

**Thanks go out to Bad Karma, the PA Forge and the guys at the yahoo gamma world group. Also inspiration from Monte Cooks' Chaos Tech.**

First roll to see your number of your mutations then as you get them roll to see if they are physical or mental. Next roll to see if your negative mutation(s) is minor or major.

% Roll	Number of mutations
01-25	3 minor, 1 major, 1 negative
26-50	4 minor, 1 negative
51-75	1 minor, 2 major, 2 negative
76-00	2 minor, 2 major, 2 negative

% Roll	Mutation Type	% Roll	Negative Mutation Strength
01-50	Mental	01-90	Minor
51-00	Physical	91-00	Major

## Mutation Lists

### Negative Mutations

%	Minor Mutations	%	Major Mutations
01-05	Ability Degradation	01-07	Ability Degradation Major
06-10	Allergy	08-14	Achilles Heel
11-15	Body Change	15-21	Blind Rage
16-20	Bum Leg	22-28	Chemical Susceptibility
21-25	Cowardice	29-35	Discordant Pheromones
26-30	Cracking Joints	36-42	Doubled Pain
31-35	Fadeout	43-49	Energy Sensitivity
36-40	Glass Jaw	50	Gills
41-45	Greedy Metabolism	51	Half Life
46-50	Malformed Mouth	52-59	Light sensitive
51-55	Narcolepsy	60-66	Loose Joints
56-60	Nocturnal	67-73	Mental Degradation
61-65	Phobia	74-75	Monster
66-70	Poor Dual Brain	76-85	Nervous Spasms
71-75	Poor Respiration	86	Radiation Leak
76-80	Soft Skin	87-94	Seizures
81-83	The Hirsute Horror	96-00	Skin Structure Change
84-85	The Stench		
86-90	Tribal Mentality		
91-95	Weakened Hearing		
96-00	Weakened Vision		

## Positive Physical Mutations

%	Minor Physical Mutations	%	Minor Physical Mutations	%	Major Physical Mutations	%	Major Physical Mutations
01-04	Ability Enhancement	51-52	Metabolic Boost	01-04	Ability Enhancement Major	91-93	Sound Imitation
05-06	Acid Spit	53-54	Multiple Limbs	05-08	Acid Spray	94-96	Stinger
07-08	Adhesion	55-60	New Body Parts	09-10	Adhesion Major	97-98	Ultravision
09-10	Air Sail	61-64	Night Vision	11-12	Amphibious	99-00	Wings
11-12	Blind Sense	65-66	No scent	13-16	Arachnofiber Production		
13-14	Carapace	67-68	Perfect voice	17-20	Claws, massive		
15-16	Catfall	69-70	Nimble Fingers	21-23	Dual Brain		
17-18	Chameleon Power	71-72	Parasite	24-28	Electrical Generation		
19-20	Claws	73-74	Photogeneration	29-32	Energy Absorption Major		
21-22	Energy Absorption Minor	75-76	Photosynthetic Skin	33-36	Energy Metamorphosis		
23-24	Energy Eyes	77-78	Poison Touch	37-40	Fire Lungs		
25-26	Enhanced Flesh	79-80	Quills or Spines	41-44	Frog Legs		
27-28	Enhanced Senses	81-82	Strong Grip	45-46	Hardened flesh		
29-30	Frenzy	83-84	Toughened Skin	47-50	Harmonious Pheromones		
31-32	Gripping feet	85-86	Rapid moves	51-54	Heightened Precision		
33-34	Flexible Bones	87-88	Resilience	55-58	Immunity		
35-36	Hands of Power	89-90	Scent	59-62	Lightning speed		
37-38	Heightened Balance	91-92	Slick	63-66	Resistance		
39-40	Heightened Speed	93-94	Sonic Scream	67-70	Resistance massive Damage		
41-42	Horns or Antlers	95-96	Sonic Reflection	71-74	Size Change		
43-44	Improved Hearing	97-98	Total Omnivore	75-78	Skeletal Enhancement		
45-46	Improved Vision	99	Vocal Imitation	79-82	Solar Discharge		
47-48	Infravision	00	Webbed hands and feet	83-86	Sonar		
49-50	Inkwell			87-90	Sonic Blast		

## Mental Mutations

%	Minor	%	Major
01-10	Ability Enhancement	01-04	Ability Enhancement Major
11-15	Anti-Life Leech/Parasite	05-08	Defensive Field Major
16-20	Beguiling	09-12	Density Control, Others
21-25	Confusion	13-16	Density Control, Self
26-30	Defensive Field Minor	17-20	Displacement Major
31-35	Directional Sense	21-24	Duality
36-40	Displacement Minor	25-28	Fear Generation
41-45	Empathy	29-32	Higher Geometry Movement
46-50	Intuition	33-36	Life Drain
51-55	Levitation	37-40	Life Leech
56-60	Mass Mind	41-44	Mental Blast
61-65	Mental Invisibility	45-48	Mental Overdrive
66-70	Mental Reflection	49-52	Mental Paralysis
71-75	Sidestep(self)	53-56	Molecular Disruption
76-85	Telekinetic Hand	57-60	Photokinesis
86-90	Teleport Object	61-64	Psychometry
91-95	Thought Imitation	65-68	Psychic Aptitude
96-00	Unflappable	69-72	Pyro/Cryokinesis
		73-76	Quantum Action
		77-80	Sidestep
		81-84	Spatial awareness
		85-88	Stunning Force
		89-92	Telekinesis
		93-96	Total Healing
		97-98	Transfusion
		99-00	Will Force

# Mutation Descriptions

## Minor Negative Mutations

### Allergy

**Type: Negative**

Effects: The character suffers a reaction to an ordinary substance, such as pollen, iron or milk. So long as he is in contact with the substance (breathing, touching, eating, etc.), the character rolls a Fortitude save, usually at the beginning of the round. Most substances have an DC of 10. However, the Game Master can set higher intensities for higher concentrations or extreme contact. If the attack is successful, the character loses one action for the round. This usually means that he cannot attack and can only move at half normal rate. Roll d20 and consult the table to the below.

d20	Allergy	d20	Allergy	d20	Allergy	d20	Allergy
1	Pollen	6	Specific plant	11	Animal fur	16	Paint
2	Clay	7	Digested meat	12	Salt	17	Bone
3	Oil	8	Silver or gold	13	Wood & paper	18	Cotton or wool
4	Plastic	9	Leather	14	Feathers	19	Soap
5	Iron	10	Specific mineral	15	Specific Animal	20	Specific drug

**Biotech: Implant**

### Body Change

**Type: Negative**

Effects: Some parts of the character's body are altered in a cosmetic way. These alterations have no significant game effect upon the character. None of these mutations should allow the character an extra ability, or disability, of any significance. Roll d20 and consult the table to the below.

D20	Change	D20	Change	D20	Change	D20	Change
1	Enlarged Body part	6	Webbed fingers	11	Misplaced nose	16	Mane/bristles
2	Odd skin color	7	Webbed toes	12	Misplaced eye(s)	17	Non-prehensile tail
3	Single eye	8	Antennae	13	Misplaced ear(s)	18	Completely hairless
4	1d4 extra fingers	9	Crest	14	Misplaced mouth	19	Scales/feathers
5	1d4 extra toes	10	Vestigial wings	15	Bony skull ridge	20	Sagging folds of skin

**Biotech: Implant, Graft**

### Fadeout

**Type: Negative**

Effects: The character has a tendency to fall unconscious during times of high stress. This is a result of his adrenal glands secreting depressants rather than adrenaline. On the first round of any combat or other high stress situation, there is a 5% chance of the character collapsing for 1d4 + 1 rounds.

**Biotech: Implant**

### Narcolepsy

**Type: Negative**

Effects: The character has a 2% chance of falling into a deep sleep for 6d10 minutes in stressful situations (as defined by the GM).

**Biotech: No**

### Nocturnal

**Type: Negative**

Effects: The character normally sleeps during the day and is active at night and suffers a -1 penalty to all attacks, saves, and all checks when in daylight.

**Biotech: Implant**

## **Phobia**

**Type: Negative**

**Effects:** The character has an unreasonable fear of something. When forced to confront his fear, he must make a Will save at DC 15 or do whatever is necessary to avoid it. This usually means running away as fast as he can. If he can't run away, the character "goes nuts." He screams, runs in circles, sits in a corner sobbing, or whatever the Game Master chooses as a hysterical reaction. Physical or mental combat against the object of his fear is not allowed if the character has failed his WIS check. The Game Master might adjust the difficulty in unusual situations. Roll 1d20 to determine the exact phobia.

<b>d20 Roll</b>	<b>Phobia</b>	<b>d20 Roll</b>	<b>Phobia</b>	<b>d20 Roll</b>	<b>Phobia</b>	<b>d20 Roll</b>	<b>Phobia</b>
1	Being underground	6	Small spaces	11	Heights	16	Water(not rain)
2	Open spaces	7	Reptiles	12	High speeds	17	Pure strain humans
3	Arachnids	8	Being alone	13	Graveyards	18	Crowds
4	Darkness	9	Sentient plants	14	Bats	19	Avians
5	Loud noises	10	Fire	15	Machines or robots	20	Insects

**Biotech: Implant**

## **Poor Dual Brain**

**Type: Negative**

**Effects:** The character has a second brain and an alternate personality controlling it. This brain has one mental mutation, which may be a defect even if the other brain already has a defect.

During times of stress (i.e., the first round of combat), there is a 5 % chance of the second brain seizing control of the body. This new personality hates the dominant personality. This does not mean that it hates the other characters in the group. They must deal with it as a separate individual. An hour after the stressful period has ended, the dominant brain regains control of the character's body.

This mutation is only allowed if the player agrees to role-play the second personality. Let the player determine the personality of his alter ego, within reason.

**Biotech: Implant, Graft**

## **Poor Respiration**

**Type: Negative**

**Effects:** The character cannot take deep breaths. He cannot hold his breath for more than two rounds. After six rounds of strenuous activity (fighting, climbing, etc.), he must make a fortitude save of 15 or take 1d6 non-lethal damage. Each round of continued activity, the difficulty of the save increases by 1. If the character's ever fails a Fortitude save by more than 5, he faints from lack of oxygen for 2d6 + 3 rounds. To complete strenuous activities that take a long time, the character needs twice as much time as normal because of the frequent rest breaks he is forced to take.

**Biotech: Implant, Graft**

## **Minor Positive Mental Mutations**

### **Anti-Life Leech/Parasite**

**Type: Positive**

**Effect:** *This Mutation is the defense against Parasite and the ranged Parasite mutation Life leech. The person using the offensive mutation must make the save against his own power. The Owner of this mutation then receives the benefits as if he had the Parasite power.*

**Biotech: Implant**

### **Beguiling**

**Type: Positive**

**Effect:** With a creature's failed will save of DC 10 + 1/2 HD + Cha mod, the character can insinuate a soothing and friendly attitude into another creature. If the creature is approached in a friendly manner, the character gets a bonus of 5 on any attitude rolls when dealing with it. If the beguiling attack is successful, the creature will not attack the character, but might attack his friends, depending upon the circumstances and their actions. The hold on the creature is immediately released if the character attacks the creature. Note that this does not provide control over the creature, merely makes him friendly to the character. It also provides for no special means of communication.

**Biotech: Implant**

## ***Confusion***

**Type: Positive**

Effects: The character can cause confusion in one creature. If the targeted creature fails a will save vs DC 10 + 1/2 HD + INT mod, the creature is confused for 2d6 rounds. See the DMG page 84 for the confused effect. This power may be used 3x daily.

**Biotech: Implant, Graft**

## ***Defensive Field Minor***

**Type: Positive**

Effect: This mutation allows the mutant to create a force field with 20 hit points. The field regenerates 1 point per hour.

**Biotech: Implant**

## ***Directional Sense***

**Type: Positive**

Effects: The character is nearly incapable of getting lost. The character automatically has a +15 circumstance bonus on survival checks for directional bearings. This ability does not function while he is sleeping or otherwise unconscious.

**Biotech: Implant**

## ***Displacement Minor***

**Type: Positive**

Effect: This mutation causes a character to appear to be a meter or so away from where he actually is, causing attacks to have a miss chance 20%.

**Biotech: Implant**

## ***Empathy***

**Type: Positive**

Effect: The character is able to read the emotions and emotional intensity of another creature. He can also try and force an emotion upon a creature. The creature must make a Will save to avoid the effect with a DC equal to 10 + 1/2 HD + CHA mod. While successfully reading a creature's emotions, the character receives a +10 situation bonus to Sense Motive skill checks and a +5 situation bonus to Size-Up opponent skill checks. While forcing an emotion on another creature the character receives a +10 situation bonus to Animal Empathy, Bluff, Intimidate and Leadership skill checks.

**Biotech: Implant**

## ***Intuition***

**Type: Positive**

Effect: This mutation gives the mutant a preternatural awareness of his surroundings. This mutant can never be caught flat footed, and receive a+1 intuition bonus to Defense and a +1 bonus on attack and initiative rolls. This is the same mutation as the Serf mutants have.

**Biotech: Implant**

## ***Levitation***

**Type: Positive**

Effect: The character can reverse the effects of gravity upon himself or another object or creature. The character must make a ranged touch attack on unwilling targets. The affected object rises off the ground and floats at a height specified by the character. He cannot control any side to side motion that might happen as a result of winds or other forces. He can lift 100 plus 20 times his Int modifier in kilograms. The affected object rises at a rate of one meter per second, or 10 meters per round. When the power is shut off, or gets out of range of the character, the object floats down at the same speed. He can keep this up for 5 + INT modifier rounds. The character must wait an hour before using it again. Whatever is being levitated must remain with 30 meters of the levitation at all times. This means that the levitator can levitate himself to any height.

**Biotech: Implant**

## ***Mass Mind***

**Type: Positive**

Effect: This mutation allows the mutant to use the aid another action to improve another character's psionics powers. If the mutant touches a character and makes a DC 10 concentration check, the recipient gains either a +2 circumstance bonus on his next activation check for using a psionics power, or a +2 DC on saves against the effects of a psionic special ability.

**Biotech: Implant**

## ***Mental Invisibility***

**Type: Positive**

Effect: The character can mentally force all creatures within range to not notice him. This includes friends or foes. All creatures who fail their Will saves against DC 10 + 1/2 HD + Int mod cannot sense the character. The others are able to sense him. The range for mental invisibility is 40 meters, plus 4 X INT modifier meters. Creatures that clearly sense the character and then are forced not to when they enter the area of effect get a + 4 bonus to their Will saves when defending against the invisibility. Creatures attacked in melee by the character immediately sense him. However, the character does get one free attack. This effect lasts for 10 rounds plus 2 rounds per INT mod, but the character does not have to concentrate for the effect to continue.

**Biotech: Implant**

## ***Mental Reflection***

**Type: Positive**

Effect: The character is able to reflect mental attacks. Whenever he succeeds or fails a Will save versus a Mental attack, the opponent who attacked him must make a Will save with a DC equal to 10 + 1/2 HD + the amount the character succeeded his will save by (treat a failed save as a negative modifier). If the opponent fails his will save, the mental attack is reflected. If his counterattack succeeds, then the original attacker suffers the effects of his own mental attack. It is possible for an attack to be reflected, but not affect the original attacker (the attacker gets any normal mental defenses he might have). A character can reflect a mental control attack, but does not himself get control over the other character.

**Biotech: Implant**

## ***Sidestep (self)***

**Type: Positive**

Effect: This mutation allows its user to literally open a wormhole to another location within 95 meters (+5 meters per character level) away. The mutant must be able to see the new location but it can be up down or across. This mutation works only for its owner. This mutation can be used 3 times in any 24 hour period.

**Biotech: Implant**

## ***Telekinetic Hand***

**Type: Positive**

Effect: Similar to telekinesis, this power allows the character to manipulate objects with his mind up to 40 meters away, plus 4 meters for every INT modifier point. However, the hand can make fine manipulations that telekinesis cannot. The characters INT score is the Dexterity of the hand. It can only lift objects using a STR of 5. It can use weapons, but melee weapons are likely to have some damage penalties due to the low STR of the hand.

**Biotech: Implant**

## ***Teleport Object***

**Type: Positive**

Effect: The character can teleport any object from one place to another. He must be able to see the object, and it must be no more than 50 + (10 x INT modifier) meters away from him. The object cannot weigh more than the INT score in kilograms. If another creature is holding the object, the creature must make a reflex save to keep the object from being teleported. Its destination must also be within his range of 50 + (10 X INT modifier) meters. The character can use this power once an hour.

**Biotech: Implant**

## ***Thought Imitation***

**Type: Positive**

Effect: The character is able to imitate any mental attack or ability that he has personally experienced in the last 24 hours. The imitative process works like a thought tape recorder. The character still takes the full effect of the attack, but is able to make a copy and broadcast it back at the sender, using the attacker's die roll and mutation score. Such a replay would automatically fool any telepathic or empathic readings. The character can also imitate destructive thought patterns like the mental blast mutation produces. He cannot, however, imitate himself, but if two characters have this ability they can "resonate" a thought every 24 hours (suffering ill effects as appropriate).

**Biotech: Implant**

## ***Unflappable***

**Type: Positive**

Effect: This mutation makes the owner immune to effects that cause him to be stunned or dazed and grants a +2 bonus to resist fear.

**Biotech: Implant**

## Minor Positive Physical Mutations

### ***Acid Spittle***

**Type: Positive**

**Effects:** With this mutation the mutant can spit a glob of acid. The acid spittle can be used 3 times a day and has a range of 15 feet using a ranged touch attack. The damage is 2d6.

**Biotech: Implant**

### ***Adhesion minor***

**Type: Positive**

**Effect:** This mutation makes its owner's hands and feet sticky similar to an insect, or arachnid. It grants a +4 competence bonus to offensive grapple checks, climb tests, and rolls to resist being disarmed.

**Biotech: Implant, Graft**

### ***Air Sail***

**Type: Positive**

**Effect:** The character's body incorporates a structure similar to a fixed wing or parachute that allows him to glide. A flying squirrel is an example of an animal with an air sail. The character glides 50% faster than he normally moves on foot. He must lose at least 1 meter of altitude for every 10 meters of forward movement. The Game Master may force a steeper decline in bad weather. Diving speeds are covered in the movement rules.

**Biotech: Graft**

### ***Blind sense***

**Type: Positive**

**Effect:** This mutation has linked 4 of the normal senses together so as to remove blindness penalties to the mutant in a 30 foot personal radius. The mutant never needs to make a spot or a listen check to find enemies within his radius.

**Biotech: Implant**

### ***Carapace***

**Type: Positive**

**Effect:** This is a partial or total (50/50 chance) bony shell that protects the character's body like armor. A partial carapace grants a +3 natural armor bonus while the total carapace provides a +6 natural armor bonus. The mutant can only wear light and medium armor if he has the partial carapace, and only light armor if he has full carapace. If the armor is fitted for the individual he may wear whatever type he chooses. There is always a 5% chance of any armor fitting any individual.

**Biotech: Implant, Graft**

### ***Catfall***

**Type: Positive**

**Effect:** This mutation has heightened the mutant's reflexes for landing, reduce the distance fallen by 10 feet before calculating damage.

**Biotech: Implant**

### ***Chameleon Power***

**Type: Positive**

**Effect:** This mutation allows the character to automatically blend into any background. His body coloration automatically matches the colors of any background that is within a meter. Be aware that his clothes or other belongings do not change color. His skin (or leaves) continuously change(s) as the character moves. The character can decide to make his skin any single color not related to his background, or can choose to look like his normal self. When chameleon power is activated, the character benefits from a +5 circumstance bonus to his Hide skill checks.

**Biotech: Implant**

### ***Energy Absorption minor***

**Type: Positive**

**Effect:** This mutation gives the owner a 5 point resistance to a certain energy type. The Mutant's body actually absorbs the energy. Roll a d8 to determine the resulting energy type.

(1)Heat/fire (2) Cold (3) Light/Laser (4) Microwave (5) Electricity (6) Sonic (7) Radiation (8) player's choice

**Biotech: Implant, Graft**

## Energy eyes

Type: Positive

Effect: The Mutant's eyes are capable of releasing beams of energy that cause damage to opponents. There are 4 types of energy eyes consult the table below for each one and its individual effect. Energy eyes are a ranged touch attack, and can only be used 1 time per round.

% Roll	Energy type	Dmg
01-25	Zapping eyes(electricity)	4d6 electricity
26-50	Eyes of Fire(Microwave heat)	3d6 microwave laser
51-75	Laser Eyes	2d6 laser
76-00	Gamma eyes(radiation)	1d6 radiation Also must save vs. mutagen strong source and strong radiation poisoning

Biotech: Implant, Graft

## Enhanced Flesh

Type: Positive

Effect: This mutation alters the mutant's skin giving them a +2 natural defense.

Biotech: Implant, Graft

## Enhanced senses

Type: Positive

Effect: This mutation has caused the mutant's senses to become more acute giving him a +4 bonus to any sense test. This means the mutant gets a +4 to listen and spot tests.

Biotech: Implant, Graft

## Frenzy

Type: Positive

Effect: When the mutant senses his trigger he flies into a killing frenzy gaining 2 points to strength +10 feet of movement and +2 on all saves. While in the grip of the frenzy the mutant must attack its target(whatever triggered his mutation). The mutant cannot use weapons(other than natural ones) or communicate with allies or do anything other than mindlessly attack. If characters interfere, or simply get too close, the mutant will attack them until they get out of the way. When the target is dead the mutant's frenzy ebbs, leaving it shaken(-2 on attack rolls, saving throws and skill checks) for 10 minutes. The game master and the player should work out what triggers this frenzy.

Biotech: Implant

## Gas Generation

Type: Positive

Effect: The mutant can generate a type of gas with a (DC of 10+con mod+ ½ character level). Consult the table below to see which type of gas is generated. The gas is a 30 foot cone. This mutation can be used as an attack action once every 4 rounds.

D12 roll	Type of gas
1-2	<i>Stench: the Victim moves at ½ speed, &amp; must leave the gas cloud. He is unable to attack</i>
3-4	<i>Blinding: The victim cannot see and suffers the appropriate modifiers.</i>
5-6	<i>Poison: The victim suffers a -4 con penalty. And 2d4 damage.</i>
7-8	<i>Hallucinogenic: The victim is confused(apply appropriate modifiers)</i>
9-10	<i>Paralytic: The victim can't move and is physically paralyzed.</i>
11-12	<i>Burning: This is an acidic gas and does 3d4 points of damage.</i>

Biotech: Graft

## Gripping feet

Type: Positive

Effect: This Mutation is actually an extra long opposable toe at the back of the foot. You gain a + 3 to climb and grapple tests and you may even pick items up.

Biotech: Implant, Graft

## ***Hands of Power***

**Type: Positive**

Effect: The Mutant's Hands are capable of releasing beams of energy that cause damage to opponents. There are 4 types of energy eyes consult the table below for each one and its individual effect. Hands of power are a ranged touch attack, and can only be used 1 time per round.

<b>% Roll</b>	<b>Energy type</b>	<b>Dmg</b>
01-25	Blast Hands(electricity)	2d6 electricity
26-50	Hands of Fire(Microwave heat)	3d6 microwave laser
51-75	Laser Hands	2d6 laser
76-00	Plasma Hands	4d6 Superheated plasma

**Biotech: Implant, Graft**

## ***Heightened Balance***

**Type: Positive**

Effect: This Mutation gives its owner phenomenal balance adding +3 to all checks involving balancing;

**Biotech: Implant**

## ***Heightened Speed***

**Type: Positive**

Effect: The character adds 5 permanently to his base speed. He is also able to move with bursts of hyperspeed, adding 50% to his normal speed for up to six rounds. He must rest an hour before being able to use this power again. If the character has multiple modes of movement (walking, flying, swimming, etc.), he must choose only one for which this mutation applies.

**Biotech: Implant**

## ***Horns or Antlers***

**Type: Positive**

Effect: The character has some sort of horns or antlers growing out of his head. They can be up to 20% as long as the character is tall. On a normal human, this is about as long as his forearm. In melee combat, he can head butt for 1d6 points of damage. If he charges, he does 2d6 + 2 points of damage.

**Biotech: Implant**

## ***Infravision***

**Type: Positive**

Effect: This mutation provides a character with darkvision of 30feet.

**Biotech: Implant, Graft**

## ***Multiple Limbs***

**Type: Positive**

Effect: The character has 1d4 extra arms or legs (a 50/50 chance of either, but not both). Extra legs are attached at the hip. Extra arms can be attached anywhere on the torso, as long as they are still useful to the character. Extra legs each add 2 to the character's speed and to any balance roll involving slipping or being knocked down. Extra arms each improve the character's manual dexterity by 2 when all of them can be used for the task. The character can make 1 attack in a round by using his extra arms if the attacks are virtually identical in nature. For example, he could swing a sword and an axe, but not swing a sword and fire a bow and arrow. The number of extra arms does not affect the extra attack. Multiple ranged attacks must all be aimed at the same target.

**Biotech: Graft**

## ***New Body Parts***

**Type: Positive**

Effect: The character grows body parts not normally found on his species. The character gets as many of these parts as is reasonable, one tail, a pair of pincer claws, etc. Animal characters can get true arms with hands; snakes can get real legs, etc. Whatever the character acquires, it must be usable and beneficial. A second head means only a single brain, but there are two sets of sensory organs (eyes, ears, etc.). Roll a d20 on the table below. If the character already has that body part, he can choose to get a second set of them or re-roll.

Roll	Part	Roll	Part	Roll	Part	Roll	Part
1	New Tentacles	6	Extra Ear	11	New Fangs	16	Shaded Extra Eyelids
2	Trunk	7	Second head (not brain)	12	New Crab-like Pincers	17	Hermaphrodite
3	Extra Eye	8	New Retractable Claws	13	New Arms or Legs	18	New Marsupial Pouch
4	New Tail with Stinger	9	Retractable, Stalked Eyes	14	True Hands	19	Suction Pads on Hands and Feet
5	New Prehensile Tail	10	New Mosquito-like Siphon Mouth	15	Saurian Snout	20	New Beetle-like Mandibles

**Biotech: Implant, Graft**

### ***Night Vision***

**Type: Positive**

Effect: This mutation gives the owner low light vision of 30 feet.

**Biotech: Implant, Graft**

### ***No scent***

**Type: Positive**

Effect: This Mutation makes the mutant have no scent or smell, and she can't be tracked by scent.

**Biotech: No**

### ***Perfect voice***

**Type: Positive**

Effect: This mutation gives the mutant a powerful voice, thus granting a bonus of +4 to bluff diplomacy and gather information skill tests.

**Biotech: Implant**

### ***Photogeneration***

**Type: Positive**

Effects: The character is able to generate a tremendously bright flash of light from a specific part of his body (hands, eyes, hair, etc.) chosen by the player. This flash blinds everyone looking at him within 40 meters + 4 meters / STR mod (doubles in darkness) who fails to make a reflex save DC 10 + 1/2 HD + STR mod. The character cannot be blinded by bright lights, but takes damage normally from lasers and the like. He can store enough light for three flashes, but it takes four hours to regenerate the use. As an alternative to the bright and sudden light discharge, the character can use up a flash to glow with a light equal to normal daylight for 10 + 2 x STR modifier rounds. The glow this creates illuminates a 40 meter radius + 4 meter per STR mod area

**Biotech: Implant, Graft**

### ***Photosynthetic Skin***

**Type: Positive**

Effects: The character does not need to eat if he spends at least three hours a day in bright sunlight (six hours in dim light). He can be moving and doing normal actions during this time. He still needs to drink normal amounts of water. If the character spends a full hour basking in the sun, he heals three points of damage (the character must be horizontal and it must be a bright sunny day). However, the character also suffers + 50% damage from light based attacks, such as lasers, due to the oversensitivity of his skin.

**Biotech: Implant**

### ***Quills or Spines***

**Type: Positive**

Effects: The character has quills, like those of a porcupine, all over his body. The player instead can choose to have ridges of spines along his back, arms, legs and tail (if he has one). The character can fire 1d4 quills each round like darts using the small, pressurized air sacs at the base of each. Each quill does 1d4 damage and has a range of 5 plus STR mod meters. Grappling or wrestling the character results in 1d4 + 1 automatic attacks that do 1d6 damage each.

**Biotech: Graft**

### ***Rapid moves***

**Type: Positive**

Effects: This mutation has altered the mutant's metabolism so that 3 times a day he gets an extra action.

**Biotech: Implant**

### ***Resilience***

**Type: Positive**

Effects: This mutation makes the mutant much tougher adding 10 hit points permanently.

**Biotech: No**

### ***Scent***

**Type: Positive**

Effects: This mutation allows the mutant to track by scent using the creature power scent.

**Biotech: Implant**

### ***Slick***

**Type: Positive**

Effects: This mutation causes the mutants skin to secrete an oily substance giving him a +5 competence bonus to escape artist checks.

**Biotech: No**

### ***Sonic reflection***

**Type: Positive**

Effect: This mutation causes any sonic attack to be reflected automatically back to its source. This mutant is completely immune to sonic attacks.

**Biotech: Graft**

### ***Total Omnivore***

**Type: Positive**

Effect: The mutant can eat and digest virtually everything, including things normally poisonous. He doesn't get the ability to chew anything just digest. This mutation grants a +15 bonus on poison saves.

**Biotech: Implant**

### ***Vocal Imitation***

**Type: Positive**

Effects: The character can imitate normal sounds from any source that he has heard in the last 24 hours. He can duplicate the sound of a person's voice or an animal noise. Unlike sound imitation, the character can make up his own words or make any noise that could believably come from the creature being imitated. He cannot imitate the sonic blast mutation, and is not immune to sonic blasts. He cannot imitate sounds he is not able to hear.

**Biotech: Implant**

### ***Webbed hands and feet***

**Type: Positive**

Effects: This mutation is self explanatory and grants the mutant a + 4 competence bonus to swim tests.

**Biotech: Implant, Graft**

## **Major Negative Mutations**

### ***Ability Degradation Major***

**Type: Negative**

Effect: This mutation is identical to ability degradation on the minor list but has a penalty of -2 instead of -1.

**Biotech: Implant**

### ***Achilles Heel***

**Type: Negative**

Effect: The character has a crucial weakness in a particular body location. If he is ever struck there, he is in such pain that he cannot attack or perform other actions for the next round. Also the damage is increased by 1 die. A natural roll of a 20 is assumed to have hit this spot-the Achilles heel. A called shot can also be used to intentionally hit it. The player can pick any point on his body, such as a fist sized place on his head, his stomach, or his groin. Plants should choose a similar place on their bodies.

Characters can use a size-up opponent to notice the Achilles heel with a DC of 20, or a Spot check with a DC of 25. They may also try to discover this information with a gather information skill check, however for someone with no particular reputation, the difficulty is 25. See the gather information skill for details.

**Biotech: Implant, Graft**

### ***Chemical Susceptibility***

**Type: Negative**

Effects: The character has an effective CON of 3 (-4) when making fortitude saves against poisons, drugs or other toxic chemicals. He gets drunk twice as quickly as a normal character, typically from just one cup of an alcoholic beverage. This has no effect on other fortitude saves (such as versus radiation)

**Biotech: Implant**

### ***Doubled Pain***

**Type: Negative**

Effects: The character suffers twice the normal amount of pain from a wound. If he has less than half his hit points left, he suffers a - 4 situation penalty on all skills and actions, -2 to attack and defense. The pain is so great that it interferes with his ability to think and act. He has a - 4 penalty on any DC roll vs. attacks on the nervous system.

**Biotech: Implant**

### ***Energy Sensitivity***

**Type: Negative**

Effects: The character feels pain, and suffers a - 2 penalty on all skills and actions, including attack and defense, whenever he is within 2 meters of a large energy source, such as a robot, car, artificial force field, etc. The Game Master might choose to have a character with energy sensitivity take damage in the presence of powerful energy fields. The character suffers a +5 DC penalty versus energy attacks.

**Biotech: Implant**

### ***Light sensitive***

**Type: Negative**

Effect: The mutant with this horrible flaw is basically allergic to sunlight. He gets a -6 circumstance penalty when exposed to sunlight and takes 1d6 points of damage per round. Shade or protection can reduce the penalty to -2 and the damage to 1d2 points per round. Most artificial light has no effect on the mutant by effects that mimic sunlight do. By being completely enclosed by some sort of environment suit with a mirrored visor will stop damage to the mutant, but not the penalty.

**Biotech: No**

### ***Seizures***

**Type: Negative**

Effects: Whenever the character enters a stressful situation, he has a 10 % chance of having a seizure. The seizure makes all of the muscles in his body spasm and twitch uncontrollably. The character cannot remain standing and falls to the ground. He does not remember anything that happened during the duration of the seizure. The seizure lasts for 2d4 rounds.

**Biotech: Implant**

### ***Skin Structure Change***

**Type: Negative**

Effects:

Roll 1d4 on the table below to determine the specific change.

d4 Roll	Skin Structure Change	d4 Roll	Skin Structure Change
1	Albino: 1d4 damage for every full 10 minutes the character is exposed to bright sunlight.	3	Water soluble: Water does 1 point of damage per round to the character and 1d4+1 if he is totally immersed.
2	Glow: The character can be seen at night, but is not bright enough to serve as a light source.	4	Water dependent: The character takes 1 point of damage for every three hours he is out of the water, and 1d4+1 if he is also in hot and dry conditions. It only takes a splash of water or a sponge bath once every three hours for him to avoid the effects.

**Biotech: Implant, Graft**

# Major Positive Mental Mutations

## ***Ability Enhancement Major***

**Type: Positive**

Effect: This mutation is identical to the mutation of the same name except it adds 2 to the ability.

**Biotech: No**

## ***Acid spray***

**Type: Positive**

Effect: The mutant can spray a jet of powerful acid. He can choose between 2 attack forms; a cone (30 feet long) or a stream (90 feet range). The mutant must make a ranged touch attack to hit with the stream for 10d6 damage (Reflex save DC is 15 for ½ damage). The acid continues to inflict damage for several rounds after impact losing 2 dice every round. If the victim made his save half the damage each round as well. The victim may as a full round action scrape off the acid. The cone of acid inflicts 4d6 damage on everything in the area of effect (same save as above) and the damage continues as above as well.

**Biotech: No**

## ***Defensive Field Major***

**Type: Positive**

Effect: This mutation allows the mutant to create a force field with 40 hit points. The field regenerates 2 points per hour.

**Biotech: Implant**

## ***Density Control, Others***

**Type: Positive**

Effect: This mutation the owner can slow a target within 30 feet as an attack action; the target resists this with a reflex save (DC = 10+1/2 the character's level + cha modifier). Slowed characters may only make a single attack or move action each round, but not both; they also suffer a -2 penalty to defense, and -2 on melee attack rolls, melee damage rolls and reflex saves, and may only jump half as far as normal. The effects of this mutation last for 1d6 rounds, and it can be used (3+ cha bonus) times per day.

**Biotech: No**

## ***Density Control, Self***

**Type: Positive**

Effect: *The mutant can increase his thereby tripling his weight. He gains a 30 bonus hit points and a +2 natural armor bonus to Defense. This mutation also doubles the mutant's strength bonus for melee combat damage.* The effects of this mutation last for 6 rounds, and it can be used (3+ cha bonus) times per day.

**Biotech: No**

## ***Displacement Major***

**Type: Positive**

Effect: This mutation causes a character to appear to be a meter or so away from where he actually is, causing attacks to have a miss chance of 50% .

**Biotech: Implant**

## ***Duality***

**Type: Positive**

Effect: The character is able to do two dissimilar actions at the same time. This is not walking and chewing bubble gum at the same time. It is wielding a sword in one hand while working a combination lock in the other. The character can make one extra attack per round, so long as he uses two different weapons and/or mutations, including mental mutations. The character automatically has the ambidexterity feat and the two-handed weapon feat for free. Once the character has acquired a +6 BAB, he automatically acquires the improved two-handed weapon feat for free similar to a scout, however, he is not penalized for wearing heavy armor.

**Biotech: Implant**

## ***Fear Generation***

**Type: Positive**

Effect: The character can cause creatures to become panicked. The targeted creature must make a Will save with a DC of 10 + 1/2 HD + CHA mod. If the creature fails his save, he suffers a -2 morale penalty on saving throws and they flee from

you. A panicked creature has a 50% chance to drop what its holding, chooses its path randomly (as long as it is getting away from immediate danger) and flees any other dangers that confront it. If cornered, a panicked creature cowers.

**Biotech: Implant**

### ***Higher geometry movement***

**Type: Positive**

Effect: This mutation allows the mutant to move thru higher dimensions more or less at will. This allows the mutant to teleport without error up to 1 mile away. This power is usable 1 time per day.

**Biotech: No**

### ***Life Drain***

**Type: Positive**

Effect: The character generates a field that affects living things within 30 feet. All creatures must make a fortitude save with a DC (10 + 1/2 HD + Cha mod). All affected creatures are reduced to -1 hit points (and automatically stabilize).

Manifesting this mutation is a full round action that attracts attacks of opportunity. Biotech devices and non-construct creatures that are otherwise immune to the effects of massive damage are also affected. This mutation is usable 1 time per month.

**Biotech: No**

### ***Life Leech***

**Type: Positive**

Effects: This is the area of effect version of the parasite mutation. It has a radius of 10 meters + 1 meter per positive Wis modifier.

This power can be used 1 time per day.

**Biotech: Implant**

### ***Mental Blast***

**Type: Positive**

Effects: This mutation allows the mutant to direct a blast of mental energy against his opponents for 3d6 damage and be stunned for 1 round. Opponents are allowed a will save DC (10 + 1/2 character level + Cha modifier) It can only be used when an enemy can be seen and has a 30 foot range. Cover modifiers do not apply.

**Biotech: Implant**

### ***Mental Paralysis***

**Type: Positive**

Effect: The character is able to isolate the victim's mind from the voluntary motor centers of his brain with a successful mental attack (Will save vs DC 10 + 1/2 HD + CHA mod). The victim still breathes, his heart still beats, his eyes blink, etc. However, he cannot move his limbs, speak, or control any other large muscles. The victim usually collapses on the ground when affected by this attack. The character must attack the victim every round to continue the paralysis. The victim can

still use mental powers and sense the world around himself normally.

**Biotech: Implant**

### ***Molecular Disruption***

**Type: Positive**

Effect: The character is able to disintegrate any object. He can affect up to a 4 cubic meters of non living matter. The character must make a ranged touch attack to affect an item. If molecular disruption is used against a living creature, the character receives fortitude save (DC 10 + 1/2 characters level + Int Modifier) to avoid being disintegrated. If it succeeds, it takes only 5d6 points of damage. This power is so taxing on the character that, immediately after using it, he must rest for four hours. This means no walking, fighting, using mutations of any sort, etc. About all he can do is talk while sitting or reclining.

**Biotech: Implant**

### ***Photokinesis***

**Type: Positive**

Effect: This mutation allows the mutant to become invisible or blind an opponent with a burst of light. Becoming invisible is a move action which gives the mutant a +40 bonus on hide checks if stationary or a +20 bonus if moving; the effect instantly ends if the mutant attacks an opponent, and fades naturally after 10 rounds. Blinding opponents is an attack action that affects every other creature within 20 feet; affected creatures must make a fortitude save (DC = 10 + 1/2 character's level + Cha modifier) or be blinded for 1d4 rounds. A mutant can use Photokinesis up to (3 + Cha bonus) times per day.

**Biotech: No**

## Psychometry

### Type: Positive

Effect: The character is able to read the past of any item (not living entities) he touches. Those events most charged with emotion come through the clearest. He can use his power as often as he wishes, but only once a day per object. If successful, he gets a +3 circumstance bonus for figuring out that object.

The psychic impressions fade with time, but are reinforced by a sentient creature handling and using the object. The character rolls 1d20, adds his Wisdom bonus and consults the table below. The Game Master may choose to apply a bonus or penalty for extremely emotional events associated with the object or for the lack of them.

For example, an I. D. card is being read with Psychometry by a character. After rolling the dice and adding any modifiers, he ends up with an adjusted die roll of 13. He can read the past of the object for the last year.

Last Used	Adjusted Die Roll	Last Used	Adjusted Die Roll
1 hour	7	1 season (3 months)	12
4 hours	8	1 year	13
1 day	9	4 years	14
1 week	10	10 years	15
1 month	11	Additional decades	+1

**Biotech: No**

## Pyro/Cryokinesis

### Type: Positive

Effect: The character has the ability to change the temperature in an area. Roll 1d6. On a 1 - 3, he has the ability to increase (pyrokinesis) the temperature. On a 4 - 5, he can decrease (cryokinesis) it. On a 6, he can do both (thermakinesis). The power has a range of 40 meters, plus 4 meters per INT modifier point, and affects either a localized area 2 meters in diameter or a single object no larger than 2 meters. This object can be a creature, but the creature gets to make a Reflex save to avoid the effect. If an object held by a creature is targeted, the object gets to make a reflex save using the creature's save (unless its own is higher) with a DC of 10 + 1/2 HD + INT mod to avoid the effect.

By concentrating for one round, the character heats (or cools) an area, causing 1d6 points of damage to any creatures within the area. On the second round of concentration, the damage rises to 2d6 (no flames yet). One each successive round pyrokinesis or cryokinesis causes an additional d6 of damage. When it reaches 10d6 points of damage, it no longer increases, but can continue at that level until the power is shut off.

The character can concentrate for 5 + INT modifier rounds. After that he must rest the power for three hours. If his concentration is broken during the buildup of power, the rest requirement takes affect.

Characters with pyro/cryokinesis take half damage (rounded up) from heat/cold attacks (not including lasers).

Round	Damage	Round	Damage	Round	Damage
1	1d6	5	5d6	9	9d6
2	2d6	6	6d6	10	10d6
3	3d6	7	7d6	11	10d6
4	4d6	8	8d6	12+	10d6

Once a fire reaches 3d6, it ignites. Once ignited, flammable materials will continue to burn without the application of pyrokinesis. With cryokinesis, water freezes at the 3d6 limit. Frozen liquids will then burst sealed containers.

If pyro/cryokinesis is applied to an object, a creature holding that object must make a Fortitude save mod to maintain its hold on the object. In the first round, this is a DC equal to 10 + 1/2 HD + INT mod, and the difficulty of the check goes up one level per round after that.

A heated (or cooled) object may be voluntarily dropped at any time. If the object heated cannot be dropped, as is the case with armor, then the person wearing it takes damage as if he were in a heated area.

**Biotech: No**

## Sidestep

### Type: Positive

Effect: This mutation allows its user to literally open a wormhole to another location within 95 meters (+5 meters per character level) away. The mutant must be able to see the new location but it can be up down or across. This mutation

works for its owner and 2 extra beings +1 being per 2 character levels. This mutation can be used 3 times in any 24 hour period.

**Biotech: Implant**

### ***Spatial awareness***

**Type: Positive**

Effect: This mutation gives the mutant an innate sense of geometry and space, and always positions them in any situation. The mutant cannot be flanked and are assumed to have improved cover whenever under any form of cover. For example a broken wall normally gives a creature cover (+4 defense and +2 on reflex saves); the mutant unconsciously positions itself so precisely that the wall is between it the attacks. This gives the mutant improved cover (+8 defense and +4 on reflex save.). The mutant can never be surprised and is never caught flat footed.

**Biotech: Implant**

### ***Stunning Force***

**Type: Positive**

Effect: The character creates a mental shout which affects everyone within 40 meters, plus 4 meters for every CHA modifier point. All creatures in range must make a Will save with DC equal to 10 + 1/2 HD + CHA mod. All creatures who fail their save are stunned for 1d6 rounds. This power affects friend and foe alike. Once the character has used this power, the character must rest four hours before using it again.

**Biotech: no**

### ***Telekinesis***

**Type: Positive**

Effect: This power is equal to the psionics telekinesis as far as range, damage etc.

**Biotech: Implant**

### ***Total Healing***

**Type: Positive**

Effect: The character is able to accelerate his rate of healing. He can recover 2 + WIS modifier points every minute of active concentration. The character may not perform any other activity while using this mutation. These recovered points are in addition to any normal healing.

This power can be used to overcome poison, disease, or radiation. Merely using the power halts the progress of the poison, chemical, disease or whatever. The character can recover damaged ability points at a rate of one per hour. (Unlike normal recovery of ability points, this healing only affects one ability at a time, specifically the worst damaged ability.)

**Biotech: Implant**

### ***Transfusion***

**Type: Positive**

Effects: The character is able to heal another character, but not himself, by touching the wound. Each round he can heal 1d10 + 2 x CON modifier points of damage. A single person or creature can only be healed by a specific user of transfusion once per day. Each round of healing he also suffers 1d10 points of damage himself.

**Biotech: No**

### ***Will Force***

**Type: Positive**

Effect: The character can increase any one mental attribute (INT, WIS, CHA) by using this power. The mutation or attribute increases by 4 for 5 + WIS modifier (before adjustment) rounds. This power can only be used once every four hours.

**Biotech: No**

## **Major Positive Physical Mutations**

### ***Ability Enhancement Major***

**Type: Positive**

Effect: This mutation is identical to the mutation of the same name except it adds 2 to the ability.

**Biotech: No**

## ***Adhesion major***

**Type: Positive**

Effects: This Mutation allows a mutant to climb walls just as a spider does. It doesn't give bonuses to grapple or the like as it is the only action the mutant can perform. She may move her full movement up wall or even inverted (upside down).

**Biotech: Implant**

## ***Claws, massive***

**Type: Positive**

Effects: This mutation gives the mutant huge claws that can't be hidden, but are a deadly (2d4+str bonus damage) weapons. This mutation can only be given once however if the mutant already has claws and rolls this make his claws; claws, massive

**Biotech: Implant**

## ***Dual Brain***

**Type: Positive**

Effect: The character has two brains. The second brain can be located anywhere the player chooses in the torso or head. It does not necessarily mean the character has two heads; the character's single head might be enlarged to hold two brains. This second brain has 1d2 extra mental mutations. Add 2 to the character's INT to account for the two brains working together. Any mental attack can only succeed in attacking one of the brains. The Game Master determines randomly which brain is attacked. Both brains have the same INT, WIS and CHA scores. Only one brain can be in charge of the body at a time, so multiple physical attacks are impossible (unlike Duality), however, multiple mental effects can be used. Note that each brain has separate mental mutations and those are the only ones that it can use.

**Biotech: No**

## ***Electrical Generation***

**Type: Positive**

Effect: This ability is much like the fire lungs mutation except it can only do the 40 foot line at 5d6 damage. R reflex save is DC of (10+1/2 character level + cha modifier.)

**Biotech: Implant, Graft**

## ***Energy Absorption Major***

**Type: Positive**

Effect: This mutation gives the owner a 10 point resistance to a certain energy type. The Mutant's body actually absorbs the energy. Roll a d8 to determine the resulting energy type.

(1)Heat/fire (2) Cold (3) Light/Laser (4) Microwave (5) Electricity (6) Sonic (7) Radiation (8) player's choice

**Biotech: Implant, Graft**

## ***Energy Metamorphosis***

**Type: Positive**

Effect: This mutation is similar to the above mentioned Energy Absorption but allows the owner to use the absorbed energy to heal himself. The amount healed is up to 10 points + Con modifier. Roll a d8 to determine the Type of energy the owner can affect.

(1)Heat/fire (2) Cold (3) Light/Laser (4) Microwave (5) Electricity (6) Sonic (7) Radiation (8) player's choice

**Biotech: Implant**

## ***Hardened flesh***

**Type: Positive**

Effects: This mutation is a step up from enhanced flesh and grants the user a +4 natural armor bonus. A mutant may not have the carapace mutation and this mutation, if it comes up re-roll the result.

**Biotech: Implant**

## ***Heightened Precision***

**Type: Positive**

Effect: The character has an uncanny ability to aim or place things precisely. This does not affect the other aspects of his Dexterity. His ranged attacks gets a + 4 competence bonus, and he never suffers range penalties. Also, he never suffers a penalty for Cover in melee or ranged attacks. The owner is treated as if having the precise shot feat as well.

**Biotech: Implant**

## ***Immunity***

**Type: Positive**

Effect: The character is immune to a particular form of damage or hazard. Roll a d10 on the table below to determine the exact immunity.

d10 Roll	Immunity	d10 Roll	Immunity	d10 Roll	Immunity	d10 Roll	Immunity	d10 Roll	Immunity
1	Sonic attacks	3	Cold attacks	5	Electricity	7	Light (laser)	9	Radiation
2	Mental attacks	4	Paralysis	6	Heat/Fire	8	Microwave	10	Stun

**Biotech: Implant, Graft**

## ***Lightning speed***

**Type: Positive**

Effects: This mutation is the hyper version of Rapid moves and it grants the mutant 1 extra action 10 times per day.

**Biotech: Implant**

## ***Resistance***

**Type: Positive**

Effect: This mutation makes the mutant much tougher indeed, giving her a +4 bonus to fortitude saves and an additional +5 bonus for massive damage saves. She also has 3 points of full-spectrum energy resistance.

**Biotech: No**

## ***Resistance massive damage***

**Type: Positive**

Effect: This mutant is incredibly resistant to massive damage, it grants him a +10 bonus on massive damage checks.

**Biotech: Graft**

## ***Size Change***

**Type: Positive**

Effects: The character is larger or smaller (50/50 chance of either) than normal. Roll 1d6 and multiply it by 10%. This is how much shorter or taller the character has become. For example, a roll of 3 means that the character is 30% shorter or taller. A typical man is roughly 2 meters tall. A 30% reduction places him at 1.4 meters tall (4 feet). A 30% increase makes him 2.6 meters tall (8 feet).

Physical strength is increased (taller) or decreased (shorter) by 1 for each 10% change. Dexterity is increased if the character is shorter and decreased if he becomes taller (plus or minus 1 for each 10% change). If the character becomes too large or too small, he may qualify for AC modifiers. Base speed remains the same regardless of the height change.

**Biotech: No**

## ***Skeletal Enhancement***

**Type: Positive**

Effects: The character's skeleton is far stronger than normal. He cannot suffer broken bones from any fall less than 100 meters or from any blow with a force of less than 10 tons. All crushing blows, bashing attacks and falls do half normal damage. He does an extra 50% damage in unarmed combat.

**Biotech: Implant, Graft**

## ***Sonar***

**Type: Positive**

Effects: The character can see using sonar. He can emit hundreds of high-pitched squeaks per round that only other characters with sonar can hear. His brain automatically processes the reflected sound, giving him information about the position, size, movement and density of objects within 100 meters. He can only get a vague sense of shape about them. Any round that the character is using his sonar, he cannot be talking. The character with sonar automatically gets either double-sized ears or antennae (his choice).

**Biotech: Implant**

## ***Sonic blast***

**Type: Positive**

Effects: The mutant can generate a blast of sonic energy for 8d6 damage. It is a 30 foot cone. A Fortitude save (Dc 10 +1/2 character level + con mod) halves the damage

**Biotech: Implant**

## ***Sound Imitation***

**Type: Positive**

Effects: The character is able to imitate any sound that he has heard in the last 24 hours. He can hear any frequency of sound, including sonar. He can only imitate voices by using the exact words he heard spoken by the voices. The imitative process works like a tape recorder, not a translator. The character is immune to the harmful effects of any sound and can imitate destructive sounds like the sonic blast mutation produces, however he can only do so once every 4 rounds. He cannot imitate himself, but if two characters have this ability they can "resonate" a sound every 24 hours.

**Biotech: Implant**

## ***Ultravision***

**Type: Positive**

Effects: This mutation gives the owner 60 feet dark vision and 60 feet low light vision.

**Biotech: Implant, Graft**