

## Section 2: Mutation



**Mutation** as a result of being born amongst background radiation is relatively common in the Wasteland, but for the vast majority this genetic damage is completely imperceptible. For those unlucky few, however, the effects of radioactivity perverting their DNA can have significant impact. These mutations can range anywhere from being benign, detrimental, double-edged, outright beneficial or anywhere in between.

Situations that result in sudden onset mutation typically involve **heavy exposure without protection** to Old World toxic waste, weird unprocessed chemical goo or areas of particularly intense radioactivity (e.g Critical or Lethal). This is not universal, and largely up to Overseer discretion.

When in such a situation, a player must roll against their **Radiation Resistance**. If the roll fails, they gain a **Mutation**. Upon becoming mutated, they receive a **permanent -5 Maximum HP** to represent the long-term damage done to their body. This reoccurs on any new mutation. To determine the nature of the mutation, the player must roll on the **Mutation Table**.

Roll 1d20	Mutation	Description
1	Gain Toe	Gain 1d4 extra toes
2	Gain Finger	Gain 1d4 extra fingers
3	Gain Genital	Gain a duplicate genital adjacent to the original. Can only occur once.
4	Lose Eye	Bubbling flesh grows over one of your eyes, making it disappear entirely.  Disadvantage on PER checks for the first month.
5	Gain SPECIAL	Gain a +1 to a random SPECIAL barring Luck. Roll 1d6 to determine which.
6	Lose SPECIAL	Lose -1 to a random SPECIAL barring Luck. Roll 1d6 to determine.

7	Lumps	You gain tumour-like lumps across your body. Roll against Luck to see if there's any on your face. If so, you lose -1 CHR
8	Bad Blood	You become sickly and pale, receiving a further -3 Maximum HP.  This -3 HP is temporarily restored with the usage of a Blood Bag for the period of one day.
9	Alopecia	All of your bodily hair falls out, and will not regrow
10	Hyper-Photosensitivity	Your skin becomes albino white and extremely sensitive to sunlight. If not suitably covered by fabric, it causes a severe burning sensation. This pain causes a disadvantage on any checks
11	Genetic-Sheathing	Your genetics were bombarded by radiation, and came out all the stronger. Somehow.  You receive +25% natural Rad Resistance
12	Lead-Belly	Your stomach rumbles and growls with strange new bodily fluids. Your breath is extremely foul.  You can eat rotten or irradiated food without any penalty or gaining any Rads.
13	Premature Ageing	Your physical appearance degrades, as you become wrinkled and grey. You appear decades older than your actual age.
14	Dark Vision	Your eyes take a pale grey colouration, and are extremely sensitive to light.  You require suitable eyewear when exposed to natural light or you receive disadvantage on any PER check.  However, you receive no penalties in darkness, and receive an advantage on any PER check.
15	Contorted Muscles	Your muscle fibres become tightened and contorted. You are able to deal out greater melee attacks like letting off a loaded spring, but fine motor control is more difficult  +5 Melee Damage +1 AP cost on all Ranged Weapons
16	Adrenal-Metabolic Overreaction	Your body pumps with fight-or-flight hormones, you have a very reddened and flush appearance, and your eyes are often bloodshot. Your movements are frantic.  No penalty for Sprinting and all position changes cost half AP  Require double rations per day

17	Rubber Skin	Your skin becomes thicker (literally). All AP costs involving needles are doubled. +4 DT against bladed weapons
18	Toxic Shock	Your body processes poisons and toxins differently to others. When poisoned, you collapse and are rendered paralyzed for 1d4 rounds in a Knockdown state as your mouth foams and oozes.  However, you receive no damage from poison.
19	Hunchback	Your back contorts into an arch, your spine becomes rounded and visibly protrudes under your skin.  Weight Capacity increased by 50 lbs You cannot enter Full Sprint
20	Unstable Genetic Cascade	Your mutating DNA has gone into free-fall. Roll against Luck  If you succeed, you receive -2 Max HP and no further mutation.  If you fail, Re-Roll on this table, then roll again for a second mutation.

