Pure Mutations						Version 2.0.2		
						caused by radiation or otherwise, others by Blight.		
						evelop additional ranks under right conditions, making things better or is it has specific required conditions	worse.	
	0	- Hall		t. Thi		And a cold because of the control of		
	Cor					utation will happen under certain circumstances or conditions. ation has base chance to mutate from P.E.R.K.s or otherwise. Base ch	nance is 5% per rank, unless other conditions appl	ly.
			F			This mutation has chance to be mutated at random from radiation. This mutation can be inherited from a parent		
		عد	30		enun.	. This mutation can be inherited from a parent.		
Mutation:	රේ	igir.	×176	22000	Birth	Effect(s):	Mutation conditions:	Description:
	Х			х		Damage increases as HP decreases. (Cap +30% DMG at 25% HP)		You've mutated, allowing your adrenaline to be that much more potent to survive the combat. It foes however
Adrenal Reaction						HP regen +2 at low HP Max HP -50		stress out your system so much that your max HP drops by 50.
Adrenaline Rush I	х	Х		Х		STR +2 when HP below 50%	Mutation chance mid-use: 1% per 100 RADS	You gain +2 STR when your health falls below 50%, however the constant adrenaline surge has detrimenta
Autenanie (Cusii i	¥	X		Y	_	INT-1 PP regen +2	If LCK <5, mutation chance 50% from perk	effect on your mental processes.
Ain't Like That Now	^			^		Attack rolls +1	in zork o, matation and not object from point	 You're no longer able to effectively use your skills based on your primary type. Instead, your PP regenerate faster, your attacks are a bit more effective, you are immune to critical hits, and your secondary type (if you
All CLIC HIGHW					_	Immune to criticals Type Change. Lose ability to effectively use original main-type skills.		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 really weird.
				х		All SPECIALs below 9 rraised to minimum of 5		Instantly increases all SPECIALs that are below 9 to minimum of 5. However, such massive physical mutati
Almost Perfect					_	All skills under affected SPECIALs rolls -2 All skills not affected will roll +2		affected all skills under those SPECIALs, giving them -2 in skill throws, but those that were not affected, gained +2 instead.
	Х	Х		x :	Х	Become immune to disease you've experienced		Your body has mutated, allowing you to become immune to diseases you've experienced once already. You
Anti-Epidemic						Sex with party members has 50% chance to cure them		body also produces natural anti-bodies now to that disease, allowing you to heal sick teammate through set 50% chance, but only if you have immunity to said disease.
		Х		X :	Χ.	Able to breathe underwater		You've suddenly grown gills, allowing you to breathe underwater, and your body has become immune to be
Aquagirl/Boy					_	No radiation damage while swimming		submerged in irradiated water. However, after a while of not being submerged, your skin starts to dry out at you start experiencing shortness of breath.
	X	X		X		END -1 if going too long without swimming Stuck in knot every morning	Canine Pokemon companion	
Attack Dog						Pokemon Love tigger chance +5%		Your body has mutated, becoming irreristible to your feral pokemon companion, making him want to fuck you silly every morning. (requires wild male pokemon companion)
		Х		X :		Movement speed +25% per 100 points of radiation PP regen +1 per 100 points of radiation		You've started moving and thinking faster suddenly while irradiated, increasing your movement speed and
Atomic!						INT -1 if <100 points of radiation		rou ve started moving and thinking laster suddenly while irradiated, increasing your movement speed and regeneration rate, however if your radiation levels drop too much, both your body and mind slow down as w
				X		AGI -1 if <100 points of radiation PER +1		V
Avian Physiology						AGI +1		Your reflexes and attentiviness 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
		v		×		Crippling chance +20% All attack rolls +1 critical chance if used on first turn		reduced by 7.5%.
Awareness		^	H	^ .				You've gained the ability to "see" your enemies aura and see their weak spots, giving you +1 critical chancall combat rolls if used on furst turn. You may or may not develop an aura-sensing "antennae" organ.
Barbarian				Х		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 pow armor, and it becomes tougher the stronger you are. (3 ranks)
Barkskin				X :		Damage resistance +5		
Barkskin	V	· ·		v		One and the second seco	Florida to a combination of the state of the	Your skin has turned into bark-like hardened, allowing you a 5 points of damage resistance.
Batteries Included	X	Х		X	_	Can power up energy weapons using your own electricity Energy weapons 10% less effective	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 he used to putting out so much electricity, you can no longer use them to perform type attacks, lest you fry up
						Unable to use electric type attacks		your own flesh.
Bear Arms		Х		х :		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)
	Х	Х		X :	х	Reduces RADS by 1-5 when eating any berry-like substance.	Eat 100 irradiated berries	Eating too much irradiated berries has made you able to purge small amounts of radiation merely eating eit
Berry Power!							Eat 1d24 liters of berry-like substance	berries, or any berry-like substances you can find.
Berserker I	Х	Х		х		Damage +15% when HP below 30%	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
		X		X	_	INT -1 Speech rolls +1		mentally, losing -1 INT
						Damage to Pokemorphs +7.5%		Your hermaphrodite status makes you somewhat exotic to most other Pokemorphs, as well giving you bette
Best of Both Worlds						Reduced effect of other gender-specific perks Fertility divided between reproductive organs. Effectively -50%.	Hermaphrodite	damage against other genders, however it also includes the combined libido of both genders as your arous: level increases twice as fast as a 'morph of a binary gender. Automatically grants the "Hermaphrodite" perk.
						Increased libido: +1 to Arousal Rate per hour.		
	х			х :	х	Naturally emit light in dark environments.	Requires any 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
Bioluminescence						Perception +1 at night.		the dark, especially if you have natural ring markings. This makes it much harder to sneak around at night of in dark places. On the other hand, you no longer need a flashlight or other light sources to see where you a
	X			ν .		Sneak -10% AGI +4		going in the dark Note, your genitals and nipples will always become bioluminescent.
Bird Bones	^			^ .		Falling from heights is safer due decreased weight		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 the safe of the safe
		V		×	_	STR -4 Speech rolls +1 against males		your strength.
Black Salazzle				^ .		Damage +10% against males		Your body has started emitting pheromones, making it more irresistible towards males and some females while most females just become angry in your presence.
	v	v		v		Speech rolls -2 against females	At least one mutation.	
Blood Purity	X	Х	ł	^		Enhanced mutations +1 rank to all acquired mutations Radiation resistance drops to 0%	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 a radiation resistance and immunity boosters your body had. Every mutation gains additional rank regardless
						Loss of all immunity boosters		they're at maximum or not. This may result in some physical changes depending of mutations.
Body Snatcher		Х	H	۸ .		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		Х		X :	Х	Receive -50% less damage on head		Bony growths slowly formed around your head, creating a something resembling crown or helmet, protectir your head from damage, but lowering your CHA.
				X	_	CHA -1 Berry tree grows on your body		
Bonsai						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 the
Born Survivor	Х	Х	I	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.
				X :	Х	STR+2		
Bruiser						PP -20 AGI -2		You've suddenly gained a lot more muscle mass, especially on your arms, giving you +2 STR. However, yo PP pool has decreased by 20, and you're lot slower.
Drutich Hulls		Х		x :		AGI -2 Any HP gains/boosts +200%		Triples any HP gains and boosts, however all that has affected your AGI.
Brutish Hulk						AGI -1 Carry capacity +75		
Burden to Bear						AGI -1		Thanks to your increased muscles, you can now carry additional 75 points of gear, however it has affected your AGI
Cancerous Growth		Х		X :		HP regen +2		While similar, your mutation allows you to even regenerate lost limbs, though that may leave you quite hun
Ossalkal		Х		X :		Regenerate lost limbs Heal 25 HP by eating corpse	Mutation chance 50% from perk if eaten 1d100	You've mutated, being able to heal yourself by eating flesh of other Pokemorphs, but at the cost of your
Cannibal						Normal foods restore 90% less hunger	corpses	stomach now being unable to process normal foods as effectively.
Carnivore	Х		ł	۸ .		Meat provides double benefits Cannot get diseases from meat		Your stomach has mutated, being able to process meats much more efficiently, and allowing you be immu to to fall ill from even eating spoiled meat, however you will get sick and throw up if you try to eat foods with
						Can eat only meat		fruit or vegitables in it (including bread).
-		Х	+	X :		Sharp melee attack rolls +2 Dodge rolls +2		Your body has mutated feline characteristics. This makes you more faster and agile, but at the cost of lower
Cat-Like						Lowered attention span (tasks requiring concentrated focusing -2 on		Your body has mutated reline characteristics. I his makes you more faster and agile, but at the cost of lowe attention span and more feline-like behaviour. You can also purr now.
	x			× ·		their rolls) STR, END +2		
Centaur	^		ľ	Α.		Carry Weight +50		Your body has mutated, rapidly increasing in mass and turning you into centaur-like, bottom half of your bor forming another pair of legs and turning into similar to your feral cousin's bodies, while upper half is made
Suntaui					_	AGI -2 Stealth rolls -2		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.
	х			X		Recovery from addictions +100% faster	Mutation chance +1% each time addicted	
Chem Reliant						Withdrawal effects -1 Addiction chance to drugs +100%		While you recover twice faster and have less withdrawale effects from addictions, your addiction chances a shoot up by 100%. Negates Chem Resistant.
						Negates Chem Resistant perk		
		Х		X :		Speech rolls +1 against females		Vaur hadu has mutated, amilting phasemanas that assems to attract paleomorphs of familia unright towards

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 toward you. It does however, cause slight subconscious aggression on males.
Cockbirth	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". Can only be used as a surrogate to incubate or gestate the young of another mutated morph, whatever gender they are.	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 addomen and both your urethra and penis have been adapted for considerable "brithing" elasticity. The changes do not include ovaries, so you do not count as a hermaphrodite. However, you can and will sometimes from yourself matting with a creature or Pokemorph that will penertate your utethra and despit their eggs or embryos in your pseudo-womb. Should this happen, you will experience all the typical sym of that kind of pregnancy (including occasional pregnancy horimiess) and eventually "jove birth" to the
		v	v	v	Speech rolls +1 against males		offspring via your mutated penis. The birth will be exactly as unpleasant as it sounds, but your mutated and penis will allow for the safe delivery of the offspring without any damage being incurred by the birthin process.
Confirmed Bachelor		^	^	^	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		х	X		Cryo/Ice damage +50% Critical hit instantly freezes enemies solid	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 also very obsessed with cryolice weapons, and you can instantly freeze enemies solid with criticals. How the cold aura around you may deter other Pokemorphs, unless they're ice-types.
Daddy's/Mommy's Girl/Boy			х	х	Cold aura 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 t learn three techniques from that type. It also includes type resistances and weaknesses.
Death Sense		Х	X		PER+2 CHA-1		You've mutated, gaining much better senses all around, however at the cost of becoming slightly more follows and mind.
	х	Х			INT -1 Damage resistance +10 points		body and mind. While receiving DIAE implants, the healing process caused a slight mutation, turning your skin rock-like
Dermal Impact Assault Enhancement					Explosive resistance +10 points CHA -1		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.
	х		Х		Added Rock sub-typing Added Dark sub-type	Not a Dark type	Your primary type energies are suddenly consumed and mutated into Dark sub-type, allowing you to lea
Devil's Highway					Intimidation speech rolls +2 Chance enemies flee from combat +1 Cannot learn new attacks to primary type		dark-type move if you haven't already, as well changing you visually more towards Dark-type pokemons darkened furkskin, reddish glowing eyes, dark aura and such. Also includes type resistance changes. Ma use previous type attacks, though they might have been changed as well.
Dromedary	Х	Х	х	Х	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 mut more water to drink when somewhere dry. On plus side, you can now do water-type attacks.
Eagle Eyes	X		X	Х	PER +4 Critical DMG +25%		Your eyes have mutated, allowing you much better eyesight, however your strength seems to suffer from somwhat. Your eyes also have gained this slightly odd shape in the pupil.
	Х		X	Х	STR -4 INT +8		Your brain has mutated into something much smarter. You can suddenly process nuclear equations ar
Egg Head	v		v	v	STR -3 END -3 Shock enemies when hit by make		that jazz, but it seems like all that brainpower is shriveling up the rest of your body, sapping away your E and STR.
Electrically Charged	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 the Especially enemies. While it shocks your enemies every time thay lit you, it also causes periodical shoc damage on yourself as well, unless you have high electric resistance.
Empath	Х				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 you teammates, but adds it into yours, causing you to take more damage in combat.
Eye on the Prize		X	Х		Allows you to see through materials to determine container's contents without opening it Ranged weapon rolls +1, allow aiming through walls		Your eyes have mulated, giving you ability to see the contents of most containers, however the way in your eyes look carries a negative impact to your charisma. It also has the slight side effect of allowing yo see some enemies through specific obstacles, allowing you to better aim your shots1 CHA, +1 ranged weapons
		Х	х		CHA -1 Added Fairy sub-type	Not a Fairy type	Your primary type energies are suddenly consumed and mutated into Fairy sub-type, allowing you to lea
Escalator to Heaven					Speech rolls +2 Hostile encounter chance +10% Connect loom new attacks to primary type		one fairy-type move if you haven't already, as well changing you visually towards more innocent and cut visually. Also includes type resistance changes. May stil use previous type attacks, though they may hav changed as well.
Evolve!			X		Cannot learn new attacks to primary type Skill/Perk rank +1		One of your skills/perks has randomly mutated up a rank, affecting all skills and/or abilities under it. Can beyond their maximum, thus causing unforeseen effects or changes.
		Х	х	Х	HP regen rate +5 both inside and outside of combat. Radiation resistance 0%		
Fast Metabolism					Poison resistance 0% Increased mutation risk +5%		Mutation: Your increased metabolism gives you edge with increased healing rate, however that comes vandedd risk on mutations and increased hunger.
Fast Healing I		Х	X	Х	Increased hunger +10% 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		Х	х	х	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					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		Х	X	Х	Max HP -50% Perk rate +1		Your body has mutated, halving your maximum HP, but allowing you to learn new skills at accelerated p However, your body has also become unstable, and it attempts to "evolve" every time you level-up, cau small loss of HP each time.
			X		Unstable evolution -10% HP at level-up CHA -1 every 100 RADS INT -1 every 100 RADS		The radiation has affected your brain, turning you more towards your feral side, even more so as your
Feral					STR +1 every 100 RADS Movement speed +20%		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.
Fireproof	Х	Х	х	х	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 a both weapons and type attacks, but more suspectible against water-based attacks.
Flexible		Х	X	Х	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 or close-range melee attacks. Additionally, it allows you some fun positions in bedroom. Combined with Cimutation, this makes you even closer to turning into felier more makes you even closer to turning into felier more makes you even closer to turning into felier more makes you even to also the more makes you were the closer to turning into felier more makes you even to see the more more marked to the more more more more more more more mor
		Х	Х	Х	PER +1 with eyewear		mutation, this makes you even closer to turning into feline morph. Your eyesight has been affected badly by radiation, causing -4 PER without any eyewear, as well makir
Four-Eyes		х	v		PER -4 without eyewear Ghoul eyes (1%) Make hits restore your PP (50% of DMC done)	Ghoulified eyes chance 1%	Tour lessight has been afrected upon by relationst causing — PER will four any eyewers, as well making eye bloostift, looking like drug user. Tiny chance your eyes will ghoulify as well. You have mutated, having some sort of strange four leaf plant starting to grow on your body, leeching y
Four Leaf Cover		X	X		Melee hits restore your PP (50% of DMG done) PP regen rate -100% Mild Grass-type sub-typing		You have mutated, naving some sort of strange rour leaf piant starting to grow on your body, leeching y ability to regenerate your PP, though in return, you've gained ability to drain your enemies PP by httimg at melee range. Half the damage caused is converted into PP. You also gain mild grass sub-typing from plant slowly covering you.
Friendly Fire	х		Х	Х	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	plant slowly covering you. Your fire-type attacks have mutated Your fires cause targets to regenerate briefly instead of hurting the but you also can no longer cause any damage with them. Good for healing allies though.
Ghost I					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 sneak throw in dark areas. Second rank increases this even further, but has consequences
Ghost II	Х	X	X	Х	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" thr very thin walls. You also gain Ghost sub-typing, allowing you to learn one ghost-type move if you haven already. Unfortunately this also means that, like it or not, you can now see dead the ghosts of dead Pokémorphs without external assistence. At least the ghosts are oblivious to youmost of the time.
Ghoulish I	Х		x	Х	HP regen +50% from radiation	Mutation chance % from having sex with ghouls or glowing animals. See notes.	Pokemorphs without external assistence. At least the ghosts are convious to youmost of the time. You've become partially ghoulifiedon the inside!. Radiation now regenerates your lost health.
Ghoulish II	Х		X	Х	HP regen +100% from radiation	Ghoulish I Mutation chance: see notes	Increased HP regeneration from radiation.
Ghoulish III	Х				HP regen +150% from radiation	Ghoulish II Mutation chance: see notes	Increased HP regeneration from radiation.
Ghoulish IV	Х				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 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	Female, Herm or Shemale	You gain +1 in every SPECIAL, however the sudden mutation in all your base stats has caused your bo feel somewhat "off"1 all skill throws. Your breasts have grown to an absurdly large size due a mutation caused by one too many breast expa
	Х	Х	X		Speech rolls with males +1	Breast expansion treatment	Your breasts rave grown or an absurity site gisses due a mutation caused by one too many otensets expaint treatments, radiation, or pregnancy. They've become eye-catching to the point of distracting morphs are 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 but the production will increase dramatically. Your but the production will be the production of the production will be producted by the production of the production will be producted by the production of the production will be producted by the production will be producted by the production of the
Gigantomastia (Breast Expansion)					Hostile encounter chances +5%	Pregnancy (any)	can be returned to a normal size with surgery or certain unpleasant treatments, but posessing any
Gigantomastia (Breast Expansion)					AGI -2		regenerative traits will render these "cures" pointless.
Gigantomastia (Breast Expansion)	x	х	x	х	AGI -2 No longer need flashlight in dark areas and at night Reveals your location to everyone at night Sneak rolls -5		regenerative traits will render these "cures" pointless. Your eyes have mutated from all this radiation, causing them to emit constant glow from them. While us the darkness, it really reveals out your location when sneaking. It's like keeping that Poke-boy flashlight always on.

Goat Legs	^	^	^	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 digitagrade anatomy. No no longer take fall damage!
	х	Х	х	Eating poke-blocks and canned dog food more effective		You've gained increasing feral pokemon tendencies resembling that of a canine type. Especially if you I
Good Doggy				Gain one ability based on your ancestry Feral canine pokemon tendencies		canine pokemorph in your family tree somewhere It does make the pet food more effective to eat, tho and you may gain some new abilities based on your ancestry
Good Natured			X 3	Speech rolls +1		Your nature has mutated towards being more friendly and charismatic, however this also gives you ave
3000 Hatarea		v	ν,	Combat rolls -1 Receive 25% less damage on head		towards anything combat-related due the increased pacifism.
Gray Matters		^	^ ′	INT -1		Your skull mutated slightly, allowing you to take 25% less damage when hit on your head, however you little dumber.
Grim Reaper's Thirst (Grim Reaper's		Х	X :	Restore 20 HP by biting into enemy (if they bleed)		You have mutated, causing you to feel unexplainable thirst that is only quenched by drinking blood. You
Sprint)				Regenerate ?? HP if you also have any blood-enhancing perks Constant thirst for blood		now restore HP by biting onto your enemies during combat and drinking their blood. Can turn into power generation if you have any perks that enhance healing by blood.
	Х	Х	X 2	Energy resistance +100%		Your nervous system has developed resistance against energy weapons. As a side-effect, this also pro
Grounded (EMP Shielding)				AGI -2 Energy attack DMG -20%		your implants and cybernetics, as well allows you to resist stun weapons, although it makes you move re sluggishly and sapping some of the stopping power from your own energy weapons as well. You have a
				Added Ground sub-type: Learn one ground-type move		gaind Ground sub-typing, allowing you to learn one ground-type move if you haven't already.
Ham Fisted		Х	X :	Unarmed attack rolls +2 Healing, Science, Repair, Traps, Lockpicking rolls -2		Mutation: Your fists have mutated to become extra large and meaty, dealing greater damage upon hit,
				Ranged weapon rolls -1		however at the cost of losing great amount of dexterity for finer manipulation.
Healing Factor	Х		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 vario chems, their beneficial effects being only half as strong now.
Heavy Handed		х	X Z	Unarmed melee damage +4		Your arms have mutated into something larger and tougher You do +4 points more melee damage, but
neavy naticeu				Critical damage -30%		-30% less critical damage.
Hematophage			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 bloodlike a vampire. Because you practically an now. The only difference is that everything that fills vampries in books and movies with lave absolutely effect on you. You can't mesmerize people without a proper hypnosis tool or ability, and you can't turn in bat Pokenom either. Plas you still have a reflection in mirrors. But you are still vulnerable to death in the invited of normal mundrate ways, so drinking you're immortal because you aren't Bloodpacks will now heal you for an additional 20 HP when used. Drinking blood from a feral Pokemon
	X		v '	Vegetables provide double benefits		another Pokémorph will heal an additional 40 HP. See notes.
Herbivore	^		^ /	Cannot get diseases from vegetables		Your stomach has mutated, being able to process any vegetables and plant matter much more efficient gaining resistance against diseases when eating them. However, you're unable to process meats any lo
	V			Can no longer eat meat		
Herd Mentality	Х		A 2	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 poke however while alone, the sense of loneliness makes you feel much weaker.
Here and Now		Х	Х	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 muta the process.
		Х	X :	Carry capacity +5 per pocket (or +10 if more ranks than pockets)		the process. You've gained mutation with an ability to hide various small objects easily into any "pockets" on your bo
Hidden "Pockets"			ď	Increased arousal when used as item storage		Tou ve gained mituation with an ability to mice various small objects easily into any pockets on your omay at first feel strange or uncomfortable, but you quickly get used to inserting things in various places. "pocket" carries up to 5 units of carry weight, unless you have more ranks than "pockets", then it increases
nadon I OUNDIA						pocket: carries up to 5 units or carry weight, unless you have more ranks than pockets, then it increat to 10 in one or more pocket. Also additionally, items stored in these pockets cannot be stolen away. Se notes.
			X 2	Able to both sire and bear children		
Hermaphrodite				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 a gain +1 STR or +1 AGI on top of all those new hormones. See Notes
		Х	x :	AGI +1 (if birth gender is male/shemale) Carry capacity +25	Mutation chance 5% from perk	
Hoarder				All SPECIALs -1 if carrying below 50% capacity	Mutation chance 50% from perk if rodent type pokemorph	You've mutated, gaining some slight behaviourial ticks and cosmetics of the more feral rodent Pokemo can carry +25 more, but will lose -1 to all SPECIALs if you carry under 50% your maximum capacity.
		Х	X	Increased rodent behaviour and looks Well Rested and other similar perks last 50% longer	potential	Venture along tradellar in the analysis of several section of the
Home on the Range				Gain Well Humped perk when waking up (5% chance)		You've slept outside in the radiation enough that your body mutated in responso to it. Now instead of go attacked by wild Pokemon, Pokemorphs or tribals in the outdoors, you end up being fucked by/fucking to Standard in preparation will be poly. It wild be prefer to be passed them.
		x	x :	Gain Pokemon Love perk when waking up (5% chance) PER -2 when arousal over 50%		Standard impregnation rolls apply, unless another perk enhances them.
Hot Blooded				AGI -2 when arousal over 50%		Your blood boils from intense arousal as it reaches 50%, making you lose your concentration and grind legs together to stem the dripping wetness between, losing -2 PER and AGI. Will last until your arousal
		Х	~	Channel to use I OV leadered for salls (44 INTD)		been quenched, one way or another.
Idlat Ob to Uddat Occurry)		^	^	Chance to use LCK instead for rolls (11-INT)% INT -1		You're not stupid! Just horny. Randomly use your LCK to roll success instead of specific SPECIALs, proc also causes increase in arousal (chance%-11-INT, arousal +3%). Also decreases INT by 1 while
Idiot Slut I (Idiot Savant)				LCK+1		increasing LCK by 1.
	Х	х	х	Each proc gives +3% arousal Chance to use LCK instead for rolls (11-INT)%	Requires Idiot Slut I	
Idiot Slut II				INT-1		You're not stupid! Just horny. Randomly use your LCK to roll success instead of specific SPECIALs, proc also causes increase in arousal (chance%=11-INT, arousal +5%). Also decreases INT by 2 while
				LCK +1 Each proc gives +5% arousal		increasing LCK by 2.
	Х	х	х	Chance to use LCK instead for rolls (11-INT)%	Requires Idiot Slut II	
Idiot Slut III				INT -1 LCK +1		You're not stupid! Just horny. Randomly use your LCK to roll success instead of specific SPECIALs, or proc also causes constant increase in arousal for several hours (1d12) (chance%=11-INT, arousal +3% hour). Also decreases INT by 3 while increasing LCK by 3.
				Arousal rate +3% per hour		nour). Also decreases live by 3 write increasing ECK by 3.
	х	Х	Х	Use LCK instead of other SPECIALs for skill rolls	Requires Idiot Slut III	You're not stupid! Just horny. You can now only use your LCK stat to roll any action instead of specifi
				INT -1 (-4 if randomly mutated) LCK +1 (+4 if randomly mutated)		SPECIAL, however your arousal just keeps growing anyway and may interfere. Also lose -4 INT while (+4 LCK.
Idiot Slut IV				Arousal rate +5% each action		14 2010
idiot Slut IV						
	х	Х	x :	Increases PP regen by +5 for 1d24 hours for your sex partner Sperm virility +25%	Male genitals required.	You've mutated and all it does is make your sperm considerably more energetic. Good for "injecting" say nathan with good does of PP responsation that lests from bours to a whole day, depending of an
	x	x	x :	Sperm virility +25% Drains your PP 1d100 amount	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am- baby patter you put into them. Also drastically increases the virility of your sperm. However every load
				Sperm virility +25% Drains your PP 1d100 amount	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it.
injector		x	x :	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild)	Male genitals required.	sex partners with good dose of PP repeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws)
njector ron Fist I		x	x :	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack tolls +1	Male genitals required.	sex partners with good dose of PP repeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws)
injector rron Fist I		x x	X X	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild)	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unarmed skills better. (+1 unarmed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills much better. (+1 unarmed attack throws) Mutation: You've mutated indicates the control of the properties of it (50%) while making your unamed skills much better. (+1 unarmed attack throws)
Injector Iron Fist I	X X	x x	x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighthing-type move	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drassfeally increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unarmed skills better. (+1 unarmed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unarmed skills much better. (+1 unarmed attack throws)
ron Fist II	X X	x x	x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Flighting sub-type (mild) Unarmed attack rolls +1 Added Flighting sub-type (moderate) Unarmed attack rolls +1 Added Flighting sub-type: Learn one flighthing-type move Sleeping reduces RADS by 100	Male genitals required.	sex partners with good dose of PF regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drassleally increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills much better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unammed set allowing you learn one Fighting move if you haven't already.
ron Fist II	X X	x x	x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighthing-type move Sleeping reduces RADS by 100 Fully heals HP if irradiated more than 100 Causes similar effect akin to 'Glowing One' when sleeping	Male genitals required.	sex partners with good dose of PF regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drassleally increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills much better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unammed set allowing you learn one Fighting move if you haven't already.
nnjector rron Fist II ron Fist III rron Fist III	X X	x x x	x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighthing-type move Sleeping reduces RAIDS by 100 Fully heals HP if irradiated more than 100	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drassically increases the virility of your sperm. However every load like blashing out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unarmed skills better. (+1 unarmed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unarmed skills much better. (+1 unarmed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unarmed melee as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention.
njector rron Fist II rron Fist III rron Fist III	X X	x x x	X X X X X X	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Flighting sub-type (mild) Unarmed attack rolls +1 Added Flighting sub-type (moderate) Unarmed attack rolls +1 Added Flighting sub-type: (moderate) Unarmed attack rolls +1 Added Flighting sub-type: Learn one flighthing-type move 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%) Missed attacks have 50% chance to be critical fail	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drassically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unarmed skills better. (+1 unarmed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills much better. (+1 unarmed attack throws) Mutation: You've mutated indies much better. (+1 unarmed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unarmed melee as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds,
njector rron Fist II rron Fist III rron Fist III	X X	x x x	x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Flighting sub-type (mild) Unarmed attack rolls +1 Added Flighting sub-type (moderate) Claume to the sub-type to the sub-type move Sleeping reduces RADS by 100 Fully heals HP If irradiated more than 100 Causes similar effect akin to "Glowing One" when sleeping Chance to attact feral ghouls while sleeping (5%) Missed attacks have 50% chance to be critical fail AGI 10+	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drassically increases the virility of your sperm. However every load like blashing out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unarmed skills better. (+1 unarmed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unarmed skills much better. (+1 unarmed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unarmed melee as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention.
njector rron Fist I rron Fist II rron Fist III rradiated Beauty	X X	x x x	X X X X X X	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Flighting sub-type (mild) Unarmed attack rolls +1 Added Flighting sub-type (moderate) Unarmed attack rolls +1 Added Flighting sub-type: (moderate) Unarmed attack rolls +1 Added Flighting sub-type: Learn one flighthing-type move 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%) Missed attacks have 50% chance to be critical fail	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fightling sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unarmed attack throws) Mutation: You've mutated moderate Fightling sub-typing allowing you some properties of it (50%) while making you unamed skills much better. (+1 unarmed attack throws) Mutation: You've mutated Fightling sub-typing, allowing you to become much better at unarmed melee as well allowing you learn one Fightling move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails.
rion Fist II fron Fist II fron Fist III fradiated Beauty	X X	x x x	X X X X X X	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighthing-type move 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 pdnuls while sleeping (5%) Missed attacks have 50% chance to be critical fail AGI 10+ First attack chance +5 All Idamage resistance 0% All type resistance 0%	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drassleally increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills mub better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unarmed melee as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails.
njector rron Fist I rron Fist II rron Fist III rradiated Beauty	X X	x x x	X X X X X X	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (molerate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Caded Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Calepier geduces RADS by 100 Fully heals HP if Irradiated more than 100 Causes similar effect akin to "Glowing One" when sleeping Chance to attract feral plouds while sleeping (5%) Missed attacks have 50% chance to be critical fall AGI 10+ First attack chance +5 All damage resistance 0%	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unarmed skills better. (+1 unarmed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills muto better. (+1 unarmed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unarmed melee as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heats itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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.
ron Fist II ron Fist II ron Fist III rradiated Beauty Jinxed	X X	x x x	x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighthing-type move 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 phouls while sleeping (5%) Missed attacks have 50% chance to be critical fall AGI 10+ First attack chance +5 All damage resistance 0% All type resistance 0% Disease, Poison, Rad resistance 0% Disease, Poison, Rad resistance 0%	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drassically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills much better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unarmed melee as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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.
njector ron Fist II ron Fist III rradiated Beauty Ilinxed	x	x x x	x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (molerate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type Learn one fighthing-type move 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 plouds while sleeping (5%) Missed attacks have 50% chance to be critical fall AGI 10+ First attack chance +5 All damage resistance 0% All type resistance 0% Disease, Poison, Rad resistance 0% Invisible while standing still Sneak attack damage +20%	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby pater you put into them. Also drassically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unarmed skills better. (+1 unarmed states throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making you unamed skills much better. (+1 unarmed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unarmed melee as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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. "Invisibility" while standing still. +20% sneak attack damage. This mutation allows you to become virtus invisible when standing still, but it is not perfect. See notes.
ron Fist II ron Fist II ron Fist III rradiated Beauty Jinxed Kamikaze	x	x x x	x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighthing-type move Sleeping reduces RAD5 by 100 Fully heals IP If irradiated more than 100 Causes similar effect akin to "Glowing One" when sleeping Chance to attract feral phouls while sleeping (5%) Missed attacks have 50% chance to be critical fall AGI 10+ First attack chance +5 All damage resistance 0% All type resistance 0% Disease, Poison, Rad resistance 0% Invisible while standing still Sneak attack damage +20% Speech rolls +1 against females Damage = 10% against females	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making you unamed skills much better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unarmed melee as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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. "Invisibility" while standing still. +20% sneak attack damage. This mutation allows you to become virtus invisible when standing still, but it is not perfect. See notes.
finjector fron Fist I fron Fist II fron Fist III fron Fist III fradiated Beauty Jinxed Kamikaze Kecleon Stealth	x	x x x	x x x x x x x x x x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type move Sleeping reduces RADS by 100 Fully heais HP if irradiated more than 100 Causes similar effect akin to 'Glowing One' when sleeping Chance to attact feral ghouls while sleeping (5%) Missed attacks have 50% chance to be critical fail AGI 10+ First attack chance +5 All damage resistance 0% Disease, Poison, Rad resistance 0% Invisible while standing still Sneak attack damage +20% Speech rolls +1 against females Damage +10% against females	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fightting sub-lyping, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fightting sub-lyping allowing you some properties of it (50%) while making your unamed skills mub better. (+1 unamed attack throws) Mutation: You've mutated Fightling sub-lyping, allowing you to become much better at unamed ease well allowing you learn one Fightling more if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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. "Invisibility" while standing still. +20% sneak attack damage. This mutation allows you to become virtue invisible when standing still. but it is not perfect. See notes. Mutation: You've begun emitting pheromones that has positive effect on females, however it seems to anger in males around you.
finjector fron Fist I fron Fist II fron Fist III fron Fist III fradiated Beauty Jinxed Kamikaze Kecleon Stealth	x	x x x	x x x x x x x x x x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighthing-type move Sleeping reduces RAD5 by 100 Fully heals IP If irradiated more than 100 Causes similar effect akin to "Glowing One" when sleeping Chance to attract feral phouls while sleeping (5%) Missed attacks have 50% chance to be critical fall AGI 10+ First attack chance +5 All damage resistance 0% All type resistance 0% Disease, Poison, Rad resistance 0% Invisible while standing still Sneak attack damage +20% Speech rolls +1 against females Damage = 10% against females	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fightting sub-lyping, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fightting sub-lyping allowing you some properties of it (50%) while making your unamed skills mub better. (+1 unamed attack throws) Mutation: You've mutated Fightling sub-lyping, allowing you to become much better at unamed ease well allowing you learn one Fightling more if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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. "Invisibility" while standing still. +20% sneak attack damage. This mutation allows you to become virtue invisible when standing still. but it is not perfect. See notes. Mutation: You've begun emitting pheromones that has positive effect on females, however it seems to anger in males around you.
Impector Irron Fist II Irron Fist III Irron Fist III Irradiated Beauty Jinxed Kamikaze Kecleon Stealth Lady Killer Lead Belly I	x	x x x x	x x x x x x x x x x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type move Sleeping reduces RADS by 100 Fully heais HP if irradiated more than 100 Causes similar effect akin to 'Glowing One' when sleeping Chance to attact feral ghouls while sleeping (5%) Missed attacks have 50% chance to be critical fail AGI 10+ First attack chance +5 All damage resistance 0% Disease, Poison, Rad resistance 0% Invisible while standing still Sneak attack damage +20% Speech rolls +1 against females Damage +10% against females		sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blashing out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making you unamed skills mub better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unamed melee as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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. "Invisibility" while standing still. +20% sneak attack damage. This mutation allows you to become virtue invisible when standing still, but it is not perfect. See notes. Mutation: You've begun emitting pheromones that has positive effect on females, however it seems to anger in males around you. Mutation: You've bely has mutated, making you gain 45% less radiation from irradiated foods and drinks
Injector Injector Iron Fist I Iron Fist II Iron Fist III Irradiated Beauty Jinxed Kamikaze Kecleon Stealth Lady Killer Lead Belly II	x	x x x x	x x x x x x x x x x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighthing-type move Sleeping reduces RAD5 by 100 Fully heals IP If irradiated more than 100 Causes similar effect akin to "Glowing One" when sleeping Chance to attract feral phouls while sleeping (5%) Missed attacks have 50% chance to be critical fall AGI 10+ First attack chance +5 All damage resistance 0% All type resistance 0% Disease, Poison, Rad resistance 0% Invisible while standing still Sneak attack damage +20% Speech rolls +2 against females Damage +10% against females Damage +10% lagainst females Speech rolls -2 against males Take 45% less RADS when eating irradiated food and drink	Male genitals required.	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Flighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Flighting sub-typing allowing you some properties of it (50%) while making your unamed skills mote better. (+1 unamed attack throws) Mutation: You've mutated Flighting sub-typing, allowing you to become much better at unamed as well allowing you sleep have better. (+1 unamed attack throws) Mutation: You've mutated Flighting sub-typing, allowing you to become much better at unamed as well allowing you learn one Flighting move if you havent already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. You've become faster. LOT faster. But you lose all your natural defenses, including type and other resistances, having to rety on armor and speed to protect yourself. "Invisibility" while standing still. +20% sneak attack damage. This mutation allows you to become virtua invisible when standing still. +20% sneak attack damage. This mutation allows you to become virtua invisible when standing still. +20% sneak attack damage. This mutation allows you to become virtua invisible when standing still. but it is not perfect. See notes. Mutation: You've begun emitting pheromones that has positive effect on females, however it seems to anger in males around you. Mutation: You belly has mutated, making you gain 45% less radiation from irradiated foods and drinks.
Impector Irron Fist II Irron Fist III Irron Fist III Irradiated Beauty Jinxed Kamikaze Kecleon Stealth Lady Killer Lead Belly I	x	x x x x	x x x x x x x x x x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type: Learn one fighthing-type move 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%) Missed attack have 50% chance to be critical fail AGI 10+ First attack chance +5 All damage resistance 0% All type resistance 0% Disease, Poison, Rad resistance 0% Invisible while standing still Sneak attack damage +20% Speech rolls +1 against females Damage +10% against females Damage +10% against females Speech rolls -2 against males Take 45% less RADS when eating irradiated food and drink Take no RADS when eating irradiated food and drink Take no RADS when eating irradiated food and drink Your belly glows after eating highly irradiated food or drink (-25%)		sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load like blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unamed skills who better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unamed ease well allowing you learn one Fighting move if you havent already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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. *Invisibility* while standing still. +20% sneak attack damage. This mutation allows you to become virtual invisible when standing still, but it is not perfect. See notes. Mutation: You've begune emitting pheromones that has positive effect on females, however it seems to anger in males around you. Mutation: You belly has mutated, making you gain 45% less radiation from irradiated foods and drinks Mutation: Your belly has mutated, allowing you do rinks will allow you for his will will allow you have the perfect of their kindlated foods of ord fink will hot, reducing your bely to gow sightly. The drink you gain 45% less radiation from irradiated foods and drinks will you to the your perfect. See notes.
Injector Iron Fist I Iron Fist II Iron Fist III Iron Fist III	x	x x x x	x : x x x x x x x x x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type move Sleeping reduces RADS by 100 Fully heals HP if irradiated more than 100 Causes similar effect akin to 'Glowing One' when sleeping Chance to attack feral pdous while sleeping (5%) Missed attacks have 50% chance to be critical fail AGI 10+ First attack chance +5 All damage resistance 0% Disease, Poison, Rad resistance 0% Invisible while standing still Sneak attack damage 4:20% Speech rolls +1 against females Damage +10% against females Damage +10% against females Take 45% less RADS when eating irradiated food and drink Take no RADS when eating irradiated food and drink	Requires Lead Belly I	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load tilk blasting out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unamed skills who better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unamed sa swell allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, to makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical falls. 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. *Invisibility* while standing still. +20% sneak attack damage. This mutation allows you to become virtual invisible when standing still, but it is not perfect. See notes. Mutation: You've begune emitting pheromones that has positive effect on females, however it seems to anger in males around you. Mutation: You belly has mutated, making you gain 45% less radiation from irradiated foods and drinks. Mutation: Your belly has mutated, making you gain 45% less radiation from irradiated foods and drinks without harm from rad However, consuming highly irradiated food or drink will cause your belly to glow slightly, reducing your to sneak in the dark.
Injector Iron Fist I Iron Fist II Iron Fist III Iron Fist III	x	x x x x x x x x x x x x x x x x x x x	x : x x x x x x x x x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (molerate) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Steeping 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 phous while sleeping (5%) Missed attacks have 50% chance to be critical fall AGI 10+ First attack chance +5 All damage resistance 0% All type resistance 0% All type resistance 0% Disease, Poison, Rad resistance 0% rivisible while standing still Sneak attack damage +20% Speech rolls +1 against females Speech rolls -2 against males Take 45% less RADS when eating irradiated food and drink Take 90% less RADS when eating irradiated food and drink Take no RADS when eating irradiated food and drink Your belly glows after eating highly irradiated food or drink (-25% sneak) No longer gain exp and new perks, stop aging at 30	Requires Lead Belly I	Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unarmed skills better. (+1 unarmed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills much better. (+1 unarmed attack throws) Mutation: You've mutated Eighting sub-typing, allowing you to become much better at unarmed makes well allowing you learn one Fighting move if you havent already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, makes you glow like a Clowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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. *Invisibility* while standing still. +20% sneak attack damage. This mutation allows you to become virtua invisible when standing still, but it is not perfect. See notes. Mutation: You've begune militing pheromones that has positive effect on females, however it seems to anger in males around you. Mutation: You've belly has mutated, making you gain 45% less radiation from irradiated foods and drinks. Mutation: Your belly has mutated, making you gain 45% less radiation from irradiated foods and drinks. Mutation: Your belly has mutated, allowing you do at maid and clause your bely to gow slight, reducing your.
ron Fist II ron Fist II ron Fist III rradiated Beauty Jinxed Kamikaze Kecleon Steatth Lead Belly II Lead Belly III	x	x x x x x x x x x x x	x x x x x x x x x x x x x x x x x x x	Sperm virility +25% Drains your PP 1d100 amount Unarmed attack rolls +1 Added Fighting sub-type (mild) Unarmed attack rolls +1 Added Fighting sub-type (moderate) Unarmed attack rolls +1 Added Fighting sub-type move Sleeping reduces RADS by 100 Causes similar effect akin to 'Glowing One' when sleeping Chance to attract feral pdnus while sleeping (5%) Missed attacks have 50% chance to be critical fail AGI 10+ First attack chance +5 All damage resistance 0% All type resistance 0% Disease, Poison, Rad resistance 0% Invisible while standing still Sneak attack damage +20% Speech rolls +1 against females Damage +10% against females Damage +10% against females Take 45% less RADS when eating irradiated food and drink Take no RADS when eating irradiated food and drink Take no RADS when eating irradiated food or drink (-25% sneak) Chem effect duration +100%	Requires Lead Belly I	sex partners with good dose of PP regeneration that lasts from hours to a whole day, depending of am baby patter you put into them. Also drastically increases the virility of your sperm. However every load it like blashing out a full type-attack, even though the orgasm feels worth it. Mutation: You've mutated mild Fighting sub-typing, allowing you slight properties of it (25%) while also your unamed skills better. (+1 unamed attack throws) Mutation: You've mutated moderate Fighting sub-typing allowing you some properties of it (50%) while making your unamed skills moth better. (+1 unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unamed attack throws) Mutation: You've mutated Fighting sub-typing, allowing you to become much better at unamed ask making you make should be the standard of the same of the same as well allowing you learn one Fighting move if you haven't already. When you sleep, your body slowly heals itself from radiation while using it to regenerate your wounds, it makes you glow like a Glowing One for few hours. This may attract some unwanted attention. All misses have 50% chance to become Critical fails. 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. "Invisibility" while standing still. +20% sneak attack damage. This mutation allows you to become virtua invisible when standing still, but it is not perfect. See notes. Mutation: You've begun emitting pheromones that has positive effect on females, however it seems to anger in males around you. Mutation: You've bely has mutated, making you gain 90% less radiation from irradiated foods and drinks. Mutation: Your belly has mutated, allowing you go at irradiated foods and drinks without harm from rad However, consuming highly irradiated food or drink will cause your belly to glow slightly, reducing your to sneak in the dark. Your mutation allows chems to last twice as

Mega Rage!	Х		Х		STR 10+ when HP below 20% Damage resistance +50% when HP below 20%		When your HP falls below 20%, your STR shoots up to 10, and you gain 50% damage resistance. May trigger from something else.
Mega's Rage		Х	х	ı	Damage resistance +50% when HP below 20% Melee critical chance +1 for every 10% health lost Melee attack rolls +1 for every 10% health lost	Mutation chance mid-use: 1% per 100 RADS	Mutated: You've mutated slight Mega characteristics, becoming more enraged more health you lose, ga +1 increased melee critical and +1 melee attack roll for each 10% health lost, however it makes you los
wega s reage					PER -1 when enraged		some of your situational awareness.
Mental Block	Х	Х	Х		Psychic resistance 75%		You've mutated, gaining resistance against psychic-type attacks, however this also hinders your ability to
	Х	х	X		EXP rate -50% PER +2	Mutation chance 5% from perk	learn.
	^	^	^		Poison resistance +5%	Mutation chance 50% from perk if also drinking	You've skinned so many lizard-type pokemon, that their irradiated blood has caused you to mutate, esp
Mile In Their Shoes				_	Sneak rolls +1	lizard blood	if you drank their blood. You're now slowly acting more lizard-like by instinct, growing patches of lizard's (and possibly something else), but gain increased stealth, PER and poison resistance.
				- 1	INT -1 Lizard skin patches		(and possibly something else), but gain increased steam, it and poison resistance.
	х		х		Damage resistance +10		Your skin has turned Muk-like, oozing with smelly slime. It makes you much tougher, but you also suffer
Muk Skin				_	CHA -2		CHA and anyone near you suffers from -1 PER due to the smell. Its so bad, the only morphs that would want to have sex with you are Grimers and Muks.
	Х	x	Y		PER -1 to anyone near you Chems satisfy hunger		
Munchy Chems (Munchy Resistance)	^	^	^		Normal food satisfies 90% less hunger		Your body has mutated, possibly from constant chem use, to accept them as substitute for food. Norma barely satisfies your hunger now.
Mutate!			Х	(One of your skills/perks is randomly chosen and swapped with another, randomly chosen one.		Mutation has suddenly swapped one of your perks/skills randomly to another one, possibly making thing
	Х	x	Y		Using stimpak while irradiated generates edible meat tissues		better or worse depending of what they are.
Mystery Meat	^	^	^	_	CHA -1		Your body has mutated using stimpak on your body while irradiated now generates extra meat tissue your wounds. It looks rather gruesome, but can be cut off, though it might require doctor or medipod for
							least it is edible.
	Х	Х	Х		PER +2 during night LCK +2 during night	Mutation chance 5% if taking damage to eyes while irradiated	
					PER -2 during day		Mutation caused by combination of damage and radiation in the eyes2 PER/LCK during day, +2 during
Night Eyes					LCK -2 during day		night, -2 CHA due scarring, -25% sneak modifier due glowing eyes. All that aside, you've got low-level n vision now.
				_	CHA -2 Sneaking -25%		
		Х	Х		PER +2 during night		
Night Person				- 1	INT +2 during night		While it increases PER and INT +2 during night, it also debuffs them during daylight, giving you -2 in PE
ngm. ciauli				_	PER -2 during day		The A monocopy of the and need to be coming might, it also debut is their during daying it, giving you -2 in Pe
		Х	х		INT -2 during day Attack rolls +1 in dark areas		While your eyesight has mutated to see better in the dark, it also has become slightly sensitive in daylig
Night Vision				,	Attack rolls -1 in daylight		giving you -1 combat throws in daylight.
No Weaknesses			Х		Every SPECIAL <5 upgraded to minimum of 5		Instantly increases all SPECIALs that are below 5 to minimum of 5. However, such large physical chan
			х		Every skill under affected SPECIALs rolls -1 Causes mini nuclear explosion when HP reduced below 20 points		affect all skills under those SPECIAIs, giving them -1 skill throws.
					AND highly irradiated.		This mutation has supercharged every cell in your body with radiation. Whenever your health is reduce points or less, AND you have suffered large amount of radiation exposure, you explode with radiation as
luclear Anomaly					Quickly regenerates worst damage afterwards		points of less, Arec you have solered large amount of tradation exposure, you explore with radiation force of min nuke, harming both foe and friend alike. It also causes small repeneration to heal you from of the effects, but wort make you feel any better. Small chance this condition cures itself on heal you for
					Harms both allies and enemies alike Small chance mutation diseappears after explosion (5%)		of the effects, but wont make you feel any better. Small chance this condition cures itself on its own one supercharged radiation is "purged" with the explosion.
	Х	х	Х		1H weapon attack rolls +2		Either due injury or mutation, you're unable to use any weapons that require more than one hand prope
One Hander					2H weapon attack rolls -2		however you've become much better using one-handed weapons. +2 one-handed weapon throws, -2 to
	V	V	V		Infilat 50 DADO danasa and an alta attack		handed weapon throws.
Overly Radiant (Overly Generous)	Х	^	^		Inflict 50 RADS damage on enemy with each melee attack Inflict 25 RADS damage on anyone you touch		You've mutated from irradiation, now everyone you touches gets small radiation damage from your touches.
,					Always have at least 100 RADS on you		although you can also inflict it upon your enemies as well. You also can't get rid all of your radiation.
	Х		Х		Pregnancies become egg pregnancies.	Mutation chance 5% from irradiated fertility drug dose	
Oviparous					Only permanent if obtained via EMP. Fertilized eggs take up to six months to gestate prior to being laid.		You bear children by laying eggs instead of birthing live young. This is a possible result from coming int contact with irradiated and/or EMP contaminated fertility drugs.
				_	Laid eggs have to be incubated for another three months, minimum.	fertility drug dose	
Ovipositor (Female)	×		x	x	Vagina can be deliberately prolapsed into a pseudo-penis "ovipositor".	Vagina	However, your reproductive system has also been altered by this mutation. You may now inject your fer embryos or eggs into another female's womb with a faux-maile "gloculation", thus turning them into a su mother for your offspring. This effectively makes your prolapseable vagina into an ovipositor for all interpurposes. Using your new "ovipositor" to implant your eggs or fetuses into a surrogate is an entirely voluntary efforyour part. You have to make the effort to transfer the offspring to the surrogate yoursed by prolapsing vagina. This will put it into ovipositor mode and only then will any offspring you are carrying be able to b transferred. Finally, only recently conceived offspring can be transferred to a surrogate. Any offspring that are beyon
					Ability to place your embryos/eggs into another morph's womb or navel-pouch.		certain gestational age cannot be transferred. This is a survival mechanism for the health and safety of the offspring and the mother.
					It is freaky to watch the vagina turn completely inside-out like that.		the onspring and the mother.
				1			
		~	~	1	The vagina can't be in pseudo-penis mode too long or it will dry out.		Mutation: Vary have mutated mild electric cub tuning, equaling your arms to become innetally static obar
^P aralyzing Palm		х	X	X			Mutation: You have mutated mild electric sub-typing, causing your arms to become innately static-chan You have a 30% chance of paralyzing your enemy with every unarmed melee hit.
Paralyzing Palm	x	x	X	X	The vagina can't be in pseudo-penis mode too long or it will dry out. Unammed melee paralysis chance +30% Added Electric sub-typing (mild) Disease resistance against parasites 0%	Parasite Host X	You have a 30% chance of paralyzing your enemy with every unarmed melee hit. Your body has mutated, becoming quite a favorable environment to various parasites. So much so that
	x	x	X	X (The vagina can't be in pseudo-penis mode too long or it will dry out. Unarmed melee paralysis chance +30% Added Electric sub-typing (mild)	Parasite Host X	You have a 30% chance of paralyzing your enemy with every unarmed melee hit. Your body has mutated, becoming quite a favorable environment to various parasites. So much so that resistance against infestation has dropped to 0% and you are 10% more likely to be infested however infestations no longer have negative effects, and they even increase your resistance to viral and bacter.
	x	x	X	X U	The vagina can't be in pseudo-penis mode too long or it will dry out. Unarmed melee paralysis chance +30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance +10%	Parasite Host X	You have a 30% chance of paralyzing your enemy with every unarmed melee hit. Your body has mutated, becoming quite a favorable environment to various parasites. So much so that resistance against infestation has dropped to 0% and you are 10% more likely to be infested! however infestations no longer have negative effects, and they even increase your resistance to viral and bacter.
Parasite Colony	x	X	x	X (The vagina can't be in pseudo-penis mode too long or it will dry out. Unarmed melee paralysis chance +30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance 10% Chance of being infested +10% Chance of being infested +10% Parasite negative effects -10%	Parasite Host X Infested 3 times * each rank	You have a 30% chance of paralyzing your enemy with every unarmed melee hit. Your body has mutated, becoming quite a favorable environment to various parasites. So much so tha resistance against infestation has dropped to 0% and you are 10% more likely to be infested! However infestations no longer have negative effects, and they even increase your resistance to viral and bacter diseases. Unfortunately, other Pokemorphs will not like what you're carrying around, as some infestation be quite visible sometimes.
Parasite Colony		X		X (The vagina can't be in pseudo-penis mode too long or it will dry out. Unammed melee paralysis chance +30% Added Electris sub-typing (mild) Disease resistance against parasites 0% Disease resistance +10% Chance of being infested +10% CHA -3 while being infested		You have a 30% chance of paralyzing your enemy with every unamed melec hit. Your body has nutrated, locoming joule a forwable or environment to vadicup parasites. So much so that resistance against infestation has dropped to 0% and you are 10% more likely to be infested However infestations no longer have negative effects, and they even increase your resistance to virial and bacter diseases. Unfortunately, other Pokemorphs will not like what you're carrying around, as some infestation be quite visible sometimes. You've become quite liked by any parasites, so much that your disease resistance against parasites his
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Parasite Colony Parasite Host Parthenogenesis Phoenix Assault Enhancement	x	X	x x	T	The vagina can't be in pseudo-penis mode too long or it will dry out. Unammed melee paralysis chance + 30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance - 10% Chance of being infested + 10% Chance of being infested + 10% Chance of being infested + 10% Disease resistance - 5% against parasites Self-impregnation Offspring via this mutation are essentially clones of their mother. Energy resistance + 10 ChIA - 1 Added Fire sub-typing: Learn one fire-type move IHP regen + 2 while in sunlight. Grass-types get double the effects. END - 1 when in darkness or during night AGI - 1 when in darkness or during night Chance to inflict your disease to others: + 20%	Infested 3 times * each rank	You have a 30% chance of paralyzing your enemy with every unamed melec hit. Your body has mutated, becoming quite a favorable environment to various parasites. So much so that resistance against infestation has dropped to 0% and you are 10% more likely to be infested in however the source of the property of the prop
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Parasite Colony Parasite Host Parthenogenesis Phoenix Assault Enhancement Photosynthetic	x x x	X	x x	1	The vagina can't be in pseudo-penis mode too long or it will dry out. Unarmed melee paralysis chance +30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance against parasites 0% Chance of being infested +10% CHA-3 while being infested Parasite negative effects -10% Disease resistance -5% against parasites Self-impregnation Offspring via this mutation are essentially clones of their mother. Energy resistance +10 CHA-1 Added Fire sub-typing: Learn one fire-type move HP regen +2 while in sunlight. Grass-types get double the effects. END-1 when in darkness or during night AGI-1 when in darkness or during night Chance to inflict your disease to others: +20% Disease aura (5% chance to inflict disease by being near)	Infested 3 times * each rank Uterus & Ovaries Critical fall 10 times Mutation chance 50% if had sex with wild	You have a 30% chance of paralyzing your enemy with every unamed melee hit. Your body has mutated, becoming quite a favorable environment to various parasities. So much so that resistance against infestation has dropped to 0% and you are 10% more likely to be infested. However infestations no longer have negative effects, and they even increase your resistance to viral and bacted diseases. Unfortunately, other Potemorphs will not like what you're carrying around, as some intestatic be quite visible sometimes. You've become quite liked by any parasites, so much that your disease resistance against parasites he dropped by 9%. However, you end up with less negative effects from being infested by them. (10 rankt Your female reproductive system has mutated! Once per month while in heat, if you haven't been impraireadly, there is a 10% chance you will self-impregnate with a genetic clone of yourself. This chance of if you also have the Hemaphroted mutation. See note in Your female reproductive system has mutated! Once per month while in heat, if you haven't been impraireadly, there is a 10% chance you will self-impregnate with a genetic clone of yourself. This chance of if you also have the Hemaphroted mutation. See note When being installed with PAE implants, your body went through mutation, giving you Fire sub-typing, allowing you to learn one fire-type move if you haven't already, although the slightly burnt scarring from implants affects your CHA. You've mutated, being able to quickly regenerate health while in sunlight, but quickly lose energy when skulking in darkness and being awake during night. Effects are doubled for anyone with grass-typing. Your body has mutated, causing any diseases you contract to become much more easier to be inflicted to become ill. Mutation. Your body has mutated, either from random or your failures of taming, ending up being tamineded. You emit a smell that effects wild Pokemon to be slichtly more "friendly" towards you, allowing
arasite Colony arasite Host arthenogenesis hoenix Assault Enhancement hotosynthetic tague Walker	x x x x x x	X	x x x x x		The vagina can't be in pseudo-penis mode too long or it will dry out. Unamed melee paralysis chance +30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance +10% Chance of being infested +10% ChA. 3 while being infested Parasite negative effects -10% Disease resistance +5% against parasites Self-impregnation Offspring via this mutation are essentially clones of their mother. Energy resistance +10 CHA. 1 Added Fire sub-typing: Learn one fire-type move HP regen +2 while in sunlight. Grass-types get double the effects. END -1 when in darkness or during night AGI -1 when in darkness or during night Chance to inflict your disease to others: +20% Disease aura (5% chance to inflict disease by being near) You still suffer from disease's effects Wild Pokemon are no longer hostile Chance to 'tame' wild pokemon +25% Pokemon Love perk trigger chance +5%	Infested 3 times * each rank Uterus & Ovaries Critical fail 10 times Mutation chance 50% if had sex with wild Pokeron 50 times	You have a 30% chance of paralyzing your enemy with every unamed melee International Control of the International Control of International Control
Parasite Colony Parasite Host Parthenogenesis Phoenix Assault Enhancement Photosynthetic Plague Walker Pokemon Lover I (Pokemon Friend)	x x x	X	x x		The vagina can't be in pseudo-penis mode too long or it will dry out. Unarmed melee paralysis chance +30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance against parasites 0% Disease resistance against parasites 0% Chance of being infested +10% ChA-3 while being infested 40% ChA-3 while being infested 40% Disease resistance -5% against parasites Self-impregnation Offspring via this mutation are essentially clones of their mother. Energy resistance +10 CHA-1 Added Fire sub-typing: Learn one fire-type move HP regen +2 while in sunlight. Grass-types get double the effects. END -1 when in darkness or during night Chance to Inflict your disease to others: +20% Disease aura (5% chance to inflict disease by being near) You still suffer from disease's effects Wild Pokemon are no longer hostile Chance to Tame* wild pokemon +25% Pokemon Love perk trigger chance +5% Tamed Pokemon papear in battle to help you +25%	Infested 3 times * each rank Uterus & Ovaries Critical fall 10 times Mutation chance 50% if had sex with wild	You have a 30% chance of paralyzing your enemy with every unamed melec hit. You body has nuttated, becoming quite a forwable environment to actious parasities. So much so that resistance against infestation has dropped to 0% and you are 10% more likely to be infested However infestations no longer have negative effects, and they even increase your resistance to viral and hacter diseases. Unfortunately, other Pokemorphs will not like what you're carrying around, as some infestatic be quite visible sometimes. You've become quite liked by any parasites, so much that your disease resistance against parasites he dropped by 5%. However, you end up with less negative effects from being infested by them. (10 ranks of the productive system has mutated Once per month while in heat, if you haven't been impriated, there is a 10% chance you will self-imprepant with a genetic clone of yourself. This chance of if you also have the Hermaphrodite mutation. See notes. When being installed with PAE implants, your body went through mutation, giving you Fire sub-typing, allowing you to learn one fire-type move if you haven't already, after its eligibity burnt scarring from implants affects your CHA. You've mutated, being able to quickly regenerate health while in sunlight, but quickly lose energy when skulking in darkness and being awake during night. Effects are doubled for anyone with grass-typing. Your body has mutated, causing any diseases you contract to become much more easier to be inflicted others, as well projecting a slightly toxic cloud of disease around you, so merely even being near you hance to become ill. Mutation: Your body has mutated, either from random or your failures of taming, ending up being tame instead, you entil a smell that entices wild Pokemon to be slightly more 'friendry' towards you, allowing 'tame' them through sex. This however increases risk of having visitors during right.
Parasite Colony Parasite Host Parthenogenesis Phoenix Assault Enhancement Photosynthetic Plague Walker Pokemon Lover I (Pokemon Friend)	x x x x x x	X	x x x x x	T	The vagina can't be in pseudo-penis mode too long or it will dry out. Unamed melee paralysis chance +30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance +10% Chance of being infested +10% ChA. 3 while being infested Parasite negative effects -10% Disease resistance +5% against parasites Self-impregnation Offspring via this mutation are essentially clones of their mother. Energy resistance +10 CHA. 1 Added Fire sub-typing: Learn one fire-type move HP regen +2 while in sunlight. Grass-types get double the effects. END -1 when in darkness or during night AGI -1 when in darkness or during night Chance to inflict your disease to others: +20% Disease aura (5% chance to inflict disease by being near) You still suffer from disease's effects Wild Pokemon are no longer hostile Chance to 'tame' wild pokemon +25% Pokemon Love perk trigger chance +5%	Infested 3 times * each rank Uterus & Ovaries Critical fail 10 times Mutation chance 50% if had sex with wild Pokeron 50 times	You have a 30% chance of paralyzing your enemy with every unamed melec hit. Your body has mutated, becoming quite a favorable environment to various parasites. So much so that resistance against infestation has dropped to 0% and you are 10% more likely to be infested in however the sound of the programment of the p
Parasite Colony Parasite Host Parthenogenesis Phoenix Assault Enhancement Photosynthetic Plague Walker Pokemon Lover I (Pokemon Friend)	x x x x x x	X	x x x x x		The vagina can't be in pseudo-penis mode too long or it will dry out. Unarmed melee paralysis chance +30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance against parasites 0% Chance of being infested +10% CHA-3 while being infested Parasite negative effects -10% Disease resistance +5% Disease resistance -5% against parasites Self-impregnation Offspring via this mutation are essentially clones of their mother. Energy resistance +10 CHA-1 Added Fire sub-typing: Learn one fire-type move HP regen +2 while in sunlight. Grass-types get double the effects. END-1 when in darkness or during night AGI-1 when in darkness or during night Chance to fillict your disease to others: +20% Disease aura (Sk chance to Inflict disease by being near) You still suffer from disease's effects Wild Pokemon are no longer hostile Chance to 'tame' wild pokemon +25% Pokemon Love perk trigger chance +5% Tamed Pokemon paper in battle to help you +25% Chance to 'tame' wild pokemon +25% Pokemon Love perk trigger chance +5% Tamed and wild Pokemon will appear in battle to help you	Infested 3 times * each rank Uterus & Ovaries Critical fail 10 times Mutation chance 50% if had sex with wild Pokeron 50 times	You have a 30% chance of paralyzing your enemy with every unamed melec hit. You body has nuttated, becoming quite a forwable environment to actious parasites. So much as the resistance against infestation has dropped to 0% and you are 10% more likely to be intested However infestations no longer have negative effects, and they even increase you resistance to virial and bacter infestations no longer have negative effects, and they even increase you resistance to virial and bacter diseases. Unfortunately, other Pokemorphs will not like what you're carrying around, as some infestatic be quite visible sometimes. You've become quite liked by any parasites, so much that your disease resistance against parasites he dropped by 5%. However, you end up with less negative effects from being infested by them. (10 ranks Your female reproductive system has mutated Once per month while in heat, if you haven't been implicately, there is a 10% chance you'vill self-imprepance with a genetic clone of yourself. This chance of if you also have the Hermaphrodite mutation. See notes. When being installed with PAE implants, your body went through mutation, giving you Fire sub-typing, allowing you to learn one fire-type move if you haven't already, although the slightly burnt scarring fror implants affects your CHA. You've mutated, being able to quickly regenerate health while in sunlight, but quickly lose energy whe sulking in darkness and being awake during night. Effects are doubled for anyone with grass-typing. Your body has mutated, causing any diseases you contract to become much more easier to be inflicte others, as well projecting a slightly toxic cloud of disease around you, so merely even being near you inchance to become ill. Mutation: Your body has mutated, either from random or your failures of taming, ending up being tame instead, You emit a smell that entices wild Pokemon to be slightly more 'friendify' towards you, allowing 'tame't them through sex. This however increases risk of having visitors during right.
Parasite Colony Parasite Host Parthenogenesis Phoenix Assault Enhancement Photosynthetic Plague Walker Pokemon Lover I (Pokemon Friend)	x x x x x x	X	x x x		The vagina can't be in pseudo-penis mode too long or it will dry out. Unamed melee paralysis chance +30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance against parasites 0% Chance of being infested +10% ChAn -3 while being infested Parasite negative effects -10% Disease resistance +5% Disease resistance -5% against parasites Self-Impregnation Offspring via this mutation are essentially clones of their mother. Energy resistance +10 ChAn -1 Chan -	Infested 3 times * each rank Uterus & Ovaries Critical fail 10 times Mutation chance 50% if had sex with wild Pokemon 50 times Critical fail 20 times	You have a 30% chance of paralyzing your enemy with every unamed melec hit. Your both yas mutatest, becoming guite a forwable environment to vacious parasites. So much so the resistance against infestation has dropped to 0% and you are 10% more likely to be infested However institution on longer have negative effects, and they even increase you rresistance to viril and bacted diseases. Unfortunately, other Pokemorphs will not like what you're carrying around, as some infestatio be quite visible sometimes. You've become quite liked by any parasites, so much that your disease resistance against parasites h dropped by 5%. However, you end up with less negative effects from being infested by them. (10 ranks Your female reproductive system has mutated! Once per month while in heat, if you haven't been impri aready, there is a 10% chance you will self-imprepate with a genetic done of yourself. This chance d if you also have the Hermaphrodite mutation. See notes. When being installed with PAE implants, your body went through mutation, giving you Fire sub-typing, allowing you to learn one fire-type move if you haven't already, after bus lightly burnt scarring from implants affects your CHA. You've mutated, being able to quickly regenerate health while in sunlight, but quickly lose energy wher skulking in darkness and being awake during night. Effects are doubled for anyone with grass-typing. Your body has mutated, causing any diseases you contract to become much more easier to be inflicted others, as well projecting a slightly toxic cloud of disease around you, so merely even being near you it chance to become ill. Mutation: You tody has mutated, either from random or your failures of taming, ending up being tame indeed. You until a small that enlices wild Pokemon to be slightly more "fiendy" breards you, allowing Tame* them through see. This however increases risk of having visitors outing night. Mutation: You can now easily "tame" all those wild ones just by raising your rear and waiting for them it
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Paralyzing Palm Parasite Colony Parasite Host Parthenogenesis Phoenix Assault Enhancement Photosynthetic Plague Walker Pokemon Lover II (10%) Pokemon Lover III (15%)	x x x x x x x	x	x x x x x x x		The vagina can't be in pseudo-penis mode too long or it will dry out. Unammed melee paralysis chance + 30% Added Electric sub-typing (mild) Disease resistance against parasites 0% Disease resistance against parasites 0% Chance of being infested + 10% ChAn - 3 while being infested Parasite negative effects - 10% Disease resistance - 5% against parasites Self-impregnation Offspring via this mutation are essentially clones of their mother. Energy resistance + 10 CHA - 1 Added Fire sub-typing: Learn one fire-type move HP regen + 2 while in sunlight. Grass-types get double the effects. END - 1 when in darkness or during night AGI - 1 when in darkness or during night Chance to inflict your disease to others: +20% Disease aura (Sk chance to Inflict disease by being near) You still suffer from disease's effects Wild Pokemon are no longer hostile Chance to 'tame' wild pokemon +25% Pokemon Love perk trigger chance +5% Tamed and wild Pokemon vil appar in battle to help you Chance to 'tame' wild pokemon +25% Pokemon Love perk trigger chance +5% Tamed and wild Pokemon vil appar in battle to help you Chance to 'tame' wild pokemon +25% Pokemon Love perk trigger chance +5% Pokemon Love perk trigger chance +5% Pokemon Love perk trigger chance +5% Pokemon Love perk EXP rate +5% Pokemon Love perk KP rate +5%	Infested 3 times * each rank Uterus & Ovaries Critical fall 10 times Mutation chance 50% if had sex with wild Pokemon 50 times Critical fall 30 times Critical fall 30 times Mutation chance 50% from perk Mutation chance 50% from perk if impregnated by wild pokemon before No ice-type or Cryomaniac perk	You have a 30% chance of paralyzing your enemy with every unarmed melee hit. Your body has mutated, becoming quite a favorable environment to various parasiles. So much so that resistance against infestation has dropped to 0% and you are 10% more likely to be infested However, infestations no longer have negative effects, and they even increase your resistance to viral and bacter infestations no longer have negative effects, and they even increase your resistance to viral and bacter infestations to longer have negative effects and they even increase your resistance to viral and bacter. You've become quite liked by any parasites, so much that your disease resistance against parasites ha dropped by 5%. However, you end up with less negative effects from being infested by them. (10 ranks Your female reproductive system has mutated! Once per month while in heat, if you haven't been impre already, there is a 10% chance you will self-impregate with a genetic done of yourself. This chance do if you also have the Hermaphrodite mutation. See notes. When being installed with PAE implants, your body went through mutation, giving you Fire sub-typing, allowing you to learn one fire-bye move if you haven't already, although the slightly burnt scarring from implants affects your CHA. You've mutated, being able to quickly regenerate health while in sunlight, but quickly lose energy when skulking in darkness and being awake during night. Effects are doubled for anyone with grass-typing. Your body has mutated, causing any diseases you contract to become much more easier to be inflicted others, as well projecting a slightly toxic cloud of disease around you, so merely even being near you his chance to become ill. Mutation: Your body has mutated, either from random or your failures of taming, ending up being tame instead. You emit a smell that entices wild Pokemon to be slightly more "friendy" towards you, allowing "lame" them through sex. This however increases risk of having visitors during night. Mutation: You can now ea
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							occasional half crazed feral moments.	
	Х				Feral chance hourly 5% 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.	
			X		Random mutation (any)			
Rad-Blood					Mutation resistance +90%		Basically opposite to Blood Purity perk. Your genome is purged from any non-mutated sequences, turned in one random mutation - however you become much more resistant to further mutations and gain increased	
					Radiation resistance +45% Fertility drops to 1%		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.	
		х	х		Radiation decreases over time by -3 per hour		Your body has mutated to slowly decrease your radiation levels, however it also absorbs any radiation from	
Rad Absorption					Radiation Sponge		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		Х	X	Х	HP regen +2 when irradiated		Mutation: Your body has mutated to regenerate when irradiated, result of constant radiation around you. However, withou radiation, your body is not able to heal naturally at all.	
			X		HP regen 0 when not irradiated 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 4	
Rad Regeneration							RADS. However, large doses of radiation pose a risk of further mutating yourself	
Radicool	Х		X	Х	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		Х	Х	Х	STR-2 END-2		Your body lost some mass as a result of mutation, turning you into what is called shortstack/dwarf, however some thingst like your breasts, genitals and tall remained full-sized. You also lost STR and END as a result of	
Reduced wass					Dwarf/Shortstack		smaller body, but they should return to normal over a period of time once you clear this mutation.	
Refractor		Х	X	Х	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	
	х	Х		Х	Returns owner of this mutation back to life but after while		This mutation allows pokemorph or pokemon to return back to life from death by consuming their radiation	
Revenant					DMG +25% Will be obsessed to find their killer or into doing some quest	Buffs will disappear after a while	levels, although it may take some time and will consume the mutation as well. However, the resurrected pokemorph may have this obsession to find their killer or finish another task before they get their faculties fu	
					INT -2	Debuffs will disappear after a while	back on track They also gains slight damage boost for short while.	
Robotics Sexpert (Robotics Expert)		Х	X		Speech rolls +1 against robots	Electric-types have increased mutation risk (10%	5) 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 fron	
					Instead of attacking, robots will attempt to 'interface' Can 'interface' with robots, overloading them. (specific type required)		them. Otherwise, allows you to overload their circuitry through sex (if you have enough stamina for it) See notes.	
Rooted			Х		Damage resistance +50 while standing still		Somehow, you're able to root yourself into the ground when standing still, gaining immense 50 point damaging resistance.	
Scaly Skin	Х		Х	Х	Energy resistance +50		Your skin has mutated, slowly shedding and revealing scaly surface beneath. It grants you some resistance	
Coolly Okill					Max PP -50		against energy weapons, but same time also affects your PP.	
							A considerably rare mutation that makes your cellular structure less stable. This allows you to shape shift yo body or parts of it to the species of the closest ancestor that is different from the one you were born as. The	
					You can transform your whole body or just parts of it to that of the		most common and easiest shape shift to perform is whole-species shifting. Your hair, fur, and eye colors will also change, but certain other features will not. You will essentially look like you if you had been born a	
Shifter	х			x	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		
Silitei	^			^		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 you	
					Much inferior version of the Transform technique signature to Mews		grandfather or grandmother was a Litten. It acts like the Transform technique that Mews and Dittos use, but is far inferior due to only allowing you to transform between two species.	
					and Dittos. Requires energy and concentration to maintain and has a maximum time limit before you revert to your birth species. You are also considered a Class 1 Mega Mutant.		Unfortunately, there are severe limits to what you can do while shifted. These restrictions and other importar information are below in the notes section.	
					Natural color patterns are changed from standard		This natural mutation was known in pre-war times as "Shiny". It made a pokemorph's, or pokemon's color	
Shiny			X	Х	Exotic - speech rolls +1	Random chance at birth to have this.	patterns wildly different from their norms. The rarity of this condition made wild Shiny pokemon highly sough out as pets. After the war, slavers have came to prefer capturing Shiny Pokemorphs and Pokemon to sell in	
	х	Х	X	Х	Exotic - Increased hostile encounters +5% (slavers) Increased penis size	Requires penis	the slave and pet markets respectively Your dick has gained sudden growth in girth and length, while also gaining slight greenish tint. Also increase	
Size Matters					END +1 when having sex		your END by 1 when having sex.	
Skilled			X	Х	All skill rolls +1 Cannot learn techniques from TMs		Your skills have gained what seems to be a natural boost, giving you +1 in every skill throw. Unfortunately the means you can no longer learn new techniques from TMs or use books to improve skills. You now learn by	
					Cannot use books to learn more skills		pure, hard experience alone.	
Small Frame			X	Х	AGI +1 Carry capacity -15		You've become thinner and lighter, giving you +1 AGI, however you've lost some carry capacity (-15) and you	
					Cripple chance +25%		limbs may be easier to cripple (+25%)	
Speed Demon	Х		X	Х	Attack rolls +1 Attack debuff after reloading -1		You've mutated, being able to move faster much faster! Allows you to attack quicker in combat, move	
					Hunger and thirst grows +33% faster		around faster, and reload faster, but in return requires more food and water to maintain your speed.	
Spiritual Healer		Х	X	Х	Absorb freshly dead pokemorph PP to regenerate HP regen +5/s for 15 seconds		You're able to absorb PP of a freshly dead pokemorph by touch, and use it to regenerate your own wounds short period of time. While useful, it tends to stunt your own natural healing somewhat.	
					HP regen -50% normally		Short period of time. Write disetul, it terios to stant your own natural realing somewhat.	
					Damage resistance +25 Energy resistance +25			
Steelix Skin					AGI -2 Fighting resistance -100%		You've mutated, causing your skin to turn into shiny steel-like alloy. While it seems to be excellent at resistir damage and energy alike, it does make you slower and vulnerable to certain type attacks.	
					Fire resistance -100%		damage and cricingly dime, it does make you down and value above to contain type database.	
	Х	~			Ground resistance -100% Limb crippling chance -50%			
Steelix Skeleton (Adamantium	^	^			Limb damage -50%		Your skeleton was infused with metal, giving you less chance of being crippled and receiving less limb	
Skeleton)					Unable to swim		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.	
Otton I live a D		Х	X	Х	Added Steel sub-type: Learn steel-type move Chance to inflict Poisoned status +30%		Mutation: While your may not do damage, you've mutated a mild bug sub-typing, giving you chance to poiso	
Sting Like a Beedrill					Added Bug sub-typing (mild)		your enemies by using your claws or hidden stingers in your limbs.	
Stoneskin			Х		Damage resistance +5 Knockdown chance -50%		Your skin has mutated. It has thickened considerably and gained a rough, stony texture. You are less likely be knocked down by melee attacks, and you gain 5 points of damage resistance.	
	Х	Х	Х	х	HP regen +4 while in standing in radstorm			
Storm Chaser					gain -50% RADS during 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 three	
					You attract hostile ghouls while out in the radstorm You attract 'friendly' ghouls while out in the radstorm		or an irresistible potential breeding partner (despite them being sterile)	
	Х	Х	Х	Х	25% chance to cause mutation in unmutated sex partner	Requires male genital	Your mutation causes mutations. While otherwise unnoticeable, your sperm has gone through a change,	
Strange in Numbers					Increased sperm count		and has 25% chance to cause a mutation in your sex partner if they don't have any active mutations yet. The mutation also increases your sperm count drastically, sometimes resulting in swollen balls if you go too long	
					Swollen testicles if not masturbating or having sex often enough Increased anal/uterus/uretha & bladder/navel pouch capacity		without an orgasm.	
					incleased analitierus/dietila & biadderniaver poddir capacity		You have mutated from constantly ending up carrying the eggs or live fetuses of mutated Pokemon and/or Pokemorphs 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	
Symbiotic Carrier (Forced Surrogacy)	х	х			Elastic intestines/bladder/uterus/navel pouch	Get stuffed with {Pokemon/Pokemorph} eggs or young at least X times	orifice for the offspring to be implanted through and birth from. If you are of a species that desn't have a nav one will spontaneously form along with the pouch. You will still be slowed down by carrying those	
						Immune to radiation while "pregnant". Put a negative effect here!		children/eggs though. Some Pokemorphs with this mutation have actually learned to enjoy the entire process of being injected wit
							Some Pokemorphs with this mutation have actually learned to enjoy the entire process of being injected with fertilized eggs or fetuses, then later birthing them from their mutated belly buttons. Its best to brith the young/eggs in private, as outside observers have very mixed feelings about witnessing the births.	
		Х	Х	X	Unarmed melee attacks inflict Poisoned status +100%		You can now secrete venom from your claws and teeth, enabling you to poison your enemies with unarmed	
					Gain immunity to Poisoned status effect.		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	
Talon of Fear					Gain Poison sub-type and learn one poison-type melee trechnique. Artificial poisons will still harm or kill you.		poisons are still harmful if not deadly to you.	
			ĺ	Í	Cannot obtain this mutation if you are a poison type.			
Talons	Х		Х	Х	Unarmed DMG +25% Unarmed attacks cause bleeding		Your limbs have mutated, becoming able to grow large, sharpened talons from your fingers and feet. While	
					AGI -4		useful in unarmed combat, they really just hinder you otherwise.	
		Х	Х		Damage +10% Max HP +10	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 (
Thought You Died					Max HP +10 Immune to criticals		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.	
			Ĺ		Lose ability to use primary type skills			
					Defense rolls +1 when wearing armor	Mutation chance 5% from perk		
		Х	Ŷ		Damage resistance +10%	,,	Exposure to elements and radiation has caused your skin to thicken and harden, giving you increased	
Tough Hide		Х	Ŷ		Damage resistance +10% Added minor rock sub-typing AGI -1	,	Exposure to elements and radiation has caused your skin to thicken and harden, giving you increased defenses, though at the cost of some agility.	

X Tribal Wisdom	· >	<	×	END +1 (if sharing a drink and/or sleeping with tribals) Poison resistance +25% (if sleeping with and/or sharing drinks) Cooking recipes Sharp horn	Mutation chance +5% from perk. Mutation chance +5% per tribal that shared drinks with you. Mutation chance +5% per tribal that slept with you, especially if it became an orgy. Have a parent who is a Tribal Lopunny.	While sharing drink and/or sleeping with friendly tribals, you learn later on that you gained more from them than a spitting headache and a sore body in the morning You now have a small nub of a hom (or homs) a growing out of your skull! Eventually the horn(s) will grow larger, and sharper. Your horn(s) have a blood supply and nerves to feel touch, heat, cold, and pain with. Additionally, the horn(s) can be used as a defensive weapon. The horn(s) will grow back over time if sawed off or otherwise broken. On the plus side, you gained a few other things from the Tribals. See notes.
Twisted Muscles X			x x	Melee DMG +25% Melee 25% chance to cripple limbs Attack rolls with ranged weapons -5		Your body has mutated, turning your muscles into twisted, knotted ones with increased strength behind them, allowing your hits to cause more damage with melee weapons, however the constant twitches wont go well with guns, eating your accuracy
X			x x		Requires external testicles. Obtained via radiation, exposire to the bodily fluids or milk of a herm, shemale, or male with this mutation, or by being born with it.	Your testicles and scrotum have mutated, growing exponentially in mass until each testicle is the size of a basketball. Your scrotum has shed any fur it may have had and has grown a set of teats (two per testicle). On top of this, your now-massive balls have become both more sensitive as well as much more squishly, like an udder. Your balls are even producing drinkable milkt
Udderballs				-50% movement speed. Increased hunger due to constant milk production. Inability to sit normally.	uns initiation, or by being born with it.	Because your 'udderballs' are constantly producing milk, you will get hungry twice as often since your body has to compensate for the milk production. The sensitivity of your mutated balls also means you cannot stor use any kind of seat without discomfort if they are engorged with milk. And because your massive 'udderballs' are now half mammary and half the siscular tissue, your male fettlity has been effectively cut in half. Finally, the massive size and weight of your 'Udderballs' forces you to both move more slowly and walk
Unstable Isotope X			x x	10% chance to cause small radiation explosion, irradiating enemy		bowlegged. Your body has mutated, reacting oddly to radiated elements. Now whenever you're irradiated or being hit by
Olistable Isotope		<	v	Also irradiates you PER +1 while outdoors	Mutation chance 5% from perk	irradiated beings, it has chance to cause small explosion of radiation, irradiating both you and your opponent.
Walker Instinct				AGI +1 while outdoors PER -1 while indoors AGI -1 while indoors		Mutation: Your senses have mutated to become sharp enough to detect enemies through vibrations on the ground, however this becomes a disadvantage in any enclosed or underground locations.
Wasteland Whisperer X	: >	(Chance to "tame" wild Pokemon 100% Chance to "tame" mutated wild Pokemon +100% Pokemon Lover perk trigger chance +5%	Mutation chance 50% if has Pokemon Lover III Mutation chance +5%*100 times had sex with wild Pokemon	Mutation: You've had sex with wild Pokemon so many times, you can tame them 100% with just single session. Not only that, it seems to work on the more mutated variants too, now
Way of the Berry X	: >	<	x	STR +1 from eating berry-like substances	Mutation chance 50% if 1d24 liters of berry-like substances are eaten.	Mutation: You gain benefits from eating Berry-like substances. Temporary +1 STR whenever you eat some.
Wo/man's Best Friend X	: >	<		Canine pokemon "companion"	Mutation chance 5% from perk Mutation chance 50% from perk if had sex with wild pokemon 5 times	Your (un)fuctly encounters with wild Pokemon has mutated your body to smell like one to any canine pokemon, making them friendlier and easier to make follow you around sometimes without your consent.
Notes		H				
Ghoulish I, II, III, IV, V				Has following mutation chances based on having sex with:	Ghoul - 1%, 2%, 3%, 4%, 5% Feral ghoul, Glowing animal -5%, 10%, 15%, 20% Glowing One - 20%, 40%, 60%, 80%, 100%	%, 25%
Hidden "Pockets"				Usable "pockets" are: Anus, vagina, cock sheath (if gained from mutal nipples (really small items), other mutated pouches (like Symbiotic Ca	tion or because you lost your penis due to another	mutation), belly pouch (if gained from Kangaskhan Pouch), cheek pouches (see Riley), sometimes uretha +
				Interfacing' with robots require specific types to be most successful. O	others just may end up hurting as bad as if they wer	re attacked normally.
Robotics Sexpert				Most compatible sub-types for robot 'interfacing': Less compatible but still workable: More vulnerable to robotic 'interfacing':	Steel, Electric Ground, Rock All else	
Tribal Wisdom				Horn can be acquired only if the tribal in question happens to have a h		Lopunny. Chances of your character growing a horn are increased if your character has a paternal and/or
Kecleon Stealth				maternal ancestor that has or had a horn. While you gain invisibility rivalling a Stealth-Mon, your identifying feature.	ures and clothes will remain visible. These include of	cheek electric pouches, stripes, scars, and so on.
Kangaskhan Pouch				Boost Jumps require a conscious effort to gain that extra height, thus effect.	the drain on your PP. This means that unlike the of	nd making it rather sensitive. Be careful what you put in there. Only kicking attacks get the bonus damage, ther effects of this mutation, Boost Jumps must be activated by choice; they are not an always active passive
Hermaphrodite				and thus affects what buff you get when this mutation is applied. Male fertility of 10% picks up this mutation and becomes a hermaphrodite. The male and female reproductive systems. This gender mutation does no	s gain +1 AGI while females gain +1 STR. Your ba Their male fertility will become 5% and their female t count toward the inherited mutation limit.	th you because it goes against their sexuality. Your birth gender will determine wither you gain a penis or vagin- see fertility will be split in half between both reproductive systems. For example, if a male character with a base fertility will also become 5%. The character's base fertility is unchanged, it's just shared evenly between their
Hematophage				enough blood to slake your thirst, basically amounting to about 12 fluid is if the Pokemorph you are feeding on is is a known criminal outlaw.	d ounces per willing Pokemorph. Nonconsensual "f	e effect (due to freshness), you must first obtain their consent. If consent is given you are only allowed to drink feeding is a serious criminal act within towns and settlements, as is feeding in public. The only exception to thi
Parthenogenesis				(if applicable), and matured to adulthood, within five minutes. It is like parthenogenesis self-impregnations will carry the natural 8 to 9 month are a Pikachu or Raichu) and the same gender as you. Finally, the firs	a combination of giving birth and an aomeba "splitt i gestation cycle ending with a natural birth or cesa st clone conceived will be born with all the same mu me of their conception. This mutation has a 30% ch	will have an accelerated gestation and the clone will be "born", fully developed, evolved to your current evolution intig." The experience will be extremely uncomfortable and disorienting, and that is an understatement. Future urean section. The clone offspring will be of the base species of your evolution group (example: a Pichu if you tailons, techniques, skills, and memories that you possessed at the time of its conception. All other clones will hance of being inherited by any of your female or herm offspring and does not count toward the limit on inherite
Idiot Slut				Can be crafted once Mysterious case is unlocked. Each rank gives ex that permanently decreases INT by (RANK*1) and increases LCK (RA	tra proc rate for the perk (11%-INT)*(1+RANK) as NK*1), however works otherwise like normal.	well increase of arousal by (1d20)%. Each rank has 5%/10%/15%/25% chance of failure, turning it into mutation
Parasite Colony					y water automatically when drank, prevents stomatically	ch diseases, Blood Worms=Increased healing and chem effects, less withdrawal symptoms, Bone Worms=Lim more effectively, less thirst, "Dick" Parasite=?
Shifter				rearranges the cells of your body, not your DNA. No exceptions. This: 3. Your scent will change, but scars, tattoos or tribal markings will not. 4. Shifting is a very quick process that can be done in a matter of secondoving around or their bones creaking and popping during the proces 4a: Feeling nauseous after shifting is normal and very temporary. This 5. If you were born as species that possesses more than one head to species with a trait. 5a: This also true if you were born with one head but have a shifted to head when you shift into a Doduo. It just doesn't work that way. 7: The energy and concentration required to keep the shift active grow for an equal amount of time to the amount you were shifted. So one he 8: You lose access to all techniques from your native species wiley by techniques from your arbite species wiley by techniques from your shifted species while in your native species form 9: This mutation reclassifies you into a Class 1 Mega Mutant. This is it safety. 10: This mutation can be inherited by offspring, though it is rather uncompts will obtain it. 10a: Because & can be inherited from a parent, this mutation will dilute weakened with each generation it is passed down.	example, if you were born an Emolga and you could also means your SPECIAL stats will not change. Shifting will not erase such markings, though it will not change in the state will not change. Shifting will not erase such markings, though it will not so the state of the state	d shift into a Snivy because of this mutation, blood tests would still show you as an Emolga. Shifting only lid distort them if your shifted form has is different enough in physical anatomy. Many with the mutation complain that besides the physical discomfort, they do not enjoy hearing their organs ros and abdominal organs, or from the sounds the body makes during the process, or both. a additional externities. This is detrimental to attempts at deception due to how few species there are which a born a Ponyta and having a shifted species of a Doduo from your grandparents does not grant you a second. Otherwise, the hard time limit is four hours.