

Zirra's December 2004 GW Updates

(By zirra_scrohunter@yahoo except as otherwise noted)

New Mutations

Absorb Attribute

Mental; Activated, MP 4d6-L

With this mutation, the mutant can temporarily "borrow" points from any of the seven basic attributes (PS, DX, CN, IN, MS, CH, SN) of the victim creature and add them to his/her score(s). The mutant must first touch the creature to be drained (requiring a melee attack roll; the touch causes no damage), and then make a mental attack with this mutation. If successful, the mutant can drain one point from any of the aforementioned attributes and add that point to his/her total. The mutant must add the point to the same attribute that was drained from the victim. If the mutant can maintain physical contact for more than one round, he/she can drain more points, either from the same attribute drained in the previous round, or may choose to drain from another attribute.

If contact is broken, the mutant may attempt to regain contact (with the same creature, or another one, at the mutant's discretion) as described above. A victim creature cannot have any attribute drained to lower than a score of 1. If an attribute is drained down to 1, the attribute stealing mutant will be aware that he/she cannot drain any more of that particular attribute from that creature.

Any attribute points absorbed will be lost at a rate of one per 4 hours, and the victim creature regains the lost points at the same rate. Once activated, this mutation can be maintained for 5 + MP modifier rounds, whether physical contact is maintained with a creature or not. After using this mutation, it cannot be activated again for 24 hours.

Note: This mutation has the potential to severely unbalance a game, and thus should be kept very rare.

Skeletal Elasticity (Inspired by short fiction I found in *The Apocalyptic Post*)

Physical; Activated, No MP

The mutant's skeleton is made of a rubbery, cartilaginous substance, rather than bone. As a result, the mutant can never suffer a broken bone, and also takes only half damage from blunt trauma, including falls. A mutant cannot have both this mutation and *Skeletal Enhancement*, as the two mutations produce opposing effects to the mutant's bone structure.

The mutant can also stretch his arms and legs, simulating the effects of the *Oversized Limbs* mutation. The mutant can stretch his limbs $[50+(10 \times \text{CN modifier})]\%$ beyond their normal length, and can keep the limbs stretched for a number of rounds equal to his CN score. After any limbs have been stretched, the mutant cannot stretch his limbs again for 4 hours.

In unarmed combat, the mutant inflicts only 1d2 + half his PS modifier (instead of the standard 1d3 + PS modifier), due to the softened bone structure. However, if the mutant rolls 5 or more points higher than the minimum number he needs to hit an opponent no more than $[100+(10 \times \text{CN modifier})]\%$ his own size, he can wrap an arm around the opponent's neck, allowing the mutant to inflict (1d2 + half PS modifier) points of damage each round, with no attack roll required.

The mutant can also wrap an arm or leg around an opponent's legs in a manner similar to wrapping an arm around a neck. Alternately, he can pin the target creature's arms to its torso. If the mutant is successful in pinning an arm, roll 1d4, a 1 indicating that 2 arms are held. (Repeated rolls can be made if the target creature has more than 2 arms.) He inflicts no damage when he is holding a creature's limbs, but the opponent is held firmly unless he is able to break free from the mutant with the *skeletal flexibility*, as indicated on the table below:

<u>Target Creature's PS in relation to Mutant's</u>	<u>Odds of Target Creature breaking free (roll 1d6)</u>
4 or more points higher	6 in 6
3 points higher	5 in 6
2 points higher	4 in 6
1 point higher	3 in 6
Equal to Mutant	2 in 6
1 point lower	1 in 6

Finally, the mutant suffers a -2 penalty to Robot Recognition when he has limbs extended by use of this mutation.

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

Mental; Activated, MP 4d6-L

The mutant is able to cause the flow of time around his body, or that of one creature, to stop temporarily. While in *stasis*, the mutant is unaware of events going on around him, since he is effectively removed from the timeline for the duration of the *stasis*. Since the mutant is in a bubble of “null time”, he is immune to all effects of weather or attacks that could damage his body. However, if someone were to leave the body in a location with a hazardous environment (such as underwater, or in an atomic reactor core), the mutant would, of course, suffer the effects of exposure immediately upon coming out of *stasis*.

This mutation can be activated for up to 30 days, plus 5 days per MP modifier point. The duration of the *stasis* must be determined at the time the mutation is activated, and cannot be changed after that. Upon coming out of *stasis*, the mutant must exist in regular time for at least one-tenth of the time he had spent in *stasis* before activating this mutation again.

This mutation can also be used to affect one other creature, instead of the mutant himself. In this case, the mutant must make a successful mental attack to force the creature into *stasis*. The duration of the *stasis* is the same. However, before activating this mutation again, the mutant must wait an amount of time equal to the time of *stasis* he had attempted to inflict on the target creature, instead of merely one-tenth. This “rest period” occurs whether the *stasis* attempt was successful or not.

Note: GMs adding this to their random lists may want to keep this mutation rare.

X-Ray Vision

Physical, Plant; Activated, MP 4d6-L

The mutant is able to see through most solid objects. Lead and duralloy cannot be seen through with this mutation. The maximum thickness of material that can be seen through depends on the type of material it is, as shown on the table below:

<u>Material</u>	<u>Maximum Thickness</u>
Flesh or Leather	6 + MP modifier meters
Plant Matter	5 + MP modifier meters
Plastic or Rubber	4 + 0.8 modifier meters
Soil, Clay or Ceramics	3 + 0.5 modifier meters
Stone or Concrete	2.5 + 0.5 x MP modifier meters
Metals	25 + 5 x MP modifier centimeters
Other	GM's Discretion

It will take one minute of viewing for the mutant to penetrate to the maximum depth of *x-ray vision*. The mutant can use this to get a rough estimate the thickness of a material he is looking through.

Note: This mutation is potentially unbalancing to a game, and so should probably be kept rare.

Defect

Uncontrolled Shapechange (D)

Physical; GM Activated, No MP

Under times of extreme stress, the mutant undergoes a transformation into another form. The mutant can try to resist the transformation, but only by making a Nearly Impossible (15) attribute check against his MS score. If the attribute check fails, the mutant will begin transforming into the alternate form. During this time (1d4 rounds), be unable to do anything but lie on the ground, writhing in pain, until the transformation is complete. The form the mutant will adopt under stress will be one of the forms on the list below. Determine randomly or by agreement between the player and GM.

<u>Form</u>	<u>Description</u>
<i>Hulking Beast</i>	The mutant becomes larger, but dumber. The mutant will increase in size by (2d4 x 10)%. Additionally, the mutant's PS and CN scores will increase by one point for each 10% of size increase, and his IN and MS scores will decrease by the same amount. Make sure to adjust relevant Derived Attributes (such as THAC Melee, Hit Points, MD, etc.) accordingly to reflect the temporarily changed attribute scores.
<i>Were-beast</i>	The mutant becomes some other animal. Use the Base Animal Stocks list to select the were-form the mutant will get. Mental attribute scores will remain unchanged, but physical scores may need adjustment (GM's discretion). The mutant acquires all the natural abilities of the animal form, including methods of movement, natural attacks, base AC, and “stock mutations”. The mutant will retain any mutations he would normally have, provided they do not interfere with the were-form.

Duplicate The mutant becomes an exact duplicate of the creature he is fighting. If he is fighting multiple creatures, randomly determine which creature is duplicated. If the creature the mutant duplicated is killed and the mutant still has enemies to fight, the mutant will take the form of one of the other enemies 1d4 rounds later. The mutant retains all his mental abilities and mutations, but will otherwise be physically identical to the creature he is duplicating.

If the new form is significantly different than the mutant's normal form, any clothing or armor the mutant is wearing will be ruined. Furthermore, the mutant will suffer one hit point of damage for each point of AC the armor provided. GM's discretion as to if the armor might be repaired.

The mutant will remain in this form until he is able to calm down, 2d6 minutes after the stress is removed.

Updated Mutations

These are previously existing mutations, which I thought of some modifications/additions for.

Genius Capability, Mechanical (Modification to the original mutation by Daniel Movrich; from the *Secrets of the Ancients* netbook)

As stated in the original description: "He also gains his MP modifier to THAC with any weapon he successfully fashions."

My addition to the mutation description: In lieu of a THAC bonus, the mutant can instead add 10% to the short range of the weapon for each +1 of THAC bonus.

Genius Capability, Military (Modification to the original mutation by Daniel Movrich; from the *Secrets of the Ancients* netbook)

As stated in the original description: "Finally, the character also gains his MP modifier in damage to any weapon he fashions."

My addition to the mutation description: If the weapon has an attack form with an intensity level (such as Black Ray guns or Fusion Rifles, but not poisons) the mutant can add half his MP modifier to the intensity of the attack. For weapons where the effect has a duration (such as Stun Ray weapons), the mutant can add one unit of time (minutes or rounds, according to the individual weapon's description) per MP modifier point.

Mental Absorption by Daniel Movrich

From the original description: "If the mutation has no MP score, it is lost from the victim and the attacker gains the mutation's full benefits or handicaps."

My modification: If the mutation has no MP score, the mutant must maintain physical contact for one full minute to absorb the mutation from the victim. Once this minute of contact is completed, the mutation is lost from the victim and the attacker gains the mutation's full benefits or handicaps.

Missing/Atrophied Limb (D) (Based on mutations copyrighted by Matthew Rees) Replaces the *Missing Limb* mutation from my previous file.

Physical, Plant; Automatic, No MP

One or more of the mutant's limbs is missing or atrophied to the point of being useless. Roll a d6; a result of 6 indicating 2 limbs missing or atrophied. Randomly determine which limb(s) are missing or atrophied.

A missing or atrophied 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 one-third when attempting any task that requires the use of two hands. A mutant with both arms missing or atrophied 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 or atrophied leg means the mutant moves by hopping on his one remaining, or good, 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 has both legs missing or atrophied, 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/Atrophied 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).

New Creatures

Zayshin (4th Edition Stats) (by zirra_scrohunter@yahoo)

Number: 2d6

Percept: 18

Stealth/RU: +5

AC: 15

MD: 12

Health: 12

Speed: 24

Level: 2

Hit Dice: 6 (21)

THAC: +2

Attacks: 1 bite (1d8)

Int: Low (5 to 7)

Morale: 14

Size: M (120 centimeters at the shoulder)

XP Value: 175

Frequency: Common

Organization: Pack

Activity Cycle: Any

Diet: Carnivore

Tech Level: 0

Artifacts: None

Climate/Terrain: Any non-arid temperate or subarctic

Physical Mutations: Gas Generation, Paralytic (15); Heightened Speed (13); Sonic Blast (13)

Mental Mutations: Confusion (11); Total Healing (12)

Special Powers: Nearly instinctive ability to coordinate attacks with allied creatures

Description: This mutated descendant of the German Shepherd (Alsatian) looks like an oversized version of its ancestor. Domesticated zayshins are often used as guard animals.

Combat: In combat, zayshins will nearly always use their *confusion* mutation before any other actions. Zayshins prefer to surround an opponent, allowing the ones behind the opponent to attack from behind. The ones in front of an opponent will use their *sonic blast* to weaken the target for the zayshins attacking from behind. If the battle seems to be going against them, they will flee, using their *gas generation* and *heightened speed* mutations to aid in their escape.

Society: Wild zayshins hunt in packs, much like pre-apocalypse wolves or feral dogs. In these situations, the GM will need to determine which one is the Alpha. If the PCs are able to defeat the alpha, the rest will automatically check morale, fleeing if the check is failed. Domesticated zayshins view their "master" as their alpha.

New Equipment

Blue-Green (BG) Laser Pistol or Rifle

Inspired by the Blue-Green Laser description found in *GURPS Ultra Tech*, p 37

Tech Level: V or VI

Duration: 8 Shots

Weight: 2 kg (Pistol); 4 kg (Rifle)

Complexity: 11

Avg. Cost: 6000 (Pistol); 9000 (Rifle)

Blue-Green (BG) laser weapons have less range than standard lasers, but can be used underwater without penalty. Standard laser weapons can fire underwater, but have only 10% of their normal (above water) range.

	Base Damage	THAC Bonus	Short Range	Shots/ RoF	Avg. Weight Cost	Weight in kg	Tech Level, Complexity
Laser Pistol, BG	3d6	+3	10	1 8	6000	2	V or VI, 11
Laser Rifle, BG	4d6	+5	30	1 8	9000	4	V or VI, 11