

Appendix A: Mutations

A (D) denotes a mutation that tends to be thought of as a defect.

Physical Mutations

- Attraction Odor (D)
- Bodily Control (GW2)
- Body Structure Change
- Chameleon Powers
- Density Control
- Diminished Sense (D)
- Double Physical Pain (D)
- Electrical Generation
- Fat Cell Accumulation (D)
- Gas Generation - Musk
- Heat Generation
- Heightened Balance
- Heightened Constitution
- Heightened Dexterity
- Heightened Hearing
- Heightened Precision
- Heightened Smell
- Heightened Strength
- Heightened Taste
- Heightened Touch
- Heightened Vision
- Hemophilia (D)
- Increased Metabolism (D)
- Increased Speed
- Infravision
- Kinetic Absorption (GW2)
- Light Generation
- Multiple Body Parts
- New Body Parts
- No Resistance to Bacteria (D)
- No Resistance to Poison (D)
- No Nerve Endings (D)
- Oversized Body Parts
- Partial Carapace
- Photosynthetic Skin
- Physical Reflection
- Poor Respiratory System (D)
- Quills/Spines
- Radiated Eyes
- Regeneration
- Shapechange
- Shorter

- Skin Structure Change (D)
- Sonic Attack Ability
- Symbiotic Attachment
- Taller
- Total Carapace
- Ultravision
- Vision Defect (D)
- Weight Decrease (D)
- Wings

Mental Mutations

- Absorption
- Anti-Life Leech (GW2)
- Antireflection (D)
- Complete Mental Block (D)
- Cryokinesis
- Death Field Generation
- De-evolution
- Density Control (others)
- Directional Sense
- Displacement (GW2)
- Dual Brain
- Empathy
- Epilepsy (D)
- Fear Impulse (D)
- Force Field Generation
- Genius Capability
- * a) Military
- * b) Scientific
- * c) Economic
- Heightened Brain Talent
- Heightened Intelligence
- Hostility Field (D)
- Illusion Generation
- Intuition
- Life Leech
- Light Wave Manipulation
- Magnetic Control
- Mass Mind
- Mental Blast
- Mental Control
- Mental Control Over Physical State
- Mental Defenselessness (D)
- Mental Defense Shield
- Molecular Disruption
- Molecular Understanding
- Multiple Damage (D)

- Planar Travel
- Poor Dual Brain (D)
- Precognition
- Pyrokinesis
- Radar/Sonar
- Reflection
- Repulsion Field
- Sound Imitation
- Telekinesis
- Telekinetic Arm
- Telekinetic Flight
- Telepathy
- Teleportation
- Thought Imitation
- Time Field Manipulation
- Total Healing
- Weather Manipulation
- Will Force

Plant/Vegetable Mutations

- Adaptation
- Aromatic Powers
- Attraction Odor (D)
- Bacterial Symbiosis
- Barbed Leaves
- Berries
- Boring Tendrils
- Carnivorous Jaws
- Color Sensitivity and Imitation
- Contact Poison Sap
- Daylight Stasis (D)
- Dissolving Juices
- Divisional Body Segments
- Electrical Generation
- Explosive and/or radiated fruit or seeds
- Heat Generation
- Increased Senses
- Low Fertility
- Manipulation Vines
- Mobility
- New Plant Parts
- New Senses
- Parasitic Attachment
- Physical Reflection
- Poison Throwing Thorns
- Poison Vines
- Radiated Plant Fibre
- Razor-edged Leaves
- Saw-edged Leaves

- Seed Mobility
- Size Decrease
- Size Increase
- Sleep Gas (GW2)
- Sonic Attack Ability
- Squeeze Vines/Roots
- Spore Cloud and/or shooting Seeds
- Sucker Vines
- Tangle Vines
- Temperature Sensitivity (D)
- Texture Change
- Thorns/Spines
- Throwing Thorns
- Wings/Gas Bag

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