

WISDOM FROM THE WASTELANDS

Issue #40:
New Races 2



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Over time, mutations can become consistent, creating unique species and new creatures — for example, birds evolving from dinosaurs. But *Mutant Future* races need not be consistent, or even physical creatures. Two years ago, *Wisdom from the Wastelands Issue #4* introduced a number of new racial possibilities for player characters. We continue that project here, with several more races and new mutations for your gaming pleasure.

AVIANS

The Ancients were obsessed with their bodies, modifying them into new and ever stranger forms as a means of self-expression. This went far beyond hair styles or surgery, reaching down into their very genes. Manipulation eventually produced another “race,” the Avians, which stabilized and bred true long after the final wars were over.

Appearance: This race is actually two human sub-groups, cosmetically altered to give them wings (and other features). These changes make Avians subject to AI recognition (see *WfiW* issue #4).

Members of the first group appear to be normal humans, but have wings sprouting from their backs. These appendages can be anything imaginable: feathered bird wings; leathery, like bats or dragons; or translucent, like insects. It all depended on the whim of the Avian’s Ancient ancestor.

The second group is an offshoot of the ‘*Exotic*’ race (see *WfiW* issue #4). Although considered pure human, their appearance is limited only by the imaginations of player and Mutant Lord. Some look like humanoid hawks or eagles, some are insect-like, and a few echo the chimera of legend — having the physique of a humanoid hunting cat, with a bird’s head and wings.

Of the various forms in this sub-group, angels and demons are the most common. The former are typically very attractive, with pale skin and oddly tinted eyes that often tend toward extreme colors (emerald green, ruby red, pure gold, sapphire, etc.). Demons can be beautiful or horrific,



with leathery wings, deep red or other darker skin, tails, and horns.

Hit dice: 1d6 per point of CON, with a maximum CON score of 18.

Mutations: All have *complete wing development* and *skeletal structure change (hollow bones)* (see below for both). At the ML’s discretion, characters from the *Exotic* sub-group can have up to two physical mutations that are primarily cosmetic. The two most common choices are *bizarre appearance* (with feathers) and *natural weapons* (no toxic versions). As usual, the ML has final say. Mental mutations are not allowed.

Movement: Avians have two movement types: ground-based and flight. Flight speed is determined by the character’s **Wing Type** (see the table below).

Statistic modifiers: Avians are less hearty than other humans, but more agile. They have a –2 CON penalty and a +2 DEX bonus. Despite looking like mutants, Avians are pure humans and do not mutate from radiation exposure.

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This publication is dedicated to providing useful information, game content, and ideas to players of modern, science fiction, and post-apocalyptic table-top and role-playing games in general and to fans of Goblinoid Games’ *Mutant Future* RPG in particular. The material contained herein are compatible with it and any others that use the “Basic” system introduced in the most popular role-playing games of the early 1970s and are easily adaptable to many other games (especially successor systems, to include those covered by the Open Game License).

DAMAGED

Mutation is a fickle mistress. It provides beneficial, powerful abilities to some, while others suffer crippling genomic insults. Many become hideous monsters, not only in body, but mentally as well.

The Damaged are a collection of *Mutant Humans* so physically twisted and revolting, they are often exiled from their communities. This treatment leaves them bitter and angry, and they frequently react violently when encountered.

Appearance: Most Damaged could be considered *Human* only in the broadest sense. Their physical deformities are extensive and clearly mark them as mutants. No two are alike, not even fraternal twins. Many are conjoined twins, or even triplets. A character's final appearance is left up to the ML and the player.

Hit dice: 1d6 per point of CON, with a maximum CON score of 21.

Mutations: All Damaged have two forms of *bizarre appearance*, and 1d3+2 other drawbacks mixed between physical and mental (50% chance of either). This might seem overly debilitating, but during creation a Damaged character also gains 1d4 physical and 1d4 mental mutations that are all beneficial. The player chooses half (round up) and the rest are rolled randomly.

Statistic Modifiers: Due to their hideous appearance, Damaged characters have a -6 CHA penalty.

Bonuses/Drawbacks: Most creatures view the Damaged



with loathing and disgust, outcasts of communities that could not bear to see or deal with them. As a result, the Damaged suffer a +3 to all reaction rolls.

LAGRANGERS

Before the final wars, humans spread across the entire solar system. There were colonies on the Moon and Mars; orbital mining or processing facilities around planets, moons, and asteroids; and even outposts and research facilities as distant as Pluto.

Most installations were destroyed during the wars, but a few survived with their populations intact. These remaining "spacers" are called Lagrangers, after the 'stationary orbit' points in space near or between larger bodies, e.g., Earth and the Moon.

Because of their rarity, players creating Lagranger characters must each come up with a plausible backstory explaining how their "spacer" came to Earth. This might be a starship crash, teleportation 'gateways' from their home colonies to Earth, or something else the player imagines.

Appearance: Lagrangers usually look human, though some possess obvious mutations. There are several different body types, with the most common typically 6"-12" shorter and 25% heavier than normal humans. Despite being raised off-world, spacers tend to have swarthy or dark complexions. Their hair is either very short (under 1/2" long) or absent, even on females. Lagrangers also have feet like the great apes, with long, multi-jointed digits and opposable 'big toes'.

Hit Dice: 1d6 per point of CON, with a maximum CON score of 21.

Mutations: To survive the harsh, often lethal life in space, Lagrangers were genetically altered. All have *aberrant form (new body parts: prehensile feet)*, *increased balance*, and *unique sense (detect radiation)*. Some Lagrangers possess additional mutations; roll 1d4-2 for both physical and mental mutations during character generation.

Statistic Modifiers: Because of their modifications, many Lagrangers are physically stronger, hardier, and more dexterous than Earthborn humans, gaining +2 to STR, CON, and DEX. At the same time, they tend to be less mentally and socially adept, suffering -2 to WIL, INT, and CHA. No statistic may rise above 21.

Bonuses/Drawbacks: Early in space exploration, humans discovered radiation was not only lethal, but exposure could cause sterility and deform fetuses physically and mentally. To lessen these effects, Lagrangers were given extra resistance as part of their genetic design. They get a +2 bonus to all radiation saves, reduce radiation damage by one point per die, and must fail 10 radiation saves before mutating (instead of the usual five).

If your game uses the optional radiation rules from *WftW* issue #38, Lagrangers must be exposed to 100 total classes before mutating. If, instead, you use the **Radiation Poisoning Table's** chance of mutation, the percentage is cut in half (rounding down). For example, a Lagranger with Advanced stage radiation poisoning has a 7% chance of mutating (instead of 15%). They never mutate while in the Mild stage.

SHIFTERS

As long as humans created stories, they told of those who could take animal form. These were not myths and legends, but truth. Even before humanity discovered other intelligent life in the cosmos, shape-changers, were-creatures, and other ‘monsters’ lived among us. They were bio-engineered servants of various alien races that visited Earth over the years.

Unlike their mythic counterparts, these beings are not quite horrific killing machines, and in the wastelands, shifters are a fact of life. Some scholars believe those with any sort of shape-changing mutation descend from these bio-engineered humans.

There are two different types of Shifters, and why they were created remains a mystery. Some suspect the first kind might have been a whim of the alien engineers; others think these shifters were scouts or, quite literally, dogs of war. They are the most common and called *Were*, those who take animal form. The second branch are called *Dopplers*, those who change their appearance to look like another person. Dopplers are more enigmatic and harder to identify, possibly created as spies and assassins.

Appearance: Both types normally look like *Pure Humans*, with no outward evidence to suggest otherwise. When Weres change, they assume an animal shape the same size and proportions as their human form, without gaining or losing any mass.

Dopplers alter their appearance at will. They can look like either sex; change the color of their skin, eyes, and hair; modify the length and consistency of head and body hair; and even slightly adjust their height. Like the Were, mass is conserved and redistributed across the body when the Doppler changes.

Hit Dice: 1d6 per point of CON, with a maximum CON score of 21.

Mutations: Shifters possess only one mutations each: Dopplers have *alter appearance* (see below), while Weres have either *metamorph* or *shapeshift* (see below for the latter). The Were mutation depends on how a ML views the character’s ability to change. If the Were can assume multiple forms or gradations from beast to human (for example, a great wolf, an anthropomorphic wolf-woman, and a golden-eyed woman with fur), then a restricted *shapeshift* is the more appropriate mutation; however, if the character can only assume one other form (the great wolf), then use *metamorph*. During creation, a Were player must choose the one type of animal her character changes into.

Statistic Modifiers: Neither type modifies their statistics.

Bonuses/drawbacks: Despite being nearly as mutation resistant as *Pure Humans*, Shifters can still mutate with enough exposure — but this is rare. Scholars speculate the aliens built in safeguards to prevent mutation, but these became less effective with millennia of genetic drift. All Shifters gain a +4 to radiation saves, and require 15 failed saves before mutating.

If your game uses the optional radiation rules from *WfiW*



issue #38, Shifters must be exposed to 150 total classes before mutating. If, instead, you use the **Radiation Poisoning Table’s** chance of mutation, the percentage is cut by two-thirds (rounding down). For example, a Shifter with Advanced stage radiation poisoning has a 5% chance of mutating (instead of 15%). They never mutate while in the Mild stage.

UPLOADED INTELLIGENCE

Many Ancients wanted immortality; some believed their only chance was to record their minds into computer data systems. They live on as new life forms known as Uploaded Intelligence, or UI. Though similar to Artificial Intelligence, UIs were actually an offshoot of memory recording technology developed to preserve the memories and personality of those in high-risk occupations, such as spacers and soldiers.

UIs are able to upload themselves into robotic bodies and other computer systems they can access. This allows them the flexibility required to survive the final wars and thrive to this day: while a UI can access a computer or robotic body, it cannot die. UIs commonly leave copies of their minds and personalities in secure computer systems while using a physical body to interact with the world. Even if the body is destroyed, the UI only loses those memories generated since it last “updated” itself.

Appearance: In pure form, UIs are merely lines of programming code; viewed on a computer system, they appear to be massive programs. While working in the physical world, UIs typically inhabit android or synthetic bodies.

However, they can take over any robotic unit they wish, dominating and then subduing the programming that normally controls the unit. To keep things simple, the ML should have the UI player choose a specific android, synthetic, or robot body (see Robots in the *Mutant Future* core rulebook).

Hit Dice: None. The hit dice depend upon body the UI possesses: android, synthetic, or robotic unit.

Mutations: None. If the ML allows, the android or synthetic body may possess up to 3 physical mutations. A robotic body may have equipment or weapons the UI can use at will.

Statistic Modifiers: UIs only have inherent INT and WIL statistics; all others depend on the body inhabited. However, UIs gain a +6 to INT, representing many years' accumulated knowledge.

Bonuses/drawbacks: Because of their nature, UIs are very familiar with technology, gaining a 30% bonus when trying to figure out an artifact. This bonus also applies to repairing artifacts; the UIs must have near absolute knowledge of the android, synthetic, and robotic bodies they possess to keep the constructs up and running. UIs are also immune to mental mutations, with two exceptions: those mutations that cause actual physical damage (not just mental harm) or specifically affect robotic units.

Unfortunately, despite their best efforts to remedy the weakness, UIs are extremely sensitive to electromagnetic pulses (EMP). When hit with an EMP, UIs suffer +1 damage per die and -2 to all saves; any effects that come with the attack (e.g., stun) last 50% longer.

NEW MUTATIONS

Alter Appearance (Physical)

The mutant may alter all aspects of his physical appearance, including sex. He can change the color of his skin, eyes, and hair; modify the length and consistency of hair anywhere on his body; and even adjust his height up to 10% by redistributing his body mass. The character can also hide any physical mutations he possesses. Unfortunately, while hidden, these mutations cannot be used.

Using this mutation requires some time and concentration. Each change takes 1d3 rounds, and only one can be done at a time. For example, if the mutant wishes to change its sex characteristics, decrease its height, and darken its skin color, this requires 3d3 rounds to complete. Changes last as long as the mutant wants, and it can resume its natural appearance at any time, which require only 1d3 rounds.

Complete Wing Development (Physical)

The mutant has wings. Roll 1d12 on the table below to determine the kind:

Mutants with Full or Bone wings, or Elytra can use them to make one physical attack per round, causing 1d6 damage. Some wing types have tiny hands or barbs located on the top joint. With the ML's permission, the hands can be used as manipulator limbs; or, they could both be used in combat, where they do 1d4 damage as either a bash or barb.

Wing Type Table

Roll	Type	Effect
1-4	Full Wings	The mutant has a fully developed set of wings, which could be fleshy membranes, feathery, bat-like, scaly, or insect-like. She has a flying movement of 120' (40'), and may carry up to 25% of her body weight. Creatures over 150 pounds cannot use these wings for flight, but may make assisted leaps up to 120', with a maximum height of 80'.
5-6	Gliding Wings	Although they lack the utility of Full wings, Gliding wings allow a mutant to travel long distances by drifting on air currents (speed depends on wind conditions). He can fly 500 miles without rest, but must sleep after landing. The mutant must have at least 1,000' feet of clear ground or 50' of elevation to build the necessary take-off speed. Landing requires a large open space.
7-8	Dragonfly Wings	The mutant's two pairs of wings double her flight speed to 240' (80'). However, they are very fragile: any hit from behind or while flying has a 50% chance of tearing the wings, and making them useless for one week. But they do heal, unlike insect wings.
9	Elytra	These wings have a protective case, which could be anything from bone or chitin to leathery skin flaps. When the mutant initiates flight, his Elytra open to reveal the more delicate wings beneath. Treat as Dragonfly wings, but without the chance of being damaged in ground combat. If the mutant is flying, there is still a 50% chance the wings are damaged and made useless by a ranged attack. These wings often buzz loudly, which can be heard for quite a distance.
10	Bone Wings	These wings are extensions of the mutant's skeleton, making them heavier and tougher than most wings. A strong interlacing web of fine bones connects the support structure, allowing the mutant to fly. Due to her rugged wings, the mutant gets a 2-point AC bonus when attacked from behind. But the weight reduces flight speed to only 90' (30').
11	ML Choice	The ML chooses the type of wings.
12	Player Choice	The player chooses the type of wings.

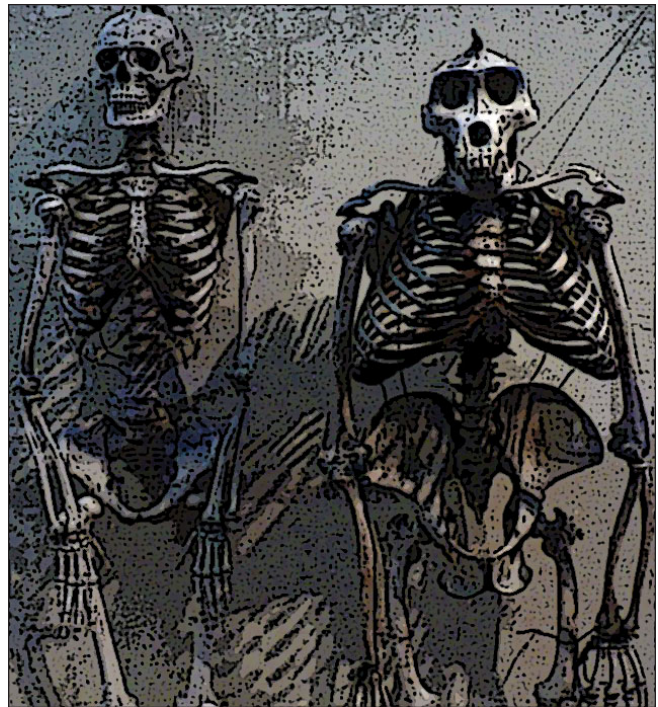
Shapeshift (Physical)

A mutant with this ability can change his physical appearance to that of ANY creature he sees. Unlike *metamorph*, the character can gain the creature's clearly visible physical mutations and other obvious abilities. These include natural attacks, flight, swimming, AC, etc., but no mental abilities, hidden physical mutations, or statistics. Unlike *alter appearance*, the character changes his whole form at one time.

When the mutant changes, he retains his general size and mass. For example, if a human-sized, 180 pound mutant wants to become a wasp, he becomes a human-sized, 180 pound flying insect. But, the mutant would also get wings, a stinger, biting weapons, possibly claws/leg spines, and minor body armor from the chitin exoskeleton. Despite the conservation of mass, the mutant should consider disrobing before any change, so he doesn't ruin his clothes, and/or hurt himself.

Skeletal Structure Modification (Physical)

The mutant's skeletal structure has been significantly altered. Roll 1d10 on the table below for the change and its effect:



Skeletal Structure Modification Table

Roll	Change	Effect
1	Bone Density	The mutant's bones are thicker and stronger than normal. She takes half damage (round down) from falls, kinetic attacks, and bludgeoning.
2	Metal Lace	The mutant's bones have metal veins running through them. He takes half damage (round down) from physical attacks.
3	Cartilage	The mutant's skeleton is made of cartilage. She can squeeze and flex her bones to fit through holes no larger than her head, and easily escapes bonds like ropes and handcuffs. Lastly, she takes 25% less damage from kinetic and bludgeoning attacks.
4	Spikes	The mutant has bone spikes jutting from his body. They cause him no discomfort, but can be used as weapons. Treat the spikes as <i>spiny growth</i> for determining the damage they inflict. Any creature successfully grappling the mutant automatically takes damage. The mutant also suffers a +1 to AI recognition.
5	Bone Sheathing	The mutant's highly advanced skeleton encases her vital organs in a thin but strong sheath of overlapping bone plates. She takes half damage from piercing attacks.
6	Crystal Bones and Spurs	The mutant has strong but brittle bones, and bone spurs erupt from various places on his body. Treat the spurs as spikes doing 1d6 points of damage. Unfortunately, blunt weapons and sonic attacks inflict double damage to the mutant, and he suffers a +1 penalty to AI recognition.
7	Increased Joint Flexibility	The mutant's bones and ligaments are exceptionally elastic. She can twist her body and turn her limbs, hands (or paws), and fingers in ways normal people would find excruciating. This gives her a +1 to hit in normal combat, and a +2 to grapple checks (if using the optional rules). With ML permission, she can fit into areas smaller than a creature of her size usually could, reach through holes, and similar feats of flexibility.
8	Hollow Bones	The mutant's lighter bones allow a 50% increase to any movement type, but he takes double damage from both kinetic and impact attacks.
9	ML Choice	The ML chooses the modification.
10	Player Choice	The player chooses the modification.

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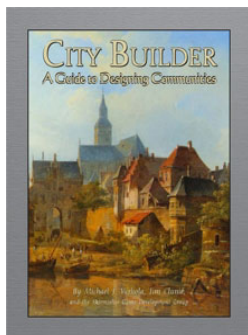
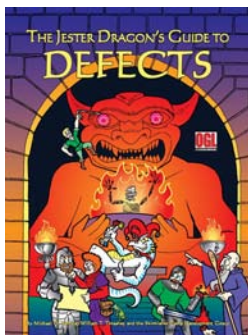
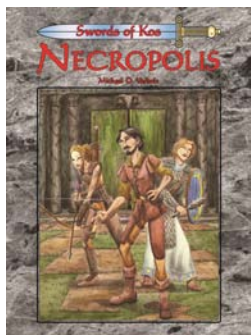
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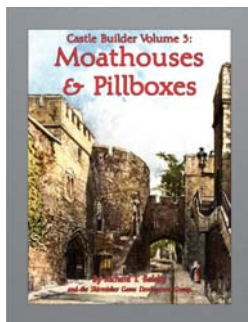
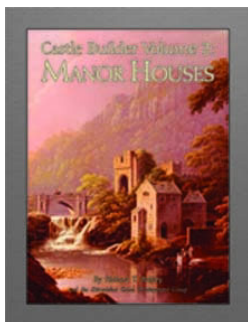
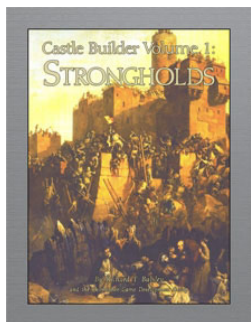
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