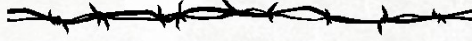


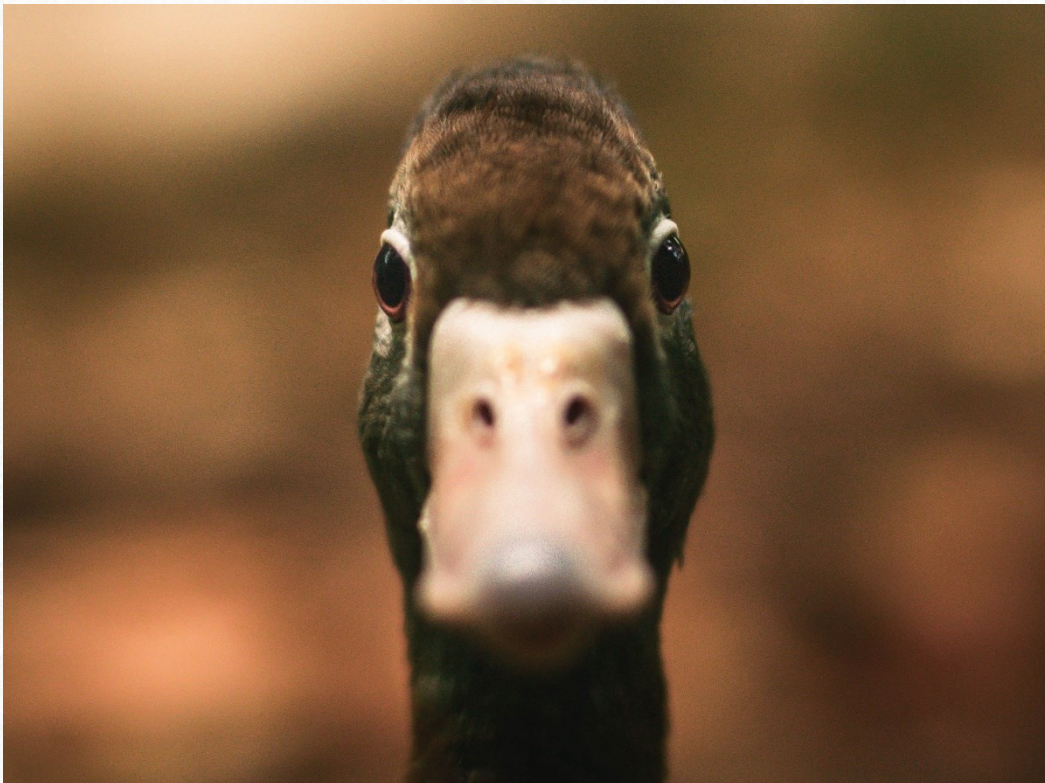
# MUTANT



## ANIMAL EXPANSION 1

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### ADDITIONAL ANIMAL MUTANTS



Following the release of *Mutant Year Zero: Road to Eden*, there have been many requests for pig and duck animal types to be added to Genlab Alpha. Rather than just add in Swine and Waterfowl, I've also taken the liberty of adding the Caprine & Bovine animal types, because goats are something of a nerd spirit animal, and I felt a Minotaur-like animal mutant was missing.

by MATT KAY



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ANIMAL TYPE	COMMON SPECIES	ATTRIBUTE	ANIMAL POWERS
Swine	Pig, boar, warthog	Strength	Forager, Huge, Leathery, Predator (Tusks), Sensitive Nose
Waterfowl	Duck, swan, goose	Instinct	Diver, Flight Response, Flutter, Sixth Sense, Warning Call
Caprine	Goat, ibex, chamois	Agility	Climber, Fleet Footed, Flight Response, Furry, Herbivore, Horns
Bovine	Cow, yak, bison	Strength	Herbivore, Horns, Huge, Leathery, Warning Call

## LAB NAMES

**Swine** are named after famous action hero actors. Examples: Sylvester 54, Chuck 43, Arnold 12, Dolph 32, Bruce 61.

**Waterfowl** are named after famous ancient Scandinavians, like Vikings, kings, and characters from the Sagas. Examples: Ragnar 66, Harald 31, Njál 11, Sigurd 52, Egil 24.

**Caprine** are named after video game designers. Examples: Gilbert 33, Kojima 26, Notch 13, Carmack 56, Fargo 64.

**Bovine** are named after famous Indians. Examples: Gandhi 43, Ambedkar 15, Patel 35, Tendulkar 62, Nehru 21.

## NEW ANIMAL POWERS

### Diver

You are well suited to swimming below the surface of the water. This power has two effects. You can hold your breath longer - two minutes per FP you spend. You can also spend FP instead of rolling dice when using Sneak underwater - every FP you spend counts as one success.

**Design note:** this is a nerfed reskin of Amphibian.Pit

### Flutter (E)

You have feathery wings protruding from your back, which allow you limited flight. By spending an FP, you can fly up to 50 feet, but then you must land. You can also, at the cost of 1 FP, fly forward to an enemy at Short distance and Fight in the same turn. The flight replaces your maneuver (page 70) for that turn.

**Design note:** this is a simple reskin of Jumper.

### Forager

You can live off pretty much any animal or vegetable matter, even those that are inedible to humans. By spending an FP you can eliminate the need to eat and drink for a day.

**Design note:** this is a simple reskin of Herbivore.

### Horns

You sport a sturdy pair of horns on your head. You can use these for attacking and defending in close combat, as long as you don't use any handheld weapon. For each FP you spend before you roll for Fight (whether attacking or defending) you get a +2 modification from your horns. Roll for feral effects after the attack is completed.

**Design note:** this is a simple reskin of Antlers.

### Leathery (R)

You have a thick, leathery hide which protects you against damage. You can activate this power when you suffer damage from an external attack (not while pushing your own rolls). The damage is then reduced by one. You cannot spend more than one FP to reduce damage.

**Design note:** this is a simple reskin of Natural Armour.

### Sensitive Nose

Your sense of smell is extremely well developed. You can sniff out grub in the Valley or out in the Zone. Costs 1 FP and gives you D6 rations of Rot-contaminated grub.

**Design note:** this is a partial reskin of the Tracker mutation.