

► *Roll 1d6 for precision of teleportation:*

1	Exact places the mutant can see or sense.
2	Exact places the mutant has been to before.
3	Exact places the mutant has never been to but knows exist.
4	Near places the mutant can see or sense.
5	Near places the mutant has been to before.
6	Near places the mutant has never been to but knows exist.

698 Teleport Object

This mutant is able to teleport small hand-held objects within sight into its own grasp. Moving objects, such as those in the hands of others, are harder to pinpoint and teleport.

699-700 Time Distortion

This mutant can distort its own perception of time, causing it to slow down or speed up. This does not allow the mutant to move faster or slower, but it can make long waits and boredom much easier to endure, and the mutant's reactions much more efficient.



70 supernatural attributes

supernatural attributes

701 Ability Transfer

This mutant can give another individual one of its own abilities or powers on a temporary basis. The mutant cannot use this ability while it is loaned out.

- *Roll 1d8 for duration of ability transfer:*

1	As long as mutant is conscious.	5	Several hours.
2	Mutant must concentrate.	6	Several minutes.
3	Recipient must concentrate.	7	Several seconds.
4	Several days.	8	Until cancelled by mutant.

- *Roll 1d6 for range within which abilities can be transferred:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

- *Roll 1d6 for speed of ability transfer:*

1-2	Instantaneous.	4	Requires several minutes.
3	Requires several hours.	5-6	Requires several seconds.

702-703 Absorb Inanimate Properties

This mutant can absorb any or all properties of inanimate material it touches. There is a 1 in 3 chance that objects whose properties are absorbed will be damaged.

- *Roll 1d10 for duration, after physical contact ends, that inanimate properties are retained:*

1	A day.	5-6	Several dozen minutes.
2-3	Less than a minute.	7	Several hours.
4	Several days.	8-10	Several minutes.

704-705 Absorb Mental Properties

This mutant can absorb memories and psychic or supernatural powers from living creatures it touches. There is a 1 in 3 chance that the victim will suffer harm, shock, or other ill effects.

- *Roll 1d10 for duration, after physical contact ends, that mental properties are retained:*

1	A day.	5-6	Several dozen minutes.
2-3	Less than a minute.	7	Several hours.
4	Several days.	8-10	Several minutes.

- *Roll 1d10 for trigger:*

1-3	Always on.	8-9	Requires concentration.
4-6	At will.	10	Stress-induced.
7	Random (2d4×10 per cent chance each time).		

706 Addictive Smoke

This mutant can exude a cloud of fumes that make those breathing it crave an addictive substance which can be smoked. These fumes are also carcinogenic.

707 Air Swimmer

This mutant can swim through the air at will, as if it were water, which usually makes it appear to be floating.

708 Alteration Ray

This mutant can project rays that alter the physical properties of their targets. There is a 2 in 3 chance that the mutant can reverse these alterations by the same process.

- *Roll 1d4 for duration of alteration:*

1	Several days.	3	Several minutes.
2	Several hours.	4	Several years.

- *Roll 1d4 for range of ray:*

1	A hundred feet (30m).	3	Half a mile (800m).
2	A hundred yards (91m).	4	Sight.

- *Roll 1d10 for type of alteration:*

1	Density/weight.	6	Other effect.
2	Growth.	7	Shrinking.
3	Intangibility.	8	Size alteration.
4	Invisibility.	9	Transformation.
5	Mutagenic.	10	Two alterations.

709-710 Alternate Inorganic Form

This mutant can transform at will into another form that is not organic.

- *Roll 1d10 for substance that mutant can switch to:*

1	Electricity.	5	Ice or stone.	8	Machine.
2	Fire.	6	Light or radiation.	9	Metal.
3	Gas.	7	Liquid.	10	Synthetic material.

711-713 Animal Shapechange

This mutant may assume the form of another animal, and can move around and act as if it were that animal. The mutant does not gain any special powers or mutations, and each animal form is unique—the mutant cannot mimic specific animals. This takes several seconds of concentration and a great deal of energy to perform, so the mutant may be exhausted and hungry when it transforms back.

714-715 Animate Objects

This mutant can imbue inert objects with energy and cause them to move around on their own, as the mutant directs.

- *Roll 1d10 for duration of animation:*

1	Half an hour.	6-7	Several minutes.
2-4	Requires concentration.	8-9	Several seconds.
5	Several hours.	10	Until cancelled.

- *Roll 1d6 for number of items that can be imbued at a time:*

1-2	1d4 items.	4	Half a dozen items.
3	A dozen items.	5-6	One item.

- *Roll 1d8 for range within which objects can be imbued:*

1-2	1d10×10 feet (1d6×5m).	4-5	Sight.
3	A hundred yards (91m).	6-8	Touch.

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716 Animated Skin

This mutant can shed its skin, and then have it move around and perform simple tasks. The skin's strength is equal to 1d8×10 per cent of the mutant's normal strength.

- *Roll 1d3 for duration of animation:*

1	A full day.	2	Several days.	3	Several hours.
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717-718 Animated Tattoos

This mutant is covered in highly-detailed sub-dermal images from its imagination, dreams, subconscious, and memories. These tattoos move and change.

719 Arcane Knowledge

This mutant possesses extensive repositories of knowledge that defy belief. It knows at least a little something about every possible topic. The more common the knowledge is, the more this mutant knows about it.

720 Arcane Tracking

This mutant can track down any individual, no matter where they are, as long as it possesses an object or some item that once belonged to them, or they had contact with.

721-722 Armoured Skin

This mutant may strengthen its skin at will, turning it into protective armour that appears strange and unusual—bone, glass, ice, metal, or plastic, for example. While the mutant's skin is armoured, it suffers from an impaired sense of touch and does not feel pain. The mutant can switch between its normal and armoured skins at will.

723 Astral Projection

This mutant can project its conscious spirit out of its body, through space and into other planes of existence. This spirit is connected to the mutant's body by a silver thread that must remain intact for the spirit to find its way back from other planes. The mutant's body remains comatose while its spirit is roaming.

724 Aura of Disgust

This mutant projects feelings of disgust into the hearts of those around it.

- *Roll 1d8 for range of disgust:*

1-2	1d10×10 feet (1d6×5m).	5	Anyone the mutant can see.
3	2d10 feet (1d6m).	6-7	Anyone who can see the mutant.
4	Anyone in the same room.	8	Touch.

- *Roll 1d6 for strength of disgust:*

1	Amplifies existing bad feelings.	4	Revulsion.
2	Loathing of all other individuals.	5	Self-loathing.
3	Physical nausea.	6	Vomiting.

- *Roll 1d4 for trigger:*

1	Always on.	3	Requires concentration.
2	At will.	4	Stress-induced.

725-726 Aura of Fear

This mutant projects fear into the hearts of those around it.

► *Roll 1d6 for range of fear:*

1-2	1d10×10 feet (1d6×5m).	4-5	Ten feet (3m).
3	Sight.	6	Touch.

► *Roll 1d8 for strength of fear:*

1-2	Creeping dread.	5	Paranoia-inducing unease.
3	Crippling fear.	6-7	Revolting horror.
4	Fight, flight, or freeze response.	8	Suspenseful terror.

► *Roll 1d4 for trigger:*

1	Always on.	3	Requires concentration.
2	At will.	4	Stress-induced.

727-728 Aura of Light

This mutant glows with an strange aura of light. Choose a colour, or roll on either the basic or extended colour table.

► *Roll 1d10 for trigger:*

1	According to a biological cycle.	6	Location-dependent.
2	According to a celestial cycle.	7-8	Requires concentration.
3-4	Always on.	9	Situation-dependent.
5	At will.	10	Stress-induced.

729 Become Two-Dimensional

This mutant can flatten itself and become two-dimensional. While in this form, the mutant can interact with its surroundings as either a three-dimensional being or a two-dimensional being, which allows it to squeeze into and through tight spaces. The mutant can switch between two-dimensional and three-dimensional forms at will.

730-732 Bend Light

This mutant can bend and shape light, allowing it to make objects appear to be in places other than where they actually are, or to make them invisible. This requires some concentration.

► *Roll for range of light-bending:*

1	A hundred feet (30m).	3	Fifty feet (15m).
2	A hundred yards (91m).	4	Sight.

733 Bio-Tech Assimilation

This mutant can assimilate biological technology into its own body. Any bio-tech so assimilated requires no outside power source and functions at the mutant's mental command.

734 Blurry

This mutant can become blurry at will. While blurry, is is hard to look at and see properly, and hard to interact with physically. The mutant cannot be properly grasped or held by non-blurry creatures because it feels like it is vibrating.

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735 Book

Part or all of this mutant is shaped like, or attached to, a book.

- *Roll 1d6 for extent of bookish-ness:*

1-2	A part of this mutant's body is in the shape of a book.
3-5	This mutant is fused with, or permanently attached to, a book.
6	This mutant's whole body is a book.

736 Book-Viewing

This mutant can read what is written in any book in existence, simply by looking in another book of a similar type. By looking in a notebook, this mutant can look through the pages of every notebook in existence. The same for hardcovers, softcovers, stapled books, scrap books, and other types of written works. The mutant cannot see the pages of books that have been destroyed, and the mutant must know what book it wishes to look at.

737 Brain Washer

This mutant can alter the brain chemistry of a captive person. Over the course of several days, weeks, or months—depending on how many changes the mutant is making—the target's mind is erased, reshaped, and reprogrammed. Small changes require days, deeply-ingrained and cultural traits take weeks to change, and completely altering a person's identity and memories takes months. This requires constant supervision, but the mutant may employ subordinates for basic tasks. The stronger the target's will, the harder the process is and the more chance it can be reversed, given time.

738-740 Breath Weapon

This mutant can spew a hazardous substance from its mouth.

- *Roll 1d4 for frequency of breath weapon attacks:*

1	At will.	3	Once every few hours.
2	Once every day or so.	4	Once every few minutes.

- *Roll 1d20 for type of breath weapon:*

1-2	Acid.	11-12	Frost.	16-17	Poison.
3	Darkness.	13	Gas.	18	Sandstorm.
4	Eldritch blast.	14	Lightning.	19	Sticky slime.
5-10	Fire.	15	Plasma.	20	Wind.

741 Burning Body

Part or all of this mutant's body is on fire. There is a 1 in 3 chance the mutant can turn this power on and off at will.

- *Roll on the body parts table or 1d12 here for extent of burning:*

1	Back or torso only.	6	Insides only.
2-3	Hands and/or feet only.	7	Limbs only.
4-5	Head only.	8-12	Whole body.

742 Burning Inside

This mutant is burning hot on the inside, having fire for blood or being filled with liquid rock or metal. The mutant feels normal on the outside.

743 Cannot Cross Running Water

This mutant will not willingly cross a moving body of water that it can see, hear, or smell.

744 Cause Sleep

This mutant can put others to sleep.

- *Roll 1d4 for area of effect:*

1	Any targets within range (mutant's discretion)
2	Closest 1d6 targets within range.
3-4	Single target only.

- *Roll 1d4 for range within which targets can be put to sleep:*

1	A hundred feet (30m).	3	Sight.
2	A hundred yards (91m).	4	Touch.

745 Charred Body

This mutant's body appears to have been burned to ashes.

746 Compulsive Counting

When a mass of small objects are strewn in front of this mutant, it is compelled to stop and count them, regardless of what else is happening.

747 Computer Link

This mutant can mentally communicate, send, and receive information from computers and electronic devices, without being harmed by viruses or malware.

- *Roll 1d6 for range of computer link:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

- *Roll 1d4 for speed of computer link:*

1	Instantaneous.	3	Requires several minutes.
2	Requires half an hour.	4	Requires several seconds.

748-749 Conjuraton

This mutant can conjure small, inanimate objects into its hands, from out of thin air. These items must be generic items, not unique, and must be small enough to be hidden within the mutant's hand. The mutant can pull slightly larger objects out of a hat or other container, as long as they are not bigger than the mutant's own head.

750 Control Clocks

This mutant has the ability to change the display of any clocks within range, and to set off any alarms installed in those clocks.

- *Roll 1d6 for range of clock control:*

1	A couple miles (3m).	3	A hundred yards (91m).
2	A hundred feet (30m).	4-6	Sight.

751 Control Crowds

This mutant may influence the emotional states of large groups of people. The crowd must be within sight of the mutant to be affected. The mutant can calm a crowd and cause it to disperse, or create a riot against the target of its choice.

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752-754 Control Earth

This mutant may control the earth underneath it, commanding rocks, soil, and mud to move, crack open, explode, or re-shape itself, as long as the mutant concentrates. Any earth the mutant can see or touch may be affected.

- *Roll 1d6 for area of effect of earth control powers:*

1-2	Dozens of square yards or metres, and several thousand pounds.
3	Hundreds of square yards or metres, and several dozen tons.
4-6	Several square yards or metres, and several hundred pounds.

755-757 Control Light

This mutant may control visible light within range.

- *Roll 1d4 for precision of light control:*

1	Change colours and brightness of light.
2	Create moving illusions.
3	Create visible but static illusions.
4	Make objects invisible or appear to be elsewhere.

- *Roll 1d6 for range of light control:*

1	A couple miles (3km).	3	A hundred yards (91m).
2	A hundred feet (30m).	4	Sight.

758-760 Control Liquid

This mutant may control a mass of liquid it can see or sense within range, causing it to move through space or re-shape itself. This power works only on open liquids, not liquids that constitute living organisms or that are mixed in semi-liquid solutions.

- *Roll 1d6 for precision of liquid control:*

1-2	Mutant may exert constant kinetic force across the whole liquid mass equal to its own physical strength.
3	Mutant may exert constant kinetic force across the whole liquid mass equal to several tons (thousands of kg).
4-5	Mutant may exert gravitational but not kinetic force on liquid.
6	Mutant may exert kinetic force in sharp bursts or pulses.

- *Roll 1d6 for range within which liquids can be controlled:*

1-2	1d10×10 feet (1d6×5m).	4	A hundred yards (91m).
3	A couple miles (3km).	5-6	Sight.

- *Roll 1d6 for types of liquid that can be controlled:*

1	Any and all liquids.	3-4	One type of liquid only.
2	Natural liquid mixtures.	5-6	Water only.

761-762 Control Machines

This mutant can telepathically control computers and other technological machines.

- *Roll 1d4 for range within which machines can be controlled:*

1	1d10×10 feet (1d6×5m).	3	Sight.
2	A hundred yards (91m).	4	Touch.

763-765 Control Plants

This mutant can control the actions of plants within range.

► *Roll 1d4 for effect on plants:*

- | | |
|-----|--|
| 1 | Mutant may cause plants to move, grow, and mutate rapidly. |
| 2-3 | Mutant may cause plants to move telekinetically. |
| 4 | Plants do the mutant's bidding within their capabilities. |

► *Roll 1d8 for range of plant control:*

- | | | | |
|---|------------------------|-----|----------------------|
| 1 | 1d10×10 feet (1d6×5m). | 4 | Half a mile (800km). |
| 2 | A couple miles (3km). | 5-7 | Sight. |
| 3 | A hundred yards (91m). | 8 | Touch. |

766 Control Reputation

This mutant can make or break someone else's reputation. Simply by meeting with the target, the mutant can apply the reputation of its choice to them, and for as long as it wishes, this new reputation, good or bad, follows the target wherever they go. The mutant can only affect one target at a time, and once its influence is removed, the target's reputation is left in their hands, though any false accusations are easily uncovered for what they are.

767 Corpse Psychometry

This mutant can examine a corpse or severed body part and know the circumstances of its death or removal. The mutant experiences those circumstances in a vision or hallucination, and may be overwhelmed or mentally detached from its surroundings.

► *Roll 1d6 for strength of visions:*

- | | |
|-----|--|
| 1-2 | Mutant experiences the circumstances intellectually. |
| 3-5 | Mutant experiences the entire circumstances vividly. |
| 6 | Mutant is always overwhelmed by the experience. |

768 Cosmic Awareness

This mutant can sense the movements of cosmic entities, the shifting of dimensions, events that occur on a galactic scale, and disturbances in the force.

769 Create Darkness

This mutant can create a palpable sphere or mass of darkness that light is completely unable to penetrate. The mutant must be able to see or touch this darkness' point of origin.

► *Roll 1d6 for maximum diameter of effect:*

- | | | | |
|---|------------------------|-----|-------------------|
| 1 | A hundred feet (30m). | 3-4 | Ten feet (3m). |
| 2 | A hundred yards (90m). | 5-6 | Twenty feet (6m). |

► *Roll 1d6 for range of darkness:*

- | | | | |
|---|------------------------|-----|-------------------|
| 1 | A hundred feet (30m). | 3-5 | Self. |
| 2 | A hundred yards (91m). | 6 | Twenty feet (6m). |

770-771 Create Gas

This mutant can create some kind of gaseous substance to form within its presence.

► *Roll 1d6 for basic type of gas:*

- | | | | |
|-----|----------------|-----|--------|
| 1-2 | Fog. | 4 | Mist. |
| 3 | Invisible gas. | 5-6 | Smoke. |

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► *Roll for 1d12 extra effects of gas:*

1	Corrosive.	7	No additional effects.
2	Depressant or narcotic.	8	Paralytic.
3	Flammable.	9	Prevents detection.
4	Hallucinogenic.	10	Stimulant.
5	Irritant.	11	Toxic.
6	Narcoleptic.	12	Two additional effects.

► *Roll 1d6 for range within which gas can be created:*

1-2	1d10×10 feet (1d6×5m).	4-5	Gas comes from mutant's body.
3	A hundred yards (91m).	6	Seven feet (2m).

772-775 Crossbreed

This mutant appears to have been bred with some other creature (roll on the creature table).

► *Roll 1d4 for dominant form:*

1	Creature, but 1d3 body parts still resemble the mutant's original form (roll on the body part table for each).
2	Fully-integrated compromise. Has the shape of one, appearance of the other.
3	Miss-matched parts from each. Roll 1d4 for the form of each of the mutant's head, lower body, upper body, and each arm and leg: 1 compromise with the creature's appearance and the mutant's form; 2 compromise with the creature's form and the mutant's appearance; 3 fully creature; 4 fully mutant.
4	Mutant, but 1d3 body parts now resemble the creature's form (roll on the body parts table for each).

775 Crystalline Body

This mutant's body is made of crystal. Edged and penetrating weapons are mostly ineffective. There is a 1 in 3 chance that damage suffered by the crystalline body does not heal. You may roll on either the basic or extended colour table for hue.

► *Roll 1d4 for crystal's effect on biology:*

1	Mutant has the option of biological functions but they are not necessary.
2	Mutant must now consume minerals and mineral-infused liquid as food.
3	Mutant must sleep but otherwise retains no biological functions.
4	Mutant retains all normal biological functions for its species.

776 Danger Teleport

This mutant instinctively teleports away from danger, to a safer place within range.

► *Roll 1d4 for range of teleportation:*

1	1d10×10 feet (1d6×5m).	3	A hundred yards (91m).
2	A couple miles (3km).	4	Half a mile (800km).

777 Darksight

This mutant can see perfectly in total darkness, but is blinded by light. It sees light as darkness, and darkness as light. Shadows are reversed, but twilight looks almost the same.

778 Demonic Appearance

This mutant has the body of a particular race of infernal creature.

- *Roll on whatever table you consider appropriate or 1d8 here for type of demon:*

1-2	Demonic beast or creature.	5	Greater demon.
3	Demonic steed.	6	Incubus or succubus.
4	Flying demon.	7-8	Lesser demon.

779-781 Demonic Phenomena

Strange supernatural occurrences follow this mutant wherever it goes, lending its presence a strange atmosphere, without inconveniencing it. Roll 1d4 for number of phenomena.

- *Roll 1d200 for each phenomenon:*

1	A ghostly radiance glimmers from the exposed flesh of others.
2	A high-pitched note.
3	A light rain falls, even indoors.
4	A monstrous dog is seen on the other side of doorways and windows.
5	A sickly sweet smell.
6-7	Animals are disturbed and hostile.
8	Animals give birth to stillborn young.
9	Animals kill their young, and sometimes each other.
10	Animals speak in tongues.
11	Art and drawings move and change.
12	Artificial lighting causes sunburns.
13	Bile and blood fill the mouths of others.
14	Birds (and other animals) sing backwards.
15	Birds fly backwards.
16	Blades leap out and cut people near them, on occasion, especially when held.
17-18	Blood drips down the walls.
19-20	Boxes, containers, doors, and windows open on their own, even if locked.
21	Buildings fall into disrepair and ruin.
22	Buttons and clasps fall off clothes, belts become unbuckled.
23-24	Candles snuff out and fires die.
25	Children cry and become sick.
26	Clocks and watches cease to mark time.
27	Clocks and watches run backwards.
28	Clouds of locusts.
29	Colours change their hues.
30	Complex mathematical formulas appear on walls, and are correct.
31	Complex mathematical formulas appear on walls, and contain subtle flaws.
32	Complex technology ceases to function.
33	Corpses rise and commit violent acts.
34	Dairy products spoil and become poisonous.
35	Day and night reverse when the mutant is inside (not when outside).

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- 36 Dead children appear in distant doorways.
- 37 Dead people arrive, but do not speak.
- 38 Dead people call on nearby telephones.
- 39 Different eras of radio and television are broadcast over appropriate devices.
- 40 Dirt accumulates on others and cannot be cleaned off.
- 41 Distant screams, long and loud, but very far off.
- 42-43 Doors and windows slam shut by themselves.
- 44-45 Doors lock on their own.
- 46 Drugs lose all effects.
- 47 Earthquakes and tremors occur.
- 48 Eggs hatch with strange inanimate objects inside them.
- 49-50 Electronics malfunction loudly.
- 51 Every window seems like it has a ghostly figure behind it.
- 52 Fingers and hands get caught in doors.
- 53 Fires burn cold.
- 54 Fires burn in strange, vivid colours.
- 55 Fires rise and burn out of control.
- 56 Fires speak in whispered pleas.
- 57 Fish and/or lizards encased in blocks of ice can be found in remote corners.
- 58-59 Flies gather.
- 60 Fog.
- 61-62 Food and drink spoils.
- 63 Food bleeds, sometimes screams.
- 64 Food loses all nutritional value.
- 65 Four phenomena combined.
- 66 Furniture rearranges itself when no one is looking.
- 67 Ghostly music.
- 68 Ghosts can be heard voicing complaints.
- 69 Glass cracks in strange patterns.
- 70 Graffiti appears on random surfaces.
- 71 Gravity reverses itself at random, on occasion.
- 72 Holy symbols break.
- 73 Hot and cold sensations are reversed.
- 74 Houses the mutant stays inside become cluttered and disorganized.
- 75 Ice forms on the surfaces of water and other liquid.
- 76 Inanimate objects attack people at random, on occasion.
- 77 Insects encased in amber appear on desks and tabletops.
- 78 Insects and vermin gather.
- 79 Large objects move on their own.
- 80 Lightning strikes randomly, but never strikes the mutant.
- 81 Lights become brighter and tinted a certain colour (roll on a colour table).
- 82-83 Lights dim and gloom spreads.

84	Lights flash in the sky.
85-86	Liquid falls upwards and pools on the ceiling.
87	Liquids become alcoholic.
88	Liquids taste dry and no longer quench thirst, no matter how much is drunk.
89-90	Liquids taste like blood.
91	Magical symbols appear as welts or scratches on exposed flesh.
92	Magical symbols draw themselves on random surfaces.
93-94	Metal rusts and wood rots.
95	Mirrors do not reflect people.
96	Mirrors reflect only murderers.
97	Mirrors reflect the past instead of the present.
98	Money becomes worthless (gold turns to lead, paper rots, etc).
99	Monitors display phantasmagorical scenes.
100-101	Nothing will burn in the mutant's presence.
102	Objects fall from shelves.
103	Obscene drawings appear on canvas, paper, and other such materials.
104	Old people and children start coughing and have trouble breathing.
105	Old people suffer heart attacks and strokes.
106	Others become aroused and desire sexual gratification.
107	Others feel ghostly hands sexually harassing them.
108	Others feel nauseous.
109	Others feel random stabs of pain.
110	Others feel their skin crawling.
111	Others get nosebleeds.
112	Others have nightmares.
113	Others have the feeling they are being watched.
114	Others see remote glimpses of people they know.
115	Others shiver and tremble.
116	Others slowly appear more and more diseased.
117	Others suffer stigmata.
118	Others weep incessantly.
119	Paint and wallpaper peels off.
120	People trip in doorways and on stairs when not paying strict attention.
121	Peripheral hallucinations afflict others.
122-123	Pictures and wall hangings tilt and become crooked.
124	Plants grow quickly into twisted forms.
125	Plants wither and die.
126-127	Prayers and declarations of love cannot be spoken.
128	Prayers cause poltergeist-like effects and disturbances.
129	Puddles of blood form on floors.
130	Puddles of slippery, flammable oil form on floors.

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- 131 Radio and television broadcasts become scrambled.
- 132 Random distant scenes can be seen on reflective surfaces.
- 133 Recordings play backwards and reveal hidden messages.
- 134-135 Scratches appear on doors, furniture, and walls.
- 136 Scuttling sounds.
- 137 Seeds sprout thorny, twisted plants that grow incredibly fast.
- 138-139 Shadows behave differently than those who cast them.
- 140 Shadows flicker and distort.
- 141 Silhouettes of strange figures stalk the walls.
- 142 Small bones and gruesome trinkets appear in the pockets of others.
- 143 Small crystals grow on others' skin.
- 144 Small inanimate objects float away on occasion.
- 145 Small primitive organisms crawl out of cracks in walls.
- 146 Small objects move on their own.
- 147 Smoke.
- 148 Snatches of sound without connection to each other or anything else.
- 149 Sparks arc across metal.
- 150 Speakers and monitors broadcast what others see and hear.
- 151 Spilled blood soaks into the ground or whatever else it touches.
- 152 Statues fall over, pain in their expressions.
- 153 Strange moons and stars can be seen in the sky, even during the day.
- 154-155 Strong emotions cannot be described or expressed in words.
- 156 Swirling winds full of sand.
- 157-158 Temperatures fall.
- 159 Temperatures fluctuate from one extreme to another.
- 160 Temperatures rise.
- 161 The hair and nails of others grow faster.
- 162 The skin of others flakes and peels.
- 163 The smell of blood.
- 164 The smell of burning flesh.
- 165 The smell of burnt paper and hot metal.
- 166 The smell of feces and urine.
- 167 The smell of ozone.
- 168 The smell of rotting meat.
- 169-171 The smell of sulphur.
- 172 The sound of a child singing eerily.
- 173 The sound of flies.
- 174 The sound of movement, knocking and glass breaking.
- 175 The sounds of torture.
- 176 The sun moves backwards in the sky.
- 177-178 The taste of ashes in the mouths of others.
- 179 The weak-willed and depressed commit suicide.

180	Things break much easier.
181-182	Three phenomena combined.
183	Thunder and lightning, only outside.
184	Time appears to move backwards for objects and strangers.
185	Time appears to move backwards on the other side of windows.
186-188	Two phenomena combined.
189	Vehicles break down, crash, or spin out of control.
190	Vermin die.
191	Water drips constantly, from faucets or anything else.
192	Water heats and boils.
193	Wax melts into strange shapes.
194-195	Whispering voices can be heard, but never found.
196-197	Wind and storms.
198	Writing disappears.
199	Writing is corrupted and rearranges itself.
200	Writing switches to a different language.

782 Demonologist

This mutant can summon demons and similar extra-planar beings. The less powerful the being, the greater chance it will appear and be forced to obey one command the mutant issues to it. The mutant may create summoning and binding circles, but does not necessarily have the power to banish a demon, unless that is its one command.

783 Density Control

This mutant can alter the density of a target creature, whose size changes to the same degree. An increase in density causes the target creature to shrink; a decrease causes it to grow.

► Roll 1d4 for area of effect:

1	Others and self; range is touch.	3	Others only; range is touch.
2	Others only; range is sight.	4	Self only.

► Roll 1d6 for maximum duration of change in density:

1	Half a day.	5	Several hours.
2-4	Requires concentration.	6	Several minutes.

784 Devolver

This mutant can cause others to devolve along evolutionary lines, at first stripping them of their mutations, then causing them to devolve into ancestral forms.

► Roll 1d6 for duration of devolution:

1	Permanent.	3	Several hours.	5	Several weeks.
2	Several days.	4	Several minutes.	6	Several years.

► Roll 1d4 for range within which targets can be devolved:

1	2d20 feet (2d6m).	2	Sight.	3-4	Touch.
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► Roll 1d6 for speed of change:

1	Instantaneous.	4	Several minutes per alteration.
2	Several days per alteration.	5	Several months per alteration.
3	Several hours per alteration.	6	Several weeks per alteration.

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785 Dimensional/Temporal Instability

This mutant may step outside the time stream and/or dimensional continuity for short moments, disappearing and reappearing in the same location, or nearby, some time later.

- *Roll 1d6 for length of disappearance:*

1	Several hours.	4-5	Several seconds.
2-3	Several minutes.	6	Up to an hour.

- *Roll 1d4 for trigger:*

1-2	At will.	3	Regular intervals.	4	Stress induced.
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786-787 Dissent Parasite

This mutant is physically and/or psychically energized in the presence of conflict, and will attempt to pick fights and instigate disputes between others.

788 Divine Avatar

This mutant has a direct connection to a divine intelligence, and can manifest that divinity's characteristics at will. Choose a divinity or roll on whatever table you consider appropriate.

789 Divisional Body Segments

This mutant can remove one or more body parts, which move and function independently.

- *Roll 1d6 to determine how the mutant's body can be divided:*

1	Any part of the body can be removed, up to 1d3 body parts at a time.
2	Only head can be removed, with or without spine and internal organs attached to it, which can act like limbs.
3-4	Only limbs or parts of limbs can be removed, up to 1d4 at a time.
5-6	Roll 1d3 times on the body part table to determine what is removable.

790 Duplication

This mutant can separate into two identical beings, both with the same mind. These two bodies may act independently, but always retain the same sentience and share the same knowledge and sensory information. These two bodies can become one again at any time.

791-792 Eat Anything

This mutant can consume, digest, and subsist on anything it can fit into its mouth.

793 Elasticity

This mutant can bounce like a ball, as well as bend and stretch its body, even tie itself in knots, as if it were made of rubber.

794 Electrical Travel

This mutant can transform into electricity and travel along electrical currents.

795 Elemental Body

This mutant has a body composed of some inorganic or inert substance.

- *Roll 1d6 for change trigger (if any):*

1-2	Elemental body is permanent.
3-4	Mutant can change part or all of its body at will.
5	Mutant can switch between normal and elemental bodies at will.
6	Mutant can switch between bodies by performing rituals.

► *Roll 1d20 for type of elemental body:*

1	Bone.	8	Ice.	15	Stone.
2	Clouds or mist.	9	Lava.	16	Three elements.
3	Crystal or glass.	10	Liquid.	17	Two elements.
4	Electricity.	11	Metal.	18	Water.
5	Fire.	12	Oil.	19	Wind.
6	Fog or smoke.	13	Plastic.	20	Wood.
7	Gas.	14	Sand.		

796 Energy Absorption

This mutant absorbs harmful radiation, electricity, heat, and lasers directed at it and converts them harmlessly into light, psychic emanations, radio broadcasts, or some other effect.

► *Roll for amount of energy absorbed and converted:*

1	×1 (all).	3	× $\frac{1}{3}$ (one third).
2	× $\frac{1}{2}$ (one half).	4	× $\frac{1}{4}$ (one quarter).

797-779 Energy Blast

This mutant can emit a blast of energy.

► *Roll 1d6 for source of energy blast:*

1-2	Eyes.	3-5	Hands.	6	Somewhere else.
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► *Roll 1d8 for type of energy:*

1	Disintegration ray.	5	Lasers.
2	Electricity.	6	Magical energy.
3	Fire.	7	Harmful radiation.
4	Heat.	8	Withering entropy.

► *Roll 1d4 for range of energy blast:*

1	1d10×10 feet (1d6×5m).	3	A hundred yards (91m).
2	A couple miles (3km).	4	Sight.

800-801 Energy Negation Field

Non-organic sources of power emission stop working near this mutant, due to a field emanating from it. Devices begin working again once the mutant leaves. Properly shielded devices are not affected. What constitutes “properly shielded” depends on the field’s nature.

► *Roll 1d8 for range of energy negation field:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

802 Energy Redirection

This mutant is able to consciously absorb electricity, heat, lasers, light, and microwaves and redirect it outwards at will. This energy must come in contact with the mutant.

► *Roll for amount that can be redirected:*

1	×1 (all).	3	× $\frac{1}{3}$ (one third).
2	× $\frac{1}{2}$ (one half).	4	× $\frac{1}{4}$ (one quarter).

86 supernatural attributes

803 Energy Sensitivity

This mutant suffers pain and hallucinations in the presence of non-organic energy sources, broadcasting equipment, or transmission facilities.

► *Roll 1d4 for range of energy sensitivity:*

1	A hundred feet (30m).	3	Fifty feet (15m).
2	A hundred yards (91m).	4	Twenty feet (6m).

804 Entropic Precision

This mutant can find the weak points in any structure or living creature. When targeting these weak points, the mutant can cause much greater amounts of damage, and cause things to collapse and fall apart.

805-807 Ethereal Projection

This mutant is able to project its mind and perception out of its physical body, and roam the world in the form of an ethereal, ghost-like version of itself. This body is invisible, intangible, and cannot affect the physical world, but it can move about and perceive things. This ethereal body may also fly at great speeds, and hover in space.

808 Evil Eye

This mutant's gaze levies a curse when it so chooses.

► *Roll 1d8 for type of curse:*

1	Disease.	4	Insanity.	7	Sterility.
2	Financial ruin.	5	Misfortune.	8	Withering.
3	Impotence.	6	Ruined reputation.		

809 Exorcist

This mutant may expel any non-corporeal or extra-planar beings it encounters. Ghosts, demons, incarnate gods, and aliens from other dimensions are all affected by this ability, which requires obvious rituals and takes between several seconds and several hours, depending on the strength of the being to be expelled.

810 Explode Objects

This mutant can charge inanimate objects with a type of potential energy that causes them to explode violently on impact. This energy dissipates after several minutes.

811 Eye Scrying

When this mutant gazes into the eyes of another creature, it may see a few moments of whatever those eyes saw before they started looking at the mutant, or the last moments the creature was alive, if they are the eyes of a corpse.

812 Face of a Demon

This mutant has the same face as a particular race of demon.

► *Roll on whatever table you consider appropriate or 1d6 here for type:*

1-2	Demonic beast or creature.	4	Greater demon.
3	Demonic steed.	5-6	Lesser demon.

813 Face of a Demon-God

This mutant has the same face as a particular, unique demon or chaos god. You may choose one or roll on whatever table you consider appropriate.

814 False Body

This mutant's actual body is immobile, and lies still and inert somewhere, but is able to project a false image of itself. This image appears like the mutant in all respects, is fully corporeal, and is able to move around like normal. The mutant will not be permanently harmed or killed unless its immobile body is harmed.

► *Roll 1d8 to determine the false body's connection to its immobile counterpart:*

- | | |
|---|--|
| 1 | Cannot go farther than a couple miles (3km). |
| 2 | Cannot go farther than a hundred miles (161km). |
| 3 | Cannot go farther than a thousand miles (1,609km). |
| 4 | Must return to sleep. |
| 5 | Must return monthly. |
| 6 | Must return weekly. |
| 7 | Must return yearly. |
| 8 | No contact is necessary. |

815 Featureless Face

This mutant has a featureless face, which, strangely enough, does not affect its ability to see, smell, speak, or eat.

816 Flaming Skull Face

This mutant's face or whole head is the image of a flaming skull.

817 Flammable Skin

This mutant's skin is dry and flaky. If exposed to heat higher than 30°C (86°F), the mutant ignites.

818 Fleshcrafter

This mutant can cause a target's body and physical features to become malleable and then reshape them, either by exuding a liquid or through some kind of magical energy.

819-821 Force Field

This mutant can create an invisible sphere of force. Objects that strike the field bounce off. The field lasts as long as the mutant concentrates.

► *Roll 1d6 for range of field:*

- | | |
|-----|---|
| 1 | Anywhere within sight. |
| 2-4 | Around self only. |
| 5-6 | Touch, but the force field may then be separated from the mutant. |

► *Roll 1d8 for size of force field:*

- | | | | |
|-----|-------------------------------|-----|-------------------------------|
| 1 | Fifty feet (15m) in diameter. | 5-7 | Ten feet (3m) in diameter. |
| 2-4 | Seven feet (2m) in diameter. | 8 | Twenty feet (6m) in diameter. |

822 Fortune Teller

This mutant may divine future events for another individual, through a crystal ball, tarot cards, palm reading, tea leaves, or some other systematized ritual. These foreshadowings are usually vague and cryptic, but can occasionally be strong and clear impressions of future events.

88 supernatural attributes

823 Freezing Body

This mutant is able to make its body so cold that moisture in the surrounding air freezes on its surface through deposition, coating the mutant in a layer of ice. There is a 1 in 3 chance that the mutant cannot control this ability.

824 Gaseous Form

This mutant can change its body into gas, and still move around.

825 Ghost Talker

This mutant may communicate with ghosts and other spirits, and if it knows the name of a ghost or spirit, can summon and command it $[1d6+2] \times 10$ per cent of the time.

826 Glittering

This mutant is glittery and shimmering.

827 Glow

This mutant glows. Choose a colour, or roll on either the basic or extended colour table.

- *Roll 1d3 for brightness:*

1	Bright glow.	2	Dull glow.	3	Soft glow.
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- *Roll 1d8 for trigger:*

1	According to a biological cycle.	6	Glow in the dark.
2-3	Always glowing.	7	Requires concentration.
4-5	At will.	8	Stress-induced.

828 Halo

This mutant possesses a glowing halo around its head. Choose a colour, or roll on either the basic or extended colour table.

- *Roll 1d10 for trigger:*

1	According to a biological cycle.	7	Location-dependent.
2-3	Always glowing.	8	Requires concentration.
4-5	At will.	9	Situation-dependent.
6	Glow in the dark.	10	Stress-induced.

829-830 Heal Others

This mutant can cause wounds to close and injuries to heal.

- *Roll 1d6 for range of healing:*

1	1d10×10 feet (1d6×5m).	3	Sight.
2	A hundred yards (91m).	4-6	Touch.

- *Roll 1d6 for speed of healing a single patient:*

1	About an hour.	4	Several hours.
2	Half an hour.	5	Several minutes.
3	Less than a second.	6	Several seconds.

831 Historical Viewing

This mutant may view images of past occurrences. The mutant is limited to occurrences that happened in its present location, which appear as ghostly images superimposed over the mutant's normal vision. The mutant can hear and smell faintly, but not touch.

832 Homunculus

This mutant can produce a miniature version of itself, about a hand's span high. The mutant can control this homunculus and sense what it senses. If the homunculus is killed before its duration is up, the mutant will be severely shocked. There is a 1 in 3 chance the mutant can produce more than one homunculus at a time.

- *Roll 1d8 for creation time of a homunculus:*

1	A day.	4	Half a day.	7	Several minutes.
2	A minute.	5	Half an hour.	8	Several seconds.
3	An hour.	6	Several hours.		

- *Roll 1d8 for duration of homunculus' activity:*

1	A day.	4	An hour.	7	Several hours.
2	A month.	5	Half a day.	8	Several weeks.
3	A week.	6	Several days.		

833-834 Illusion Generation

This mutant may create illusions within range of any of its own senses.

- *Roll 1d4 for autonomy of illusions:*

1	Illusions may move while mutant concentrates.
2	Illusions may not move.
3	Illusions may perform pre-programmed commands.
4	Mutant may command illusion to move at will.

- *Roll 1d8 for maximum duration (illusions may be dismissed earlier):*

1	A day.	5	Permanent.
2	An hour.	6	Requires concentration.
3	Half a day.	7	Several minutes.
4	Half an hour.	8	Until dismissed by mutant.

- *Roll 1d4 for number of senses affected:*

1	All senses.	2	Two senses.	3-4	Three senses.
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- *Roll 1d8 for senses affected (if necessary):*

1	Balance.	5	Other senses.
2	Hearing.	6	Sight.
3	Mutant's choice (choose once).	7	Smell and taste.
4	Mutant's choice (each time).	8	Touch.

835 Illusory Features

This mutant has one or more features that are visible but are illusions. Roll 1d1000 on the mutation chart. If the mutation is not visible, roll again and combine the results until it is.

836-837 Immortal

This mutant does not age or grow old once it is an adult, has no need for food or sustenance, and will not die unless killed by violence or illness.

838-839 Immune to Cold

This mutant may function normally at all temperatures above absolute zero and below normal human body temperature.

90 supernatural attributes

840-841 Immune to Energy

This mutant is unharmed by electricity, lasers, radiation, and other dangerous energy rays.

842-843 Immune to Heat

This mutant is not harmed by heat, fire, combustion, or high temperatures.

844-845 Immune to Illusions

This mutant is never affected or deceived by illusions, either magical or psychic.

846 Incorporated Objects

This mutant has one or more inanimate objects incorporated in its body. These can be crystals, pieces of art, stone, or metal, furniture, tools, or any other inanimate objects.

847 Infinite Endurance

This mutant may function at a normal level indefinitely and never gets tired, even from constant physical exertion, except for rare moments of rest or sleep to recover from stress, injury, or very strenuous activity.

848-849 Inspiring Aura

This mutant psychically inspires those around it.

► *Roll 1d6 for range of inspiration:*

1	1d10×10 feet (1d6×5m).	3	The sound of the mutant's voice.
2	Sight.	4	Touch.

► *Roll 1d4 for strength of inspiration:*

1	Amplifies courage.	3	Inspires teamwork.
2	Fanatical loyalty.	4	Negates fear and doubt.

► *Roll 1d6 for trigger:*

1	Always on.	5	Requires concentration.
2	At will.	6	Stress-induced.
3-4	Requires communication.		

850-851 Intangibility

This mutant can move through solid matter while concentrating.

► *Roll 1d4 for effect if the mutant becomes tangible while inside solid matter:*

1	Matter is violently displaced.	3	Mutant is fused.
2	Mutant is displaced and injured.	4	Mutant is harmlessly displaced.

852 Invincible Buddha

This mutant can become almost invincible by concentrating and doing nothing but meditating. While meditating, the first attack after a pause is reflected back on the attacker, who suffers all damage the mutant would have suffered. If this mutant is subject to multiple simultaneous or immediately subsequent attacks, it only reflects half the effects of the second attack, a third of the effects of the third attack, a fourth of the effects of the fourth attack, and so on. If there is a pause between attacks, the next attack counts as a first attack.

853-855 Invisibility

This mutant is able to become unseen at will, and will not show up on visual recording or detecting devices.

856 Invulnerable

This mutant is unharmed by physical effects, including kinetic force, the full spectrum of electromagnetic radiation, and a lack of air, water, or nourishment. The mutant is still vulnerable to magic and psychic interference.

857-858 Invulnerable to Weapons

This mutant is unharmed by all weapons except for one type.

- *Roll 1d8 (or 1d10) for the only kind of weapon that will harm this mutant:*

1	Bare hands.	4	Bullets.	7	Holy weapons.
2	Blades.	5	Flaming weapons.	8	Silver.
3	Bronze.	6	Gold.	9-10	Magic weapons.

859 Iron Teeth and Nails

Just like a witch. Iron nails grow very slowly, but will occasionally require filing, while iron teeth do not get cavities. If removed, they cannot be used to establish an arcane connection.

860 Kinetic Absorption

This mutant absorbs half of all kinetic force applied to it and converts it harmlessly.

861-862 Liquid Form

This mutant can become liquid, transforming its normally solid body into a plasmoid, malleable form that moves as the mutant wishes.

863-864 Magic Resistance

This mutant has an innate resistance to magic, which is ineffective $[1d6+4] \times 10$ per cent of the time. This applies to all magic used against the mutant directly, not physical effects caused by magic directed at other targets.

865 Magical Affinity

Because of your fey nature, magical creatures and faeries treat you like one of their own, and do not flee your presence or attempt to lead you astray.

866 Magnetic

This mutant is unusually magnetic, and light-weight metallic objects will stick to its skin.

867 Manikin

In place of a face, this mutant has either a miniature replica of its own upper body, including torso, arms, and what its face should look like, or the upper body of some other creature.

868 Manipulate Gravity

This mutant can increase or decrease the gravitational pull at any point within range.

- *Roll 1d6 for precision of gravity manipulation:*

1	Mutant must be conscious and point may move.
2	Mutant must be conscious and point may not move.
3-4	Mutant must concentrate and point may move.
5-6	Mutant must concentrate and point may not move.

- *Roll 1d4 for range of gravity manipulation:*

1	1d10×10 feet (1d6×5m).	3	Seven feet (2m)
2	A hundred yards (91m).	4	Sight.

92 supernatural attributes

869 Material Transparency

This mutant can cause inert, physical materials to appear transparent.

- *Roll for duration of transparency:*

1	A day.	4	Half a day.	7-8	Concentration.
2	A minute.	5	Half an hour.	9	Several hours.
3	An hour.	6	Permanent.	10	Several minutes.

- *Roll 1d6 for extent of transparency effect:*

1	A hundred cubic feet (3m ³).	4	One cubic mile (4km ³).
2	A hundred cubic yards (77m ³).	5	One discreet item.
3	Hundreds of cubic yards/metres.	6	Ten cubic feet (0.3m ³).

- *Roll 1d6 for range within which material can be made transparent:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-6	Touch.

870-871 Mechanoid

This mutant is partly or completely mechanical.

- *Roll 1d12 for extent of mechanization:*

1-2	Legs become tracks, wheels, or other mechanical contraption.
3	No legs, mutant hovers technologically.
4-6	Partly mechanical (roll 1d6 times on the body part table; ignore duplicates).
7-8	Mostly mechanical (roll 2d6 times on the body part table, duplicate parts indicate the mutant has multiples of that part).
9-12	Whole body.

- *Roll 1d8 for type of technology:*

1	Basic wooden mechanism; cogs and gears.
2-3	Clockwork. Roll 1d10 for primary composition: 1-2 crystal, 3 flesh, 4-7 metal, 8 plants or wood, 9 stone, 10 two components.
4-5	Early industrial. Roll 1d6 for type: 1 alchemical, 2-3 combustion, 4 electrical, 5-6 steam.
6-7	Late industrial. Roll 1d6 for type: 1-3 combustion, 4-5 electrical, 6 nuclear.
8	Post-industrial. Roll 1d10 for type: 1 atomic, 2 bio-technological, 3 electrical, 4 electro-chemical, 5 electro-magnetic, 6 fission, 7 fusion, 8 gravitic, 9 photonic, 10 quantum.

872 Mercreature

This mutant has gills, fins, scales, and a fish tail or tentacles instead of legs. It is adapted for living underwater, not on land.

873 Metal Skin

This mutant has metal skin that can move just as well as normal skin, but is heavily armoured. This does not affect the mutant's senses in any way.

874 Mind Cannibal

When this mutant devours the blood, bones, or flesh of another individual, it gains some of their knowledge, memories, and, if they have any, psychic powers. Memories can be gained even through drops of blood, but significant abilities require the whole body be consumed.

875 Molecular Disruption

This mutant can disrupt the molecules of a solid mass, causing it to fall apart. This takes an extraordinary amount of energy, and the mutant needs rest and food when done. Only one solid mass can be affected at a time, whether it is natural, organic, or artificially created.

- *Roll 1d6 for range of disruption:*

1	Sight.	3-5	Touch.
2	Ten feet (3m).	6	Twenty feet (6m).

876 Molecular Sense

This mutant can sense the exact molecular composition of anything in range.

- *Roll 1d8 for range of molecular sensing:*

1	1d10×10 feet (1d6×5m).	3-4	Taste.
2	Sight.	5-6	Touch.

877 Multiplication

This mutant can create 1d10 copies of itself by temporal or material displacement. If any of these doubles are killed, the mutant will be unconscious for 1d100 minutes per copy that is killed when the duration has elapsed. On any roll of 100, time itself unravels.

- *Roll 1d6 for duration of multiplication:*

1	1d10 minutes.	4	A couple minutes.
2	1d100 minutes.	5	Less than a minute.
3	1d6 hours.	6	Once ever.

878-879 Mutant Detection

This mutant can detect the presence of other mutants within range, and can tell if anyone within range is a mutant or not.

- *Roll 1d6 for range within which mutants can be detected:*

1	1d10×10 feet (1d6×5m).	3-4	Sight.
2	A hundred yards (91m).	5-6	Touch.

880-881 Mystical Third Eye

This mutant can open a mystical third eye on its forehead. When the eye is closed, it cannot be detected; when open, it gives the mutant special powers that can affect everyone the third eye can see.

- *Roll 1d6 for powers granted by mystical third eye:*

1	Perceive the presence of magical or mystical beings and energies.
2	Project light which has calming and healing properties.
3	Read auras and sense emotions.
4	Sense evil, good, and lies.
5	Use a random psychic power (re-roll detrimental powers).
6	Use a random supernatural ability (re-roll detrimental abilities).

94 supernatural attributes

882 Nightmare Portal

This mutant possesses, inside its mind, a doorway to a world full of horror. It suffers from nightmares, but no other ill effects. Others are not as safe, however, and those using any sort of mentally invasive psychic powers on the mutant risk being consumed by nightmares.

883-884 No Reflection

This mutant does not appear in reflective surfaces. It cannot be filmed or photographed, but will appear on digital video recordings.

885-886 No Shadow

This mutant does not cast a shadow. Light appears to pass right through it, and be reflected by it at the same time. Anyone studying this phenomenon with powerful, hi-tech sensors will probably go insane and try to build a machine that destroys life.

887 Object Bound

This mutant's soul is located in some physical object. Harming the object harms the mutant, and possessing it gives power over the mutant.

888 Object Mimic

This mutant can reshape its body to mimic any common, mundane immobile object. The mutant may not move in this form but retains 1d4 senses and may change back at any time.

► Roll 1d4 for maximum size of object mimicked:

1	×1 (the mutant's normal size).	3	×3 (three times mutant's size).
2	×2 (twice mutant's size).	4	×4 (four times mutant's size).

► Roll 1d4 for minimum size of object mimicked:

1	×0 (any visible size).	3	×1/3 (one-third mutant's size).
2	×1/2 (half mutant's size).	4	×1/4 (one fourth mutant's size).

889-890 Patronage

This mutant is somehow in tune with one of the gods of chaos, who shows favour to it. The mutant gains one or more of its patron's mutations, determined at random, plus 1d3 special gifts from the table below. Roll on whatever table you think appropriate to determine which chaos god is the patron, or create one using the greater demon procedures in Appendix 4.

► Roll 1d6 to determine patron's gift:

1	1d3 pieces of demonic equipment (see Appendix 4).
2	1d10 additional mutations (roll 1d1000 for each).
3	Large retinue of followers (roll on fantastic peoples table for type).
4	One demonic attribute (see Appendix 4).
5	Roll once on each of the alternate tables in Appendix 3.
6	Small retinue of followers, numbering 2d10 or some other appropriate number (roll on fantastic animals table or fantastic peoples table for type).

891 Perfect Regeneration

No matter how grievous the wounds it may suffer are, this mutant will regenerate completely and be back to normal, given time.

► Roll 1d6 for speed that wounds and injuries heal at:

1	A full day.	3	Within days.	5	Within minutes.
2	A full week.	4	Within hours.	6	Within seconds.

► *Roll for strength of regeneration:*

1	Mutant regenerates if any parts are left unburned.
2-3	Mutant regenerates if still alive.
4-6	Mutant regenerates if fed.

892-893 Petrifying Gaze

This mutant can turn living beings into stone with a look. There is a 1 in 3 chance the mutant can reverse this process and restore those it has petrified.

► *Roll 1d8 for duration of petrification:*

1	Days.	3	Months.	7	Weeks.
2	Hours.	4-6	Permanent.	8	Years.

► *Roll 1d10 for possible targets of petrification:*

1-2	Anyone who makes eye contact.
3	Anyone who sees the mutant.
4-6	Anyone who sees the mutant's face.
7	Everyone the mutant looks at.
8	Select individuals the mutant looks at (mutant's discretion).
9-10	Select individuals who make eye contact (mutant's discretion).

► *Roll 1d10 for speed of petrification:*

1-4	Instantaneous.	7	Requires just over an hour.
5	Requires half a day.	8	Requires several minutes.
6	Requires half an hour.	9-10	Requires several seconds.

894 Physical Mimic

This mutant can physically reform its body to copy that of a creature it is touching.

► *Roll 1d4 for duration of mimicry:*

1	As long as mutant concentrates.	3	Until mutant reveals itself.
2	Until mutant is stressed.	4	Until mutant uses another mutation or power.

895 Planar Travel

This mutant can facilitate travel to other planes of existence by creating a doorway.

► *Roll 1d8 for duration doorway stays open:*

1	A day.	4	An hour.	7	Several hours.
2-3	A minute.	5-6	Half a minute.	8	Several minutes.

► *Roll 1d6 for size of doorway:*

1	A hundred foot square (9m ²).	4-5	Thirty foot square (3m ²).
2-3	Ten foot square (1m ²).	6	Three foot square (0.3m ²).

896 Possession

This mutant can send its consciousness into the body of another individual, and control them.

► *Roll 1d6 for duration of possession:*

1	Half a day.	3	Several days.	5	Several minutes.
2	Half an hour.	4	Several hours.	6	Until reversed.

...continued on next page.

96 supernatural attributes

- *Roll 1d6 for original body's state during possession:*

1	Mutant is distracted but can still sense original body.
2-4	Mutant's body is comatose, seemingly asleep.
5	Mutant's body is unmoving, but seemingly awake.
6	Mutant switches consciousness with target.

- *Roll 1d20 for possible targets of possession:*

1-3	Animals only.	10	Other mutants only.
4-5	Any living creature.	11	People of the same race only.
6	Older people only.	12	People of the same sex only.
7-8	One category of animal only.	13-19	People only.
9	One type of creature only (roll on the creature table).	20	Younger people only.

- *Roll 1d6 for range of initial possession:*

1	A hundred feet (30m).	4	Target must see mutant.
2	Eye contact.	5	Touch.
3	Sight.	6	Twenty feet (6m).

- *Roll 1d8 for speed of possession:*

1	Instantaneous.
2-3	Requires complicated rituals lasting over an hour.
4-6	Requires complicated rituals lasting several minutes.
7	Several minutes, no rituals required.
8	Several seconds.

897 Power Duplication

This mutant can duplicate a special power possessed by another individual.

- *Roll 1d6 for duration duplicate powers last:*

1	Requires concentration.	4	Several minutes.
2	Several days.	5	Until reversed.
3	Several hours.	6	While conscious.

- *Roll 1d4 for number of powers that can be duplicated:*

1	1d4+2 at a time.	2-3	One at a time.	4-5	Two at a time.
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- *Roll 1d8 for range within which powers can be duplicated:*

1-2	1d10×10 feet (1d6×5m).	4	Sight.
3	A hundred yards (91m).	5-8	Touch.

898-899 Power Source

This mutant is able to power certain technological devices with its body.

- *Roll 1d6 for power type:*

1	Electrical.	3	Magical energy.	5	Radiation crystal.
2	Light waves.	4	Nuclear power.	6	Two or other.

900 Power Theft

This mutant can steal magical and supernatural powers from other individuals. While the mutant is able to use the power, the target may not.

- *Roll 1d8 for duration of theft:*

1	As long as mutant is conscious.	5	Several hours.
2	Half an hour.	6	Several minutes.
3-4	Requires concentration.	7-8	Several seconds.

- *Roll 1d6 for number of powers that can be stolen:*

1	1d3+2 at a time.	2-4	One at a time.	5-6	Two at a time.
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- *Roll 1d10 for range within which powers can be stolen:*

1-2	1d10×10 feet (1d6×5m).	6	Intimacy.
3	A hundred yards (91m).	7	Sight.
4-5	Eye contact.	8-10	Touch.

901-903 Pyrokinesis

This mutant is a firestarter, able to control any fires it can sense, and psychically call fire into existence within range.

- *Roll 1d6 for range of fire control:*

1	A hundred feet (30m).	3-4	Fifty feet (15m).
2	A hundred yards (91m).	5-6	Twenty feet (6m).

904-905 Radioactive

This mutant emits dangerous levels of harmful radiation.

- *Roll for length of exposure that may cause cancer, weakness, and death:*

1	Days.	3	Minutes.	5	Weeks.
2	Hours.	4	Months.	6	Years or decades.

906 Removable Eyes

This mutant can remove its eyes and still see through them. There is a 1 in 3 chance the eyes can move around on their own once detached.

907-908 Repulsed by Food

This mutant is physically repulsed by a certain type of food that is probably rather common. Coming into contact with this type of food will produce a serious allergic and psychological reaction.

- *Roll 1d10 for type of food that repulses:*

1	Cooked food.	5	Nuts.
2	Dairy.	6-7	One common food item.
3	Grains and cereals.	8	Raw, uncooked food.
4	Meat.	9-10	Roll on the plant table.

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909 Sacred Aura

This mutant projects the feeling that it is holy and sacred into the hearts of those around it.

- *Roll 1d6 for emotional character of, or evoked by, the sacred aura:*

1	Calmness and reverence.	4	Innocence and purity.
2	Desire for betterment.	5	Religious ecstasy.
3	Guilt and shame.	6	Sublime majesty.

- *Roll 1d6 for range of sacred aura:*

1	A hundred feet (30m).	4	Ten feet (3m).
2	Fifty feet (15m).	5	Touch.
3	Sight.	6	Twenty feet (6m).

- *Roll 1d6 for trigger:*

1-2	Always on.	4-5	Requires concentration.
3	At will.	6	Stress-induced.

910-911 Saturated with Magical Energy

This mutant's body and soul are infused with magic. It also gets a Taboo and a Telltale.

912 Secret Communication

This mutant is able to leave messages, of any sort, that only specific individuals will receive.

The mutant can write messages, record them to film, or just speak them aloud, and they will go unnoticed by everyone except whoever is specified as the proper intended recipient.

913 Seep

This mutant can seep into objects or solid matter, sharing its mass with nonliving objects.

There is a 1 in 3 chance the mutant can seep into objects smaller than itself.

- *Roll 1d6 for sensory ability while "seeped":*

1-2	Mutant can hear what occurs outside the matter it has seeped into.
3	Mutant can see and hear what occurs outside the matter it has seeped into.
4-6	Mutant senses nothing.

914-915 Sense Evil

This mutant can sense malicious, negative, anti-social, antagonistic, and "evil" intentions.

- *Roll 1d6 for range of evilness detection:*

1	A couple miles (3km).	4	Sight.
2	A hundred feet (30m).	5	Target must see mutant.
3	A hundred yards (91m).	6	Touch.

- *Roll 1d4 for trigger:*

1	At will.	4	Requires obvious rituals.
2-3	Requires concentration.		

916-918 Sense Fear

This mutant can tell if someone within range is afraid.

- *Roll 1d6 for range of fear detection:*

1-3	1d10×10 feet (1d6×5m).	5	Sight.
4	A hundred yards (91m).	6	Touch.

► *Roll 1d4 for trigger:*

1	Always on.	3	Requires concentration.
2	At will.	4	Requires obvious rituals.

919-920 Sense Good

This mutant can sense helpful, positive, constructive, and “good” intentions.

► *Roll 1d6 for range of goodness detection:*

1	A couple miles (3km).	4	Sight.
2	A hundred feet (30m).	5	Target must see mutant.
3	A hundred yards (91m).	6	Touch.

► *Roll 1d4 for trigger:*

1	At will.	4	Requires obvious rituals.
2-3	Requires concentration.		

921-923 Sense Lies

This mutant can sense falsehoods, deceptions, and lies.

► *Roll 1d6 for range of lie detection:*

1	A couple miles (3km).	4	Sight.
2	A hundred feet (30m).	5	Target must see mutant.
3	A hundred yards (91m).	6	Touch.

► *Roll 1d6 for trigger:*

1	Always on.	3-4	Requires concentration.
2	At will.	5-6	Requires obvious rituals.

924-925 Sensitive to Metal

This mutant cannot stand the touch of a specific type of metal, and takes additional damage from weapons made of this metal. Exposure to this type of metal will evoke feelings of fear and rage in the mutant.

► *Roll 1d8 (or 1d20) for metal that triggers sensitivity:*

1	Bronze.	9	Black.	15	Heavy.
2	Copper.	10	Christian.	16	Metalcore.
3	Gold.	11	Death.	17	Nu or rap metal.
4	Iron.	12	Doom.	18	Power.
5	Lead.	13	Fusion.	19	Speed.
6-8	Silver.	14	Glam.	20	Thrash.

926-927 Sensitive to Sunlight

This mutant is vulnerable to sunlight. Direct sunlight will cause a reaction within minutes.

► *Roll 1d8 (or 1d10) for mutant’s reaction to sunlight:*

1-3	Bursts into flames and burns.	6-7	Petrifies (reverses in darkness).
4	Explodes.	7-8	Turns to ashes and dust.
5	Melts.	9-10	Becomes a gateway to hell.

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928 Shadow Walk

This mutant may step into one patch of darkness and step out of another.

- *Roll 1d6 for maximum range of travel through shadows:*

1	1d10×10 feet (1d6×5m).	3-4	Seven feet (2m).
2	A hundred yards (91m).	5-6	The other side of a wall.

929 Skinwalker

This mutant may don the flayed skin of another and assume their appearance.

- *Roll 1d10 for reversibility of mutant's new appearance:*

1	It becomes part of a repertoire and can be assumed at any time.
2-4	It is permanent.
5	It lasts for up to 1d6 days, or when skin is discarded.
6	It lasts for up to 1d6 hours, or when skin is discarded.
7	It lasts for up to 1d6 weeks, or when skin is discarded.
8	It lasts for up to 1d6 years, or when skin is discarded.
9-10	It lasts until discarded.

930 Speak with Animals

This mutant may speak to animals, in their own language, if any. The level of conversation depends on the type of animal and the kind of game you are playing.

931 Spell Ability

This mutant has the ability to cast a particular spell at will. The more powerful the spell is, the more exhausted the mutant will be after casting it. Choose a spell, or roll on any table you consider appropriate.

932 Spirit Enmity

This mutant attracts the ire of ghosts and other bodiless spirits, who will haunt it and attempt to harass it to no end. It is also more vulnerable to ghosts than others are.

933-934 Spirit Medium

This mutant can summon a ghost or spirit and allow it to speak through its mouth. The mutant enters a trance state once the ghost or spirit has been summoned. The séance lasts for up to several minutes, or until the mutant becomes exhausted. This process is very taxing.

935-936 Stable Balance

As long as this mutant is in contact with the ground, it cannot be knocked over or lose its balance against its will.

937 Stigmata

This mutant is prone to bleeding through its skin, without having wounds.

- *Roll 1d8 for the location of stigmata:*

1	Bloody sweat.	4-5	Hands and feet.
2	Eyes (tears of blood).	6-7	Hands, feet, and torso.
3	Hands.	8	Mouth.

938-940 Superhuman Charisma

This mutant is unnaturally alluring, and always inspires trust, empathy, and compassion in others. It is an excellent leader simply by virtue of its emotional influence on others.

941-944 Superhuman Intellect

This mutant is able to retain, recall, and process information at far greater levels than normal for its species. Its brain essentially functions like a supercomputer, instantly performing calculations and recalling any and all information the mutant has ever learned.

944 Superhuman Perception

This mutant is aware of all physical occurrences within range, via any appropriate sense(s).

- *Roll 1d6 for range of superhuman perception:*

1-2	A couple miles (3km).	4	Fifty miles (80km).
3	A hundred miles (181km).	5-6	Twenty miles (32km).

945-947 Superhuman Reflexes

This mutant's conscious movements operate at an efficiency rate well within the top percentile. It always reacts to anything it can perceive, and always at the highest level of effectiveness. This power does not allow it to move faster, however.

948-950 Superhuman Speed

This mutant can run or otherwise move at superhuman speeds.

- *Roll 1d6 for top speed:*

1-3	Several hundred miles (or km) per hour.
4	Several times the speed of sound.
5-6	Speed of sound (340.29m per second).

951-953 Superhuman Strength

This mutant has vast physical strength.

- *Roll 1d6 for amount the mutant can lift:*

1-2	Several dozen tons.	4	Several thousand tons.
3	Several hundred tons.	5-6	Several tons.

954-956 Superhuman Toughness

This mutant's skin is well nigh invulnerable.

- *Roll 1d6 for the degree of toughness of the mutant's skin:*

1	Corundum.	3-5	Steel.
2	Diamond.	6	Titanium carbide.

957 Susceptible to Possession

This mutant is exceptionally vulnerable to possession and psychic mental intrusion.

958 Symbol Bondage

This mutant's life force is tied to a symbol, on an object, another person's body, or on a building or other structure. If the symbol is damaged, so is the mutant, and if the symbol is destroyed, the mutant will die.

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959-960 Taboo

This mutant has some sort of supernatural restriction placed upon its actions.

► *Roll 1d100 to determine the mutant's taboo:*

- | | |
|-------|---|
| 1-2 | Becomes weak and powerless if its hair is cut. |
| 3 | Burned by perfume. |
| 4 | Can always be found by those it has harmed. |
| 5 | Can be summoned and bound by commonly-known magical spells. |
| 6 | Can be summoned and bound by its true name. |
| 7 | Can only communicate in writing except in one specific location. |
| 8 | Can only eat stolen food. |
| 9 | Can only say a creature's true name, never an alias or false name. |
| 10 | Can only sleep when sung to. |
| 11-12 | Can only sleep when surrounded by earth. |
| 13 | Can only speak in rhymes. |
| 14 | Can only speak in riddles. |
| 15 | Can only speak to those it intends harm to. |
| 16 | Can only spend money gained by honest work. |
| 17 | Can only tell a lie in whispers. |
| 18 | Can only tell lies at night. |
| 19 | Can squeeze blood from a stone; can drink nothing else. |
| 20-21 | Cannot approach the sound of bells. |
| 22 | Cannot approach unbidden once it is seen. |
| 23 | Cannot be intimate with someone until defeated by them in a contest of skill. |
| 24 | Cannot betray or harm someone who genuinely likes it. |
| 25 | Cannot betray someone else's lies. |
| 26-27 | Cannot break an oath. |
| 28 | Cannot commit violence during daylight. |
| 29-30 | Cannot cross a threshold without announcing its presence. |
| 31 | Cannot eat food cooked by anyone other than slaves. |
| 32 | Cannot eat in the presence of others. |
| 33 | Cannot enjoy music. |
| 34-35 | Cannot enter a private home uninvited. |
| 36-37 | Cannot enter holy ground or scared precincts. |
| 38 | Cannot enter the home of a nursing mother. |
| 39-40 | Cannot harm someone who is innocent of sex and violence. |
| 41 | Cannot harm someone who knows its name. |
| 42 | Cannot harm someone who wants to die. |
| 43 | Cannot harm someone whose name it does not know. |
| 44 | Cannot harm someone whose name it knows. |
| 45 | Cannot give something that has not been asked for. |
| 46 | Cannot leave a room while anyone looks at it. |
| 47 | Cannot look upon what it finds beautiful. |

- 48 Cannot love someone without misfortune following them.
- 49 Cannot open doors for itself.
- 50 Cannot refuse a request for aid.
- 51 Cannot repeat a secret told in confidence.
- 52 Cannot see colour in artificial light.
- 53 Cannot see through glass.
- 54 Cannot sleep for a full day if it sees the sun rising or setting.
- 55 Cannot speak in a normal voice; can only shout, sing, or whisper.
- 56 Cannot speak unless asked a question.
- 57 Cannot speak without feeling pain.
- 58 Cannot speak without weeping.
- 59 Cannot tell a lie.
- 60 Cannot tell the truth about itself.
- 61-62 Cannot tell the truth unless whipped and beaten.
- 63 Cannot touch a bleeding person, except with implements, tools, or weapons.
- 64 Cannot touch a person during the day.
- 65 Cannot touch another with kindness.
- 66-67 Cannot touch holy objects or symbols.
- 68 Cannot use a tool or weapon without breaking it.
- 69 Cannot use supernatural powers during the day.
- 70 Cannot use supernatural powers for a full day after having sex.
- 71 Hypnotized by music.
- 72 May not steal from the dead.
- 73 May not steal from the living.
- 74 Must always examine symbols of death.
- 75 Must ask before taking something; cannot take it if refused.
- 76 Must attack anyone who is rude to it.
- 77 Must bathe in a specific river once a year or die.
- 78-79 Must be polite to anyone who is polite to it.
- 80 Must carry a difficult burden wherever it goes.
- 81-82 Must count small objects scattered in front of it.
- 83 Must disobey any direct command given by an authority figure.
- 84 Must drink any liquids offered.
- 85 Must give any corpse encountered a proper burial.
- 86 Must give money to anyone who asks for it.
- 87 Must graze like cattle for food.
- 88 Must guard a certain location from intruders.
- 89 Must kill anyone who sees its face.
- 90 Must obey a polite request.
- 91 Must obey any command repeated three times quickly.
- 92 Must obey any direct command given by an authority figure.

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- | | |
|-------|---|
| 93 | Must obey any written contract signed in blood. |
| 94 | Must obey anyone who beats or whips it. |
| 95 | Must provide sanctuary to anyone who asks for it. |
| 96 | Must wait for a day upon arriving at a rural crossroads and grant first request made of it while there. |
| 97 | Must write on half the items it ever touches. |
| 98-99 | Nauseated and offended by the smell of some common thing. |
| 100 | Nauseated by the sight of blood. |

961-962 Telepathic Communication

This mutant is able to read the minds of people while they are communicating, and determine their meaning and intentions, regardless of the language they are speaking. It can also project its own intentions and meanings into the minds of others, negating any language barriers between them. The result is universal communication with other sentient beings.

963-964 Telltale

Some unnatural feature marks this mutant as supernatural, subtle as it may be. If a mutant with a telltale does not have any other supernatural attributes, give it one (roll 1d300+700).

► *Roll 1d100 to determine the mutant's telltale:*

- | | |
|----|---|
| 1 | Animals cry out in fear when the mutant speaks. |
| 2 | Animals hate the mutant during the day, and fear it at night. |
| 3 | Anyone the mutant kills becomes undead and seeks revenge. |
| 4 | Anyone the mutant touches becomes magnetized. |
| 5 | Birds near the mutant speak its thoughts. |
| 6 | Blades become dull when the mutant touches them. |
| 7 | Children become fascinated by the mutant. |
| 8 | Children do not believe the mutant is real. |
| 9 | Dust the mutant touches glows. |
| 10 | Fires extinguish at the mutant's touch. |
| 11 | Glass and metal vibrate and whine when the mutant speaks. |
| 12 | Glass breaks when the mutant speaks in anger. |
| 13 | Hard, solid objects become warped when the mutant laughs. |
| 14 | Inanimate objects move away from the mutant of their own accord. |
| 15 | Inhuman features push through the mutant's skin when it is angry. |
| 16 | It is always darker around the mutant than anywhere else. |
| 17 | Liquids evaporate at the mutant's touch. |
| 18 | Machines break when the mutant touches them. |
| 19 | Metal tarnishes when the mutant touches it (any metal). |
| 20 | Movies talk to and become interactive with the mutant. |
| 21 | Objects age when the mutant touches them. |
| 22 | Objects will occasionally bleed after the mutant has touched them. |
| 23 | Omens of the mutant's intention manifest before its arrival. |
| 24 | Parts of the mutant turn to glass or metal when removed (hair, nails, etc). |
| 25 | People who don't believe the mutant exists cannot see it. |

- 26 Plants grow wherever the mutant stands.
- 27 Plants move and try to grab the mutant.
- 28 Plants touched by the mutant become poisonous.
- 29 Plants wither when the mutant touches them (including food).
- 30 Printed words the mutant reads become scrambled and unreadable.
- 31 Rain burns the mutant.
- 32 Rooms become dark when the mutant leaves them.
- 33 Serpents take comfort in the mutant's presence and touch.
- 34 Soft objects jiggle and vibrate when the mutant speaks.
- 35 Sunlight burns the mutant.
- 36 The mutant appears ugly or repulsive in direct sunlight.
- 37 The mutant becomes freezing cold when displeased.
- 38 The mutant coughs up small creatures.
- 39 The mutant coughs up strange, inanimate objects.
- 40 The mutant cries blood when it is sad.
- 41 The mutant dies if it touches unicorn semen.
- 42 The mutant does not show up on film or digital recordings.
- 43 The mutant eats massive amounts of food, as well as inedible objects.
- 44 The mutant experiences pain as pleasure, but only at night.
- 45 The mutant growls like an animal when emotional.
- 46 The mutant has additional limbs in the dark.
- 47 The mutant has an extra nipple, a "witch's tit."
- 48 The mutant has horns, hooves, and a tail when struck.
- 49 The mutant is crowned by a halo of (real) fire when angry.
- 50 The mutant is often mistaken for a dead relative.
- 51 The mutant is often mistaken for someone else.
- 52 The mutant leaves monstrous or animal footprints in its wake.
- 53 The mutant looks completely normal when more than one other can see it.
- 54 The mutant looks like a child when not in the presence of magic.
- 55 The mutant looks monstrous under black light.
- 56 The mutant looks monstrous when using supernatural abilities.
- 57 The mutant never actually touches the ground.
- 58 The mutant sheds its skin like a snake.
- 59 The mutant smells like death.
- 60 The mutant speaks with two voices at once.
- 61 The mutant turns to stone in sunlight (effect is temporary).
- 62 The mutant winces in pain when it hears its own name.
- 63 The mutant's blood glows.
- 64 The mutant's blood turns to swarming insects when it hits the ground.
- 65 The mutant's breathe covers things in frost.
- 66 The mutant's eyes become animal eyes at night.

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- 67 The mutant's eyes glitter like jewels.
- 68 The mutant's eyes glow when it becomes emotional.
- 69 The mutant's footprints blight and ruin bare earth and crack stone.
- 70 The mutant's footprints form letters and words.
- 71 The mutant's hair and clothes are disturbed and tousled by a wind that exists for no one else.
- 72 The mutant's hair becomes thrashing serpents when angry.
- 73 The mutant's hands become claws when it commits violence.
- 74 The mutant's heartbeat can be heard faintly by everyone in sight.
- 75 The mutant's nose grows when it lies.
- 76 The mutant's reflection breaks and cracks mirrors and reflective metal.
- 77 The mutant's reflection etches itself in mirrors and reflective metal.
- 78 The mutant's shadow leaves a film of dust on whatever it lingers on.
- 79 The mutant's shadow leaves traces of blood wherever it lingers.
- 80 The mutant's shadow is a different shape (animal, monster, etc).
- 81 The mutant's shadow, when cast by sunlight, burns itself into surfaces.
- 82 The mutant's skin feels strange but looks completely normal.
- 83 The mutant's tongue is discoloured.
- 84 The mutant's touch causes orgasms.
- 85 The mutant's touch causes pain.
- 86 The mutant's touch causes pregnancy in females.
- 87 The mutant's touch causes rashes.
- 88 The mutant's touch robs inanimate objects of their beauty.
- 89 The mutant's touch stains the skin of non-magical creatures.
- 90 The mutant's touch warps glass and metal.
- 91 The mutant's touch warps stone and wood.
- 92 The mutant's voice cuts through all other sound.
- 93 The mutant's voice echoes and reverberates whenever it speaks.
- 94 The mutant's voice is totally inappropriate, considering its appearance.
- 95 The mutant's words become fire when it is angry.
- 96 The sound of the tide coming in can be heard whenever the mutant arrives.
- 97 Thunder can be heard whenever the mutant is hit or struck.
- 98 Water turns to dust at the mutant's touch.
- 99 Whatever the mutant says carves itself in nearby objects.
- 100 Whatever the mutant touches changes colour.

965 Tomb Bondage

This mutant must sleep interred within the earth, preferably in its own grave or the earth of its homeland. Sleeping above ground reduces its capabilities and makes it more erratic.

966 Total Chameleon

This mutant can change colour to mimic its surroundings, including more than just its physical form—all clothes, gear, and whatever the mutant is touching also change colour.

967-968 Totem Animal

This mutant has a supernatural link with another animal (roll on the creature table).

- *Roll 1d4 for mutant's ability to communicate with totem:*

- | | |
|-----|---|
| 1 | Can communicate telepathically, up to a couple miles (3km). |
| 2-3 | Can communicate normally with totem animal(s). |
| 4 | Cannot communicate with totem animal(s). |

- *Roll 1d6 for number of creatures mutant is linked with:*

- | | |
|-----|---|
| 1-2 | All animals of this type. |
| 3-4 | One particular animal of this type who is the mutant's companion. |
| 5 | One particular animal of this type that does not associate with the mutant. |
| 6 | One particular animal of this type that is the mutant's enemy. |

- *Roll 1d4 for powers granted by totem:*

- | | |
|---|--|
| 1 | Mutant and totem animal's lives are linked. |
| 2 | Mutant can temporarily assume totem animal's abilities by concentrating. |
| 3 | Mutant has behavioural characteristics of totem animal(s). |
| 4 | Totem animal(s) will assist or interfere with the mutant's activities. |

969 Trackless

This mutant leaves no trace of its presence behind it, and so it cannot be tracked. It leaves no footprints, no heat signature, no scent, and no detritus behind, unless it wishes to.

970 Transform Material

This mutant may transform one type of material into another.

- *Roll 1d12 for original material:*

- | | | | | | |
|---|-------------------|---|------------------|----|--------------------|
| 1 | Bone. | 5 | Natural fabrics. | 9 | Synthetic fabrics. |
| 2 | Ceramics. | 6 | Plastic. | 10 | Valuable metal. |
| 3 | Crystal or glass. | 7 | Rubber. | 11 | Wood. |
| 4 | Leather. | 8 | Stone. | 12 | Worthless metal. |

- *Roll 1d10 for quantity of material that can be transformed:*

- | | |
|------|---|
| 1 | 1d6×10 pounds per hour, one hour minimum time. |
| 2-3 | 1d6×10 pounds per minute, one minute minimum time. |
| 4-5 | 1d6×100 pounds per hour, one hour minimum time. |
| 6 | 1d6×100 pounds per minute, one minute minimum time. |
| 7 | Up to 1d6×100 pounds instantaneously. |
| 8-10 | Up to 2d6×10 pounds instantaneously. |

- *Roll 1d6 for range at which material can be transformed:*

- | | | | |
|---|------------------------|-----|--------|
| 1 | 1d10×10 feet (1d6×5m). | 3 | Sight. |
| 2 | Seven feet (2m). | 4-6 | Touch. |

- *Roll 1d20 for resulting material:*

- | | | | |
|-----|----------------------------|-------|-----------------|
| 1-3 | Crystal or glass. | 10-11 | Plastic. |
| 4 | Fleshy organic substance. | 12-13 | Rubber. |
| 5 | Leaf- or plant-like fibre. | 14-18 | Stone. |
| 6-8 | Non-valuable metal. | 19 | Valuable metal. |
| 9 | Oil. | 20 | Wood. |

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971-972 Transformation

This mutant can change its shape in any manner, but cannot change its mass. Mimicking specific people, life forms, or objects requires it to know exactly what they look like.

► *Roll 1d6 for transformation speed:*

1	A few hours.	5	About an hour.
2-3	A few minutes.	6	Half a day.
4	A few seconds.	7-8	Half an hour.

973 Translucent

This mutant is see-through, but still visible. Its internal organs may or may not be visible.

974 Transmute Matter

This mutant can slowly alter the molecular structure of matter, changing its properties and making it into some other substance.

► *Roll 1d6 for transmutation speed:*

1	Mutant's volume per day.	3-4	Mutant's volume per month.
2	Mutant's volume per hour.	5-6	Mutant's volume per week.

975 Transparent Flesh

This mutant's flesh, and all organs and body parts except for its bones, are transparent, like clear glass or even more so. The mutant appears to be an animated skeleton when naked.

976 Tunnelling

This mutant can burrow through the ground at surprising speeds, moving earth slightly slower than walking speed. It can also burrow slower to accommodate a group of people.

977 Unbound

This mutant cannot be bound by mortal means, not by ropes nor chains nor human hand. Only magical or supernatural bonds, hi-tech energy fields, or other sufficiently advanced means can contain this mutant and render it immobile.

978-979 Undead

This mutant has died, but is still animated and sentient. It can be physically destroyed, and its soul can be put to rest by arcane or divine intervention, but it cannot be killed in the same ways as mortals are, and it does not require normal sustenance.

980 Unwilling Medium

This mutant is especially vulnerable to possession by spirits, demons, and other supernatural intelligences that are able to invade the mind.

981-983 Vampiric

This mutant feeds on others of its own species for nourishment.

► *Roll 1d6 for type of substance required for sustenance:*

1-2	Blood drinker.	5	Fuelled by others' suffering.
3-4	Cannibal.	6	Vital energy drain.

984-985 Walk on Water

This mutant can walk across the surfaces of water and other liquids as if they were completely solid whenever it so chooses.

986 War Sense

This mutant can sense all arguments, conflicts, hostilities, and violent actions within range.

- *Roll 1d6 for maximum range of war detection:*

1	A couple miles (3km).	4	A thousand miles (1,609km).
2	A hundred miles (161km).	5	The extent of the local language.
3	A hundred yards (91m).	6	To the nearest body of water.

987-991 Weakness

This mutant has some sort of Achilles heel, a weakness against which it is mostly powerless. It can be a colour, metal, time of day, a specific activity, type of person, or whatever. If the mutant has supernatural or special powers, its weakness may require specific circumstances to function, or may not function in specific circumstances.

992-993 Weather Manipulation

This mutant can influence local weather patterns by concentrating. Small changes in weather take several minutes to effect, significant and long-lasting changes take hours, and turning cloudless skies into thunder storms may take as long as a few days. This mutant can change cloud cover/precipitation values, temperature, and wind velocities separately.

994-997 Werecreature

This mutant changes shape at certain times, having two different shapes that it switches between. For its second form, roll twice on the creature table and either combine them or choose the more dangerous result. There is a 1 in 3 chance this form is anthropomorphic.

- *Roll 1d6 for shapechange trigger:*

1	Annual or solar cycle.	4	Lunar or monthly cycle.
2	At will.	5	Lunar or random cycle.
3	Diurnal cycle (night and day).	6	Stress-triggered.

998 X-Ray Vision

This mutant can see through matter, like an x-ray machine.

- *Roll 1d6 for range of x-ray vision:*

1-3	As far as the mutant can see.	5	Up to a hundred yards (91m).
4	Up to a hundred feet (30m).	6	Up to two miles (3km).

- *Roll 1d6 for trigger:*

1	Always on, restricts normal sight.	4-5	Requires concentration.
2-3	At will, doesn't restrict sight.	6	Stress-induced.

999 Zombie Master

This mutant may create a zombie servant from the corpse of a recently-dead person or from a living person it has captured. This process takes several days, but when complete, the mutant has a zombie servant that obeys its every command. The zombie is unable to speak, think creatively or independently, and has no will of its own, but it can grab and hold people.

110 supernatural attributes

1000 Zone of Silence

This mutant can stop the production and distribution of sound within its presence.

► Roll 1d6 for area of effect (radius):

1	A hundred feet (30m).	4	Ten feet (3m).
2-3	Fifty feet (15m).	5-6	Twenty feet (6m).

► Roll 1d6 for zone's trigger:

1	Always on.	4-5	Requires concentration.
2-3	At will.	6	Stress-induced.

► Roll 1d4 to determine what sounds can be heard within the zone:

1	Bass sounds only.	3	Whispers only.
2	Total silence.	4	White noise only.





Appendices

Appendix 1

Additional Tables

body part table

For quadrupeds, arms = front limbs and legs = back limbs. For hexupeds, arms = (roll 1d6) 1-4 front limbs, 5-6 middle limbs, and legs = (roll 1d6) 1-4 back limbs, 5-6 middle limbs.

► *Roll 1d100 for body parts:*

1-3	Abdomen	39	Left foot	76-78	Right arm
4-8	Abdomen and legs	40	Left hand	79	Right ear
9-12	Back/spine	41-43	Left leg	80-82	Right eye
13-14	Buttocks	44-47	Mouth	83	Right foot
15-19	Chest	48-50	Nose or snout	84	Right hand
20-23	Face	51-56	Pair of arms	85-87	Right leg
24-26	Genitals	57-59	Pair of ears	88-89	Shoulders
27-31	Head	60-63	Pair of eyes	90-92	Tail
32-34	Left arm	64-66	Pair of feet	93-95	Torso and arms
35	Left ear	67-69	Pair of hands	96-98	Torso and head
36-38	Left eye	70-75	Pair of legs	99-100	Torso, head, and both/all arms

colour table: basic

► *Roll 1d12 (or 1d17) for colour:*

1	Black	7	Pink	13	Dolm
2	Blue	8	Purple	14	Jale
3	Brown	9	Red	15	Octarine
4	Cyan or turquoise	10	Violet	16	Sparkly colour
5	Green	11	White	17	Ulfire
6	Orange	12	Yellow		

colour table: extended

► *Roll 1d100 for colour:*

1	Amber	35	Gold	68	Pumpkin
2	Apricot	36	Green	69	Purple
3	Aqua	37	Green-yellow	70	Red
4	Aquamarine	38	Grey	71	Red-brown
5	Auburn	39	Indigo	72	Red-violet
6	Azure	40	Iridescent colour	73	Rose
7	Beige	41	Ivory	74	Ruddy
8	Black	42	Jade	75	Russet
9	Blue	43	Jale	76	Rust
10	Blue-green	44	Jet	77	Salmon
11	Blue-grey	45	Khaki	78	Scarlet
12	Blue-violet	46	Lavender	79	Sea green
13	Brass	47	Lilac	80	Sepia
14	Bronze	48	Lime	81	Silver
15	Brown	49	Magenta	82	Sky blue
16	Bright green	50	Mahogany	83	Sparkly colour
17	Buff	51	Maroon	84	Tan
18	Burgundy	52	Matte colour	85	Tangerine
19	Cerulean	53	Mauve	86	Taupe
20	Charcoal	54	Metallic colour	87	Teal
21	Chartreuse	55	Mustard yellow	88	Terra cotta
22	Copper	56	Ochre	89	Turquoise
23	Cream	57	Octarine	90	Two colours shifting
24	Crimson	58	Off-white	91	Ulfire
25	Cyan	59	Olive	92	Ultramarine
26	Dolm	60	Orange	93	Umber
27	Drab	61	Orange-red	94	Verdigris
28	Emerald	62	Peach	95	Vermillion
29	Forest green	63	Periwinkle	96	Violet
30	Fuchsia	64	Pink	97	White
31	Garrow	65	Pink-orange	98	Wisteria
32	Ginger	66	Plum	99	Yellow
33	Glossy colour	67	Puce	100	Yellow-green
34	Glowing colour				

114 appendix 1: additional tables

creature tables

These are lists of more commonly-known creatures. Entries may cover more than one species, under either a common family name or a colloquial name, and may be interpreted as generously as desired. Each entry on the creature table has its own table of creatures.

- *Roll 1d10 (or 1d12) to determine creature table by type:*

1-2	Amphibians and Reptiles	9	Other Animals
3	Aquatic Animals	10	Plants
4	Birds	11	Fantastic Animals
5-8	Mammals	12	Fantastic Peoples

amphibians and reptiles table

This table includes dinosaurs, but not birds.

- *Roll 1d100 for amphibian or reptile:*

1	Adder	36	Draco lizard
2	Agamid or dragon lizard	37	Fan-throated lizard
3-4	Alligator	38	Fire-bellied toad
5	Allosaurus	39	Frilled lizard
6	Alpine salamander	40-41	Frog
7	Ankylosaurus	42-43	Gecko
8	Axolotl or mole salamander	44	Gila monster
9	Bearded dragon	45	Glass frog
10	Blind snake	46	Glass lizard or glass snake
11	Boa constrictor	47	Greaved lizard
12	Brachiosaurus	48	Green frog or green toad
13	Brontosaurus	49	Hairy frog
14	Bullfrog	50	Iguanodon
15-16	Caiman	51	Komodo dragon
17-18	Chameleon	52	Lizard
19-20	Chuckwalla or iguana	53	Marine iguana
21	Coast horned lizard	54	Megalosaurus
22-23	Cobra	55	Monitor lizard
24	Collared lizard	56-57	Mudskipper
25-26	Common basilisk or Jesus lizard	58-59	Newt
27	Common toad	60	Oriental garden lizard
28	Coral snake or milk snake	61	Pachycephalosaurus
29-30	Crocodile	62	Plated lizard
31-32	Desert horned lizard	63	Pliosaurus
33	Dimetrodon	64	Poison dart frog
34	Dinosaur	65	Psychoactive toad
35	Diplodocus	66	Pterodactyl

67	Python	84	Terrapin
68-69	Rattlesnake	85	Thorny devil
70	Rhinoceros iguana	86-87	Toad
71	Rough-skinned newt	88-89	Tortoise or turtle
72	Sailfin lizard	90-91	Tree frog
73-75	Salamander	92	Triceratops
76	Salamandrid	93	True toad
77-78	Skink	94-95	Tuatara
79	Snake	96	Tyrannosaurus Rex
80	Snapping turtle	97	Velociraptor
81	Stegosaurus	98-99	Viper
82-83	Tegu	100	Water dragon

aquatic animals table

► Roll 1d100 for aquatic animal:

1	Algae	29	Fathead
2	Amphipod	30	Fish
3	Angelfish or clownfish	31	Flatworm
4	Aquatic worm	32	Flying fish
5	Armoured snail	33	Hagfish
6	Arrow worm	34	Hatchet fish
7	Barnacle	35	Horseshoe crab
8	Barracuda	36	Ichthyosaurus
9	Barreleye fish	37	Isopod
10	Beluga whale	38-39	Jellyfish
11	Blowfish	40	Killer whale
12	Carp	41	Kiwa or yeti crab
13	Catfish	42	Koi
14	Clam, mussel, or oyster	43	Lamprey
15	Cnidarian	44	Leafy seadragon
16	Comb jelly	45	Leech
17	Copepod	46	Lionfish
18	Coral	47	Lungfish or walking catfish
19-20	Crab	48	Marine dinosaur
21-22	Crayfish or lobster	49-50	Mollusc
23	Cuttlefish	51	Monkfish
24	Diving beetle	52	Napoleon wrasse
25-26	Dolphin or porpoise	53	Narwhal
27	Double-spine urchin	54	Nautilus
28	Eel	55-56	Nudibranch

...continued on next page.

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57-58	Octopus	79	Sea urchin
59	Otter	80	Seahorse
60	Parrotfish	81	Seal
61	Piranha	82	Seamoth
62	Polychaete worm	83-84	Shark
63	Prawn or shrimp	85	Shellfish
64	Psychedelic frogfish	86	Snailfish
65-66	Ray	87	Sponge
67	Remora	88-89	Squid
68	Salmon or trout	90	Squidworm
69	Sardine	91	Starfish
70	Sea anemone	92	Stone fish
71	Sea cucumber	93	Sturgeon
72	Sea lion	94	Swordfish
73	Sea nettle	95	Trilobite
74	Sea slug	96	Turbot
75	Sea snake	97	Walrus
76	Sea spider	98-99	Whale
77-78	Sea turtle	100	Zebrafish

birds table

► *Roll 1d100 for bird:*

1-2	Albatross	28	Emu
3	Anthropornis	29-30	Falcon
4	Apteryx or kiwi	31	Finch
5	Archaeopteryx	32	Flamingo
6	Bee-eater	33	Goose
7-8	Blackbird	34	Goshawk
9	Budgie or parakeet	35	Grouse
10	Buzzard	36-37	Hawk
11	Cardinal	38	Heron
12-13	Chicken or rooster	39-40	Hummingbird
14	Condor	41	Ibis
15	Cormorant	42-43	Jay
16	Crane	44	Kea
17-18	Crow	45	Kestrel
19	Cuckoo	46	Kingfisher
20	Dodo	47	Loon
21-22	Dove	48	Macaw
23-25	Duck	49-50	Magpie
26-27	Eagle	51	Maleo

52	Oriole	78-79	Seagull
53	Osprey	80-81	Shrike
54	Ostrich or roadrunner	82-83	Sparrow
55-58	Owl	84	Sparrowhawk
59-60	Parrot	85-86	Spoonbill
61	Partridge	87	Starling
62-63	Peacock	88	Stork
64	Pelican or spoonbill	89	Swallow
65-66	Penguin	90	Swan
67-68	Pheasant or quail	91	Thrush
69	Pigeon	92	Toucan
70	Puffin	93	Turkey
71-72	Quetzal	94-95	Vulture
73-74	Raven	96-97	Wildfowl
75-76	Robin	98-99	Woodpecker
77	Rook	100	Wren

fantastic animals table

► Roll 1d100 for fantastic animal:

1	Al-mi'raj	29	Elemental animal
2	Amphisbaena	30-31	Eye Fucker
3	Androsphynx/Gynosphynx	32	Fafnir
4-5	Bakeneko	33	Feathered serpent
6	Basilisk	34	Fenrir
7	Behemoth	35	Flying polyp
8	Bhole/Dhole	36-38	Gargoyle
9	Brown Jenkin	39	Ghast
10	Bugbear	40-41	Giant animal (roll on the creature table)
11	Bunyip	42-44	Griffin
12-13	Cat from Saturn	45	Gug
14	Catoblepas	46	Helhest
15	Cerberus	47	Hellhound
16-18	Chimera	48	Hippalectryon
19-20	Cockatrice	49-50	Hippocamp
21	Dahu or wild haggis	51	Hippogriff
22	Direwolf	52	Hoop snake or ouroboros
23-27	Dragon	53	Hound of Tindalos
28	Drop bear	54	Human-headed animal (roll on the creature table)

...continued on next page.

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55	Hunting Horror	78-79	Phoenix
56-58	Hydra	80	Prismatic cloud
59	Jackalope	81	Roc
60	Jaculus	82	Roll two creatures and combine them
61	Kelpie	83-84	Salamander
62-63	Ki-rin	85	Shoggoth
64	Kobold	86	Simurgh
65-66	Kraken	87	Skvader or wolpertinger
67	Lamassu or shedu	88	Sleipnir
68	Leviathan	89	Splintercat
69-70	Manticore	90	Tarasque
71	Nightmare	91	Thunderbird
72	Oneirovorous moth	92-93	Undead animal (roll on the creature table)
73	Ophiotaurus	94-96	Unicorn
74	Orb of light	97	Wyrm
75	Orthrus	98	Wyvern
76	Pegasus	99	Yeti
77	Peryton	100	Zoog

fantastic peoples table

► *Roll 1d100 for type of fantastic person:*

1-2	Angel	22	Enchanter/Enchantress
3	Banshee	23	Erinys, fury, or nemesis
4	Beastman	24	Fairy
5	Cactoid	25-26	Faun or satyr
6	Centaur	27	Flesh golem or revenant
7	Chaos champion	28	Gharhion
8	Creature-headed human (roll on the other animals table)	29	Ghost, wraith, or spectre
9	Cyclops	30-31	Ghoul
10	Dark elf	32-33	Giant
11	Demigod	34	Gnoll
12-13	Demon or devil	35	Gnome
14	Djinn or efreet	36	Goblin
15	Doppelgänger	37	Golem
16	Dryad or nymph	38-39	Gorgon or medusa
17-18	Dwarf	40	Green man
19	Elder thing or great race	41	Hag or witch
20-21	Elf	42	Halfling

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43	Harpy	71	Plant-headed human (roll on the plants table)
44	Hero	72	Pulvi
45	Hobgoblin	73	Puppet
46	Homunculus	74	Pygmy
47	Ichthyocentaur	75	Rakshasa
48	Incubus or succubus	76	Ratman
49	Kitsune	77	Roll twice on this table and combine them
50	Lamia	78	Saint or bodhisattva
51	Leprechaun	79	Sasquatch
52	Lich	80	Serpent person
53	Living shadow	81	Shereshi
54	Living statue	82	Sin eater
55	Lizardman	83	Siren
56	Maenad	84	Skeleton
57	Magician	85	Sorcerer/Sorceress
58	Merfolk	86	Sphinx
59-60	Minotaur	87	Sprite
61	Mummy	88	Tengu
62	Naga	89	Treeman
63	Nereid or undine	90-91	Troll
64	Nightgaunt	92	Valkyrie
65	Offidiyya	93-94	Vampire
66	Ogre	95	Wendigo
67	Orc	96	Were- (roll on the creature table)
68	Pagan god	97	Werewolf
69	Penanggalan	98	Wizard
70	Pixie	99-100	Zombie

mammals table

► *Roll 1d100 for mammal:*

1	Aardvark or anteater	9	Bat
2	Antelope	10-11	Bear
3	Ape or gorilla	12	Beaver
4	Armadillo or pangolin	13	Bison or buffalo
5	Auroch	14	Black-footed cat
6	Baboon or chimpanzee	15	Boar
7	Badger	16	Bull/cow
8	Bandicoot	17	Camel

...continued on next page.

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18	Caracal or lynx	60	Monkey
19	Cat	61	Moose
20	Cheetah	62	Mouse
21	Chinchilla	63	Mule
22	Chipmunk	64	Muskrat
23	Cougar, mountain lion, or puma	65	Naked mole rat
24	Coyote	66	Neanderthal
25	Deer	67	Opossum or possum
26-27	Dog	68	Orangutan
28	Donkey	69	Ox
29	Elephant	70	Pig
30	Elk	71	Platypus
31	Ferret	72	Pony
32	Fox	73	Prairie dog
33	Gazelle	74	Raccoon
34	Giant panda	75	Rat
35	Giraffe	76	Red panda
36	Glyptodon	77	Rhinoceros
37	Goat	78	Sabre-tooth tiger or smilodon
38	Gopher	79	Sheep
39	Guinea pig or hamster	80	Skunk
40	Hare or rabbit	81	Sloth
41	Hedgehog or porcupine	82	Slow loris
42	Hippopotamus	83	Snow leopard
43-44	Horse	84	Squirrel
45	Human	85	Tamarin monkey
46	Hyena	86	Tapir
47	Ibex	87	Tenrec
48	Jackal	88	Tiger
49	Jaguar, leopard, or panther	89	Warthog
50	Jerboa	90	Water buffalo
51	Kangaroo or wallaby	91	Weasel
52	Koala	92	Wild cat
53	Lemur	93	Wildebeest
54	Lion	94-95	Wolf
55	Mammoth or mastodon	96	Wolverine
56	Marmoset	97	Wombat
57	Mink	98	Woolly rat
58	Mole or shrew	99	Yak
59	Mongoose	100	Zebra

other animals table

► *Roll 1d100 for animal:*

1	Amoeba	50	Jumping spider
2-3	Ant	51-52	Lacewing
4	Aphid	53-54	Ladybird or ladybug
5	Bark beetle or leaf beetle	55	Leafhopper or planthopper
6-7	Bee or bumblebee	56	Louse
8-9	Bee-killer	57-58	Mantis
10	Beetle	59	Mayfly
11	Bush-cricket or katydid	60-61	Millipede
12-13	Butterfly	62	Mite
14	Butterworm or Chilean moth	63	Mosquito
15	Caddisfly	64	Moss piglet or water bear
16-17	Caterpillar	65-66	Moth
18	Cave spider	67	Punctate flower chafer
19-20	Centipede	68-69	Scarab
21	Cicada	70-71	Scorpion
22	Cockroach	72	Scorpionfly
23	Crane fly	73	Silkworm
24-25	Cricket	74-75	Slug
26	Darkling beetle	76-77	Snail
27-28	Dragonfly	78	Snakefly
29	Dung beetle or ground beetle	79-80	Spider
30	Earwig	81	Stag beetle
31-32	Firefly	82-83	Stick bug
33	Fire ant	84-85	Stonefly
34	Flatworm	86	Tadpole
35-36	Flea	87	Tarantula
37	Fluke or tapeworm	88-89	Termite
38	Fly	90	Thorn bug or treehopper
39	Froghopper or spittlebug	91	Tick
40	Fruitfly	92	Velvet worm
41-42	Grasshopper or locust	93	Waxworm or wax moth
43	Grub or maggot	94	Weevil
44-45	Hornet or wasp	95-96	Weta
46	Hoverfly	97	Whip scorpion
47-48	Jewel beetle or jewel bug	98	Wolf spider
49	Jumping bristletail	99-100	Worm

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plants table

► *Roll 1d100 for plant:*

1	Acacia	40	Corn/Maize or millet
2	Acanthus or water willow	41	Cotton or sedge
3	Aloe	42	Cypress, juniper, or redwood
4	Anise, fennel, or liquorice	43	Dahlia, daisy or sunflower
5	Apple tree	44	Damiana or passion flower
6	Asparagus	45	Dancing grass or mimosa
7	Ayahuasca or mimosa	46	Dandelion
8	Azalea or rhododendron	47	Dogbane
9	Bamboo	48	Dream herb or leaf of God
10	Baobab or dragon blood tree	49	Ebony or persimmon tree
11	Barley or sorghum	50	Eggplant or tomato vine
12	Basil or thyme	51	Flowering plant
13	Bean, legume, or pea	52	Flypaper trap or sundew
14	Berry or fruit plant	53	Foxtail
15	Birch, holly, or oak	54	Cucumber or zucchini
16	Bladderwort	55	Fungus
17	Blackthorn or coca	56	Garlic or onion
18	Boxthorn or nightshade	57	Goosefoot
19	Bramble or rose	58	Gourd, melon, or squash
20	Broccoli or cauliflower	59	Grape vine
21	Bush, fern, or shrub	60	Grass, herb, or weed
22	Cabbage or lettuce	61	Green algae
23	Cacao/Cocoa	62	Ivy
24	Cactus	63	Jasmine
25	Cane or reed	64	Kava
26	Cannabis/Hemp	65	Kelp or seaweed
27	Carpet weed or ice plant	66	Khat or salvia
28	Carrion flower	67	Knotweed or smartweed
29	Carrot, parsnip, radish, or turnip	68	Laurel
30	Cedar or pine tree	69	Lavender, mint, or oregano
31	Celery, cilantro, or coriander	70	Lily
32	Chestnut, lychee, or maple tree	71	Lotus or poppy
33	Cholla or peyote	72	Magnolia or sweetbay
34	Cinchona	73	Mandrake
35	Citrus tree	74	Mold
36	Climbing plant or vine	75	Monkey-puzzle tree
37	Coffee shrub or tree	76	Morning glory
38	Conifer/Evergreen	77	Moss
39	Coralillo/Mescal bean	78	Mushroom or toadstool

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79	Nettle or thistle	90	Pumpkin
80	Nutmeg tree	91	Rice
81	Oat, rye, or wheat	92	Root vegetable or tuber
82	Olive tree	93	Rubber tree
83	Onyanga or rose of Jericho	94	Succulent
84	Orchid	95	Sugarcane
85	Palm tree	96	Tea
86	Pepper vine	97	Terragon or wormwood.
87	Pitcher plant	98	Tree
88	Pomegranate tree	99	Vegetable
89	Potato or yam	100	Venus fly trap



Appendix 2

Alternate Tables

appearance change table

Use this table to introduce drastic changes to a mutant's appearance.

► *Roll 1d8 for change in appearance:*

1	Add a body part (roll on the body part table) of another creature (roll on the creature table). If the substituting creature does not have that body part, the new body part is either humanoid or resembles the mutant's physiology, but appears to resemble the substituting creature cosmetically. Choose where to put the new body part or roll on the body part table.
2-3	Add one or more cosmetic features from another creature (roll on the creature table).
4-5	Change a body part (roll on the body part table) to the same part of another creature (roll on the creature table). If the creature does not have that body part, only the body part's superficial appearance changes.
6	Remove a body part (roll on the body part table).
7	Roll on all the tables in one category of the mutant hordes section. Roll 1d8 to determine which category: 1 Appearance, 2 Arms, 3 Body, 4 Eyes and ears, 5 Head, 6 Legs, 7 Lower facial features, 8 Other limbs.
8	Roll on the mutant features tables and add that feature.

beneficial mental mutations table

► *Roll 1d100 for beneficial mental mutation:*

56	1	Animal Control	9-10	Body Sense	51
51	2-3	Animal Friendship	11	Cause Fear	57
	4	Anticipation	12	Cause Insanity	
56	5	Attack Reversal	13	Cause Pain	
	6	Aura Reading	14	Charm	58
51	7	Autobiographical Memory	15	Clairaudience	
56	8	Block Senses	16	Clairvoyance	

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58	17	Commanding Voice	60	Mechanical Intuition	54
51	18	Computer Brain	61	Mental Blast	64
59	19	Confuse	62	Mental Suggestion	
	20	Create Emotions	63	Natural Leader	54
	21	Cryokinesis	64	Omnivore	47
51	22	Cultural Flexibility	65	Pain Broadcast	65
60	23	Death Field Generation	66	Precognition	
51	24-25	Directional Sense	67	Psychic Cultural Adaptation	
44	26	Drone Producer	68	Psychic Detection	66
52	27	Dual Attention	69	Psychic Empathy	
	28	Earthquake Prediction	70	Psychic Invisibility	
60	29	Ectoplasmic Hands	71	Psychic Mirror	
52	30	Editorial Evaluation	72	Psychoanalyze	67
	31	Eidetic Memory	73	Psychometry	
	32	Enhanced Nervous System	74-75	Quick Learner	54
	33-34	Enhanced Senses	76	Radio Communication	
60	35	Enter Mind	77	Romantic Rapport	55
	36	Erase Memories	78	Send Dreams	67
61	37	Familiarity	79	Sense Interference	55
	38	Firewalker	80	Sexual Prowess	49
53	39	Genetic Memory	81	Sixth Sense	67
61	40	Heal Brain	82	Social Perception	55
	41	Healing	83-84	Spatial Perception	
53	42	Heightened Olfactory Memory	85	Speed Reader	
46	43	Hunting Instinct	86	Stunning Blast	67
62	44	Hypnotic	87	Summon	
	45	Illusionist	88	Symbiotic Control	68
63	46	Illusory Surroundings	89	Telekinesis	
	47	Implant Memories	90	Telekinetic Flight	
53	48-49	Increased Mental Capability	91	Telepathy	
	50	Intuition	92	Teleport	69
46	51	Largesse	93	Teleport Object	
63	52	Levitation	94	Tidy	50
	53	Light Manipulation	95	Time Distortion	69
53	54-55	Linguistic Aptitude	96	Time Sense	55
	56-57	Linguistic Mimic	97	Transfer Memories	
64	58	Magnetic Control	98	Ventriloquist	41
	59	Mass Mind	99-100	Weather Sense	55

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beneficial physical mutations table

► *Roll 1d100 for beneficial physical mutation:*

27	1	Adhesive Touch	39	Immune to Disease	32
	2	Ambidextrous	40	Immune to Poison	33
	3	Anaerobic	41	Increased Heart and Lung Size	
13	4	Antennae	42	Increased Metabolism	
27	5	Aquatic Adaptation	43	Increased Physical Capability	
14	6	Armour	44	Independently Focusable Eyes	
	7	Attractive	45	Infravision	34
27	8	Bioluminescent	46	Ink	
15	9	Body Barbs	47	Internal Weapon	19
28	10	Buoyancy	48	Large Ears	
	11	Chameleoline Skin	49	Light Generation	34
15	12	Claws	50	Long Life	
28	13	Cocoon	51	Malleable Body	
16	14	Diffused Organs	52	Malleable Features	
29	15	Double Jointed	53	Microscopic Vision	35
	16	Early Maturation	54	Nerve Cut-Off	
30	17	Efficient Digestion	55	Parthenogenesis	
	18	Electrical Generation	56	Patterned Skin	22
	19	Enhanced Musculature	57	Performance Enhancement	35
	20	Enlarging Mouth	58	Permeable Skin	36
	21	Excretion	59	Pheromones	
	22	Extensible Limbs	60	Poison Glands	
17	23	Extra Eyes	61	Pouch	22
	24	Fangs	62	Pouched Cheeks	36
31	25	Fragrant	63	Powerful Jaws	
	26	Frog Tongue	64	Powerful Legs	
	27	G-Tolerance	65	Prehensile Feet	
	28	Gas Bag	66	Prehensile Hair	
	29	Gas Emission	67	Protected Senses	37
	30	Gills and Lungs	68	Protective Eyelids	22
	31	Hangover Resistance	69	Quills, Spines, or Thorns	
32	32	Heightened Hearing	70	Radar	37
	33	Heightened Sense of Smell and Taste	71	Redundant Vital Organs	23
	34	Heightened Sense of Touch	72	Reflective Skin	37
	35	Hermaphromorph	73	Regeneration	
	36	High Pain Threshold	74	Respiratory Filters	
19	37	Hump	75	Salt Drinker	38
32	38	Hyperadrenal Gland	76	Sanitized Metabolism	

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38	77	Shapechanger	89	Temperature Resistance	40
39	78	Silent Movement	90	Total Healing	
	79	Silk Production	91	Toxin Resistance	
	80	Sonar	92	Transparent Eyelids	25
	81	Sonic Blast	93	Tremor Sense	40
	82	Sound Mimicry	94	Ultravision	41
	83	Spinning	95	Venomous Bite	
	84	Spore Cloud	96	Voluminous Lungs	
	85	Sprint	97	Vomits at Will	
	86	Strong Skeleton	98	Weapon Hands	26
25	87	Sympathetic Biomorphism	99	Whiskers	
40	88	Telescopic Vision	100	Wings	

detrimental mental mutations table

► Roll 1d100 for detrimental mental mutation:

42	1	Addicted	36	Fear of Sacred Objects	45
	2-3	Addictive Personality	37-38	Fits and Seizures	
	4	Always Afraid	39	Glossolalia	
56	5	Anti-Charisma	40	Hallucinations	
42	6	Anxious	41-42	Headaches	
51	7-8	Attention Deficit Disorder	43	Herbivore	
42	9	Berserker	44-45	Highly Social	46
	10	Blood Rage	46	Hoarder	
43	11-12	Breakdowns	47	Honest	
	13-14	Carnivore	48	Hostility Field	62
	15-16	Compulsive Behaviour	49	Hunting Instinct	46
	17	Compulsive Liar	50-51	Hypochondria	
	18	Controlled by Stars	52	Hysterical Injury	
	19	Daylight Stasis	53-54	Insomnia	
51	20-21	Decreased Mental Capability	55	Irrational Hatred	
43	22-23	Deep Sleeper	56	Kleptomania	
	24	Degenerate Gambler	57-58	Manic	
44	25	Dependency	59-60	Manic Depressive	
	26-27	Depression	61	Masochism	
52	28	Dreamless	62	Mental Block	47
44	29	Drone	63	Mindless	54
52	30-31	Dyslexia	64	Multiple Personalities	47
45	32-33	Eating Disorder	65	Narcolepsy	
52	34	Emotionless	66	Nightmares	
45	35	Excessive Sleeper	67	No Visual Memory	

...continued on next page.

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47	68-69	Obsessive	85	Shuddering	49
	70-71	Outbursts	86	Shy	
48	72	Paranoia	87	Silly Voice	50
	73	Periodic Amnesia	88	Silly Walk	
	74	Phobia	89	Sleepwalking	
49	75-76	Physical Coward	90-91	Slovenly	
65	77	Psychic Broadcast	92-93	Socially Inept	
49	78	Pyromania	94	Sociopathic	
	79	Restricted Diet	95	Stigmata	100
	80	Sadism	96	Strange Sound	50
	81	Schizophrenia	97	Stuttering	
	82	Sexual Fetish	98	Territorial	
	83	Sexual Neurosis	99	Transgendered	
	84	Short Fuse	100	Vengeful	

detrimental physical mutations

► *Roll 1d100 for detrimental physical mutation:*

13	1	Albino	25	Flippers	18
27	2	Allergies	26	Headless	
14	3	Atrophied or Malformed Part	27	Hemihypertrophy	
	4	Backwards Parts	28	Hemophilia	32
27	5	Bad Breath	29	Hideous Appearance	19
14	6	Beak	30	High Body Temperature	32
27	7	Blind	31	Hopper	18
15	8	Boils and Sores	32	Horrible Stench	32
28	9	Chronic Pain	33	Hunchback	19
16	10	Clubfoot	34	Hyperopia	32
28	11	Cold Blooded	35	Increased Susceptibility to Illness	33
	12	Colour Blind	36	Infected	
16	13	Covered in Orifices	37	Infertile	
28	14	Cracking Joints	38	Kidney Stones	34
	15	Deaf	39	Light Dependency	
29	16	Decreased Metabolism	40	Light Sensitivity	
	17	Decreased Physical Capability	41	Limb Loss	20
	18	Diabetes	42	Limb Transference	
	19	Disease Carrier	43	Loose Skin	
30	20	Electromagnetic Disruption	44	Low Pain Threshold	34
16	21	Enormously Fat	45	Low Sex Drive	
17	22	Extremely Thin	46	Malformed Mouth	
30	23	Fast Hair Growth	47	Multiple Heads	21
18	24	Flaking Skin	48	Mute	35

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35	49	Myopia	75	Short Life	39
21	50	No Ears	76	Skull Face	23
	51	No Eyes	77	Slow Healer	39
	52	No Nose	78	Small Size	23
35	53	No Pain Receptors	79	Stiff Joints	39
	54	No Sense of Smell or Taste	80	Strange Ears	24
	55	No Sense of Touch	81	Strange Interior Organs	
21	56	No Skin	82	Strangely-Coloured Eyes	
	57	One Eye	83	Strangely-Coloured Hair	
22	58	Overgrown Body Part	84	Strangely-Coloured Skin	
35	59	Oversexed	85	Structural Weakness	40
	60	Paraplegic	86	Taller	25
	61	Parasitic Infestation	87	Temperature Sensitivity	40
22	62	Physically Immature	88	Thin Skin	
	63	Pinhead	89	Tongueless	25
36	64	Poison Susceptibility	90	Trail of Slime	40
	65	Poor Respiration	91	Tumours	26
37	66	Premature Aging	92	Tunnel Vision	40
	67	Prey Scent	93	Twisted Frame	26
22	68	Puny	94	Uncontrollable Flatulence	41
37	69	Quadriplegic	95	Vestigial Wings	26
23	70	Re-Arranged Face	96	Walking Head	
38	71	Rotting Flesh	97	Warty Skin	
	72	Rubber Bones	98	Water Dependency	41
23	73	Siamese Twin	99	Water-Soluble Skin	
	74	Short Legs	100	Weak Spot	



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mutant features tables

These two tables create bizarre features for mutant creatures. Roll once on each table to create a combination of an adjective and a noun, then apply that feature to the mutant.

► Roll 1d100 for a pair of adjectives and choose one:

1	Additional / Extra	38	Fanged / Thorny
2	Adhesive / Sticky	39	Fantastic / Psychic
3	Alien / Inhuman	40	Fearful / Petrified
4	Analgesic / Painful	41	Feathered / Furry
5	Angular / Jutting	42	Festering / Scabby
6	Atrophied / Gushing	43	Fiendish / Phantasmal
7	Baleful / Menacing	44	Filthy / Perverse
8	Beautiful / Gorgeous	45	Flaccid / Limp
9	Bellowing / Cackling	46	Flaming / Smoking
10	Bestial / Octopoid	47	Fluctuating / Hallucinatory
11	Bloated / Corpulent	48	Folded / Wrinkled
12	Blubbery / Flabby	49	Forked / Pronged
13	Blurry / Hazy	50	Fragrant / Pungent
14	Bony / Skeletal	51	Ghastly / Jaundiced
15	Bright / Moaning	52	Ghostly / Luminescent
16	Bulbous / Spherical	53	Gigantic / Massive
17	Coarse / Rough	54	Glowing / Shiny
18	Colourful / Radiant	55	Gossamer / Membranous
19	Colourless / Pallid	56	Grasping / Ungainly
20	Concealed / Small	57	Grim / Pus-filled
21	Conical / Pointy	58	Hideous / Ugly
22	Corrosive / Glutinous	59	Hissing / Muttering
23	Crested / Webbed	60	Horned / Spiny
24	Crystalline / Icy	61	Humming / Noisy
25	Cyclopean / Wandering	62	Hypnotic / Mesmerizing
26	Cylindrical / Tubular	63	Infected / Warty
27	Dangerous / Invasive	64	Invisible / Poisonous
28	Dark / Shadowy	65	Iridescent / Metallic
29	Dead / Necrotic	66	Immaterial / Transparent
30	Decorated / Resplendent	67	Incongruous / Jumbled
31	Deformed / Misshapen	68	Large / Sluggish
32	Disgusting / Loathsome	69	Lazy / Waving
33	Dripping / Oozing	70	Long / Stalked
34	Dry / Withered	71	Lumbering / Shuffling
35	Elastic / Plastic	72	Lumpy / Mottled
36	Enveloping / Numerous	73	Malevolent / Malignant
37	Evasive / Quick	74	Malformed / Warped

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75	Monstrous / Obscene	88	Porous / Seething
76	Multiple / Silent	89	Prehensile / Tentacled
77	Neon / Vivid	90	Puckered / Sour
78	Noxious / Reeking	91	Pulsating / Throbbing
79	Oily / Slippery	92	Reflective / Smooth
80	Oval / Round	93	Reptilian / Scaly
81	Quivering / Restless	94	Restless / Running
82	Pale / Sickly	95	Rigid / Stiff
83	Palpitating / Vibrating	96	Rubbery / Viscous
84	Parasitic / Slimy	97	Sinewy / Veiny
85	Pasty / Waxy	98	Slithering / Undulating
86	Peculiar / Strange	99	Spongy / Squishy
87	Perfect / Sharp	100	Thrashing / Writhing

► *Roll 1d100 for noun:*

1	Antennae	35	Genitals	68	Shell
2	Antlers	36	Hair	69	Shin(s)
3	Anus	37	Hand	70	Siphon
4-6	Arm(s)	38-39	Hands	71	Skeleton
7	Back	40-41	Horn(s)	72-73	Skin
8	Beak	42	Jaw(s)	74	Slime
9	Beard	43	Joint(s)	75	Snout
10	Bones	44-46	Leg(s)	76	Sores
11	Brain	47	Lower body	77	Spine
12	Branches	48	Lump(s)	78	Spines
13-14	Breast(s)	49	Machine	79	Spot(s)
15	Chest	50	Maggots	80	Stinger
16	Cilia	51	Mandibles	81	Stripe(s)
17	Claw(s)	52-53	Mouth	82	Suckers
18	Ear(s)	54	Mouths	83-84	Tail
19	Eggs	55	Nails	85	Talon(s)
20-22	Eye(s)	56	Neck	86	Teeth
23	Exterior	57	Nipple(s)	87	Tentacle
24-25	Face	58	Nose	88-89	Tentacles
26	Feathers	59	Oil	90	Thigh(s)
27	Feet	60	Organ(s)	91	Toe(s)
28	Fin(s)	61	Pincer(s)	92	Tongue
29	Finger(s)	62	Proboscis	93	Tongues
30	Flower(s)	63	Pseudopod(s)	94	Tumour(s)
31	Foliage	64	Saliva	95	Upper body
32	Foot	65	Scales	96	Urine
33	Frond(s)	66	Scent	97-99	Wing(s)
34	Fur	67	Seed(s)	100	Wrapping

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super powers table

► *Roll 1d100 to determine power:*

70	1	Ability Transfer	
	2	Absorb Inanimate Properties	
	3	Absorb Mental Properties	
27	4	Adhesive Touch	
71	5	Alteration Ray	
	6	Alternate Inorganic Form	
56	7	Animal Control and Animal Friendship	51
71	8	Animal Shapechange	
	9	Animate Objects	
51	10	Anticipation and Intuition	53
14	11	Armour and/or Armoured Skin	72
	12	Attractive	
73	13	Bend Light and Control Light	76
58	14	Clairaudience and Clairvoyance	
15	15	Claws and/or Fangs	17
51	16	Computer Brain and Superhuman Intellect	101
76	17-21	Control Earth, Liquid, Machines, or Plants	77
77	22	Create Gas	
84	23	Duplication or Multiplication	93
	24	Eat Anything	
	25	Elasticity	
	26	Elemental Body	
85	27	Energy Absorption and/or Reflective Skin	37
	28-30	Energy Blast	
30	31	Enhanced Musculature or Enhanced Nervous System	52
52	32	Enhanced Senses	
86	33	Explode Objects	
87	34	Force Field	
88	35	Gaseous Form or Liquid Form	91
61	36	Heal Brain or Heal Others	88
32	37	Heightened Hearing, or Heightened Sense of Smell and Taste, or Heightened Sense of Touch	
	38	High Pain Threshold or Nerve Cut-Off	35
89	39	Illusion Generation or Illusionist	62
	40	Immortal	
	41-43	Immune to Cold, Energy, Heat, or Illusions	90
32	44	Immune to Disease and Immune to Poison	33
53	45-46	Increased Mental Capability	
33	47-50	Increased Physical Capability	

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90	51	Infinite Endurance	
34	52	Infravision and Ultravision	41
90, 54	53	Inspiring Aura, Natural Leader, and Superhuman Charisma	101
90	54	Intangibility	
	55	Invisibility	
91	56	Invulnerable	
	57	Invulnerable to Weapons	
	58	Kinetic Absorption	
19	59	Large Size	
34	60	Light Generation and Light Manipulation	63
64	61	Magnetic Control	
91	62	Manipulate Gravity	
35	63	Microscopic Vision and Telescopic Vision	40
	64	Performance Enhancement	
36	65	Pheromones	
95	66	Physical Mimic and/or Transformation	108
96	67	Power Duplication or Power Theft	97
37	68-69	Protected Senses and Superhuman Perception	101
66	70	Psychic Empathy	
	71	Psychic Invisibility	
67	72	Psychometry	
97	73-74	Pyrokinesis	
37	75	Radar and/or Sonar	39
	76-77	Regeneration and/or Total Healing	40
98	78-79	Sense Evil, Fear, Good, or Lies	99
67	80	Sixth Sense	
23	81	Skull Face	
39	82	Sonic Blast	
100	83	Stable Balance or Unbound	108
101	84	Superhuman Reflexes	
	85-86	Superhuman Speed	
	87-89	Superhuman Strength	
	90	Superhuman Toughness	
68	91	Telekinesis and Telekinetic Flight	
104	92	Telepathic Communication and Telepathy	68
69	93	Teleport	
	94	Teleport Object	
106	95	Total Chameleon	
107	96-97	Transform Material or Transmute Matter	108
109	98	Weather Manipulation and Weather Sense	55
26	99	Wings	
109	100	X-Ray Vision	

Appendix 3

Characters by Campaign

experiments in secret

It's always a good idea to conduct highly dangerous, cutting-edge biological experiments in secret. But even covert military test facilities can be discovered by diligent investigators, and every once in a while some back-room meth lab science project produces something... unusual. From alien abductees to psychic school children, from super-soldiers to cloning technology, if they can keep it a secret, they will. Will you? The kinds of secrets you have to keep depend on the experiments conducted.

Accident

If you were exposed to experimental mutagenic substances by complete accident, you notice 1 behavioural mutation now (roll 1d100+400) and develop 1d6 random mutations (roll 1d700 for each) later.

Alien

If you are an extra-terrestrial being, either conducting experiments, or being subjected to them, you can use any of the formats in Appendix 4.

Mutant

If you have been mutated by experiments or the substances produced by them, you get 1d4 mutations now, and 1 later (roll 1d600 for each).

Psychic

If the experiments have increased your psychic potential, or have been conducted to harness it, you get 1d4 mental mutations (roll 1d300+400 for each) and 1d4 psychic powers (roll 1d100+600 for each).

Test Subject

If you were on the receiving end of a lengthy and strenuous experimental test process, you get 1 behavioural mutation (roll 1d100+400), 1d3 experimental mutations (roll 1d700 for each), and 1d3 mental mutations (roll 1d300+400 for each).

mutant superheroes

From caped crusaders and vigilante detectives to national icons and legions of crime-fighters, there are those who realize the great responsibilities that come with their extraordinary powers. Mutated by chemicals, radiation, or unstable genetics, they garb themselves in outlandish fashions and strike terror in the hearts of evil. How many mutations your superhero sports depends on his or her origin story.

Hero by Design

If you were built by scientists in a lab, you get 1d3 behaviours (roll 1d100+400 for each) and 1d4 super powers.

Mutant Hero

If you are a heavily-mutated superhero, roll ten random mutations (1d1000 for each) and choose five of them to keep. If you roll the same mutation twice, it does not count as a separate mutation—you may keep whatever sub-details you wish of either version, or you may invent amplified effects if the mutation has a simple description.

Superior Human

If you are an example of *Homo sapiens superior*, you get 1d6 random mutations (roll 1d1000 for each), but re-roll any detrimental mutations after the first. If you have only one mutation, you may choose to keep or re-roll any detrimental mutations.

Themed Hero

If you are a superhero with a central theme, you get 1d4 random mutations (roll 1d1000 for each), and then you add a super power that fits thematically with the mutations you rolled. Pick one from the super powers table or invent your own.

Traditional Hero

Whether or not you are also a mutant, if you are a traditional superhero you get 1d4 super powers and the Weakness mutation.

Unintentional Origins

Not every hero starts out with heroic intentions. Some are forced into the role.

► Roll 1d10 for *unintentional origin story*:

1	Alien encounter.	5-6	Natural mutation.
2-3	Forced experiments.	7-9	Scientific accident.
4	Mutagenic disease.	10	Secretly an alien.

Weird Origins

Some heroes are stranger than others.

► Roll 1d6 for *weird origin story*:

1	A magical blessing, curse, or spell grants special powers.
2	A strange device or set of equipment grants special powers.
3	Chosen by a powerful, but extremely secret, organization.
4	Chosen by alien or mystical beings with a flawed understanding of humanity.
5	Experimented on by a mad scientist, who may or may not be human.
6	Powers are the result of insanity.

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post-apocalyptic mutants

After the fall of civilization, life goes on. Altered and changed by the apocalypse and the leftover pollution, strange new creatures re-shape the food chain. Designed by a great science that has no masters now, tailor-made organisms spread all throughout the biosphere, displaying their superiority over species that cannot cope with this shattered, new environment. The kinds of mutations that afflict your post-apocalyptic character depend on what kind of mutant he or she (or it) is.

Human Psychic

If your mind is the only thing that sets you apart from what humans used to be like, you get 1 psychic power and 1d4 mental mutations (roll 1d300+400 for each).

Mutant Animal

If you are a newly-evolved animal species, you can use either the Anthropomorphic Animal mutation, or the Uplifted Animals section in Appendix 4. You may keep your mutant as is, or add 1d4 mental mutations and 1d4 physical mutations, just like a human mutant.

Mutant Human

If you are a human who was born or became mutated, you get 1d4 mental mutations (roll 1d300+400 for each) and 1d4 physical mutations (roll 1d400 for each).

Mutant Plant

If you are a new form of highly-mutated plant, use the Mutant Plants section in Appendix 4.

Pure Strain Human

If your genetics have not been mutated by the apocalypse, you still get 1 behaviour from the stress of your new environment (roll 1d100+400).

Reasons for Post-Apocalyptic Mutant Populations

The conceivable factors driving an apocalyptic collapse are nearly endless, but this table can at least provide you with a reason for mutants to exist, whether they are ubiquitous or rare.

► *Roll 1d20 to determine the cause of mutations:*

- | | |
|-------|---|
| 1 | Alien technology used by humans. |
| 2 | Alien technology used or discarded by aliens. |
| 3-5 | Biological and/or chemical weapons. |
| 6 | Celestial phenomenon (orbital change, solar flares, space dust, etc). |
| 7-8 | Chemical by-products or toxic waste. |
| 9 | Dimensional or temporal instability. |
| 10-11 | Man-made radiation. |
| 12-13 | Mutagenic disease. |
| 14 | Post-apocalyptic biological experiments. |
| 15-16 | Pre-apocalyptic genetic engineering. |
| 17 | Pre-apocalyptic nanotechnology. |
| 18 | Psychic disease. |
| 19-20 | Solar radiation. |

swords of the chaos lords

A great war rages across the disordered wastelands and the many hells of the lower planes, where countless battlefields lay strewn with fallen heroes. These are the champions of chaos who proved unworthy to conquer foes for their infernal patrons. Even those who still survive have lost themselves to the lords of chaos. Great demon-gods they are, who dwell in the midst of an infernal maelstrom of primal, seething madness, forever bent on destroying the staid patterns of law and order. What sort of gifts they grant you depends on what sort of follower you are.

Chaos Champion

If you have sworn yourself to follow a demonic patron or chaos god, your soul is forfeit and doomed. You get 1 demonic phenomenon, 1 telltale, 1d4 gifts of chaos (re-roll Chaos Spawn), and 1d6 random mutations (roll 1d1000 for each). If you roll a mutation you do not like, you may replace it with a mutant feature instead.

Chaos Sorcerer

If you have made magical pacts with demonic powers or chaos gods, in exchange for arcane power, you get a demon familiar (see procedures in Appendix 4), 1 gift of chaos, 1 telltale, and 1d6 mutations (you may roll 1d1000 or 1d600+400 for each).

Chaos Spawn

If you are a miserable, degenerate spawn of chaos, you can start by either using the beastlings or mutant hordes procedures, or by applying the Crossbreed mutation to a normal human or animal. Then you get 1 demonic phenomenon, 1d6 mutant features, 1d6 telltales, and 1d6+6 random mutations (roll 1d1000 for each).

Demonic Creature

If you are a demon of some kind, use the procedures in Appendix 4.

Gifts of Chaos

While the power of chaos inevitably warps and changes all those who come in contact with it, there are also specific boons and rewards granted by demons and chaos gods to their followers.

► *Roll 1d10 to determine gift:*

42	1	Berserker or Blood Rage.	91
	2	Chaos Spawn (gain Crossbreed, 1d6 mutant features, and 1d6+6 mutations).	
	3	Demonic armour or weapon.	
86	4	Face of a Demon or Demon-God (if rolled more than once, mutant may have multiple faces or heads).	
	5	Immortal, or an Immunity of choice, or Invulnerable to Weapons.	
89, 90	6	Roll on the beneficial physical mutations table.	
	7	Roll on the mutant features tables.	
	8	Roll on the super powers table.	
	9	Roll on the supernatural attributes table.	
	10	Superhuman Reflexes, Strength, or Toughness.	

Appendix 4

Characters by Type

beastlings

These procedures create mutant creatures of less-than-human intelligence. They can be horribly mutated animals, highly efficient predators, or enfeebled evolutionary dead-ends, but they are meant to resemble strange beasts and should be treated as such.

Appearance

If the beastling is land-based or subterranean, roll on the creatures table. If the beastling is a flyer, roll on the birds table. If it's a marine beastling, roll on the aquatic animals table. Then, the following:

- Add the Crossbreed mutation.
- Add 1 behaviour and 1d6 physical mutations.
- Roll on the appearance change table or add mutant features until you are happy.

Shape

► *Roll 1d10 for the beastling's shape and movement:*

1-2	Crawling or slithering body.	5	Polyhedron or die-shaped body.
3	Flat or plastic body.	6-9	Quadrupedal or similar.
4	Flying or levitating and legless.	10	Spherical body.

Size

► *Roll 1d6 for the beastling's size:*

1	Bear-sized.	3-5	Dog-sized.
2	Cat-sized.	6	Human-sized.

Special Abilities

Add a beneficial physical mutation and a detrimental physical mutation. If the mutant is alien, demonic, or magical, add 1d6 mutations (roll 1d1000 for each).

demons

Demons are twisted creatures of the inferno—almost any mutant feature is appropriate to include in descriptions of their appearance. The four types of demons included here are demonic steeds, familiars, greater demons, and lesser demons. You can also create demons by using the beastlings and mutant hordes procedures and adding demonic attributes.

Demonic Attributes

All demons have the mutations Dissent Parasite, Hostility Field, Immortal, Immune to Disease, Immune to Poison, and Invulnerable to Weapons, as well as being accompanied by at least one demonic phenomenon and exhibiting at least one telltale. Most demons also have one or more particular mutations that are exceedingly common amongst their ilk.

► *Roll 1d10 to determine a demonic attribute:*

72, 73	1	Aura of Disgust, Fear, or Light	6	Immune to Heat	90
58, 95	2	Commanding Voice or Possession	7	Superhuman Reflexes	101
79, 104	3	Demonic Phenomena or Telltale	8	Superhuman Strength	
89	4	Immune to Cold	9	Superhuman Toughness	
90	5	Immune to Energy	10	Telepathic Communication	104

Demonic Equipment

Use this table to determine what kind of accoutrements a particular demon is equipped with.

► *Roll 1d20 for demonic equipment:*

1	Demon-possessed armour.	11	Living armour.
2	Demon-possessed equipment.	12	Living equipment.
3	Demon-possessed weapon.	13	Living weapon.
4	Demonic fortress.	14	Magical armour.
5	Demonic steed.	15	Magical equipment.
6	Earthly domain or fortress.	16	Magical weapon.
7	Greater demon follower.	17	Retinue of beastlings.
8	Infernal domain.	18	Retinue of damned souls.
9	Infernal throne or palanquin.	19	Retinue of hordlings.
10	Lesser demon follower.	20	Retinue of lesser demons.

Demonic Steed

Begin with a random creature and add the mutation Crossbreed. Make the steed horse-sized and quadrupedal if it isn't already. Then, the following:

- Add 1d3 demonic attributes, in addition to the mutations all demons have.
- Add 1d3 mutant features and one telltale for each.
- Add 1d4-2 pieces of demonic equipment (minimum none).
- Add 1d3 random mutation (roll 1d1000 for each) and a demonic phenomenon for each. If the steed has a particular demonic patron, you may replace an unwanted mutation with a random mutation possessed by the patron.

A steed may be equipped with demonic, living, or magical armour (and perhaps other gear) if its rider has additional sets. A steed may not command a fortress, throne, or palanquin, but may lead a retinue and control domains.

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Familiar

Begin with a random creature. If it's the size of a cat or dog, keep it as is. If not, add the mutation Crossbreed and change its size to that of a cat or dog. Then, the following:

- Add 1 demonic attribute, in addition to the mutations all demons get.
- Add 1d3-1 piece of demonic equipment.
- Add 1d4 random mutation (roll 1d1000 for each) and a demonic phenomenon or telltale for each. If the familiar has a particular demonic patron, you may replace an unwanted mutation with a random mutation possessed by the patron.

A demon familiar always knows where its master is, and can communicate telepathically, if it chooses to do so.

Greater Demon

Start by creating a body shape for the greater demon.

► *Roll 1d4 to determine the greater demon's starting shape:*

- | | |
|---|--------------------------------------|
| 1 | Human. |
| 2 | Roll on the creature table. |
| 3 | Roll on the fantastic animals table. |
| 4 | Roll on the fantastic peoples table. |

Then, the following:

- Add the Crossbreed mutation.
- Increase the demon's size to that of a human if it is smaller than that. If the demon does not already have them, add horns, wings, and a tail.
- Add 1d6+1 demonic attributes, in addition to the mutations all demons have.
- Add 1d4 mutant features and a telltale for each.
- Add 1d6 pieces of demonic equipment and a demonic phenomenon for each.
- Add 1d6+6 random mutations (roll 1d1000 for each). If the greater demon has a particular demonic patron, you may replace an unwanted mutation with a random mutation possessed by the patron.

If the greater demon is a patron chaos god itself, commanding demonic legions and beholden to no higher power, you may also roll once on each of the following tables: the beneficial mental mutations table, the beneficial physical mutations table, the demonic attributes table, the psychic powers table, the super powers table, and the supernatural attributes table.

Lesser Demon

Roll on the creature table or the fantastic peoples table and add the mutation Crossbreed. Make the demon human-sized if it isn't already. Then, the following:

- Add 1d3 demonic attributes, in addition to the mutations all demons have.
- Add 1d3 mutant features and a telltale for each.
- Add 1d4-1 pieces of demonic equipment and a demonic phenomenon for each.
- Add 1d6 random mutation (roll 1d1000 for each). If the demon has a patron, you may replace an unwanted mutation with a random mutation possessed by the patron.

mutant hordes

The following procedures generate strange-looking, but roughly humanoid creatures. These hordlings are meant to appear threatening, repulsive, horrifying, and pitiable, and the tables reflect that. The eight categories used to describe hordlings have been organized so you can roll multiple dice of different sizes at the same time, consulting a different table for each one:

Appearance: Demeanour, hair or skin colour, skin appearance, and skin colour patterns.

Arms: Arm quantity, arm resemblance, hand resemblance, and hand matching.

Body: Back appearance, bipedal body resemblance, body odour, body shape, posture, and quadrupedal body resemblance (use only one of the two body resemblance tables).

Eyes and ears: Ear appearance, ear quantity, eye appearance, eye colour, and eye quantity.

Head: Head adornment, head resemblance, head shape, and prominent facial features.

Legs: Foot appearance, gait, leg appearance, leg quantity.

Lower facial features: Mouth appearance, mouth size, neck appearance, and nose appearance.

Other limbs: Tail length, tail resemblance, wing quantity, and wing resemblance.

Appearance

Roll 1d8, 1d10, 1d12, and 1d20 for to determine general appearance.

► Roll 1d8 for demeanour:

1	Aggressive or savage	5	Loud
2	Arrogant or haughty	6	Menacing
3	Composed or dignified	7	Nervous and scared
4	Gibbering and drooling	8	Twitchy

► Roll 1d12 for hair or skin colour:

1	Black-brown	5	Green	9	Olive green
2	Blue-purplish	6	Greyish	10	Pinkish
3	Bright red	7	Jaundiced	11	Russet-red
4	Brown	8	Off-white	12	Tan or transparent

► Roll 1d20 for skin appearance:

1	Bald	11	Leprous
2	Blubbery	12	Pockmarked
3	Bristled	13	Ridged
4	Bumpy	14	Scaly
5	Chitinous	15	Slimy
6	Furry	16	Smooth
7	Hairy	17	Spiny
8	Human-like	18	Uneven patches of hair
9	Knobbly	19	Warty
10	Leathery	20	Wrinkled and folded

► Roll 1d10 for skin colour patterns:

1-2	Banded or belted	7	Spotchy
3	Geometric patterns	8	Spotted
4-5	One colour	9	Striped
6	Solid patches	10	Whorled

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Arms

Roll 1d6, 1d8, 1d10, and 1d12 to determine what the arms are like.

► *Roll 1d8 for arm quantity:*

1	Five or more arms	4	One arm	6-8	Two arms
2-3	Four arms	5	Three arms		

► *Roll 1d10 for arm resemblance:*

1	Animal-like	5	Multi-jointed	8	Simian
2	Graceful	6	Muscular	9	Telescoping
3	Insectile	7	Short and thick	10	Tentacles
4	Long and thin				

► *Roll 1d12 for hand appearance:*

1	Barbed or clawed	5	Long and soft	9	Talons
2	Human-nailed	6	Many-fingered	10	Tentacle-fingered
3	Knobbly and hard	7	Pincers	11	Webbed
4	Large and thick-fingered	8	Small	12	Withered and bony

► *Roll 1d6 for hand matching:*

1-4	All alike	5	All different	6	One is different
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Body

Roll 1d6, 1d8, 1d10, 1d12, and 1d20 to determine what the body is like.

► *Roll 1d12 for back appearance:*

1	Bristly	5	Humped	9	Ridged
2	Finned	6	Hunched	10	Spiked
3	Hairy	7	Knobbly	11	Spined
4	Huge wings	8	Maned	12	Vestigial wings

► *Roll 1d20 for body odour:*

1	Alcoholic	8	Gangrenous	15	Rotting meat
2	Bloody	9	Gasoline	16	Skunk
3	Burning	10	Mouldy	17	Smoky
4	Cheese-like	11	Musky	18	Sweaty
5	Fecal	12	Ozone	19	Urine
6	Fermentation	13	Perfume	20	Vomit
7	Fishy	14	Pleasant		

► *Roll 1d8 for body posture:*

1-3	Bipedal	5-6	Quadrupedal
4	Crawling	7-8	Stooped (mostly bipedal)

► *Roll 1d10 for body shape:*

1	Barrel-like	5	Narrow or thin	8	Short
2	Broad or wide	6	Round	9	Tall and straight
3	Grossly fat	7	Rubbery	10	Thick
4	Muscled				

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- *Roll 1d6 for overall body resemblance (bipedal):*

1	Ape	4	Feline
2	Bear	5	Humanoid or skeletal
3	Bird	6	Reptilian

- *Roll 1d6 for overall body resemblance (quadrupedal):*

1	Amoeba	4	Horse
2	Centipede	5	Insectile
3	Crab- or spider-like	6	Rodent-like

Eyes and Ears

Roll 1d4, 1d6, 1d8, 1d10, and 1d12 to determine what the eyes and ears are like.

- *Roll 1d6 for ear appearance:*

1	Animal ears	6	Large and fan-like
2	Bulbous	7	Large and pointed
3	Cauliflower	8	Small and knobbly
4	Huge but humanoid	9	Small and pointed
5	Large and drooping	10	Small and round

- *Roll 1d4 for ear quantity:*

1	Four ears	2	Lots of ears	3-4	Two ears
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- *Roll 1d12 for eye appearance:*

1	Compound	7	Large and round
2	Dead	8	Multiple eyeballs or pupils
3	Eyestalks	9	Small and almond-shaped
4	Flat	10	Small and slitted
5	Huge and protruding	11	Sunken eyes
6	Insectile	12	Swivel-stocked

- *Roll 1d6 for eye colour:*

1	Amber	3	Blue or purple	5	Glossy black
2	Blank white	4	Burning red	6	Greenish

- *Roll 1d8 for eye quantity:*

1	Five or more eyes	3-4	Three or four eyes
2	One eye	5-8	Two eyes

Head

Roll 1d8, 1d10, 1d12, and 1d20 to determine what the head is like.

- *Roll 1d20 for head adornment:*

1	Antlers	8	Hat or helmet	15	Ridge(s)
2	Bald	9	Hood	16	Ruff
3	Bristles	10	Horns	17	Shell
4	Crest or peak	11	Knobs	18	Short hair
5	Crown	12	Long hair	19	Spikes
6	Feathers	13	Lumps	20	Spines
7	Frills	14	Mane		

...continued on next page.

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► Roll 1d10 for head resemblance:

1	Ape- or monkey-like	5-7	Human or vaguely human
2	Bat-like	8	Roll on the creature table
3	Bird-like	9	Snake-like
4	Crocodilian	10	Weasel-like

► Roll 1d12 for head shape:

1	Ass-shaped	5	Conical	9	Ovoid
2	Asymmetrical	6	Cubical	10	Small
3	Bulbous	7	Discoid	11	Spherical
4	Bullet-shaped	8	Flattened oval	12	Wedge-shaped

► Roll 1d8 for prominent facial features:

1	Collapsed face	5	Pointy face
2	Giant beard	6	Scars, sores, or wounds
3	Multiple faces	7	Very large face
4	One feature missing	8	Very small face

Legs

Roll 1d6, 1d8, 1d10, and 1d12 to determine what the legs are like.

► Roll 1d12 for foot appearance:

1	Clawed	5	Long	9	Splay hoofed
2	Fully hoofed	6	Many-toed	10	Suckered
3	Human-like	7	Pointy	11	Talons
4	Large and wide	8	Prehensile toes	12	Webbed

► Roll 1d10 for gait:

1	Dancing	6	Shuffling
2	Gliding	7	Skulking or sneaking
3	Hopping	8	Stepping daintily
4	Lumbering or shambling	9	Stomping
5	Running	10	Striding confidently

► Roll 1d6 for leg appearance:

1	Insectile	3	Short and bowed	5	Springing
2	Long and thin	4	Short and massive	6	Telescoping

► Roll 1d8 for leg quantity:

1	Five or more legs	4	Three legs
2-3	Four legs	5-8	Two legs

Lower Facial Features

Roll 1d6, 1d8, 1d10, and 1d12 to determine the lower facial features.

► Roll 1d10 for mouth appearance:

1	Crushing teeth	6	Mouth like a sucker
2	Large teeth	7	Saw-edged teeth
3	Long canines	8	Small ridged teeth
4	Mandibles	9	Small white teeth
5	Many small fangs	10	Tusks

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► *Roll 1d6 for mouth size:*

1-2	Huge	3-5	Large	6	Tiny
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► *Roll 1d8 for neck appearance:*

1	Long and thick	5	Short and thin
2	Long and thin	6	Thrust forward
3	No neck apparent	7	Very thickly muscled
4	Short and thick	8	Wartled

► *Roll 1d12 for nose appearance:*

1	Animal nose	7	Narrow and beaked
2	Flat and misshapen	8	Slits only
3	Hanging snout	9	Snouted
4	Huge and bulbous	10	Tiny
5	Long and pointed	11	Trunk-like
6	Mass of warts	12	Wide and protruding

Other Limbs

Roll 1d4, 1d6, 1d8, 1d10, and 1d12 to determine what any other limbs are like, if other limbs are present.

► *Roll 1d12 for strange limbs:*

1-2	Antennae	7	Polyp(s) or pseudopod(s)
3	Cilia	8	Proboscis
4	Extendable head	9	Segmented, crane-like limb
5	Large spines	10	Tentacle(s)
6	Ovipositor	11-12	Waving fronds

► *Roll 1d6 for tail length:*

1-2	Long tail	5	Thick tail
3-4	Short tail	6	Tiny tail

► *Roll 1d10 for tail resemblance:*

1	Barbed	5	Horse	8	Prehensile
2	Clubbed	6	Lion	9	Snake-like
3	Dog-like	7	Pig	10	Stinger
4	Goat-like				

► *Roll 1d4 for wing quantity:*

1	Many wings	2	One wing	3-4	Two wings
---	------------	---	----------	-----	-----------

► *Roll 1d8 for wing resemblance:*

1	Bat-like	5	Membranous
2	Bird-like	6	Multiple pairs of wings
3	Fan-like	7	Penguin-like
4	Insectile	8	Pterodactyl-like

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mutant plants

Animals and supernatural beings are not the only living organisms to exhibit mutations and evolutionary change. The procedures here are skewed towards producing active and mobile—perhaps even intelligent—plants, but can also create strange new strains of herbs, shrubs, and weeds.

Body

Begin by creating a plant hybrid. Roll twice on the plants table. This mutant plant has all the properties of both entries. If you want your mutant plant to resemble another type of creature, roll on the creature table for it, then add special plant mutations. Otherwise, roll for cognition, communication, motility, reproduction, and senses.

Cognition

Mutant plants may develop nervous systems and even brain-like organs. Animal and human intelligence are somewhat relative, however—the plant may be completely alien when compared to normal Earth creatures. As a general rule, if the plant has animal intelligence, it has instincts and decision-making powers, but no visual imagination or complex language. If it's mindless, it has no brain or cognitive organs—it reacts to stimuli, but does not think.

► *Roll 1d6 to determine cognitive development:*

- | | |
|---|---|
| 1 | Animal intelligence. |
| 2 | Animal intelligence plus 1d3 cognitive mutations. |
| 3 | Human intelligence. |
| 4 | Human intelligence plus 1d3 cognitive mutations. |
| 5 | Mindless. |
| 6 | Plant has whatever level of intelligence it needs to employ 1d6 random cognitive mutations. |

Communication

Unless the plant is mindless, it probably has some way of communicating with others.

► *If the plant is intelligent, roll 1d4 for animal intelligence, or 1d10 for human intelligence, to determine powers of communication:*

- | | |
|------|---|
| 1 | Able to produce chemicals, pheromones, or a similar substance for communication, but has no complex language. |
| 2 | Able to produce sound, but has no language per se. |
| 3 | Unable to communicate. |
| 4 | Uses 1d3 psychic powers to communicate (roll 1d100+600 for each). |
| 5-6 | Audible language. |
| 7 | Chemical language. |
| 8 | Telepathic Communication (as the mutation). |
| 9-10 | Telepathy (as the mutation). |

Motility

One of the most notable attributes of mutant plants is their ability to move.

► Roll 1d8 for motility:

- | | |
|---|--|
| 1 | Alternate Locomotion (as the mutation). |
| 2 | Animal-like form (roll on creature table). |
| 3 | Crawling, peristalsis, or slithering. |
| 4 | Crude limbs. |
| 5 | Humanoid form. |
| 6 | Immobile. |
| 7 | Pseudopods or tendrils. |
| 8 | Response movements only. |

Reproduction

A mutant plant may exhibit one or both of the reproductive strategies of the two plants it resembles, or it may have evolved a completely different method, like those listed below.

► Roll 1d12 for reproductive strategy:

- | | |
|------|--|
| 1-2 | Alternation of generations (without pollination). |
| 3-4 | Asexual seed or spore production (with either meiosis or mitosis). |
| 5-6 | Horizontal gene transfer. |
| 7 | Requires parasitism. |
| 8-10 | Requires pollination. |
| 11 | Parthenogenetic spawning of live young. |
| 12 | Sexual reproduction (without pollination). |

Senses

All mutant plants have a sense of touch. If the plant has intelligence, it can also feel pain. If it's photosynthetic, it can sense any sunlight that falls on it. If it's carnivorous, it may have a sense of taste. If it's mobile, it has a sense of balance. Additional mutations may add senses beyond those rolled on the table below, and any mutation that increases or decreases a certain sense ensures that the plant possesses that sense.

► Unless the plant is mindless, roll 1d10 to determine which senses it has:

- | | | | |
|-----|--|-----|-------------------------------|
| 1 | All senses, including hearing, sight, and smell. | 6 | Sight. |
| 2 | Hearing. | 7 | Sight and smell. |
| 3 | Hearing and sight. | 8-9 | Smell. |
| 4-5 | Hearing and smell. | 10 | Touch only (no other senses). |

Special Plant Mutations

If the mutant plant is not interesting enough, add any or all of the following:

- 1d4 mental mutations (roll 1d300+400 on the mutations table).
- 1d4 physical mutations (roll 1d400 on the mutations table).
- 1d6 mutant features.
- 1d6 special plants-only mutations (see next page).

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Special Plants-Only Mutations

These plant-specific mutations are not new mutations. They have been specifically selected from the other mutation tables as particularly appropriate for mutant plants. All of these entries can be found in their proper sections in the main lists.

► *Roll 1d100 to determine plant-specific mutation:*

27	1-2	Adhesive Touch	49-50	Parasite Infestation	35
146	3	Altered cognition (add 1d3 cognition mutations)	51	Parthenogenesis	
13	4	Alternate Locomotion	52	Patterned Skin	22
27	5-6	Aquatic Adaptation	53-56	Pheromones	36
14	7	Armour	57-61	Photosynthetic	
27	8	Bioluminescent	62	Poison Glands	
15	9	Body Barbs	63	Poison Susceptibility	
51	10	Body Sense	64	Prehensile Hair	
15	11-12	Bristles	65	Prey Scent	37
43	13-14	Carnivore	66	Protected Senses	
15	15	Cilia	67	Psychic (add 1d3 psychic powers)	146
43	16	Daylight Stasis	68-70	Quills, Spines, or Thorns	22
52	17	Emotionless	71-73	Regeneration	37
30	18	Extensible Limbs	74-78	Roots and Vines	
31	19-21	Fragrant	79	Salt-Drinker	38
	22	Frog Tongue	80	Silk Production	39
	23-25	Fruit	81-82	Spore Cloud	
	26	Gas Emission	83	Strange Interior Organs	24
53	27	Genetic Memory	84	Strangely-Coloured Skin	
	28	Heightened Olfactory Memory	85	Sympathetic Biomorphism	25
32	29	Heightened Sense of Smell and Taste	86-87	Temperature Resistance	40
	30	Heightened Sense of Touch	88-89	Temperature Sensitivity	
53	31	Hive Mind	90	Tentacles	25
18	32	Hooks	91	Toothed Skin	
32	33	Horrible Stench	92	Trail of Slime	40
33	34-35	Infected	93	Tremor Sense	
19	36-40	Leaves	94	Trunk	25
34	41-43	Light Dependency	95	Tumours	26
35	44	Nerve Cut-Off	96	Twisted Frame	
	45-46	No Pain Receptors	97-98	Water Dependency	41
47	47	Nocturnal	99	Weather Sense	55
	48	Omnivore	100	Wrinkled Skin	26

uplifted animals

These procedures will randomly generate the most obvious physical and mental characteristics of an animal that has developed human features and intelligence.

Animal

Begin by selecting an animal, or roll 1d10 (or 1d12) on the creature table. This animal has been modified in some way, to make it more human-like—this is called an “uplift.” Roll on the table below or choose which way the animal has been uplifted, although the exact specifics of why it happened are the responsibility of each individual campaign.

► *Roll 1d6 for type of uplift:*

- | | |
|-----|---|
| 1 | Brain uplift: Animal form is retained, but roll for size and speech, and add 1d3 cognitive mutations (ignore Mindless). |
| 2-3 | Combat uplift: Animal appearance is retained, but roll for hands, posture, size, and speech. |
| 4-6 | Full uplift: Roll for hands, looks, posture, size, and speech. |

Hands

► *Unless the animal already has functional hands or prehensile extremities, roll 1d4 for hand development:*

- | | |
|-----|---|
| 1 | Animal extremities (the mutant cannot grasp objects). |
| 2-3 | Fully prehensile hands. |
| 4 | Partially prehensile hands. |

Looks

The mutant may retain its animal features, it may appear to be a human-animal mix, or it may appear mostly human, with faint traces of its animal origins. If the animal is already a human, “animal” features means it devolves to resemble a fetus or smooth-featured space alien, and a mix means it devolves slightly less than that.

► *Roll 1d6 to determine looks:*

- | | |
|-----|---|
| 1-2 | Animal. |
| 3 | Fully mixed animal-human hybrid. |
| 4 | Human. |
| 5 | Mostly animal, with a very slight human resemblance. |
| 6 | Partially mixed hybrid: 1d3 body parts resemble the animal, 1d3 body parts resemble a human (roll on body parts table for each), the rest is fully mixed. |

Posture

The mutant may retain its normal animal stance, whether that is quadrupedal or invertebrate, or it may develop a more human-like posture.

► *Roll 1d6 for posture:*

- | | |
|-----|---|
| 1 | Animal. |
| 2-3 | Partially upright (may stand, but upright walking is difficult). |
| 4-5 | Fully upright. |
| 6 | Mixed upright (may move as a human or animal, whichever the situation calls for). |

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Size

- *If the animal is larger than a human, roll 1d6 for its new size:*

1-2	Human size.	4-5	Slightly larger than a human.
3	Normal animal size.	6	Slightly smaller than a human.

- *If the animal is larger than half the size of a human but not larger than a human, roll 1d6 for its new size:*

1-2	Human size.	5	Slightly larger than a human.
3-4	Normal animal size.	6	Slightly smaller than a human.

- *If the animal is smaller than half the size of a human, roll 1d6 (or 1d8) for its new size:*

1-3	Half human size.	5-6	Slightly smaller than a human.
4	Human size or slightly bigger.	7-8	Much larger than a human.

Speech

- *Roll 1d6 for speech development:*

1	No ability to speak.	4-5	Fully human speech.
2-3	Partial human speech.	6	Strange, but human, speech.

- *If a mutant animal is incapable of human speech, roll 1d6 for psychic abilities:*

1	1d3 abilities (roll 1d100+600 on psychic powers table for each).
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2-3	No psychic abilities.
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4-5	Telepathy (as the mutation).
-----	------------------------------

6	Telepathy (as the mutation) and 1d3 other psychic abilities (roll 1d100+600 on the psychic powers table for each).
---	--

Uplifting Factors

If you do not already have a specific reason for animals to be uplifted, and perhaps further modified by mutations, this table provides a list of motivations that could create animals that act like humans.

- *Roll 1d10 (or 1d12) for cause of uplift and mutations:*

1	Accidental genetic engineering.
2	Biological agents, used as mutagenics and/or weapons.
3	Biological or chemical waste by-products.
4	Chemical agents, used as mutagenics and/or weapons.
5	Deliberate genetic engineering by academics or medical professionals.
6	Deliberate genetic engineering by commercial or independent interests.
7	Deliberate genetic engineering by government.
8	Deliberately applied radiation or other mutagenic energy.
9	High amounts of radiation in the environment.
10	Nanotechnology, applied intentionally or unknowingly.
11	Dimensional instability.
12	Deliberate genetic engineering by aliens.

xenobiology

Use these tables before or after any of the other character generation methods in this book to create alien life forms that are probably best suited to environments hostile to human life. The beastlings and mutant hordes procedures are particularly recommended.

Basic Composition

- *Roll 1d6 for the alien's basic physical composition:*

1	Carbon-based, but not Earthlike.	4	Incorporeal or psychic form.
2	Earthlike carbon-based life.	5	Liquid or plastic form.
3	Gaseous or gossamer form.	6	Silicon-based life.

Consumption

The alien will have requirements based on its natural habitat, which may or may not include water and oxygen or other gases.

- *Roll 1d6 for primary type of nourishment the alien needs:*

1	Detritus or inorganic material.	4	Light or other energy.
2	Emotion, memory, or thought.	5	Other complex life forms.
3	Gaseous material only.	6	Simple organic material.

Natural Habitat

This can be used as a blanket description of the alien's home planet, or just its particular environment. Cold and hot can be within the limits of human tolerance, or far beyond.

- *Roll 1d8 for environment:*

1	Cold and dry (no liquid water).	5	Hot and dry (no liquid water).
2	Cold and wet (water or gases in liquid form).	6	Hot and wet (water in liquid or vapour form).
3	Garden world.	7	Outer space.
4	Gas giant.	8	Parasite.

Procreation

- *Roll 1d6 for type of procreation strategy:*

1	Asexual reproduction.	4	Multi-stage life cycle.
2	Asexual or sexual options.	5	Sexual, with numerous sexes.
3	Genetic parasite.	6	Sexual, with two sexes.

Reproductive Strategy

- *Roll 1d6 for method of producing offspring:*

1	At will, few offspring.	4	Cyclical, many offspring.
2	At will, many offspring.	5	Many cannibalistic young.
3	Cyclical, few offspring.	6	Reproduces once, many young.

Reproduction Method

- *Roll 1d6 for type of gestation:*

1-2	Eggs or similar sealed incubator.	5	Live young, external incubator.
3-4	Live young.	6	Pollen or seeds.



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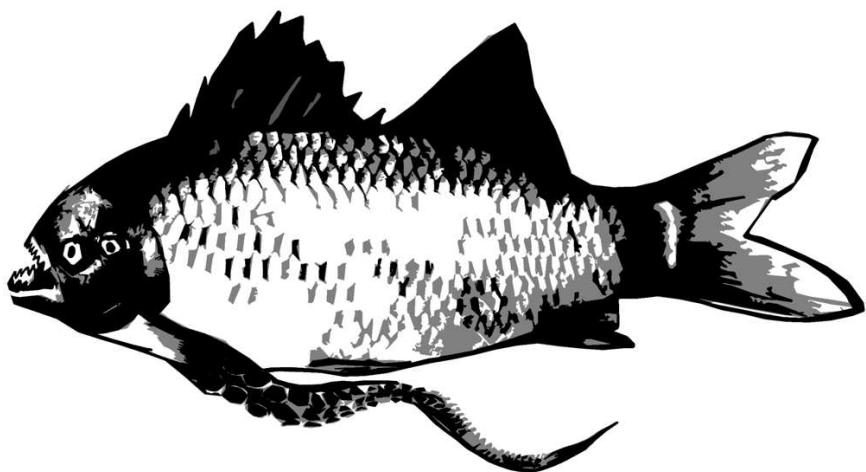
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Thank you for reading.

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