

Masters Of the Earth

Player Character Animal Traits

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Masters of the Earth PC Animal Stocks

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INTRODUCTION

This document is meant to be used in conjunction with the Masters of the Earth Players Guide when selecting base animal stocks for their animal genotype mutants.

Obviously the tables do not contain every single animal type or species on the Earth and if the player or GM desires to expand the list to include their favorite animals, feel free to do so using the existing creatures as a guide when assigning natural abilities. The explanation for individual animal abilities can be found after the selection tables under the heading ANIMAL ABILITIES.

For the purposes of the MOTE setting, the term 'animal' refers to any of the six basic sub-genotypes of Reptile, Amphibian, Avian, Mammal, Insects or Aquatic creatures.

A GM may elect to allow a player to select his basic animal stock, or animal type though it is NOT recommended for various reasons that are self-evident. At the very least, if you allow players to select their base animal stock, make them justify it with a good character write-up.

It should be noted that Aquatic creatures are NOT suitable for land-based campaigns without further GM assigned mutations or body changes.

Please refer to the MOTE D20 Armor System or MOTE Mutations System for details on the use and limitations of Carapace armor.

All animals have the movement modes of their base animal stock. If an animal has wings and two feet like a duck, then the Animal PC can fly and walk. Though one or both modes may be limited in some way. A duck is not exactly 'graceful' or swift on land, so would likely suffer a movement penalty for the walking movement mode. In all cases, animal abilities are subject to GM approval.

To randomly determine stock, roll a d6 and compare with following table:

Land Based: 1 Reptile/Amphibian 2 Avian 3-5 Mammalian 6 Insect

Aquatic Based: 1-6 Aquatic

THE BASE ANIMAL STOCKS

1 Reptile/Amphibian

#	Creature	Ability 1	Ability 2	Ability 3
1	Alligator/Crocodile	Bite(d8)	Tail Slap-knockdown	Submerge x1.5
2	Frog, Common	Jumpx2	Tongue Slap(1)-entangle	Submerge x1.5
3	Frog, Poisonous	Jumpx2	Tongue Slap(1)-entangle	Contact Poison
4	Gecko	Wall Walking	Tongue Slap(1)-entangle	-
5	Lizard, Basilisk	Bite(d6)	Tail Slap-knockdown	
6	Lizard, Chameleon	Independent Eyes	Chameleon	-
7	Lizard, Gila	Bite(d6)	Poison Bite	-
8	Lizard, Iguana	Bite(d6)	Tail Slap-knockdown	
9	Lizard, Monitor	Bite(d6)	Clawx2(d4)	
10	Snake, Constrictor	Bite(d2)+ hold	Constriction	-
11	Snake, Poisonous	Bite(d4)	Poison Bite	-
12	Snake, Water	Bite(d4)	Poison Bite	Submerge x2
13	Toad	Jumpx1.5	Tongue Slap(1)-entangle	Contact Poison
14	Turtle, Box	Total Carapace	-	-
15	Turtle, Snapping	Bite(d4+sever)	Partial Carapace	Submerge x2

2 Avian

#	Creature	Ability 1	Ability 2	Ability 3
1	Bluebird	Fly-Good	-	-
2	Cardinal	Fly-Good	-	-
3	Chicken	Fly-Poor	-	-
4	Duck	Fly-Average	Submerge	-
5	Game Bird	Fly-Good	Intuition	-
6	Goose	Fly-Poor	Submerge	-
7	Humming Bird	Fly-Perfect		-
8	Macaw	Fly-Average	Bite(d4)	-
9	Ostrich	Base Movement x1.5	-	-
10	Parakeet	Fly-Average	-	-
11	Pidgeon/Dove	Fly-Average	-	-
12	Raptor, Eagle	Fly-Average	Enhanced Vision	Dive Attackx3
13	Raptor, Hawk	Fly-Average	Enhanced Vision	Dive Attackx2
14	Raptor, Owl	Fly-Average	Enhanced Vision	Dark Vision
15	Raptor, Vulture/Condor	Fly-Poor	Enhanced Vision	Enhanced Digestion-carrion
16	Robin	Fly-Good	-	-
17	Sea Bird	Fly-Average	Submerge	-
18	Sparrow/Finch	Fly-Good	-	-
19	Turkey	Fly-Poor	-1 Int	Intuition
20	Woodpecker	Fly-Good	-	-

3 Mammalian

#	Creature	Ability 1	Ability 2	Ability 3
1	Armadillo	Total Carapace	Burrow	-
2	Ass/Donkey	Carry Weight x2	Bite(d6)	-
3	Badger	Bite(d6)	Berserker	
4	Bat	Fly-Poor	Echolocation	-
5	Bear, Black	Bite(d6)	Clawx2(d6)	-
6	Bear, Panda	Bite(d6)	+1 Cha	-
7	Bear, Polar	Bite(d6)	Clawx2(d6)	+1 Str
8	Beaver	Bite(d6)	-	-
9	Bighorn Sheep	Horns(d6)	+2 Reflex saves	-
10	Bovine, Bison	Horns(d6)	-	-
11	Bovine, Cow	Horns(d6)	Females-Milk Production	-
12	Camel	Water Endurance	Bite(d6)	-
13	Canine, Coyote	Bite(d6)	Regional/Seasonal Camouflage	-
14	Canine, Dog	Bite(d6)	Track by scent	-
15	Canine, Hyena	Bite(d8)	Low Light Visions	
16	Canine, Jackal	Bite(d6)	Low Light Vision	-
17	Canine, Wolf	Bite(d6)	Low Light Vision	Track by Scent
18	Chipmunk	Intuition	Burrow	-
19	Deer/Antelope	Horns(d6)	-	-
20	Elephant	+4 Str	Prehensile Limb-Nose	Hardness 2
21	Equestrian, Horse	Kick/Hooves(d6)	Base Movement +10'	-
22	Equestrian, Pony	Kick/Hooves(d6)	-	-
23	Equestrian, Zebra	Kick/Hooves(d6)	Base Movement +10'	-
24	Feline, Bobcat	Bite(d6)	Rear Clawx2(d4)	Pounce
25	Feline, Cheetah	Sprint Movement x2	Bite(d6)	Rear Clawx2(d6)

26	Feline, Housecat	Bite(d6)	Rear Clawx2(d6)	-
27	Feline, Lion	Bite(d6)	Rear Clawx2(d6)	-
28	Feline, Panther/Cougar	Bite(d6)	Rear Clawx2(d6)	Pounce
29	Feline, Tiger	Bite(d6)	Rear Claw(d6)	Regional Camouflage
30	Goat	Horns(d6)	Enhanced Digestion-any organic	-
31	Gopher	Burrow	Blind	Enhanced Senses-smell/touch
32	Gorilla/Ape/Chimp	+2 PS		-
33	Groundhog	Burrow	Enhanced Senses-hearing	-
34	Hedgehog	Burrow	Quills/Spines(d6)	-
35	Hippopotamus	Bite(d8)	+1 Str	Submerge x2
36	Kangaroo	Jumpx2	-	-
37	Koala	+1 Cha	Base Movement -5'	+4 Climb
38	Lemur	Climbx2	+2 Climb	-
39	Llama	Natural Fiber	-	-
40	Manatee	Submerge x3	+1 Cha	-
41	Mole	Burrow	Blind	Enhanced Senses-smell/touch
42	Monkey, Ground	+1 Str	-	-
43	Monkey, Tree	Climbx2	Brachiation	-
44	Mule	Carry Weightx2	Kick/Hooves(d6)	Sterile
45	Opossum	Prehensile Limb-tail	Low Light Vision	-
46	Otter	Submerge x1.5	-	-
47	Platypus	Submerge x1.5	-1 Cha	-
48	Porcupine	Quills/Spines(d6)	-	-
49	Rabbit	Jumpx2	Base Movement +5'	Enhanced Senses-hearing
50	Raccoon	+1 Int	Low Light Vision	-
51	Rat	Low Light Vision	Bite(d4)	-
52	Rhinoceros	Horn(d8)	+4 Str	-
53	Sea Lion/Seal	Submerge x2	-	-
54	Sheep	Natural Fibers	-1 Int	-
55	Skunk	Gas Cloud	-	-
56	Squirrel, Flying	Glide x4 Base Mv rate	-	-
57	Squirrel, Ground	Burrow	Enhanced Senses-hearing	-
58	Squirrel, Tree	Climbx2	Enhanced Senses-hearing	+4 Climb
59	Swine, Boar	Tusks(d6)	-	-
60	Swine, Pig	Bite(d4)	-	-
61	Vulpine, Fox	Bite(d6)	-	-
62	Weasel/Ferret/Mongoose	+2 Dex	Bite(d4)	-
63	Ant Eater	Burrow	Enhanced Digestion-insects	-

4 Insect

Note: Unless specified all insects have Partial Carapace and either 6 or 8 legs

#	Creature	Ability 1	Ability 2	Ability 3
1	Ant	+1 Str	Chemical Identify	-
2	Firefly	Fly-Poor	Light Emission	No Carapace
3	Mosquito	Fly-Poor	Drain Blood(d4)	No Carapace
4	Fly	Fly-Average	-	No Carapace
5	Dragonfly	Fly-Perfect	-	
6	Spider, Jumping	Jumpx2	Poison Bite(d4)	-
7	Spider, Webbuilding	Web-Silk Crebellumx2	Poison Bite(d4)	-
8	Wasp/Hornet	Fly-Average	Poison Sting(d4)	-
9	Bee	Fly-Clumsy	Poison Sting(d4)	-

10	Knat	Fly-Poor	No Carapace	-
11	Praying Mantus	Fly-Poor	Bite(d6)	Stillness
12	Butterfly	Fly-Poor	+2 Cha	No Carapace
13	Moth	Fly-Poor	Night Vision	No Carapace
14	Worm	Burrow	No Carapace	Regeneration
15	Beatle	Burrow	Total Carapace	-
16	Scorpion	Poison Sting(d4)	Pinchersx2(d4)	Total Carapace
17	Pincherbug/Earwig	Pincher(d6)	-	-
18	Pillbug/Armadillo Bug	Total Carapace	-	-
19	Ladybug	Fly-Poor	Total Carapace	-
20	Stickbug	Stillness	Camouflage	-
21	Spider, Water	Submerge x1.5	Poison Bite(1)	-
22	WaterSkater	Water Walk-average	No Carapace	-
23	Waterbug	Submerge x10	-	-
24	Snail	Partial Carapace	Slime	No Limbs
25	Slug	Slime	Regeneration	No Limbs

5 Aquatic

Note: Unless specified all aquatic characters have Gills

#	Creature	Ability 1	Ability 2	Ability 3
1	Trout	Tasty	-	-
2	Catfish	Enhanced Digestion	No scales(skin)	-
3	Striper	-	-	-
4	Bass	Tasty	-	-
5	Pike	-	-	-
6	Salmon	Tasty	-	-
7	Grouper	-	-	-
8	Clown Fish	-2 Hide Skill	-	-
9	Eel, Electric	Electrical Generation	Bite(d4)	-
10	Eel, Moray	Bite(d6)	-	-
11	Shrimp	Tasty	-	Ink Cloud
12	Squid	Bite(d6)	Extra Limbs(6)	Ink Cloud
13	Octopus	Bite(d6)	Extra Limbs(8)	-
14	Porpoise/Dolphin	Submerge x4	Echolocation	-
15	Whale, Baleen	Submerge x4	Echolocation	-
16	Whale, Toothed	Submerge x3	Bite(d10)	-
17	Urchin	Quills/Spines(d6)	-	-
18	Trigger Fish	-	-	-
19	Puffer Fish	Quills/Spines(d4)	-	-
20	Pacific Crab	Pinchersx1(d6)	Total Carapace	-
21	Koi	+1 Cha	-	-
22	Carp	Enhanced Digestion	-	-
23	Barracuda	Bite(d6)	-	-
24	Piranha	Bite(d4)	-	-
25	Gar	Bite(d6)	-	-
26	Quillback Sucker	Enhanced Digestion	-	-
27	Shark, Great White	Bite(d8)	Enhanced Senses-smell	-
28	Shark, Hammerhead	Bite(d6)	Enhances Senses-smell	-
29	Stingray	Poison Sting(d4)	-	-
30	Rock Fish	Poison Quills(d4)	Camouflage	-
31	Atlantic Lobster	Pinchersx2(d6)	Total Carapace	-

ANIMAL ABILITIES

Ability Score Change: One or more ability score has been modified. The ability column will indicate which specific ability score has been modified and by how much.

Berserker: the creature or character can fly into a rage temporarily gaining a +2 bonus to Strength and Constitution, and a +4 morale bonus on Will saves, but takes a -2 penalty to Armor Class. The increase in Constitution increases the creature's hit points by 1 points per level or HD, but these hit points go away at the end of the berserker rage when the Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a creature or character cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can any other mutations be invoked. He can use any feat he has except Combat Expertise. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A character may prematurely end his rage. At the end of the rage, the creature loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter. The character can fly into a rage only once per encounter. At 1st level he can use his rage ability once per day. At 4th level and every four levels thereafter, he can use it one additional time per day (to a maximum of six times per day at 20th level). Entering a rage takes no time itself, but a creature can do it only during his action, not in response to someone else's action. The berserker animal ability is much like the SRD Barbarian class's ability to Rage.

Bite: The creature has a biting attack form that is considered a Natural Weapon for usage purposes. The specific amount of damage is relative to the size and or strength of the creature itself.

Brachiation: The creature is able to swing from limb to limb or use vines to travel in the canopy of dense forests at his normal movement rate, unless specified. The creature never must make a climb check when doing so except when performing extraordinary acts and then receives a +2 regardless.

Burrow: A creature with a burrow speed can tunnel through dirt, but not through rock unless the descriptive text says otherwise. Creatures cannot charge or run while burrowing. Most burrowing creatures do not leave behind tunnels other creatures can use (either because the material they tunnel through fills in behind them or because they do not actually dislocate any material when burrowing).

Camouflage: The creature's form or appearance is such that in certain environments it allows them to blend in with their surroundings in such a way that it grants them a bonus to their Hide skill check. Typically this bonus is +3.

Carapace: A hard or thick skin covering that acts as armor. It has a Defense rating and a hardness value. Carapace comes in two different flavors, partial carapace which covers most of the vital areas of the body and leaves others uncovered, and full carapace, which protects nearly the entire body. Partial carapace has +3Def bonus and a 3 hardness, +3 max dex bonus and a -3 check penalty. Total carapace has a +6Def bonus and a 6 hardness, +0 max dex bonus and a -6 check penalty. Unlike inert carapace armors, damage sustained to the outer shell can be repaired through the natural healing rate of the creature for which it covers. This acts as a repair function if using the alternate Armor Hit Point's in the MOTE D20 Armor System.

Carry Weight: The creature's carry weight is altered in some way, usually making it greater than norm. An entry will have a multiplier associated with it, simply multiply the normal carry weight for the creature's size and strength by the multiplier for its new carry weight.

Chameleon: The creature is able to change its form or appearance in some way to match its surroundings, gaining a bonus to its Hide skill check. Typically this bonus will be +6.

Chemical Identify: The creature has an extra-sensory organ that functions like a hyper-sensitive nose. It allows it to identify the nature and type of chemical compounds that something is made up of. In game terms this allows a +4 to any skill check (typically Knowledge or Deduction) that requires identification or discernment of chemical compounds and in addition the creature can track by scent at +2 ability.

Claws: The creature has one or more claw attacks, which are considered a Natural Weapon for game purposes. The number of claws or claw attacks will be indicated by a multiplier, x2 indicates 2 claw attacks, x4 equals 4 attacks, etc.

Constrict: The character has the ability to grapple an opponent with a special hold attack. This hold attack has the ability to suffocate the opponent. It takes an amount of time in rounds equal to the opponents Con ability score. The hold must be maintained through this period using normal grapple rules.

Dark Vision: Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black and white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Dive Attack: The creature is able to dive, usually at twice its fly rate, which culminates in an attack, typically using a Natural Weapon attack, either a bite or claw. If no natural weapon is indicated, assume a claw attack doing d4x2 damage.

Echolocation: The creature has the ability to hear its surroundings by using sound. In every respect, this acts like normal vision, except that light intensity does not affect this ability in anyway, though sonic attacks or loud sounds may.

Electrical Generation: As the mutation – creature has the power to generate an electrical charge that effects target and any others in physical contact with target. If using metal weapons the creature 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 creature can charge the weapon with multiple uses of his power, each damage potential is additive when doing this.

Enhanced Digestion: The creature has a specialized dietary ability that allows it to consume items or objects not normally considered 'food'. The nature and scope of this ability will be listed in its ability entry for each creature.

Enhanced Senses: The creature has one or more natural senses that function in an enhanced capacity. This will usually grant a bonus to either the Spot or Listen skill checks or both according the specific ability that is considered enhanced.

Extra Limbs: The character has more than four limbs, which is normal for most mammalian based life. These limbs are still naturally occurring and not considered a mutation. Each limb beyond the first counts as a secondary attack for combat purposes and may be used for combat or manipulation of objects according to the individual creatures natural ability to do so (GM discretion).

Fly: The creature has wings and is able to fly. Unless stated otherwise, a creatures fly speed is its land speed if given times the listed multiplier associated with the abilities entry.

Gas Cloud: The character is able to produce a chemical cloud of one type or another. Unless specified, the cloud should be considered an irritant type that penalizes actions at -2 for the duration. Unless specified, the range of the cloud is 20', with a d4 round duration, which may be effected by wind.

Glide: This is a limited form of the fly ability. The character is able to 'fly' from a height of no less than 40', from one point to another point in a direct line 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.

Hardness: The creature's skin is very tough and/or resilient and can take a lot of physical damage. It does not quite qualify as armor but nevertheless still has a hardness rating an amount equal to the specific entry associated with the creature's ability entry.

Horns: The character has a horn or horns, which count as a Natural Weapon. These horns will do an amount of damage equal to its individual ability entry.

Hydration: The creature has a physiological requirement to have its skin or outer covering be moistened regularly or it begins to suffer the debilitating effects of dehydration as if it had not consumed enough water for any given period. Its liquid intake requirements are twice the normal amount.

Independent Eyes: The eyes may move independently of the other. One eye can look left, while the other looks up. This grants a +2 surprise rolls and may disconcert those attempting to converse with you.

Ink Cloud: The creature is able to emit a cloud of ink that completely obscures anything in area of effect. The creature can emit this cloud a distance of 5'/5 levels or HD and it covers an area 5'square/5 levels.

Intuition: This ability allows the character to be aware of the intentions of those around him. He gains +1 initiative and +1 attack and defense bonuses. He adds his Wisdom modifier when checking for surprise. This is similar to the Intuition mutation.

Jump: The creature has the natural ability to leap or jump. Merely multiply the normal jump length by the abilities listed multiplier to get the actual jump distance the character is able to achieve.

Kick/Hooves: The character has a special kick attack using its feet. This is considered a Natural Weapon and does an amount of damage equal to the listed amount in the ability column.

Light Emission: The creature has the natural ability to emit a light through a physiological or biochemical process. This light, unless stated otherwise only has a range of 10' or one square beyond the square the creature resides. This light is a soft white light, not unpleasant and very warm feeling. The creature may control when this light is on or off.

Low Light Vision: A creature with low-light vision can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of shadowy illumination. It retains the ability to distinguish color and detail under these conditions.

Milk Production: The creature lactates as a normal condition creating a nutritious and natural drink that is refreshing and life sustaining. The creature produces 1 pint of liquid per 50lbs of body weight. Either round down or do fractional accounting as desired.

Movement Change: The creature's movement rating due to size class has been altered in some way, either negatively or positively. Each entry will give the amount by which movement has changed.

Natural Fiber: The creature has a specialized fur or hair that is a natural fiber and can be used to produce textiles. The amount produced is relative to size. A small creature will produce about 2lbs of natural fiber, a medium size creature will produce 4lbs, and a large 8lbs, and so on. This natural fiber may have trade value in some communities. This fur or hair grows at a rate of 1lb per 6 month period barring any burn 'accidents'.

Pinchers: The creature has one or more pinchers the number of which is indicated by a multiplier. The pinchers are considered a Natural Weapon doing the listed amount of damage in its entry.

Poison: The character has a poison attack using the listed delivery method in its individual entry. This poison, unless stated otherwise will be a progressive damage type doing d4 damage for d4 rounds. The attack delivery method may do damage itself and the poison damage is in addition to that Natural Weapon attack.

Pounce: When a creature with this special attack makes a charge, it can follow with a full attack, including rake attacks if the creature also has the rake ability.

Prehensile Limb: The creature has the use of a completely articulated limb, not usually associated with most creatures. The specific limb will be indicated in the individual ability entry. This limb may be used to pick up and manipulate objects, or as an additional limb to hang from or assist in balancing acts. The attempted use of objects by the prehensile limb receives a -2 penalty, but when attempting acts of balance or when climbing grants a +2 bonus.

Regeneration: The animal character with this ability has an accelerated rate of healing. In fact the creature 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.

Quills/Spines: Creatures with this Natural Weapon do damage on unarmed strikes or when grappled. They do an amount of damage equal to the individual ability entry.

Saves: Some creatures are granted either a save penalty or bonus due to some special consideration of their specific species.

Slime: Your character produces slime from its skin in copious amounts. This slime is used as a skin hydration system as well as to assist in movement by lubricating the surfaces. Anyone walking behind or on the ground where the character has recently been (10 minutes) runs the risk of falling 'prone' due to the slippery nature of the slime make a Reflex save at +2. In addition, anyone attempting to grapple the character suffers a -4 penalty to their attack rolls and is probably going to be pretty grossed-out.

Stillness: A creature with this ability is able to remain completely unmoving and still, which may cause others to overlook it. It grants a +2 to the Hide skill.

Submerge: The creature is able to spend time underwater, which may be considered a natural environment. Because the secondary environment may be considered a natural environment for that specific creature type, they are granted a +2 to all swim checks. In addition, the time it can spend submerged is indicated by an associated multiplier. Merely multiply the usual time (2 rounds/Constitution point) by the multiplier to get the final time allowed. Movement rates remain unmodified.

Tail Slap: The creature has a tail that is so powerful that a blow from it may cause the opponent to be 'Knocked Back' as the Condition. Usually this will be 10' and the character must then make a Reflex save or be knocked 'Prone'.

Tasty: The flesh of this particular creature is considered quite tasty by a majority of beings. Some may not be too picky about your being a sentient being.

Tongue Slap: The creature has a tongue that is flexible and long enough to be used as a Natural Weapon doing an amount of damage listed in its individual ability entry. Often, some creatures will have an associated ability of 'entangle'. The tongue either wraps around the opponent or has a sticky substance that adheres the tongue to the opponent causing the opponent to become trapped or held as a grapple attack.

Tracking: The creature is able to track as the Feat, usually because it has a special or enhanced sense that duplicates this Feats abilities in some way.

Tusks: The character has large specialized teeth that extend well beyond the gums. Tusks are actually just another form of bite attack and is considered a Natural Weapon doing the listed amount of damage.

Wall Walk: The creature is able to move on vertical and parallel ceiling surfaces as if it were flat ground. It never has to make a climb check except in extreme conditions. What constitutes an 'extreme' condition is left up to the GM.

Water Endurance: The creature has less of a liquid requirement than normal beings. It requires $\frac{1}{2}$ the water requirements for its size than others and may go without twice as long without ill effect.

Water Walk: The creature is able to move on water as if it were land. Its movement rate is the same as on land though it has an associated rating as if it could fly. This rating (use the flying maneuverability table) uses the turn radius of the listed equivalent flying mode. (i.e. the creature has a 'good' flying rating thus the character may turn 90deg in a 5' range, etc)

Web/Silk Crebellum: This is the same as the Silk Crebellum mutation in all respects. 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.

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If you have any questions or comments please contact the author at :
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