



To use the creation tables simply select a base creature type on the top vertical row, then slide your finger down to whatever subtype you'd like to add to your creature. Then add the costs to the base creature costs of the type you've selected from the vertical row(**bold**). You may do this as many times as you like, each time simply adding both the DC modifiers and the Experience point costs to get your totals for the successful creation attempt at the end of the incubation period. If all you desire to do is create a basic type of creature, the numbers listed in **bold** are your total DC ratings and costs. Costs for creature types listed in **red** should generally be considered RESTRICTED, GM permission only. They would not be permitted under the NPC rules.

## THE MODIFIERS or MIX AND MATCH (this section is open game content)

Most modifiers are added to a base creature instead of adding a subtype template. Where it does not conflict with type or subtype features, you can add any of these features. Some features only add to the final DC rating of the success check, others may add experience point costs and some will add both or have other modifiers or restrictions.

### Size Class Modifiers

You can increase or decrease the size of your base type creature. Apply the following modifiers from the size class modifiers table

Size Class	DC Mod
-4 or more	+4
-3	+3
-2	+2
-1	+1
Base Size Class	+0
+1	+1
+2	+2
+3	+3
+4 or more	+4

To get the starting base size class of the creature when applying multiple types and subtypes, simply average the size classes of all the types and subtypes if they are different. If using a single creature type without applying a subtype template, just use that creature types base size class as is.

### Increasing Hit Die

You can increase the HD of the creature and make it tougher using the following basic formula: HD cost = +1DC and +500 experience per +1 HD. Adding HD is the same as adding an NPC class

If a genegener desires to grant his creature access to the Combatant designation, which grants additional hit points and more favorable attack matrixes, it costs a base +4 DC and +2000 exp.

### Adding Class Levels

A character may only add a player character class level from a class in which he himself has class levels. In the MOTE setting, there is but one PC class, Explorer. By selecting a creature Type, and increasing it's HD, the creator is actually increasing the creatures basic NPC class. The following formula is used to calculate modifiers and costs of adding class levels to your creation.

Each Class level = +1000 exp and adds +2 DC to the creation attempt

Creatures that do not have their class or HD levels increased begin play with a single HD, unless noted in their type or subtype descriptions.

### Adding Skills and Feats

A genegener may only add skills and feats for which they themselves have experience in, unless they possess some special piece of equipment that can teach their creations. The costs to add skills or feats are: Each skill or feat = +200 exp

Creature feats may be freely added without restriction by paying their experience cost (+200 ea). Simply select the desired creature feats from the Creature Feats table below.

### Ability Modifiers

Each base Ability array costs a base amount, which is then modified up or down by increases or decreases in the creature's ability scores. At any time, a creator may lower a base ability score to increase another without penalty or cost.

#### Base Ability Arrays

Basic (cost-1xbase experience cost): Monsters are assumed to have completely average (or standard) ability scores, a 10 or an 11 in each ability, as modified by their racial bonuses.

Non-Elite(cost-1.5xbase experience cost): The non-elite array is 13, 12, 11, 10, 9, 8 arranged in any order desired.

Elite(cost-2xbase experience cost): The elite array is 15, 14, 13, 12, 10, 8 arranged in any order desired.

Increase physical ability = +1 DC and +100 exp each

Increase a mental ability = +2 DC and +200 exp each

### Special Abilities

These abilities are in addition to any associated with the creatures base type. Most creature types possess their own innate abilities. Where those abilities conflict with the assigned abilities, assigned abilities are not allowed and/or innate abilities have precedence.

Creature Abilities			Tr = Trivial	Mn = Minor	Mj = Major
Ability	Cost	Tr/Mn/Mj	Ability	Cost	Tr/Mn/Mj
Alternate Form	+1000	Mj	Movement Mode	+250	Tr
Blindsense	+500	Mn	Mutation Immunity	+500	Mn
Blindsight	+500	Mn	Mutation Resistance	+1000	Mj
Breath Weapons	+1000	Mj	Mutated	+1000	Mj
Change Shape	+1000	Mj	Natural Armor	+500	Mn
Charm and Compulsion	+1000	Mj	Natural Weapons	+250	Tr
Cold Immunity	+250	Tr	Paralysis	+500	Mn
Constrict	+500	Mn	Poison	+1000	Mj
Damage Reduction	+500	Mn	Pounce	+250	Tr
Dark Vision	+500	Mn	Powerful Charge	+500	Mn
Disease	+1000	Mj	Rake	+500	Mn
Evasion and Improved Evasion	+500	Mn	Regeneration	+1000	Mj
Fast Healing	+500	Mn	Resistance to Energy	+500	Mn
Fire Immunity	+250	Tr	Rooting	+250	Tr
Flight	+500	Mn	Scent	+250	Tr
Frightful Presence	+500	Mn	Sonic Attacks	+500	Mn
Gaze Attack	+1000	Mj	Summon	+1000	Mj
Healing Stamina	+250	Tr	Swallow Whole	+500	Mn
Improved Grab	+500	Mn	Telepathy	+250	Tr
Invisibility	+1000	Mj	Trample	+500	Mn
Low-Light Vision	+250	Tr	Tremorsense	+500	Mn
Manufactured Weapon	+250	Tr	Vampiric Drain	+1000	Mj

DC modifiers:

For each Trivial Ability +2

For each Minor Ability +4

For each Major Ability +6

### Creature Feats

Creature Feats			
Feat	Cost	Feat	Cost
Ability Focus	+200	Improved Natural Attack	+200
Awesome Blow	+200	Increased Hit Die	+200
Empower Mutation	+200	Multi-Attack	+200
Flyby Attack	+200	Multi-Dexterity	+200
Hover	+200	Multi-Weapon Fighting	+200
Improved Natural Armor	+200	Quicken Mutation	+200

### Time To Create

Each creature, regardless of type or subtype takes a minimum of 4 weeks to produce plus a number of days equal to the total DC penalty in the creatures build cost table above.

### REPAIRING GENETIC ABERRATIONS (this section is NOT open game content)

A genegener may repair most genetic aberrations, usually in the forms of defects or mutations, but could be any genetic disorder, often more commonly referred to in terms of a medical illness. Diseases, defects, unwanted mutations or penalties of a genetic nature may all be lumped together under the term debilitating.

### The Process

A genegener must study each individual debilitating condition separately and with the same resources available that it would take to create new life. This is called the diagnosis period. The time to perform this process is one day + the level of the patient for each debilitating condition. At the end of this period, the genegener makes his first Repair skill check against a GM assigned DC (typically DC 15 or greater). If successful, the genegener understands the basic nature of the genetic problem and can then plan the best course of treatment to follow. Failure indicates that the genegener is stymied and must make another diagnosis attempt from scratch.

Once the genegener determines the best remedy, it takes two weeks + 1 day for each debilitating condition – the genegener's level in days to fabricate or setup the lab and/or treatment which is then applied (minimum of two days). Once the treatment is started the patient must make a Fortitude check vs DC30 – genegener's level. If successful the treated debilitating conditions no longer exist in the patient. A normal failure indicates the treatment was not effective and that the genegener must begin the diagnosis and treatment periods over again.

The cost to perform the cure procedure is equal to 20xlevel of the patient in experience, paid by both the recipient and the treater, each time.

A critical failure not only indicates failure of the treatment, but that the treatment itself caused an additional debilitating condition to manifest. Roll randomly on the most appropriate defects charts to see what defect is applied.

All medical treatment penalties due to genotype apply when attempting this procedure.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material. The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself. The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti. PAForge, The Post Apocalyptic Forge, MOTE, Masters of the Earth.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

The terms of the Open Gaming License Version 1.0a are as follows:

#### **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, for mat, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Modern and Future System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker. PAForge, The Post Apocalyptic Forge, MOTE and Masters of the Earth are Copyright 2004, Paul S. Williams  
END OF LICENSE