**Cellular Transformation: Mutations**

The Gamma World Player’s Handbook provides an excellent section on Mutations (GW p94, Tables 3-2 and 3-3) and descriptions. Some of the mutations used in GW have been taken from the original (1.0 and 2.0) games and updated for this edition of the game. However, your GM felt that more mutations could be added to the list, by incorporating more of the old, fun, original mutations. So I have added a list of positive and negative minor mutation alternatives below. For major mutations (negative and positive), there are no specific additions. Instead, when you create your mutant character and if you roll a starting Major Positive or Negative Mutation, you may work with the GM to possibly adjust the type of mutation to something other than what is on the charts in the GW book – something that may fit your character concept better.

**POSITIVE MINOR MUTATIONS**

How to use this chart: Whenever you roll for (or select) a specific **positive minor mutation** from GW (p94), you may either select the mutation referenced in that book, or you may choose the alternate mutation from the list below. The list states the GW mutation and the alternate mutation you may select. Any questions, please ask the GM.

Positive Minor Mutation (GW) Alternate Mutation you may select

Ability Enhancement Increased Speed

Claws Quills/Spines

Flexible Bones Taller (L) / Shorter (S)

Improved Hearing or Improved Vision Improved Smell or Improved Taste (choose)

Inkwell Gas Generation

Metabolic Boost Density Control

Nimble Fingers Improved Touch

Parasite Life Leech

Poison Touch Electrical Generation

Strong Grip Oversized Body Part

Toughened Skin Partial Carapace

Unless otherwise indicated, all powers listed require a standard action to activate. Heightened-type abilities, by contrast, are presumed to always be in effect.

Alternate Mutations Descriptions

**Density Control** (minor, positive)

The mutant can adjust the molecular structure of his body slightly to increase the thickness of his skin. This results in a +2 natural bonus to AC. This ability can always be up and in effect if the mutant desires. The mutant can raise/lower the ability at any time, as a free action.

Biotech: Implant, Graft

**Electrical Generation** (minor, positive)

The mutant character can generate an eel-like electrical field around himself. He can activate it and turn it off at will. While activated, if the mutant should ever be touched (such as by a touch attack) or grappled, the creature touching or grappling the mutant immediately suffers d6 points of electrical damage (FOR save for half / DC is 10 plus the mutant’s character level plus STR modifier, if any.)

Biotech: Implant, Graft

**Gas Generation** (minor, positive)

Instead of a cloud of black smoke, the mutant spits out a cloud of foul smelling gas (like a skunk) in a 25’ radius, remaining there for d6+1 rounds (it does not move with the mutant). All within the cloud (except the mutant) must make a Fortitude save (DC 10), every round while within the cloud. Those succeeding suffer no ill effects. Those failing the save for the first time become Shaken and remain so while they are within the cloud. Failing the save a second time causes the target to become Nauseated (and Shaken condition goes away), while within the cloud. It does not block light or provide concealment. The mutant is immune to the effects of his own cloud. Using Gas Generation is a standard action, and can be used a maximum of one time per turn.

Biotech: Implant, Graft

**Improved Smell** (minor, positive)

This ability allows the mutant to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Mutants with this scent ability can identify familiar odors just as humans do familiar sights. The mutant can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice the ranges noted above. Overpowering scents can be detected at triple normal range. When a mutant detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or attack action to note the direction of the scent. If it moves within 5 feet of the source, the mutant can pinpoint that source. A mutant with the scent ability can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on the strength of the quarry’s odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. Mutants tracking by scent ignore the effects of surface conditions and poor visibility. This ability is always up and in effect. Damaging effects (such as poison gas and similar) usually have a double normal effect on the mutant with this ability.

Biotech: Implant, Graft

**Improved Taste** (minor, positive)

Mutants with this ability can detect poisons at a touch of the tongue (and not suffer ill effects from the taste), and can determine whether any given substance is edible (for the mutant). This ability is always up and in effect.

Biotech: Implant, Graft

**Improved Touch** (minor, positive)

The mutant receives a +1 on his roll to discover the use for a hardtech item. This bonus does not normally apply to rolls to figure out soultech. The mutant also receives a +1 bonus on all skill checks involving Disable Device, Repair, and Treat Injury. This ability is always up and in effect.

Biotech: Implant, Graft

**Increased Speed** (minor, positive)

Mutants with this ability are able to move at an additional 5’ per round. This ability is always active and in effect.

Biotech: Implant

**Life Leech** (minor, positive)

The mutant is able to drain life energy from all intelligent (Int 1+) within a 10’ radius – friend and foe alike. This is a mental energy (similar to psionics), and projects outward from the mutant, taking only a second or two. All within the area of effect must make a Fortitude save (DC 12). Any that fail lose d4 hit points. The mutant does not gain those hit points. This power can be used three times per day, each use requiring a standard action. Each use automatically replenishes after a full 24 hours (so keep track).

Biotech: Graft

**Oversized Body Part** (minor, positive)

One or two major body parts on the mutant grows larger. The mutant chooses which part(s) are affected, from this list:

Eyes (+3 to Spot rolls); Ears (+3 to Listen rolls); Mouth (gain Bite Attack that does d4 damage; use rules for Two Weapon Attack); Nose (gain improved smell like Improved Smell mutation); Arms (gain ability to wield 2H weapon in one hand); Legs (gain +5’ movement per round); Tail (gain Tail Attack that does d4 damage; use rules for Two Weapon Attack). Adjust the mutant character’s appearance based on the choice made. Note that increasing the size of certain body parts (such as arms and legs) may cause problems later if the mutant attempts to fit inside a standard suit of armor; such armor may have to be modified (if possible) to accommodate the odd shape of the mutant.

Biotech: Graft

**Partial Carapace** (minor, positive)

This is a thick shell-like substance which generally covers the torso and back of the neck. The mutant can decide its appearance (can resemble a tuttle shell, insect carapace, thick fibrous material, etc.). This provides the mutant +2 armor bonus to AC at all times, however it may make wearing standard armor difficult or impossible without modifications to the armor.

Biotech: Graft (large)

**Quills/Spines** (minor, positive)

The mutant has small quills or spines that cover parts of the mutant (player decides where). The mutant chooses which type he has: quills or spines.

*Quills:* If the mutant should grapple an opponent (or be grappled by an opponent), the opponent will take d3 points of damage every round it is grappling the mutant. No attack roll need be made, and no save is allowed – this damage is automatic.

*Spines:* The mutant gains d6+6 spines, and the ability to “throw” (eject) spines at opponents. These are treated as range attacks (standard action), have a maximum effective distance of 15’, and cause d6 damage each. Only one spine can be thrown at a time. Each thrown spine requires one full 24-hour period to regrow (so keep track).

Biotech: None

**Taller/Shorter** (minor, positive)

The mutant may choose to increase or decrease its size by one category. This is only a size adjustment – it does not affect body structure, proportion of limb size to torso, etc. Once the size change is notated, adjust the character’s stats according to the new size.

Biotech: None

**NEGATIVE MINOR MUTATIONS**

How to use this chart: Whenever you roll for (or select) a specific **negative minor mutation** from GW (p94), you may either select the mutation referenced in that book, or you may choose the alternate mutation from the list below. The list states the GW mutation and the alternate mutation you may select. Any questions, please ask the GM.

Negative Minor Mutation (GW) Alternate Mutation you may select

Ability Degradation Decreased Speed

Bum Leg Bum Arm

Cowardice Mental Defenselessness

Cracking Joints Low Resistance to Poison

Glass Jaw Increased Physical Pain

Greedy Metabolism Low Resistance to Bacteria

Malformed Mouth Body Structure Change

Soft Skin Skin Structure Change

The Hirsute Horror Fat Cell Accumulation

The Stench Poor Respiratory System

Tribal Mentality Hostility Field

Weakened Hearing or Vision Weakened Smell or Touch (you choose)

Alternate Mutations Descriptions

**Body Structure Change** (minor, negative)

The mutant suffers from some uncommon and harmful alteration to his body structure. This is GMO: it could be complete lack of body hair, lack of depth perception, weak calcium in bones, lowered resistance to infection, a bad internal organ, etc. If you select this negative mutation, the GM will determine what it is and its effects on your character.

Biotech: Implant, Graft

**Bum Arm** (minor, negative)

One of the mutant’s arms is weakened by mutation, causing her to have a bit more trouble using weapons/shields in combat. If this mutation is selected once, one arm is slightly more shriveled, and the mutant takes -1 on all melee and ranged attack rolls (though touch attacks are not affected). If this mutation is selected twice, both arms are shriveled, and the mutant takes -2 on all melee and ranged attacks.

Biotech: Implant

**Decreased Speed** (minor, negative)

Mutants with this ability reduce their normal speed by -5’ per round. This ability is always active and in effect.

Biotech: Implant, Graft

**Fat Cell Accumulation** (minor, negative)

The mutant suffering from this gains 50 to 100 pounds – player’s choice. This weight gain can never be lost – unless the mutation is eliminated. The player may select how the mutant is affected / where the fat primarily accumulates:

*Arm or arms:* -1 on all melee and ranged attack rolls (like Bum Arm)

*Leg or legs:* Treat as if Bum Leg (speed decreased -5’/round, etc.)

*Torso:* Reduce movement speed by -5’ per round. Also, the mutant will have difficulty fitting into armor, unless the armor is modified to fit properly.

*Head/Neck:* -2 on all Charisma rolls related to appearance (Diplomacy primarily).

Biotech: Implant

**Hostility Field** (minor, negative)

A strange, negative psychic energy emanates from the mutant at all times while he is awake. This energy extends outward in a 15’ radius. All social skill rolls (Bluff, Diplomacy, etc.) made by the mutant while relating/talking to others that are within the area of effect suffer a -2 penalty.

Biotech: None

**Increased Physical Pain** (minor, negative)

The mutant takes +1 additional point of lethal damage each and every time the mutant takes lethal damage from *any* source.

Biotech: Implant

**Low Resistance to Bacteria** (minor, negative)

The mutant suffers from a permanent -3 penalty to all saves versus disease/sickness.

Biotech: Graft

**Low Resistance to Poison** (minor, negative)

The mutant suffers from a permanent -3 penalty to all saves versus poisons.

Biotech: Graft

**Mental Defenselessness** (minor, negative)

The mutant suffers a -2 penalty on all Will saves to resist psionics or other powers generated from mutations.

Biotech: Implant

**Poor Respiratory System** (minor, negative)

The mutant has trouble getting needed oxygen into the blood stream. After 5 rounds of continuous full speed running or melee combat without resting, the mutant becomes Fatigued. The mutant may avoid this by spending one round every five doing nothing (except 5’ shift). If during this “resting” round the mutant is forced to move or defend herself (if attacked), the benefit of resting for the round is lost. Once Fatigued, no further negative effects will occur and the mutant can continue on with the -2 penalty to STR and DEX. (It will take 8 hours of uninterrupted rest to remove Fatigue.)

Biotech: Implant, Graft

**Skin Structure Change** (minor, negative)

Mutant may choose from one of the following skin-related defects:

*Light Sensitive Skin:* Mutant takes 1 HP of damage per round when in bright, direct sunlight, unless at least 90% of the mutant’s body is covered.

*Phosphorescent Skin:* Mutant glows with a low intensity light at all times. This allows the mutant to see 5’ in total darkness, but tends to always give away his position – unless at least 90% of the mutant’s body is covered well.

*Water Soluble Skin:* Contact with water can cause bloating and in some cases physical pain. Being splashed with water (or any liquid substance of at least 50% water) causes skin bloating and irritation (visible effects, itching), but does not cause any penalties. Total immersion in water (or any liquid substance of at least 50% water) causes d4 damage to the mutant for every round (after the first round) that he remains at least 50% immersed in water.

Biotech: Graft

**Weakened Smell** (minor, negative)

The mutant effectively loses his ability to smell odors. While this may not have continuous, direct game effects, it can mean that the mutant may never notice the smell of an approaching predator or smell the burning woods or building he is in, nor can the mutant Track (if the mutant is an animal with that ability).

Biotech: Implant, Graft

**Weakened Touch** (minor, negative)

The mutant receives a -1 on his roll to discover the use for a hardtech item. This penalty does not normally apply to rolls to figure out soultech. The mutant also receives a -1 penalty on all skill checks involving Disable Device, Repair, and Treat Injury.

Biotech: Implant, Graft