

Mutation/Powers Descriptions

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Makes use of my excellent Mutations house rules system

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Mutations/Powers Tables

* 1D6+2+ MS Ability Mod for Mental powers - *Purchase System*

* 1D6+2+PS Ability Mod for Physical powers

* 1D4+MS Ability Mod for Mental powers - *Random System*

* 1D4+PS Ability Mod for Physical powers

-Select primary power group or roll randomly(d4).

-Powers from the chosen power group have standard costs.

-Powers selected from any other group cost 2X stated costs.

PQ: = Pre-requisite power

1 Clairsentient Powers		Cost
1	All Around Vision	2
2	Aura Sight	1
3	Clairaudiance	1
4	Clairvoyance	1
5	Danger Sense	1
6	Detect Psionics	1
7	Feel Light	1
8	Feel Sound	1
9	Intuition	2
10	Know Location/Direction	1
11	Psychometry	1
12	Radar Sense	1
13	Radial Navigation	1
14	Read Psychic Impressions	1
15	Psychic Tracking	1
16	Truth Ear/Detect Lie	1

2 Psychokinetic Powers		Cost
1	Ballistic Attack	2/1 PQ:18
2	Change Density	2
3	Control Flames/Water	2
4	Detonate	1
5	Disintegrate	2
6	Energy Containment	1
7	Force Field Generation	2
8	Kinetic Negation	2
9	Levitation	1
10	Light Generation	1
11	Magnetic Control	2
12	Manipulate Weather	1
13	Molecular Rearrangement	2
14	Physical Reflect	2
15	Project Force	2/1 PQ:18
16	Psychic Blade	2 PQ:18
17	Pyro/Cryokinesis	2
18	Telekinesis	2
19	Telekinetic Flight	2/1 PQ:18

3 Psychometabolic Powers		Cost	Cost	
1	Absorb Disease	1	28 Ghosting/Harmonic Oscillation	1
2	Absorbion	2	29 Graft Weapon	1
3	Adrenalin Control	1	30 Hands of Power	2
4	Aging	2	31 Heat Generation	2
5	Animal Affinity	2	32 Heightened Physical Ability	2
6	Anti-Life Leach	1	33 Heightened Senses	1
7	Biofeedback	1	34 Immovability/Density Control	1
8	Body Control	2	35 Immunity	1
9	Body Equalibrium	2	36 Infravision	1
10	Body Weaponry	2	37 Lend Health	1
11	Catfall	1	38 Life Drain/Leach	2
12	Cause Decay	1	39 Metamorphosis	3/2 PQ:46
13	Cell Adjustment	2	40 Mind Over Body/Will Force	2
14	Chameleon Ability	2	41 Photosynthetic Skin	2
15	Chemical Reproduction	2	42 Poison Generation	2
16	Complete Healing	2+1 self + 1 ind.	43 Reduction/Shrink	1
17	Displacement	2	44 Regeneration	2
18	Dual Brain	4 (+1Mutation)	45 Shadow Form	2
19	Ectoplasmic Form	3	46 Shape Change	2
20	Electrical Generation	2	47 Share Strength	1
21	Energy Absorb	1	48 Silk Cribellum	2
22	Energy Metamorphosis	2	49 Skeletal Enhancement	1

23	Energy Projection	2	PQ:2/21/22/42	50	Sonic Blast	2
24	Expansion/Growth	1		51	Sound Imitation	1
25	Flesh Armor/Carapace/Stone skin	1		52	Speed Burst/Duality	2
26	Gas Generation	2		53	Suspend Animation	1
27	Genious Brain	1		54	Ultra Vision	1
Cont...				Cont...		

13- Tale	1
14- Animal Facial Features	1
15-Marsupial	1

55	Living Hair	1
56	Misc. Physical Mutation	-
	1-Wings	2
	2- Unusual skin tone/patterns	1
	3- Flippers	1
	4- Suckers	1
	5-Extra limbs	2
	6- Extra Sensory parts	2
	7- Fur/hair	1
	8- Horns/spikes	1
	9- Claws	1
	10-Unusual joints/flexibility	1
	11-Gills/Breath Underwater	1
	12-Vocal Chords	1

4 Telepathic Powers		Cost		Cost		
1	Attraction	1		20	Mental Control	2
2	Aversion	1		21	Mental Paralysis	2
3	Awe	1		22	Mental Sheild	2
4	Conceal Thoughts	1		23	Mind Bar	1
5	Confusion	1		24	Mind Link	1
6	Death Field Generation	3		25	Mind Probe	1
7	Domination	2		26	Mind Wipe	2
8	Double Pain	2		27	Molecular Sense	1
9	Empathy	1		28	Phobia Amplification/Fear	1
10	ESP/Telepathy	1		29	Plant Control	1
11	False Sensory Input	1		30	Post Hypnotic Suggestion	1
12	Identity Penetration	1		31	Psychic Impersonation	1
13	Illusion Generation	2		32	Psychic Messenger	1
14	Inflict Pain	2		33	Send Thoughts	1
15	Invisibility	2		34	Sight/Sound Link	1
16	Life Detect	1		35	Speak Tongues	2
17	Mass Domination	3/1	PQ:7	36	Strip Mutation	2
18	Mental Absorption	2		37	Summoning	2
19	Mental Blast	2		38	Superior Invisibility	3/1
				39	Synaptic Static	2

PQ:15

5 *Psychoportive Powers		Cost
1	Astral Project	3
2	Dimension Door/Planar Open	3
3	Dream Travel	2
4	Phase Shift	2
5	Teleport	3
6	Teleport Object	2
7	Time Shift	3

*Not selectable as an initial power group

1 *Bush/Tree/Vine	
1	Spines/Needles
2	Dense or Fire Retardant Bark
3	Sharp Leaves
4	Berries/Fruit
5	Mobile Limbs/Roots/Vines
6	Leafless Branches

* Can only be 'external' symbiot and if size permits

6 *Plant Mutations		Cost
1	Accelerate Growth	2
2	Adaptation	2
3	Aromatic Powers	1
4	Bacterial Symbiosis	1
5	Berries	2
6	Contact Poison	1
7	Control Birds	1
8	Control Insects	1
9	Dissolving Juices	1
10	Divisional Segments	1
11	Explosive Fruits/Nuts	2
12	Mimicry	1
13	Spore Cloud	2
14	Symbiotic Attachment	1
15	Projectile Spikes/Thorns	2
16	Graft Weapon	2

2 Fungal/Mold/Colony

1	Free Form/Mutable/Autonomous
2	Symbiotic
	A. Internal-Beneath the skin or in the stomach, blood stream etc...
	B. External-Attached outside host via tendrils or suckers

3 *Microorganism

1	Single Cell
2	Collective/Group Consciousness

* Can only be an 'internal' symbiot

Communication Powers Table

1	Psychometabolic	Misc. Physical Mutation	Vocal Cords
2	Telepathic	Empathy	
3	Telepathic	ESP/Telepathy	
4	Telepathic	Illusion Generation	
5	Telepathic	Send Thoughts	
6	Special	Voice Box Implant	Surgical Process

Defects Table			
#	1	2	3
1	Attraction Odor	Hostility Field	Reduced Ability Score
2	Body Change	Mental Defenselessness	Easily Surprised
3	Diminished Sense	Multiply Damage	Temporary Periodic Weakness
4	Double Physical Pain	Poor Dual Brain	Wild Mutation
5	Fat Cell Accumulation	Achilles Heel	Uncontrolled Chemical Production
6	Hemophilia	Allergy	Body Odor
7	Increased Metabolism	Chemical Susceptibility	Sores/Blisters/Boils
8	Poison Intolerance	Energy Sensitive	Constant Pain
9	Disease Susceptibility	Fadeout/Feinting	Debilitating Headaches
10	Poor Respiratory System	Nocturnal	Emotionally Sensitive
11	Poor Endurance	Photodependent	Blinding Rage
12	Skin Structure Change	Periodic Amnesia	Crippling Physical Deformity
13	Mental Weakness(as anti-reflect)	Phobia	Twitches
14	Mental Block	Seizures	No Sense of Humor
15	Hairless	Hairsuit	Enlarged facial features
16	Epilepsy	Radiation Sensitive	Slow Heal

Clairsentient Powers:

1. All Around Vision **Cost:** 2
Range: Normal Sensory Range **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

Allows mutant to see in a 360deg arc. The mutant cannot be surprised if attacker is visible in the mutant's normal sensory range. Other visual abilities apply, such as infravision and ultravision as well as visual/sensory disabilities as applicable. The mutant must be conscious for this ability to function. Mutant also gains +1 on Initiative and Surprise rolls.

2. Aura Sight **Cost:** 1
Range: MS in ft **Number:** 1 Individual
Duration: 1 Action Turn **Use:** 1/ hour
Damage: - **Prerequisite:** -

The mutant is able to read the psychic aura of another sentient being. This allows the user to tell if someone is basically good , evil or neutral in nature as well as the general health condition. User can tell if limbs have been lost or amputated at some point, whether or not someone is mentally or physically ill. This power does not allow truth detection.

3. Clairaudiance **Cost:** 1
Range: See Chart **Number:** Special
Duration: 1 A.Turn/Rank **Use:** 1/Hour
Damage: - **Prerequisite:** -

The mutant is able to hear audible sensory input at a distant location as if the mutant were in that location. The user must be able to visualize the desired location in some way.

Range	CS Adjustment
up to 100 yards	0
1000 yards	-2
1 mile	-3
5 miles	-4
+ miles	-6

4. Clairvoyance **Cost:** 1
Range: See Chart **Number:** Special
Duration: 1 A.Turn/Rank **Use:** 1/Hour
Damage: - **Prerequisite:** -

The mutant is able to see sensory input at a distant location as if the mutant were in that location. The user must be able to visualize the desired location in some way. .

Range	CS Adjustment
up to 100 yards	0
1000 yards	-2
1 mile	-3
5 miles	-4
+ miles	-6

5. Danger Sense Cost: 1
Range: MS + Rank in yards **Number:** -
Duration: 1 cycle/rank **Use:** 1/Hour/2ranks
Damage: - **Prerequisite:** -

With this ability a mutant can detect if an action would result in a harmful result or if an object or location poses a threat to him, not the party in some way. If ambushed the character can roll against an assigned DF to see if he learned of the danger in time to warn the other party members. He gains both no surprise and initiative the first action turn if successful.

6. Detect Psionics Cost: 1
Range: See Chart **Number:** -
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

This ability allows for the detection of any being or object that uses a psionic power within range of the user on a successful attempt against an assigned DF. Other powers may affect or preclude the success of this ability. Gives a +1 to Surprise and Initiative rolls if a psionic is among a group of opposing parties. Mutant gains +1 Initiative and Surprise rolls if a psionic is among a group of opposing NPC's.

7. Feel Light Cost: 1
Range: Normal sensory range **Number:** -
Duration: 1 cycle/2 ranks **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

The mutant is able to in all respects feel light as a texture and can 'see' using this method. This ability renders the user immune to any attack requiring eye contact. User suffers 2Xdamage from all light based attack forms (i.e. lasers).

8. Feel Sound Cost: 1
Range: Normal sensory range **Number:** -
Duration: 1 cycle/2 ranks **Use:** 1 turn/2 ranks
Damage: - **Prerequisite:** -

The mutant is able to in all respects feel sound as a texture and can 'see' using this method. This ability renders the user immune to any attack requiring eye contact. User suffers 2Xdamage from all sound based attack forms. (i.e. Sonic Blast). Rooms/inanimate objects don't normally emit sound, so some form of sound must be generated to be able to sense reflected sound waves off of objects. +1 to Surprise rolls if noise source is within his normal sight range.

9. Intuition Cost: 2
Range: MS + Rank in ft. **Number:** as range
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

This ability allows the user to be aware of the intentions of those around him. He gains +1 initiative and +1 CS on attack rank. He adds his MS when checking for surprise.

10. Know Location/Direction Cost: 1
Range: - **Number:** -
Duration: - **Use:** 1/turn/3 ranks
Damage: - **Prerequisite:** -

User is able to to know the location; general direction and approximate distance from a known point of reference.

11. Psychometry Cost: 1
Range: Touch **Area:** 1 object
Duration: - **Use:** 1/day/2 ranks
Damage: - **Prerequisite:** -

The mutant is able to read the past history of a given object he touches. He can learn the history, function, purpose, origins and where the item has been in the past number of years equal to the RF of his roll. Gain +3 when figuring out items on the examination charts.

12. Radar Sense Cost: 1
Range: MS+Rank in yards **Number:** -
Duration: 1 cycle **Use:** 2/turn
Damage: - **Prerequisite:** -

Can detect, in a 360deg arc any movement up to the mutants range. This will give the mutant the range and direction of movement only. If a target isn't moving it doesn't show-up with this power. +1 Surprise and Initiative rolls when power is activated.

13. Radial Navigation Cost: 1
Range: - **Number:** -
Duration:- **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

User is able to know his exact distance and direction from pre-designated starting point. This information can be used to retrace ones steps back to this point and can be used as an assist in psychoportive powers and clairvoyance, clairaudience, as well as any other location based power. With this power a mutant cannot 'get lost'.

14. Read Psychic Impressions Cost: 1
Range: MS+Rank in ft. **Number:** -
Duration: 1 cycle **Use:** 2/day
Damage: - **Prerequisite:** -

This power is similar to psychometry except that an entire area can be read giving general impressions of the actions that took place within it. Does not give as much detail as psychometry.

15. Psychic Tracking Cost: 1
Range: see chart **Area:** -
Duration: On as long as desired **Use:** Constant while activated
Damage: - **Prerequisite:** -

A mutant with this power is able to track an object or being anywhere using the individual psychic impressions that everything has. The mutant must get a lock on the target and can only do so once, if successful, nothing can break the psychic link other than death of the target.

Circumstances	CS Adjust.	Initial Range	CS Adjust.
Target Known	+1	up to 1 mile	0
Target Associate	0	10 miles	-1
Target Known Of	-1	25 miles	-2
Target Unknown but described	-3	50 miles	-3
Target completely Unknown	-5	100 miles	-4
		500 miles	-5
		1000 miles	-6
		+	-8

Some other powers will preclude or effect this ability.

16. Truth Ear/Detect Lie Cost: 1 **Range:** Normal Sensory Range **Area:** -
Duration: 1 cycle **Use:** 1/2 cycle's
Damage: - **Prerequisite:** -

This ability allows the mutant to discern if target sentient is knowingly telling an untruth. This does not detect a half or partial truth but will detect a known exaggeration. User must be able to understand the language of subject speaking. The power will detect if subject is knowingly withholding important or pertinent facts in a given story.

Psychokinetic Powers

1. Ballistic Attack Cost: 2/1 **Range:** MS+Rank in ft. **Number:** 1 opponent
Duration: 1 A.Turn **Use:** 1/turn/3 ranks
Damage: Mental Strength **Prerequisite:**

TelekinesisUser's ability causes small objects littering the area to telekinetically animate and attack the mutants opponent.

2. Change Density Cost: 2 **Range:** Touch **Number:** 1 Target
Duration: 1 cycle **Use:** 1/turn
Damage: - **Prerequisite:** -

User of this power is able to change the molecular density to effectively increase or decrease a targets weight and density. Increasing density makes the object more impervious to normal projectile damage and unable to be moved by normal physical efforts. A creature affected moves and attacks at X1 / 2. Decreasing density has the result of making the target more impervious to energy attacks. Strong winds may blow an effected target away. Target moves 2X normal but attacks normally.

3. Control Flames/Water Cost: 1 **Range:** MS+Rank in ft. **Number:** 1 Opponent
Duration: - **Use:** 2/turn
Damage: MSX 1/2 **Prerequisite:** -

User can telekinetically control nearby fire or water (choose one only, permanent) and use it to attack opponents with.

4. Detonate Cost: 1 **Range:** MS+Rank **Number:** All targets within range
Duration: - **Use:** 1/turn/2 ranks
Damage: MSX1/2 **Prerequisite:** -

The user of this power is able to agitate the molecules of nearby inanimate objects causing them to detonate and damage all those within range. If items such as grenades or bombs (etc.) are caused to detonate no extra damage is caused as all molecules have equal explosive force when 'detonated'.

5. Disintegrate Cost: 2 **Range:** Touch **Number:** 1 Target
Duration: - **Use:** 1/day/5 ranks
Damage: MS+special **Prerequisite:** -

A character with this ability has the power to entirely eradicate or cause material to loose its bonds and effectively destroy on contact (base=MS). This loss is PERMINENT unless material can be regenerated in some way. Each ¼ HP's equals a major limb loss. The edge of the wound of a limb WILL continue to bleed until stopped or treated in some manner.

6. Energy Containment Cost: 2 **Range:** - **Number:** User
Duration: Indef. **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

User is able to contain energy (MSX2) and have it dissipate harmlessly as mild heat. The user simply wills the energy beam or source to coalesce into a central point and then when ready, dissipate it harmlessly into the environment.

7. Force Field Generation Cost: 2 **Range:** - **Number:** User
Duration: 2 A.Turn/4 ranks **Use:** 1/turn/3 rank
Damage: - **Prerequisite:** --1 RF to opponents attacks.

8. Kinetic Negation Cost: 2 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant has a field that surrounds him that allows the adaptation to physical impact. He is able to negate 3 points of damage per result factor of physical trauma damage. The mutant is immune to 'slam' effects. This power would work against bullets, arrows, etc. but not against knife (i.e. cutting damage) attacks.

9. Levitation Cost: 1 **Range:** - **Number:** Self
Duration: 1 cycle/5 ranks **Use:** 2/day
Damage: - **Prerequisite:** -

User can levitate himself and items carried = 4XMS in pounds. Vertical and lateral movement = 1/2X normal movement rate.

10. Light Generation Cost: 1 **Range:** MS+Rank in ft. **Number:** -
Duration: 1 Cycle/3 ranks **Use:** 3/turn
Damage: - **Prerequisite:** -

Mutant is able to chemically generate light by exciting the atoms around his person. Light is normal daylight level out to his range and twilight out to 2X his range.

11. Magnetic Control Cost: 2 **Range:** MS+Rank in ft. **Number:** 1 object or opponent
Duration: shield = MS in A.Turns **Use:** 1/turn/2 ranks
Damage: MSX1/4 **Prerequisite:** -

The mutant can create and control magnetic fields to repel, attract or otherwise move at ferrous metal objects. A blue DF feat will allow him to move a weight equal to 5XMS in Kilograms. Each additional increment of 5X is an additional difficulty level. He may move something weighing up to his MS score automatically. If objects are used as missile weapons they cause a base damage equal to MSX1/4. The mutant may also create a magnetic shield against metal weapons, and is allowed to maintain this shield while performing other tasks. The shield will last for a number of Action Turns = MS. Mutant can save vs metal attack to avoid.

*note: Lead is NOT a ferrous metal.

12. Manipulate Weather Cost: 1 **Range:** MS in miles **Number:** -
Duration: 1 turn/5 ranks **Use:** 1/day
Damage: potentially **Prerequisite:** -

The mutant is able to create and control the weather outdoors within his mutation range, with varying effects based on the type of weather present. He must make a mutation roll to change the weather, based on the DF chosen by GM to represent the difference between the two types of weather, current and desired. Temperature can be made to vary by 10 degrees Celsius (18 deg Fahrenheit) and winds can be doubled or halved in speed or created at a speed equal to the mutation score.

13. Molecular Rearrangement Cost: 2 **Range:** Touch **Number:** ounces = MS
Duration: days = MS **Use:** 1/day
Damage: MSX1/2 **Prerequisite:** -

This power allows the mutant to change molecules of an target from one sort into another (i.e. lead to gold, flesh to stone etc..). However the greater the differences between material types the greater the chance the attempt will fail. DF assigned by GM.

14. Physical Reflect Cost: 2 **Range:** - **Number:** User
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant's skin reflects even the most intense forms of a particular energy type and is reflected in a random direction. This random reflection of energy attacks with the mutant's MS. Select or roll for energy type:

1-Heat(fire)	2-Laser
3-Radiation	4-Electrical
5-Cold	6-Sonic

15. Project Force Cost: 2/1 **Range:** MS+Rank in ft. **Number:** 1 opponent
Duration: 1 A.Turn/rank **Use:** 1/turn/2 ranks
Damage: MSX1/2+slam **Prerequisite:** Telekinesis

Mutant has the ability to mount a blunt force telekinetic attack. He can use it to push attackers or objects away as well, weight = 4XMS in Kilograms.

16. Psychic Blade Cost: 2/1 **Range:** MS+Rank in ft. **Number:** 1 opponent
Duration: 1 A.turn/rank **Use:** 1/turn/2 ranks
Damage: MSX1/4 **Prerequisite:** Telekinesis

Mutant is able to mount a telekinetic attack that can cause cutting or edged weapon damage. He is able to cut anything that could be cut with a normal edged weapon. This power completely ignores ALL AC.

17. Pyro/Cryokinesis Cost: 2 **Range:** MS+Rank in ft. **Number:** Area = range
Duration: - **Use:** 1/turn/2 ranks
Damage: MSX1/2 **Prerequisite:** -

With this ability a mutant is able to create either an area of white hot or of freezing cold (choose one permanent) and attack with it in an area = to range.

18. Telekinesis Cost: 2 **Range:** MS+Rank in ft. **Number:** 1 opponent
Duration: - **Use:** 2/turn+1/2 ranks
Damage: MSX1/4 **Prerequisite:** -

User is able to manipulate an object to attack with or otherwise manipulate objects with his mind. Objects manipulated must be seen in some manner. He can also use this ability to push objects away or even attempt to restrain opponents. Weight = MS+Mental Strength ability mod+Rank.

19. Telekinetic Flight Cost: 2/1 **Range:** - **Number:** -
Duration: 1 cycle/2MS points **Use:** 1/day
Damage: - **Prerequisite:** -

User has the ability to fly through air or water at a rate of 2Xnormal move rate. He can carry with him 5XMS in kilograms. He is not able to perform any other mental attacks while doing so.

Psychometabolic Powers

1. Absorb Disease Cost: 1 **Range:** Touch **Number:** Individual
Duration: - **Use:** 2/day
Damage: - **Prerequisite:** -

A mutant with this ability is immune to diseases caused by bacterium or viruses. In addition the mutant can automatically absorb any illness at or below his MS in intensity. Any differences greater than MS are calculated as +1 DF greater to attempt (begins at Green DF).

2. Absorption Cost: 2 **Range:** - **Number:** -
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant can absorb one type of energy to cure himself if damaged. The mutant is able to automatically absorb and convert a number of damage points = to 2XMS / Action turn. If this amount is exceeded then the rest is calculated as actual damage. He is also able to absorb energy from benign sources, such as batteries with a MS check of yellow or greater.

3. Adrenaline Control Cost: 1 **Range:** - **Number:** Self
Duration: 1 cycle **Use:** 2/day
Damage: - **Prerequisite:** -

A mutant with this ability can control his natural adrenaline levels and can increase them to gain superhuman abilities. (PS = +2 and DX = +2). Character MUST rest or save with CN a cycle after use and suffers a penalty of PS = -2 / DX = -2 for rest duration. Failure to rest results in a double of the penalty and another save to prevent fainting.

4. Aging Cost: 2 **Range:** Touch **Number:** 1 opponent
Duration: 1 A.Turn/point of quasi damage **Use:** 2/day
Damage: MSX1/2 **Prerequisite:** -

The mutant's touch can age an opponent causing temporary aging effects (PS = -1/ 2 HP's of dam. DX = -1/ 2 HP's of dam.). Target can be killed with this power if HP's reach 0 before opponent is able to recover

.5. Animal Affinity Cost: 2 **Range:** - **Number:** All within visual range
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

Any creature of animal intelligence will feel that the mutant is a friend and will not attack him. And in fact if the mutant appears to be in danger the animal will attack the mutant's opponent if the creature is naturally aggressive or protective. Attacking an animal will negate this effect. In addition the mutants power does not necessarily preclude attacks on the mutants travel companions.

6. Anti-Life Leach Cost: 1 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant is immune to any power that drains HP's or stats.

7. Biofeedback Cost: 1 **Range:** - **Number:** Self
Duration: 1 hour **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

The mutant is able to regulate his own body such that he can overcome the effects of adrenellin rush thereby always seeming to be calm and collected in the face of danger. This person is never surprised and gains +1 on initiative rolls. In addition the mutant gains +1RF on the first attack of any battle.

8. Body Control Cost: 2 **Range:** - **Number:** Self
Duration: 1 cycle/rank **Use:** 1/day
Damage: - **Prerequisite:** -

A mutant can adapt his body to extreme environments, hot, cold, irradiated, etc. He takes NO damage from this environment. Make save vs color DF as assigned by GM.

9. Body Equilibrium Cost: 2 **Range:** - **Number:** Self
Duration: 1 A.Turn/MS **Use:** 1/day/2 ranks
Damage: - **Prerequisite:** -

With this ability a mutant can adjust his weight so that he can walk on sand, snow, mud, etc, and leave no tracks. He can also walk on water. *note: no matter how the mutant adjusts his weight he cannot walk on air (sorry).

10. Body Weaponry Cost: 2 **Range:** - **Number:** Self
Duration: At will **Use:** Constant
Damage: As weapon type **Prerequisite:** -

Mutant is able to convert his arms/hands into any melee weapon. 2-handed weapons take 2 hands/arms to create. These weapons are a part of the mutant and cannot be dropped.

11. Catfall Cost: 1 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant with this ability always lands on his feet. All falling damage is halved.

12. Cause Decay Cost: 1 **Range:** Touch **Number:** 1 opponent
Duration: Indefinite **Use:** 1/day
Damage: 2/turn **Prerequisite:** -

With a touch the mutant with this power is able to cause a rotting disease to form and begin eating away at the flesh of it's victim causing damage immediately and every turn thereafter. The mutant is able to stop the progression of the disease if he chooses, but just the his particular disease, no others. While the disease is rampant, no damage can be healed naturally.

13. Cell Adjustment Cost: 2 **Range:** Touch **Number:** 1 individual
Duration: - **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

This ability allows the mutant to heal an amount of lost HP's = to his MS+Rank per use. Progressive damage caused by diseases or acids or poisons can be healed, but does not stop the application of the damage or cure diseases in any way.

14. Chameleon Ability Cost: 2 **Range:** - **Number:** Self
Duration: 1 cycle/2 ranks **Use:** Constant
Damage: - **Prerequisite:** -

The mutant with this power can duplicate one natural physical ability of an observed character. His physical attributes can rise or fall to allow the observed physical ability. For example, if the mutant observes a character do a vertical leap that he would not normally be able to do, due to a lack of ability or attributes this power would increase his attributes and allow it.

15. Chemical Reproduction Cost: 2 **Range:** MS in inches(Touch) **Number:** 1 individual
Duration: - **Use:** 1/day/3 ranks
Damage: Per chem type and Int. **Prerequisite:** -

This ability allows the duplication of one type of sampled chemical learned and retained at a rate of 1 chemical/rank level. A sample is generally taken by touch. He can then exude this chemical in it's original observed/sampled form (i.e. liquid, gas, etc.). This chemical substance will have the original sampled intensity. This does not grant immunity from the sampled chemical in anyway except when exuding it. Examples: 1.-Character samples a Int. 12 poison that has the 'sleep' effect. The character must save vs the effect if it is a contact poison, then roll his MS to attempt the reproduction, thereafter the mutant is able to reproduce this poison. 2.-Character samples Pollycellulac-4, no save is necessary as this is injected into the blood stream to be effective, and rolls his MS to see if he is successful in reproducing the chemical thereafter and if so can do so.

16. Complete Healing Cost: 2+1 **Range:** - **Number:** Self or 1 individual
Duration: - **Use:** 1/day/5 ranks
Dammage: - **Prerequisite:** -

Mutant is, by concentrating, able to completely heal himself of any damage or diseases that is effecting him. For the cost of one extra initial mutation point the mutant is able to effect others as well.

17. Displacement Cost: 2 **Range:** - **Number:** Self
Duration: 1 A.turn **Use:** 2/day+1/3 ranks
Damage: - **Prerequisite:** -

The mutant can, by vibrating his personal molecules, displace himself a few inches t the left or right of his current position causing an attacker to miss more often due to the blurring and physical displacement actions of the power. Attackers -3CS.

18. Dual Brain Cost: 4 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

Gain one non-physical mutation and two attacks per action turn.

19. Ectoplasmic Form Cost: 3 **Range:** - **Number:** Self
Duration: 2 A.Turns/2 ranks **Use:** 1/day/3 ranks
Damage: - **Prerequisite:** -

The character becomes ethereal energy with the same general mass as when normal. Exact details and features are hazy. In this form the mutant cannot receive any physical damage. Only mental attacks directly effecting the mind are able to harm him. While in this form the character cannot effect the physical world except through any mental powers he possesses (i.e. cannot pull the trigger of a weapon, or throw a blow). In addition the mutant is able to squeeze his form through very small cracks or holes (2cm min.) and gain access to other locations.

20. Electrical Generation Cost: 2 **Range:** Touch **Number:** 1 indiv. + varies
Duration: - **Use:** 1/turn/2 ranks
Damage: MSX1/2 **Prerequisite:** -

The mutant has the power to generate an electrical charge that effects target and any others in physical contact with target.

21. Energy Absorb Cost: 1 **Range:** - **Number:** -
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant can absorb and negate energy directed at him an amount = to 2XMS. All energy after this maximum is applied as damage.

22. Energy Metamorphosis Cost: 2 **Range:** - **Number:** -
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

User has the ability to absorb energy from any source into an energy shield which can be used to negate physical damage. The mutant is able to store energy shield points = to 2XMS. All energy beyond this is applied as damage. Physical damage is subtracted from the shield strength on a one for one basis. (i.e. energy weapon that does 16 points of damage is completely absorbed and becomes a shield of 16 points. Later in fight a sword blow does 23 points of damage. The shield absorbs 16 points, so 23-16=7 points of damage which is applied to the mutant, assuming he is wearing NO armor. Armor would also apply in this case after the shield is penetrated.)

23. Energy Projection Cost: 2 **Range:** MS+Rank in ft. **Number:** 1 opponent
Duration: - **Use:** Constant
Damage: Varies but no more than 2XMS **Prerequisite:** Absorption or Energy Absorb or Energy Metamorphosis or Photosynthetic

SkinMutant is able to expend stored energy in a beam that blasts his enemies for up to 2XMS.

24. Expansion/Growth Cost: 1 **Range:** - **Number:** Self
Duration: 1 cycle/2 ranks **Use:** 2/day
Damage: see below **Prerequisite:** -

Player can increase character size in +50% increments up to 150%. [+50% Blue DF / +100% Green DF / +150% Yellow DF]. Each +50% of growth = Movement is increased by 2, Ac is decreased by 1(-5) and melee attack column increases by +1CS and damage base increases 1point. In addition carry weight is increased by 20 kilograms.

25. Flesh Armor/Carapace/Stone Skin Cost: 1 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: +1RF melee **Prerequisite:** -

The mutant with Flesh Armor gains a 4(-20) natural armor, but is not able to wear most artificial armors. This armor is noticeably not of human origin. Since the actual flesh of the creature is much harder than is normal he will find it more difficult to 'squeeze' into or through tight areas. But, he gains a +1damage base to all unarmed or natural combat attacks

26. Gas Generation Cost: 2 **Range:** MS+Rank in ft. **Number:** Range as area
Duration: 4 A.Turns+1/3 ranks **Use:** 2/day
Damage: As gas type **Prerequisite:** -

The mutant has the ability to generate and spray one type of gas chosen randomly(permanent). The mutation score is the intensity of the gas. All creatures within affected areas use CN to save or be effected.

Type	Effects
1-Foul Odor	Victims suffer -1CS for duration
2-Paralysis	Victims unable to move for duration
3-Blinded	Victims unable to see -DX bonus to AC attacks on col A
4-Progressive	Damage = MSX1/4/A.Turn for duration
5-Berserk	Victims fight nearest character
6-Friendly	Victims become enamored of mutant, unless attacked

33. Heightened Senses Cost: 1 **Range:** Varies **Number:** Self
Duration: At will **Use:** Constant
Damage: - **Prerequisite:** -

The mutant possesses can select one sense to increase. By concentrating on its use the character may improve his range by his MS+Rank
Hearing: suffers double damage from all sonic attacks while increasing this ability. +1 Initiative and Surprise rolls.
Sight: suffers double damage from light attacks when increasing this ability. +1 Initiative and Surprise rolls.
Smell: affected by odor based attacks at twice the normal range and effect if using this ability.
Taste: can identify anything by taste if tasted previously. Poison effects are doubled in duration or intensity when imbibed if using this ability.
Touch: suffers from 'pain' when more than 25% of his HP's have been lost due to damage, always.

34. Immovability/Density Control Cost: 1 **Range:** - **Number:** Self
Duration: 2 A.Turns/2 ranks **Use:** 2/Turn+1/2 Ranks
Damage: - **Prerequisite:** -

This power allows the user to become so heavy as to be nearly immovable by any natural force. If the ground is soft the character will actually sink into it due to his weight. The mutant gets +1RF when trying to break down doors, walls, furniture, etc. . Charging causes double effects and damage to target and he cannot be grappled or pinned or knocked down or slammed himself, while being able to gain +1RF on all unarmed combat effects and damage. Physical attacks do half damage. The character moves and attacks at half normal rate however.

35. Immunity Cost: 1 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -This mutation allows the recipient to potentially ignore the effects of certain environmental or opponent attacks. Any intensities at or below the characters MS score cause NO effects. Those above, he can add his MS to his save attribute. Select or roll for an immunity below:

- | | | | |
|----------------|------------------|----------------|-------------------|
| 1-Light | 2-Heat | 3-Cold | 4-Corrosives |
| 5-Drugs | 6-Poison | 7-Disease | 8-Biogenetics |
| 9-Paralysis | 10-Control | 11-Suffocation | 12-Mental Attacks |
| 13-Electricity | 14-Microwaves | 15-Sonics | 16-Radiation |
| 17-Black Ray | 18-Gas, any form | | |

36. Infravision Cost: 1 **Range:** Visual **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

Allows the mutant with this ability to see varying degrees of heat dissipation of surrounding objects in the infrared light range. This ability effectively allows night vision. Extreme sources of heat or a uniformly spread/dispersed heat source will effectively blind the character at night, as this ability is not something he can 'turn-off'.

37. Lend Health Cost: 1 **Range:** Touch **Number:** Varies
Duration: 1 Cycle **Use:** Varies
Damage: - **Prerequisite:** -

The mutant is able to lend another his HP's or CN points at will. Any lended comes from his total and cannot be regained until lending duration is complete at which time he regains 2 HP's and/or 1 CN point back per cycle.

38. LifeDrain/Leach Cost: 2 **Range:** MS+Rank in ft. **Number:** All within range
Duration: 2 A.Turn+1/2 ranks **Use:** 1/day/2 ranks
Damage: MSX1/4 **Prerequisite:** -

This power allows the mutant to drain Hp's from friend or foe alike within range of his power. These Hp's are added to the mutants total Hp's for the duration. All damage comes from the stolen Hp's first.

39. Metamorphosis Cost: 3/2 **Range:** Touch **Number:** -
Duration: 2A.turns+1/2 ranks **Use:** 1/day+1/3 ranks
Damage: - **Prerequisite:** Shape Change

The mutant has the power to transform his physical form into that of any other that he has touched at least once. He is able to memorize the form of 1 creature he has touched for every three ranks he has obtained. He cannot forget, substitute or otherwise change the ones he has memorized or touched in the past. The forms he memorizes or duplicates remain the same forever. He can however assume the form of any creature he has touched within an A.Turn, regardless of memorization limit. This does not allow the memories or personal habits of a duplicated individual to be passed on to the assumed form. All powers or abilities natural to the assumed form are at the mutants command, as well as his old mental powers, but not physical, other than the Metamorphosis power itself. Only creatures with the same general mass as the mutant can be duplicated in this way and at any rate an MS must be rolled for success, color = success and a yellow result means a memorization attempt was successful.

40. Mind Over Body/Will Force Cost: 2 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The character can suppress the need or desire for food, water, sleep or rest by using this mutation for a number of periods = to his MS. He must rest in a semi-catatonic state for as many periods as he used this ability. He suffers NO penalties while suppressing these needs. He can also add his MS score to some endurance related saves, GM discretion.

41. Photosynthetic Skin Cost: 2 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

This power allows the mutant to gain nearly all his nutrient needs from sunlight. He needs only 1/4 the normal food intake and is able to go completely without food for 10 times longer than normal if sunlight is readily available. The mutant heals at twice the normal rate and can even regenerate lost limbs at a rate of HP's = MS / day. (i.e. a limb lost = 32 Hp's a characters MS is 12, so it will take 3 days of complete rest to regain the limb). Heat and cold attacks do twice as much damage to the mutant, and extended periods without sunlight will weaken the character at a rate of -1/2 days on all attribute stats. Another ability of photosynthetic skin is if the Project Energy power is also taken, is that the mutant can store 2XMS in energy to be used with this power.

42. Poison Generation Cost: 2 **Range:** Touch **Number:** 1 Opponent
Duration: - **Use:** 1/turn
Damage: As Poison type **Prerequisite:** -

The mutant can produce and exude a poisonous substance. The intensity of this poison = MS. Select or roll for a poison from the following chart.

- 1-Truth Serum: Target must make a save or be compelled to answer all questions.
- 2-Sickens: No damage, but target suffers from 'sickness'.
- 3-Progressive Damage: damage = 1/4MS / A.Turn for a number of turns = to 1/2MS.
- 4-Paralysis: Target is physically paralyzed.
- 5-Knockout/Sleep: Target falls deeply asleep.
- 6-Delusions/Beserk: Target will exhibit random strange behaviors.
- 7-Heal: PC can heal a number of lost Hp's = 1/2MS.
- 8-Cure: PC can cure diseases with a touch. Recipient adds PC's MS to his save attempt.

43. Reduction/Shrink Cost: 1 **Range:** - **Number:** Self
Duration: 1 cycle/ rank **Use:** 2/day
Damage: - **Prerequisite:** -

The mutant can decrease his mass and size in 50% increments up to -150% of original size. [-50% Blue DF /-100% Green /-150% Yellow] For every 50% decrease in size movement decreases by 1/3 opponents get a -1CS to hit, carry weight decreases by 25 kilograms and melee damage base by -1 point and will preclude the use of most weapons, characters gain a bonus of +1CS when trying to sneak or hide, GM discretion.

51. Sound Imitation Cost: 1 **Range:** - **Number:** Varies
Duration: At will **Use:** Constant
Damage: - **Prerequisite:** -

This ability allows the imitation of sound. The GM assigns a DF to the sound being duplicated and a successful attempt means that the mutant is successful. The mutant is immune to sonic attacks. The mutant can recall a number of sounds = to his rank; i.e. every rank he can learn a new sound to imitate, these sounds cannot be forgotten or exchanged for new sounds. Even Sonic Blast can be duplicated at a -1RF for all attacks.

52. Speed Burst/Duality Cost: 2 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant has heightened reflexes and may perform two actions per A.Turn. Whenever this character is physically attacked in melee or unarmed combat he may make a dodge attempt by adding his MS to his DX. Normal movement rate is doubled.

53. Suspend Animation Cost: 1 **Range:** - **Number:** Self
Duration: Varies **Use:** At will
Damage: - **Prerequisite:** -

The mutant is able to put his body into a state of suspended animation where his body shuts down to a minimal survival state and appears to be all but dead. This state arrests all progressive damage, illness/diseases though he can still be damaged normally by additional attacks. This effect lasts until a preordained external trigger of time occurs.

54. UltraVision Cost: 1 **Range:** Visual **Number:** -
Duration: At will **Use:** At will
Damage: - **Prerequisite:** -

This ability allows a PC to see through 1" of physical material for every MS point, the actual depth of which is completely controllable.

55. Living Hair Cost: 1 **Range:** 4' **Number:** 1 Opponent
Duration: Constant **Use:** Constant
Damage: MSX1/4 **Prerequisite:** -

The mutant's hair on its head reacts as if it is a living bed of snakes. This hair is able to grasp objects though not use them, it can whip out and grapple opponents while the mutant is doing another separate action doing damage = 1/4XMS. If the mutant EVER gets his hair cut he will suffer permanent Hp loss = to his MS strength and his hair will only grow back as normal dead hair. The hair cannot be targeted by opponents.

56. Misc. Physical Mutations Cost: Varies **Range:** Varies **Number:** Varies
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant has one or more visible physical traits.

- | | | |
|----------------------------|---------|---|
| 1-Wings | Cost: 1 | Fly at 2XMV rate |
| 2-Skin Tone | Cost: 1 | +1 save vs sunburn hazard and -1RF on laser attacks |
| 3-Flippers | Cost: 1 | Swim speed = 2Xnormal |
| 4-Suckers | Cost: 1 | Climb any surface at 1/2XMV rate and grapple +1 skill level |
| 5-Extra Limbs | Cost: 1 | +1 wrestling and grappling skill level. Ambidexterity skill allows multiple limb use. |
| 6-ExtraSensory Parts | Cost: 1 | +1 Initiative and Surprise rolls + visual range doubled |
| 7-Fur/Hair | Cost: 1 | Thick fur = AC +1(-5) |
| 8-Horns/Spikes | Cost: 1 | Unarmed damage |
| 9-Claws | Cost: 1 | Unarmed damage |
| 10-Unusual joints/flexible | Cost: 1 | +2 attempt to escape bonds, +1 RF climb |
| 11-Gills | Cost: 1 | Breath in water environments |
| 12-Vocal Chords | Cost: 1 | Speech |
| 13-Tale | Cost: 1 | +2CS balancing actions |
| 14-Animal Features | Cost: 1 | Facial characteristics of a particular animal species May be a defect in some locals. |
| 15-Marsupial | Cost: 1 | Your character has a skin pouch on it's stomach area. |

Telepathic Powers

1. Attraction Cost: 1 **Range:** MS+RANK in ft. **Number:** 1 Individual
Duration: 1cycle/2 ranks **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

Target is completely smitten with the suggested target creature or object. All reaction checks are made at +3CS. Your character is VERY likable. Friends are definitely more likely to assist you when in need

2. Aversion Cost: 1 **Range:** MS+Rank in ft. **Number:** 1 Individual
Duration: 1cycle/2 ranks **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

Target gains complete and total aversion to the suggested person or object. This will cause an immediate reaction check at -3CS and every and every A.Turn thereafter for the duration. Failure at any point negates further checks.

3. Awe Cost: 1 **Range:** MS+Rank in ft. **Number:** All within range
Duration: 1cycle/2 ranks **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

Any being in your presence believes you to be a truly awesome sight to behold, a hero of epic proportions and will do their utmost to please you as long as your needs and wants are reasonable (to them).

4. Conceal Thoughts Cost: 1 **Range:** - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

With this ability a mutant can remain undetectable by ANY psionic means other than Identity Penetration. He doesn't even exist in the psionic sense otherwise.

5. Confusion Cost: 1 **Range:** MS+Rank in ft. **Number:** All within range
Duration: 1A.Turn/2 ranks **Use:** 2/turn+1/2 ranks
Damage: - **Prerequisite:** -

The mutant is able to cause confusion and disorientation in others within range. Roll MS and apply the following results:

Red	Flees for duration
Orange	Stunned for duration
Yellow	Does nothing but defend for duration
Green	Attacks at -2CS for duration
Blue	Attacks nearest creature

6. Death Field Generation Cost: 3 **Range:** MS+Rank in ft. **Number:** All within range
Duration: - **Use:** 1/day/4 ranks
Damage: - **Prerequisite:** -

The mutant can generate an anti-life field that destroys all but one Hp of all creatures within range. All creatures within range must make a save roll based on the color result of the users MS attack color result. If the save is successful only 1/2Hp's are lost. The mutant himself is immune to his effect, however he will not be able to perform any actions for 1d20 A.turns afterward. CN save for half time

7. Domination Cost: 2 **Range:** MS+Rank in ft. **Number:** 1 Opponent
Duration: 1cycle/2 ranks **Use:** 1/2turns+1/3 ranks
Damage: - **Prerequisite:** -

A mutant is able to control all the physical and mental abilities of another creature. An act completely abhorrent to the victim will cause an immediate save attempt. This power has NO affect on plants.

8. Double Pain Cost:2
Range: MS+Rank in ft. **Number:** 1 Opponent
Duration: 1A.Turn/rank **Use:** 1/turn/2 ranks
Damage: 2Xnormal **Prerequisite:** -

Any recipient of this power can cause the nervous system of a target creature to actually double the pain and effective damage that it receives when it is damaged by weapon attacks. Normal pain killers of med/high Int will negate this effect.

9. Empathy Cost: 1
Range: MS+Rank in yds **Number:** All within range
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant can sense the presence of creatures within range. He can also determine their general emotional state by making a successful MS roll. A MS roll is also required to detect a non-organic creature. +1 to Surprise and Initiative rolls when power is activated. Mutant is able to 'detect' sentient life forms within it's range.

10. ESP/Telepathy Cost: 1
Range: MS+Rank in yds **Number:** 1 Individual
Duration: At will **Use:** Constant
Damage: - **Prerequisite:** -

The mutant may communicate with another creature through projected thoughts and emotions. This method transcends language and works with all creatures unless specifically stated. The mutant is able to read the thoughts and emotions of another creature if MS roll is successful. +1 to Surprise and Initiative rolls when power is activated. Mutant is able to detect sentient life forms within it's range.

11. False Sensory Input Cost: 1
Range: MS+Rank in ft. **Number:** 1 Opponent
Duration: 1A.Turn/Rank **Use:** 1/day/rank
Damage: - **Prerequisite:** -

Allows user to falsify someone's sensory input, making the target think that he sees, hears, smells, tastes or feels something other than he really does. Everything, however, must retain its general size and intensity. (ex: oil could be made to taste like garlic but not like water and a PSH could look like a dwarf but not like a dog; etc..)

12. Identity Penetration Cost: 1
Range: MS+Rank in yds **Number:** 1 Individual
Duration: - **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

Allows the mutant to determine targets true identity despite psionic masking. Yes even Conceal Thoughts.

13. Illusion Generation Cost: 2
Range: MS+Rank in yds **Number:** All within range
Duration: 1cycle/4 ranks **Use:** 2/day
Damage: - **Prerequisite:** -

The mutant has the power to create illusions that can be seen, heard, smelled and tasted. To create the illusion a MS roll must be made. The illusion DF color result must then be rolled against by all within range those that are successful may ignore the effects of the illusion. The illusion will be real in all respects to those who fail their checks. No actual damage will be received from illusions, though it may be used to disguise a damage causing source. Use your imaginations...

14. Inflict Pain Cost: 2
Range: Touch **Number:** 1 Opponent
Duration: 1 A.Turn/2 ranks **Use:** 1/turn/2 ranks
Damage: -2RF **Prerequisite:** -

This power causes no actual damage or scarring however, unless a save is successful vs the color result of the MS roll all attacks and defenses are at -2RF for the duration. Pain reducers of med/high int will negate the effects of this power.

15. Invisibility Cost: 2
Range: - **Number:** Self
Duration: 1cycle/3 ranks **Use:** 2/day
Damage: - **Prerequisite:** -

With this power the user can blind psychically blind viewers to his presence by effecting that portion of their brains that processes seeing. Due to the needs of concentrating to maintain this state, no attacks are possible, doing so immediately negates the powers effects. However this power can be bestowed on another while the mutant maintains the effect, in such a case there are no attack penalties for the invisible.

16. Life Detect Cost: 1
Range: MS+RankX100yds **Number:** All within range
Duration: 1cycle/2 ranks **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

This power allows the user to detect any bio-life form within range and what type it is and it's relative Hp/HD level. Non-sentient creatures require a yellow roll to detect from the background noise of all non-sentient living things. The power 'Conceal Thoughts' does not affect this power as it detects the actual life force that all living things produce, it does not attempt to touch the mind in any way. PC cannot be Surprise if this power is activated and opponents are in range.

17. Mass Domination Cost: 3/1
Range: MS+Rank in ft. **Number:** Varies
Duration: 1cycle/3 ranks **Use:** 2/day+1/4 ranks
Damage: - **Prerequisite:** Domination

A mutant is able to control the body and mental capabilities of a number of creatures within his range = 1/2XRrank rounded down. This power has NO affect on plants.

18. Mental Absorption Cost: 2
Range: MS+Rank in ft. **Number:** 1 Opponent
Duration: 1cycle/3 ranks **Use:** 2/day+1/3ranks
Damage: MS loss **Prerequisite:** -

The mutant is able to absorb the psychic energy and mental abilities of a target mutant. MS points are sucked away at a rate of MSX1/4 and one(1) random power/attack. The mutant can then use the MS points and stolen ability as if it were his own. The attacked creature loses this mental ability and MS points for the duration.

19. Mental Blast Cost: 2
Range: MS+Rank in ft. **Number:** 1 Opponent
Duration: - **Use:** 2/turn+1/2 ranks
Damage: MSX1/2 **Prerequisite:** -

The mutant may attack with a mental blast which attacks an opponents mind directly. The victim saves against the attacks color result or also suffers from 'mental damage'.

20. Mental Control Cost: 2
Range: MS+RankX100ft **Number:** 1 Opponent
Duration: 6cycles/3 ranks **Use:** 1/day/3 ranks
Damage: - **Prerequisite:** -

The mutant can send his psyche to gain control of another creature's body and mind, while his lies dormant. He must make an attack at 2Xhis MS minus the victims MS. The target creature is COMPLETELY under the control of and at the mercy of its new mental master. The creature being controlled must initially be within range but may wonder outside of this range when the takeover is complete, keeping in mind that when the duration of the power ends the occupier MUST return to his own body or his body dies, and if he is not in range then death is automatic. If the body that he inhabits is within range and dies an MS save must be made or the occupier dies also. If out of range when death occurs then both die. All the physical and mental mutations of the target creature are at the occupiers command as well as his own mental powers, but not physical. The occupier retains his own MS level.

21. Mental Paralysis Cost: 2
Range: MS+Rank in ft. **Number:** 1 Opponent
Duration: 1A.turn/Rank **Use:** 1turn/2 ranks
Damage: - **Prerequisite:** -

The mutant can effect an opponents nervous system slowing his reflexes and causing a -1CS per RF of the attack. Plus, those attacked must make a save attempt or be 'paralyzed' making the victim unable to physically or mentally attack.

22. Mental Shield Cost: 2
Range: - **Number:** Self
Duration: 1A.turn/Rank **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

This power allows the user to block all mental attacks directed at him for the duration of the power. During this period, the mutant may not make any mental attacks either. This also blocks all the clairsentient powers for its duration.

23. Mind Bar Cost: 1
Range: - **Number:** Self
Duration: 1cycle/rank **Use:** 2/turn/rank
Damage: - **Prerequisite:** -

Allows the user immunity from all forms of domination, control, suggestion or illusions for its duration.

24. Mind Link Cost: 1
Range: MS+Rank in yrds **Number:** 1 Individual
Duration: 1A.turn/rank **Use:** 2/day
Damage: - **Prerequisite:** -

The mutant is able to bestow another sentient being with one of his mental powers. The link to do this MUST be a willing one.

25. Mind Probe Cost: 1
Range: Touch **Number:** 1 Opponent
Duration: - **Use:** 1/turn
Damage: - **Prerequisite:** -

Allows the mutant to probe the mind of an opponent to gain the knowledge of one desired fact per RF. This knowledge will be what the victim believes to be true and will be as reliable as the victims knowledge of it. Mind Bar will stop this power.

26. Mind Wipe Cost: 2
Range: Touch **Number:** 1 Opponent
Duration: Permanent **Use:** 2/day
Damage: - **Prerequisite:** -

With this power a mutant is able to wipe out specific memories of events with a DF check vs opponents color result with MS as the column to roll on. A successful attack knocks an opponent out for 1d6A.turns. This does not allow the placement of new memories.

27. Molecular Sense Cost: 1
Range: Touch **Number:** 1 Object
Duration: - **Use:** 1/turn/2 ranks
Damage: - **Prerequisite:** -

A mutant with this ability may sense the molecular make-up of an object which can garner information such as, what type of technology it uses, its material strength, if it is booby trapped or broken, how much power or uses reside in it. In addition the user gains a +3 on figuring out how to use strange artifacts.

28. Phobia Amplification Cost: 1
Range: MS+Rank in ft. **Number:** 1 Opponent
Duration: 1A.turn/2 ranks **Use:** 1/turn/rank
Damage: - **Prerequisite:** -

The user of this power is able to know the fear of an individual and effect his mind in a way that reinforces that individuals worst fears. This has the effect of: save or run from battle. If save is successful the victim still suffers a -1CS for all attacks and defenses for duration.

29. Plant Control Cost: 1
Range: MS+Rank in yrds **Number:** All within range
Duration: 1A.Turn/2 ranks **Use:** 2/day
Damage: - **Prerequisite:** -

User is able to gain automatically gain control of all non-sentient plants within his area of control. Sentient plants are allowed a save. This power is like Domination in all other respects.

30. Post Hypnotic Suggestion Cost: 1
Range: MS+Rank in ft. **Number:** 1 Opponent
Duration: 1cycle/2 ranks **Use:** 1/turn/3 ranks
Damage: - **Prerequisite:** -

Only those creatures with an intelligence between 7-17 can be affected by this power. The user establishes a link using telepathy or similar power and plants a reasonable suggestion, memory or course of action in the mind of the intended target. The victim then makes a save vs the attack, if he fails the suggestion is carried out.

31. Psychic Impersonation Cost: 1
Range: - **Number:** Self
Duration: 1cycle/2 ranks **Use:** 2/day+1/3 ranks
Damage: - **Prerequisite:** telepathy, Send Thoughts, etc.

This ability allows the mutant to assume the psionic identity of another creature. Anyone scanning for mutants will get the impression of a being that the user has previously been in mental contact with via telepathy or other power and who's identity the user has assumed.

32. Psychic Messenger Cost: 1
Range: MS+Rank in kilometers **Number:** 1 Target
Duration: 1A.Turn/Rank **Use:** 1/day/4 ranks
Damage: - **Prerequisite:** -

The mutant is able to manifest and send an ethereal image of himself to another person within his range and have a one way message delivered to the intended target. The message can be no bigger than the duration of course which is also the record duration.

33. Send Thoughts Cost: 1
Range: Unlimited **Number:** 1 Target
Duration: - **Use:** 1/turn/rank
Damage: - **Prerequisite:** -

The mutant with this power is able to send a one way message to anyone he knows anywhere, and those he doesn't know within visual range.

34. Sight/Sound Link Cost: 1
Range: MS+Rank in yds **Number:** 1 Target
Duration: 1cycle/2 ranks **Use:** 2/day+1/3 ranks
Damage: - **Prerequisite:** -

The mutant is able to form a link with a willing recipient that allows both the user and the target to see and hear what his partner sees and hears, almost as if he were in the same location as the other. All the mutant's attacks and defenses are at 1/2 while maintaining this link.

35. Speak Tongues Cost: 1
Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant is able to speak ANY language as if it were his native tongue so long as he is physically capable of whatever sounds and body movements are required by the language.

36. Strip Mutation Cost: 2
Range: Touch **Number:** 1 Individual
Duration: 1cycle/3 ranks **Use:** 1/day/4 ranks
Damage: - **Prerequisite:** -

With this power a mutant is able to strip another power. On a red result this is permanent. On a black result the power strips a random mutation from the user for its max duration.

37. Summoning Cost: 2
Range: - **Number:** 1d6 Creatures
Duration: 1cycle/3 ranks **Use:** 1/day/4 ranks
Damage: - **Prerequisite:** -

With this power a mutant is able to summon one type of creature to his aid. 1d6 creatures will arrive in 1d6 A.Turns of 1d6 HD each and have two attacks and a base damage of 2. These creatures will automatically attack anything attacking the user. Other simple tasks can be given summoned creatures if there is a way to communicate with them. User of this power must select from the chart a type of totem creature that will respond to his summons. Some terrains will preclude a successful summon attempt.

1-Reptile	4-Amphibian	7-Fish
2-Mammal, land	5-Mammal, sea	8-Plants, land
3-Plants, sea	6-Birds	9-Misc.

38. Superior Invisibility Cost: 3/1
Range: - **Number:** Self
Duration: 1/cycle/3 ranks **Use:** -2/day
Damage: - **Prerequisite:** Invisibility

This power works just as 'Invisibility' does but without the attack penalties for the user.

39. Synaptic Static Cost: 2
Range: MS+Rank in ft. **Number:** All within range
Duration: 1A.Turn/3 ranks **Use:** 3/day+1/4 ranks
Damage: - **Prerequisite:** -

Any mutant with mental abilities within range of this effect must save or be unable to use their mental abilities due to the psionic static that fills their minds.