

# Microlite20 Mutations

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## ***Contributed by Darth Cestual***

These mutations and rules are based on Omega World by Jonathan Tweet as presented in Dungeon #94/Polyhedron #153, with a few additions and modifications for M20 flavor and personal choices.

To determine a mutant's mutations, roll d% on the Random Defect List. Each mutation has a value. A mutant's total number of defects should not exceed their total in Stat Bonuses. For example, Waukeegan has Stat Bonuses Str +1, Dex +3, and Mind +0, therefore he cannot exceed 4 Mutation Defects. Once defects are selected, add up their total value and move on to the Random Mutation List, and roll d%. Players have the option of "flipping" the d% result, say if a 7 and a 5 are rolled, the player may choose between 57 and 75 in selecting their mutation. Each beneficial mutation has a cost. Players roll for beneficial mutations until they meet but not exceed the value accrued by their Random Defects. In general, mutations stack, so you can have fur (+2 natural armor) over your exoskeleton (+5 natural armor) for +7 natural armor, lucky mutant. But the GM can disallow abusive stacking. For example, if Acidic Bite was rolled twice, the acid damage could be doubled, but the bite damage would only increase "one step" from 1d6 to 2d4. Due to M20s streamlined design, some mutations will be mechanically similar, therefore it's up to the player to really role-play his defects and abilities and make them unique. GMs should remember to award players properly for their efforts.

Some mutations are free to use or always in effect while others must be activated to use. In keeping with Microlite20, "activated" (A) mutations drain Hit Points equal to their point cost, to emulate the drain using such power has on an individual. Mutations with duration effects last until the end of the scene, 10 minutes per level, or unless otherwise stated.

## **Random Mutation Defects**

d% - Defect - Summary - Value

1-4 ; Distinctive Odor ; Smells horrible -2 Sub ; 1

5-6 ; Tongue Tied ; -4 Com ; 1

7-10 ; Wheezy ; Poor respiratory, becomes fatigued after 5 rounds of combat ; 2

11-14 ; Slow ; -5ft speed (-4 Phys involving movement) ; 2

15-16 ; Numbskull ; -4 Know ; 2

17-18 ; Dimwit ; -2 Mind ; 2

19 ; Sensitivity to Acid ; 2x damage from acid ; 2

20 ; Sensitivity to Cold ; 2x damage from cold ; 2

21 ; Sensitivity to Electricity ; 2x damage from electricity ; 2

22 ; Sensitivity to Fire ; 2x damage from fire ; 2

23 ; Sensitivity to Poison ; 2x damage from poison ; 2

24 ; Sensitivity to Radiation ; 2x damage from radiation ; 2  
 25 ; Sensitivity to Sonics ; 2x damage from sonics ; 2  
 26-29 ; Voracious ; Requires double rations ; 3  
 30-33 ; Stiff Motion ; Can't enter combat in the 1st round ; 3  
 34-35 ; Terrible Fortitude ; -10 on Fort saves (Str+Phys) ; 3  
 36-37 ; Terrible Reflexes ; -10 on Reflex saves (Str+Dex) ; 3  
 38-39 ; Terrible Willpower ; -10 on Will saves (Mind+level) ; 3  
 40-43 ; Club Footed ; -8 Phys involving movement ; 4  
 44-46 ; Poor Dual Brain ; 10% chance per melee round you lose your turn ; 4  
 47-49 ; Frenzy ; 10% chance per melee of going berserk and attacking a random friend or foe ; 6  
 50-53 ; Fits ; 10% chance per melee round to fall down flopping ; 7  
 54-57 ; Smaller ; Cannot apply Str stat to hit points ; 7  
 58-59 ; Weakling ; -4 to Str ; 7  
 60-63 ; Obsessive Compulsive ; 50% chance of having to do some kind of ritualized routine before taking an action in combat or a skill check ; 8  
 64-66 ; Weapon Incompetent ; May only use natural weapons ; 8  
 67-68 ; Reduced Dexterity ; -4 Dex ; 8  
 69-72 ; Yellow Streak ; 50% chance to run away from danger ; 9  
 73-75 ; Bleeder ; -1 HP per round per wound until stopped ; 9  
 76-79 ; Crude Hands ; -4 Dex with manipulation actions ; 10  
 80-83 ; Fragile ; 2x damage from melee (not energy) ; 10  
 84-86 ; Poor Vision ; Can pinpoint targets out to 10meters ; 12  
 87-88 ; Glass Jaw ; 50% chance of being knocked out in melee ; 15  
 89-90 ; No Arms ; Good afternoon Mr. Stumpy ; 20  
 91-92 ; No Legs ; I save a fortune on shoes ; 20  
 93-96 ; Eat it ; Roll again, take defect without adding its value ; ?  
 97-00 ; OMGWTF ; Roll twice, taking defects without adding their value ; --

## Random Mutations

d% ; Mutation ; Summary ; Cost

1 ; Amazing Fortitude ; +10 on Fort saves (Phys+Str) ; ; 1  
 2 ; Amazing Reflexes ; +10 on Reflex saves (Phys+Dex) ; 1  
 3 ; Amazing Will ; +10 on Will saves (Mind bonus+level) ; 1  
 4 ; Blindsense ; Pinpoint(not ?see?)targets within 10meters ; 1  
 5 ; Chameleon Skin ; +20 Sub when wearing nothing ; 1  
 6 ; Climbing Hooks ; 10 ft climb speed ; 1  
 7 ; Double Healing ; 2x effects from heals & recovery ; 1  
 8 ; Fleet Feet ; +2 Dex to movement ; 1  
 9 ; Immunity: Poison ; No effects from poisons ; 1  
 10 ; Immunity: Psychic ; No effects from psychic attacks/aid ; 1  
 11 ; Keen Ears ; +20 Listen (sub+Mind) ; 1  
 12 ; Keen Eyes ; +20 Spot (sub+Mind) ; 1  
 13 ; Keen Nose ; Can track by scent ; 1  
 14 ; Low Light Vision ; Can see in all but total darkness 30meters ; 1

15 ; Padded Feet ; +10 Sub when sneaking ; 1  
16 ; Resist Radiation ; +10 Fort (Str+Phys) vs Radiation ; 1  
17 ; Aquatic ; Gills and webbed fingers/toes ; 1  
18 ; Tail ; +4 Dex vs Balance, Jump, Swim ; 1  
19 ; Tentacles ; 1d6 3 meter tentacles +1 Phys ; 1  
20 ; Tremorsense ; Sense target through vibrations 10 meters ; 1  
21 ; Uncanny Dodge ; 2x Dex bonus to AC ; 1  
22 ; Blindsight ; Pinpoint (not ?see?) targets 10m per level ; 2  
23-24 ; Claws ; 1d6 damage ; 2  
25 ; Darkvision ; See in total darkness 20meters ; 2  
26 ; Dual Brain ; +2 Mind, 2 Will saves ; 2  
27 ; Empathy ; +2 Com ; 2  
28-29 ; Fur ; +2 natural armor, +5 vs cold ; 2  
30-31 ; Horns ; 2d4 damage, 2x on a charge ; 2  
32 ; Leech Damage ; Touch. absorb & take 1d6 damage from target ; 2  
33 ; Stench (A) ; Adjacent creatures suffer -2 on all rolls ; 2  
34 ; Quills ; 1d6 damage ; 2  
35 ; Spring Legs (A) ; +30 Jump, 10 meters per level range ; 2  
36 ; Tougher ; +2 hp per level ; 2  
37 ; Toxic Snot (A) ; See addendum, roll for type, 2d4 damage ; 2  
38 ; Acidic Bite (A-acid) ; 1d6 bite + 1d6 acid ; 2  
39 ; Carapace ; +6 natural armor, -2 Dex ; 3  
40 ; Tank ; Double hit points ; 3  
41 ; Haste (A) ; 2 actions per turn ; 3  
42 ; Silver Tongue (A) ; +5 Com ; 3  
43 ; Brainiac ; +3 Mind ; 3  
44-45 ; Pinchers ; 1d6 damage ; 3  
46-47 ; Regeneration ; Heal 1 hit point per round ; 3  
48-49 ; Scales ; +3 natural armor ; 3  
50 ; Shaper (A) ; Shape change 10 mins/level ; 3  
51 ; Psionic: Telepathy (A); As per GW Psionics rules ; 3  
52 ; Force Field (A) ; Absorbs 10 points of damage/level ; 3  
53 ; Brain Trust ; +5 Mind ; 4  
54-55 ; Light Warp (A) ; +20 Sub ; 4  
56-57 ; Lightning Touch (A) ; 1d6+2 damage/level ; 4  
58 ; Psionic: Psychic Shield (A); As per GW Psionics rules ; 4  
59-60 ; Psychic Healing (A) ; Heal 1d6 damage/level to target ; 4  
61-62 ; Rage (A) ; +4 Str, -2 AC ; 4  
63 ; Teleport (A) ; 10 meters/level ; 5  
64 ; Extra Arm ; 1 extra one handed attack or shield ; 5  
65 ; Levitate Self (A) ; Self +100lbs per Mind bonus ; 5  
66-67 ; Poison Bite (A-poison);1d6 damage + poison -see M20 GM guide ; 5  
68-69 ; Psionic: Telekinesis (A) ; As per GW Psionics rules ; 5  
70 ; Psionic: Precognition (A) ; As per GW Psionics rules ; 5  
71 ; Wings (A) ; Fly for 10mins/level ; 5

72-73 ; Brain Bite (A) ; Psychic attack vs Will, 2d4 damage, close range ; 6  
74-75 ; Mental Mirror ; Psychic effects reflected back, even beneficial ones ; 6  
76 ; Displacement (A); 50% chance of being missed in combat ; 6  
77 ; Exoskeleton ; +5 natural armor ; 6  
78 ; Overmind ; +10 Mind ; 6  
79 ; Heightened Dexterity ; +10 Dex ; 6  
80 ; Beefcake ; +10 Str ; 6  
81 ; Life Leech (A) ; Deals 1d6 damage/level to anyone within 10 meters ; 6  
82-83 ; Bigger ; +1 size category, +2 Str ; 7  
84-85 ; Palooka ; Hardened bones, fists and feet do 1d8 damage/level ; 7  
86 ; Leech Strength (A) ; Touch attack, drain 1d4 Str and add to your own ; 7  
87 ; Extra Arms ; 1 extra 2 handed attack or 1 handed + shield ; 8  
88 ; Light Slip (A) ; Invisible 1 round per level or until attack ; 8  
89-90 ; Energy Blast (A) ; 20 meter range, select type, 1d12/level ; 8  
91 ; Immunity: Acid ; No damage from acid effects, not including gear ; 8  
92 ; Immunity: Fire ; No damage from fire effects, not including gear ; 8  
93 ; Immunity: Radiation; No damage from radiation, cannot mutate further ; 8  
94 ; Immunity: Electricity; No damage from electricity, not including gear ; 8  
95 ; Immunity: Cold ; No damage from cold effects, not including gear ; 8  
96-98 ; Roll Again ; Free mutation, no cost from Defect points ; ?  
99-00 ; Roll Again ; Mutation effects are doubled (if possible, GMs call) ; ?

## Addendum

Toxic Shot Types- 2d4 damage, mutant is immune to the effects of its own shot only, takes normal damage from outside sources.

Acid

Disease: see M20 GM Guide for types

Napalm: ignites next round, burns for 1d4 rounds

Poison: see M20 GM Guide for types

Mutagenic: Target temporarily gains 1 Random Defect for 1d4 days

Energy Blast Types- 1d12 damage/level , mutant is immune to the effects of its own energy, takes 1/2 damage (rounded up) from outside sources

Cold

Electricity

Fire

Radiation

Sonic

[Classes](#)

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