Clean - Page 78

MUTATIONS

BIG HAND

This player may ignore any modifier(s) for being Marked or for Pouring Rain weather conditions when they attempt to pick up the ball.

FOUL APPEARANCE*

When an opposition player declares a Block action targeting this player (on its own or as part of a Blitz action), or any Special action that targets this player, their coach must first roll a D6, even if this player has lost their Tackle Zone. On a roll of 1, the player cannot perform the declared action and the action is wasted.

TENTACLES

This player can use this Skill when an opposition player they are Marking, voluntarily moves out of a square within this player's Tackle Zone, Roll a D6, adding the ST of this player to the roll and then subtracting the ST of the opposition player. If the result is 6 or higher, or if the roll is a natural 6, the opposition player is held firmly in place and their movement comes to an end. If, however, the result is 5 or lower, or if the roll is a natural 1, this Skill has no further effect.

A player may use this Skill any number of times per turn, during either team's turn. If an opposition player is being Marked by more than one player with this Skill, only one player may use it.

CLAWS

When you make an Armour roll against an opposition player that was Knocked Down as the result of a Block action performed by this player, a roll of 8+ before applying any modifiers will break their armour, regardless of their actual Armour Value.

HORNS

When this player performs a Block action as part of a Blitz action (but not on its own), you may apply a +1 modifier to this player's Strength characteristic. This modifier is applied before counting assists, before applying any other Strength modifiers and before using any other Skills or Traits.

DISTURBING PRESENCE*

When an opposition player performs either a Pass action, a Throw Team-mate action or a Throw Bomb Special action, or attempts to either interfere with a pass or to catch the ball, they must apply a -1 modifier to the test for each player on your team with this Skill that is within three squares of them, even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone.

IRON HARD SKIN

The Claws skill cannot be used when making an Armour roll against this player.

MONSTROUS MOUTH

This player may re-roll any failed attempt to catch the ball. In addition, the Strip Ball skill cannot be used against this player.

TWO HEADS

This player may apply a +1 modifier to the Agility test when they attempt to Dodge

VERY LONG LEGS

This player may reduce any negative modifier applied to the Agility test when they attempt to Jump over a Prone or Stunned player (or to Leap over an empty square or a square occupied by a Standing player, if this player has the Leap skill) by l, to a minimum of -1.

Additionally, this player may apply a +2 modifier to any attempts to interfere with a pass they make.

Finally, this player ignores the Cloud Burster skill.

EXTRA ARMS

This player may apply a +1 modifier when they attempt to pick up or catch the ball, or when they attempt to interfere with a pass.

PREHENSILE TAIL

When an active opposition player attempts to Dodge, Jump or Leap in order to vacate a square in which they are being Marked by this player, there is an additional -1 modifier applied to the active player's Agility test.

If the opposition player is being Marked by more than one player with this Mutation, only one player may use it.

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