

Goblin Punch

Mutations

Instructions

Roll a d100 and look up the result. Affected players learn the full effects of their mutation (e.g. a player who rolls 97 The Sun is aware that they will take increasing fire damage each round).

If you get a result with options inside parentheses, roll one of the options randomly, or let the DM pick one.

A certain percentage of these mutations are semi-fatal. That is by design. Mutations are very dangerous.

If multiple creatures gain a mutation at the same time, it is the same mutation.

More good stuff at the [Goblin Punch](#) blog.

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Mutations 1-30: "Good" Mutations

1	Monster Arm	One of your arms turns into a lobster claw that deals 1d8 damage and can do little else.
2	Troll Skin	You heal 1 HP every 10 minutes. You regain 3 Con every day (instead of 1). Missing limbs regrow over a month, with some slight deformities.
3	Grotesque Musculature	You permanently gain 3 points of Strength, or increase your Strength to 15 (whichever is higher).
4	Turtle Shell	You are basically wearing plate armor that you can never take off.
5	Spines	Anyone grappling you takes 1d4 damage at the end of every round.
6	Thagomizer	1d6 damage, but your target must be standing behind you.
7	Lizard Tail	Whip for 1d4 damage. Can also grab and hold small objects.
8	Wolf Head	Bite for 1d6. Howl attracts wolves (in a forest: 4-in-6 chance of success).
9	Dragon Head	Bite for 1d6. You can breathe fire (2d6 fire, 20' cone, Dex for half) at the cost of 1d4 Con damage.
10	Hammerhead	Bite for 1d6. You have a fantastic sense of smell while in the water. You cannot breath water.
11	Dolphin Head	Bite for 1d6. You can echolocate while in water.
12	Chameleon Head	Ballistic tongue can grab things from up to 20' away (Str 8).
13	Hawk Head	Bite for 1d6. Can see things far away.
14	Spider Head	Bite for 1d4+poison.
15	Unicorn Head	Impale for 1d8, only usable on a charge. Can heal a virgin 1/day for 1d6+1.
16	Bat Head	Can echolocate by screaming.
17	Buddies	Can pinch off a piece of yourself like dough. Creates a 1' tall clone of yourself (Str 3) and you take 1d6 Con damage. The little guys are loyal, but also mischievous and easily bored.
18	Hand Gun	Can shoot organic bullets that get +2 to hit and deal 1d8 damage. Each bullet costs you 1 Con damage. Hand is useless for anything else.
19	Spinnerets	You can extrude 100' of spider web from your ass every day.
20	Spider Legs	You are a spider-centaur. You can climb on walls and ceilings.
21	Chest Cabinet	A hidden compartment in your chest (+1 slot). Comes with a skeleton key.
22	Glowing Eyes	You can cast <i>ignite</i> with up to 3 MD. You take damage equal to [sum]/2.
23	Missing Arm	You can cast <i>telekinesis</i> with up to 3 MD. You take damage equal to [sum]/2.
24	Stretchable Limbs	Your limbs can each stretch out to 10' away. Attacking this way incurs a -4 penalty.
25	Shed Skin	You can shed your skin once per week. Anyone who wears it looks like you until the skin rots 24 hours later.
26	Two Heads	Mental effects apply to each head separately.
27	Hover	You levitate 2" above the ground. You can levitate across water.
28	Mushroom Head	You can release poison spores at the cost of 1d4 Con damage, 20' range. These spores duplicate the effect of any poison you've survived.
29	Invisible	You are invisible, but your clothing and equipment aren't.
30	Amphibious	You can breathe both air and water. You have gills like an axolotl.

Mutations 31-70: "Neutral" Mutations

31	Skin Color 1	Your skin is (red, orange, yellow, green, blue, purple, black, white).
32	Skin Color 2	Roll twice on Skin Color 1. The two colors are patterned like a (head-to-toe gradient, zebra, dalmation).
33	Insect	You've found yourself changed into a monstrous vermin.
34	Weird Eyes 1	You have (eye stalks, eyes that orbit your empty-socketed head).
35	Weird Eyes 2	you have (eyes all over your body, small beady eyes)
36	Weird Eyes 3	You have (a single eye, a third eye).
37	Cat Paws	Can scratch for 1d6. Need two hands to hold an object, though.
38	Weird Head	Your head is (a baby's head, featureless).
39	Horns 1	You have horns like a (bull, moose, deer).
40	Horns 2	You have horns like a (goat, unicorn, actually antennae).
41	Scaly	Leather armor that you can't take off, essentially.
42	Snake Jaw	Can dislocate jaw and swallow things bigger than your head.
43	Snake Legs	-4 Speed, but you can Constrict for 1d6 and can never be tripped.
44	Snake Tongue	Speech impediment, but you can speak to snakes.
45	Albino	Sunlight is noxious.
46	Hunchback	Hump on the (left/right).
47	Weird Blood	Your blood is (ants, worms, light, fire).
48	Botanic	You're a plant person. Sunlight heals you, 1 HP for every 30 minutes.
49	Fungal	You can eat rich forest dirt as rations.
50	Feeder	You can lactate magic blood. Anyone who breastfeeds for 1 minute gains 1d4 HP while you take 1 Con damage.
51	False Skeleton	The flesh of your body is invisible.
52	Weird Mouth	Your mouth is (vertical, lipless, super-wide, located on your stomach).
53	Extremely Hairy	Good for cold climates, bad for hot ones.
54	Avian	You're some sort of bird person. You can't fly. You can almost glide, though. Reduce fall damage by 1d6.
55	Weird Limbs	Your limbs (bend the wrong way/are all arms).
56	Monstrous Genitalia	Vagina dentata, spiked war-phallus, and/or DM's choice.
57	Neoteny	You appear to be a child.
58	Centaroid	You have the bodyplan of a centaur, but your extra legs are human-like. +4 inventory slots, +4 to resist being shoved, 2x weight, and you cannot climb ropes unassisted.
59	Living Bomb	Smoke seeps from your mouth. When you die, you will explode for 3d6 damage, 10' radius, save for half. Can also be activated at will.
60	Internal Twin	Unborn fetal twin is as intelligent as you are. It's visible through a translucent stomach window.
61	Fox Tail	Great for cuddling, probably.
62	Vestigial Arm	A small arm grows from your chest. It's strong enough to hold a lantern.
63	Glowing Eyes	As a candle. You must close them to hide, though.
64	Weird Legs	Your legs resemble those of a (goat, flamingo, elephant).
65	Leonine	You have a lion's mane. You can roar like a lion.
66	Long Nose	Any magic ring worn on it is slightly enhanced somehow (ask your DM).
67	Swivel	You can rotate your head 360 degrees. The same goes for your hands, feet, and waist (don't tear your clothing).
68	Fun Guys	Tiny fungi grow in your wake. They share your facial features and constantly repe name in your voice.
69	Ranma	Sex changes while wet.
70	Weird Nose	You have the nose of a (pig, elephant, just a gaping hole, just featureless skin).

Mutations 71-90: "Bad" Mutations

71	Quadrupedal	Cannot stand up and move at the same time, a bit like a raccoon. Among other things, you can't carry two-handed weapons.
72	Gaseous Blood	Whenever you take physical damage, you will take 1 damage at the end of every turn until you spend an action patching the wound with tar/glue.
73	Soluble	You dissolve in water, taking 1d6 damage for every round of exposure.
74	Shrubby	You take an extra 1 damage for every 1d6 of fire damage. Direct sunlight causes you to catch on fire.
75	Tentacle Arm	Your tentacle can carry items, and perform fine tasks, but it is too slow to swing a weapon. +2 to grapple, though.
76	Octopoid	All of your limbs turn into tentacles. You can only crawl. You can carry items, and perform fine tasks, but cannot swing a weapon. +8 to grapple.
77	Obesity	Your armor must now be custom made. Your fat occupies 4 inventory slots (although, with time and acclimation, your DM may reduce this penalty.)
78	Visible Brain	Your brain must be exposed to the air or it will overheat. Enemies who are intelligent enough to target this very obvious weakness will deal +3d6 damage on a crit.
79	Auto-gossip	Your body is covered with mouths that will constantly babble your thoughts out loud. If you gag them, you will begin screaming and be unable to stop.
80	Useless Arm	One of your limbs is (a flowering branch, made of stone, a rabid HD 1 weasel).
81	Gastropod	You have a snail shell and a slug-body. -8 Movement, but you can retreat into your shell.
82	Snake Guts	You eat by dangling live rodents in front of your belly button. No other food will be accepted.
83	Vampirism	You can only eat blood. Sunlight deals 1d6 damage to you for each round of exposure. (The benefits of vampirism only begin to appear after you've killed and drank 20 people.)
84	Delicious	Hungry monsters with a sense of smell (i.e. most of them) will prioritize you when deciding who to attack.
85	Shriveled	You permanently lose 1d6 Str and must drink twice as much water as usual.
86	Tree Body	You permanently lose 1d6 Dex and can speak with trees. They will hate you for what you are.
87	Translucent Skin	You permanently lose 1d6 Con. Your bodily fluids can spread leprosy.
88	Conehead	You permanently lose 1d6 Int. Regular headware will not fit you.
89	Skull Head	You permanently lose 1d6 Wis and cannot remember details from before you woke up. (Retrograde amnesia.)
90	No Face	You permanently lose 1d6 Cha. You cannot speak. Whenever you try, a sourceless voice will whisper your words one round later, telling everyone what you were trying to say. It may also narrate your thoughts.

Mutations 91-100: "Lethal" Mutations

91	Skinless	You lose 1 Con every hour from blood loss.
92	Boneless	Your bones exit your body as a hostile skeleton (HD 2). You cannot move. You can still breathe and speak somehow.
93	Soulless	You will take no actions until told to. You will attempt to perform any command given you. Mind-influencing effects always succeed against you.
94	Serpentine Amputation	All of your limbs fall off and turn into hostile serpents (HD 1). You gain a prehensile tongue that can bite as a rattlesnake.
95	Solitude	You become blind and deaf. You can see only a dull glow far under the earth, and hear only far-off cries of agony.
96	Lilliputian	You shrink to a mere 3 inches tall.
97	The Sun	You and everything touching you take 1d6 fire damage. Things within 50' take half damage from radiant heat. This increases by +1d6 every turn until the 6 th turn, when the effect ends. Even in death, your corpse will burn.
98	Akira	You become a mindless monster intent on destroying all life. Each turn, gain an HD, an attack, grow into a new square, and regenerate 1d6 HP. At the end of each turn roll a d20. If the number rolled is less than your HD, you vanish along with everyone you are grappling.
99	Beast Mode	You become a monstrous, NPC version of yourself intent on destroying all life. You retain all class features and intelligence. HD 5, AC chain, 1d8/1d8, leap 30', spider climb.
100	Fish Man	Your lungs become visible gills. You can only breath water. You have a fish head.