

## MUTATION TABLE

01 - 03	Skin Becomes Translucent (-1 to all activity in Sunlight)	54 - 55	Increased Physical Stat: +1 to STR, CON or BOD (Player's Choice)
04 - 06	Grow an Extra Finger	56 - 57	Eyes Change Color
07 - 09	Biological Adaptation: +5 to all Rad Resistance.	58	Decreased Combat Stat: -1 to REF or DEX (Player's Choice)
10	Flesh Becomes Sticky to the Touch	59 - 60	Hair grows at twice normal rate
11 -14	Dermal Armor: 2SD/2KD	61 - 69	Madness (GM's option for applicable insanity)
15 - 16	Always Thirsty	70	Sense Radiation: Gain Skill at +1, can be improved normally.
17 -19	Decreased Physical Stat: -1 to STR, CON or BOD (Player's Choice)	71 - 75	Skin Color Changes (Player's Choice)
20	Infravision: Gain Ability to See Heat Sources, even in Total Darkness	76	All Nails become claws; Damage is a STR Killing Attack
21 - 22	Adaptive Senses: Roll D6, to determine affected sense - 1. Sight                    2. Smell 3. Hearing                  4. Taste 5. Touch                    6. Roll Twice Halve penalty for relevant sense when applicable	77 - 78	Grow Larger: +1 to STR & BOD, x2 Mass, -1" Knockback, +1 Stun, -1 to DEX and REF for Stealth purposes, only. Gained Three times, the DEX penalty applies to Combat as well, and x2 Height, Weight, and Reach.
23 - 25	Grow D6 Horns from random body locations.	79 - 82	Lose patches of Body Hair (Grows back on 1 or 2 on D6 roll)
26 - 28	Lose all Body Hair (grows back on 1 or 2 on D6 roll)	82 - 83	Fingernails Fall Off: Roll D6, 1 or 2 they grow back
29 -35	Grow an Extra Toe	84	Rapid Healing: As per the Talent
36 - 37	Impaired Night Vision: Double all penalties for Darkness	85 - 86	Body Emits Light (-2 on all stealth activities in darkness)
38 - 39	Does not Feel: Negates all wound penalties, grants 6SD. This supercedes the Talent, High Pain Threshold. Takes D6 weeks to Adjust (halve if Character has HPT), during which all activity is Two difficulty levels higher.	87 - 88	Presence Randomly affects Radio Signals: Well a radio is being used within 10 feet, roll D6: 1. Nothing 2 - 4. Partially impairs signal 5. Fully impairs signal 6. Improves reception and range
40	Perfect Balance: All Tasks Involving Balance are resolved at Two Difficulty Levels Lower Than Normal. Will always succeed at Challenged and Everyday Tasks.	89 - 92	Mutagenic Fortitude: If a Mutation check is failed, re-roll and check again. If the Character fails the second time, determine Mutation normally.
41 -43	Rad Susceptibly: -2 to all rolls to resist the effects of Radiation.	93	Increased Combat Stat: +1 to REF or DEX (Player's Choice)
44 - 45	Sensitive Eyes: -1 on all actions in Bright Light. Double all effects of Flash attacks.	94 - 96	Mutagenic Susceptibility: All future checks to avoid Mutation are made at one difficulty level higher.
46 - 47	Body Twisted and Deformed: -1 to DEX or REF, +1 CON.	97 - 99	Roll For Two Mutations
48 - 53	Altered Appearance (GM's Discretion)	00	Roll For Three Mutations