



**JUST
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IMAGINATION**

Introduction

The Mutation Deck can be used in a number of different ways, but the standard approach for character creation is to divide the cards into four smaller decks, organized by suit, where each suit represents a different type of mutation:

Bestial Transformations (Clubs) grant animal-like features and characteristics, such as a monkey tail or cat-like reflexes.

Elemental Gifts (Diamonds) allow the hero to control and manipulate some form of energy, such as fire or electricity.

Physical Anomalies (Hearts) represent physical abilities such as regeneration, thick skin, or additional eyes.

Psychic Talents (Spades) provide supernatural mental abilities, such as telepathy or visions.

Add one of the four Jokers to each deck, then shuffle the decks and place them face down on the table, so that everyone knows which type of mutation each deck represents, but not the specific sequence of cards within each deck.

Players take turns drawing cards until they each have three in their hand. For example, someone who wishes to play a psychic mutant would draw three cards from the Psychic Talents (Spades) deck, while a player who prefers a mixture of mutations would probably draw from three different decks. If a player draws a Joker, he can search through that deck and choose a card, making sure to reshuffle the deck afterwards.

If the Game Master wishes to encourage more interaction during character creation, she can also allow the players to discuss and exchange cards with each other.

Once everyone has three cards, proceed with character creation as normal. Players are not required to use their cards, but they do have the option of taking the new Mutant Hindrance. The Advantage on a card is only available if they take the Mutation Mastery Edge.

Example

Tom decides to draw one card from the Bestial Transformations deck and two from the Physical Anomalies deck, turning them over to reveal Serpent Eyes, Four Eyes, and Thick Skin. He chooses Serpent Eyes as a Major Mutant Hindrance (giving him monochrome vision and a penalty to resist cold-based environmental effects) and Four Eyes as a Minor Mutant Hindrance (critical failures cause him Fatigue for an hour), but decides not to use Thick Skin, instead opting for a regular Minor Hindrance.

Tom takes the Mutation Mastery Edge, and must now choose whether to gain the listed Advantage for Serpent Eyes or Four Eyes - if he wants both, he'll have to take Mutation Mastery twice.

Optional Setting Rules

Savage Worlds includes a number of common Setting Rules designed to help capture the flavor of certain settings without changing the basic mechanics. Included here are some additional Setting Rules that Game Masters may choose from when using the Mutation Deck.

Mutation Trapping

A mutation trapping can be applied to any power that causes damage, and could represent chaos magic, comic book style radiation, alien technology, or something else appropriate to the setting. Anyone suffering an injury from the power must draw a card from the Mutation Deck instead of rolling on the Injury Table, applying the Minor Disadvantage as if it were a temporary or permanent injury, depending on their Vigor roll. If they already have the Minor Disadvantage, they must upgrade it to the Major Disadvantage.

One Trick Pony

This rule is intended for settings where mutants only have a single mutation. Each player can only take Mutation once, as either a Minor or Major Hindrance. At the Game Master's discretion, this might be in addition to the normal limit of one Major and two Minor Hindrances, allowing mutants to earn an extra 1-2 points during character creation.

Wild Mutation

Savage Worlds normally uses two Jokers, but some Game Masters prefer to use four. The Wild Mutation rule takes this idea a step further, by having each of the four Jokers temporarily boost a different type of mutation, as described on the cards. While this is obviously an optional rule, and entirely at the Game Master's discretion, we strongly recommend giving it a try!

New Hindrance Mutant (Minor or Major)

This individual possesses some form of physical or mental mutation. Choose one of your mutation cards, and apply the listed Minor or Major Disadvantage, depending on whether this is a Minor or Major Hindrance. You may take Mutant once as a Major Hindrance and twice as a Minor Hindrance, but it must be applied to a different card each time.

New Edges Mutation Mastery

Requirements: Novice, any Mutant Hindrance

This character has learned to control one of her Mutation Hindrances, and gains the Advantage outlined on the card. A mutant can take this Edge multiple times, applying it to a different card each time.

Elemental Focus

Requirements: Novice, Mutation Mastery (any Elemental Gift), Spirit d8+

This hero can project concentrated blasts of elemental energy, using the Shooting skill. These blasts have a range of 12/24/48 and inflict 2d6 damage, with a trapping appropriate to the Mutation Mastery. If the character has taken Mutation Mastery for multiple elements, she may choose which element she shoots each time she uses this Edge.

Physical Endowment

Requirements: Novice, Mutation Mastery (any Physical Anomaly), d8+ in chosen attribute

This mighty individual is powerfully endowed. Increase either his Agility, Strength, or Vigor by +1 die step; the chosen attribute can now be increased to d12+2 with normal Advances.

Psychically Gifted

Requirements: Novice, Mutation Mastery (any Psychic Talent), Smarts d8+

This gifted mutant has trained and expanded her natural psychic abilities. She receives Arcane Background (Psionics) with a free d4 in the Psionics skill, however she also gains a Quirk related to her new abilities.+

Shapeshifter

Requirements: Novice, Mutation Mastery (any Bestial Transformation), Vigor d8+

This individual is able to transform into his chosen animal. Treat this ability like the Shape Change power (including the rank-based restrictions for different animals) with a duration of 1 minute per rank, and use Vigor as the arcane skill: on a natural 1 the character becomes Shaken and suffers a level of Fatigue, as if from lack of sleep. If the mutant has Mutation Mastery for multiple beasts, he may choose which form he assumes each time he uses this Edge.

Mutant Surge

Requirements: Seasoned, Mutant (any)

Whenever this character is dealt a card during combat that matches one of her Mutant Hindrances, she treats that card as if it were a Joker.

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----- Score and fold along the line

————— Cut along the line

