

# JAGS MUTANTS

## ANIMAL TEMPLATES

**Note to Editor - Proposed Changes:**

- add a new sleep cycle - sleeping awake - mutant can keep it's eyes open and watching while it sleeps
- add new body covering – waterproof skin/feathers – mutant may proceed through rain (in the air) or water with 60% more ease
- add new Bio weapon – roar/shriek of fear – may paralyze the enemy for a short time.
- Diet type “Grazing” should be “Herbivore”.
- Add new locomotion or “other” ability – ambidextrous.
- Choose a size class – the list says mammoth, but the details say enormous – pick one!
- Add crustacean and cephalopod to body types
- Add a new aquatic ability – Dive capable (Deep) for Octopus, squid
- Add new ability – Spin Web

### African Elephant

**Step 1: Size Class**

Size	Enormous	Cost:
SC	9	40

**Step 2: Natural Features**

Grazing	0	
Mammal	0	
Quadruped	0	
	<b>BLD</b>	101
	<b>CON</b>	13
	<b>PHY</b>	13
	<b>STR</b>	42

**Step 3: Mutations**

Beast of Burden	2	
Burst of Speed	4	
Extra Muscles	4	
Herbivore Eyes	-2	
Thick Hide	2	
Trunk	1	

Free Points: -19  
 Total 11 + 40 = 51

### African Lion

**Step 1: Size Class**

Size	Large	Cost:
SC	7	16

**Step 2: Natural Features**

Carnivore	-2	
Mammal	0	
Quadruped	0	
	<b>BLD</b>	28
	<b>CON</b>	12
	<b>PHY</b>	12
	<b>STR</b>	22

### Step 3: Mutations

Night Vision	2
Burst of Speed	2
Claws and Teeth	2
Extra Muscles	4
Predator Senses	2
Sneaky	2
Thick Fur	1

*Free Points:* 3

Total 13 + 16 = 29

## Alligator

### Step 1: Size Class

Size	Medium Small	Cost:
SC	3	-4

### Step 2: Natural Features

Carnivore	-2
Quadruped	0
Reptile	-2
<b>BLD</b>	3
<b>CON</b>	10
<b>PHY</b>	9
<b>STR</b>	8

### Step 3: Mutations

Thick Hide	2
Burst of Speed	4
Extra Muscles	4
Jaws	2
Night Vision	2
Predator Senses	2
Sneaky	2
Teeth	1

*Free Points:* 22

Total -2 + 12 = 10

## Bald Eagle

### Step 1: Size Class

Size	Medium Small	Cost:
SC	3	-4

### Step 2: Natural Features

Avian	0
Omnivore	0
Wings (Fast)	8
<b>BLD</b>	3
<b>CON</b>	10
<b>PHY</b>	9
<b>STR</b>	8

### Step 3: Mutations

Balance	1
Beak	1

Burst of Speed	4
Eagle Eyes	2
Predator Senses	2
Quick	16
Talons	2
<i>Free Points:</i>	0
Total	36 - 4 = 32

## Bengal Tiger

### Step 1: Size Class

Size	Large	Cost:
SC	7	16

### Step 2: Natural Features

Carnivore	-2
Mammal	0
Quadruped	0
<b>BLD</b>	28
<b>CON</b>	12
<b>PHY</b>	12
<b>STR</b>	22

### Step 3: Mutations

Night Vision	2
Burst of Speed	2
Claws and Teeth	2
Extra Muscles	4
Predator Senses	2
Sneaky	2
Thick Fur	1
Eagle Eyes	2
<i>Free Points:</i>	1
Total	15 + 16 = 31

## Camel

### Step 1: Size Class

Size	Large	Cost:
SC	7	16

### Step 2: Natural Features

Grazing	0
Mammal	0
Quadruped	0
<b>BLD</b>	28
<b>CON</b>	12
<b>PHY</b>	12
<b>STR</b>	22

### Step 3: Mutations

Beast of Burden	2
Desert Survival	1
Extra Muscles	4
Herbivore Eyes	-2
Hump	-1

Odor (Stink)	-2
Thick Fur	1
<i>Free Points:</i>	13
Total	3 + 16 = 19

## Chameleon

<b>Step 1: Size Class</b>		Cost:
Size	Very Small	-12
SC	1	

### Step 2: Natural Features

Grazing	0
Quadruped	0
Reptile	-2
<b>BLD</b>	3
<b>CON</b>	10
<b>PHY</b>	9
<b>STR</b>	8

### Step 3: Mutations

Amphibious (Dry)	2
Adjustable Posture	2
Burst of Speed	4
Fast Runner	1
Natural Climbing	1
Night Vision	2
Nocturnal	-2
Odor (None)	1
Quick	16
Regeneration (Limb Regrowth)	2
Short Lifespan	-1
Sneaky	2
Ultra-Cameo	8
Unusual Eyes (Shielded Eyes)	1
<i>Free Points:</i>	6
Total	37 - 12 = 27

## Chimpanzee

<b>Step 1: Size Class</b>		Cost:
Size	Medium Small	-4
SC	3	

### Step 2: Natural Features

Omnivorous	0
Biped	0
Mammal	0
<b>BLD</b>	3
<b>CON</b>	10
<b>PHY</b>	9
<b>STR</b>	8

### Step 3: Mutations

Balance	1
Good Arms and Hands	2

Jumping	1
Sneaky	2
Soft Fur	0
Teeth	1
<i>Free Points:</i>	29
Total	7 - 4 = 3

## Crocodile

### Step 1: Size Class

Size	Huge	Cost:
SC	3	28

### Step 2: Natural Features

Carnivore	-2
Quadruped	0
Reptile	-2
<b>BLD</b>	67
<b>CON</b>	13
<b>PHY</b>	13
<b>STR</b>	29

### Step 3: Mutations

Thick Hide	2
Burst of Speed	4
Jaws	2
Night Vision	2
Predator Senses	2
Sneaky	2
Teeth	1
<i>Free Points:</i>	-11
Total	15 + 28 = 43

## Domestic Bull

### Step 1: Size Class

Size	Big	Cost:
SC	6	8

### Step 2: Natural Features

Grazing	0
Mammal	0
Quadruped	0
<b>BLD</b>	24
<b>CON</b>	12
<b>PHY</b>	12
<b>STR</b>	15

### Step 3: Mutations

Beast of Burden	2
Blubber	1
Burst of Speed	2
Extra Muscles	4
Herbivore Eyes	-2
Horns	1
Odor (Stink)	-2

Poor Vision		-2
	<i>Free Points:</i>	20
	<b>Total</b>	<b>4 + 8 = 12</b>

## Domestic Cow

### Step 1: Size Class

Size	Big	Cost:
SC	6	8

### Step 2: Natural Features

Grazing	0
Mammal	0
Quadruped	0
<b>BLD</b>	24
<b>CON</b>	12
<b>PHY</b>	12
<b>STR</b>	15

### Step 3: Mutations

Beast of Burden	2
Blubber	1
Burst of Speed	2
Extra Muscles	4
Herbivore Eyes	-2
Odor (Stink)	-2
Poor Vision	-2
	<i>Free Points:</i> 21
<b>Total</b>	<b>3 + 8 = 11</b>

## Gorilla

### Step 1: Size Class

Size	Big	Cost:
SC	6	8

### Step 2: Natural Features

Omniverous	0
Biped	0
Mammal	0
<b>BLD</b>	24
<b>CON</b>	12
<b>PHY</b>	12
<b>STR</b>	15

### Step 3: Mutations

Balance	1
Extra Muscles	4
Good Arms and Hands	2
Soft Fur	0
Teeth	1
	<i>Free Points:</i> 16
<b>Total</b>	<b>8 + 8 = 16</b>

## Kangaroo

**Step 1: Size Class**

Size	Medium	Cost:
SC	4	0

**Step 2: Natural Features**

Grazing	0
Biped	0
Mammal	0
<b>BLD</b>	7
<b>CON</b>	10
<b>PHY</b>	10
<b>STR</b>	10

**Step 3: Mutations**

Balance	1
Extra Muscles	4
Primitive Hands	1
Soft Fur	0
Teeth	1
<i>Free Points:</i>	25
Total	7 + 0 = 7

**King Cobra****Step 1: Size Class**

Size	Small	Cost:
SC	2	-8

**Step 2: Natural Features**

Carnivore	-2
Serpent	2
<b>BLD</b>	1
<b>CON</b>	10
<b>PHY</b>	8
<b>STR</b>	2

**Step 3: Mutations**

Balance	1
Blood Hound	2
Burst of Speed	4
Jaws	2
Predator Senses	2
Sneaky	2
Teeth	1
Venom (Strong)	6
<i>Free Points:</i>	20
Total	20 - 8 = 12

**King Crab****Step 1: Size Class**

Size	Small	Cost:
SC	2	-8

**Step 2: Natural Features**

Carnivore	-2
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Crustacean		4
	<b>BLD</b>	1
	<b>CON</b>	10
	<b>PHY</b>	8
	<b>STR</b>	2

**Step 3: Mutations**

Dive Capable		1
Eye Stalks		1
Fast Runner		1
Multiple Legs		1
Pincers		2
Sneaky		2
Translucent		2

*Free Points:*  
 Total 12 - 8 = 4

**Octopus**

**Step 1: Size Class**

Size	Small	Cost:
SC	2	-8

**Step 2: Natural Features**

Carnivore		-2
Cephalopod		4

<b>BLD</b>	1
<b>CON</b>	10
<b>PHY</b>	8
<b>STR</b>	2

**Step 3: Mutations**

Adjustable Posture		1
Dive Capable (Deep)		3
Fast Runner		1
Multiple Legs		1
Night Vision		2
Primitive Hands (Suckers)		1
Regeneration (Limb Regrowth)		2
Sneaky		2
Translucent		2
Ultra-Cameo		8
Unusual Eyes (Shielded Eyes)		1

*Free Points:* 14  
 Total 26 - 8 = 18

**Owl**

**Step 1: Size Class**

Size	Medium Small	Cost:
SC	3	-4

**Step 2: Natural Features**

Avian		0
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Omnivore		0
Wings (Standard)		6
	<b>BLD</b>	3
	<b>CON</b>	10
	<b>PHY</b>	9
	<b>STR</b>	8

**Step 3: Mutations**

Balance		1
Beak		1
Burst of Speed		4
Eagle Eyes		2
Predator Senses		2
Talons		2
	<i>Free Points:</i>	18

Total 18 - 4 = 14

**Penguin**

**Step 1: Size Class**

Size	Medium Small	Cost:
SC	3	-4

**Step 2: Natural Features**

Avian		0
Carnivore		-2
	<b>BLD</b>	3
	<b>CON</b>	10
	<b>PHY</b>	9
	<b>STR</b>	8

**Step 3: Mutations**

Balance		1
Amphibious (Dry)		2
Beak		1
Eagle Eyes		2
Predator Senses		2
	<i>Free Points:</i>	30

Total 6 - 4 = 2

**Polar Bear**

**Step 1: Size Class**

Size	Huge	Cost:
SC	7	28

**Step 2: Natural Features**

Omnivore		0
Mammal		0
Quadruped		0
	<b>BLD</b>	67
	<b>CON</b>	13
	<b>PHY</b>	13
	<b>STR</b>	29

**Step 3: Mutations**

Burst of Speed		2
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Claws and Teeth	2
Eagle Eyes	2
Extra Muscles	4
Predator Senses	2
Thick Fur	1
<i>Free Points:</i>	<b>-11</b>
Total	13 + 28 = 41

### Red Ant

#### Step 1: Size Class Cost:

Size	Very Small	-12
SC	1	

#### Step 2: Natural Features

Omnivore	0
Insect	4
<b>BLD</b>	1
<b>CON</b>	10
<b>PHY</b>	7
<b>STR</b>	1

#### Step 3: Mutations

Exo-Skeleton	3
Burst of Speed	2
Eagle Eyes	2
Extra Muscles	4
Mandibles	0
Predator Senses	2
<i>Free Points:</i>	27
Total	17 - 12 = 5

### Red Fox

#### Step 1: Size Class Cost:

Size	Medium Small	-4
SC	7	

#### Step 2: Natural Features

Carnivore	-2
Mammal	0
Quadruped	0
<b>BLD</b>	3
<b>CON</b>	10
<b>PHY</b>	9
<b>STR</b>	8

#### Step 3: Mutations

Night Vision	2
Burst of Speed	2
Eagle Eyes	2
Predator Senses	2
Sneaky	2
Teeth	1
<i>Free Points:</i>	27
Total	9 - 4 = 5

## Snapping Turtle

### Step 1: Size Class

Size	Huge	Cost:
SC	3	28

### Step 2: Natural Features

Omnivore	0
Quadruped	0
Reptile	-2
<b>BLD</b>	67
<b>CON</b>	13
<b>PHY</b>	13
<b>STR</b>	29

### Step 3: Mutations

Thick Hide	2
Extra Muscles	4
Jaws	2
Predator Senses	2
Sneaky	2
Teeth	1

*Free Points:* -7  
Total 11 + 28 = 39

## Viking War Horse

### Step 1: Size Class

Size	Large	Cost:
SC	7	16

### Step 2: Natural Features

Grazing	0
Mammal	0
Quadruped	0
<b>BLD</b>	28
<b>CON</b>	12
<b>PHY</b>	12
<b>STR</b>	22

### Step 3: Mutations

Beast of Burden	2
Extra Muscles	4
Herbivore Eyes	-2
Thick Fur	1

*Free Points:* 11  
Total 5 + 16 = 21

## Black Widow Spider

### Step 1: Size Class

Size	Very Small	Cost:
SC	1	-12

### Step 2: Natural Features

Carnivore	-2
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Insect		4
	<b>BLD</b>	1
	<b>CON</b>	10
	<b>PHY</b>	7
	<b>STR</b>	1

**Step 3: Mutations**

Exo-Skeleton		3
Burst of Speed		2
Eagle Eyes		2
Extra Muscles		4
Predator Senses		2
Spin Web		8

*Free Points:* 21

Total 23 - 12 = 11