

Pure Mutations		Version 2.0.2						
This page has list of pure mutations that may occur. Some caused by radiation or otherwise, others by Blight.								
Unlike perks, mutations are rather malleable. Some may develop additional ranks under right conditions, making things better or worse.								
All mutations have chance to mutate from radiations, unless it has specific required conditions								
Conditional: This mutation will happen under certain circumstances or conditions.								
Perk: This mutation has base chance to mutate from P.E.R.K.s or otherwise. Base chance is 5% per rank, unless other conditions apply.								
Random: This mutation has chance to be mutated at random from radiation.								
Birth: This mutation can be inherited from a parent.								
1	Mutation:	Condition	Perk	Random	Birth	Effect(s):	Mutation conditions:	Description:
	Adrenal Reaction	X		X		Damage increases as HP decreases. (Cap +30% DMG at 25% HP) HP regen +2 at low HP Max HP -50		You're mutated, allowing your adrenaline to be that much more potent to survive the combat. It foes however, stress out your system so much that your max HP drops by 50.
	Adrenaline Rush I	X	X	X		STR +2 when HP below 50% INT -1	Mutation chance mid-use: 1% per 100 RADS	You gain +2 STR when your health falls below 50%, however the constant adrenaline surge has detrimental effect on your mental processes.
	Ain't Like That Now	X	X	X		PP regen +2 Attack rolls +1 Immune to criticals Type Change, Lose ability to effectively use original main-type skills.	If LCK <5, mutation chance 50% from perk	You're no longer able to effectively use your skills based on your primary type. Instead, your PP regenerates faster, your attacks are a bit more effective, you are immune to critical hits, and your secondary type (if you have one) becomes your new primary type. If you didn't have a secondary type, your type is now Normal. If you were already Normal, things get <i>really weird</i> .
	Almost Perfect			X		All SPECIALs below 9 raised to minimum of 5 All skills under affected SPECIALs rolls -2 All skills not affected will roll +2		Instantly increases all SPECIALs that are below 9 to minimum of 5. However, such massive physical mutation affected all skills under those SPECIALs, giving them -2 in skill throws, but those that were not affected, gained +2 instead.
	Anti-Epidemic	X	X	X	X	Become immune to disease you've experienced Sex with party members has 50% chance to cure them		Your body has mutated, allowing you to become immune to diseases you've experienced once already. Your body also produces natural anti-bodies now to that disease, allowing you to heal sick teammate through sex at 50% chance, but only if you have immunity to said disease.
	Aquagirl/Boy		X	X	X	Able to breathe underwater No radiation damage while swimming END -1 if going too long without swimming		You've suddenly grown gills, allowing you to breathe underwater, and your body has become immune to being submerged in irradiated water. However, after a while of not being submerged, your skin starts to dry out and you start experiencing shortness of breath.
	Attack Dog	X	X	X		Stuck in knot every morning Pokemon Love tigger chance +5%	Canine Pokemon companion	Your body has mutated, becoming irresistible to your feral pokemon companion, making him want to fuck you silly every morning. (requires wild male pokemon companion)
	Atomic!		X	X	X	Movement speed +25% per 100 points of radiation PP regen +1 per 100 points of radiation INT -1 if <100 points of radiation AGI -1 if <100 points of radiation		You've started moving and thinking faster suddenly while irradiated, increasing your movement speed and PP regeneration rate, however if your radiation levels drop too much, both your body and mind slow down as well.
	Avian Physiology		X	X		PER +1 AGI +1 Crippling chance +20%		Your reflexes and attentiveness are increased, and you can withstand falls from greater heights, but your bones have become hollow and weaker in turn. Your limbs are 20% easier to cripple and your weight is reduced by 7.5%.
	Awareness	X	X	X		All attack rolls +1 critical chance if used on first turn		You've gained the ability to "see" your enemies aura and see their weak spots, giving you +1 critical chance in all combat rolls if used on first turn. You may or may not develop an aura-sensing "antennae" organ.
	Barbarian		X			Every STR point adds +2 damage resistance when not wearing power armor		Your skin has developed tougher properties, allowing you better damage resistance when not wearing power armor, and it becomes tougher the stronger you are. (3 ranks)
	Barkskin		X	X		Damage resistance +5		Your skin has turned into bark-like... hardened, allowing you a 5 points of damage resistance.
	Batteries Included	X	X	X		Can power up energy weapons using your own electricity Energy weapons 10% less effective Unable to use electric type attacks	Electric-type or able to use electric type attack	You've mutated... becoming able to be living battery to your own energy weapons, however it is not fully effective, and weapons lose 10% damage output from it, but at least you have ammo. Also, your organs have used to putting out so much electricity, you can no longer use them to perform type attacks, lest you fry up your own flesh.
	Bear Arms		X	X	X	Heavy guns weigh 30% less AGI -1		Your arms have mutated, gaining bulging muscles that allow you to wield large weapons much easier. (3 ranks)
	Berry Power!	X	X	X	X	Reduces RADS by 1-5 when eating any berry-like substance.	Eat 100 irradiated berries Eat 1d24 liters of berry-like substance	Eating too much irradiated berries has made you able to purge small amounts of radiation merely eating either berries, or any berry-like substances you can find.
	Berserker I	X	X	X		Damage +15% when HP below 30% INT -1	Mutation chance mid-use: 1% per 100 RADS	Mutation: You gain +15% damage when HP drops below 30%, but the resulting rush has affected you mentally, losing -1 INT
	Best of Both Worlds		X	X	X	Speech rolls +1 Damage to Pokemorphs +7.5% Reduced effect of other gender-specific perks Fertility divided between reproductive organs. Effectively -50%. Increased libido: +1 to Arousal Rate per hour.	Hermaphrodite	Your hermaphrodite status makes you somewhat exotic to most other Pokemorphs, as well giving you better damage against other genders, however it also includes the combined libido of both genders as your arousal level increases twice as fast as a 'morph of a binary gender. Automatically grants the "Hermaphrodite" perk.
	Bioluminescence	X	X	X	X	Naturally emit light in dark environments. Perception +1 at night. Sneak -10%	Requires <i>any</i> ancestor with Bioluminescence.	Parts of you glow in the dark! - Coming into contact with an EMP or Blight contaminated area, or the bodily fluids from a blight-mutated morph or 'mon, has caused you to mutate as well. Parts of your body now glow in the dark, especially if you have natural ring markings. This makes it much harder to sneak around at night or in dark places. On the other hand, you no longer need a flashlight or other light sources to see where you are going in the dark. - Note, your genitals and nipples will <i>always</i> become bioluminescent.
	Bird Bones	X		X	X	AGI +4 Falling from heights is safer due decreased weight STR -4		You've mutated, causing your bones to hollow out, thus decreasing your weight and allowing you faster movement as well safer falling from greater heights. However, it makes your bones also very brittle, affecting your strength.
	Black Salazzie		X	X	X	Speech rolls +1 against males Damage +10% against males Speech rolls -2 against females		Your body has started emitting pheromones, making it more irresistible towards males and some females... while most females just become angry in your presence.
	Blood Purity	X	X	X		Enhanced mutations +1 rank to all acquired mutations Radiation resistance drops to 0% Loss of all immunity boosters	At least one mutation. Each mutation adds +5% chance to mutation	When attempting to cure your mutations, instead you ended up enhancing them further, while also losing any radiation resistance and immunity boosters your body had. Every mutation gains additional rank regardless if they're at maximum or not. This may result in some physical changes depending of mutations.
	Body Snatcher	X	X	X	X	Mimic another Pokemorph you've seen Illusion aura (minor Dark-type mutation)		You've mutated, able to project illusion around yourself that makes you able to mimic someone else you've seen. Slight confusion field makes others believe you're that person.
	Bone Head	X	X	X		Receive -50% less damage on head CHA -1		Bony growths slowly formed around your head, creating a something resembling crown or helmet, protecting your head from damage, but lowering your CHA.
	Bonsai			X		Berry tree grows on your body Gain free berry every 1d24 days		Somehow, you have a small berry tree/bush growing out from your skin, dropping a fresh berry now and then.
	Born Survivor	X	X	X	X	Instantly heal 50% HP when falling below 20% Causes growth of ugly scar tissue, dealing -1 CHA		You've mutated, being able to instantly heal your wounds if you fall below 20% health, but leaving ugly, mutated scar tissue in its wake that might need removal. Can happen only once every round.
	Bruiser		X	X		STR +2 PP -20 AGI -2		You've suddenly gained a lot more muscle mass, especially on your arms, giving you +2 STR. However, your PP pool has decreased by 20, and you're lot slower.
	Brutish Hulk	X	X	X		Any HP gains/boosts +200% AGI -1		Triplies any HP gains and boosts, however all that has affected your AGI.
	Burden to Bear		X	X	X	Carry capacity +75 AGI -1		Thanks to your increased muscles, you can now carry additional 75 points of gear, however it has affected your AGI
	Cancerous Growth		X	X	X	HP regen +2 Regenerate lost limbs		While similar, your mutation allows you to even regenerate lost limbs, though that may leave you quite hungry.
	Cannibal	X	X	X		Heal 25 HP by eating corpse Normal foods restore 90% less hunger	Mutation chance 50% from perk if eaten 1d100 corpses	You've mutated, being able to heal yourself by eating flesh of other Pokemorphs, but at the cost of your stomach now being unable to process normal foods as effectively.
	Carnivore	X		X	X	Meat provides double benefits Cannot get diseases from meat Can eat only meat		Your stomach has mutated, being able to process meats much more efficiently, and allowing you be immune to to fall ill from even eating spoiled meat, however you will get sick and throw up if you try to eat foods with fruit or vegetables in it (including bread).
	Cat-Like		X	X	X	Sharp melee attack rolls +2 Dodge rolls +2 Lowered attention span (tasks requiring concentrated focusing -2 on their rolls)		Your body has mutated feline characteristics. This makes you more faster and agile, but at the cost of lower attention span and more feline-like behaviour. You can also purr now.
	Centaur	X	X	X		STR, END +2 Carry Weight +50 AGI -2 Stealth rolls -2		Your body has mutated, rapidly increasing in mass and turning you into centaur-like, bottom half of your body forming another pair of legs and turning into similar to your feral cousin's bodies, while upper half is made from your morph half. While the increased mass provides more strength and resiliency, as well increased carry capacity, it also obviously impacts your mobility and stealth.
	Chem Reliant	X		X		Recovery from additions +100% faster Withdrawal effects -1 Addiction chance to drugs +100% Negates Chem Resistant perk	Mutation chance +1% each time addicted	While you recover twice faster and have less withdrawal effects from additions, your addiction chances also shoot up by 100%. Negates Chem Resistant.
		X	X	X		Speech rolls +1 against females		

Cherchez La Femme				Damage +10% against females Speech rolls -2 against males		Your body has mutated, emitting pheromones that seems to attract pokemorphs of female variety towards you. It does however, cause slight subconscious aggression on males.
	X	X	X	Can be 'Impregnated' as a male and thus become a surrogate for a pokemon or pokemorph's offspring as a form of "male pregnancy".	Requires a penis Obtained via radiation, being hit by bodily fluids from any male, shemale, or herm with this mutation, or by being born with it.	Your urogenital system has been mutated to the point that you have grown a "pseudo-uterus" in your abdomen and both your urethra and penis have been adapted for considerable "birthing" elasticity. These changes do not include ovaries, so you do not count as a hermaphrodite. However, you can and will sometimes find yourself mating with a creature or Pokemorph that will penetrate your urethra and deposit their eggs or embryos in your pseudo-womb. Should this happen, you will experience all the typical symptoms of that kind of pregnancy (including occasional pregnancy hormones) and eventually "give birth" to the offspring via your mutated penis. The birth will be exactly as unpleasant as it sounds, but your mutated urethra and penis will allow for the safe delivery of the offspring without any damage being incurred by the birthing process.
Cockbirth				Can only be used as a surrogate to incubate or gestate the young of another mutated morph, whatever gender they are.		
Confirmed Bachelor		X	X	Speech rolls +1 against males Damage +10% against males Speech rolls -2 against females		Your body has mutated, causing it to emit pheromones that seem to make you irresistible towards pokemorphs of your gender... while it seems to deter females quite a bit.
Cryomaniac		X	X	Cryo/Ice damage +50% Critical hit instantly freezes enemies solid Cold aura	No fire-type or Pyromaniac perk Mutation chance 5% from perk	Your body has mutated a mild Ice-typing, causing you to develop sligh cold aura around your body. You're also very obsessed with cryo/ice weapons, and you can instantly freeze enemies solid with criticals. However, the cold aura around you may deter other Pokemorphs, unless they're Ice-types.
Daddy's/Mommy's Girl/Boy			X	Allow learning of 3 type attacks of your parent's type	See notes	Instead of skills, you somehow mutated with your parent's typing (if different of your own), allowing you to learn three techniques from that type. It also includes type resistances and weaknesses.
Death Sense			X	PER +2 CHA -1 INT -1		You've mutated, gaining much better senses all around, however at the cost of becoming slightly more feral in body and mind.
Dermal Impact Assault Enhancement		X	X	Damage resistance +10 points Explosive resistance +10 points CHA -1 Added Rock sub-typing		While receiving DIAE implants, the healing process caused a slight mutation, turning your skin rock-like texture, and incidentally, also giving you Rock sub-typing, allowing you to lean one rock-type move if you haven't already. However, rock-like skin makes you lose CHA slightly.
Devil's Highway		X	X	Added Dark sub-type Intimidation speech rolls +2 Chance enemies flee from combat +1 Cannot learn new attacks to primary type	Not a Dark type	Your primary type energies are suddenly consumed and mutated into Dark sub-type, allowing you to learn one dark-type move if you haven't already, as well changing you visually more towards Dark-type pokemorphs, like darkened fur/skin, reddish glowing eyes, dark aura and such. Also includes type resistance changes. May still use previous type attacks, though they might have been changed as well.
Dromedary		X	X	Need to drink more water, but not drink nearly as often. Gain water sub-typing: Can learn one water-type attack	Drink 100 Irradiated water	You've mutated... and somehow become partially water-type if you weren't already. You might need much more water to drink when somewhere dry. On plus side, you can now do water-type attacks.
Eagle Eyes			X	PER +4 Critical DMG +25% STR -4		Your eyes have mutated, allowing you much better eyesight, however your strength seems to suffer from this somewhat. Your eyes also have gained this slightly odd shape in the pupil.
Egg Head		X	X	INT +8 STR -3 END -3		Your brain has mutated... into something much smarter. You can suddenly process nuclear equations and all that jazz, but it seems like all that brainpower is shriveling up the rest of your body, sapping away your END and STR.
Electrically Charged		X	X	Shock enemies when hit by melee Receive periodical shocks yourself unless high resistance		Your body has mutated to produce constant electrical output, causing it to ground pretty much everywhere. Especially enemies. While it shocks your enemies every time they hit you, it also causes periodical shock damage on yourself as well, unless you have high electric resistance.
Empath		X	X	Party members take 25% less DMG You take +33% more DMG		You've mutated, being able to feel what others feel, a sort of aura. It allows you to lessen the pain of your teammates, but adds it into yours, causing you to take more damage in combat.
Eye on the Prize			X	Allows you to see through materials to determine container's contents without opening it Ranged weapon rolls +1, allow aiming through walls CHA -1		Your eyes have mutated, giving you ability to see the contents of most containers, however the way it makes your eyes look carries a negative impact to your charisma. It also has the slight side effect of allowing you to see some enemies through specific obstacles, allowing you to better aim your shots. -1 CHA, +1 ranged weapons
Escalator to Heaven		X	X	Added Fairy sub-type Speech rolls +2 Hostile encounter chance +10% Cannot learn new attacks to primary type	Not a Fairy type	Your primary type energies are suddenly consumed and mutated into Fairy sub-type, allowing you to learn one fairy-type move if you haven't already, as well changing you visually towards more innocent and cute visually. Also includes type resistance changes. May still use previous type attacks, though they may have changed as well.
Evolve!			X	Skill/Perk rank +1		One of your skills/perks has randomly mutated up a rank, affecting all skills and/or abilities under it. Can go beyond their maximum, thus causing unforeseen effects or changes.
		X	X	HP regen rate +5 both inside and outside of combat.		
Fast Metabolism				Radiation resistance 0% Poison resistance 0% Increased mutation risk +5% Increased hunger +10%		Mutation: Your increased metabolism gives you edge with increased healing rate, however that comes with added risk on mutations and increased hunger.
Fast Healing I		X	X	HP regen rate +5 Increased mutation risk +2%. Heals half as fast in combat.		Mutation: Your healing ability has mutated, allowing you to heal +5 points per hour when resting, but at increased mutation risk.
Fast Healing II		X	X	HP regen rate +10 Increased mutation risk +4%. Heals half as fast in combat.	Requires Fast healing I	Mutation: Your healing ability has increased, but you are a little more vulnerable to mutation.
Fast Healing III		X	X	HP regen rate +15 Increased mutation risk +6%. Heals half as fast in combat.	Requires Fast healing II	Mutation: Your regeneration is superb, but you are more susceptible to mutation.
Fear the Reaper		X	X	Max HP -50% Perk rate +1 Unstable evolution -10% HP at level-up		Your body has mutated, halving your maximum HP, but allowing you to learn new skills at accelerated pace. However, your body has also become unstable, and it attempts to "evolve" every time you level-up, causing small loss of HP each time.
			X	CHA -1 every 100 RADS INT -1 every 100 RADS STR +1 every 100 RADS Movement speed +20%		The radiation has affected your brain, turning you more towards your feral side, even more so as your radiation levels increase. CHA -1, INT -1, STR +1, 20% faster movement. Too low INT may result in temporary feralification until radiation decreases or something else brings you out of it.
Feral						
Fireproof		X	X	Fire resistance +50% Water resistance -50%	Not fire-type	You've mutated, gaining mild fire sub-typing, which allows you to become mor resistant to fire damage against both weapons and type attacks, but more susceptible against water-based attacks.
Flexible			X	Melee dodge rolls +2 More fun positions in bedroom		You've mutated with much more flexible body, allowing you to dodge with matrix-like ability, but really only close-range melee attacks. Additionally, it allows you some fun positions in bedroom. Combined with Cat-Like mutation, this makes you even closer to turning into feline morph.
		X	X	PER +1 with eyewear PER -4 without eyewear Ghoul eyes (1%)	Ghoullified eyes chance 1%	Your eyesight has been affected badly by radiation, causing -4 PER without any eyewear, as well making your eyes bloodshot, looking like drug user. Tiny chance your eyes will ghoulify as well.
Four-Eyes				Melee hits restore your PP (50% of DMG done) PP regen rate -100% Mild Grass-type sub-typing		You have mutated, having some sort of strange four leaf plant starting to grow on your body, leeching your ability to regenerate your PP, though in return, you've gained ability to drain your enemies PP by hitting them at meter range. Half the damage caused is converted into PP. You also gain mild grass sub-typing from the plant slowly covering you.
Four Leaf Cover		X	X			
Friendly Fire		X	X	Your fire-type attacks cause target to regenerate briefly Your fire-type attacks no longer cause any damage	Fire-type or has at least one fire-type attack	Your fire-type attacks have mutated... Your fires cause targets to regenerate briefly instead of hurting them, but you also can no longer cause any damage with them. Good for healing allies though.
Ghost I		X	X	Sneaking +1 in dark areas Ghost aura	Not Ghost or Dark type	Mutation has given you a slight ghost-typing, allowing you to fade out slightly in dark conditions, giving you +1 sneak throw in dark areas. Second rank increases this even further, but has consequences...
Ghost II		X	X	Sneaking +5 in dark areas I can see dead pokemorphs... Added Ghost sub-type		This mutation has increased further, allowing greater stealth in dark areas and you can now "phase" through very thin walls. You also gain Ghost sub-typing, allowing you to learn one ghost-type move if you haven't already. Unfortunately this also means that, like it or not, you can now see dead the ghosts of dead Pokemorphs without external assistance. At least the ghosts are oblivious to you...most of the time.
Ghoulish I		X	X	HP regen +50% from radiation	Mutation chance % from having sex with ghouls or glowing animals. See notes.	You've become partially ghoulified...on the inside! Radiation now regenerates your lost health.
Ghoulish II		X	X	HP regen +100% from radiation	Ghoulish I Mutation chance: see notes	Increased HP regeneration from radiation.
Ghoulish III		X	X	HP regen +150% from radiation	Ghoulish II Mutation chance: see notes	Increased HP regeneration from radiation.
Ghoulish IV		X	X	HP regen +200% from radiation Radiation damage self-heals at slow rate	Ghoulish III Mutation chance: see notes	Radiation regenerates your HP even faster, and now it slowly flushes itself from your body automatically. At this stage some of your partial ghoulification may become visible on the outside as a minor side effect.
Gifted			X	All SPECIALS +1 All skill rolls -1 Absurdly large breast size		You gain +1 in every SPECIAL, however the sudden mutation in all your base stats has caused your body to feel somewhat "off". -1 all skill throws.
Gigantomastia (Breast Expansion)		X	X	Speech rolls with males +1 Hostile encounter chances +5% AGI -2	Female, Herm or Shemale Breast expansion treatment Pregnancy (any)	Your breasts have grown to an absurdly large size due a mutation caused by one too many breast expansion treatments, radiation, or pregnancy. They've become eye-catching to the point of distracting morphs around you and may attract unwanted attention. Their weight also causes back pain and slows you down. If you gained this mutation or "perk" due to pregnancy, your milk production will increase dramatically. Your breasts can be returned to a normal size with surgery or certain unpleasant treatments, but possessing any regenerative traits will render these "cures" pointless.
Glow Sight		X	X	No longer need flashlight in dark areas and at night Reveals your location to everyone at night Sneak rolls -5		Your eyes have mutated from all this radiation, causing them to emit constant glow from them. While useful in the darkness, it really reveals out your location when sneaking. It's like keeping that Poke-boy flashlight always on.
		X	X	Radiation resistance +35%	Mutation chance 5% from having sex with feral gh	
Glowing One				Sneaking rolls -10 Radiation aura	Mutation chance 15% from having sex with glowir Mutation chance 50% from having sex with glowir	Radiation exposure has left you glowing in the dark! You've gained +35% in radiation resistance, but you glow in the dark, negating any stealth you may have, as well irradiating anyone near you.

Goat Legs	X	X	X	No longer take fall damage Lower leg anatomy changes to digitgrade.		Your legs have mutated look like those of a wild feral pokemon, complete with digitgrade anatomy. Now you no longer take fall damage!
Good Doggy	X	X	X	Eating poke-blocks and canned dog food more effective Gain one ability based on your ancestry Feral canine pokemon tendencies		You've gained increasing feral pokemon tendencies resembling that of a canine type. Especially if you have a canine pokemorph in your family tree somewhere... It does make the pet food more effective to eat, though, and you may gain some new abilities based on your ancestry...
Good Natured			X	X Speech rolls +1 Combat rolls -1		Your nature has mutated towards being more friendly and charismatic, however this also gives you aversion towards anything combat-related due the increased pacifism.
Gray Matters		X	X	X Receive 25% less damage on head INT -1		Your skull mutated slightly, allowing you to take 25% less damage when hit on your head, however you feel little dumber.
Grim Reaper's Thirst (Grim Reaper's Sprint)		X	X	X Restore 20 HP by biting into enemy (if they bleed) Regenerate ?? HP if you also have any blood-enhancing perks Constant thirst for blood		You have mutated, causing you to feel unexplainable thirst that is only quenched by drinking blood. You can now restore HP by biting onto your enemies during combat and drinking their blood. Can turn into powerful regeneration if you have any perks that enhance healing by blood.
Grounded (EMP Shielding)	X	X	X	X Energy resistance +100% AGI -2 Energy attack DMG -20% Added Ground sub-type: Learn one ground-type move		Your nervous system has developed resistance against energy weapons. As a side-effect, this also protects your implants and cybernetics, as well allows you to resist stun weapons, although it makes you move more sluggishly and sapping some of the stopping power from your own energy weapons as well. You have also gained Ground sub-typing, allowing you to learn one ground-type move if you haven't already.
Ham Fisted			X	X X Unarmed attack rolls +2 Healing, Science, Repair, Traps, Lockpicking rolls -2 Ranged weapon rolls -1		Mutation: Your fists have mutated to become extra large and meaty, dealing greater damage upon hit, however at the cost of losing great amount of dexterity for finer manipulation.
Healing Factor	X		X	X HP regen +300% Positive chem effects -50%		You've mutated, being able to heal much faster, however at the cost of gaining resistance against various chems, their beneficial effects being only half as strong now.
Heavy Handed		X	X	X Unarmed melee damage +4 Critical damage -30%		Your arms have mutated into something larger and tougher... You do +4 points more melee damage, but -30% less critical damage.
Hematophagae				X Bloodpacks heals +20 HP Drinking fresh blood from a Pokemon/Pokemorph heals +40 HP.		You've grown fangs and can heal yourself by drinking blood...like a vampire. Because you practically are one now. The only difference is that everything that kills vampires in books and movies will have absolutely zero effect on you. You can't mesmerize people without a proper hypnosis tool or ability, and you can't turn into a bat Pokemon either. Plus you still have a reflection in mirrors. But you are still vulnerable to death in the myriad of normal mundane ways, so don't go thinking you're immortal because you aren't! Bloodpacks will now heal you for an additional 20 HP when used. Drinking blood from a feral Pokémon or another Pokémorph will heal an additional 40 HP. See notes.
Herbivore	X		X	X Vegetables provide double benefits Cannot get diseases from vegetables Can no longer eat meat		Your stomach has mutated, being able to process any vegetables and plant matter much more efficiently, and gaining resistance against diseases when eating them. However, you're unable to process meats any longer.
Herd Mentality	X		X	X SPECIALS +2 when in group SPECIALS -2 when solo		You've mutated, being able to feel and be much stronger when in group with other pokemorphs or pokemon, however while alone, the sense of loneliness makes you feel much weaker.
Here and Now		X	X		Perk/Skill +1 rank, but at 50% mutation chance	Gain instant rank-up on any chosen perk or skill, however at the increased 50% chance of it being mutated in the process.
Hidden "Pockets"		X	X	X Carry capacity +5 per pocket (or +10 if more ranks than pockets) Increased arousal when used as item storage		You've gained mutation with an ability to hide various small objects easily into any "pockets" on your body. It may at first feel strange or uncomfortable, but you quickly get used to inserting things in various places. Each "pocket" carries up to 5 units of carry weight, unless you have more ranks than "pockets", then it increases up to 10 in one or more pocket. Also additionally, items stored in these pockets cannot be stolen away. See notes.
Hermaphrodite			X	X Able to both sire and bear children STR +1 (if birth gender is female/cuntboy) AGI +1 (if birth gender is male/shemale)		You have mutated and developed a penis or vagina, enabling you to both sire and bear children. You also gain +1 STR or +1 AGI on top of all those new hormones. See Notes
Hoarder		X	X	X Carry capacity +25 All SPECIALS -1 if carrying below 50% capacity Increased rodent behaviour and looks	Mutation chance 5% from perk Mutation chance 50% from perk if rodent type pokemorph	You've mutated, gaining some slight behavioural ticks and cosmetics of the more feral rodent Pokemon. You can carry +25 more, but will lose -1 to all SPECIALS if you carry under 50% your maximum capacity.
Home on the Range		X	X		Well Rested and other similar perks last 50% longer Gain Well Humped perk when waking up (5% chance) Gain Pokemon Love perk when waking up (5% chance)	You've slept outside in the radiation enough that your body mutated in response to it. Now instead of getting attacked by wild Pokemon, Pokemorphs or tribals in the outdoors, you end up being fucked by/fucking them. Standard impregnation rolls apply, unless another perk enhances them.
Hot Blooded		X	X	X PER -2 when arousal over 50% AGI -2 when arousal over 50%		Your blood boils from intense arousal as it reaches 50%, making you lose your concentration and grind your legs together to stem the dripping wetness between, losing -2 PER and AGI. Will last until your arousal has been quenched, one way or another.
Idiot Slut I (Idiot Savant)		X	X		Chance to use LCK instead for rolls (11-INT)% INT -1 LCK +1 Each proc gives +3% arousal	You're not stupid! Just... horny. Randomly use your LCK to roll success instead of specific SPECIALS, each proc also causes increase in arousal (chance%=11-INT, arousal +3%). Also decreases INT by 1 while increasing LCK by 1.
Idiot Slut II		X	X	X Chance to use LCK instead for rolls (11-INT)% INT -1 LCK +1 Each proc gives +5% arousal	Requires Idiot Slut I	You're not stupid! Just... horny. Randomly use your LCK to roll success instead of specific SPECIALS, each proc also causes increase in arousal (chance%=11-INT, arousal +5%). Also decreases INT by 2 while increasing LCK by 2.
Idiot Slut III		X	X	X Chance to use LCK instead for rolls (11-INT)% INT -1 LCK +1 Arousal rate +3% per hour	Requires Idiot Slut II	You're not stupid! Just... horny. Randomly use your LCK to roll success instead of specific SPECIALS, each proc also causes constant increase in arousal for several hours (1d12) (chance%=11-INT, arousal +3% per hour). Also decreases INT by 3 while increasing LCK by 3.
Idiot Slut IV		X	X	X Use LCK instead of other SPECIALS for skill rolls INT -1 (-4 if randomly mutated) LCK +1 (+4 if randomly mutated) Arousal rate +5% each action	Requires Idiot Slut III	You're not stupid! Just... horny. You can now only use your LCK stat to roll any action instead of specific SPECIAL, however your arousal just keeps growing anyway and may interfere. Also lose -4 INT while gaining +4 LCK.
Injector		X	X	X Increases PP regen by +5 for 1d24 hours for your sex partner Sperm virility +25% Drains your PP 1d100 amount	Male genitals required.	You've mutated... and all it does is make your sperm considerably more energetic. Good for "injecting" your sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of amount of baby patter you put into them. Also drastically increases the virility of your sperm. However every load feels like blasting out a full type-attack, even though the orgasm feels worth it.
Iron Fist I		X	X	X Unarmed attack rolls +1 Added Fighting sub-type (mild)		Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also making your unarmed skills better. (+1 unarmed attack throws)
Iron Fist II		X	X	X Unarmed attack rolls +1 Added Fighting sub-type (moderate)		Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while also making your unarmed skills much better. (+1 unarmed attack throws)
Iron Fist III		X	X	X Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighting-type move		Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unarmed melee combat as well allowing you learn one Fighting move if you haven't already.
Irradiated Beauty		X	X	X Sleeping reduces RADS by 100 Fully heals HP if irradiated more than 100 Causes similar effect akin to "Glowing One" when sleeping Chance to attract feral ghouls while sleeping (5%)		When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, but also makes you glow like a Glowing One for few hours. This may attract some unwanted attention.
Jinxed			X		Missed attacks have 50% chance to be critical fail	All misses have 50% chance to become Critical fails.
Kamikaze			X		AGI 10+ First attack chance +5 All damage resistance 0% All type resistance 0% Disease, Poison, Rad resistance 0%	You've become faster. LOT faster. But you lose all your natural defenses, including type and other resistances, having to rely on armor and speed to protect yourself.
Kecleon Stealth			X		Invisible while standing still Sneak attack damage +20%	"Invisibility" while standing still. +20% sneak attack damage. This mutation allows you to become virtually invisible when standing still, but it is not perfect. See notes.
Lady Killer		X	X		Speech rolls +1 against females Damage +10% against females Speech rolls -2 against males	Mutation: You've begun emitting pheromones that has positive effect on females, however it seems to cause anger in males around you.
Lead Belly I		X	X	X Take 45% less RADS when eating irradiated food and drink		Mutation: Your belly has mutated, making you gain 45% less radiation from irradiated foods and drinks.
Lead Belly II	X	X	X		Take 90% less RADS when eating irradiated food and drink	Mutation: Your belly has mutated, making you gain 90% less radiation from irradiated foods and drinks.
Lead Belly III		X	X	X Take no RADS when eating irradiated food and drink Your belly glows after eating highly irradiated food or drink (-25% sneak)	Requires Lead Belly I Requires Lead Belly II	Mutation: Your belly has mutated, allowing you to eat irradiated foods and drinks without harm from radiation. However, consuming highly irradiated food or drink will cause your belly to glow slightly, reducing your ability to sneak in the dark.
Logan's Loophole		X	X		Chem effect duration +100% No longer gain exp and new perks, stop aging at 30 Slowly turn into "Sane Ghoul"	Your mutation allows chems to last twice as long, however you no longer seem to be able to gain new perks or learn new things. You also stop aging after turning 30, and begin to slowly turn into "Sane Ghoul".
Kangaskhan Pouch			X	X Jump 50% higher Kick melee damage +10		You have mutated and developed a pouch on your belly, allowing you to carry an additional 30 pounds. Your legs have also become stronger; you kick harder and can now "boost jump" an additional 50% higher. See notes.

					Feral chance hourly 5%		occasional half crazed feral moments.	
					Max HP +20	Drink irradiated alcohol 100 times		
RAD-Alcoholic (Alcoholic)						Mutation chance 50% from perk with LCK 9-10	You've drunk too much irradiated alcohol. You have an increased tolerance to damage (+20 HP), although you now may have slight addiction to irradiated booze.	
Rad-Blood				X	Random mutation (any) Mutation resistance +90% Radiation resistance +45%		Basically opposite to Blood Purify perk. Your genome is purged from any non-mutated sequences, turned into one random mutation - however you become much more resistant to further mutations and gain increased radiation resistance, at the cost of your fertility dropping to 1%. That, and the one mutation you will get has much more effects than usual.	
					Fertility drops to 1%			
Rad Absorption			X	X	Radiation decreases over time by -3 per hour Radiation Sponge		Your body has mutated to slowly decrease your radiation levels, however it also absorbs any radiation from your surroundings in the process, even from your companions. At least you and your companions don't have to use Rad Away as much.	
Rad Child			X	X	HP regen +2 when irradiated HP regen 0 when not irradiated		Mutation: Your body has mutated to regenerate when irradiated, result of constant radiation around you. However, without radiation, your body is not able to heal naturally at all.	
Rad Regeneration				X	High radiation heals crippled limbs fast if RADS >400		You've mutated from radiation, allowing your crippled limbs to regenerate when you suffer from more than 400 RADS. However, large doses of radiation pose a risk of further mutating yourself...	
Radicool			X	X	X	Gain +1 STR for every 100 points of RADS (max 5) STR -2 for 1d6 days after being purged or gaining 100 RADS	You've mutated, and now the more irradiated you get, the stronger you become. However you will suffer from 'withdrawals' for a couple of days should you be fully purged of radiation. Up to max +5 STR	
Reduced Mass				X	X	X	STR -2 END -2 Dwarf/Shortstack	Your body lost some mass as a result of mutation, turning you into what is called shortstack/dwarf, however some things like your breasts, genitals and tail remained full-sized. You also lost STR and END as a result of smaller body, but they should return to normal over a period of time once you clear this mutation.
Refractor				X	X	X	Energy resistance +10 Sneaking rolls -1	Your fur/skin has mutated somehow into something that reflects and refracts light, giving you +10 energy resistance each rank, however it does seem to affect your stealth...
Revenant			X	X	X	Returns owner of this mutation back to life but after while DMG +25% Will be obsessed to find their killer or into doing some quest INT -2	Bufs will disappear after a while Debuffs will disappear after a while	
Robotics Sexpert (Robotics Expert)				X	X	Speech rolls +1 against robots Instead of attacking, robots will attempt to 'interface' Can 'interface' with robots, overloading them. (specific type required)	Electric-types have increased mutation risk (10%) You have gained mutation... that somehow makes robots find you 'attractive'. Instead of attacking, they will attempt to 'interface' with you. Unless you're specific type, this might be as damaging as normal attacks from them. Otherwise, allows you to overload their circuitry through sex (if you have enough stamina for it) See notes.	
Rooted					X	Damage resistance +50 while standing still	Somehow, you're able to root yourself into the ground when standing still, gaining immense 50 point damage resistance.	
Scaly Skin			X	X	X	Energy resistance +50 Max PP -50	Your skin has mutated, slowly shedding and revealing scaly surface beneath. It grants you some resistance against energy weapons, but same time also affects your PP.	
Shifter				X	X	You can transform your whole body or just parts of it to that of the parent or first grandparent that is not of your birth species.	Obtained through EMP exposure in very specific conditions. Can be inherited from a parent with this mutation. For example, if you were born a Vulpix and your one of your parents is a Litten, then you would be able to shape shift your body in whole or in part into a Litten. This also applies if both parents were Vulpixes but your grandfather or grandmother was a Litten. It acts like the Transform technique that Mews and Ditto's use, but it is far inferior due to only allowing you to transform between two species.	
Shiny					X	X	Natural color patterns are changed from standard Exotic - speech rolls +1 Exotic - Increased hostile encounters +5% (slavers)	This natural mutation was known in pre-war times as "Shiny". It made a pokemon's, or pokemon's color patterns wildly different from their norms. The rarity of this condition made wild Shiny pokemon highly sought out as pets. After the war, slavers have came to prefer capturing Shiny Pokemon's and Pokemon to sell in the slave and pet markets respectively...
Size Matters			X	X	X	X	Increased penis size END +1 when having sex All skill rolls +1	Requires penis Your dick has gained sudden growth in girth and length, while also gaining slight greenish tint. Also increases your END by 1 when having sex.
Skilled					X	X	Cannot learn techniques from TMs Cannot use books to learn more skills	Your skills have gained what seems to be a natural boost, giving you +1 in every skill throw. Unfortunately this means you can no longer learn new techniques from TMs or use books to improve skills. You now learn by pure, hard experience alone.
Small Frame					X	X	AGI +1 Carry capacity -15 Cripple chance +25%	You've become thinner and lighter, giving you +1 AGI, however you've lost some carry capacity (-15) and your limbs may be easier to cripple (+25%)
Speed Demon			X	X	X	X	Attack rolls +1 Attack debuff after reloading -1 Hunger and thirst grows +33% faster	You've mutated, being able to move faster... much faster! Allows you to attack quicker in combat, move around faster, and reload faster, but in return requires more food and water to maintain your speed.
Spiritual Healer				X	X	X	Absorb freshly dead pokemon PP to regenerate HP regen +5% for 15 seconds HP regen -50% normally	You're able to absorb PP of a freshly dead pokemon by touch, and use it to regenerate your own wounds for short period of time. While useful, it tends to stunt your own natural healing somewhat.
Steelix Skin							Damage resistance +25 Energy resistance +25 AGI -2 Fighting resistance -100% Fire resistance -100% Ground resistance -100%	You've mutated, causing your skin to turn into shiny steel-like alloy. While it seems to be excellent at resisting damage and energy alike, it does make you slower and vulnerable to certain type attacks.
Steelix Skeleton (Adamantium Skeleton)			X	X			Limb crippling chance -50% Limb damage -50% Unable to swim Added Steel sub-type: Learn steel-type move	Your skeleton was infused with metal, giving you less chance of being crippled and receiving less limb damage. However, all that metal has made it impossible for you to swim. You've also developed the Steel sub-type as side-effect, allowing you to learn one steel-type move if you haven't already.
Sting Like a Beedrill				X	X	X	Chance to inflict Poisoned status +30% Added Bug sub-typing (mild)	Mutation: While your may not do damage, you've mutated a mild bug sub-typing, giving you chance to poison your enemies by using your claws or hidden slingers in your limbs.
Stoneskin					X		Damage resistance +5 Knockdown chance -50%	Your skin has mutated. It has thickened considerably and gained a rough, stony texture. You are less likely to be knocked down by melee attacks, and you gain 5 points of damage resistance.
Storm Chaser			X	X	X	X	HP regen +4 while in standing in radstorm gain -50% RADS during radstorm You attract hostile ghouls while out in the radstorm You attract 'friendly' ghouls while out in the radstorm	Your mutation allows you to regenerate quickly during radstorm, while ignoring half the radiation, but the slowly accumulating radiation will still attract nearby ghouls towards you, and they may find you either a threat or an irresistible potential breeding partner (despite them being sterile)...
Strange in Numbers			X	X	X	X	25% chance to cause mutation in unmutated sex partner Increased sperm count Swollen testicles if not masturbating or having sex often enough Increased anal/uterus/urethra & bladder/navel pouch capacity	Requires male genital Your mutation... causes mutations. While otherwise unnoticeable, your sperm has gone through a change, and has 25% chance to cause a mutation in your sex partner if they don't have any active mutations yet. This mutation also increases your sperm count drastically, sometimes resulting in swollen balls if you go too long without an orgasm.
Symbiotic Carrier (Forced Surrogacy)			X	X			Elastic intestines/bladder/uterus/navel pouch Immune to radiation while "pregnant". Put a negative effect here!	Get stuffed with (Pokemon/Pokemon) eggs or young at least X times You have mutated from constantly ending up carrying the eggs or live fetuses of mutated Pokemon and/or Pokemon's inside you. You now gain increased benefits from their presence, and may even enjoy being stuffed full of them. Sometimes this manifests as increased elasticity of the intestines, urethra and bladder, or uterus. Other times it manifests as an incubation pouch that develops in your abdomen using your navel as an orifice for the offspring to be implanted through and birth from. If you are of a species that doesn't have a navel, one will spontaneously form along with the pouch. You will still be slowed down by carrying those children/eggs though.
Talon of Fear				X	X	X	Unarmed melee attacks inflict Poisoned status +100% Gain immunity to Poisoned status effect. Gain Poison sub-type and learn one poison-type melee technique. Artificial poisons will still harm or kill you. Cannot obtain this mutation if you are a poison type.	You can now secrete venom from your claws and teeth, enabling you to poison your enemies with unarmed melee attacks. You may also learn one physical melee range poison-type technique. Finally, you are now immune to any technique or ability that inflicts the Poisoned status effect. Unfortunately, artificially created poisons are still harmful if not deadly to you.
Talons			X	X	X	X	Unarmed DMG +25% Unarmed attacks cause bleeding AGI -4 Damage +10%	Your limbs have mutated, becoming able to grow large, sharpened talons from your fingers and feet. While useful in unarmed combat, they really just hinder you otherwise.
Thought You Died					X	X	Max HP +10 Immune to criticals Lose ability to use primary type skills	Mutation chance 50% from perk with <5 LCK You've lost your ability to use your original primary type skills, as they are gone now. In exchange, you have higher health, are immune to critical hits, and your attacks deal a bit more damage. Your secondary typing (if you have one) is now your primary. If you had only one type, your new type is chosen at random (excluding your original type of course). This will result in some physical changes later on.
Tough Hide				X	X		Defense rolls +1 when wearing armor Damage resistance +10% Added minor rock sub-typing AGI -1	Mutation chance 5% from perk Exposure to elements and radiation has caused your skin to thicken and harden, giving you increased defenses, though at the cost of some agility.

[illegible]