

Masters of the Earth Mutations System

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Introduction

The Masters of the Earth is a science-fantasy setting and relies heavily on pseudo-science and hokey premises. In the existence we all call 'the real world' it isn't likely that you will find viable mutations that exhibit the spectacular powers you will find in MOTE. Radiation and chemical toxins are more likely to sicken and kill those exposed than anything else. But, MOTE is supposed to be an escape from reality and in that vein, as game masters and players you have to step outside of reality and suspend belief. Have fun with it, so what if normally when your exposed to radiation your hair falls out and you vomit all over your shoes before expiring a painful nasty death, in MOTE you may grow another eye or acquire the ability to pick up large cars with your thoughts alone. The mutation system is best used with the hazards section of the MOTE Environmental Adventures document or during character development. The mutation selection system uses a partially random, partially player selected mutations system. This is a compromise for those people who like either of the types. Some swear by the random method, others like the player control. It can be changed to suit either leaning to your hearts content.

Using Mutations in Combat

Mutations work similarly as spells do in D&D 3rd Ed. A mutant invokes his power and a target creature may or may not be able to save vs the effects. The mutations have a DC value associated with it to save against. It may have a range, duration or effect, just as spells. Mutations, in fact, are the spells of the Masters of the Earth science-fantasy theme and are what makes the game engaging and unique.

Whenever a mutant invokes a mutation that allows a save use the following formula:

DC = DC10+Level+Wisdom bonus if using a mental mutation or **Constitution Bonus** if a physical mutation

The target then saves vs this DC using either a Fortitude, Reflex or a Will score, whichever is most appropriate.

Concentration:

Just as in spell casting, invoking a mutation takes a certain amount of concentration. If a mutant is distracted in anyway, the invocation may not work properly. If a mutant takes damage or is distracted in some way in the same round before invoking his desired mutation the mutant must make a Concentration check. However, unlike in spell casting, the mutant does not loose the ability to retry that particular mutation. A mutation's uses per period are NOT affected by a failed attempt to use it and the mutant may try again. (i.e. uses = 2/day, a mutant fails his Concentration check he still has 2/day uses).

It requires no time to invoke any mutation, though most mutations may require some time to actualize or become effective. Invocations of mutations still count as a standard action, regardless.

Mutation Template

Each mutation uses a standard template to describe the different potential aspects and use of that mutation.

Mutation Name	Cost:	
Range:		Number:
Duration:		Use:
Damage:		Prerequisite:

Description and usage

#: This is the number that represents the mutations place in the sequence of similar mutations in a mutation group.

Mutation Name: What the mutation is called(feel free to change this to suit your needs)

Cost: The amount in defect points this mutation costs. Occasionally a mutation will have an additional cost prefaced by the "+" character. This is typically an added cost for added benefits and is either selectable by the player or can be randomly acquired.

Range: If the mutation can affect another creature other than the mutant itself, this is the distance in which that mutation is effective.

Number: How many or who the mutation or player character is able to effect when the mutation is being invoked.

Duration: How long the mutation will last after being initially invoked. If the mutation requires continuing concentration by the invoker the description will indicate so.

Use: How many times or how often a character can use the mutation during a specified period.

Damage: If the mutation is capable of causing damaging effects, this will indicate just how much that damage is.

Prerequisite: What, if any prerequisites this mutation requires prior to allowing its selection.

Description and usage - Any other information required by the mutation for its clarification and proper usage during game play.

Plant Mutations

Because of the shear differences in plant physiognomy to that of other character types some mutations are modified for plants and some are even restricted. When there are differences, they will be denoted with a '^' character and changes indicated in the description of the individual mutations.

Determine Primary Mutation Group

Each mutant rolls a D20 once and compares the result with his Wisdom ability score. If the results are equal to or are less than the player characters Wisdom score, the mutant may select his Primary Mutation Group, otherwise roll a D8 and select the Primary Mutation Group randomly. Those who are able to select their Primary Mutation Group may select a single, randomly rolled mutation from the Psychoportive Powers Group after which they must select a permanent Primary Mutation from the five basic groups.

Basic Primary Mutation Groups: Roll a d8

1 *Clairsentient Mutations* 2 *Psychokinetic Mutations* 3 -4 *Telepathic Mutations*
 5 – 6 *Metabolic Mutations* 7-8 *Body Changes*

Special Primary Mutation Groups:

7 – *Psychoportive Powers* : Only open to those mutants that are able to select their Primary Mutation Group. A mutant can only roll on this table once, ever. Roll for a permanent Primary Mutation Group from one of the five basic groups. Selecting a mutation from this group is completely OPTIONAL and a player may opt to ignore it altogether.

8- *Communicative Powers*: Only selectable by Mutated Animals or Plants as there one free communicative mutation.

Document the mutants Primary Mutation Group on the Player Character Record Sheet. If the character gains more mutations at a later date due to chemical, biological or radiation exposure, that character will have a 75% chance that the gained mutation would be from their Primary Mutation Group.

Selecting Individual Mutations

1-75% The mutant must roll for a mutation in his Primary Mutation Group to receive a mutation

76-100% The mutant may select a Mutation Group to roll in for his next mutation.

The player may roll any number of times they desire and receive that many random mutations. Each mutation has an associated cost value. Add these values each time a mutation is selected and keep track of this total. When the player is satisfied he has enough mutations for his or her character, the total cost of all those mutations are then used to randomly purchase defects until the cost values of the mutation selection process reaches zero points. OPTIONAL RULE: A player may CHOOSE a mutation at twice its cost.

1. Clairsentient Mutations:

#	Mutation	Cost	#	Mutation	Cost	#	Mutation	Cost
1	360 Vision	2	2	Aura Vision	1	3	Clairaudiance	1
4	Clairvoyance	1	5	Danger Sense	1	6	Detect Psionics	1
7	Intuition	2	8	Know Direction/Location	1	9	Predict Weather	1
10	Psychic Tracking	1	11	Psychometry	1	12	Radar Sense	1
13	Radial Navigation	1	14	Read Psychic Impressions	1	15	Truth Ear/Detect Lie	1

2. Psychokinetic Mutations:

#	Mutation	Cost	#	Mutation	Cost	#	Mutation	Cost
1	Animate Plants	2	2	Ballistic Attack	2	3	Body Equilibrium	2
4	Control Flames/Water	2	5	Detonate	2	6	Disintegrate	3
7	Energy Containment	1	8	Cryokinesis	2	9	Force Field Generation	2
10	Kinetic Negation	2	11	Levitation	1	12	Light Generation	1
13	Magnetic Control	2	14	Molecular Rearrangement	2	15	Physical Reflect	1
16	Project Force	2	17	Psychic Blade	2	18	Pyrokinesis	2
19	Repulsion Field	1+1	20	Telekinesis	2	21	Telekinetic Flight	2

3. Telepathic Mutations:

#	Mutation	Cost	#	Mutation	Cost	#	Mutation	Cost
1	Animal Empathy	1	2	Aura	2	3	Brain Drain	2
4	Conceal Thoughts	4	5	Confusion	1	6	Death Field Generation	3
7	Domination	2	8	Empathy	1+1	9	False Sensory Input	1
10	Identity Penetration	1	11	Illusion Generation	2	12	Mental Immunity	1
13	Inflict Pain	2	14	Invisibility	2	15	Life Detect	1
16	Mass Domination	3	17	Mental Absorption	2	18	Mental Blast	2
19	Mental Paralysis	2	20	Mental Shield	2	21	Mind Bar	1
22	Mind Link	1	23	Mind Probe	1	24	Mind Wipe	2
25	Molecular Sense	1	26	Phobia Amplification	1	27	Plant Control	1
28	Plant Growth	1	29	Psychic Messenger	1	30	Send Thoughts	1+1
31	Sense Link	1	32	Speak Tongues	2	33	Strip Mutation	2
34	Summoning	2	35	Superior Invisibility	3	36	Synaptic Static	2
37	Telepathy	1+1	38	Thought Imitation	1			

4. Metabolic Mutations:

#	Mutation	Cost	#	Mutation	Cost	#	Mutation	Cost
1	Absorb Disease	1+1	2	Acid Secretion	1	3	Acid Spray	2
4	Adrenalin Control ^	1	5	Animal Form	1	6	Anti-Life Leach	2
7	Audio Mimic	1	8	Biofeedback	1	9	Body Control	1
10	Body Weaponry	2	11	Bubble Prison	2	12	Catfall ^	1
13	Cause Decay	1	14	Cellular Stimulation	2	15	Chameleon Ability	2
16	Chemical Reproduction	2	17	Cure	3+1	18	Cure Poison	1+1
19	Cure Radiation	1+1	20	Cure Toxin	1+1	21	Displacement	2
22	Dual Brain	3	23	Echo Location	1	24	Ectoplasmic Form	3
25	Elastic Enhancement	2	26	Energy Absorb	2	27	Energy Blast	2+1
28	Energy Metamorphosis	3	29	Expansion/Growth	2	30	Gas/Spore Generation	2
31	Genius Brain	1	32	Ghosting	2	33	Graft Weapon	1
34	Healing Touch	2+1	35	Heightened Physical Abilities	3	36	Heightened PA-Constitution	1
37	Heightened PA-Dexterity	1	38	Heightened PA-Strength	1	39	Heightened Senses	3
40	Heightened Senses-Site	1	41	Heightened Senses-Smell	1	42	Heightened Senses-Sound	1
43	Heightened Senses-Taste	1	44	Heightened Speed	1+	45	Infravision	1
46	Leather Hide	1+	47	Lend Health	2	48	Low Light Vision	2
49	Metamorphosis	3	50	Mind Over Body	2	51	Partial Carapace	1
52	Photodermal Transformation ^	2	53	Physical Immunity	1	54	Poison Glands	1+1
55	Poison Secretion	1	56	Reduction/Shrink	1	57	Regeneration	4
58	Second Head	2	59	Shape Change	2	60	Share Strength	1
61	Silk Crebellum	2	62	Skeletal Enhancement	2	63	Sonic Scream	2
64	Speed Burst	3	65	Static Field	2	66	Suspend Animation	1
67	Total Carapace	2	68	Ultravision	1	69	Vampiric Touch	2+2

5. Body Changes

Body Changes: Humanoid

#	Mutation	Cost	#	Mutation	Cost	#	Mutation	Cost
1	Canine Teeth	1	2	Claws	1+1	3	Climbing Claw	2
4	Extra Limbs	2	5	Extra Sensory Organs	1	6	Eyestalks	1
7	Flexible	1	8	Gills/Water Breath	1	9	Glide Membrane	1
10	Horns	1	11	Larger	1	12	Living Hair	2
13	Mandibles	1	14	Marsupial	1	15	Pigmentation Change	1
16	Pincers	1	17	Predatory Bird Beak	1	18	Predatory Birds Feet	1
19	Prehensile Tail	1	20	Quills	1+1	21	Scent	1
22	Siphon Mouth	1	23	Smaller	1	24	Spikes	1
25	Stinger	1+1	26	Suckers	1	27	Tentacles	1
28	Wings, Leathery/Feathery	2	29	Webbed Hands & Feet	1			

Body Changes: Plants

#	Mutation	Cost	#	Mutation	Cost	#	Mutation	Cost
1	Berries/Fruit	2	2	Claws	1+1	3	Extra Limbs	2
4	Extra Sensory Organs	2	5	Human Features	1	6	Larger	1
7	Missile Thorns	2	8	Pouch/Knot Hole	1	9	Razor Foliage	1
10	Scent	1	11	Smaller	1	12	Spikes/Thorns	1
13	Tentacles/Vines	2	14	Texture Change	1	15	Vocal Chords	1
16	Water Breath	1						

Body Changes: Animals or Beasts

#	Mutation	Cost	#	Mutation	Cost	#	Mutation	Cost
1	Arms and Hands	2	2	Climbing Claw	1	3	Extra Limbs	2
4	Extra Sensory Organs	1	5	Eyestalks	1	6	Flexible	1
7	Gills/Water Breath	1	8	Glide Membrane	1	9	Horns	1
10	Human Features	1	11	Larger	1	12	Mandibles	1
13	Marsupial	1	14	Pincers	1	15	Predatory Bird Beak	1
16	Predatory Bird Feet	1	17	Quills	1+1	18	Scent	1
19	Siphon Mouth	1	20	Smaller	1	21	Spikes	1
22	Stinger	1+1	23	Suckers	1	24	Tentacles	2
25	Upright Posture	1	26	Vocal Chords	1	27	Wings, Leathery/Feathery	2

6. Psychoportive Mutations:

* This group is selectable only by mutants who have made their initial Will checks when selecting their primary mutation group. **ROLL ONCE**

#	Mutation	Cost	#	Mutation	Cost	#	Mutation	Cost
1	Astral Projection	5	2	Phase Door	5+2	3	Dream Travel	4
4	Teleport	5	5	Teleport Object	5	6	Time Shift	5

7. Communicative Mutations:

* This Group is used by Mutant Animals or Plants only when selecting a free Communicative Mutation. The specific mutation is still rolled for randomly.

#	Mutation	Group	Cost
1	Vocal Chords	Body Changes	0
2	Telepathy	Telepathic	0
3	Telepathy(full)	Telepathic	0
4	Send Thoughts(full)	Telepathic	0
5	Empathy	Telepathic	0
6	Empathy(full)	Telepathic	0

Defects

Selecting Defects

Each of the following defects tables are first listed by whether they are physical or mental in nature then further broken down along cost lines. Where applicable there is a base 70% chance that any random defect will be a physical defect. If there are no mental defects to choose from when indicated by the die roll, substitute a physical defect. Continue to roll for each defect to determine type and then simply roll on any table you like under that type until the Mutation Point Value equals the Defect Point Value. Occasionally you will have (1) Mutation Point Value left over as the smallest Defect Point Value is (2). Consider this a gimme and thank your GM profusely, or your luck, whichever you feel the most beholden to. If you get lucky and your first mutation is a (1) pointer you could stop right there and get no more mutations and it would be free and your character would have NO starting defects. Plants have their own defects tables suitable for their unique physiognomy.

Humanoid and Animal Defects

Physical 1-70%						Mental 71-100%					
#		Defect	Cost	#	Defect	Cost	#	Defect	Cost		
1	1	Achilles Heel	2	31	12	Skin Structure Change	3	1	1	Diminished Attribute	2
2	2	Allergies	2	32	13	Sores/Blisters/Boils	3	2	2	Easily Surprised	2
	3	Animal Features	2	33	14	Weakness	3	3	3	Limited Mutation Access	2
3	4	Attraction Odor	2	34	1	Achilles Heel	4	4	4	Mental Weakness	2
4	5	Body Odor(Malodor)	2	35	2	Allergies	4	5	5	Phobia	2
5	6	Constant Pain	2	36	3	Constant Pain	4	6	1	Diminished Attribute	3
6	7	Debilitating Headaches	2	37	4	Diminished Attribute	4	7	2	Easily Surprised	3
7	8	Diminished Attribute	2	38	5	Diminished Senses	4	8	3	Emotionally Sensitive	3
8	9	Diminished Senses	2	39	6	Energy Sensitive	4	9	4	Mental Block	3
9	10	Energy Sensitive	2	40	7	Hazard Susceptibility	4	10	5	Mental Weakness	3
10	11	Enlarged Facial Features	2	41	8	Hemophilia	4	11	6	Periodic Amnesia	3
11	12	Hairless	2	42	9	Increased Metabolism	4	12	7	Periodic Confusion	3
12	13	Hairsuite	2	43	10	Poor Dual Brain	4	13	8	Phobia	3
13	14	Hazard Susceptibility	2	44	11	Slow Heal	4	14	1	Diminished Attribute	4
14	15	Misplaced Features	2	45	12	Slowed Reactions	4	15	2	Easily Surprised	4
15	16	Narcolepsy	2	46	13	Thirsty	4	16	3	Fadeout	4
16	17	Photoluminescent	2	47	1	Achilles Heel	5	17	4	Mental Weakness	4
17	18	Uncontrolled Periodic Spasms	2	48	2	Allergies	5	18	5	Phobia	4
18	19	Weakness	2	49	3	Constant Pain	5	19	6	Wild Mutation	4
19	20	Webbed Hands and Feet	2	50	4	Crippling Physical Deformity	5	20	1	Blinding Rage	5
20	1	Achilles Heel	3	51	5	Diminished Attribute	5	21	2	Blocked Mutation	5
21	2	Allergies	3	52	6	Diminished Senses	5	22	3	Diminished Attribute	5
22	3	Chemical Susceptibility	3	53	7	Double Physical Pain	5	23	4	Easily Surprised	5
23	4	Constant Pain	3	54	8	Energy Sensitive	5	24	5	Hostility Aura	5
24	5	Diminished Attribute	3	55	9	Hazard Susceptibility	5	25	6	Mental Weakness	5
25	6	Diminished Senses	3	56	10	Nocturnal	5	26	7	Phobia	5
26	7	Energy Sensitive	3	57	11	Photodependant	5				
27	8	Epilepsy	3	58	12	Seizures	5				
28	9	Hazard Susceptibility	3	59	13	Uncontrolled Chemical Production	5				
29	10	Obesity	3	60	14	Brittle Hollow Bones	5				
30	11	Poor Endurance	3	61	15	Severe Brain Damage	5				

Plant Defects

Physical 1-60%							Mental 61-100%				
#		Defect	Cost	#		Defect	Cost	#		Defect	Cost
1	1	Achilles Heel	2	28	1	Achilles Heel	4	1	1	Diminished Attribute	2
2	2	Allergies	2	29	2	Allergies	4	2	2	Easily Surprised	2
	3	Animal Features	2	30	3	Constant Pain	4	3	3	Limited Mutation Access	2
3	4	Attraction Odor	2	31	4	Diminished Attribute	4	4	4	Mental Weakness	2
4	5	Body Odor(Malodor)	2	32	5	Diminished Senses	4	5	5	Phobia	2
5	6	Constant Pain	2	33	6	Energy Sensitive	4	6	1	Diminished Attribute	3
6	7	Debilitating Headaches	2	34	7	Hazard Susceptibility	4	7	2	Easily Surprised	3
7	8	Diminished Attribute	2	35	8	Hemophilia	4	8	3	Emotionally Sensitive	3
8	9	Diminished Senses	2	36	9	Increased Metabolism	4	9	4	Mental Block	3
9	10	Energy Sensitive	2	37	10	Parasitic Host	4	10	5	Mental Weakness	3
10	11	Hazard Susceptibility	2	38	11	Poor Dual Brain	4	11	6	Periodic Amnesia	3
11	12	Narcolepsy	2	39	12	Slow Heal	4	12	7	Periodic Confusion	3
12	13	Photoluminescent	2	40	13	Slowed Reactions	4	13	8	Phobia	3
13	14	Uncontrolled Periodic Spasms	2	41	14	Thirsty	4	14	1	Diminished Attribute	4
14	15	Weakness	2	42	1	Achilles Heel	5	15	2	Easily Surprised	4
15	1	Achilles Heel	3	43	2	Allergies	5	16	3	Fadeout	4
16	2	Allergies	3	44	3	Brittle Branches	5	17	4	Mental Weakness	4
17	3	Chemical Susceptibility	3	45	4	Constant Pain	5	18	5	Phobia	4
18	4	Constant Pain	3	46	5	Crippling Physical Deformity	5	19	6	Wild Mutation	4
19	5	Diminished Attribute	3	47	6	Diminished Attribute	5	20	1	Blinding Rage	5
20	6	Diminished Senses	3	48	7	Diminished Senses	5	21	2	Blocked Mutation	5
21	7	Energy Sensitive	3	49	8	Double Physical Pain	5	22	3	Diminished Attribute	5
22	8	Epilepsy	3	50	9	Energy Sensitive	5	23	4	Easily Surprised	5
23	9	Hazard Susceptibility	3	51	10	Hazard Susceptibility	5	24	5	Hostility Aura	5
24	10	Obesity	3	52	11	Nocturnal		25	6	Mental Weakness	5
25	11	Poor Endurance	3	53	12	Seizures	5	26	7	Phobia	5
26	12	Sores/Blisters/Boils	3	54	13	Uncontrolled Chemical Production	5				
27	13	Weakness	3	55	14	Severe Brain Damage	5				

* The first number is to randomly select a defect by type(physical or mental), the second number is to randomly select by defect COST.

Mutation Descriptions

*Note: round fractions to nearest or ranges to nearest 5' increment

Clairsentient Mutations

360 Vision Cost: 1

Range: Normal Sensory Range

Duration: Constant

Damage: -

Number: Self

Use: Constant

Prerequisite: -

Allows mutant to see in a 360deg arc. The mutant cannot be surprised if attacker is visible in the mutants normal sensory range. The mutant also gains +1 initiative. 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.

Aura Vision Cost: 1

Range: Wis in ft
Duration: 1 round
Damage: -

Number: 1 Individual
Use: 1/ hour
Prerequisite: -

The mutant is able to read the psychic aura of another sentient being. This allows the user to tell if someone is essentially 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.

Clairaudiance Cost: 1

Range: See Chart
Duration: 1 round/level
Damage: -

Number: Special
Use: 1/Hour
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 to automatically succeed. A roll against DC12+range modifiers must be attempted for locations that cannot be seen.

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

Clairvoyance Cost: 1

Range: See Chart
Duration: 1 round/level
Damage: -

Number: Special
Use: 1/Hour
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 to automatically succeed. A roll against DC12+range modifiers must be attempted for locations that cannot be seen.

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

Danger Sense Cost: 1

Range: Wis + Level in yards
Duration: 1 hour/level
Damage: -

Number: -
Use: 1/Hour/2levels
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 DC or DC 15 to see if he learned of the danger in time to warn the other party members. In addition the mutant gains both no surprise and +2 initiative the first round if successful.

Detect Psionics Cost: 1

Range: Wis+level in Yards
Duration: Constant
Damage: -

Number: -
Use: Constant
Prerequisite: -

Psychometry Cost: 1

Range: Touch

Duration: -

Damage: -

Area: 1 object

Use: 1/day/3 levels

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 number that exceeds the roll against DC12. Gain +3 when identifying relics.

Radar Sense Cost: 2

Range: Wis+Level in yards

Duration: 1 hour

Damage: -

Number: -

Use: 2/day +1/4 levels

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. Negates target movement penalties if any when the mutant is using ranged weapons when power is in use.

Radial Navigation Cost: 1

Range: -

Duration: -

Damage: -

Number: -

Use: 1/day/2 levels

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 powers. With this power a mutant cannot 'get lost'.

Read Psychic Impressions Cost: 1

Range: Wis+Level in ft.

Duration: 1 hour

Damage: -

Number: -

Use: 2/day

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.

Truth Ear/Detect Lie Cost: 1

Range: Normal Sensory Range **Area:** -

Duration: 1 round/level

Damage: -

Use: 1/day/2 levels

Prerequisite: -

This ability allows the mutant to discern if target sentient is knowingly telling an untruth or partial truth. 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, but not what those facts are.

Psychokinetic Mutations

Animate Plants Cost: 2
Range: Wis+level in yards **Number:** Any within range
Duration: Constant **Use:** 1/day/2 levels
Damage: d4 **Prerequisite:** -

The mutant can animate plants in his immediate area to do its bidding. Anything from building shelters, clearing paths, obstructing paths or attacking its enemies. The equivalent of d4 vine plants having d4HD and Def14 and doing d4 damage per round will be animated. The ability to animate plants is a psychokinetic mutation and not dependant on the individual plants abilities or powers in anyway. The vines can be used to grapple and restrict movement. They have the Strength of the controllers Wisdom score. In addition, the vine attacks ignore armor defense unless the armor is a type that is completely sealed(i.e. powered armor). All animate or sentient plants are immune to this ability.

Ballistic Attack Cost: 2/1
Range: Wis+Level in ft. **Number:** 1 opponent
Duration: 1 round/4 levels **Use:** 1/day/3 levels
Damage: Wis **Prerequisite:** (telekinesis)

User's ability causes small objects littering the area to telekinetically animate and attack the mutants opponent. Opponent may attempt a Dex save for half damage. This mutation costs 2 points if the optional prerequisite mutation of telekinesis is not present or if it is it costs a mere 1 point.

Body Equilibrium Cost: 1
Range: - **Number:** Self
Duration: 1 round/level **Use:** 1/day/2 levels
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.

Control Flames/Water Cost: 1
Range: Wis+Level in ft. **Number:** 1 Opponent
Duration: 1 round/2 levels **Use:** 1/day/3 levels
Damage: WisX 1/2 **Prerequisite:** -

User can telekinetically control nearby fire or water (choose one only, permanent) and use it to attack opponents with or manipulate it to shape or create forms from imagination. A water or fire source must be pre-existing to control. The mutant can in no way produce flame or water on his own(no, spitting does not count).

Cryokinesis Cost: 2
Range: Wis+Level in ft. **Number:** Area = range
Duration: - **Use:** 1/day/3 levels
Damage: WisX1/2 **Prerequisite:** -

With this ability a mutant is able to create an area of fierce cold that attacks all within an area = to range. This attack will freeze water and suppress fire within its area of effect as well.

Detonate Cost: 2
Range: Wis+Level **Number:** All targets within range
Duration: - **Use:** 1/day/2 levels
Damage: WisX1/2 **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'.

Disintegrate Cost: 3
Range: Touch **Number:** 1 Target
Duration: - **Use:** 1/day/4 levels
Damage: Wis+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 damage = ½ Wis). 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 (1d4 damage/round).

Energy Containment Cost: 2
Range: - **Number:** User
Duration: 1 minute/level **Use:** 1/day/2 levels
Damage: - **Prerequisite:** -

User is able to generate an electro-magnetic field, which can contain energy (WisX2) and have it dissipate harmlessly as mild heat 2 points/round. The user may choose to retain the energy in this field for the duration of the mutation. Any energy beyond the storage limit is accrued as damage on a point for point basis if it was an energy attack targeting the mutant. This power cannot contain radiation energy.

Force Field Generation Cost: 2+
Range: - **Number:** User
Duration: Indef. **Use:** at will, see below
Damage: - **Prerequisite:** --

The mutant has a permanent 10 point forcefield surrounding him when he desires. It takes 1 minute/1 point of forcefield energy to charge up to his 10 point maximum. All physical damage to the character is first subtracted from the forcefield, which repairs or recharges at the 1min/1 point rate, and any damage over the current point value of the forcefield is applied to the mutant's HP's directly. The mutant is able to retain this field as long as he is conscious. For each point beyond the initial cost the mutant can increase his field strength by 5 points.

Kinetic Negation Cost: 2
Range: - **Number:** Self
Duration: Indef. **Use:** at will, see below
Damage: - **Prerequisite:** -

The mutant has a field that surrounds him that absorbs physical kinetic energy. He is able to negate 1 point of damage per Wisdom point of physical trauma damage. The mutant is immune to 'slam' effects. Falling damage is first subtracted from the field. This power also works against bullets, arrows, shrapnel, etc. but not against melee or energy attacks. When the mutant desires he activates his power and the kinetic field begins to charge at the rate of 1 minute = 1 point up to his Wisdom score. Damage to the field is repaired or regained at the same rate. Any kinetic damage beyond the mutants power limit is applied as normal damage.

Levitation Cost: 1
Range: - **Number:** Self
Duration: 1 round/level **Use:** 2/day
Damage: - **Prerequisite:** -

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

Light Generation Cost: 1
Range: Wis+level in ft. **Number:** -
Duration: 1 Hour/2 levels **Use:** 2/day
Damage: - **Prerequisite:** -

The mutant is able to generate light in a spherical area approximately 1' in diameter by exciting the molecules in the air. Light is normal daylight level out to his range and twilight out to 2X his range. It is difficult to look directly at the light source while his power is manifested. Attackers suffer -1 attack penalty when targeting the mutant.

Magnetic Control Cost: 2
Range: Wis+Level in ft. **Number:** 1 object or opponent
Duration: shield/attack 1round/2 levels **Use:** 1/day/3 levels
Damage: WisX1/4 **Prerequisite:** -

The mutant can create and control magnetic fields to repel, attract or otherwise move ferrous metal objects. A DC12 check will allow him to move a weight equal to 2XWis in Kilograms. Each additional increment above 2X is an additional +1 DC penalty. He may move something weighing up to his Wis score automatically. If objects are used as missile weapons they cause a base damage equal to WisX1/4(ok, round up).The mutant may also create a magnetic shield against metal weapons, and is allowed to maintain this shield while performing other tasks. The shield adds an additional +4 Defense vs ferrous baring metal weapons. *note: Lead is NOT a ferrous metal. Objects being wielded or held by another gains a save. The strength of the character holding the object becomes the DC for which the mutant's power must overcome. Character strengths over 20 are impossible to overcome.

Molecular Rearrangement Cost: 2
Range: Touch **Number:** ounces = Wis
Duration: days = Wis **Use:** 1/day
Damage: WisX1/2 **Prerequisite:** -

This power allows the mutant to change molecules of a 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. DC assigned by GM or by the chart below. This power can be used to attack an opponent doing damage equal to WisX1/2.

Material From	Material To	DC
Organic	Organic	14
Organic	Liquid	16
Organic	Gas	18
Organic	Mineral	18
Liquid	Liquid	14
Liquid	Gas	16
Liquid	Mineral	18
Gas	Gas	14
Gas	Mineral	18
Mineral	Mineral	14

Physical Reflect Cost: 1
Range: - **Number:** User
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant's skin reflects even the most intense forms of a single particular energy type and is reflected in a random compass direction. The mutant randomly selects which energy type he may reflect. This random reflection of energy attacks at the mutant's level a randomly rolled nearby location. The mutant is effectively immune to such attacks or hazards. Select or roll for energy type:

1-Heat(fire)	2-Laser	3-Radiation	4-Plasma
5-Electrical	6-Cold	7-Sonic	8-Misc.Not Covered

Project Force Cost: 2
Range: Wis+Level in ft. **Number:** 1 opponent
Duration: 1 round/level **Use:** 1/turn/2 levels
Damage: WisX1/2+slam **Prerequisite:** -

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

Psychic Blade Cost: 2
Range: Wis+Level in ft. **Number:** 1 opponent
Duration: 1 round/3 levels **Use:** 1/day/3 levels
Damage: WisX1/4 **Prerequisite:** -

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 armor based defense and forcefields of all types.

Pyrokinesis Cost: 2
Range: Wis+Level in ft. **Number:** Area = range
Duration: - **Use:** 1/day/3 levels
Damage: WisX1/2 **Prerequisite:** -

With this ability a mutant is able to create an area of white hot that attacks all within an area = to range. This attack will boil water and ignite flammables within its area of effect.

Repulsion Field Cost: 1+1
Range: 5' or 10'. **Number:** All within range
Duration: - **Use:** 1/day/2 levels
Damage: knockback 10' **Prerequisite:** -

With this ability a mutant is able to suddenly and forcefully push others around him back as the Knockback special effect/condition. Those who are knocked back must save vs the mutations DC rating or fall prone to the ground. For the cost of 1 point the mutant has a range of 5' and knocks others back 10'. For a cost of 2 points the mutant is able to affect all those within a 10' radius and knock them back 10'.

Telekinesis Cost: 2
Range: Wis+Level in ft. **Number:** 1 opponent
Duration: 1 round/2 levels **Use:** 1/day/2 levels
Damage: WisX1/4 **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. A mutant may attempt to take objects being held by others with their strength score as the DC the mutant must roll against. This form of telekinesis does not work on the mutant himself.

Telekinetic Flight Cost: 2
Range: - **Number:** -
Duration: 1 min/2 Wis 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 5XWIs in kilograms. He is not able to perform any other mental attacks while doing so. The duration of flight is equal to 1 minute per day for each of 2 Wisdom points.

Telepathic Mutations

Animal Empathy Cost: 1
Range: Wis+Level in yrds **Number:** All within range
Duration: Constant **Use:** At will
Damage: - **Prerequisite:** -

This mutation is a limited off-shoot of the Empathy mutation and is only effective with creatures or beasts of animal intelligence. The mutant can sense the presence of creatures with animal intelligence within range. They can also determine their general emotional state by making a successful Wis roll. In addition the mutant is able to send his own feelings and state of mind to any animal within his range. This ability grants a +2 to any skill check to ride, handle or train any normal or changed animal of animal intelligence.

Aura Cost: 1+1
Range: Wis+Level in ft. **Number:** 1 Individual or a group within 10'x10'
Duration: 1 minute/2 levels **Use:** 1/day/3 levels
Damage: - **Prerequisite:** -

This power can take one of several forms detailed below. The character can, at will, emit a specific aura that affects the target or targets in a manner consistent with the specific type or aura mutation. For the cost of one additional defect point, the player can have this power effect all those within a 10'X10' square instead of a single individual. Sleeping recipients gain a +4 to their saving throws.

Attraction: The intended target must succeed with a Will save to avoid the effects of this power or become totally smitten with the mutant. All reaction checks are made at +6. Your character is the cats meow to the target. The target feels LOVE for the mutant and will do any non-destructive or non-antithetical action that the mutant asks of them. If the intended target's reaction is hostile from the beginning they gain a +4 to their save vs the effects of this mutation.

Awe: 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). You have an effective 20 Charisma when invoking this power to all who fail their saving throws. +3 Reaction modifier. You rarely have to pay for your own drinks in town when you turn on the charm and information flows freely to you.

Fear: The character is able to cause the Fear effect in the target or targets. The victim must make a Will save to ignore the effects of this mutation.

Loathing: The subject of this power will feel complete dislike of the nearest person to his proximity. If that person is one that they have had good relations with in the past for extended periods, the save is made at +4. Otherwise, they will find it difficult to remain in the same vicinity as the person they have come to loath and if they do not immediately leave it may eventually cause conflict.

Alarm: The victim, upon their save failure, feels an unease and is in a state of alarm and ready for fight or flight. Those in this state gain a +2 on all surprise and initiative checks.

Sadness: the recipient feels morose and weepy. Life is harsh and unfair and they feel its weight greater than ever. They are likely to become so depressed that all their actions suffer a -4 including combat and skill related events due to their inability to care about it.

Brain Drain Cost: 2
Range: 10'/2 levels **Number:** 1 Opponent
Duration: 1 round/level **Use:** 1/day/4 levels
Damage: -d4 Int+Wis+Cha **Prerequisite:** -

This mutation allows the user to drain the mental capacity of his victim causing them to be mentally deficient in everyway, much like being President of the U.S. causes you to be.

Conceal Thoughts Cost: 3

Range: -

Duration: Constant

Damage: -

Number: Self

Use: Constant

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. This has the effect of making the mutant immune to ANY mental attack or effect unless the attacker has used the Identity Penetration power to detect the mutants mental presence.

Confusion Cost: 1

Range: Wis+Level in ft.

Duration: 1round/3 levels

Damage: -

Number: All within range

Use: 1/day/3 levels

Prerequisite: -

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

1-Flees for duration	2-Stunned for duration
3-Does nothing but defend for duration	4-Attacks at -2 for duration
5-Attacks nearest creature	6-Attacks self

Death Field Generation Cost: 3

Range: Wis+Level in ft.

Duration: -

Damage: -

Number: All within range

Use: 1/day/4 levels

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 Will save or suffer the full effects of this awesome power. If the save is successful only 1/2Hp's are lost. The mutant himself is immune to this effect, however he will not be able to perform any actions for 1d10 rounds – Con mod (min of 1 round) afterward.

Domination Cost: 2

Range: Wis+Level in ft.

Duration: 1 round/2 levels

Damage: -

Number: 1 Opponent

Use: 1/day/3 levels

Prerequisite: -

The mutant is able to control all the physical and mental abilities of another intelligent creature with a failed Will save. An act completely abhorrent to the victim will cause an immediate Will save attempt at +2. This power has NO affect on plants. The mutant is able to only perform partial actions while controlling another being. The controller can hear, smell and see everything the controlled character does.

Empathy Cost: 1+1

Range: Wis+Level in yrds

Duration: Constant

Damage: -

Number: All within range

Use: At will

Prerequisite: -

The mutant can sense the presence of creatures within range. He can also determine their general emotional state by making a successful Wis roll. A Wis roll is also required to detect a non-organic creature. With the additional cost the mutant is able to project his own feelings and state of mind to anyone within his range, which allows a primitive but effective form of communication.

False Sensory Input Cost: 1

Range: Wis+Level in ft.

Duration: 1round/Level

Damage: -

Number: 1 Opponent

Use: 1/day/2 levels

Prerequisite: -

Allows a mutant to make 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 another humanoid but not like a dog; etc..). If the opponent has some foreknowledge that they may be manipulated in this manner they receive a Will save, otherwise the power is automatically effective.

Identity Penetration Cost: 1
Range: Wis+Level in ft **Number:** 1 Individual
Duration: - **Use:** 1/day/2 levels
Damage: - **Prerequisite:** -

Allows the mutant to determine targets true identity despite psionic masking. Yes even Conceal Thoughts. It allows a mutant to target a character who has the conceal thoughts mutation. In addition it also allows the ability to determine what, if any mental mutations the target may have.

Illusion Generation Cost: 2
Range: Wis+Level in yrds **Number:** All within range
Duration: 1 round/level **Use:** 1/day/3 levels
Damage: - **Prerequisite:** -

The mutant has the power to create illusions that can be seen, heard, smelled and tasted. To create the illusion a Wis roll must be made. The illusion DC 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...

Inflict Pain Cost: 2
Range: Touch **Number:** 1 Opponent
Duration: 1 round/2 levels **Use:** 1/day/2 levels
Damage: -2 **Prerequisite:** -

This power causes no actual damage or scarring however, unless a save is successful vs the DC of the attack all attacks, defenses and saves are at -2 for the duration. Pain reducers of med or high intensity will negate the effects of this power.

Invisibility Cost: 2+1
Range: - **Number:** 1 Target + ½ level
Duration: 1round/2 levels **Use:** 1/day/3 levels
Damage: - **Prerequisite:** -

With this power the user can 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. For the additional cost the mutant is able to blind a number of opponents equal to ½ his own HD or level (rounded down cowboy).

Life Detect Cost: 1
Range: Wis+LevelX10yrds **Number:** All within range
Duration: 1 min/2 levels **Use:** 1/day/2 levels
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 DC18 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.

Mass Domination Cost: 3
Range: Wis+Level in ft. **Number:** Varies
Duration: 1round/2 levels **Use:** 1/day/4 levels
Damage: - **Prerequisite:** Domination

A mutant is able to control the body and mental capabilities of a number of creatures within his range = 1/2XLevel rounded up. This power has NO affect on plants and is otherwise exactly like the Domination mutation.

Mental Absorption Cost: 2
Range: Wis+Level in ft. **Number:** 1 Opponent
Duration: - **Use:** 1/day/3levels
Damage: - **Prerequisite:** -

The mutant is able to absorb the psychic energy of mental attacks in the area of his power whether directed at him or not from one source. This only affects aggressive or damage causing mutations, not those that are considered passive or benign. This DOES effect the number of uses per day of the mutant who's mental power was absorbed and it counts against his total uses. So that if a Mental Blast was absorbed from a 6th level mutant that mutant would only be able to use the Mental Blast one other time even though he is eligible for 2 uses given his level.

Mental Blast Cost: 2
Range: Wis+Level in ft. **Number:** 1 Opponent
Duration: - **Use:** 1/day/3 levels
Damage: WisX1/2 **Prerequisite:** -

The mutant may attack with a mental blast directly to the targets mind. This attack, as all mental attacks ignore Defense completely.

Mental Immunity Cost: 1
Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

Select a specific immunity randomly.

1-Immune to Fear: The mutant is immune to all mental or physical abilities that cause the Fear, Panicked or Frightened affects.

2-Immune to Drain: The character is completely immune to the mental attack, Mental Absorption and the mental ability draining effects of Vampiric Touch.

3-Immune to Illusions: The character is completely immune to any power or ability that generates false sensory input, such as illusions or the mutation False Sensory Input.

4-Immune to Mental Blast: The character is immune to attacks from the Mental Blast and Inflict Pain mutations.

5-Immune to Mental Paralysis: The mutant is immune to all abilities, powers or mutations that causes paralysis by affecting the mind.

6-Immune to Mind Wipe: The mutant is immune to any effect that erases or changes memory.

7-Immune to Mind Control: The character is immune to any power, ability or mutation that takes control of the mind or influences the character to do or feel anything other than their own thoughts. Powers such as Aura, Confusion or Domination have no effect, etc...

8-Immune to Strip Mutation: The mutant is immune to any effect or other mutation that blocks or strips the use of his or her mutations or powers, including Mental Absorption or Strip Mutation.

Mental Paralysis Cost: 2
Range: Wis+Level in ft. **Number:** 1 Opponent
Duration: 1 round/2 levels **Use:** 1/day/3 levels
Damage: - **Prerequisite:** -

The mutant can affect an opponent's nervous system slowing his body until those attacked must make a save attempt or be 'paralyzed' making the victim unable to physically or mentally attack for the duration.

Mental Shield Cost: 2

Range: -	Number: Self
Duration: 1 round/2 levels	Use: 1/day/2 levels
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.

6. Mind Bar Cost: 1

Range: -	Number: Self
Duration: 1round/ 2 levels	Use: 1/day/2 levels
Damage: -	Prerequisite: -

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

Mind Link Cost: 1

Range: Wis+Level in yrds	Number: 1 Individual
Duration: 1round/2 levels	Use: 1/day/3 levels
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. The bestowed mental mutation has the range, duration, uses, etc of the mutant bestowing.

Mind Probe Cost: 1

Range: Touch	Number: 1 Opponent
Duration: -	Use: 1/day
Damage: -	Prerequisite: -

Allows the mutant to probe the mind of an opponent to gain the knowledge of one desired fact per positive difference between the opponents Wisdom score and the mutants (minimum of 1). This knowledge will be what the victim believes to be true and will be as reliable as the victim's knowledge of it. Mind Bar will stop this power.

Mind Wipe Cost: 2

Range: Touch	Number: 1 Opponent
Duration: Permanent	Use: 1/day/3 levels
Damage: -	Prerequisite: -

With this power a mutant is able to wipe out specific memories of events with a failed Will save. A successful attack knocks an opponent out for 1d6 rounds. This does not allow the placement of new memories.

Molecular Sense Cost: 1

Range: Touch	Number: 1 Object
Duration: -	Use: 1/day/2 levels
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 to the Deduction(identify relic) skill.

Phobia Amplification Cost: 1
Range: Wis+Level in ft. **Number:** 1 Opponent
Duration: 1 round/2 levels **Use:** 1/day/3 levels
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 -1 for all attacks and defenses for duration.

Plant Control Cost: 1
Range: Wis+Level in yrds **Number:** All within range
Duration: 1round/2 levels **Use:** 1/day/3 levels
Damage: - **Prerequisite:** -

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

Plant Growth Cost: 1
Range: Wis+Level in ft. **Number:** All within range
Duration: Permanent **Use:** 1/day/2 levels
Damage: - **Prerequisite:** -

Doubles daily growth rate of plants, and allows control over the direction and shape of growth when 2 or more 'growers' are telepathically linked to perform the same goal. To link only requires that those who are participating in the Growth Link have the Plant Growth mutation, possession of the Telepathy mutation is not required.

Psychic Messenger Cost: 1
Range: Wis+Level in kilometers **Number:** 1 Target
Duration: 1round/level **Use:** 2/day/level
Damage: - **Prerequisite:** -

The mutant is able to manifest and send an ethereal image of himself to another person within his range and have a two way conversation with the intended target. The conversation can be no longer than the duration of the power.

Send Thoughts Cost: 1+1 for as many targets as are within sight
Range: Unlimited **Number:** 1 Target
Duration: - **Use:** At will
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. For the additional cost a character may speak with any number of other characters within his or her site.

Sight/Sound Link Cost: 1
Range: Wis+Level in yrds **Number:** 1 Target
Duration: 1min/2 levels **Use:** 1/day/2 levels
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 participating mutant's attacks and defenses are at -2 while maintaining this link.

Speak Tongues Cost: 1

Range: -

Duration: Constant

Damage: -

Number: Self

Use: Constant

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.

Strip Mutation Cost: 2

Range: Touch

Duration: 1min/3 levels

Damage: -

Number: 1 Individual

Use: 1/day/3 levels

Prerequisite: -

With this power a mutant is able to strip a mutation from an unwilling target creature. On a critical result this is permanent. On a die roll of one the mutation strips a random mutation from the user for it's max duration.

Summoning Cost: 2

Range: -

Duration: 1min/levels

Damage: -

Number: 1d6 Creatures

Use: 1/day/3 levels

Prerequisite: -

With this power a mutant is able to summon one type of creature to his aid. 1d6 creatures will arrive of 1HD per level of the summoning mutant (3.5HP's each HD) and have two attacks and a base damage of d6/d6. 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. The user of this power, at time of selection of this mutation, must roll 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-Avian	

Superior Invisibility Cost: 3

Range: -

Duration: 1round/3 levels

Damage: -

Number: Self

Use: 1/day/3 levels

Prerequisite: Invisibility

This power works just as 'Invisibility' does but without the attack penalties for the user. The user is more adept in the use of the power and the concentration requirements are not as stringent.

Synaptic Static Cost: 2

Range: Wis+Level in ft.

Duration: 1round/3 levels

Damage: -

Number: All within range

Use: 1/day/2 levels

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.

Telepathy Cost: 1+1 for all within range

Range: Wis+Level in yrds

Duration: Constant

Damage: -

Number: 1 Individual

Use: At will

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 forcefully read the thoughts of another creature if the target creature fails his Will save roll. A player may elect to pay the additional cost in order to be able to mentally speak and understand any sentient within his or her range.

Metabolic Mutations

Absorb Disease Cost: 1+1
Range: Touch **Number:** Individual
Duration: - **Use:** 1/day/3 levels
Damage: - **Prerequisite:** -

A mutant with this ability is immune to diseases caused by bacterium or viruses. In addition, for the additional cost the mutant can automatically absorb any illness at or below his Wis in DC intensity. Roll against the DC if illness is greater.

Acid Secretion Cost: 1
Range: Touch **Number:** 1 target
Duration: - **Use:** 1/day/3 levels
Damage: Wisx1/4 **Prerequisite:** -

The mutant is able to secrete an acid from his hands that he himself is immune to, but subjects any beings or objects to an acid attack at the intensity and DC of the mutant. This acid can remain on the hands until used or is washed away for some reason. Multiple uses of the power without use of the acid does not multiply the damage done when the accumulated acid is finally used.

Acid Spray Cost: 2
Range: 10', 10' area **Number:** All within range
Duration: - **Use:** 1/day/3 levels
Damage: Wisx1/4 **Prerequisite:** -

The mutant has a gland just under his tongue that can eject or propel its acidic contents in a cone shape originating with the mutant, out to 10' away affecting all those in a 10' square. The mutant is not effected by this particular acid though others and other objects may be. A critical Reflex save failure means the victim/s are Blinded by the attack.

Adrenaline Control Cost: 1
Range: - **Number:** Self
Duration: 1 round/level **Use:** 1/day
Damage: - **Prerequisite:** -

A mutant with this ability can control his natural adrenaline levels and can increase them to gain superhuman abilities. (Str = +2 and Dex = +2 and Con = +2). At the end of the duration the mutant must rest an equal number of rounds and suffers a penalty of Str -2 / Dex -2 / Con -2. Failure to rest after the power use results in a doubling of the penalty and a Fort save to prevent the condition Exhaustion. Plants are not eligible for this mutation.

Animal Form Cost: 1
Range: - **Number:** Self
Duration: 1hour/2 levels **Use:** 1/day
Damage: - **Prerequisite:** -

The mutant is able to assume the shape of a single unchanged or unmutated animal species/type. The character has any of the natural physical abilities of the assumed creature form (i.e. bird = flying). This power does not allow the duplication of mutations. While in the creature form the mutant retains his original attack level Hp's and ability scores. None of his original physical mutations are retained but all mental are. A Fort save + Wisdom bonus if any must be made to return to the mutants normal form before the duration is up. All clothing and carried objects are left at the location where the change was made.

Anti-Life Leach Cost: 2

Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant is immune to any power, mutation or effect that drains HP's, abilities or mutations

Audio Mimic Cost: 1

Range: - **Number:** Varies
Duration: At will **Use:** Constant
Damage: - **Prerequisite:** -

This ability allows the imitation of sound. The GM assigns a DC to the sound being duplicated for the first time and a successful attempt means that the mutant can duplicate this sound. The mutant is immune to sonic attacks. The mutant can recall a number of sounds = to his level; i.e. every level 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 WisX1/4 damage for all attacks.

Biofeedback Cost: 1

Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant is able to regulate his own body such that he can overcome the effects of adrenalin rush or its plant equivalent thereby always seeming to be calm and collected in the face of danger. This person is never surprised and gains +1 on initiative rolls. This mutation only works when the mutant is conscious.

Body Control Cost: 2

Range: - **Number:** Self
Duration: 1 hour/level **Use:** 1/day
Damage: - **Prerequisite:** -

A mutant can adapt his body to extreme environments, hot, cold, irradiated, etc. He takes 1/2 damage from all environmental hazards and gains a +4 to checks vs the other effects of the environment such as travel.

Body Weaponry Cost: 2

Range: - **Number:** Self
Duration: At will **Use:** Constant
Damage: As weapon type **Prerequisite:** -

Mutant is able to morph his arms/hands/limbs 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. These weapons have normal breakage chances as steel and will cause non-permanent damage equal to the mutants Wis score.

Bubble Prison Cost: 2

Range: 40' **Number:** targets in 10' area
Duration: d4+1 rounds **Use:** Con Mod+level every other round
Damage: d4 w/in 10' **Prerequisite:** -

A medium sized bubble is generated from the mouth and travels toward the target at a rate of 20' round and range of 40' (-10'/10mph of wind) after which it envelops and traps the opponent. The bubble is immune to blunt weapons of any sort, but a pointed weapon can automatically pierce the bubbles skin, bursting it and doing 1d4 concussive force damage to any within 10'. This bubble, without interference, will last for 1d4+1 rounds before bursting on it's own. The opponent may make a standard attack using a pointed weapon to burst the bubble prior to its enveloping attack. The Bubble Prison can be generated every other round a number of times equal to Con Mod+Level

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 and there is a chance that the mutant can arrest his fall before he strikes the ground with a +2 Reflex save. Check every 10'. Plants are not eligible for this mutation.

Cause Decay Cost: 1
Range: Touch **Number:** 1 opponent
Duration: Indefinite **Use:** 1/day
Damage: 2/round **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 round thereafter. The mutant is able to stop the progression of this disease if he chooses, but no others. While the disease is rampant, no damage can be healed naturally. The mutant is immune to his own mutation though subject as normal to other diseases. This disease has the DC of the mutant who inflicted it and can be cured by normal medical or mutational means.

Cellular Stimulation Cost: 2
Range: 10' **Number:** 1 individual
Duration: - **Use:** 1/day/2 levels
Damage: - **Prerequisite:** -

This ability allows the mutant to heal an amount of lost HP's = to his Wis+level per use to any target within range including the mutant himself. 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. This power can and will replicate the regeneration ability to replace lost limbs or flesh and actually stimulates the regrowth of the missing parts. This ability does not restore Stamina Points if using that system, nor will any other healing like power or ability.

Chameleon Ability Cost: 2
Range: - **Number:** Self
Duration: 1 round/2 levels **Use:** 1/day/2 levels
Damage: - **Prerequisite:** -

The mutant with this power is able to alter his skin tone and pattern to match his surrounding environment making him almost impossible to detect. +8 to the Hide skill. The mutant has no scent either and cannot be tracked by that method, though he can be heard.

Chemical Reproduction Cost: 2
Range: Touch **Number:** 1 individual
Duration: - **Use:** 1/day/4 levels
Damage: Per chem type and Int. **Prerequisite:** -

This ability allows the duplication of one type of sampled liquid or gas chemical learned and retained at a rate of 1 chemical type/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(DC). This does not grant immunity from the sampled chemical in anyway except when exuding it. Examples: 1.-Character samples a DC12 poison that has the 'sleep' effect. The character must save vs the effect if it is a contact poison, then roll his Wis 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 Wis to see if he is successful in reproducing the chemical thereafter and if so can do so.

Cure Cost: 3+1

Range: -

Duration: -

Damage: -

Number: Self or 1 individual

Use: 1/day/3 levels

Prerequisite: -

The character is able to cure all manner of hazard exposure to himself or another if the extra cost is paid. By concentrating the mutant can automatically cure any poison with a DC equal to his or her Con+level or if the poisons DC is greater than the combined Con+level of the mutant then a simple roll against the DC of the disease to cure it is still allowed. In addition the mutant can absorb and disburse an amount of rad or toxin point accumulation equal to his or her Con+level per usage.

Cure Poison Cost: 1+1

Range: -

Duration: -

Damage: -

Number: Self or 1 individual

Use: 1/day/3 levels

Prerequisite: -

The character is able to cure all manner of poison exposures to himself or another if the extra cost is paid. The mutant can automatically cure poison with a DC equal to or less than his or her Con+level per usage. DC's greater than his combined Con+level require a mutation check against the poisons DC rating.

Cure Radiation Cost: 1+1

Range: -

Duration: -

Damage: -

Number: Self or 1 individual

Use: 1/day/3 levels

Prerequisite: -

The character is able to cure himself or another if the extra cost is paid an amount of accumulated radiation count equal to his or her Con+level per usage. That is, the recipients accumulated Rad count is decreased an amount equal to the mutants Con+level.

Cure Toxins Cost: 1+1

Range: -

Duration: -

Damage: -

Number: Self or 1 individual

Use: 1/day/3 levels

Prerequisite: -

The character is able to cure himself or another if the extra cost is paid an amount of accumulated toxin count equal to his or her Con+level per usage. That is, the recipients accumulated toxin count is decreased an amount equal to the mutants Con+level.

Displacement Cost: 2

Range: -

Duration: 1 round/3 levels

Damage: -

Number: Self

Use: 1/day/2 levels

Prerequisite: -

The mutant can, by vibrating his personal molecules, displace himself a few inches to 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 -4 attack penalty. Once activated the mutant does not have to concentrate to maintain the effect.

Dual Brain Cost: 3

Range: -

Duration: Constant

Damage: -

Number: Self

Use: Constant

Prerequisite: -

Gain one non-physical mutation and the ability to perform an additional partial action for free in a round in addition to normal melee or movement. In addition, gain +1 to the Intelligence *or* Wisdom score.

Ectoplasmic Form Cost: 3

Range: - **Number:** Self
Duration: 2 rounds/2 levels **Use:** 1/day/3 levels
Damage: - **Prerequisite:** -

The character becomes an ethereal-like amorphous energy mass with the same general mass as when the mutant is in his normal state. Exact details and features are hazy. In this form the mutant cannot receive any physical damage. Only mental attacks directly affecting the mind are able to harm him. While in this form the character cannot affect 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 (2" min.) and gain access to other locations. All equipment on or in the possession of the transformed character are transformed with him. Once activated this power does not require concentration.

Electrical Generation Cost: 2

Range: Touch **Number:** 1 indiv. + varies
Duration: - **Use:** 1/day/3 levels
Damage: WisX1/2 **Prerequisite:** -

The mutant has the power to generate an electrical charge that effects target and any others in physical contact with target. If using metal weapons the mutant can charge this weapon with his electrical energy, which is then discharged upon a successful hit. The metal weapons used cannot have any insulating material on the grip, which causes a required Reflex save each round after the second of continued combat or the weapon is dropped. The mutant can charge the weapon with multiple uses of his power, each damage potential is additive when doing this.

Energy Absorb Cost: 2

Range: - **Number:** -
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant can has the ability to absorb any energy type other than radiation that is directed at him an amount = to Wisdom in points. All energy after this maximum is applied as damage as normal. It takes 1 round to dissipate 2 points of accumulated energy as mild, harmless heat.

Energy Blast Cost: 2+1

Range: 10'+5' per point **Number:** 1 opponent
Duration: - **Use:** 1/day/3 levels
Damage: WisX1/2 **Prerequisite:** -

The mutant has the power to generate and emit an energy from his hands. He is immune to the energies he emits, but not to similar energies from other sources. He may use any one energy type chosen randomly.

- 1-Electrical Hands: lightning, electronic/electrical circuitry takes full Wis damage
- 2-Flaming Hands: Jet of fire, Full Wis damage to flammable targets.
- 3-Defoliant Hands: Directed frequency sonic attacks that effect only plants.
- 4-Gamma Hands: Emits invisible rays of radiation Wis=DC.

For each point beyond the initial, the mutant can increase his base range of his particular attack.

Energy Metamorphosis Cost: 3

Range: - **Number:** -
Duration: Constant **Use:** At will
Damage: - **Prerequisite:** -

User has the ability to absorb an energy attack from any source other than radiation and channel it into an energy shield, which can be used to negate physical damage. The mutant is able to store energy shield points = to Wis. All energy beyond this is applied as damage. Physical damage is subtracted from the shield strength on a

Graft Weapon Cost: 1
Range: As weapon type **Number:** 1 opponent
Duration: At will **Use:** At will
Damage: As weapon type **Prerequisite:** -

This power allows the mutant to absorb a weapon into his flesh so that it becomes an extension of his body. Weapons cannot be dropped or knocked from the hands of the mutant. Mutant gains +1 attack bonus for every 4 class levels with all weapons that have been grafted. Other than the invocation round the mutant does not have to maintain concentration.

Healing Touch Cost: 2+1
Range: touch **Number:** Self or 1 individual
Duration: - **Use:** 1/day/4 levels
Damage: - **Prerequisite:** -

Mutant is, by concentrating, able to completely heal any and all lethal or subdual damage that has affected him or her. For the cost of one extra initial mutation point the mutant is able to affect others as well. This power does not restore Healing Stamina points if using that system nor can it regrow or replace lost limbs or flesh. The mutant must be conscious in order to invoke this power.

Heightened Physical Ability Cost: 3
Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The character with this mutation has heightened capabilities in all three physical attributes. Strength, Dexterity, and Constitution receive a permanent +4 with all the applicable bonuses.

Heightened Physical Ability, Strength Cost: 1
Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The character with this mutation has heightened capabilities the Strength ability and receives a permanent +4 with all the applicable bonuses.

Heightened Physical Ability, Dexterity Cost: 1
Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The character with this mutation has heightened capabilities the Dexterity ability and receives a permanent +4 with all the applicable bonuses.

Heightened Physical Ability, Constitution Cost: 1
Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The character with this mutation has heightened capabilities the Constitution ability and receives a permanent +4 with all the applicable bonuses.

Heightened Senses
Range:Varies
Duration: At will
Damage: -

Cost: 3
Number: Self
Use: Constant
Prerequisite: -

All the mutants senses are finely honed and hyper sensitive. The character gains a +2 to initiative checks and gains a +4 to surprise rolls as well as the Spot and Listen skills but suffer double normal damage from attacks that target the senses (i.e. sonics). The character is also able to taste, even the most minute poison in any consumable item before it can effect him or her and can avoid poisoning before it happens. This does not guard against simple contact poisons, merely poisons that require ingestion and pass across the tongue. In addition the character gains the ability to track by scent as per the rural tracking feat and can identify beings and objects by scent with a DC check of 15.

Heightened Senses, Site
Range:Varies
Duration: At will
Damage: -

Cost: 1
Number: Self
Use: Constant
Prerequisite: -

The character has sharp vision and gains +4 to the Spot skill as well as double the normal spot range. The mutant suffers a -4 penalty to saves vs effects that target eyesight and takes double damage from attacks that effect eyesight.

Heightened Senses, Smell
Range:Varies
Duration: At will
Damage: -

Cost: 1
Number: Self
Use: Constant
Prerequisite: -

The character has a sharp sense of smell and gains the equivalent ability to track as the feat. In addition you can identify people or objects with a DC check of 15. Strong chemical substances with corrosive effects or attacks that target olfactory organs cause double damage and saves vs those effects are made at -4 penalty.

Heightened Senses, Sound
Range:Varies
Duration: At will
Damage: -

Cost: 1
Number: Self
Use: Constant
Prerequisite: -

The character has sharp ears and gains +4 to the Listen skill as well as double the normal Listen range. The mutant suffers a -4 penalty to saves vs effects that target hearing and takes double damage from attacks that effect hearing.

Heightened Senses, Taste
Range:Varies
Duration: At will
Damage: -

Cost: 1
Number: Self
Use: Constant
Prerequisite: -

The character has a sharp sense of taste and gains the ability to detect minute amounts of poison in edible or ingested items. If the mutant has knowledge of poisons he can detect the specific type and intensity, otherwise he merely detects the presence of a substance that may have potentially harmful effects. This detection is made before the harmful effects of the poison are realized. This ability cannot detect nor effect in anyway poisons that have not passed across the tongue of the mutant.

The mutant can produce a poisonous substance that is injectible through specialized canine teeth. In addition to the d6 in damage sustained from the bite the victim must then save vs the effects of the poison, which has an intensity or DC of the invocation level of the mutation. Roll for a poison from the following chart.

- 1-Truth Serum: Target must make a Will save (-4) or be compelled to answer all questions.
 - 2-Sickens: No damage, but target suffers from 'sickness', Fortitude save at -4.
 - 3-Progressive Damage: damage = $1/4\text{Wis}$ / round for a number of rounds = to $1/2\text{Wis}$, Fortitude Save every round to prevent that rounds damage.
 - 4-Paralysis: Target is physically paralyzed, Fortitude save at -4.
 - 5-Knockout/Sleep: Target falls deeply asleep, Fortitude save at -4.
 - 6-Delusions/Beserk: Target will exhibit random strange behaviors, Will save vs effect (-4).
 - 7-Heal: PC can heal a number of lost Hp's = $1/2\text{Wis}$. Plants must make a Fortitude save at -4 to be a recipient.
 - 8-Cure: PC can cure diseases with a touch. Recipient adds PC's Wisdom to his Fort save attempt. Plants must make a Fortitude save at -4 to be the recipient.
- For an additional cost of 1 point, the mutant is able to expel the poison into the face or mouth of the target up to 10' away 1 per day for every 2 levels.

Poison Secretion Cost: 1

Range: Touch	Number: 1 Opponent
Duration: -	Use: constant
Damage: As Poison type	Prerequisite: -

The mutant can produce a poisonous substance that is excreted from the palms of his hands. This is a contact poison and when the victim is touched they must then save vs the effects of the poison, which has an intensity or DC of the invocation level of the mutation. Roll for a poison from the following chart.

- 1-Truth Serum: Target must make a Will save (-4) or be compelled to answer all questions.
- 2-Sickens: No damage, but target suffers from 'sickness', Fortitude save.
- 3-Progressive Damage: damage = $1/4\text{Wis}$ / round for a number of rounds = to $1/2\text{Wis}$, Fortitude Save every round to prevent that rounds damage.
- 4-Paralysis: Target is physically paralyzed, Fortitude save.
- 5-Knockout/Sleep: Target falls deeply asleep, Fortitude save.
- 6-Delusions/Beserk: Target will exhibit random strange behaviors, Will save vs effect.
- 7-Heal: PC can heal a number of lost Hp's = $1/2\text{Wis}$. Plants must make a Fortitude save at -4 to be a recipient.
- 8-Cure: PC can cure diseases with a touch. Plants must make a Fortitude save at -4 to be the recipient.

Reduction/Shrink Cost: 1

Range: -	Number: Self
Duration: 1 hour/3 levels	Use: 1/day
Damage: -	Prerequisite: -

The mutant is able to reduce his size one size class. So a medium PC would become Small with all benefits and penalties applicable. Dexterity is increased d4+2 for the duration.

Regeneration Cost: 3

Range: -	Number: Self
Duration: Constant	Use: Constant
Damage: -	Prerequisite: -

The mutant with this ability has an accelerated rate of healing. In fact the mutant is constantly converting 1Hp/round reserve point to replace lost hit points and gains 1HP/hour in reserve hit points. Crippling injuries or lost limbs, all can be healed over time. Even brain or nerve damage can be healed, but lost memories due to brain damage can never be regenerated and are lost for good. In addition a creature with this form is immune to paralysis and shape changing or degenerating environmental effects such as radiation, etc. He may add his Wisdom when saving against poison effects. Medical drugs have no effect on this character unless he fails his Fort save.

Second Head Cost: 2

Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The character possesses a second head and a second personality to go with it. Roll up another character with only the mental ability scores and mutations and write up a second personality profile. Your character is now able to perform 2 mental actions per round or wield 2 weapons with only a -2 and -4 offhand penalty (refer to the combat rules and 2-weapon fighting feat). You can also hold a conversation with yourself and your GM may require that you differ on some actions causing a saving throw to decide who gains the upper hand over the body. One head may stay awake while the other sleeps, but any actions taken by a fatigued or exhausted head suffer the full penalties of those conditions if one or the other head is deprived of sleep. Make up even more fun conditions.

Shape Change Cost: 2

Range: - **Number:** Self
Duration: 1 hour/2 levels **Use:** 1/day
Damage: - **Prerequisite:** -

The mutant is able to assume the shape of a single animal species/type. Any other animal type is a DC15. The character has any of the natural physical abilities of the assumed creature form (i.e. bird = flying). This power does not allow the duplication of mutations. While in the creature form the mutant retains his original attack level Hp's and ability scores. None of his original physical mutations are retained but all mental are. A Fort save + Wisdom bonus if any must be made to return to the mutants normal form before the duration is up. All clothing and carried objects are left at the location where the change was made.

Share Strength Cost: 1

Range: Wis+level in ft. **Number:** 1 recipient
Duration: 1 hour/2 levels **Use:** 1/day/3 levels
Damage: - **Prerequisite:** -

This ability allows the mutant to lend another his physical(Str) or mental strength(Wis). Any number up to ½ of his original score may be given away and all bonuses and restrictions immediately apply to both parties. The points are regained after the duration at a rate of 1 point/hour, though more than that may be bestowed at one time up to the max.

Silk Cribellum Cost: 2

Range: Wis **Number:** 1 opponent or object
Duration: - **Use:** Varies according to charge
Damage: - **Prerequisite:** -

The mutant has glands that are able to produce a silk thread, not unlike a spiders. The mutant possesses 1D8 spinets that can hold up to 5 points in charges. Each charge = a 2.5cm, 50m long strand of silk. It takes 1 hour to regenerate a single charge of silk. This silk is able to adhere to any surface (mutant is immune). The web itself = AC16 HP25 per 5m of length averaging 2.5cm of thickness. The mutant is able to cast this strand out to a range = to his Wisdom.

Skeletal Enhancement Cost: 2

Range: - **Number:** Self
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant's skeleton or frame is reinforced and he takes less damage (-2/attack) from all melee and unarmed attacks doing crushing or bashing damage. He also gains a +2 save bonus vs. crashes, crushing, weights and falls and takes half damage vs these damage forms. This Constitution mod is added to the beings Fort check when resisting Slams and Crushing attacks and gains a bonus when saving vs effects that cause broken bones equal to his Constitution score.

Sonic Scream Cost: 2

Range: Wis+Level in ft.

Duration: -

Damage: WisX1/2

Number: All opponents in range in a 60deg arc

Use: 1/day/3 levels

Prerequisite: -

All targets suffer damage from the mutant's ability to project a sonic force at them. Non-organic creatures or objects gain a +1 save bonus for either half or no damage.

Speed Burst Cost: 3

Range: -

Duration: 1 round/level

Damage: -

Number: Self

Use: 1/day/4 levels

Prerequisite: -

The mutant has heightened reflexes and may perform double the number of actions per round. In addition the mutants movement rate is increased one step. (i.e. medium moves = 30 now moves 35). At the end of the duration the mutant must make a Fortitude check or suffer a -4 on all strenuous tasks, such as combat movement other than walking or some skill checks.

Static Field Cost: 2

Range: Touch

Duration: Constant

Damage: Wisx1/4

Number: Self

Use: Constant

Prerequisite: -

The mutant generates a static charge that surrounds his body. Anyone coming into contact with this mutant suffers an immediate electrical attack. The mutant can facilitate the contact by reaching out to touch an opponent, but they gain a saving through by your doing so. The mutant cannot turn this field off, and interferes with the abilities of sensitive electronic equipment. Things like personal computers or powered armor with some accessories require a roll against the mutants DC rating to function properly.

Suspend Animation Cost: 1

Range: -

Duration: Varies

Damage: -

Number: Self

Use: At will

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 or time period occurs. The mutant must initially be conscious to activate the power.

Total Carapace Cost: 2

Range: -

Duration: Constant

Damage: -

Number: Self

Use: Constant

Prerequisite: -

The mutant with Total Carapace gains a +6 to their natural armor bonus, but is not able to wear most artificial armors. This armor is noticeably not of human origin and is made of a bony or chitinous substance most associated with insects. For game purposes, this could be a leather-like hide or even a stony skin. The joints, are flexible and weaker to allow movement. If using a system where specific body locations can be targeted, those areas only receive a +3 Defense bonus. 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.

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 level he has obtained, the actual depth of which is completely controllable. Once the physical material has been breached by the mutants power they may see out to their normal visual range or another physical obstacle blocks site.

Vampiric Touch Cost: 2+2
Range: Touch or 10'+level **Number:** One opponent or object
Duration: varies **Use:** 1/day/4levels
Damage: varies **Prerequisite:** -

This attack saps a living opponent's vital energy in some way and happens automatically when a melee or mutational attack hits. Each successful energy drain bestows one or more negative ability, mutation or hit point effects (roll randomly for specific type). If an attack that includes a drain scores a critical hit, it drains twice the given amount. Drained abilities, mutations or hit points are in turn gained by the draining creature unless otherwise specified. Occasionally the drain will NOT benefit the attacker. This power always requires a touch attack roll.

Ability Drain: One or more of a characters ability scores suffer a -d4 drain. The mutant selects the specific ability he desires to drain. These points are then added to the mutants total for a period of 1 round per level of the mutant. The drained opponent regains those ability points back at a rate of 1 per hour.

Mutation Drain: One or more mutations are drained from the target opponent. The attacked creature loses the use of it for the duration and in turn that mutation is bestowed on the draining character. Certain, 'constant' use physical mutations cannot be drained and are immune to the drain effect. Mutations drained are gained back at a rate of 1 per hour. The attacking creature retains the mutations for a period equal to 1 round per level of the mutant.

Hit Point Drain: Hit Points are drained at a rate of 1 per level of the mutant. These hit points are retained by the attacker for a period of 1 round for every level of the attacking mutant. The opponent regains lost hit points at his natural heal rate and if using the optional Healing Stamina rules, those apply as well. Hit Point drain can never be permanent. Eventually the body will naturally replace any drained Hit Points in the form of new blood. For an additional 2 point cost the mutant is able to drain as a ranged attack at 10'+1' per level of the mutant.

Power Drain: The mutant may drain an amount of stored power equal to 1 minute per level of the mutant. This power may be stored indefinitely by the mutant and used to recharge any other rechargeable power system. The mutant in almost every way acts as a living battery with each side of his body acting as a + and a - pole (the player can choose which side is which). Most of the time, unless items have been modified, they cannot be powered merely by holding it. The GM assigns a difficulty level and time period to modify any item the mutant desires to modify or have modified to take advantage of his power. Use the MOTE Technology document as a guide.

Body Changes

Body Changes: Humanoid Cost: Varies
Range: Varies **Number:** Varies
Duration: Constant **Use:** Constant
Damage: - **Prerequisite:** -

The mutant has one or more visible physical traits.

- | | | |
|-----------------|-----------|--|
| 1-Canine Teeth | Cost: 1 | You have gained the natural attack form of canine teeth. These are considered Natural Weapons and do d6 damage each attack. |
| 2-Claws | Cost: 1+1 | You have gained the natural attack form of claws. These are considered Natural Weapons and do d6 damage each attack. For the extra cost these claws are retractable. |
| 3-Climbing Claw | Cost: 2 | You have a small hook that grows just below your palm on your wrist that aids climbing +4 Climb Skill. +d4 unarmed damage |

4-Extra Limbs	Cost: 2	You have an extra set of manipulative limbs. You are able to reload ranged weapons in one set of hands while firing with the other with a successful Reflex save. You can extract readily available items from your body while performing other tasks. Each limb suffers the off-hand use penalties associated with wielding weapons. See Two-Weapon Fighting feat.
5-Extra-Sensory Organs	Cost: 2	Never surprised and + visual Spot range doubled. This may come in the form of extra eyes, or sensing organs not normal to your species or type.
6-Eyestalks	Cost: 1	Your eyes are on stalks that originate from where most eyes are placed on a humanoid's skull. These eyes may move independently of each other and see in any direction. You gain a +2 to surprise checks.
7-Flexible	Cost: 1	The character possesses unusual flexibility in existing joints and may have joints in unusual locations or even extra joints. +2 attempt to escape bonds, +2 climb skill
8-Gills/Water Breath	Cost: 1	Breathe in water environments. You must consume 2x the normal water requirements per day or gain fatigue points (or -1 Con per missed day).
9-Glide Membrane	Cost: 1	You have a membrane between your waste and underarms that allows you to glide for a short period from heights. You can glide a number of rounds equal to 1 per 4 levels and for a distance equal to 10x your base movement in yards. Wearing of unmodified clothing or armor precludes the use of this ability.
10-Horns	Cost: 1	You have gained the natural attack forms of horns. These are considered Natural Weapons. Unarmed damage = d6. This can be either a single horn or double at player discretion.
11-Larger	Cost: 1	You are size 'large' with all bonuses and penalties.
12-Living Hair	Cost: 2	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, and it grants the character a +2 to grapple attacks. If the mutant EVER gets the hair cut he will suffer permanent Hp loss = to ½ his Wisdom and his hair will only grow back as normal dead hair. The hair cannot be targeted by opponents.
13-Mandibles	Cost: 1	You have gained the natural attack form of mandibles, similar to an insect's mouth structure. These are considered Natural Weapons and do d6 damage per attack. It is not a pleasant experience to see you eat.
14-Marsupial	Cost: 1	External organic pouch used for rearing young or carrying items. An object or objects ¼ the body mass and weight of the character may be carried.
15-Pigmentation Change	Cost: 1	Skin or hide coloration different than racial norm. May offer a situational Hide modifier of +2.
16-Pincers	Cost: 1	You have gained the natural attack form of pincers. These are considered Natural Weapons. Unarmed damage = d8. Skill checks requiring delicate manipulation of tools or objects suffer a -2 penalty at GM discretion.
17-Predatory Bird Beak	Cost: 1	You have gained the natural attack form of predatory birds, the beak. This is considered a Natural Weapon doing d6 damage.
18-Predatory Bird Feet	Cost: 1	Shoes are a thing of the past for you. However your balance on precarious surfaces has increased, you gain a +2 to any save involving balance checks. You are also able to perch on branches with little difficulty and can grip objects and use them at a -2 penalty.
19-Prehensile Tail	Cost: 1	You have a fully articulated tail. You can hang from trees upside down, grasp objects and carry them equal to ¼ your normal carry weight, though not use them, scratch your back and shew flies away. Your balance has increase as well and you gain a +2 to all checks involving balance.

20-Quills	Cost: 1+1	You have gained the natural attack form of quills. These completely cover your torso and may be considered Natural Weapons. The quills grant a +4 grapple damage bonus and unarmed combat damage. They also offer a +3 partial carapace armor defense bonus however no armor may be worn by the mutant. For the additional cost the mutant may, at will expel or fire 1 quill a round with a base range of 20' and doing d4 damage.
21-Scent	Cost: 1	You have the equivalent of the Tracking Feat. You track by scent. You can also identify people and objects by scent with a base DC of 14.
22-Siphon Mouth	Cost: 1	Your mouth is much like a flies in that you must suck your nutrients in through a small tube, though you do have a small mouth at the end to aid in taking nibbles. You can deliver a painful bite that does d4 damage. Your mouth is considered a Natural Weapon.
23-Smaller	Cost: 1	You are size 'small' with all bonuses and penalties.
24-Spikes	Cost: 1	Spikes protrude from your shoulders wrists and spine. These are considered Natural Weapons and do d6 melee damage each attack. Grappled opponents suffer +2 damage each round they grapple the mutant. Any armor you wear must be modified and suffers a -1 def rating (min of 1).
25-Stinger	Cost: 1+1	You have a stinger, either at the base of your palm or for the additional cost is a separate stinger located where your tale bone terminates that acts as a secondary attack. This stinger is a Natural Weapon that does d4 piercing damage. If you have the secondary attack stinger you must modify your clothing or armor to accommodate it.
26-Suckers	Cost: 1	Climb any surface at 1/2XMV rate and grapple +4 to die rolls
27-Tentacles	Cost: 2	You have the 'Improved Grab' ability and +2 Attack bonus for grappling and +2 Climb Skill
28-Wings, Leathery/Feathery	Cost: 2	Fly at 2XMV rate for a number of rounds = Con+level each day.
29-Webbed Hands and Feet	Cost: 1	You have a thin membrane between your fingers and toes that does not hinder item usage but grants you a +5' water movement rate and +4 Swim skill bonus.

Body Changes: Plants

Range:Varies

Duration: Constant

Damage: -

Cost: Varies

Number: Varies

Use: Constant

Prerequisite: -

The mutant has one or more visible physical traits.

1-Berries/Fruit	Cost: 2	For 9 months of the year(- winter months), the plant produces d6 random berries or fruit per week with the following qualities.
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1. Anti-Rad: as herbal medicine with DC of mutant
2. Anti-Toxin: as herbal medicine with DC of mutant
3. Exploding: when fruit picked it explodes for d6 damage each in the following combat round
4. Gain Temporary Mutation: Eater gains a random temporary mutation or defect for D8 hours
5. Gas Bomb: Explodes as mutation Gas generation one round after picking
6. Heal: Each fruit heals 1d6 of hit point damage and/or cures one disease at mutants DC
7. Mental Enhancement: Eater gains d4 to each of the mental ability scores, Int/Wis/Cha for d8 hours
8. Nutritional: The fruit replaces the nutritional value of an entire meal+water
9. Physical Enhancement: Eater gains d4 to each of the physical ability scores, Str/Dex/Con for d8 hours
10. Poison Antidote: Herbal poison cure up to the DC of the mutants ability

11. Poison: The fruit is poisonous and has the DC of the mutants ability

Once picked this fruit stays viable or fresh for a period of only 24 hours, after which it rots or becomes useless except as compost.

2-Claws	Cost: 1+1	You have gained the natural attack form of claws. These are considered Natural Weapons and do d6 damage each attack. For the extra cost these claws are retractable.
3-Extra Limbs	Cost: 2	You have an extra set of manipulative limbs. You are able to reload ranged weapons in one set of hands while firing with the other with a successful Reflex save. You can extract readily available items from your body while performing other tasks. Each limb suffers the off-hand use penalties associated with wielding weapons. See Two-Weapon Fighting feat.
4-Extra-Sensory Organs	Cost: 2	Never surprised and + visual Spot range doubled. This may come in the form of extra eyes, or sensing organs not normal to your species or type.
5-Human Features	Cost: 1	You have a discernable human-like face that is able to emote. +1 Charisma when dealing with humanoids.
6-Larger	Cost: 1	You are one size category larger, though your age category does not change
7-Missile Thorns	Cost: 2	You have thorns that you are able to fling, expel or otherwise use as a ranged weapon (as sling) each doing d6-1 damage per attack. You get one attack per 'limb'. All extra weapon penalties apply. See Two Weapon Fighting feat.
8-Pouch/Knot Hole	Cost: 1	The character has a cavity, crevice, bladder or knot hole that allows it to carry an object or objects ¼ size and weight of the character itself.
9-Razor Foliage	Cost: 1	You have the natural attack form of razor like foliage. This is considered a Natural Weapon and your grapple and unarmed damage = +4.
10-Scent	Cost: 1	You have the equivalent of the Tracking Feat. You track by scent. You can also identify people and objects by scent with a base DC of 16.
11-Smaller	Cost: 1	You are one size category smaller. This does not effect your age category.
12-Spikes or Thorns	Cost: 1	Your branches or foliage have spikes or thorns that grant you a +4 grapple or unarmed damage.
13-Tentacles or Vines	Cost: 2	You have the 'Improved Grab' ability and +2 Attack bonus for grappling and +2 Climb Skill
14-Skin or Bark Change	Cost: 1	Your outer covering is changed in one of the following ways: 1. <u>Smooth</u> : Your covering is smooth and unblemished and soft to the touch although this does not effect your natural armor rating 2. <u>Hairy</u> : Your covering has a thick coat of hair like strands 3. <u>Extra Rough</u> : Your covering is EXTRA textured and looks and feels rough to the touch 4. <u>Knobby</u> : Your covering is covered in lumps and bumps giving you a knobby appearance. 5. <u>Pigmentation Change</u> : You are an odd color from other plants of your species.
15-Vocal Chords	Cost: 1	Your character has an orifice and air chamber or equivalent that allows the generation of audible speech.
16-Water Breath	Cost: 1	Your character has no penalties for being underwater and can breath indefinitely in that medium without fear of drowning.

Body Changes: Beasts/Animals

Range:Varies

Duration: Constant

Damage: -

Cost: Varies

Number: Varies

Use: Constant

Prerequisite: -

The mutant has one or more visible physical traits.

1-Arms and Hands	Cost: 2	Your forelimbs are arms with fully functional hands. There are no movement penalties or usage penalties. Tasks requiring you to stand upright suffer a -2 penalty as your hind legs, spine and musculature are not suited to the task.
2-Climbing Claw	Cost: 2	You have a small hook that grows just below your forepaw on your wrist that aids climbing +4 Climb Skill. +d4 unarmed damage
3-Extra Limbs	Cost: 2	You have an extra set of forelimbs that grant you the ability of extra attacks at the usual penalties for Natural Weapons. See the NPC feats of Multi-Attack to which you are now eligible to take as a normal feat selection. If you are a creature type that does not have a natural attack then your bonus is a +10' ground movement rate.
4-Extra-Sensory Organs	Cost: 1	Never surprised and + visual Spot range doubled. This may come in the form of extra eyes, or sensing organs not normal to your species or type.
5- Eyestalks	Cost: 1	Your eyes are on stalks that originate from where most eyes are placed on a humanoid's skull. These eyes may move independently of each other and see in any direction. You gain a +2 to surprise checks.
6-Flexible	Cost: 1	The character possesses unusual flexibility in existing joints and may have joints in unusual locations or even extra joints. +2 attempt to escape bonds, +2 climb skill
7-Gills/Water Breath	Cost: 1	You can now breathe normally in water environments. You must consume 2x the normal water requirements per day or gain fatigue points (or -1 Con per missed day).
8- Glide Membrane	Cost: 1	You have a membrane between your flanks and forelegs that allows you to glide for a short period from heights. You can glide a number of rounds equal to 1 per 4 levels and for a distance equal to 10x your base movement in yards. Wearing of unmodified clothing or armor precludes the use of this ability.
9-Horns	Cost: 1	You have gained the natural attack forms of horns. These are considered Natural Weapons. Unarmed damage = d6. This can be either a single horn or double at player discretion.
10-Human Features	Cost: 1	You have a discernable human-like face that can emote. +1 Charisma when dealing with humanoids.
11-Larger	Cost: 1	You are size 'large' with all bonuses and penalties.
12- Mandibles	Cost: 1	You have gained the natural attack form of mandibles, similar to an insect's mouth structure. These are considered Natural Weapons and do d6 damage per attack. It is not a pleasant experience to see you eat.
13-Marsupial	Cost: 1	External organic pouch used for rearing young or carrying items.
14-Pincers	Cost: 1	Unarmed damage = d6
15- Predatory Bird Beak	Cost: 1	You have gained the natural attack form of predatory birds, the beak. This is considered a Natural Weapon doing d6 damage.
16-Predatory Bird Feet	Cost: 1	Shoes are a thing of the past for you. However your balance on precarious surfaces has increased, you gain a +2 to any save involving balance checks. You are also able to perch on branches with little difficulty and can grip objects and use them at a -2 penalty.
17-Quills	Cost: 1+1	You have gained the natural attack form of quills. These completely cover your torso and may be considered Natural Weapons. The quills grant a +4 grapple damage bonus and unarmed combat damage. They also offer a +3 partial carapace armor defense bonus however no armor may be worn by the mutant. For the additional cost the mutant may, at will expel or fire 1 quill a round with a base range of 20' and doing d4 damage.
18-Scent	Cost: 1	You have the Tracking Feat. You track by scent. You can identify people and objects by scent at a DC 10.

19- Siphon Mouth	Cost: 1	Your mouth is much like a flies in that you must suck your nutrients in through a small tube, though you do have a small mouth at the end to aid in taking nibbles. You can deliver a painful bite that does d4 damage. Your mouth is considered a Natural Weapon.
20-Smaller	Cost: 1	You are size 'small' with all bonuses and penalties.
21-Spikes	Cost: 1	Spikes protrude from your shoulders wrists and spine. These are considered Natural Weapons and grant a +4 melee damage each attack. Grappled opponents suffer +2 damage each round they grapple the mutant. Any armor you wear must be modified and suffers a -1 def rating (min of 1).
22- Stinger	Cost: 1	You have a stinger located where your tail would normally be that acts as a secondary attack. This stinger is a Natural Weapon that does d4 piercing damage.
23-Suckers	Cost: 1	Climb any surface at 1/2XMV rate and grapple +4 to die rolls
24-Tentacles	Cost: 2	You have the 'Improved Grab' ability and +2 Attack bonus for grappling and +2 Climb Skill. If the character already possesses tentacles then the number of tentacles are doubled and the character has the NPC feat of multi-attack available as a feat selection.
25- Upright Posture	Cost: 1	You are able to stand on your hind legs and walk around with only minimal discomfort. You can accomplish this for a period of 1 minute per Con+level. Your movement is ½ normal.
26-Vocal Chords	Cost: 1	You have an organ that allows audible speech.
27-Wings, Leathery/Feathery	Cost: 2	Fly at 2XMV rate for a number of rounds = Con+level each day. If the character already possesses the ability of flight, then movement rates are +10' and the turn rate increases by one class.

Psychoportive Mutations

Astral Projection	Cost 5	
Range: unlimited		Number: self
Duration: 1min/level		Use: 1/day/5 levels
Damage: -		Prerequisite: -

The mutant is able to leave his body in ethereal form and travel any place in the world in an instant. The mutant is able to see and hear all that transpires within his normal viewing and listening ranges but is unable to interact with the physical material universe in any way. This includes speaking or picking something up or even pushing that little red button beside the entrance door. While in this state the mutant's body is vulnerable to attack as the mutant is completely unaware of his body's condition. The mutant is able to remain in this state for a number of minutes = to his level. An attempt to stay longer results in an immediate Will save each round at a subsequent and additive -2 penalty to the save attempt. If you fail a save while attempting to stay longer in this state your ethereal form is snapped back into your body which causes a shock to your system that leaves you catatonic for 1d6 hours. While in ethereal form the mutant is completely invisible physically to all those around him or her and makes no sound. Those with empathy, telepathy, or similar powers may detect the mental activity of the ethereal character at a -4 spot check vs the DC of the user.

Phase Door	Cost 5+2	
Range: 2XWis+Level in yrds		Number: Self+1 other
Duration: instantaneous		Use: 1/day/5 levels
Damage: -		Prerequisite: -

The mutant is able to fold space between two solid objects and move between them as if it were his next step away from him. The mutant must be physically able to move into the next space in order to actually travel. The objects used as his focal points must be solid and of medium size class or larger, such as a large stone or tree.

Defects Descriptions

Achilles Heel Cost: 2 to 5

The mutant is particularly susceptible to a specific substance or type of attack form. Any item made from the substance or uses the attack form the mutant is susceptible to either does +2 damage or suffers a -1 save penalty, whichever is most appropriate, per step or level of cost. So, for every +2 damage or -1 save penalty the cost is 2+1. A penalty of +4 damage or -2 save would be a 3 point defect. Some typical substances or attacks are listed below. You may randomly select or the GM may assign one. This defect may be selected multiple times, each time must be a different selection than one previously gained.

Substances:

1-Lead	2-Steel	3-Aluminum	4-Wood
5-Stone	6-Plastic	7-Misc. Plant*	8-Misc. Animal*

Attacks or Hazards:

1-Heat(fire)	2-Poison	3-Radiation	4-Disease
5-Electrical	6-Cold	7-Sonic	8-Toxin

*An attack originating from a sentient or non-sentient plant or animal that is not already specifically listed.

Allergies Cost: 2 to 5

The mutant suffers from debilitating allergies. The mutant is allergic to a specific substance and when the mutant is suffering from an allergic reaction suffers a -2 to all attack rolls, and Dex bonus to defense is ½ normal(round down). In addition, every task(skill) that requires concentration or focus takes a -4 penalty to success rolls and concentration checks are made at -4. A Fort save must be attempted each time the character comes into contact with the substance. For each cost level of this defect above 2 the mutant suffers a -2 penalty to the saving throw. So, at a cost of 4 points the mutant would have to make his Fortitude saves at a -6 vs the substance he or she is allergic to. Each selection of this defect results in a different substance the mutant must make allergic reaction checks to. Typical substances are listed below, either choose randomly or have the GM assign as required.

1-Grain Products	2-Green Foliage
3-Steel	4-Plastic
5-Pre-packaged Food	6-Lead, Silver and Gold
7-Rubber	8-Petroleum Products(oil, gasoline)
9-Mammals or Mammalian Products	10-Avians or Avian Products
11-Reptiles or Reptilian Products	12-Amphibians or Amphibian Products
13-Plant Pollen or Spores	14-Drugs or Pharmaceuticals

Animal Features Cost: 2

The mutant has obvious deformities of the face and body that appear animalistic. He suffers a permanent -2 Charisma and is obviously not human norm in appearance. The player can either select the animal the character mimics or can randomly roll based on the animal templates listed in the PC Animals document.

Attraction Odor Cost: 2

The mutant exudes a scent that attracts all sorts of beasts and creatures, not all of them are friendly. At every encounter check the GM adds +3 penalty to the die roll due to the presence of a mutant with this defect.

Blinding Rage Cost: 5

In any combat situation you must make a Will save or fly into an uncontrollable rage where friend and foe alike are one and the same...targets! You will fight in this manner for 1d6+1 rounds. Your immediate preference is for melee combat over ranged, and you will seek out those targets you can first melee with, only then resorting to ranged combat.

Blocked Mutation Cost: 5

You have lost the ability to access one of your other mutations (mental preferred). It is forever lost in the vaults of your mind and you can no longer remember the sensations or path to its use. Randomly select first a mental mutation or a physical mutation that is controllable if no mental mutations are available.

Body Odor Cost: 2

The mutant reeks constantly. No matter how much he baths the odor does not go away. The odor is unpleasant and very noticeable. The mutant suffers a -1 Charisma and +1 penalty for encounter determination with any group he travels with.

Brittle Branches Cost: 5

Your limbs or manipulative spinules break easily under physical stress. Each time you are subject to a blunt force trauma or winds in excess of 70mph(as determined by the GM) you must make a Fortitude save to avoid having one or more of your limbs snap under the pressure.

- | | |
|--------------------------|---------------------------|
| 1- One manipulative limb | 2- Two manipulative limbs |
| 3- One motive limb | 4- Two motive limbs |
| 5- Three motive limbs | 6- Four motive limbs |
| 7- Five motive limbs | 8- Six motive limbs |
| 7- Canopy | 8- Trunk |

Each broken limb has an associated Limb Damage Point(LDP) number assigned. Each day the mutant may heal a number of LDP equal to his normal heal rate. When the limb damage points equal 0, the PC no longer suffers from the debilitating effects of the broken limb. Plants may grow limbs back as part of their natural healing process. The LDP number is merely an artificial means of assigning a time frame for that healing process.

One broken manipulative limb, means you cannot use any items in the effected location, nor can you perform any extreme actions that would normally require the use of both limbs, such as climbing, lock-picking, using most missile weapons, etc. In addition, you must roll to see which limb is affected. If you are right limbed and it effects your right limb you suffer 'off-hand' penalties for the use of any item or weapon used in your off limb. LDP=75

Two broken manipulative limbs, the loss of both manipulative limbs means what it would for everyone else, your not going to be able to tie your shoes, or pick your nose, or scratch your ass, or any of those other things you take for granted when you have functioning limbs. LDP=150

Broken motive limbs, each broken motive limb equals a -5' movement penalty. If you do not have at least 2 motive limbs or roots left you cannot move under your own power regardless. LDP=150 per limb

Broken Canopy, the top portion of your body, the part where the primary food producing foliage resides has broken off. Your rooting time is doubled for the duration. LDP=250

Broken Trunk, All actions have a -4 penalty and you are TWICE as likely to succumb to diseases for the duration. LDP=300

Brittle or Hollow Bones Cost: 5

You are able to fly 2x the normal time if you possess the 'wings' Physical Mutation, however, your bones break easily. Anytime a blunt force trauma causes damage to you, you must roll a Fort save to determine if you have broken a bone in your body.

1-4 Finger	5-8 Toe	9-10 Hand	11-12 Foot
13 Upper arm	14 Lower arm	15 Upper leg	16 Lower leg
17 Hip	18 Ribs	19 Skull	20 Spine

Each broken bone has an associated Bone Damage Point(BDP) number assignment. Each day the mutant may heal a number of Bone Damage Points equal to his normal healing rate. When the Bone Damage points equals 0, the PC no longer suffers from the debilitating effects of the broken bone. If using the alternate Bone Damage rules offered in the MOTE Physicians Handbook, then broken bones may be healed by specific medical treatments.

- If a finger is broken, the mutant suffers a -2 penalty to any task or action that uses the hand or limb with the broken digit. BDP=50
- If a toe is broken the mutant takes a -5' movement and -1 dexterity bonus to Defense penalty for the duration. BDP=50
- If you break a foot or leg, your regular movement and carry weight is halved for the duration and you are unable to perform extreme physical actions that require the use of those limbs, such as running, charging, jumping, climbing, etc. BDP=100
- The loss of a hand or arm means you cannot use any items in the effected location, nor can you perform any extreme actions that would normally require the use of both arms, such as climbing, lock-picking, using most missile weapons, etc. In addition, you must roll to see which arm/hand is affected. If you are right handed and it effects your right arm you suffer 'off-hand' penalties for the use of any item or weapon used in your off hand. BDP=75
- If a hip is out you suffer the same penalties as a leg injury. BDP=120
- Broken ribs mean you either cannot perform extreme physical acts such as charging, running, grappling, climbing, etc. or you suffer a -6 penalty and must make a Will save to do so. BDP=100
- A skull injury requires that you roll another Fort save to see if you've suffered brain injury. A failure means that you suffer temporary brain damage for an ADDITIONAL period of d100 days. -d4 from either wisdom or intelligence or both, roll a D3. Otherwise, you merely suffer from debilitating headaches for the duration that effectively gives you a -2 attack, defense and concentration check penalty. BDP=80
- A broken spine means that you are very unlucky indeed. You are unable to walk or have sex, and in fact you are unable to feel anything from the waste down. Your adventuring life is over unless you can find some high-tech healing. A medkit won't help you here unless it is specifically a spinal injury med kit, which do exist or a rejuvenation chamber would do the trick. All very rare....BDP=300

Chemical Susceptibility Cost: 3

The mutant is spectacularly and negatively susceptible to a particular chemical substance. Roll from the chart below.

1-Gasoline, Aviation	9-Oil, lubrication, general	17-Paint
2-Perfume	10-Vinegar	18-Blood
3-Alcohol, Drinking	11-Kerosine	19-Ammonia
4-Soap	12-Dye, Clothing	20-Salt
5-Bleach	13-Coffee	
6-Lighter Fluid	14-Milk	
7-Gasoline, Automotive	15-Soft Drinks	
8-Oil, lamp	16-Water, Salt	

This acts as a hyper-allergy. The mutant must make a Fort -2 vs the chemical he is susceptible to when he comes into contact with it. If he fails he must make an additional Fort -4 save or go into a catatonic sleep for 1d8 hours and suffer a -2 on all actions for an additional 1d8 hours. If the second save is made the mutant still suffers a -2 on all actions or concentration checks for 1d6 hours.

Constant Pain Cost: 2 to 5

You are constantly in pain and suffer a -1 on all actions at all time for each cost level assigned to the mutant. The only relief is from pain medications, which allow you a 2 hour reprieve/dosage. A character with a defect cost assignment of 4 points would suffer a -3 to all his actions or tasks attempted during game play. Plants: plants are not susceptible to humanoid remedies and gain no benefits from pain medication

Crippling Physical Deformity

Cost: 5

You are missing some vital equipment on your body. Roll dem bones to see what it is your missing.

- 1- One eye : -2 on all melee or ranged combat and some visually important skills.
- 2- Two eyes : you are blind, so it's like fighting in the dark all the time
- 3- One arm : There goes both shield and weapon, pick one. Some actions are done at a -4 penalty or cannot be accomplished at all (try tying your shoes without help).
- 4- Two arms : Hmmm, guess your gonna have to find another way to hold your weener and pee. If you aren't creative or lucky with the other mutations then your adventuring career is pretty much over.
- 5- One leg : Assuming you have some sort of primitive prosthetic your speed is halved.
- 6- Two legs: Hope they've invented the wheel in your campaign, cuz you ain't going nowhere otherwise.
- 7- One sexual organ : Well, there's always the monastic orders. Peeing is a lot messier now.

Plants:

- 1- Missing one manipulative branch. You may only use objects that can be held and used in one 'arm'.
- 2- Missing two manipulative branches. You are not able to hold and use objects
- 3- Missing one half your ambulatory limbs causing a -10' movement rate.
- 4- Missing all of your ambulatory limbs causing you to be unable to move under your own power.
- 5- Missing as much as ½ your foliage increasing your 'rooting' requirements by 1 hour.
- 6- Missing most of your foliage increasing your 'rooting' requirements by 2 hours.

Debilitating Headaches

Cost: 2

At the end of every rest period in which you sleep you must roll a Fort save or suffer a headache for d4+1 hours that effectively gives you a -2 on all actions for the duration. Strong pain medications half the effects of the headaches.

Diminished Attribute

Cost: 2 to 5

For each defect cost level the mutant suffers a -1 from some physical or mental attribute.

Physical: 1- Strength 2-Dexterity 3-Constitution

Mental: 1-Intelligence 2-Wisdom 3-Charisma

This change affects a single randomly selected attribute permanently.

Diminished Senses

Cost: 2 to 5

Your senses are not as acute as normal. You suffer a -1 on all Spot and Listen skill checks for every cost level of this defect. In addition you suffer a penalty of -1 to the die for surprise and 1st round initiative checks. A character who has a defect cost of 4 would suffer -3 to all Spot and Listen checks as well as the -1 penalty to surprise and initiative checks.

Double Physical Pain

Cost: 5

Due to a physiological defect of your nervous system every damage causing attack gives you great pain, and you suffer an equal amount of subdual damage. Subdual damage is doubled.

Easily Surprised

Cost: 2 to 5

Your not right in the head. It seems that life is always full of surprises for you, because no matter what happens your surprised by it. You suffer a -2 penalty to surprise rolls and a -1 to 1st round initiative rolls for each cost level of this defect.

Emotionally Sensitive

Cost: 3

You are a bleeding heart and quick tempered. You have huge emotional swings. Each period during the day roll a Will save to see if you have an emotional swing. There are three 8 hour periods during the day. Roll d8 for results if affected by defect:

1-2 You are depressed and wonder at the futility of it all. Your party members may have to talk you out of cutting your own throat and you openly weep for no apparent reason. Suffer -2 to all actions for the duration.

3-4 You are angry and bitter, argue with your party members incessantly about petty matters. Refuse to assist them in any matter, etc. -6 to Charisma for the duration.

5 You are so enamored of life and living that you just want to hug everyone. A smile lights up your face and you are loath to combat anyone or anything. Make another Will save at -2 or you will avoid combat at any cost, even if it means your own life is in danger.

6-8 You feel absolutely numb, you feel nothing on an emotional level. You really just don't care about anything or anyone including yourself. Make a will save at -2 to disengage from any combat even if the odds are overwhelmingly against you. You will attempt foolhardy actions, not because you are looking for glory, but just because you don't give a damn. Will save at -2 to stop impulse to do something crazy.

These mood swings last an hour each time.

Energy Sensitive

Cost: 2 to 5

You are vulnerable to a specific energy attack. Roll from chart to see which one:

1-Electrical

2-Cold

3-Magnetic/Gravitic

4-Microwaves

5-Misc Heat

6-Photonic

7-Radiation

8-Sonic/Disintegration

The attack does double the amount of damage when you fail your Fortitude save. Each successive cost level of this defect is a -1 to the save roll, so that a mutant who has purchased the defect at level 4 would have a -3 to his Fortitude save to avoid the double damage effect when attacked by the attack he or she is vulnerable to.

Enlarged Facial Features

Cost: 2

OH MY GOD, WOULD YOU LOOK AT THAT GUY! You hear that all the time because you have over sized facial features that give you an extreme clownish appearance. Your Nose is so large it would cover a normal mouth, unfortunately your mouth is not normal either, you have a mouth that Steve Tyler would call big. Lets not mention your ears, dumbo's mother would be proud of you as well. Luckily your large watery eyes give some sort of esthetic balance to the whole grotesque package. You suffer a -2 Charisma on all initial encounters and small children in towns and villages are likely to pull your nose and ears or throw rocks at the freak until they get to know the real you.

Epilepsy

Cost: 3

Each day roll a d3 to indicate which 8 hour period you run the risk of having a seizure. Once that is determined, roll a Fort save or suffer a seizure during a high stress situation that has the effect of both 'prone' and 'paralyzed'. If there are no stressful situations the GM can arbitrarily assign a time lapse indicating you had a seizure and the party was delayed dealing with it. These seizures last 1d6+2 rounds and renders the mutant helpless in everyway.

Fadeout

Cost: 4

During stressful situations (like combat) you must make a Fort save or pass out from stress. You will remain out for 1d8 rounds, unable to participate or even defend yourself.

Hairless Cost: 2

Your character has NO hair anywhere on its body. No eyelashes, no eyebrows and no snatch patch, nothing. This means that any environmental saves are at -2. You get colder faster, and have less protection from glare and sun than anyone else with hair. You could get frostbite or sunburn or whiteout or any number of environmentally related problems if you are unlucky. Extremes of temperature and weather are NOT your friend.

Hairsuit/Furry Cost: 2

And you thought Greeks were hairy until you got a good look at YOUR back in a mirror one day. You give sasquatch a run for the money in the hairy department, you have more hair than a yak, streaming down all over your body of any normal hair color you like. Clothing is uncomfortable to you and as a matter of fact you must make a Will check whenever donning anything other than a loin cloth in order to wear it for the day. If you fail, you'll be carrying your armor and clothes on your back instead of on your ass. Look on the bright side, loin cloths are in season at least part of the year. (Does Wookie ring a bell?). If you do not treat yourself regularly, as determined by your GM, you suffer from flea and/or tick infestation and you loose one hour of sleep each night due to the discomfort of being the feeding ground of miniscule vermin.

Hazard Susceptibility Cost: 2 to 5

For each cost level of this defect you suffer a -2 from an appropriate save vs a randomly rolled hazard you're your character is forever more susceptible to.

Hazards: 1- Toxins 2- Radiation
3- Disease 4-Poison

Hemophilia Cost: 4

Whenever your skin is broken from an attack you continue to bleed uncontrollably until you receive some sort of first aid or medical attention. You bleed out at a rate of 1HP/round/your level until you receive the medical attention. So at 5th level you would bleed out 5hp's/round until cared for. This is addition to any other damage causing source.

Hostility Aura Cost: 5

You generate a field around you that has a circumference = to your Wis+level in ft. that makes everybody testy and irritable. Anyone who has not known you intimately for more than 2 of your level advancements must make a Will save or become irritable and disagreeable to the point that fights may break out, every 8 hour period that they are in your presence. In addition, any non-sentient being is automatically inimical to you. Sentient beings who figure out that the character is the source of their hostile and inimical feelings will have a -6 reaction adjustment to the character.

Increased Metabolism Cost: 4

Your metabolic rate is twice as fast as normal and you have a hard time keeping weight on you despite being required to consume twice as much food and water per day than everyone else. Carrying all that extra food and water around is going break your back. You can go without food and water only half as long as normal without suffering the effects of extreme hunger or thirst.

Plants: you must 'root' twice a day(2 of the three 8 hour periods) or suffer from the effects of starvation.

Limited Mutation Access Cost: 2

Select one mutation. All advancement in allowed uses per period, or duration or damage take twice as long as normal to advance in. So if a mutation has 1 use/day/3 levels, the mutant with the Limited Mutation Access defect would gain 1 use/day/6 levels.

Mental Block Cost: 3

You are unable to use one of your mutations some of the time, because you just can't believe you are able to do it. The mind can be a powerful ally or your deadliest enemy. Roll a Will check to see if you believe each day. Select one of your mutations randomly each day as well, just for fun.

Mental Weakness Cost: 2 to 5

You are more susceptible to attacks that affect the mind. Make a will save to avoid taking double the normal damage or from suffering twice the effect or time period of a mental attack. For every cost level of this defect you suffer a -2 on your Will saves vs those attacks.

Misplaced Features Cost: 2

Your facial features are all jumbled up. You may have eyes in the back of your head, but none up front. Your nose takes the place of one of your ears, and the replaced ear may be hanging from a cheek. Your mouth could be under your chin or simply upside down (turn that frown upside down). Because your face is such a jumble you accrue a -2 Charisma because its harder for everyone to read what it is your body language is talking about, not to mention your just plain ugly.

Nocturnal Cost: 5

Your bodies natural cycles are all off from a normal humanoids. You work more efficiently at night and suffer a -2 penalty on all actions you attempt during the day.
Plants: Your 'rooting' MUST be accomplished during daytime periods to benefit you.

Narcolepsy Cost: 2

During any period of slow or non-activity, especially during long speeches or slow dialogue, you must make a will save or nod off. If you snore (males=75%, females=45%), then you let'er rip with your mouth wide open and your head back. You can be seated or standing, it makes no difference to you. This sleep period will last about 30 seconds to 1 minute each time, where you will jerk awake and continue on as if nothing had happened. You should not be allowed to operate vehicles for more than a half hour a day before rest.

Obesity Cost: 3

You are a lard ass. Your body simply does not get rid of extra nutrients. It stores it all in your body as fat. You automatically gain 25 extra pounds per foot of height (by ALL means, use fractional accounting) and clothes and armor are difficult to find for yourself, often having to be custom made. In addition you suffer a -1 Charisma. Dieting doesn't seem to work as your body makes your craving for food too enormous to ignore. You require double the amount of food and water intake as an average sized humanoid.
Plants: Your size class is increased by one and your weight is doubled, though not your age category and you require twice the 'rooting' time than normal plants. You do not receive the negative Charisma modifier.

Parasitic Host Cost: 4

You play host to a creature or creatures that siphon some of your vital energy weakening you and gives nothing in return. To destroy the parasite in anyway means an instant Fortitude check at -4 or you die from shock. The parasite causes you to suffer a -2 penalty to all saves vs hazards; radiation, toxin, disease and poisons.

Periodic Amnesia Cost: 3

Each day is a new adventure for you, why, because you rarely remember the last day. When you wake up each day, roll a Will check to see if you remember what happened the previous day. If you don't make the roll then you get a great rollplaying opportunity. In addition, when you attempt to pull something from your backpack roll to see if you remembered to pack it for the trip, Will + Int Mod if any (aren't I generous).

Periodic Confusion Cost: 3

After each sleep period roll a Will save to see if your confused for an hour. When confused you often cannot remember who your friends are, how to use your skills and you may wonder in circles or stare off into the sky or horizon. Yet another great opportunity for roll playing. You are capable of defending yourself, but not capable of initiating combat, as you are not sure who your friends or foes are until they act.

Other behaviors may or may not include...

1. Sit on the ground and drool on yourself
2. Draw strange and incomprehensible pictographs in the dirt while not responding to others
3. Wander slowly in the region of the camp touching things at random
4. Cry and wail in grief
5. Gently flap your arms and circle trying to fly away
6. Begin a routine of strenuous exercise until exhaustion
7. Spin like a top until you fall down, over and over again
8. Hop around attempting to catch bugs with your tongue
9. Begin singing at the top of your lungs
10. Take all your clothing off and try to rub all the hair off your arms and legs, continuously
11. Collect small twigs and branches and begin building small structures on the ground around you
12. Begin inventorying all your stuff because you think your missing something but don't know what

Phobia Cost: 4

You have a random phobia that is potentially debilitating. You must make a Will check each day or be fearful and distraught that you may meet your fear during the course of your day. Failure indicates that for a full 2 hour period until your party members are able to talk you into continuing on. When specifically confronted with your fear you must make a Will save at -4 or huddle in fear, unable to act.

Phobia Examples:

- Ablutophobia- Fear of washing or bathing
- Achluophobia- Fear of darkness
- Aeroacrophobia- Fear of open high places
- Agoraphobia- Fear of open spaces or of being in crowded, public places like markets. Fear of leaving a safe place
- Agrizoophobia- Fear of wild animals
- Anthropophobia- Fear of people or society
- Aphenphosmophobia- Fear of being touched
- Arsonophobia- Fear of fire
- Ataxophobia- Fear of disorder or untidiness
- Atephobia- Fear of ruin or ruins
- Atychiphobia- Fear of failure
- Bacillophobia- Fear of microbes
- Basophobia or Basiphobia- Inability to stand. Fear of walking or falling
- Batrachophobia- Fear of amphibians, such as frogs, newts, salamanders, etc
- Catagelophobia- Fear of being ridiculed
- Decidophobia- Fear of making decisions
- Entomophobia- Fear of insects
- Etc.... There are many more examples in the Phobia list at the PAForge website

Photodependent Cost: 5

Without at least 1 hour of sunlight a day your body begins to deteriorate at a rate of -1 from each physical stat each 8 hour period until you are dead, dead, dead!

Photoluminescent Cost: 2

Under poor light conditions you can be seen to softly glow with a light that isn't very good for seeing things in dark places but certainly makes you stand out. Those targeting you with ranged or melee weapons gain a +2 to their attack roles in poor light conditions.

Poor Dual Brain Cost: 4

And you thought you were going to be twice as smart cuz you had two brains. Well, it don't quite work that way my friend. You must make a Will save each day to see which brain has control of the body. Your dominant (primary/starting personality, etc) brain is in control if you make your save. Each brain has it's own personality, all experience gained when one brain is in control goes to that personalities advancement and is not shared with the other personality. It is as if you are running TWO different characters in the same body...and you are! Each has his own skill and feat preferences. Roll up a second character, this is your second personality. When rolling the second character only roll the mental ability scores, which are not shared. All physical ability scores are shared and only one set need be generated.

Poor Endurance Cost: 4

You must make a Fort save to run more than half as far as normal and another Fort -4 save to run any farther than that. Swimming and climbing require a Fort save every 30' of movement or you must stop and rest or drown, or fall or whatever. In addition you must make a Fort save to fight beyond 4 rounds without resting at least one round, each successive round of extreme effort is a -2 o the Fort save. If actively defending yourself during combat (ie the use of dodge or dexterity bonus, etc) then you must rest two rounds.

Seizures Cost: 5

During a random period of the day (d3), you must make a Fort -2 check to see if you have a debilitating seizure. This seizure lasts for an hour and is totally incapacitating. You are unable to do anything but breath and stare off into the distance. Your body remains in the last position that it assumed prior to the seizures onset.

Severe Brain Damage Cost: 5

At some point, before your adulthood, whether your were born with problems or your parents 'dropped' you too many times, you have been cursed with damage to your brain that causes you nothing but problems now. You now have a maximum intelligence of 9 unless already lower. In addition, instead of the genotype penalty of -4 for figuring out ancient artifacts, you receive a -6. You cannot have a vocation, knowledge, craft or Profession skill level greater than your character level including any bonuses.

Skin Structure Change Cost: 3

Your skin is no longer like normal epidermis. It has taken on some rather nasty habits. It constantly exudes a secretion that makes it slimy to the touch. No one wants to hold hands with you and you have trouble hanging on to anything because of it. You get a -1 on any action that requires the use of an object and a -1 Charisma because no one likes a slime ball.

Slow Heal Cost: 4

Your body heals normal and subdual damage at half the normal rate (round down, 1 point minimum). If using the alternate Healing Stamina system, you also recover HS points at half the rate.

Slowed Reactions Cost: 4

Your nervous system is flawed in someway, and there is a disconnect between your mind and limbs. You are only able to complete partial actions each round. And your base speed is -5.

Sores/Blisters/Boils Cost: 3

Your body breaks out in constant sores and blisters because your skin is hypersensitive to being touched by anything. It is painful and unsightly. You lose 2 HP's every day at the end of the day. In addition you suffer a -1 Charisma all the time. If you run around naked for 1d4+2 days, it clears up your sores rather nicely.

Plants: Cankers/Galls/Blisters – Everyday roll a Fortitude check to see if you suffer from your disorder. If you fail a check, for that day your wounds leak sap continuously at a rate of 1 HP's per 8 hour period.

Thirsty Cost: 4

You suffer from a metabolic disorder that affects your skin. The skin readily allows the loss of your vital bodily fluids. You require three times the normal liquid refreshment than is normal. Any physical exertion beyond walking or light activity and not drinking 1 round out of 3 requires a Fortitude check or you gain d6 Fatigue points, if using the Fatigue system as described in the MOTE Environmental Adventures document or D10+2 in subdual damage otherwise.

Uncontrolled Chemical Production Cost: 5

Unlike the beneficial mutation Chemical Reproduction, you cannot control what chemical you make or when. You are constantly exuding one of these chemicals and it will affect anyone who comes within range of it. Roll to see what it is you produce.

- 1- Poison Gas – All those within 10' of you must make a Fort save or suffer d4 damage each round
- 2- Ammonia Gas– All those within 10' of you must make a Fort save or be effected by a strong ammonia odor that causes all actions to be at -1.
- 3- Pheromone Madness – All those within 10' must make a Will save or go into a blind rage(berserker).
- 4- Pheromone Kindness – All those within 10' must make a Will save or you gain a +4 reaction bonus.

Uncontrolled Period Spasms Cost: 2

You can't seem to control your limbs. You are constantly twitching and jerking in every situation. You suffer a -2 on all ranged attacks or skills requiring finesse and you must make a Ref save or spill yours or someone else's drinks when in a bar or tavern.

Weakness Cost: 2 to 3

Roll a Fort save for each 8 hour period of the day to see if you suffer from weakness (-1d2 Str) for 1 hour. Or, if you've paid the 3 point cost -1d4 Str for 2 hours. Suffer all penalties for losing this strength.

Webbed Hands and Feet Cost: 2

Your hands and feet are fused together, you suffer a -1 in any action that requires the manipulation of items to succeed. Though they are usable and very dexterous, they still are not normal arms and hands. You do however gain a +2 to your swim skill, aren't you lucky!

Wild Mutation Cost: 4

One of your mutations does not act as it should all of the time. Often it will not work or not work as it should. Make a Will save for each attempt at a randomly selected, controllable mutation. This mutation will either be unavailable for use(you lose a usage as if you had invoked it) or an attack on an enemy target goes awry and attacks a friend or yourself instead doing normal damage or effects.

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