

It's not nice to fool with
Mother Nature.....
it can be
HORRIFYING!



**EVEN TO
THEM!**

COLUMBIA PICTURES Presents
A ROBERT D. WEINBACH Production

THE MUTATIONS

DONALD PLEASANCE TOM BAKER · BRAD HARRIS
JULIE EGE · MICHAEL DUNN · SCOTT ANTONY · JILL HAWORTH

Screenplay by ROBERT D. WEINBACH and EDWARD MANN Executive Producer J. RONALD GETTY
Produced by ROBERT D. WEINBACH Directed by JACK CARDIFF · COLOR



The Mutations 1.0 (1974 Film)

By Horrorshowjack

[AKA: The Freakmaker]

At a prestigious British University, cool seventies, grad-student types listen in rapt attention to the lessons of the brilliant Professor Nolter on the intricacies of genetics and the burgeoning field of genetic engineering. The students join their professor on a voyage of discovery and genius, while exploring the rules for human experimentation, grant submissions, annoying administrators and the moral implications of their work. It's like *The Paper Chase* for 70s bioscience.

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Just kidding. Professor Nolter displays the ability to completely reverse rot in an orange, and then goes on about things that will happen in the next decade in bioscience. Of course, his pet project and obsession is saving humanity by improving them. Via creating plant-human hybrids. Which will reduce the needs of humanity and solve overpopulation issues due to food and stuff. Even though he used carnivorous plants, and the hybrids eat their body weight in meat every few days. Oh, and it will allow him to cure birth defects and the two assistants he's working with. Somehow.

Since these experiments aren't exactly legal, he has two members of a local freak show bringing in experimental subjects. And later gets an American assistant (who doesn't seem to notice anything) that's somehow famous in the UK despite only being a mid-career US Army officer turned grad student.

Will you help or hinder the good Professor?

At any rate, you should take these with you:

+1000 Genetic Points.

Locations:

1. Oxbridge, London, UK
2. The Fairgrounds
3. Somewhere else in London

Origins: There are no backgrounds here. You can choose something plausible if you want an origin.

As there are no origin discounts you get 4 Freak Tokens. These can be redeemed to get anything costing 200 points or less at a discount (100 Point items free when discounted), or you may stack two tokens to get a 300 point purchase free or discounting anything more expensive.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. Anything you buy here can be **purchased multiple times** provided it makes sense. Just don't beclown yourself. Doing so provides an additive bonus unless noted otherwise. Perks with the [MULTI] tag require you to pick a specialty from the perk's topic, and have the option of purchasing multiple specialties at the normal price. These are then treated as separate perks for the purpose of acquiring the additive bonus and other features.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Grad Student: You're a grad student at Oxbridge in some field. Might I suggest genetics or botany?

Impaler: You're exceptional at throwing knife and axes, and can even throw a folding pocket knife with lethal accuracy. When using instruments built for throwing in an entertainment context you're supernaturally accurate and skilled at working the showmanship.

Blockhead: You're skilled at the human blockhead performance art.

Flamer: You're skilled at fire breathing, fire eating, and even fire dancing. This also gives you a minor resistance to heat damage and the pain from that sort of wound, or a minor increase in scale to similar resistances you have or acquire.

Sword Swallower: You know how to do the sword swallower routine. Guys are impressed by this. You can probably put it to use beyond performing.

Human Pincushion: You're a master of the human pincushion sideshow act.

Veteran: You spent ten years in the military doing something. Special forces costs double.

Trim: Whether you're a student athlete, former soldier, or some other reason, you're overall quite healthy and in very good physical condition. Also reduces the side effects of the 70s party lifestyle.

Hot Stuff: You're exceptionally good looking, a solid 8/10.

Learner: The faster you get done with homework the faster you can go drinking or looking for a nice shag. You're three times as fast at learning from written materials as you should be, a solid hand in a reference library, and can turn out high quality essays in half the time it would take for an average one without this perk. You even know some common system of shorthand well enough to keep up with most lecturers.

Assistant Material: You have an intuitive understanding of lab safety and lab procedures for any field you have knowledge of, and can read any related manuals in an instant by holding them in your hand for a moment. Also, you find it far easier to get hired for a lab position or assistant than seems plausible.

Freak: You have significant skill at monetizing your abnormalities, a greater resistance to slights based on them, and find the physical/lifestyle difficulties associated with them reduced. If you have protection from them being held against you, this will boost your earning potential even if you aren't directly monetizing them.

One of Us: You have an easy time forming friendships with those who would be

considered freaks and outcasts. These can reach phenomenal depth and loyalty provided you would also qualify for true membership in the group/caste and return the behavior. You'll find them far more willing to forgive you even when you don't return the behavior. Also makes you a whiz at hosting birthday parties.

Prizewinner: For scholarships, academic competitions, or mind sports your skills are twice as effective as they should be and any subjective evaluations will be twice as favorable.

Tracker: Your night vision and five senses in general area on par with a below average house cat.

Lysenkoist: (200) Trofim Lysenko was a Soviet pseudoscientist and arrogant bastard whose crackpot theories and vindictiveness nearly destroyed biosciences in the USSR and resulted in an eight-figure bodycount. But his theories are somewhat true in this universe, and you have the ability to put it to use. Skills you have mastered will, to an extent be passed on to your descendants. This takes the form of an immediate stat boost to any relevant physical or mental abilities, and a vastly accelerated learning curve on the skills (or related skills) themselves. This is not only inheritable, but can be sexually transmitted to your lovers as well.

Popeye: (200) You have the ability to pop your eyes out of their sockets at will, and return them, via muscular contraction. This doesn't injure you at all. As an added bonus, if you have eye stalks or similar you can temporarily extend them by 50% using the same method.

Plant: (400) You gain a carnivorous plant man form (treated as alt-form) and any other alt-forms will gain a plant version as well. It's hideous, and not the biggest jump in power. However, this will jump dramatically if you also take the photosynthesized perk.

Green Thumb: (400) Good thing you are extra charming and charismatic towards plants or plant-adjacent creatures with all the human eating hybrids. Mindless, but moveable, plants won't voluntarily attack you without provocation, and your charisma type perks and powers function normally on sentient ones as they would on animals/people of comparable intelligence. Also boosts any perks related to gardening or otherwise tending to plants significantly.

Brown Thumb: (600) When attacking a plant, your attacks are far more damaging than they should be, and your combat skills are greatly increased if necessary. Would make you one hell of a lumberjack. Post Jump this includes things that are plant adjacent even if they aren't true plants.

Hybridge: (600) There's a reason they looked at Nolter like a nutter when he talked about making human/plant hybrids. And yet he sort of made it work. Similarly, you have a unique

gift when it comes to creating hybrids. As long as you have a decent knowledge of the donor's biology or animating principles and some method of work you'll have unique leaps of logic and insight as even wildly incompatible systems are merged. Thus a necromancer could use this perk to create demi-undead or hybrids of two different types of corporeal undead, or a humanzee could be within reach. If the hybrid is being created between two things that can breed normally, your supervision will cause the process to work much more reliably, and you can choose to have the resulting hybrids be fertile and true-breeding if you are at least minimally involved until they are born. Finally, any viable hybrids you are involved in creating will be much healthier and in general more impressive than expected.

Sapper: (600) It's so hard to knock people out for kidnapping without killing them at least some of the time. But you don't have that problem. Not only are you better at knocking people out, but you'll never be at risk of (unintentionally) seriously injuring your victims from the knockout itself. Just don't bounce their head off the concrete or something. You can turn all your physical attacks non-lethal, and this even comes with perfect control of your physical strength and speed.

Photosynthesized: (600) You can partially subsidize your food requirements, stamina, and fill any energy pools you might have with sunlight. This will greatly enhance the refill rate if you already have an accelerated one. If the pools are trainable, then you can use this perk as a training method based on how much exposure you have.

Items:

Tide Pool: You gain a large, sea anemone habitat as a warehouse attachment. It's fairly relaxing, and self-sustaining as long as you don't take too much out of it. Will eventually restore itself even then. Includes roughly 1/4 acre of tide pools and an accompanying area of tropical shallows roughly 30 acres in size.

Scholarship: In this and future jumps, you gain a scholarship (complete with modest stipend) to study at a foreign university for one degree. This also covers any and all semester or less programs at foreign schools.

Car: A mundane car that a grad student or working class sort would drive. For an additional 100 gp it can be something on the order of a Jaguar Mark II. Never runs out of fuel, maintains itself, and in the event of severe damage or destruction it will show up a week/month later in good condition.

Universal Token: London has a glorious public transportation system, and you'll be able to put it to great use. You always have a token on hand worth the exact fare for mass transit within whatever metropolitan area you're currently in when you attempt to board.

Flat: A one-bedroom flat in a major metropolitan area. By default it's London, but you can pick another area at the start of any jump. Normal bills are covered.

Cyclotron: (200) This "new style of cyclotron" can completely reverse fungal decay of plants, and the radiation produces is far more useful for inducing beneficial mutations (where possible) than you would expect. In fact, it will be the second best available in universe in future jumps. As an added bonuse, it can do everything a real cyclotron can do.

Battersea Park: (200) You get the Battersea Park Funfair as it appeared in 1974. All the rides are in perfect condition, self-maintaining overnight, and all utilities and taxes are taken care of when imported. Oddly, both the Dipper and The Cyclone are present. As are any other rides or attractions that were present during its 24 year career. You can import into any jump that can support it and earn a decent income, or leave it as a warehouse attachment. For an additional 200 GP, you get the entire Battersea Park as a warehouse attachment.

Library: (400) You gain a research library equivalent to a large university as a warehouse attachment. In addition to getting new materials each jump, it's also treated as a private university library in universe during this or future jumps.

Lab: (400) A specialized botanical lab with a small attached greenhouse. Related experiments and work performed here go roughly ten times as well as they should, and even the barely plausible stuff is five times as likely to succeed. May be combined with the Greenhouse item, in which case all effects are doubled. Import or warehouse attachment. Note: this applies to superpowers, magic, and so forth in addition to scientific work.

Greenhouse: (400) A massive greenhouse with more climate control ability than really seems plausible. For some reason, carnivorous and insectivorous plants grow far more healthily and rapidly than they should. May be combined with the Lab item in which case all effects are doubled. Has a refilling stock of required supplies for the plants your raised, but you'll have to supply your own humans, bunnies, etc.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the same base discounts and tokens you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

Deformed: You have a severe deformity of some sort, and could work in the freak show. For an additional 200, it renders you a borderline cripple. Becomes an alt-form after the jump.

Guild?: Professor Nolter isn't the only mad scientist running around, and you'll keep running into them every year to year-and-a-half at the latest. At a minimum they'll target random people around you. You can take this for 500 points if you [Perfect Specimen] in which case all of them will benefit.

Greatest Show: (400) You're intimately involved in the film's sideshow and have to keep it profitable and open for the entire ten years to avoid jump failure.

Perfect Specimen: (500) You've drawn the attention of Professor Nolter, and he desperately wants you as an experimental subject. You can't kill him, but could deal with him legally if you have the means. The people he sends to collect you will be powerful enough to be a threat. You won't survive the experiment.

Student: You have to finish a graduate degree starting from your first day of undergrad before you leave, or you fail the jump. Doesn't matter where as long as it's accredited.

Drunkard: You have a severe drinking problem, and will rarely be able to go more than a few days without getting drunk. That will cause problems for you. Possible to overcome, but perks won't help at all.

Little Jumper: You are barely three feet tall, and have all the difficulties associated with dwarfism.

Self Loathing: You absolutely despise yourself, and will target others that reflect this for emotional abuse and occasional violence. Have fun being a complete wanker.

Notes:

Change Log:

4/30/2025 Version 1.0 for Monthly Jump Challenge: Botanical

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?