Cataclysm dda mutation guide

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Below is followed by a list of mutations for more advanced investigations of mutations click here in the Categories Once the mutation is selected, you will begin to mutate against it. If any mutations are currently at odds with this mutation, then one of the conflicting mutations is randomly removed. If you don't have a conflicting mutation, but there are none of the prerequisites, you will start mutating on a random premise. If you already have a prerequisite mutation and do not have conflicting mutations, you get the chosen mutation immediately. The initial properties do not increase the strength of the respective category unless you get them later using the actual mutation! On the contrary, this means that you can make Robust Genetics without inserting yourself into the rather unwanted mucus category. The basic features of the opening features can sometimes be acquired (or rarely lost) by mutation; if you get one through the mutation, you may lose it as usual. If you start with one of them, the purifier will try to set you back to it if it needs to be changed. As with all mutations, they can jump as part of your development to further mutate (if this further mutation is rolled too early and cannot be obtained on its own), or as part of the mutation category of execution. See the page at the bottom of the full list of features. Some features you can only get at character creation, they are professional training the character got before the cataclysm happened. They give unique minor bonuses. Mutations only properties In addition to the point value, mutations have a visibility value and an ugliness value. Positive visibility means that the mutation is significant. It will visibly identify the player as a mutant as a result of discrimination from mutant haters and trust with mutant/mutant lovers. Positive ugliness means that the mutation is grotesque. This will cause a backlash from NPC, even those who themselves have mutations, unless the NPC is a mutant-lover. Special There are two (one? all?) secret mutation thresholds. Here are some tips to get us a search. Marloss Carrier MARLOSS Mycus Mycus They cannot be obtained using a random mutation at all. This link spoils it all. Mutations act in similar features that you can choose when creating a new character, most mutations can only be obtained in-game and are somewhat random. Like properties, mutations can be both beneficial and harmful to your character. Does it hurt? Repository mutation graphs, PNG and SVG version yes, sometimes. Mutations can be obtained by consuming some questionable products (mutagens, mutagenic serums, improperly clean fruits, hands, legs and sewage samples), and romping through radioactive areas, among other methods. Anytime you mutate, you have a 2/3 chance of getting any type of mutation and a 1/3 chance of getting a bad mutation, although not all mutations are really bad for them, and not all good mutations are equally desirable. Robust genetics feature improves your chances of getting a good mutation. For spoiled, Robust Genetics works by changing the 1/3 chance of getting a bad mutation 1/3 chance of getting a good mutation. If you end up with unwanted mutations, clean them up. It can return to four mutations, with a higher end reaching highly mutated characters. However, not all mutations are clean; in addition, the purifier will not remove all the opening features, positive or negative, that you selected when you created your character. In addition, mutations removed with a normal purifier are accidental. Even if there is no forced bad mutation, the odds are not the same for all tra amenities. Mutations are divided into a dozen categories and even more trees. Trees have different requirements for different industries, and most branches are against one another. The more branches are opened, the less likely it is that a new branch or categorized mutation will be acquired, and the game's priority will be the current improvements to everything else. Direct innovation is the most priority, with (5/(number of available upgrades + 5)) the option to skip, then mutates from the category pool, and only then does the game choose random mutations from the full list of all mutations. When the code determines what feature you're due to get (usually based on the mutation category, either your strongest one or what you chose to use), it then starts mutating you in that direction. Since it can choose features for which you haven't got the prerequisites, the code will then downshift and you get the most feature you can get. For example, if TRAIT_ $LETTER needs the previous letter (B needs A, C needs B, and so on) and the code goes to C, it will give you C if you have B, B if you have A, and A if you don't have any of them. If you used something that gives more than one mutation in one go, there's no guarantee that the next mutation will then continue the chain. Sometimes it happens. Sometimes it doesn't, that's how mutations work! Cost Although most mutations are passive and thus permanently valid or conditionally triggered, a small number manifest as active capabilities and can kick in on demand; some will self-trigger with a random option. Like bionics, a player initiated to use these mutations has usage costs, and most of them add their corresponding cost(s) to your hunger, thirst or fatigue levels. At some caps, however, the operation will be canceled (or stopped) so that you can not kill yourself using your mutations. Hunger hats at 44,000 stored kcal (if you start getting the news), thirst at 260 (a bit more dehydrated), and fatigue at 400 (a bit of Dead Tired). To access a mutation menu that you can use to switch or activate mutations, use the [key key] key by default. Traits tend to provoke other mutations from the same category that your genetic and biochemical makeup is shifting. When you mutate, the game checks your mutations and notes which category is most represented. If no category is the strongest, a completely random mutation will be chosen, thus not always one of the strongest categories. The strength of the category is increased by mutations in this category and mutations associated with mutations of this category. The match category is worth 8 points, halved with each link. For example, Ugly gives 8 points against a cat because it has a cat mutation, and it gives an additional 4 points against the cat because it is due to a deformed, which is also a cat mutation. Related in this case only applies to Requires, Additional Requirement and Changes. Once the category is selected, you mutate to a random mutation in that category. The mutation that causes you to lose the mutation you are already more likely to choose this way than the mutation that will simply be acquired. For example, if your strongest category is cat and you are ugly, you are more likely that the ugly turns into a deformed than getting any other random cat feature. Once the mutation is selected, you will begin to mutate against it. If any mutations are currently at odds with this mutation, then one of the conflicting mutations is randomly removed. If you don't have a conflicting mutation, but there are none of the prerequisites, you will start mutating on a random premise. If you already have a prerequisite mutation and do not have conflicting mutations, you get the chosen mutation immediately. There are quite a few different categories, each providing different types of experiences when mutating into: Lizard: a relatively balanced melee-driven mutation. Reduced agility and cold blood in exchange for some decent fighting and utility mutations. Bird: Very mobile in exchange for poor health and protection. You're faster than an Olympic sprinter on PCP and don't need things like shelter or regular meals, but all it takes is a couple of good hits to kill you. Fish: It should be obvious, but the fish mostly just makes you really good to swim. Beast: The opposite bird. Amazing close combat, but very high maintenance. Cat: Basically just a catlike variant of the beast. Lupine: Basically only a doggy variant beast. Ursine: A large melee tank with hibernation mutation, not prey species. Cattle: You are a huge, lumbering herbivore with great health, a powerful natural attack and the ability to eat bushes. Plays as a less restrictive version of Plant. Insect: Quite capable of melee-driven mutation. It's not as powerful as a lizard or beast, but it also has fewer drawbacks. And it comes with some utility mutations to boot. Plant: You are a slow, a tank that uses very little in the form of supplies. Great for turtling, not so great for raiding dungeons. Slime: Chaotic. Offers both great boons (many of them situations) and catastrophic flaws. Come all down to luck. Troglobite: You are turning into an underground nightcrawler. It has a lot of nasty side effects like making you useless during the day. Cephalo-Surprisingly flexible. Adapting quickly to most situations is that of a nearby, swimming or stealth. If you get there, it's going to take you time. Spider: You make webs, move fast, and have a poisonous bite. Rat: Produces a durable but very high maintenance character. Requires you to constantly look for new food. Food is becoming a very broad term, however. Mouse: Shrinks you and increases your food requirements, but makes you super fast. Also removes your need to drink water. Medicine: Become invincemlable to anything but a shotgun in your face, with minimal flaws. Who needs doctors and a heredo anyway? Mentally, you'll get pretty shaky however, don't let the cockiness get the better of you alpha: a very safe category. Low risk, low reward. The next step in human evolution. Elf-: much like Chimera, except for stealth-based, not battle-based. Chimera: Super-beast. You have pretty much every good offensive mutation, but you also have a ton of negative mutations and ultimately a very high maintenance character. Raptor: High speed predator. A little like an assassin-goes fast, kills, and can flee quickly on the first sign of danger. Not as durable as other melee mutation lines though. Mycus: Play around with the fungus to get this. You are now part of a fungal invasion of the earth. Traitor!. It is not possible to obtain using normal mutagens. Blocks you from other mutations. Marloss: Eat Marloss Berries, Marloss Seeds, and Marloss Jelly to get this.. For a complete overview, see List of mutations. Thresholds Although most mutations have more or less surface only (and can be changed with a purifier), they affect you while they are present. If you use particularly strong doses of targeted mutagenic and are already closely involved in this category, you can irreversibly overcome your humanity. This is called threshold crossing. Becoming a post-human unlocks further mutations that offer radical changes in your character body and mindset. At this point, the only drawback to cross the threshold is that it bars you from crossing others. You can only cross the threshold with injectable sera below the hood. No matter how many gallons you drink, drinking mutagen won't do the job. (This may change later, but it's not a top priority.) To be able to get a threshold mutation, the character must not be: there must be no threshold mutation (denoted by the threshold of the boolean set true mutation.json, and currently all designated THRESH_ $ CATEGORY clear Having reached the third degree of mutation in dreams (they occur frequently and are quite specific) At this point, you need to inject a mutagen characteristic of your strongest category. If you dream of chasing rats like you third stage cat. If you meet the above criteria, injecting cat serum will have the usual effect, and then roll to see if you are breaking the threshold. Roll is straight x y roll: Your strength in your chosen category over your strength in all categories. If, to continue for example, you really want to be a cat and use only cat mutagens, two or three injections, if you get all three mutations from each, could do the job. If you spread your mutations around and try different categories, it will take more effort and mutagenic to break the threshold. Some reports come up in relation to thresholds. You feel something straining deep inside you, s awkward to be free to indicate that the mutation process tried to give you a post-threshold mutation, but you didn't have the threshold needed. Your humanity is resisting! The various headaches that can come up happen if you're in a particularly strong category and tried on the threshold, but you missed the list. Your humanity resisted turning into a mutant creature! Addiction Mutating can feel

good. It can make you feel great... Smarter... more aggressive, as if you could take on the world. As such, they can be quite addictive. The purifier may be more addictive; serum concentrations are even worse. Please enjoy responsibly. Sources of mutations Here are various ways you can get mutations by character creation. Some mutations are only obtainable for character creation, they are listed in the wiki as not valid for random mutation mutations in the information box. Any other can be obtained using mutations, some may require special items of marloss mutations, or a specific serum, threshold mutations. Targeted mutations Not all mutations are valid for mutation targets when mutations are mutations. Some can only be selected for a generation of characters, while others require a special threshold. Others may not accidentally mutate at all, they will be listed as targeted mutation only on their mutation pages. This means that you can only get them from mutation sources that have this mutation on their threshold list. For example, you can't get schizophrenic acid from normal mutagen, but you can get it from a medical mutagen. From 0.D (Danny) there are no sources of mutations that will always give you a specific mutation. Mutations are always random, but special mutagenic groups allow you to get a mutation from these lists of mutations. (But nothing is ever guaranteed). See also The U.S. List of Mutations Additional Attacks From Mutation Mutations