

New Mutations for Gamma World

(4th Edition)

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Beneficial Mutations

Age Creature (Inspired by *Timelords*, from *Dragon Magazine*; Issue 65)

Mental; Activated, MP 4d6-L

The mutant can cause a living being to prematurely age. The aging is equal to 10 years plus 2 years per MP modifier point. The victim creature ages physically but not mentally. This power can be reversed, but is only half as effective at "de-aging" creatures as it is at aging them. The mutant can use only part of the total aging on a creature, but can age only one creature at a time. For example, Kev has the *Age Creature* mutation (MP score of 13, which has a modifier of +1, meaning he can age a creature up to 12 years). While hunting, he is attacked by a three arks. Guessing one of them as the leader, he chooses to age that one, but since arks do not live as long as humans, he feels that he doesn't need to age it the full 12 years he could. Instead he ages it six years. (GM's discretion as to whether or not this is enough again for the ark to notice.)

After using this power, the mutant regains one year of aging capacity for each full month that this power goes unused. If the mutant does not regain his full power, then he may only age a creature based on how much of the aging capacity was recovered. For example, let's assume the ark Kev aged was scared away by the six years of aging. If he does not use the power for six months, he will have his full power in his mutation. However, if (for example) he is attacked by a Purist two months later (at which time he will have regained two years of aging capacity), he can use this power, but will only be able to age the Purist a maximum of eight years.

If the mutant uses this power to "de-age" a creature, the recovery time is doubled. That is, for every year of "de-aging" done by the mutant, two months are needed to recover power. (This is because, as stated above, the reversed use of this power is half as effective.)

For example: Kev has managed to avoid using his aging power long enough to regain full use of this mutation. His friend Tommis returns from a journey, and on the journey, he encountered another mutant with the *Age Creature* mutation and suffered ten years of aging. Kev's MP Score will only allow him to de-age Tommis six years, so he does just that. It will take 12 months again for Kev to regain his full use of this power. And then, if Kev agrees, Tommis can be de-aged the remaining four years to get him back to the age he should be.

Age Object (Inspired by *Timelords*, from *Dragon Magazine*; Issue 65)

Mental; Activated, MP 4d6-L

The mutant can increase the effects of time upon a non-living object. The object can be as large as 25 kilograms, plus 5 kilograms per MP modifier point. The "aging" the object suffers is equal to 50 years plus 10 years per MP modifier point. This power can be reversed, but is only half as effective in that manner. After using this power, the mutant will recover 10 years of object aging power for each full month this power goes unused. Just as with *Age Creature*, recovery time from the reversed use of this power is doubled.

Anti-Necrobiosis (Modified from *Dragon Magazine*; Issue 194)

Physical, Plant; Automatic, MP 4d6-L

The mutant undergoes necrobiosis, the natural death of tissues caused by wear or aging, at a much slower rate. The character's natural lifespan is 200% + (20% per MP Modifier point) of what it normally would be for a member of his/her species. The mutant with this power is *not* immortal; she can be killed in an accident or combat. Aging effects of any kind - natural, mutational, magical, or by device - age the character chronologically; the physical effects on the mutant being aged are adjusted proportionately. Furthermore, this mutation allows the character an additional bonus of +2 + (½MP modifier, round fractions in favor of the mutant) on any Health rolls vs. disease, poisons, or radiation.

Optional: Instead of using the MP modifier to determine the amount the mutant's lifespan is extended, the character's lifespan could be calculated as $[(10 + \text{MP Score}) \times 10]\%$.

Note: Although this is a physical mutation, Enforcers do not gain +1 to this mutation's MP score upon gaining a level.

Dermal Enhancement

Physical, Plant; Automatic, MP 4d6-L

The mutant's skin is tougher than normal. The mutant's Armor Class is improved by 2 + ½MP modifier (rounded in favor of the mutant). A mutant with *Dermal Enhancement* can wear other armor. However, if the AC bonus given by the armor is less than the bonus given by the mutation, the bonus from the armor is halved. If the AC bonus from the armor is higher than the bonus given by the mutation, then only the bonus from the armor is taken into account.

Energy Healing (Based on the mutation of the same name from *Mutations Unlimited*, by Kim Eastland; from *Dragon* 131)

Physical, Plant; Automatic/Activated, MP 4d6-L

The mutant has a power similar to the *Energy Metamorphosis* mutation, except that the healing he can perform by the transformation of energy only applies to other creatures, not to himself. The mutant can absorb the first 10 + MP modifier points of damage from a particular type of energy (roll a d6 and consult the table from the *Energy Absorption* mutation to determine what type of energy can be converted) and use that energy to heal another creature.

After absorbing the energy, the mutant needs to touch a creature to heal it. It takes one round for the healing to be completed. Any organic creature can be healed in this fashion. If there is no creature for the mutant to heal, he can retain the energy for up to 5 + MP modifier rounds. If the energy is not used to heal another creature by this time, the mutant will suffer the full damage of the absorbed attack at this time, even if the mutant would otherwise be immune to this form of attack (such as from another mutation).

Lowered Physical Need

Physical, Plant; Automatic, MP 4d6-L

The mutant has a reduced need for one of the basics of life (food, water, or sleep). Randomly determine which need has a reduced requirement for the mutant. The mutant will require only 50% minus 5% per MP modifier of the reduced need.

Optional: If a mutant acquires a high enough MP score to obtain a modifier of +10 (through whatever means), this would technically mean that the mutant has no need at all for whichever need was reduced. The GM may alternately declare that the mutant simply requires an infinitesimal amount of food, water, or sleep (whichever the case may be). So, if the reduced need was water, for example, the mutant might be able to get by for months on one small glass. Or if the reduced

need was sleep, the mutant might only need to take a catnap of a few minutes every month or two.

Note: It is up to the GM as to whether or not plants sleep. Alternately, sunlight could be substituted in the case of plants.

Material Transparency (Based on the mutation of the same name from *Mutations Unlimited*, by Kim Eastland; from Dragon 131)

Mental; Activated, MP 4d6-L

The mutant can touch an item or a material and - without changing that material's strength, Armor Class, etc. - turn it permanently transparent. Living organisms are not affected by this action, although inanimate matter may be affected by making an "attack" against the AC of the material with this mutation, using the MP modifier for the THAC Adjustment. Use the Material AC Chart from the description of the *Molecular Disruption* mutation found in the Rulebook.

The amount of material turned transparent is up to the mutant, with a maximum volume equivalent to a cube 100 cm per side, plus 20 cm per MP modifier point. The area to be affected need not be cubic in shape; the area of effect can be shaped by the mutant. If the object is too large to fit within the area of effect, then any of the material outside the area of effect will not be made transparent, though the material inside will be.

This mutation is best used on items that a party member wishes to see through, like ammunition clips, walls, etc. Successful material transformation makes the material as clear as glass. Failure has no effect. Lastly, this mutation can be used only once per six hours.

Mental Battery (Inspired by *An Alternate Beginning Sequence For Metamorphosis Alpha*, from *Dragon Magazine*; 6)

Mental; Activated, MP 4d6-L

The mutant is able to provide energy for powered items in his or her grasp or otherwise in physical contact with the mutant. If the item is removed from contact with the mutant, it loses power immediately.

The mutant can provide power to any device that uses power cells. The power provided is equal to that of a Chemical Power Cell, plus 20% per MP modifier. (Example: An MP of 13 has a +1 modifier. This would mean that a mutant with this mutation at an MP of 13 would provide 120% of the power that a Chemical Power Cell would give the device.) The mutant can use this ability once every six hours. Also, the mutant can use this ability on uncharged power cells, to recharge them. (Keep in mind, that a Hydrogen Power Cell holds ten times the power of a Chemical Cell, and the amount of charge should be noted thusly.)

Molecular Rearrangement (Based on the mutation of the same name from *Mutations Unlimited*, by Kim Eastland; from Dragon 131)

Mental; Activated, MP 4d6-L

The mutant can rearrange the molecules in an inanimate, nonliving item by merely touching it. By using this mutation, the mutant can alter the size, shape, or basic structure of the item. Thus, the being can change a piece of metal into a basic tool with which he is familiar, a pile of vegetation into edible food, or a branch of wood into a bow. Use the Material AC Chart from the description of the *Molecular Disruption* mutation found in the Rulebook. If the mutant successfully "attacks" the material to be altered, he can then reshape the material as he sees fit.

Some restrictions apply; for example, the item or material created must be the same weight as the material with which the mutant began. Materials cannot be changed into other materials, such as metals to wood. Also, any item created must be simple and must be something with which the character is familiar. If the GM wishes to allow more complicated or detailed tools and items to be created, he should assign a penalty to the mutant's roll to affect the material. The maximum

amount of weight in that the mutant can change at any one time is equal to $(10 + 2 \times \text{MP modifier})$ kilograms. This mutation also allows the being to purify tainted food or water. The mutant can use this mutation once per six hours.

New Sense (Based on the *New Sense* mutation from *Gamma World, 2nd Edition*)

Physical, Plant; Automatic, No MP

The mutant has a sense not normally found in nature. Roll 1d3 to determine the nature of the new sense.

Roll Sense

- 1 Alpha Wave Sense: The mutant can sense Alpha Wave emissions from sentient brains. He can also see mental mutations in action. Creatures can be seen as far away as 2 meters \times (IN + MS of the creature being looked at), if they have no mental mutations activated. If a creature has a mental mutation activated, that creature can be seen by a mutant with Alpha Wave Sense at a range of *three* meters \times (IN + MS + the MP Score of the activated mutation). If the mutant being seen has more than one mental mutation active, use only the mutation with the highest MP Score to determine the distance it can be seen from.
- 2 Electromagnetic Sense: The mutant can sense electromagnetic fields around robots and operational machinery (and even charged power cells). The distance that a powered object can be seen from is variable. A fully charged Chemical Power Cell can be seen at a distance of about two meters. Robots can be seen from 250 meters away, unless they have an operating force field, in which case they can be seen from one kilometer away. A fully functioning nuclear power plant could be seen from as many as ten kilometers away depending on factors such as terrain and anything else that would interfere with line of sight.
- 3 Life Force Sense: The mutant can sense life energy emanating from living creatures. The mutant can see a creature's life energy from as far away as one meter per Hit Point of the creature being looked at. The creature viewed appears as a glowing form of the same general shape as the creature. The "glow" from nearby creatures cannot be used to read by, or to see any nonliving objects in the vicinity. Low-order lifeforms, such as mosses, typically radiate only a dim glow at best. However, if the moss were growing in a cave, for example, this dim glow could be used by the mutant to see where the walls of the cave are.

Nullify Defect

Physical, Mental, Plant; Automatic, No MP

This is actually three separate mutations. Due to their nearly identical effects and for the sake of brevity, they are being presented here as one. As the name implies, this mutation cancels out the effects of one defect mutation (chosen by the player) of the appropriate type (Physical, Mental, Plant; depending on what table was being rolled on). For example, if a player was rolling on the Physical Mutations Table & got *Nullify Physical Defect*, the player could then nullify one physical defect the character has.

Note: Any defect nullified by this mutation should still be listed on the character sheet, as should this mutation itself. If the mutant loses this mutation for some reason, such as falling victim to the *Devolution* mutation, for example, then the defect would take its full effect.

Pheromones (Based on the *Pheromones* mutation from GW4; *The Mind Masters*, by Phil Taterczynski)

Physical; Automatic, MP: 4d6-L

Pheromones are powerful chemicals secreted by mutants or subintelligent life forms as signals to members of the same species. Only a very tiny amount of a pheromone is needed to produce its

effect. Pheromones are released involuntarily, triggered unconsciously by the activity or emotional state of the being with this mutation. Pheromone use is most developed in insect and insect mutant species. Characters with this mutation have a percent chance of detecting other species' pheromones according to the following chart.

Species Detecting	Pheromone From:		
	Insect	Insectoid	Non-insect
Insect:	1%	5%	10%
Insectoid:	1%	8%	15%
Non-insect:	1%	3%	25%

Once a pheromone is detected, there is only a 20% chance of identifying the species that is emitting the pheromone. There is only a 10% chance of understanding the meaning of a pheromone of a different species.

TYPES OF PHEROMONES:

PATROLLING: The *patrolling pheromone* is used to indicate non-aggressive behavior. It is usually emitted by solitary insects crossing the territorial boundaries of other members of their species. The *patrolling pheromone* suppresses the impulse to attack. This *pheromone* type has a range of $50 + (5 \times \text{MP modifier})$ meters.

WARNING: The *warning pheromone* warns other members of a species to stay away. Any being emitting this warning will attack other members of its own species coming within a number of meters equal to its base movement rate. This *pheromone* type has a range of $50 + (5 \times \text{MP modifier})$ meters.

DEATH: The *death pheromone* is given off whenever a being with this mutation is killed. The *death pheromone* is usually only found among social insects, such as bees, ants, and wasps. The *death pheromone* warns of a threat to the insect colony and incites all members of the same species within range ($100 + [10 \times \text{MP modifier}]$ meters) to attack any being within $(10 + \text{MP modifier})$ meters of the dead insect. The *death pheromone* will not be released if the being with the pheromone is killed by fire. The gland that produces the *death pheromone* is frozen by mental attacks, if the attacker passes a Mental Strength check.

SEX: The *sex pheromone* is (obviously) emitted by creatures ready to procreate. When a creature with *sex pheromone* is "in the mood", it will emit these pheromones, and any creature of the opposite sex and of the same species (or at least base stock) coming within $(5 + \text{MP modifier})$ meters will become aroused and overcome with the desire for reproductive activity. The subject creature can resist the "urges" by successfully making a tough (10) MS check.

The *pheromone* has an Intensity of $(10 + \text{MP modifier})$, and any creature within range, and fitting the criteria listed in each types description, will be affected unless it passes a Health check against the *pheromone*. Creatures with *diminished smell* are unaffected, as are creatures that are immune to, or otherwise protected from, gas attacks.

Physical Invisibility (Based on the *Invisibility* mutation from *Gamma World, 3rd Edition*)

Physical, Plant; Activated, MP 4d6-L

The mutant is able to make his body completely transparent. Clothing or other items in the character's possession do not become transparent. When *Physical Invisibility* is activated, the mutant's Remain Unseen score increases by $10 + \text{MP modifier}$, assuming the mutant is not carrying or wearing much that would interfere with the transparency provided by this mutation. GMs should use their own best judgment as to just how much the mutation is affected by any items carried.

Pressure/Vacuum Tolerance

Physical, Plant; Automatic, MP 4d6-L

The mutant is able to withstand extreme pressure or total vacuum. The player should roll 1d8 for the mutant receiving this mutation. 1 to 3 indicates *Pressure Tolerance*, 4 to 6 indicates *Vacuum Tolerance*, and 7 or 8 meaning both.

Pressure Tolerance allows the mutant to comfortably exist in higher pressure than normal beings. (An average human without this mutation can withstand pressures of 2.0 to 3.0 atmospheres, which can be found at depths of 10 to 20 meters.) A creature with *pressure tolerance* can withstand pressures of 10.0 atmospheres (atm), plus 1.0 atm per MP modifier point. **Notes on Atmospheric Pressure:** 1.0 atmospheres (atm) is the air pressure at sea level. Water is denser than air, increasing by a factor of 1.0 atm per 10 meters (approximately). So, at zero meters deep (sea level), the pressure is 1.0 atm; at 10 meters deep, the pressure is 2.0 atm; at 20 meters deep, the pressure is 3.0 atm, etc.

Vacuum Tolerance allows the mutant is able to withstand total vacuum (or any other space lacking a breathable atmosphere) for up to 60 minutes + (10 minutes per MP modifier point). After this, the mutant will suffocate unless he returns to an environment with a breathable atmosphere.

Probability Shifting (Inspired by *An Alternate Beginning Sequence For Metamorphosis Alpha*, from *Dragon* magazine 6)

Mental; Activated, MP 4d6-L

The mutant is able to adjust the laws of probability by investing (sacrificing) some of his/her life energy (Hit Points). Each hit point spent translates into a 1% adjustment of a die roll (Each 1 HP = a 1% adjustment; Each 5 HP = a 1 point adjustment to a d20 roll; Each $8\frac{1}{3}$ HP = a 1 point adjustment to a d12 roll; Each 10 HP = a 1 point adjustment to a d10 roll; Each $12\frac{1}{2}$ HP = a 1 point adjustment to a d8 roll; Each $16\frac{2}{3}$ HP = a 1 point adjustment to a d6 roll; Each 25 HP = a 1 point adjustment to a d4 roll). Use of this power, and direction and magnitude of influence, must be declared before the die roll is made. This power can be used whenever the creature affected is within 5 meters, plus 1 meter \times MP modifier. The MP score of this mutation does not need to be considered if the mutant is using this power to influence probabilities affecting only himself, but does apply if the mutant is affecting the probability of an allied individual or enemy failing or succeeding in a task.

Note: Round fractional Hit Points sacrificed up.

Psychic Transference

Mental; Activated, MP 4d6-L

The mutant is able to transfer his/her entire mind into the brain of another living creature. The creature that the mind is being transferred into must be of similar type to that of the transferring mutant. e.g., An Altered Human with this mutation can only transfer his mind into a PSH or another Altered Human. A mutant lion could transfer his mind into any feline. A mutant pine tree could transfer its mind into any coniferous tree. (GM's discretion as to what constitutes similar.)

To transfer the mind from the mutant's body to the "recipient", the recipient must either be willing to go through the transfer (not likely!) which would in effect result in a mutual "brain swap", or the mutant must crush the recipient's will. To do this, the character must make a mental attack vs. the MD of the victim, and if successful, the victim loses one point from his IN score. The victim can, of course, defend himself by any means at his disposal, including mental attacks. The victim's IN score drops (assuming a successful attack roll by the attacker) at the end of the round. If the victim's IN score falls to 0, he is then effectively "brain dead", and the transfer can proceed. However, if the victim's IN score does not drop to 0, whether due to the victim being able to escape, or the mutant with *Psychic Transference* being slain or incapacitated, etc., the victim will

regain lost IN points at a rate of one point per day until back to his/her normal IN score.

Once the transfer is complete, the mutant's original body is brain dead & will die within minutes (unless it was actually a mutual transfer, in which case the minds will have switched bodies, or if the now brain-dead body is kept alive by artificial life support). The mutant now has all the physical ability scores & mutations of the victim creature, but retains his own mental abilities & mutations.

Static Field (Based on the mutation of the same name from *Mutations Unlimited*, by Kim Eastland; from Dragon 131)

Mental; Activated, MP 4d6-L

The mutant can generate a static field either centering around himself or centering on a place or object up to 30 meters, plus 5 meters per MP modifier point, away. On a successful mutation score roll, the field activates and covers a radius of 30 meters, plus 5 meters per MP modifier point. Transmission of broadcast beams through that area are jammed until the field disappears because of time duration, the mutant's will, or the mutant being rendered unconscious. Radio, television, communicators, security and surveillance equipment, and similar devices are completely jammed, as are broadcast power beams which robots and large machinery use. Radar and sonar of all types are also completely blocked. Strangely enough, *Telepathy* and *Empathy* mutations are also affected, and any mutant using them must defend against a mental attack or suffer Mental Shock. This mutation can be used twice per day and lasts for up to 60 minutes, plus 10 minutes per MP modifier point.

Temperature Tolerance

Physical, Plant; Automatic, MP 4d6-L

The mutant is resistant to either extreme cold, heat, or both. Roll a d8, with 1-3 meaning cold tolerance, 4-6 meaning heat tolerance, and 7-8 meaning heat and cold tolerance. *Cold Tolerance* allows the mutant to withstand temperatures as low as -10°C - (5°C per MP modifier point), in light to moderate clothing (Jeans and a T shirt, for example). *Heat Tolerance* allows the mutant to withstand temperatures as high as 50°C + (5°C per MP modifier point).

Temporal Compression (Haste) (Inspired by *Timelords*, from *Dragon Magazine*; Issue 65)

Mental; Activated, MP 4d6-L

The mutant can "compress" time around himself and/or others, in effect, speeding up the affected individuals relative to those not affected. Up to (5 + MP modifier) creatures can be affected by this mutation. Affected creatures can do two rounds of actions in one round. To the affected creatures, it appears that others are slowed to half speed and attacks for the duration of the temporal compression. The mutant can maintain *Temporal Compression* for 10 rounds plus 1 round per MP modifier point.

This mutation can be applied multiple times to the same creature(s), if 2 or more creatures have this mutation and use it on the same individual(s). This has the effect of increasing the multiplier of speed the affected creature acts under. A creature under the influence of two *temporal compressions* moves and attacks three times as fast as an unaffected creature; a creature under three "compressions" is at four times normal speed, etc.

Temporal Dilution (Slow) (Inspired by *Timelords*, from *Dragon Magazine*; Issue 65)

Mental; Activated, MP 4d6-L

The mutant can "dilute" time around himself and/or others, in effect, slowing the affected individuals relative to those not affected. Up to (5 + MP modifier) creatures can be affected by this mutation. Affected creatures move at half speed (relative to those not affected) and attack half as

often as they normally would. To the affected creatures, it appears that other creatures are moving, speaking, and attacking at double speed. The mutant can maintain *Temporal Dilation* for 10 rounds plus 1 round per MP modifier point.

This mutation can be applied multiple times to the same creature(s). This has the effect of increasing the multiplier of slowness the affected creature acts under. A creature under the influence of two *Temporal Dilations* moves and attacks one-third as fast as an unaffected creature; a creature under three “dilations” is at one-fourth normal speed, etc. However, any particular mutant can only have one *temporal dilation* “running” at any given time, but two or more mutants with this mutation could use their respective *temporal dilations* on the same creature(s).

Temporal Leap (Inspired by *Timelords*, from *Dragon Magazine*; Issue 65)

Mental; Activated, MP 4d6-L

The mutant can propel him/herself, and others, a short distance forward in time. The mutant can affect up to (5 + MP modifier) creatures. The amount of time the creatures are sent forward in time depends on if the mutant using *Temporal Leap* is going with them or not. If the mutant is sending creatures but is not going with, then the creatures are sent (5 + MP modifier) rounds forward. If the mutant is going along, then the time “leaped” is (5 + MP modifier) minutes. Lastly, if the mutant is going alone, he/she can leap over (5+ MP modifier) hours. This mutation can only send creatures forward in time, never backwards.

After using *Temporal Leap*, the mutant cannot use this power for an amount of time equal to the amount of time that was “leaped” across.

Tempotation

Mental; Activated, MP 4d6-L

With this mutation, the mutant is able to travel backwards or forwards in time. Up to 5 + MP modifier creatures may travel by use of this mutation, but the mutant with this mutation must be one of them. The base maximum amount of time that can be traveled across, backwards or forwards in time, is one day. This base figure is multiplied by two per positive MP modifier point (MP modifier of +1 means two days can be traveled across, MP modifier of +2 means four days, MP modifier of +3 means eight days, etc.). Negative MP modifiers reduce the time that can be traveled across by half per negative MP modifier point (MP modifier of -1 means a half day {12 hours} can be traveled across, MP modifier of -2 allows traveling across a quarter day {six hours}, etc.).

When this mutation is activated, the mutant loses 50% of his total (not current) Hit Points. Furthermore, an additional 5% is lost for each creature accompanying the time traveling mutant.

Note: If you, as GM, plan to add this mutation to your random lists, this mutation should be kept EXTREMELY rare. The potential for PC abuse of this mutation is so evident, I need not explain.

Water Walking: (Based on the mutation of the same name from *Mutations Unlimited*, by Kim Eastland; from *Dragon* 131)

Mental; Activated, MP 4d6-L

The mutant can increase the surface tension of the area beneath his feet (and hands or paws if he is quadrupedal or crawling on all fours) so that buoyancy normally lacking in the surface beneath him suddenly exists, thus allowing him to move across the surface walked upon as if it were packed earth. This allows the mutant to walk across sand, mud, thin ice, and similar surfaces without sinking into them, at his full movement rate. He also can walk across closely packed fields of grain or long grass, or water (if it's not too choppy, or has too strong of a current), but at one-half his normal movement rate.

If the fluid's conditions are unfavorable (current greater than half the mutant's base movement

rate, or waves more than 25% of the mutant's height), the mutant must make a d20 roll against his MP Score (-1 to the roll for every meter per round of current greater than half the mutant's base movement, and -1 per 5% above 25% of the mutant's height in wave height) to remain on his feet for every 500 meters he moves, and he only moves at one-quarter his normal movement rate. He can never walk on churning water that has waves taller than the mutant. This mutation can be used for 60 minutes, plus 10 minutes per MP modifier point.

Defects

Cryosensitivity (D) (Inspired by *Pyrosensitivity*; by Derek Holland)

Physical, Plant; Automatic, No MP

The character is highly sensitive to cold. He suffers double damage from cold attacks and is uncomfortable in cool environments. In cold environments (below 0°C), the character suffers 1 Hit Point of damage each hour.

Optional: This mutation could be combined with *Pyrosensitivity* in your charts (Much like *Pyro/Cryokinesis*). Just change *Pyrosensitivity* to *Pyro/Cryosensitivity*. Then if a character acquires this defect, roll a d6, with 1-3 meaning *Pyrosensitivity*, and 4-6 meaning *Cryosensitivity*.

Malodorous (D)

Physical, Plant; Automatic, No MP

The mutant with this defect has terrible body odor. Others will react to this individual at -5, unless the "other" has the *Diminished Sense (Smell)* defect. (Player characters, of course, can make their own decisions as to how they react to a *malodorous* individual.)

Missing Limb (D) (Based on mutations copyrighted by Matthew Rees)

Physical, Plant; Automatic, No MP

The mutant is missing one or more limbs. Roll a d6; a result of 6 indicating 2 limbs missing. Randomly determine which limb(s) are missing.

A missing arm means that the mutant (obviously) cannot use any two-handed weapons, fight with two weapons, or use a shield and a weapon at the same time. The mutant also suffers a -4 THAC penalty in any unarmed grappling attacks, his/her swimming speed is reduced by 25%, and his/her skill level is reduced by 33% when attempting any task that requires the use of two hands. A mutant missing both arms cannot use hand-held weapons, and any skills requiring the use of hands can be attempted using the feet, but the character's skill level is reduced by 50%. Swimming speed is reduced by 33%.

A missing leg means the mutant moves by hopping on his one remaining leg (at half base speed) and the mutant suffers a -2 penalty to any balance roll involving slipping or being knocked down. If the mutant is missing both legs, the mutant moves at one-quarter base speed by using his/her hands, is always considered prone in combat, and cannot run, but can trot, though this is as tiring as running. The mutant suffers a -4 to rolls for climbing, and swimming speed is reduced by 2.

Note: For any reductions in speed or skills due to this mutation, round fractional points against the mutant.

Note: A character rolling both *Multiple Limbs* and *Missing Limb* can lead to some difficulties. One suggestion would be to have the two mutations cancel each other out. However, if desired, you can determine the limbs affected by each mutation separately (which could result in, for example, a mutant with six arms but no legs). If you choose to go with the alternate method, the GM must use his or her best discretion in applying this mutation.

Also, GMs might want to reserve this mutation for NPCs only, as Player Characters with *Missing Limbs* might have a rough time if forced to adventure (also, the players will almost certainly complain).