MUTATOR

Prerequisite: Apocalyptic

The weapon has a warping effect on biological matter, changing its DNA randomly, devolving here, evolving there and bringing vestigial traits, long ago lost, like tails or fins, back into prominence. The effect is completely random and can create super-predators as easily as it can reduce an entire species into puddles of protoplasmic goo.

Even worse, the DNA of the victims serve as a biological broadcast antenna for the weapon's effects, increasing its radius as it mutates more and more creatures.The Skaro Degradations were the twisted result of Mutator Tech…

Effect

Every complex multi-cellular organism (simple organisms are typically torn apart from the process) within 3D6 metersof the weapon must spend a Story Point or mutate. Affected organisms must modify every one of their Attributes by D6-3 and gain or lose D6-3 Traits of the GM's choosing from any Trait in the game, including alien ones, without the need for any prerequisites. In addition they gain the Alien Appearance Trait.

For every Story Point the weapon expends, the radius of the mutation affect increases by D6, as a horde of plant and animal life succumbs to the mutation and helps it to broadcast its effects further afield. Complex intelligent life-forms amplify the field even further, multiplying the radius by the number of mutated sentient beings under its effects.

Example: The folks of a small English village unearth a Mutator Weapon and accidentally activate it. It immediately mutates every being within 3D6 meters, snagging 5 humans and a host of plant and animal life in the process. The next day, the weapon, still active, emits another mutation pulse by spending a Story Point. This time its radius is 4D6x5 meters, snagging more life, including another 5 humans. The day after that it expands to 5D6x10 meters. A few more Story Points and the village will become the epicenter of a plague of mutation…

good, major, apocalyptic, gadgets