

With the good comes the bad, at least sometimes...

The KOC Deck Of Bad Mutations AKA Horrible/Helpful Things To Inflict On Yourself In Gamma World 4E

I wrote these cards to offer to my players when they suffer a flux change. I started Gamma World with version 1 which was filled with random bad mutations as well as good ones when you were rolling up an character. I wanted to recapture some of that flavor as well as offer my players a choice with a subsequent reward that made them desirable at times. Although honestly sheer humor value should make them at least a little desirable by the more 'wacky' players. And Gamma World is nothing if not wacky eh?

Players can opt-in and draw one card from the Bad Mutations deck along with their normal draw from the standard Mutations deck. The risk they take when pulling a Bad Mutation earns them an in-game advantage in my game, a cross between the 4E Action Points and the Savage Worlds Bennies (*details below*). What you offer them is of course up to you but I would advise keeping it an opt-in option if you don't give at least a little something something for taking one.

The cards come and go on the same intervals that regular Mutations do and a player can always opt-out of taking one of the Bad ones per my rules. They can't change their mind once they draw though!

The cards are on the large size on purpose. One of my players is almost blind from Type 2 Diabetes and has extreme difficulty reading text and these were created with him in mind. Using the percentage or zoom function of your printer properties you can adjust them to fit your needs.

The text is an initial pass of the cards without any significant playtesting. If you find a card too detrimental or not nearly bad enough then feel free to remove it from the deck or alter it as you wish. In some situations the cards might be a boon and others a bad thing, that's part of the gamble.

I hope you find them useful in some fashion.

Dennis

My reward system -

The players earn a Tuffie or Toffee when they choose to take a Bad Mutation Card, which is a cross between an action point from Dungeons and Dragons 4E and a Benny from Savage Worlds. The name is derived from the phrase Twist of Fate. By expending a TUF the player may gain one of the following benefits -

Re-roll a d20 roll and if the new roll is higher then they can take that roll.

Gain a Standard Action on their turn, this can only be done once per turn.

Re-write the current encounter/scene in some fashion that doesn't break the plot, GM approval needed. Typically this would be used to gain some item or have a event occur they could use that grants a minor benefit. Examples could include a random noise to distract a guard, finding a hammer when they have a really big nail to hit, coming across a random traveler who provides directions or a clue.

Special: A player with the Empath origin can spend a TUF on behalf of another player.

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LONG ARM OF THE LAW



Now you can really scratch that itchy part on your back. And the guy in the next row three seats down.

Effect: Your arms grow four feet longer.

Yin: You gain Reach 2 with melee attacks.

Yang: You suffer -2 on attack rolls made with weapons you are holding.

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THESE BOOTS WERE MADE FOR WALKING



Problems seem so much smaller from way up here.

Effect: Your legs grow four feet longer.

Yin: You gain +2 to your Speed

Yang: You suffer a -2 to melee attacks.

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WHOA... HEAVY MAN



The ground trembles when you walk around.

Effect: Your body doubles in density making it harder to control your limbs but devastating when you do.

Yin: You deal +4 damage with melee attacks.

Yang: You suffer -2 on attack rolls made with weapons you are holding.

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LIGHT AS AIR



You're so light on your feet it's almost like you're floating.

Effect: Your body halves its density making it easier to control them but they don't hit as hard.

Yin: You gain +2 on melee attack rolls

Yang: You deal 4 less damage on melee attacks.

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HUGE MELON



You have a serious hat issue at the moment, best to stick with stocking caps.

Effect: Your head doubles in size increasing your brain power but it now flops around a lot since you have the same neck.

Yin: You gain +4 on attack rolls with psychic attacks.

Yang: You suffer -2 on all non-psychic attacks.

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DUMB BO



A certain pachyderm which we won't mention for fear of being sued has nothing on you.

Effect: Your ears become the size of small boat sails.

Yin: You gain +10 on perception rolls based on sound.

Yang: You suffer a -1 to your speed and gain Vulnerable 5 to Sonic attacks.

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GRANDMA, WHAT BIG EYES YOU HAVE!



All the better to see you with my dear. Now come sit and let granny have your goody basket...

Effect: Your eyes double in size.

Yin: You gain +5 to perception checks based on vision.

Yang: You gain Vulnerable 5 to Laser attacks.

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ROXANNE



I bet the women flock around you.

Effect: Your nose has quadrupled in size.

Yin: You gain +5 on Perception checks made with smell.

Yang: Suffer -5 on Conspiracy checks and your speech is horribly garbled. Spend a minor action to speak as you lift your proboscus out of the way.

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AN OPEN BOOK



No one really has to wonder where they stand with you.

Effect: You broadcast your thoughts to everyone within 10 squares whether you want to or not.

Yin: Gain +2 on attack and damage rolls made with psychic powers.

Yang: Suffer -2 attack rolls to with all non-psychic attacks.

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THE TROI EFFECT



He cannot cry so I cry for him.

Effect: You gain an empathic ability to sense emotions and feelings and pain in nearby creatures.

Yin: Gain +2 to all defenses.

Yang: You suffer 5 psychic damage when an ally within 5 squares takes damage.

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CAT EYES



Look at it this way, at least you're not coughing up fur balls.

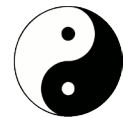
Effect: The rods and cones in your eyes triple in number and they turn yellow.

Yin: You gain the low-light vision.

Yang: You suffer Vulnerability 5 to Laser damage and have an annoying craving for raw fish.

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STABLE CELL STRUCTURE



Man my tattoo's last a week at most.

Effect: The cells of your body are highly resistant to change, good or bad.

Yin: Gain 5 Resist All Damage.

Yang: Healing does not work on you. This includes any powers or items or abilities including Second Wind but does not affect health regained by rest.

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UNSTABLE CELL STRUCTURE



You never know from one moment to the next what color your skin is going to be.

Effect: Your cellular structure is highly receptive to change, good and bad.

Yin: Gain double the amount of health from any source that recovers hit points up to your max hit points.

Yang: Gain Vulnerable 5 to all damage.

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LITTLE MAN



All your problems seem to be big problems these days.

Effect: You are one quarter your normal size.

Yin: Gain +2 to AC and Reflex

Yang: Physical damage you deal is reduced by 4 and your speed is reduced by 2.

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GLOWING SKIN



People have started calling you Nightlight. Out of affection of course and nothing derogatory at all.

Effect: Your body starts to glow with a brilliant [choose your color] light.

Yin: You glow like a 100 watt bulb.

Yang: You glow like a 100 watt bulb

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GINORMOUS



Anybody want a peanut?

Effect: Your body doubles in size.

Yin: You deal +4 damage with physical attacks.

Yang: Your AC and Reflex defenses go down by 2.

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CHITINOUS SKIN



I really hope he doesn't start shedding soon.

Effect: Your body is covered in an extra layer of gleaming insectoid chitin.

Yin: You gain +2 to your AC.

Yang: You suffer -2 to your Reflex defense.

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ENERGY LEECH



You suck. Yeah I said it.

Effect: You drain life energy from creatures each turn and use it for an impressive if useless light show in your square.

Yin/Yang: You drain 3 HPs from all non-minion creatures within 3 squares at the start of your turn and take 5 damage when you affect 3 or more creatures in a single turn.

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TWO HEADS ARE BETTER, OR ARE THEY?



At least it gives you someone to talk to...

Effect: A twin shows up, technically just the head, attached to your shoulders.

Yin: Gain +5 to Perception checks and +2 to Reflex defense.

Yang: Gain Vulnerable 5 to psychic damage.

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MAGNATRON



There's something magnetic about your personality...

Effect: Your body generates an intense electro-magnetic field.

Yin: You deal +4 damage to android or robotic creatures with melee attacks.

Yang: Attacks made against you with metal melee weapons gain +2 to hit.

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NERFED!



Safe for indoor play!

Effect: Your body has taken on a foam like texture.

Yin: Gain Resist 5 level physical melee damage.

Yang: Gain 5 Vulnerable Laser and Fire damage and water counts as difficult terrain for you regardless of depth.

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GASSY



Good god man, what did you eat?!

Effect: Your insides have suffered a bit of a malfunction....

Yin: Add +1 to your Move and Shift speeds.

Yang: Physical damage you take creates a burst 1 zone that lasts until the end of your next turn. Creatures that enter or start their turn in this zone are dazed until the end of their next turn this includes you.

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MURPHY FIELD



Anything that can go wrong will go wrong.

Effect: Your body generates a chaos/entropy field.

Yin/Yang: Creatures within 3 squares including yourself cannot get Critical Hits and drop their weapons on a natural 1 and must make a DC 10 Dexterity test when moving more than half their speed or fall prone.

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REPULSION/ ATTRACTION FIELD



You're queen of summer! Until the pool breaks.

Effect: You generate random tractor/repeller beams in your area.

Yin/Yang: At the start of your turn roll a d20 for each creature within 3 squares of you. With an odd roll they're pushed 1 square, with an even roll they're pulled one square.

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PRECOGNITION



Yeah you can see it coming but that just gives you more time to dread it.

Effect: You gain a precognitive ability.

Yin: You gain +2 to attack rolls.

Yang: You suffer an additional 5 psychic damage when you take damage from any source. This damage can't be negated.

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STORMTOUCHED



Bad weather just seems to follow you around...

Effect: A minor vortex of wind constantly swirls around you complete with crackles of thunder and lightning.

Yin: Gain +2 AC/Reflex versus ranged attacks.

Yang: Your target gains +2 AC/Reflex against your ranged attacks.

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PHERMONES



If they could bottle your sweat they'd make a fortune. Oh wait...

Effect: You naturally secrete a substance that other creatures find attractive.

Yin: Gain +10 on conspiracy checks.

Yang: Adjacent creatures suffer a -2 to penalty on attacks that don't include you as a target.

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RANK



Geeze, take a shower, use some deoderant, stand downwind, just do something to cut the reek!

Effect: You naturally secrete a substance that other creatures find offensive.

Yin: Adjacent creatures suffer a -2 to attack you.

Yang: Suffer -10 to conspiracy checks.

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SHOCKING



You're enough to make anyone's hair stand on end.

Effect: You give off a natural electricity to the detriment of friend and foe alike.

Yin/Yang: Gain an Aura 10. At the start of your turn pick one creature at random in the aura. That creature suffers 10+your level electrical damage.

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A THORNY SITUATION



I'm feeling kind of anxious if you know what I mean...

Effect: You sprout a dense tangle of thorning vines that whip and flail in all directions.

Yin/Yang: Gain an aura 1. Any non-minion creature that enters or starts its turn in the aura takes 5+your level physical damage. If you move faster than speed 3 you suffer 5+your level physical damage, double that if you run.

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HEAT MISER



Nothing like a little body heat between friends, or enemies...

Effect: Your body generates an unnatural warmth.

Yin: Gain Resist 5 Fire.

Yang: Gain Vulnerable 10 Cold.

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COLD MISER



At least you can cool your own drinks on a hot summer day.

Effect: You generate an unnatural cold.

Yin: Gain Resist 5 Cold.

Yang: Gain Vulnerable 10 Fire.

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LOST IN TIME



Sometimes you're here, sometimes you're not.

Effect: You're not quite fully anchored in the time stream.

Yin: All damage dealt to you is halved.

Yang: All damage you cause and all healing you receive is halved.

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HEMOPHILIAC



When it rains it pours but at least there's a rainbow sometimes.

Effect: You bleed, bleed a lot. Luckily your body adapts when you get too low.

Yin: Gain Regen 3 while bloodied.

Yang: You suffer Ongoing 5 damage (save ends) when you take physical damage. This effect does not stack with itself.

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BLOOD IN THE WATER



The smell of blood of in the morning... ahhhhh now that's some fine sauce to start the day!

Effect: The smell of blood drives you ape[bleep] crazy.

Yin: While in a Feeding Frenzy you deal +4 damage.

Yang: You enter a Feeding Frenzy when a creature is first Bloodied within 3 squares. You immediately attack the nearest creature until it is dead at which time the Frenzy ends. This can be triggered multiple times in a encounter.

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BAMF!



Somewhere in the alternate time lines you have some blinkdog genes in your past. Which is illegal in most states.

Effect: You have the ability to blink or teleport.

Yin/Yang: When you suffer hostile damage of 10+ you teleport to a random square within 2+1d6 squares. This does not provoke opportunity attacks and if the square is occupied you show up in the nearest unoccupied square.

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