

Post-Apocalyptic Mutations

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

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INTRODUCTION

This supplement provides information for character mutations under the Basic Fantasy Role-Playing Game rule system. These were written with a Post-Apocalyptic Fantasy setting in mind, as seen in the movie *Wizards*, the television show *Thundarr the Barbarian*, the *Anomalous Subsurface Environment* RPG setting or the *Genesis of Shannara* novels. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

MUTATIONS

Mutations are rare genetic changes a PC may undergo when exposed to (and surviving) radiation poisoning, or perhaps they are simply born with these anomalies from a lineage of mutants.

A character exposed to radiation must make a successful save vs. Poison or be subject to ongoing 1d6 damage and -1 STR per day until healed. If the PC survives this sickness, he or she has a 2-in-6 chance of suffering from a mutation. Roll 1d100 to determine the mutation and it's effect on the player character:

Note: Mutations that adjust base ability scores cap at the standard 3 and 18, respectively. Mutations that adjust ability *modifiers* may go past the traditional -3/+3 ranges.

[01-02] Aberrant Form: Roll 1d4 to determine what body part is oversized.

- (1.) Head [+1 INT modifier]
- (2.) Arms [+1 STR modifier]
- (3.) Legs [Double movement rate]
- (4.) Torso [+1 CON modifier]

[03-04] Chameleon Epidermis: Use at will. Grants a 90% chance to Hide. Anyone watching you disappear will still know your general position, but have a -4 penalty on all attacks.

[05-06] Wing Development: Ability to fly a maximum height of 30' for a duration of 1 Turn per level at regular movement rates. Any encumbrance will hinder the movement as usual. Roll 1d4 to determine style:

- (1.) Insect
- (2.) Bat
- (3.) Bird
- (4.) Pterosaur

[07] Useless Organs: +1 CON modifier. +4 to saves vs. Poison.

[08-09] Dermal Poison: Upon touch, the enemy must save vs. Poison or suffer 1d8 damage.

[10-11] Two-Headed: 1-in-6 chance to be Surprised. +1 INT modifier.

[12-13] Dwarfism: Roll 1d4 as measurable feet to determine the PC's height.

[14-16] Echolocation: Ability to 'see' in darkness up to 90'. +1 AC against Melee attacks.

[17-18] Energy Ray: Every 6 rounds, this mutation grants the ability to emit a blast of energy from the hands for 1d8 damage. Save vs. Spells for half-damage. Roll 1d6 to determine type:

- (1-2.) Heat
- (3-4.) Cold
- (5-6.) Electricity

[19] Energy Retaining Cell Structure: Once a day, the PC body's stored energy can emit an electrical blast in a 20' radius for 1d12 damage. Save vs. Spells for half-damage.

[20-21] Epidermal Photosynthesis: Heal 1d4 HP per level every 8 hours in natural sunlight.

[22-23] Foul Smell: Your body emits a powerful odor, destroying any ability to Sneak or Hide around any creature with olfactory senses.

[24-25] Gigantism: Roll 1d4 to determine height and melee damage modifier. PC's have a -4 to attack a creature 4' or smaller and his or her base movement rate is that of a heavily-encumbered human.

(1.) 9' [+1 Damage]

(2.) 12' [+2 Damage]

(3.) 18' [+3 Damage]

(4.) 24' [+4 Damage]

[26-27] Increased Balance: +1 DEX modifier and a 90% Climb Walls ability.

[28-29] Increased Physical Attribute: Roll 1d6 to determine:

(1-2.) STR: +2 STR Modifier.

(3-4.) DEX: +2 DEX modifier.

(5-6.) CON: +2 CON modifier.

[30-31] Increased Sense: One or more senses is very acute, allowing the PC to sense things others may not. Roll 1d4 to determine:

(1.) Vision: Allows the PC to see objects as far as a mile away. +2 Ranged Attack bonus.

(2) Hearing: May distinguish even the quietest sounds at a range of 180'. This also allows the PC to pick out sounds from a jumble of noises. Grants a 1-in-6 Surprise chance.

(3) Smell: A PC with this mutation can pick up scents at 180' and tell the difference between various smells even if some seem overwhelming to others. Creatures upwind can never successfully surprise the player.

(4) Touch: This increased sense grants the Pick Pockets, Open Locks and Remove Traps skills equivalent to a Thief of 5 levels higher.

[32-33] Metamorph: Choose another creature from the 'Monsters' section that the PC can transform into. They don't gain the mutations of the creature, just the physical appearance and natural abilities (such as claws or sharp teeth). This change (in either direction) takes 2 full rounds before it is complete.

[34] Natural Armor: The PC is covered in a thick hide, scale, shell or other form of natural protection. Unarmored AC of 14.

[35-36] Night Vision: Ability to see 120' in pitch black.

[37-38] Optic Emissions: Roll 1d6 to determine which form this takes:

(1-3.) Project a flash of very bright light from the eyes, blinding an opponent within 30' for 1d4 rounds. Save vs. Spells. This blindness causes the enemy a penalty of -4 to attack. Recharges every 6 rounds.

(4-6.) Once a day, you can discharge a burst of Radiation from the eyes up to 30' for 1d12 damage. Save vs. Dragon Breath for half damage.

[39] Pockets: You have a marsupian pouch on your body. Gives a +20% capacity load before encumbrance takes effect.

[40-41] Prehensile Tail: The PC has a monkey-like tail. Receive a +1 DEX modifier and the ability to hold items (torches, flashlights, etc.) or hang from places free-handed.

[42-43] Quickness: +3 Initiative rolls and double normal movement rate.

[44-45] Reflective Epidermis: The PC's skin has grown full damage resistance to certain effects. Roll 1d6 to determine:

(1-2.) Heat/fire

(3-4.) Cold/ice

(5.) Radiation

(6.) Electricity

[46] Regenerative Capability: Heal 1d4 per level every 8 hours.

[47-48] Banshee Shriek: A natural, instant paralyzing attack, usable once a day. Enemies must make a successful save vs. Paralysis or be stunned and incapacitated for 1d4 rounds.

[49-50] Spiny Growths: Unarmored AC of 13 and a natural 1d6 melee attack.

[51-52] Thermal Vision: Ability to see heat sources (warm blooded creatures, boiling water, etc.) up to 60' away in darkness. 1-in-6 chance to be Surprised.

[53-54] Genetic Hybrid: The PC is half...something. Roll 1d6 to determine:

(1.) Plant: heal 1d4 per level a day in sunlight. -2 to saves against fire-based attacks.

(2.) Mammal: Natural 1d6 claw and bite attacks.

(3.) Bird: Wingless. +1 Ranged Attack bonus. Unarmed 1d4 talon attack.

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(4.) Insect: 1d10 venom attack, once a day. Enemy may save vs. Poison for half-damage.

(5.) Reptile: Heal 1d4 per level a day in sunlight. Unarmored AC of 12.

(6.) Fish: Ability to breathe underwater. -1 HP per day out of water.

[55-56] Adrenal Control: Once a day, instantly channel a berserker like rush for a +1d4 bonus to melee damage rolls. Lasts 4 rounds. As it wears off, receive a -1 melee damage penalty until the PC has taken a long rest.

[57] Unique Sense: May detect certain kinds of phenomenon that are not detectable by the usual senses. These might include the ability to “feel” radiation to a distance of 60’ or “smell” gold within a quarter-mile. Devise a concept allowed by the GM.

[58-59] Albinism: -2 to attack while in sunlight.

[60-61] Epidermal Susceptibility: Your flesh is translucent and paper thin. All elemental effects such as heat or cold do +1d6 more damage, whether immediate or ongoing.

[62-63] Frailty: If unarmored or donning padded or leather armor, any attack against the PC rolls an additional +1d4 damage.

[64-65] Hemophilia: If injured at all, the PC excessively bleeds. They lose -1 HP per hour unless properly healed by a spell, potion or physician.

[66-67] Increased Caloric Need: The PCs appetite is ceaseless and requires more food than most to remain sated and healthy. Requires double the amount of rations needed to stave off starvation. Any starvation effects are doubled.

[68-69] Morbid Obesity: Their body is naturally fat; grotesquely so. -3 initiative and the base movement rate of a heavily encumbered person.

[70-71] Pain Insensitivity: The PC cannot feel nor comprehend the severity of damage that ails them and are ignorant to their HP status (GM keeps an ongoing tab.)

[72-73] Pain Sensitivity: If injured in combat, the PC suffers Paralyzation (save to avoid) the following round as their body violently reacts to the damage.

[74-75] Pituitary Deformation: The PC resembles someone nearly 2 times his or her age and, on average, will only live 30 or 40 years. -1 to a random ability per in-game month.

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[76-77] Susceptibility: Poison and disease affect the PC unnaturally fast. All failed saves vs. Poison result in immediate death, regardless of the original effect.

[78] Prey Scent: A pheromone they naturally emit attracts predators. Double the rate of random encounters.

[79-80] Skill Boost: Once per day the PC is capable of concentrating their mental energy to such a degree that one of their skills is doubled for 1d10 consecutive rounds, or they gain +1 to attack rolls for 1d10 rounds. The player may choose either of these options each time the mutation is used.

[81-82] Intellectual Affinity: Thanks to advanced thinking capabilities, the PC gains one of the following abilities (roll 1d6):

(1-2.) Martial Affinity: Additional +1 attack bonus and +1d4 melee damage.

(3-4.) Tinkering Affinity: Grants Open Locks and Remove Traps skills as a Thief of 5 levels higher.

(5-6.) Social Affinity: +3 CHA modifier to all Reaction and Retainer rolls.

[83] Killing Sphere: Once a day, this powerful mutation allows an uninterrupted character to generate a 30’ radius sphere of deadly mental energy centered on themselves. Within this sphere of energy, all creatures except the character (friend or foe) have their HP reduced to 1 point, and must save versus Paralyzation, or be knocked unconscious for 1d10 rounds. This power takes effect the following round. After using this mutation, the PC is exhausted from the force of the mental exertion and falls unconscious for 1d6 hours.

[84-85] Irrational Phobia: The character has a fear of some creature or object. Whenever they come face to face with the object of their fear, they flee immediately, throwing anything in hand at it in an effort to distract or harm. They will flee in the opposite direction at full movement for 1d4 rounds. Roll 1d4 to determine, and flesh out details:

(1.) Working Old-World tech (robots, computers, lasers, etc.)

(2.) Particular Old-World vehicles (school bus, garbage truck, etc.)

(3.) Insectoids (natural or monstrous)

(4.) Magic

[86-87] Neural Telekinesis: With this mutation, the character can lift or move INT x 10 lbs. using only the power of their mind. This ability does not extend to lifting themselves. Using this power requires uninterrupted

concentration, thus takes effect the following round. This ability has a range of 50' and can only be used to hold things for roughly 30 seconds (5 rounds) before the PC becomes tired and must set the object down. The PC must rest for 6 rounds before using the power again. Any use of this mutation on another creature, or objects carried by another creature can be avoided with a saving throw against Paralysis.

[88-89] Teleport: This ability allows the PC to disappear from one location and appear in a location up to 1 mile per level distant without physically crossing the intervening space. If the PC has never been to the location they are teleporting to, or are only vaguely familiar with it, they have a 25% chance of suffering 10d6 damage upon arrival as they teleport into a space occupied by another object, or misjudge some aspect of the location. If they are intimately familiar with the destination, or have spent 2d4 hours conjuring an image of the location in their mind, they can teleport safely. Likewise, a character teleporting with another living creature has a 50% chance of crossing cell structure in the process and becoming conjoined.

[90-91] Vampiric Field: This mutation grants the ability to absorb the life essence (HP) from all creatures, friend or foe, within a radius equal to 30'+INT. This power instantly absorbs 1d4 HP per uninterrupted round from all creatures in the radius, and these absorbed points go into a separate 'reserve'. All damage is taken from these reserved points until they are gone; after this point their regular HP begins to be affected. Stored HP will disappear after a day.

[92-93] Vision Impairment: This mutation covers all visual impairments that fall short of total blindness, including macular degeneration, myopia, severe light sensitivity, cataracts, etc. This condition makes it extremely difficult for the character to discern objects more than 50' away. Characters with this mutation have a -4 to hit in combat.

[94-95] Disintegration: Upon touch with this powerful mutation, the PC can completely destroy matter on a molecular level. Doing so requires so much energy expenditure, however, that the character is instantly rendered unconscious, with 1 HP left. The total weight that may be disintegrated is INT x 10 lbs.

[96-97] Mental Phantasm: With this power, the PC is capable of creating a realistic, illusory environment in the mind of another conscious creature, much like a vivid dream. These visions are realistic to all senses but touch: Once the target tries to make physical contact with any element of the phantasm it dissolves into reality. Save vs. Spells to avoid.

[98-99] Psionic Flight: The PC may fly through the air with a height of up to INT x 10' at regular movement rates. Any encumbrance will hinder the movement as usual.

[100] Re-Roll for two mutations.

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INTRODUCTION

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