

This document contains the description for Dr. Jaw and his workshop clinic, a possible source for new mutations and SCIENCE!



## Dr. Jaw's Clinic of Mutations and Machines

**Description:** A bit of a celebrity among the sapient of Terra AD, the stories of Dr. Jaw's feats and accomplishments number almost as many as the mutations and modifications on the man himself. Before claiming his title and degree, Mr. Jaw reaped fame and success as a seeker for his tribe, plumbing the secrets of the Ancients and collecting many wondrous and strange artifacts from lost compounds and laboratories. His namesake mouthpiece is a mandibular mutation of prodigious size and shape, giving the monstrous scientist

his signature lilted lisp. After a fortunate happenstance with a supercharged brainwave accelerator, Mr. Jaw gained a visionary intelligence, and almost an encyclopaedia-like understanding of Ancient technologies - Mr. Jaw was no more, and Dr. Jaw was born!

After his transformation, Dr. Jaw began to experiment with mutagens, biomaterials and ancient technologies - it is said that he has changed form many times, each time retaining his intellect, and his jaw. Most sapient of Terra AD of course perceive such a giant of intellect with respect and awe, and not a little amount of fear. Dr. Jaw performs all of his own surgeries and experiments, and after retiring from active exploration to focus on his research, has been known to barter his services to younger seekers. Dr. Jaw has a laboratory workshop he calls the Clinic at the predominantly mutant settlement of Spore, and adventurers from far and wide have sought the strange town just to beseech his aid.

Dr. Jaw is a frightful but generally pleasant character, and will generally patiently listen to the requests of petitioners. A gift of good tea or some herbs to fill his pipe go a long way towards starting up amicable negotiations, as the good doctor is very keen on holding on to ancient and archaic styles of etiquette. Most alignments are welcome at his clinic, as Dr. Jaw is even said to have clandestine connections to the dreaded Blessed Brotherhood. Of course this geniality does not extend to the Gene Police, whom the doctor hates with a passion (and the feeling is mutual).

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**For Judges:** Dr. Jaw is intended as a potential source for information and motivation for a group of seekers. In the wondrous wastelands of Terra AD, adventurers are bound to come across technology they cannot comprehend, and the desire for new mutations is bound to come up eventually: Dr. Jaw is designed as an answer to these needs. Nothing is free of course, and while the doctor might be ready to identify ancient technologies for a simple fee of creds, any induced mutations or extended surgery certainly require special materials and implements the group must quest for in order to enlist the doctor's aid. I decided to not include an attribute line for the doctor, as any seekers who decide to assault his laboratory should meet a decidedly ugly fate, perhaps as test subjects for the doctor's more outlandish experiments.

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**Services of the Clinic:** Dr. Jaw is immensely intelligent, and specializes in ancient biotech and body modification. He is said to be able to induce controlled mutations in patients - given the correct tools and materials, of course. Most of his services are only available through bartering, as access to such advanced science is beyond payment with simple creds. Some guidelines are listed below, although details are of course left to the Judge's discretion.

- *Identification of technologies:* While not his primary skillset, Dr. Jaw has an extensive understanding of ancient artifacts and ancient technologies. He has been known to identify artifacts for not-so-savvy seeker groups, and is sometimes even open to attempt to educate adventurers in their use. For technologies of a Complexity Modifier of 4 or below he simply charges a flat fee of a 100 creds, or double if he is expected to teach the seekers how to use the item in question. For more complex items the fee is generally doubled or tripled, or taken in barter in the form of artifacts or items that might be of use in the doctor's experiments.

- *Mastery of mutations:* Dr- Jaw performs all of his own surgeries, and is known to vary his personal list of mutations with experimental procedures. He is capable of restoring lost mutations to unfortunate seekers, and may even be capable of inducing new ones in particularly brave or foolhardy adventurers seeking body modification. It is even said that he once restored a plantient back to sapience after the poor creature had been regressed into a fern by an unfortunate encounter with an ancient gene-scrubbing device, but most agree that this narrative must be a false rumour (perhaps set about by the doctor himself). All operations related to mutations require special materials and possibly technologies, providing which is the responsibility of the petitioners themselves. Generally, this means seeking out such suitable tools in some hidden locale, although the doctor is often able to point seekers to the right direction. (As in, the price for such services is left up to the Judge, and can generally be condensed to some variant of “quest for it”, with more challenging tasks or requirements for more difficult operations.)
- *Research of robotics:* Smart-metal is simply man-made machinery, and in that sense not all that far from the doctor’s core skill set of modifying biological systems. The doctor has even experimented with cybernetic implantation and mechanical replacements for biological machinery. This work is largely experimental for him however, and outside of his main focus of mastering the powers of mutation through science. Should the case posited be of enough interest however, Dr. Jaw may deign to take a look - and any case may be interesting enough, should the offered payment be large enough. Pricing for such work varies case by case, but most often consists of some pricey form of barter and trade.