

BaddKarma's Mutation Conversion
([BaddKarma](#))

First let me start by saying that all of the credit goes to Bruce Nesmith and James M. Ward for the 4th edition rules printed by TSR in 1992. I am simply attempting to keep these goodies in service for the D20 Modern and D20 systems.

Here are the 4th Edition Gamma World mutations converted over to the D20 Modern/Gamma World D20 setting. The new version of GW, the 6th incarnation I guess, was terribly short on what makes the game so good. These mutations are for our set of house rules (95% D20 Modern), but they should fit about any campaign using the D20 or D20 Modern System. Below are few things that I have to say.

Savings Throws - Most of the savings throws are geared towards the attacker's level and how well he attacked. Example, most attack mutations from the 4th Edition have an MP, which is the mutation power score. Our house rules now treat these (the MP) as ranks, just like skills, to be developed. So if a mutant wants to be good with the *'ol Hands of Power - Zapping Hands*, he can now develop it by using his skill points to raise a mutation rather than a skill. Anyways, the mutant attacks the target and uses the following formula:

$5 + MP + 1d20 = DC \text{ or threat level.}$

What ever this total equals is the number that the target must reach on the savings throw or be affected by the power.

Poisons - Poisons, and radiation damage for that matter, are taken directly out of the D20 Modern Core Rulebook. Saves for them are treated with the following savings throw formula:

$5 + MP + Poison DC = DC \text{ or threat level.}$

Changes - Some mutations such as *Radiating Eyes*, *Death Field Generation*, *Magnetic Control*, and *Telekinesis* were viewed as too weak see we beefed them up a little. If that doesn't work for you, then change them as you feel necessary.

If you like what you see here and want the source file to better fit your system and edit the original document, just email me and I'll send it out. Peace.

BK

Achilles Heel [D]

Physical, Plant; Permanent, no MP

The mutant has a crucial weakness in a particular body location. If he is ever struck there, he takes double damage and is in such pain that he cannot attack or perform other actions for the next round. A natural roll of a 20, if it hits, 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.

Adaptation

Plant; Automatic, no MP

The plant can adapt (become immune) to any physical attack form that has harmed it. On the round it is attacked, it must decide whether or not to begin the process of adaptation. It can drop a previous immunity to adapt to a new attack. The plant can have a total of three adapted immunities at any given time. It takes five days for the plant to complete the adaptation process. There are no restrictions to its activities during this time.

For example, if it adapts to fire attacks, it grows a flame resistant bark. If it adapts to lasers, it might develop a reflective exterior. For the purposes of the *adaptation* mutation, physical attacks are divided into cutting attacks, piercing attacks and bludgeoning attacks, and adaptation must be made to each individually. Gunshots are considered to be piercing attacks.

Air Sail

Physical, Plant; Automatic, no MP

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 foot of altitude for every 20 feet of forward movement. The Game Master may force a steeper decline in bad weather. Diving speeds are doubled, but the character loses 5 feet of altitude for every 10 feet traveled. Altered humans with this mutation get a -2 penalty for Robot Recognition.

Allergy [D]

Physical, Plant; Permanent, no MP

The mutant 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 Game Master rolls an attack against the mutant's Health, usually at the beginning of the round. Most substances require a FORT save of DC 10. However, the Game Master can set higher intensities for higher concentrations or extreme contact. If the attack is successful, the mutant loses one action for the round. This usually means that he cannot attack and can only move at half normal rate. Roll a d20 on the table below for the specific allergy.

Allergy Table M-1

1	Pollen	11	Animal Fur
2	Clay	12	Salt
3	Oil	13	Wood & Paper
4	Plastic	14	Feathers
5	Iron	15	Specific Animal
6	Specific Plant	16	Paint
7	Digested Meat	17	Bone & Ivory
8	Silver or Gold	18	Cotton or Wool
9	Leather	19	Soap
10	Specific Mineral	20	Specific Drug

Allurement

Plant; Automatic, MP 4d6-L

Save: WILL (5+MP MOD+1d20)

The plant constantly gives off a sweet-smelling fragrance that has a seductive, hypnotic effect on creatures of animal Intelligence (I) or lower. It increases the effective CH of the plant by 5 plus the MP modifier. Non-sentient creatures are "attacked" by the fragrance up to 50 feet plus MP mod x 5 feet away, times two for creatures down wind and times ten for creatures with the *Heightened Smell* mutations. They defend with a WILL save of DC 5 + MP Mod + 1d20. If the attack is successful, they are compelled to touch the plant and be near it. This attack can only be made once per creature. If it fails, the creature is always able to identify the plant and reject the affects of its allurement. The effects of *allurement* are broken if the victim suffers damage from an attack.

Anti-Life Leech

Physical, Plant; Automatic, no MP

The mutant is immune to *life leech* and other draining attacks. He is able to reverse the flow of another *life leech* field, draining 1d6 points from the attacking creature into himself. These points first heal his damage and then add to his hit point total. His hit points can never exceed his CN x 10. Additional hit points fade away after an hour.

Attraction Odor [D]

Physical, Plant; Permanent, no MP

Animals and humans with *attraction odor* have a strong, musky scent, while plants smell sweet and perfumed. Mutants with this defect can automatically be tracked up to 10 miles away by any mutant with *heightened smell* or by predators. In the wilderness, the mutant is *twice* as likely to attract the attention of a predator. Giant insects or herbivore grazers are usually attracted to plants that have this defect.

Beguiling

Mental; Attack, MP 4d6-L

Save: WILL (5+MP MOD+1d20), Crit = 20 (2x Duration)

With a successful mental attack, the character can insinuate a soothing and friendly attitude into another creature. The target creature must be no further than 75 feet away, plus 5 feet x MP modifier. If the target creature is approached in a friendly manner after a successful attack, the target gets a -5 modifier to the WILL save on any attitude rolls when dealing with the mutant. If the *beguiling* attack is successful, the creature will not attack the beguiler, but might attack his friends, depending upon the circumstances and their actions.

Bodily Control

Physical, Plant; Attack, MP 4d6-L

The mutant can temporarily enhance any one body function. If he chooses a sense, it works just like the *heightened sense* mutation. He can also choose to enhance one of his physical attributes (PS, DX or CN), just like the mutation *heightened physical attribute*. The effect lasts 5 +MP modifier rounds. He can only heighten a particular sense or attribute once every 24 hours.

Body Change [D]

Physical; Automatic, no MP

Some parts of the mutant'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 a d20 twice on the table to determine the changes. Altered humans with this mutation get a -2 penalty for Robot Recognition.

Body Change Table M-2

1	Odd Skin Color	11	Bony Skull Ridge
2	Single Eye	12	Mane/Bristles
3	Extra Fingers	13	Transparent Skin
4	Odd Hair Color	14	Completely Hairless
5	Webbed Fingers	15	Scales/Feathers
6	Forked Tongue	16	Sagging Folds of Skin
7	Antennae	17	Misshapen Head
8	Crest	18	Patches of Fur/Skin
9	Vestigial Wings	19	Non-prehensile Tail
10	Misplaced Facial Features	20	Enlarged Facial Feature

Carapace

Physical, Plant; Automatic, MP 4d6-L

This is a partial or total (50/50 chance) bony shell that protects the mutant's body like armor. A partial *carapace* covers the head and back, providing a natural armor against attacks from behind. A total *carapace* grants the same Armor Class from front and back. The base Armor Class is 15 + MP modifier. The DX bonus is then applied as normal (see "Character Generation"). Plants have thick, tough bark instead of a shell. Altered humans suffer a -2 penalty on Robot Recognition. There is no penalty for RFLX save with a partial carapace, a total carapace yields a -2 RFLX save modifier on most saves.

Carnivorous Jaws

Plant; Automatic, MP 4d6-L

Crit = 20 (2x Damage)

Most plants do not eat. They live off of soil and sunlight. However, a plant with this mutation can eat meat or other plants with its jaws. Its "teeth" are actually tightly spaced thorns in its maw. Its stomach is merely a body cavity filled with weak acids that digest the meat and other materials very slowly. The jaws do 1d6 + MP modifier damage per bite. The plant is still able to sustain itself with just soil and sunlight, but it is an uncomfortable existence and if without soil or sunlight the mutant plant sustains a -1 penalty for every 48 hours that is cumulative. The plant must make a FORT save every 48 hours at DC 10 + modifiers. For every FORT save that is failed the plant loses one point of temporary constitution.

Chameleon Power

Physical, Plant; Move, MP 4d6-L

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 as the mutant moves. The mutant 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 and the mutant is active, the mutant gets 5 + MP modifier added to his *Hide* checks. While not moving the, the character gets a 10 + MP modifier to his *Hide* skill.

Chemical Susceptibility [D]

Physical, Plant; Automatic, no MP

Save: FORT saves (-5)

The character has a -5 penalty applied when attempting a FORT save against all 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. The damage from all chemical attacks is doubled as are the effect and recovery times.

Confusion

Mental: Attack, MP 4d6-L

Save: WILL (5+MP MOD+1d20), Crit = 20 (2xDuration)

If the mental attack using this mutation is successful, the victim is confused. The target must make a WILL save to avoid the effects of this mutation. Roll a d20 each round on the table below for the actions taken by the affected creature. The effects last for 2d6 rounds. *Confusion* has a range of 75 feet, plus 5 feet per MP modifier.

Confusion Table M-3

1	Stands Still
2	Sits Indian Style
3	Plays on Floor
4	Wanders Slowly
5	Sits and Drools
6	Cries Like a Baby
7	Attacks Nearest Creature
8	Scoots on Knees
9	Flaps Arms Like Bird
10	Begins to Exercise
11	Sniffs Nearest Creature
12	Attacks Nearest Inanimate Object
13	Spins Like a Top
14	Walks Backwards
15	Attacks Random Enemy
16	Hops Like a Frog
17	Yodels
18	Begins to Undress
19	Begins to Sneak Away
20	Takes "Personal" Inventory

Contact Poison Sap

Plant: Automatic, MP4d6-L

Save: FORT (18+MP MOD)

Anytime the plant is injured in combat, it exudes a thick, sticky sap from the wound that is poisonous upon contact with skin. This poison is treated as *Curare* on table 2-5 of the D20 Modern RPG. It is ideal for coating weapons, but does not last long. The sap hardens to a nontoxic resin within an hour. The plant must suffer a wound of at least 2 points to coat a dagger. It takes a wound of 5 points to coat a sword. Obviously the plant character is not going to be thrilled about donating any significant amount of its sap. Plants are immune to the effects of the sap. For every point of MP mod, the mutant can decrease the size of the wound needed to coat a weapon. For

example a MP mod of 5 would coat a sword with only a 1 point wound to the plant. The MP mod also indicates the number of attacks that may be made before the sap is gone from the weapon. The MP mod is also added to the DC of 18 to resist the poisons effects.

Death Field Generation

Mental: Attack, MP 4d6-L

Save: FORT (10+MP MOD+1d20), Crit = 19, 20 (Special)

The character makes an attack on all living things within 60 feet, plus 5 feet per point MP modifier. Any creature, friend, or foe that fails a FORT save will have most of their hit points drained away. The creature is left with only hit points equal to his CN score (Hit Dice for monsters). If this does not do at least 10 points of damage to the creature, then it is reduced to 0 hit points, *disabled* status. Any creature with zero or fewer hit points is killed instantly, drained to -10 hit points. All normal plants, small animals, or other simple life forms are assumed to have been attacked successfully and suffer the consequences. Interestingly, germs and other microscopic organisms are unaffected.

If the mutant rolls a 19-20, the critical threat threshold for this mutation, the mutant has projected a devastatingly lethal field which all creatures who fail the save are reduced to -1 hit point and are dying.

The mutant using this power loses hit points just as if he had also been hit by death field generation, which means he might be incapacitated or even die. However, record the lost hit points separately. Assuming that using his power didn't reduce him to zero hit points, he recovers one hit point every hour until the damage caused by using this power is healed. These lost hit points can also be cured normally with other mutations or artifacts. The character can only use this power once a week.

An interesting drawback of this mutation is that when the mutant is excited, agitated, or nervous the mutant exudes a faint black mist that envelopes the mutant. A *Spot* check at DC 10 will notice this in a lighted area or during day time. A DC of 25 will be needed to sense this at night. In darkness with no back drop, this adds a +2 to all *Hide* rolls.

Density Control, Others

Mental: Full, MP 4d6-L

Save: WILL (5+MP MOD+CH LVL)

The character is able to control the density of other living creatures. The effects of this power are identical to density control, self, given below. However, the mutant must successfully attack the victim mentally to change his density. If the target is willing, subtract 10 from his savings roll. Any character with five levels of concentration is automatically affected if they choose to be effected. The mutant chooses how small or how large his target becomes, within the limits of his power. Parts of a target cannot be changed, only the whole target.

Density Control, Self

Physical, Full; Activated, MP 4d6-L

The mutant is able to control his body's density. Increased density means the character weighs the same, but is smaller. The mutant can shrink to 50% smaller, plus 5 % x MP modifier. No character can shrink below 5 % of his original height. Decreased density means the character weighs the same, but is larger. The mutant can grow up to 100% larger, plus 10% x MP modifier.

The character's speed increases or decreases by the same percentage that he grows or shrinks. His AC improves by 1 for every 10% he shrinks, but it worsens by 1 for every 20% he grows. This is from the increased or decreased toughness of the flesh as well as the small or larger target that the character becomes. The character is immune to the density control, others mutation.

Devolution

Mental; Attack, MP 4d6-L

Save: WILL (5+MP MOD+1d20), Crit = 20 (2x Damage)

With a successful devolution mental attack, the character is able to reverse the evolutionary process in a single creature. Mutated characters lose a mutation (chosen randomly) when attacked this way. For the purposes of this attack, a mutated animal's speech/hands mutation substitute is considered a mutation, but this is only lost after all other mutations have been eliminated. The devolved victim regains lost mutations at a rate of one a week.

Pure strain humans lose a point from a mental attribute (WIS, INT, CHA chosen randomly) when hit. Once their highest mental attribute is an 8, the process begins to work on their appearance. They grow body hair, start dragging their knuckles, etc. Prolonged exposure turns them into cavemen, then apes. They also regain their attributes at a rate of one point a week.

Diminished Sense [D]

Physical; Automatic, no MP

The mutant has a diminished sense. Roll a d6 to determine which one is affected. On a roll of 6, the player can pick which sense.

D6 Roll Diminished Sense Table M-4

1	Sight - The mutant is nearsighted and is unable to distinguish anything other than motion beyond 100 feet. -4 Spot checks beyond 100 feet.
2	Hearing - The mutant is partially deaf and is unable to hear normal conversation beyond 10 feet, or loud noises beyond 25 feet. -4 to all Listen checks.
3	Touch - The mutant suffers from a total lack of touch and is unable to feel heat or cold, wet or dry. He is unable to feel pain from wounds, but is able to feel the jarring hit of the weapon (so this mutation does not affect hit point losses). The mutant is unable to feel when an object is slipping from his hands. -4 on all checks that require a sense of touch.
4	Smell - The mutant has no sense of smell, and is unaware of invisible gas attacks. -4 on all checks or saves that require smell.
5	Taste - The mutant has no sense of taste, and is unaware of ingested poisons or chemicals. -4 on all checks or saves that require taste.

Directional Sense

Mental; Automatic, no MP

The mutant is incapable of getting lost. He always has a complete spatial sense of where he is and how he got there. This ability does not function while he is sleeping or otherwise unconscious.

Dissolving Juices

Plant; Attack, MP 4d6-L

Crit = 20 (2x Damage)

The plant can secrete concentrated acid that does 3d6 + MP modifier damage over a one-minute (ten-rounds) period. After a minute of dissolving, all the acid is used up. If contacted for only a round, it does 2 points of damage. The plant can secrete the acid once every four hours. If unused, the acid remains potent for an hour before degenerating into a harmless fluid. The plant can "spit" the acid 5 plus MP modifier feet.

Displacement

Mental; Attack, MP 4d6-L

This mutation cannot be activated consciously. The character's subconscious reacts to life-threatening danger by teleporting him away from it. The danger does not have to be real. So long as the character believes himself to be in danger of being killed that round, he is displaced. Any time the character is incapacitated while fighting, he is displaced. Displacement moves him 200 feet, plus 10 feet x MP modifier. The direction of displacement is usually back toward where the character came from. Displacement will not knowingly place a mutant into a situation where his life is immediately threatened. This power will not work more than once in

an hour.

Doubled Pain [D]

Physical, Plant; Automatic, no MP

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 -2 penalty on all skills and actions. The pain is so great that it interferes with his ability to think and act. He has a -4 penalty on any attacks on the nervous system and those directly involving pain. A successful save will reduce the -4 to a -2. The DC for the save is 20.

Dual Brain

Physical, Plant; Automatic, no MP

The mutant 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 1d3 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 IN, MS and CH scores.

Duality

Mental; Automatic, no MP

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 is automatically ambidextrous and can use a weapon in each hand with no modifiers.

Electrical Generation

Physical, Plant; Attack, MP 4d6-L
Crit = 20, (2x Damage)

The mutant is able to build up an electrical charge in a specific part of his body (hands, tail, head, etc.) chosen by the player. If that part of the mutant's body touches anything, up to 3d6 of electrical damage is released.

In essence, the mutant is constantly charging an internal battery, even when sleeping or fighting. Each round he accumulates enough current for a 1d6 electrical attack. The internal battery cannot hold more than three dice of electricity. The mutant can choose to discharge one, two, or three dice in any given attack, so long as he has that much left in storage.

The mutant must add his MP modifier to the total damage. He can add this damage to a normal melee attack if he is wielding a metal weapon. The character only takes half damage from electricity.

Empathy

Mental; Attack, MP 4d6-L
Save: WILL (5+MP MOD+1d20)

The character is able to read the dilutions and emotional intensity of another creature. He can also try and force an emotion upon a creature. Both of these powers require a successful mental attack. The Game Master may apply modifiers to take into account how radically the character tries to shift his opponent's emotions. Remember, an intelligent creature is influenced by his emotions, but not ruled by them. Range is 50 feet plus MP modifier x5 feet.

Forced Emotion Table M-5

DC	Emotion Shift
15	Reserved to friendly
20	Angry to reserved
25	Hostile to angry
30	Hostile to friendly

Energy Absorption

Physical, Plant; Automatic, MP 4d6-L

The character ignores the first 10 points + MP modifier of damage from a particular type of physical energy attack. The character is immune to physical paralysis. Roll a d6 and consult the table.

Energy Absorption Table M-6

1d6	Energy/Absorbed
1	Radiation
2	Electricity
3	Lasers
4	Heat/Fire
5	Cold
6	Player's Choice

Energy Metamorphosis

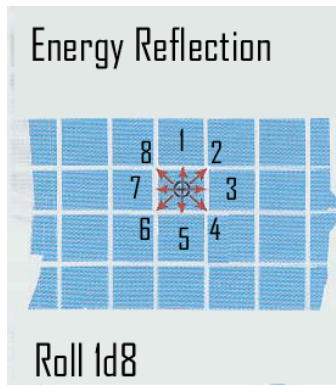
Physical, Plant; Automatic, MP 4d6-L

The mutant can convert the first 10 points + MP modifier of damage from a particular type of physical energy attack and use it to heal himself. If the character has excess energy to convert and no damage to heal, it creates an overload. The mutant takes double the remaining energy damage as normal damage and cannot convert energy for the next 6 rounds. Roll a d6 and consult the table shown in energy absorption, above.

Energy Reflection

Physical, Plant; Automatic, MP 4d6-L

The character can reflect the first 10 points + MP modifier of a particular type of physical energy attack. Roll a d6 and consult the table shown in energy absorption to determine the exact type of energy. To find the direction that the energy is reflected, roll 1d8 and consult the diagram. The beam automatically hits inanimate objects; targets in the reflected direction must make a RFLX save at DC 15. If the target is determined to be unaware of the reflecting attack or unable to react the DC is 25.



Energy Sensitivity [D]

Physical, Plant; Automatic, no MP

The character feels pain, and suffers a -2 penalty on all skills and actions whenever he is within 50 feet of a large energy source, such as a robot, car, artificial force field, etc. Small items, such as a handheld device that uses a power cell, only cause him a -1 penalty on actions. The Game Master might choose to have a mutant with energy sensitivity take damage in the presence of powerful energy fields. His FORT saves are lowered by 3 against energy.

Explosive Seeds

Plant; Attack, MP4d6-L
Crit = 20, (2x Damage)

These nut-like seeds explode if they are hurled onto a hard surface. Fire will also trigger them. The seed does $3d6 + MP$ modifier points of damage to anything with 5 foot radius. The plant can have up to 5 +MP modifier seeds at a time. Each takes a month to grow minus MP modifier days times 2 and can stay on the plant for 3 months. If the plant is subjected to fire or crushing blows (a mace, a fall, etc.), he must make a RFLX save vs. the attack or set off a seed. A weapon can only trigger a single seed, but area affects like fire or falls can trigger many seeds. In that case, roll for every seed, a -4 RFLX must be made or another goes off. Intense fires or severe falls may increase the chances of triggering a seed.

Fadeout [D]

Physical; Automatic, no MP

The mutant 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, the character must make a WILL save at DC 15 or collapse for $1d4 + 1$ rounds. The DC may be set to a higher level given certain times of extremely high stress or anxiety.

Fear Generation

Mental; Attack, MP 4d6-L
Save: WILL (5+MP MOD+1d20)

The character can instill fear in his chosen target. The victim flees away from the character at maximum speed for one minute (ten rounds). If the victim is cornered or trapped, he will go berserk, fighting until he can get free. The target must make a WILL save to avoid the effects of this mutation. The range is 100 feet plus 5 feet per MP modifier.

Finger Vines

Plant; Automatic, MP4d6-L

In addition to any other limbs the plant has, it gets $1d4$ finger vines. These vines are $15 + MP$ modifier feet long. They can move at a speed of 5 feet plus MP modifier per round (which is fairly slow). They can grasp objects and perform fine manipulations, such as pushing buttons or working instruments. Each vine has a PS of 1 (no MP modifier) and a DX of $5 + MP$ modifier. If multiple vines are being used, add their Physical Strengths and Dexterities together.

One 20-centimeter (eight-inch) segment per finger vine can be detached and still be controlled by the plant. It can control them up to 25 feet away, plus $5 \times MP$ modifier feet. If the plant can't see the finger vines, then they must move around by touch only, as if blind and deaf. If the finger vines are not rejoined with the body in an hour, they wither and die. A new finger vine takes a week to grow (but multiple new vines may grow simultaneously).

Force Field Generation

Mental; Attack, MP 4d6-L

The mutant is able to create an invisible barrier of force around himself that protects him from physical danger. This includes energy attacks and radiation.

The force field forms a smooth surface about half a meter from the mutant's skin. The character cannot make physical attacks while the force field is up, but can use his mental powers. The force field absorbs $25 + MP$ modifier times two points of damage. It renews itself at a rate of $5 + MP$ modifier points per 10 rounds, or one minute. It can be kept up $5 + MP$ modifier minutes. After that, the character must drop the force field for an hour before using it again.

If the force field takes enough points of physical damage to destroy it, the character must make a FORT check at the level of damage taken to the field or fall unconscious. Any excess damage is applied to

the character. If the character falls unconscious due to a mental attack or some special circumstance, the force field shuts off at the end of the round.

Fruit

Plant; Automatic, MP4d6-L

The plant character grows berries or some other type of fruit that may have a useful function. It takes a month minus MP modifier days to grow a fruit, and multiple pieces of fruit may be growing at one time. A plant character can have up to 5 + MP modifier fruit growing at any particular time. The fruit stays fresh for a month before rotting and falling off. The fruit can be any size, from a strawberry to a melon, and can be any color or texture selected by the player upon generating his character. Plant characters cannot benefit from eating fruit because of their unusual digestive systems. Roll 1d8 and reference the table below for which type of fruit the character can grow.

D8 Roll Fruit Type Table M-7

1	Sustenance - The fruit provides enough nutrition for a normal-sized human for one day.
2	Poison - The fruit is poisonous. Treat as <i>Curare</i> . FORT save vs. DC 18 plus MP mod.
3	Poison Antidote - The fruit automatically negates 1d4 of any type of poison.
4	Antibiotic - Heals 5 + MP modifier points in 24 hours if smeared into wound.
5	Stimulant - Improves the character's energy level, counteracting fatigue and sleep. If the affected character is not suffering from fatigue, it provides a +1 modifier to all actions for 4 hours.
6	Radiation Antidote - The fruit eliminates 1d4 points of radiation sickness in 4 hours, although normal radiation damage is not cured.
7	Pain Killer - The character does not feel pain, and ignores MP mod points of damage. Its lasts 5 + MP modifier hours.
8	Imitation - The fruit imitates another chemical or specialized poison not in the above list.

Gas Bags

Plant; Full, 4d6-L

The plant has an inflatable bladder that fills with helium. The bladder expands to twice the size of the plant and allows it to float away. The plant can carry 15 pounds per point of MP. It takes a full minute (six rounds) to inflate it completely. It can control its altitude by releasing helium from the bladder or by synthesizing more to fill it, which is treated as a full action. It rises at a rate of 5 feet per round at maximum inflation. It cannot control which direction it floats and is at the mercy of the prevailing winds.

Gas Generation

Physical, Plant; Attack, MP 4d6-L

Save: FORT (5+MP MOD + Poison DC)

The character has the ability to spray a visible gas from a specific place on his body (mouth, navel, hands, etc.) chosen by the player. It fills an area of effect of a 10 foot radius. The effects of the gas last for 5 rounds + MP modifier. The mutant's body holds up to three full doses of gas, and it takes three hours to regenerate a dose. Roll 1d6 and consult the table below to determine the type of gas. The mutant is immune to that form of gas. Each type of gas requires a FORT (5 + MP MOD + Poison DC) save.

D6 Roll Type of Gas Table M-8

1	Stench - The victim moves at half speed, must leave the gas, and is unable to attack. DC 15
2	Blinding - The victim cannot see. <i>Tear Gas</i> . DC 15
3	Poison - Treat as <i>Sarin</i> nerve gas. DC 18
4	Hallucinogenic - The victim sees visions; he will move and attack randomly. GMs may want to use the table under the <i>Confusion</i> mutation. DC 16
5	Paralytic - The victim is unable to move or attack. Treat as <i>Puffer Fish</i> Poison. DC 13
6	Burning - The victim suffers 2d6 points of acid damage, plus MP modifier per round of exposure.

Gills

Physical; Automatic, no MP

The mutant has the ability to breath water as well as air. The type of water, salt or fresh, matches the nearest large body of water in the campaign. Altered humans with this mutation suffer a -1 penalty for Robot Recognition.

Hands of Power

Physical; Attack, MP 4d6-L

Crit = 20, (2x Damage)

The character's hands (or the equivalent) can emit blasts of energy with a range of 50 feet, plus 5 feet per MP modifier. The energy does 3d6 + MP modifier damage. Roll 1d4 on the table below to determine the type of energy. The mutant is only immune to that form of energy in his hands (or the equivalent emitting limb). Other parts of the body are not immune. The mutant can store 5 + MP modifier blasts. It takes eight hours to regenerate a blast.

These beams of energy can be any color the player chooses, though they typically represent the attitude of the character. An evil character might have black or dark blue zapping hands, while a good character might have white or yellow microwave blasts. Roll on table M-9 for the type of energy the mutant has.

Energy Type Table M-9

1d4	Energy Type
1	Zapping (electricity)
2	Hot (microwave)
3	Laser (laser beams)
4	Gamma (Radiation)

Gamma hands use the radiation table below for damage. Gamma hands are treated as the of *exposure* according to MP. MP modifiers of 1-2 = Mild, 3-4 = Low, 5-6 = Moderate, 7-8 = High, and 9+ = Severe.

Radiation Exposure Table M-10

Degree of Exposure	FORT Save DC	Damage
Mild	12	1d4-1 Con*
Low	15	1d6-1 Con*
Moderate	18	1d6-2 Con*
High	21	1d6 Con*
Severe	24	2d6 Con*

* Hit points may be lost as a result of CON loss.

Heightened Balance

Physical; Automatic, no MP

The character never loses his balance. He can still be knocked over by an attack, but gets a +4 modifier on all RFLX saves. He never falls on slippery surfaces, can walk across a tightrope in a strong wind, and can fight normally while hopping on one foot, etc.

Heightened Mental Attribute

Mental; Automatic, no MP

One of the character's three mental attributes (WIS, INT, CHA) is dramatically improved. Which attribute improves is chosen randomly. The amount of the increase is 6 minus the MP modifier of the original value. For example, a mutant with a Charisma of 12 has an MP modifier of +1. With heightened mental attribute, he adds 6 (6-1=5) to his Charisma. Twelve (13 + 5 = 17) becomes his new Charisma. This formula gives larger modifiers to characters that have lower scores. A negative MP modifier actually adds to the total! The mutant always gets a minimum +2 modifier to the attribute, regardless of the MP modifier of the original value.

Heightened Physical Attribute

Physical, Plant; Automatic, no MP

One of the mutant's three physical attributes (STR, DEX, CON) is dramatically improved. The improvement is visibly obvious in most

cases. For example, heightened Physical Strength means bigger muscles. Use the same rules found in heightened mental attribute for calculating the increase.

Heightened Precision

Physical; Automatic, no MP

The character has an uncanny ability to aim or place things precisely. This does not affect the other aspects of his Dexterity. His total to hit for ranged attacks gets a +4 modifier, and he never suffers range increment penalties. Also, he never suffers a penalty for called shots in melee or ranged attacks.

Heightened Sense

Physical, Plant; Permanent, no MP

The mutant has an enhanced sense. Roll 1d6 to determine which one is enhanced. On a roll of 6, the player can pick which sense is heightened. Multiple heightened sense mutations will grant multiple modifiers to the SN score.

D6 Roll

Heightened Sense Table M-11

1	Sight - The mutant can make his vision telescopic or microscopic, allowing for the perception of twice as much detail at distances or up close. The gets a +4 on all <i>Spot</i> and <i>Search</i> checks. When calculating ranged attack distance penalties, ranges are treated as extending twice as far. The mutant gains a +4 when using skills or saves that involve/could involve sight.
2	Hearing - The mutant can hear things twice as far away or with twice as much sensitivity. By concentrating, he can hear on frequencies normally inaudible to his kind, such as ultrasonic or subsonic. The mutant gains a +4 to all <i>Listen</i> checks or when using skills or saves that involve/could involve smell.
3	Touch - The mutant's sense of touch becomes fine enough to distinguish slight changes in texture, moisture, temperature, residues etc. The mutant gains a +4 bonus when using this sense for locating hidden doors, checking to see if a character is breathing shallow, etc. The mutant gains a +4 when using skills or saves that involve/could involve touching.
4	Smell - The mutant can identify and distinguish individuals by smell. He can track creatures up to a mile away by smell alone. He can detect faint traces of materials or gas. The mutant gains a +4 when using skills or saves that involve/could involve smell.
5	Taste - The mutant can identify poisons or chemical residues by tasting merely a tiny drop. (He does not suffer the effects consuming this extremely small amount.) He can determine the individual components of any food or drink. The mutant gains a +4 when using skills or saves that involve/could involve taste.

Heightened Speed

Physical; Activated, MP 4d6-L

The mutant adds 5 + MP modifier 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 mutant has multiple modes of movement (walking, flying, swimming, etc.), he must choose only one for which this mutation applies.

Horns or Antlers

Physical; Automatic, no MP

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 gets a +2 attack modifier and does 2d6 + 2 + STR modifier points of damage. Altered humans suffer - 2 to their Robot Recognition.

Hostility Field [D]

Mental; Automatic, no MP

The character constantly projects a mental field that makes everyone in it irritable and quarrelsome. This field has a 100 foot radius. Those aware of the problem, and who have spent a week or more in the character's company at some time, are immune to its effects. Other creatures make a WILL save of DC 15 on any reaction rolls. Any creature first entering the field gets a negative first impression of the character, and may even actively dislike him. If characters enter the field in an agitated or hostile state, the fields save DC is increased to 25.

Illusion Generation

Mental; Attack, MP 4d6-L

The character can create an illusion that exists only in the mind of the victim, if the attack is successful. The illusion must be composed of things that the character has seen or experienced. The illusion affects everyone, including his friends, within 100 feet plus MP modifier times 5 feet of him. The sentients entering the area must roll a WILL save or believe the illusion. The illusion itself can appear to be further away than the range of the mutation, but the target character must be within range of the illusion projecting mutant. If the victim moves out of range while an illusion is active, the illusion dissipates for him only. The character can use this power once every four hours.

The illusion is static and unmoving unless the character concentrates on manipulating it, a full action. It is complete for all of the affected sentients senses. However, it has no weight or resistance to a push. Hitting the illusion in combat, doesn't jar the attacker's arm. Being hit by the illusion doesn't cause the defender to rock back from the blow. A light touch will not reveal this. If a hard push or a successful attack in combat is made against the illusion, a new save must be made to see if the victim still believes the illusion. If the victim is expressing doubt and pushes or attacks to test the validity of the illusion, it automatically dissipates. The illusion can be maintained for 5 +MP

modifier rounds.

Immunity

Physical, Plant; Automatic, no MP

The mutant is immune to a particular form of damage or hazard. Roll a d8 on the table below to determine the exact immunity.

Immunity Table M-12

1d8		Immunity Type	
1	Sonic	5	Poison/Chemicals
2	Mental	6	Draining/Leeching
3	Gas	7	Corrosives/Acid
4	Paralysis/Neural	8	Disease/Biological

Infravision

Physical, Plant; Automatic, no MP

The character can detect the heat patterns of living creatures, even at night. Such creatures stand out like a beacon against a cooler, nonliving background. Infravision does not allow for detail or color—everything appears as a dull, featureless red. The object's or creature's shape can be seen, however. Add a +10 situation bonus when using this mutation at night, and a +5 during the day. Areas of extreme heat negate this mutation. If the mutant is on or in fire or has suffered a plasma attack, the mutation will work as the character is shedding excess heat.

Intuition

Mental; Automatic, MP 4d6-L

The character can sense what another creature is about to do just before it acts. Before any encounter, all creatures within 100 feet plus 5 feet per point of MP modifier must make a WILL save. If the save fails, for the duration of the encounter, any opponent that was successfully attacked must announce his intended action to the intuiting character. After all affected opponents have done so, the character can choose his course of action.

If the situation is just combat, with no unusual actions, the intuiting character gets a +2 to any attack roll he makes against affected opponents. He knows where they will move and strike a fraction of a second before they actually do it.

The Game Master can secretly roll the character's attack on opponents that are sneaking up on the character or attacking with surprise. If the attack is successful, the character senses the danger just before it happens.

Kinetic Absorption

Physical, Plant; Attack, MP 4d6-L

The mutant generates a field that absorbs kinetic energy. Anything that is moving in the field loses some velocity. Objects fall slower, although the character himself does not. Any attack by a bludgeoning weapon does less damage (10 +MP modifier points less). Slashing and piercing attacks do 5 + MP modifier points less damage. A bludgeoning attack may end up doing no damage at all. Piercing and slashing weapons do at least 1 point of damage to an unarmored character. Energy and mental attacks are unaffected by this mutation. The character can maintain the field for 10 rounds, plus one round per MP modifier. After that time, he must leave it off for an hour before turning it on again.

Levitation

Mental; Attack, 4d6-L

The character can reverse the effects of gravity upon himself or another object or creature. 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 220 lbs. plus 45 lbs. Per MP modifier. The affected object rises at a rate of five feet per second, or 25 feet per round. When the power is shut off, or gets out of range of the mutant, the object floats down at the same speed. He can keep this up for 5 + MP modifier rounds. The mutant must wait an hour before using it again. Whatever is being levitated must remain with 50 feet of the levitator at all times. This means that the levitator can levitate himself to any height.

Life Leech

Mental; Attack, MP 4d6-L

Save: FORT (5+MP MOD+1d20)

The mutant is able to drain the life force out of any creature. Small animals and normal plants are not affected by life leech. Most common animals over a foot in size qualify. Plants only qualify if they are mobile or sentient. The character drains 5 + MP modifier hit points from all such creatures within 25 feet each round. He can continue to use this power for 5 + MP modifier rounds, but then must rest it for at least 24 hours. All creatures that are of sufficient size must make a FORT save.

The hit points drained from nearby creatures are first used to heal any damage he has taken. Any leftover points are put into a special pool of hit points. All subsequent attacks do damage to this hit point pool. Only when the pool is empty do attacks affect the creature's original hit points. After four hours, what remains of any of these "phantom" hit points in the pool begin to fade at a rate of 5 + MP modifier per round. The hit point pool cannot exceed the character's MP x 10.

Magnetic Control

Mental; Attack, MP 4d6-L

The character can create a magnetic field anywhere within 100 feet + 5 feet per MP modifier of himself. Once created, he can move the field or eliminate it and create a new one. Any iron or steel object might be pulled toward the field—how fast is determined by the weight of the object. A fist-sized object moves at five meters a round. Larger objects move more slowly.

Any weight up to 100 lbs. plus 25 lbs. per MP can be lifted off the ground when the field is 5 feet away. Every 5 feet further away, the weight is halved. For example, a mutant able to affect 100 pounds can only lift 25 pounds if the object is 15 feet below the field. (The object is five extra meters away and 60 halved is 30, and halved again is 15.) The character can pull twice the defined weight across a surface.

If magnetic control is used to attack machinery, the mutant attacks with his mutation against the physical AC of the machine and ignores the machine's hardness rating. A hit does 3d6 + MP modifier damage to the machine. This only works if the character is attempting to place the field inside the body of the machinery.

The mutant can also manipulate objects made out of metal and use them as projectiles to attack with. Within the maximum range the mutant can effect a number of objects equal to his MP modifier (up to a maximum of 8) and hurl these metal objects at great speed towards a target. The target is granted a RFLX save vs. the attacker's total attack roll. If the save fails consult the table below. Items can be used as long as it is 50% metal or greater. So an MP modifier of 1 would allow the character to use metal objects that are diminutive in size to do 1 point of damage. The same character with an increased level to a MP of 6, could do six points of damage if there are number of metal objects close enough to support the attack.

For each size level that is increased, the character must subtract that level from the MP modifier to see how many objects can be used as weapons. Example, the character with an MP bonus of 6 can use 6 diminutive objects to do 6 points of damage, while that same character can use only two large objects which do 2d6 each. An MP modifier can always lift the appropriate object size.

Magnetic Control Attack Table M-13

MP Modifier	Object Size	Damage	RFLX DC Save
1	Diminutive	1	5+MP Mod+1d20
2	Tiny	1d3	6+MP Mod+1d20
3	Small	1d4	7+MP Mod+1d20
4	Medium	1d6	8+MP Mod+1d20
5	Large	2d6	9+MP Mod+1d20
6	Huge	4d6	10+MP Mod+1d20
7	Gargantuan	8d6	11+MP Mod+1d20
8	Colossal	10d6	12+MP Mod+1d20

Mass Mind

Mental: Attack, 4d6-L

The mutant is able to boost another character's mental powers by channeling energy from himself and anyone with sufficient WIS touching him into one of the characters touching him. He must be in physical contact with the other character and concentrating on that action. He can then add 5 + MP modifier to the mutation power score of the other character's power. For example, a character with a mass mind MP modifier of 3 touches a character with mental blast MP score of 12. The second character can now use his mental blast as if it were a score of 20 (12 + 5 + 3). This affects both the attack roll and the amount of damage he does.

If multiple characters are touching the mutant, he is able pool their Mental Strengths to add to the mental mutation of one of them. The mutant can channel energy from 5 +MP modifier creatures at most. Only sentient, living creatures can contribute, and all contributing characters can do nothing else while they are apart of the mass mind. Each creature touching the mutant using mass mind (except the recipient) is able to contribute 5 points to the pool of mental energy. Characters with the duality mutation may still perform physical actions while contributing to a mass mind, but may not perform other mental actions or attacks.

Mental Blast

Mental: Attack, 4d6-L

Save: WILL (5+MP MOD+1d20)

Crit = 20, (2x Damage + Stun)

The mutant can directly attack the mind of another creature using the total rank bonus score of this power. The creature attacked must have at least animal-level intelligence. If the attack is successful, it does 3d6 +MP modifier points of damage. The damage is taken off of the victim's hit points, just like a physical attack. This power builds up 1d6 at a time, as described under the section on electrical generation. The mutant must add his MP modifier to the total damage. A critical roll of natural 20 and a failed save attempts means the target takes double damage and is stunned. The range is 50 feet plus 5 feet per point of MP modifier.

Mental Control

Mental: Attack, 4d6-L

Save: WILL (5+MP MOD+1d20)

The character can take control of another creature's body at a distance of 25 feet + 5 feet per MP modifier or less. Sentient plants are only able to control other plants. Animals and humans are only able to control each other. Brain patterns are too divergent for the mutation to work between the plant kingdom and the animal kingdom, but humans and animals are similar enough for it to work between them. While the mutant using mental control is controlling the other creature, his own body lies unconscious. The other creature's body must remain within 250 plus 10 x MP modifier feet. He brings none of his mental or physical abilities with him, only his personality and personal knowledge. Once inside the other creature's body, he does not automatically know how to use any of its inherent powers or abilities unless he has seen them in use. Anything obvious from the creature's physical form he does know how to use (wings, claws, etc.).

He can spend an action "attacking" the body again with the mental control power to gain additional knowledge. If successful, he learns one random power or ability of the creature that was not obvious from its physical form.

The character can return to his own body at any time, but is forced to return after 5 +MP modifier rounds. If the body he is controlling dies, then he is reduced to -1 hit points. If his own body is reduced to negative hit points, he is forced to return to his own body, losing control of the body he was in. If his own body is destroyed while he is outside of it, then he dies. The mutant must rest after using mental control for at least four hours before using this power again.

Mental Invisibility

Mental: Attack, MP 4d6-L

Save: WILL (5+MP MOD+1d20)

The character can mentally force all creatures within range to not notice him. This includes friends or foes. Any creature within range must attempt a WILL save to not be effected by the area effect attack. Any creature successfully attacked cannot sense the character. The others are able to sense him. The range for mental invisibility is 50 feet, plus 5 x MP modifier feet. The field lasts for 5 + MP modifier rounds.

When a new creature enters the area of effect, its must attempt a WILL save at the same level to sense the character. Creatures that clearly sense the character and then are forced not to when they enter the area of effect get a +5 modifier to their WILL save against the invisibility. Creatures attacked in melee by the character immediately sense him. However, the character does get one free attack.

Mental Multiplier

Mental: Attack, MP 4d6-L

The mutant is able to enhance one of another character's mental mutations at a distance. He adds 5 + MP modifier to the other character's MP score. He can only affect a single character this way. This power works at a range of 50 feet, plus 5 x MP modifier feet. The character can alternately choose to affect the other character's mutation's range, doubling it. In this case, the strength of the mutation is not affected. Mental multiplier may not be used to double the range of an area of effect mental mutation.

Mental Paralysis

Mental: Attack, MP 4d6-L

Save: WILL (5+MP MOD+1d20)

The character is able to isolate the victim's mind from the voluntary motor centers of his brain with a successful mental attack. 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. Range is 50 feet plus 5 feet per MP modifier point.

Mental Reflection

Mental; Automatic, MP 4d6-L

The character is able to reflect mental attacks. Whenever he is successfully attacked mentally, he rolls a save with this mutation immediately. If his save roll is higher than the attack total of the attacker then 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 to save vs. his own attack). A character can reflect a mental control attack, but does not himself get control over the other character.

Mentally Defenseless [D]

Mental; Automatic, no MP

The character suffers a -5 on all WILL save attempts.

Metamorphosis

Physical; Attack, MP 4d6-L

The character can transform his body into a duplicate of anyone he touches. If he successfully touches a victim, he can then attack that character's body with this mutation. If the attack succeeds, then the mutant is transformed into an exact duplicate of his victim. The mutant can keep this form indefinitely, but if he falls unconscious or goes to sleep, he reverts to his regular form.

He gains the victim's physical attributes (STR, DEX, CON, Attacks, AC, hit points, mutations etc. Mental attributes and skills are not included), all of his physical mutations, and his physical appearance. The character loses all of his own physical attributes and physical mutations. However, he keeps his own mind and personality, his own mental attributes (WIS, INT, CHA), his own mental mutations, and any of his own attributes derived from mental attributes (Saves, skills, etc.).

The mutant's own body must save vs. the creature that he touches. If the save is successful, the mutant changes into an exact physical duplicate.

Metamorphosis Attack Table M-14

DC	Change Level
10	Same Genotype
15	Same Species
20	Different Genotype
25	Different Species
30	Un-mutated Life Form

Molecular Disruption

Mental; Full, MP 4d6-L

Save: FORT (5+MP MOD+1d20)

Crit = 20, (Special)

The mutant is able to disintegrate any object. He can affect up to 5 plus his MP modifier x 25 pounds of material. The object is assigned an AC equivalent based upon the durability and integrity of its material. The list below is a guideline. Each material listed can come in a variety of strengths. For example, nylon rope is tougher than hemp rope.

If molecular disruption is used against a living creature, it does 1d8 damage for every 25 pounds destroyed. For every one increment over the AC of a living creature, 25 pounds were effected. This attack must touch flesh and all defensive bonuses of the target are calculated. This power is so taxing on the character that, immediately after using it, he must rest for four hours or risk permanently losing 1 point of CON. If the character does not rest after using this ability he must make a FORT save at DC 20 or lose the point permanently. Rest means no walking, fighting, using mutations of any sort, etc. About all he can do is talk while sitting or reclining. A critical threat roll of 20 doubles the MP modifier.

Molecular Disruption Table M-15

Material	AC	Material	AC
Cloth	10	Soft Wood	20
Rope	11	Hard Wood	22
Glass	13	Soft Plastic	23
Pottery	14	Hard Plastic	24
Flesh	15	Soft Rock	25
Bone	16	Cement	26
Rubber	17	Hard Rock	27
Leather	18	Soft Metal	29
Plants	19	Hard Metal	30

Multiple Limbs

Physical, Plant; Automatic, no MP

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, so long as they are still useful to the character. A plant with this mutation has a 50/50 chance of possessing extra limbs used for locomotion (legs) or limbs used for manipulation (arms). These can be vines, branches, or roots. Altered humans suffer a -2 penalty for Robot Recognition when they possess the multiple limbs mutation.

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 double the normal number of attacks 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 number of extra attacks. Five extra arms still result in only double the number of attacks. Multiple ranged attacks must all be aimed at the same target.

New Body Parts

Physical, Plant; Automatic, no MP

The mutant 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 and plant characters can get true arms with hands, snakes can get real legs, etc. Whatever the mutant 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 d10 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. Altered humans suffer the noted penalty on Robot Recognition (RR) for having the new body parts mutation.

New Body Parts Table M-15

Roll	Part	Description
1	Tentacles	1d4 tentacles, 1/4 the character's STR. To manipulate them requires an attack action. - # of tentacles RR
2	Trunk	1/2 characters STR, located in place of nose. -6 RR
3	Extra Eyes	1d2 eyes, +2 Search and Spot checks. -2 RR
4	Tail	1/2 STR, Unarmed attack for 1d6. -2 RR
5	Second Head	+2 INT, Spot, Search, and Listen checks. -10 RR.
6	Claws/Fangs	1d4 Unarmed attack. -2 RR
7	Crab Pincers (2)	1d4 damage each, improved grab, -6 RR.
8	Arms/Legs	As "Multiple Limbs" - # of Limbs RR
9	True Hands	Fine manipulation, can use human devices. +1 RR
10	Kangaroo Pouch	+10 Conceal small and Tiny objects. Holds 5 pounds.

Night Vision

Physical; Automatic, no MP

The character is able to see well in low light conditions. Many nocturnal animals have this ability naturally. With a full moon shining, a character with night vision can see as well as other characters can see during the day. On a night with no moon, he can see as well as if it were a full moon. The character's daytime, or bright light vision, is unaffected.

Nocturnal [D]

Physical; Automatic, no MP

The character normally sleeps during the day and is active at night. He can see normally by moonlight and starlight, but suffers as if he had the diminished sight mutation when in daylight. The character must make FORT save at DC 10 or suffer a -2 to all rolls for the day. For successive each day that the character operates on a reversed schedule adds a -1 to the save throw. After a week, that character will begin to temporarily lose CON points at the rate of 1 per week.

Oversized Limbs

Physical, Plant; Automatic, no MP

The character has arms, legs, tentacles, or vines (or whatever) that are longer than normal. Longer arms, tentacles or vines allow for greater reach. Longer legs give the character +5 on his base speed. Only one set of limbs is lengthened. These cannot be limbs that both provide movement and tool use, only one or the other. The limbs are anywhere from 50% to 100% oversized. Roll (1d6+4) x 10% to find the exact percentage. Altered humans with this mutation suffer a -2 penalty on Robot Recognition.

Periodic Amnesia [D]

Mental; Automatic, no MP

In times of stress (i.e., the first round of combat), the mutant has a chance of forgetting the last 24 hours (WILL Save = DC 15). The chance that amnesia might occur is rolled no more than once per hour. For extremely stressful situations, the Game Master may increase the odds (DC 25). The results of forgetting are one round of standing confused, even in combat. When he snaps out of the confusion, the character will probably not remember why he is where he is, or what he is supposed to be doing (but he will defend himself against obvious aggression).

In calm situations, the character has a slight chance (DC 10) of not remembering simple things or not recalling old memories. If he is told to go to a shop and buy supplies, there is a small chance he will forget what he was supposed to buy. If called upon to remember the name of a friend from years back, he might not. Remember, this should be rolled no more than once an hour.

Characters who forget a period of time, fact or memory can be "re-informed" of the missing information by their companions (provided their companions know the information). While they then technically

still do not remember, they can function as if they did. Espers can bring back the lost memories of any creature which submits to Hypnosis.

Phobia [D]

Mental; Automatic, no MP

The character has an unreasonable fear of something. When forced to confront his fear, he must make a WILL Save of 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 WILL save. The Game Master might adjust the difficulty in unusual situations as being cornered, sudden emersion, or surprise as a few examples.

Phobia Table M-16

1	Open Spaces	11	Heights
2	Bright Light	12	Crowds
3	Darkness	13	Particular Animal
4	Loud Noises	14	Insects or Spiders
5	Disease	15	Machines or Robots
6	Being Touched	16	Small Spaces
7	Blood	17	High Speeds
8	Sentient Plants	18	Being Alone
9	Fire	19	Pure Strain Humans
10	Water	20	Being Underground

Photodependent [D]

Physical, Plant; Automatic, no MP

The character requires constant light to stay conscious. An hour in the dark forces him into a sluggish state. In this state he suffers a - 2 penalty to all of his actions. Five full minutes of bright or normal light restores the character completely. He suffers 1d6 points of damage for each full 24 hours spent in the dark, which means that a normal night's sleep does no harm. The character can never be sunburned or harmed by normal sunlight. Lasers still harm him normally.

Photogeneration

Physical, Plant; Attack, MP 4d6-L

The mutant 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 30 feet (60 feet in the dark). It is treated as a RFLX save. 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 a used flash. As an alternative to the bright and sudden light discharge, the mutant can use up a flash to glow with a light equal to normal daylight for 10 + MP modifier rounds. The glow this creates illuminates a 30-foot-radius area.

Photokinesis

Mental; Attack, MP 4d6-L

The mutant can bend or change light. He can set up a field around himself that bends most of the light around his body and redirects it back on its original path. This makes him invisible for all practical purposes. Anybody within 5 feet of him is inside the field and sees him normally. In most cases, this includes anybody in melee with him.

Some of the light is let inside the field, allowing the character to see and be seen inside it. As a result he takes half damage from lasers when using *photokinesis* in this manner.

Photokinesis can alter the wavelength of a beam of light away from the mutant's body. This can negate the effect of a laser weapon or other light source. The mutant can change the color of a light beam, or reduce its wavelength below the visible spectrum. In that case the light is "put out." Lasers can be cycled up, from IR to UV or microwave (masers), or down. The damage of the weapon changes, but not the attack modifier. He can also attempt to "put out" the laser.

If the light source he is trying to affect, say a laser rifle, is moving or in the hands of an opponent, then the character must "attack" the light source. Its AC does not include any of the opponent's armor intended only to stop damage, such as plate mail, but does include everything else, such as DX modifiers and level adjustments. A typical moving light on a track would be AC 10. A wildly swinging light on a cable might be a 20.

The character can maintain his power for 5 + MP modifier rounds. He must rest for four hours before using it again. He can only do one of the above effects each round. He cannot make himself invisible and affect distant light sources.

Photosynthetic Skin

Physical; Automatic, no MP

The mutant 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 eight hours basking in the sun, he heals his CON modifier in points of damage. However, the mutant also suffers + 50% damage from light based attacks, such as lasers, due to the oversensitivity of his skin.

Plant/Animal Control

Mental; Attack, MP 4d6-L

Plant/animal control is the same as *mental control*, but it works on plants if the character is human or animal, and on humans and animals if the character is a plant. It does not function on creatures with the same mental makeup as the character.

Poison

Physical, Plant; Attack, MP4d6-L

Crit = 20, (2x Damage)

Save: FORT (5+MP MOD+Poison DC)

The character can generate a special poison that is delivered by a natural attack, i.e. claws, teeth, nails, spit, tail barb, quills, horns, etc. The mutant can store enough poison for three successful attacks. It takes three hours to regenerate one dose. The mutant is immune to his own poison, and gets a +2 FORT save modifier when attacked by other poisons. Consult the table below for the type of poison. The poisons below are located in the D20 Modern Core Rulebook. Same saves as *Gas Generation*.

Poison Table M-17

1d6	Type Poison
1	Curare (DC 18)
2	Cyanide (DC 16)
3	Puffer Fish (DC 13)
4	Rattlesnake Venom (DC 12)
5	Scorpion/Tarantula (DC 11)
6	Strychnine (DC 19)

Poisonous Thorns

Plant; Automatic, MP4d6-L

Crit = 20, (2x Damage)

The plant's body is covered with small thorns. Anyone making strong contact with the plant (striking or wrestling it) is scratched. These thorns will penetrate clothing, but not leather or heavy fur garments. The thorns are coated in poisonous dew that has intensity of 5 + MP modifier. The dew is constantly secreted, but dries out in half an hour, making it impractical to transfer the poison to weapons or to try and store it. Roll on Table M-17 for the type of poison.

Poor Dual Brain [D]

Physical, Plant; Automatic, no MP

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), A WILL save of DC 10 must be made or the second brain will seize 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.

Poor Respiration [D]

Physical; Automatic, no MP

The mutant 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 FORT save at DC 10 or be stunned. Each round of continued activity, the FORT save DC intensity is increased by 1. If the mutant ever fails the FORT save 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.

Projectile Seeds

Plant; Attack, MP 4d6-L

Crit = 20, (2x Damage)

The plant has 5 + MP modifier pointed seed pods growing on its body. They look like fat thorns, and each has a pressurized gas bag underneath it. The plant character can fire these seeds up to 50 feet away. A seed

does 1d6 + MP modifier in damage. The seeds take a week minus the MP MOD to grow back, a minimum of 24 hours is required to grow a seed.

Psychometry

Mental; Full, MP 4d6-L

The mutant 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 modifier for Use Artifacts with that object, if he succeeds by 5 or more he gains enough information to use the object.

The psychic impressions fade with time, but are reinforced by a sentient creature handling and using the object. The character rolls a WILL save, similar to an attack, adds his total rank bonus for *psychometry*, 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. Also, the character will only gain one use per object per successful WILL save. So if the group is attempting to understand what a panel of computers does, only one ability at a time will be revealed. Once a purpose is understood, the character can attempt to gain other every 24 hours.

For example, an I.D. card is being read with psychometry that was last used 10 years ago would have a DC of 25. After rolling the dice and adding any modifiers, he ends up with an adjusted die roll of 26. He can read the past of the object for the last ten years.

Psychometry Table M-18

Time Passed	DC	Time Passed	DC
1 Hour	5	1 Year	20
12 Hours	8	5 Years	23
1 Day	10	10 Years	25
1 Week	13	100 Years	30
1 Month	15	500 Years	35
1 Season (3 Months)	18	1000 Years	40

Pyro/Cryokinesis

Mental; Full, MP 4d6-L

Crit = 20, (2x Damage)

The mutant 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 100 feet, plus 5 feet per MP modifier point, and affects either a localized area 5 feet in diameter or a single object no larger than 5 feet. This object can be a person, but he defends with a RFLX save for ½ damage. If an object held by a person is targeted, the person defends against the attack with his physical AC.

By concentrating for one round, the mutant 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. For every two rounds that the mutant has maintained the lock on the target, he gets an additional +1 to the attack roll and thus the RFLX save DC for the target. So, if the character has maintained the mutation on a target for 6 rounds, the character gets a +3 to the next attack roll.

The mutant can concentrate for 5 + MP modifier rounds. After that he must rest the power for three hours. If his concentration is broken during the buildup of power, the test requirement takes affect. Mutants with *pyro/cryokinesis* take half damage (rounded up) from heat/cold attacks (not including lasers).

Pyro/Cryo Damage Table M-19

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

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 WILL save check to maintain its hold on the object. 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.

Quills or Spines

Physical; Automatic or Attack, no MP

Crit = 20, (2x Damage)

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 mutant 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 15 feet. Spines cannot be fired, but make the mutant a formidable unarmed combatant. In unarmed combat, he does 1d6 extra damage per blow. When struck by an unarmed opponent, he gets to roll a simultaneous return attack, THAC of 0, for the spines, which do 1d6 damage. Grappling or wrestling the character (quills or spines) results in 1d4 + 1 automatic attacks, THAC of 0, for 1d6 damage each. Altered sentients with *quills or spines* suffer a -2 penalty for Robot Recognition.

Radiating Eyes

Physical; Attack, MP 4d6-L

Crit = 20, (2x Damage)

Also known as *Gamma Eyes*, the mutant has the ability to project a beam of radiation through its eyes. The intensity is always treated as a *Severe* radiation hazard because of the brains strange magnification of the power. The character can store his MP Mod in shots and they recharge at a rate one every three days.

The character's head is immune to radiation at any level. If radiation strikes another part of his body, he suffers saves and damage normally. Add +2 to the character's FORT save against radiation attack. If the mutant has more than one set of eyes or visual organs, it can only project radiation through one set of them (unless this mutation is rolled multiple times).

The range of the attack is 100 feet plus 10 feet per point of MP Mod.

Razor-Edged Leaves

Plant; Automatic or Attack, no MP

Crit = 20, (2x Damage)

The plant's surface is covered in dangerous leaves. They look normal and safe, but each has a serrated edge that can cut and tear soft materials. Anyone that wrestles this plant takes 2d6 damage each round from the leaves, if the plant strikes out with a limb, it does 1d6 extra damage due to the leaves. Anyone punching or striking the plant with an unprotected limb (leather or worse armor) takes 1d6 points of damage.

Regeneration

Physical; Plant; Automatic, MP 4d6-L

The character can heal lost hit points at a rate greater than normal. He can also re-grow lost body parts. The character heals 5 + MP modifier points per day if he rests, and half that (rounded down) even if he is active. A lost limb or body part reduces the healing to 1 point per day, even without rest, but the missing part is completely restored once all damage to the character is healed. A leg takes 1 month to re-grow, 3 weeks for an arm, 2 months for a head, 3-6 weeks for various torso and other organ damage. Characters can only re-grow another head if they have two or have the *dual brain* mutation. Something must keep the body alive for this mutation to work.

Healing aided by the *regeneration* mutation never takes place at worse rates than the normal rates of healing without *regeneration*.

Repulsion Field

Mental; Attack, 4d6-L

The mutant is able to create an invisible wall of force around any point other than himself. Under no circumstance can he be inside the field. Unlike the *force field generation* mutation, this only protects against physical attacks.

The field forms a sphere 3 meters in diameter. Its center point can be up to 80 feet away, plus 15 feet for every MP modifier point. The field cannot slice through solid objects, but can slip between them (under the feet but above the ground). It takes constant concentration to maintain the field, a full action round. The projecting character can move the field at will.

The repulsion field absorbs 35 + MP modifier times two points of damage. It renews itself at a rate of 5 + MP modifier points per turn. It can be kept up 5 +MP modifier rounds. After that the character must drop the field for three hours before using it again. If the field takes enough points of physical damage to destroy it, the character must make a FORT check at the level of damage taken to the field or fall unconscious. Any excess damage is applied to the character. If the character falls unconscious due to a mental attack or some special circumstance, the force field shuts off at the end of the round.

Seizures [D]

Mental; Automatic, no MP

Whenever the character enters a stressful situation, he has a chance of having a seizure. A WILL save at the appropriate DC must be

completed. The level of stress depends on the situation faced by the mutant. Being dropped into a pit of rattle snakes constitutes a severely stressful situation, while trying not to drop an egg while running across a bridge is a mild circumstance. 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 while seizing. The seizure lasts for 2d4 rounds.

Shapechange

Physical, Plant; Attack, MP 4d6-L

The mutant is able to change his body's physical appearance to match that of any creature of his size category that he has seen. Animals and humans can only imitate animals and humans. Plants can only imitate plants. The mutant does not get any of the physical or mental abilities of the creature he imitates, other than the obvious ones. For example, he can duplicate quills, but is not able to fire them. He can fly with imitated wings, but not do fancy aerial maneuvers.

The character retains all of his own combat scores, attributes and mutations not affected by the change. Clothing or equipment is never affected or duplicated.

The change lasts for (5 +MP modifier) x 10 minutes. For example, if the MP modifier is +1, then the change would last for 6 x 10 = 60 minutes. Afterward the mutant can't shapechange for four hours.

Size Change

Physical, Plant; Automatic, no MP

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.

Skeletal Enhancement

Physical; Automatic, no MP

The mutant's skeleton is far stronger than normal. He cannot suffer

broken bones from any fall less than 100 feet or from any blow with a force of less than 10 tons. All crushing blows, bashing attacks and falls do half normal damage. He can do an extra 50% damage in unarmed combat.

Skin Structure Change [D]

Physical; Automatic, no MP

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

1d4 Roll	Skin Structure Change
1.	Albino - 1d4 damage for every full 10 minutes the mutant is exposed to bright sunlight.
2.	Glows - The mutant can be seen at night, but is not bright enough to serve as a light source. -5 <i>Hide</i> checks.
3.	Water soluble - Water does 1 point of damage per round to the mutant and 1d4 +1 if he is totally immersed. Light rain is uncomfortable and the mutant operates at a -2. Heavy rain does 1 point per round, 6 seconds.
4.	Water dependent - The mutant 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.

Sonar

Physical, Plant; Attack, no MP

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 350 feet. 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 mutant with sonar automatically gets either double-sized ears or antennae (his choice).

Sonic Blast

Physical, Plant; Attack, MP 4d6-L

Crit = 20, (2x Damage)

The character is able to project a beam of focused sound. It does 3d6 +MP modifier points of damage. It is projected in a cone 30 feet long and 15 feet wide at the terminating end. Fragile or brittle objects, such as glass, which fall within the area of effect, are likely to break or

shatter. Use the *Molecular Disruption Table M-15* to determine if fragile or brittle items such as glass and crystal break.

Sound Imitation

Physical; Attack, no MP

The mutant 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. He cannot imitate himself.

Spore Cloud

Plant; Attack, MP 4d6-L

The plant has spore sacks that it can fire at will, one per round. It has a total of 5 +MP modifier sacks. It takes a month to grow a new sack. When activated, the sack bursts, filling an area of effect equal to a 10 foot blast radius with spores. The spores themselves do not harm anyone, but they make it difficult to breathe. Anyone in the area suffers a FORT save, intensity equal to the attack plus 1d20 plus 5 +MP modifier. If the attack is successful, the victim is reduced to fits of choking and gasping. He is unable to attack or perform other actions. The only thing he can do is move at half speed. Characters with the *duality* mutation lose one action and may only use mental mutations for their remaining actions.

Squeeze Vines

Plant; Automatic or Attack, MP 4d6-L
Crit = 20, (2x Damage)

In addition to any other limbs the plant has, it gets 1d4 squeeze vines. These vines are 30 +MP modifier feet long. They can move at a speed of 5 feet per round, which is quite slow. They can grasp objects, but not perform fine manipulations, such as pushing buttons. Each vine has a physical strength of 5 +MP modifier. If multiple vines are being used, add their physical strengths together. Once a vine has grabbed something, it can constrict, squeezing for 1 point of damage each round per full 5 points of STR.

Stunning Force

Mental; Attack, MP 4d6-L
Crit = 20, (2x Duration)

The character makes a separate mental attack on everyone within 75 feet, plus 5 feet for every MP modifier point. This stunning force attack is rather like a mental shout. All affected creatures are

stunned for 1d6 plus the MP modifier rounds. Roll a WILL save at the attack level separately for each victim. Creatures which are stunned are incapable of taking an attack or move action or using mutations. This power affects friend and foe alike. Once he has used this power, the mutant must rest four hours before using it again.

Summoning

Mental; Attack, MP 4d6-L
Save: WILL (5+MP MOD+1d20), Crit = 20, (2x Duration)

The character can send out a telepathic call for a particular species of creature. To do so, he must have a firm mental image of what the creature looks like. When the creature arrives and first makes eye contact, the creature must roll a WILL save vs. the attack. If successful, the creature is under the control of the character for the next 2d6 rounds. Otherwise the creature is free willed and does whatever comes naturally in the situation. This can include attacking the summoning character. The character can give the creature simple commands, such as "kill them," "break that," "carry us," etc. If the same individual creature is ever summoned again that year, it ignores the call. Only one type of creature can be summoned and controlled at a time.

Any intelligent creature of low Intelligence (5) or above can ignore the call or willingly follow it to its source. When it arrives, it is immune to the controlling power of the summoning mutant. Range is 5 miles, plus 1 per MP modifier point.

Symbiotic Attachment

Mental; Attack, MP 4d6-L
Save: WILL (5+MP MOD+1d20)

The mutant can attempt to control any creature he touches. He must successfully touch his opponent's skin and which in some cases could require a melee attack. He can do nothing else while controlling the victim. The control lasts until he voluntarily breaks contact, is somehow separated from the target, or knocked off. If his victim is killed while he is attached, He must roll a FORT save of DC 20 or be reduced to -1 points. A successful save means the character is knocked for 1d6 rounds.

If the victim fails a WILL save at the attack level, the victim is completely controlled by the character. He becomes an extension of the character's own body and must remain in contact with him. The attached character cannot read the mind or thoughts of the victim, and therefore does not know about any secret powers or hidden weapons. He must be specific about how the controlled creature acts. For example, he could not say "attack the robot with your most powerful weapon." That requires the controlled creature to make a decision about what is his most powerful attack. However, he could say "shoot the robot with your gun" or "make a force field around my friend." In each case the specific action to be taken was requested.

Telekinesis

Mental; Attack, MP 4d6-L

The mutant is able to move objects up to 100 feet away, plus 5 feet for every MP modifier point, with his mind. The MP score is the Physical Strength that he uses to lift the object. *Telekinesis* cannot be used for fine manipulations, like a hand operating a machine. It can only lift, carry, move, throw or rotate an object. It cannot wield a weapon, except for throwing big heavy things.

Lifting and carrying objects telekinetically is just as fatiguing as carrying them physically. Light objects can be carried for long periods of time, heavy objects only for a short period of time. The character cannot lift himself. Any attempt to lift a creature requires a RFLX save by the target at the attack level. The same is true for attempting to manipulate an object in someone's hands. A character that is using this mutation, even just to hold an object cannot attack unless he is allowed multiple actions per round.

Use the *Magnetic Control* rules for using this mutation to attack. The only difference is that the character can manipulate most kinds of materials like rocks, wood, and ice. All attack ranges are half that of *Telekinesis* however.

Telekinetic Hand

Mental; Attack, MP 4d6-L

Similar to *telekinesis*, this power allows the character to manipulate objects with his mind up to 100 feet away, plus 5 feet for every MP modifier point. However, the hand can make fine manipulations that *telekinesis* cannot. The MP 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 PS of the hand.

Telekinetic Flight

Mental; Move, MP 4d6-L

The mutant is able to lift only himself with telekinesis. He can fly at a maximum speed of 20 + MP modifier feet per round. Using this power is as taxing as running. If he is moving at his maximum speed, he suffers the same fatigue as if he ran as fast as he could for the same amount of time. A slow, sedate pace can be maintained almost indefinitely. Specifically, movement using this mutation incurs fatigue as if the mutant were running for maximum speed, jogging for two-thirds speed, and walking for one-third speed. The character can carry 100 + (25 x MP modifier) in pounds of extra weight.

Telepathy

Mental; Attack, MP 4d6-L

Save: WILL (5+MP MOD+1d20)

A character is able to read minds and transmit his thoughts mentally. Reading the mind of a hostile creature requires a mental attack. The opponent must be within 250 feet, plus 25 feet x MP modifier. Double the range if the other creature is cooperating with the attempt. When dealing with other telepaths, the character can send and receive thoughts with a willing, telepathic partner up to 5 + MP modifier miles.

These same rules work for forcing the mutant's own thoughts into another creature's mind. The recipient of such thoughts will know that the thoughts came from an outside source ("voices in my head"). Creatures with telepathy automatically know when someone is trying to read their minds. Other creatures are oblivious to the attempt, successful or not. A WILL save at the attack will be required.

The telepath can scan an area up to 5 + MP modifier miles. The Game Master makes a mental attack for the telepath for every creature with an Intelligence of at least 5 within the area to see if the telepath detects their presence. The telepath cannot read a detected creature's mind or send his own thoughts at that range, unless the creature is a willing telepath. However, once in range (see above) he can make another attack roll to read the creature's mind.

Teleport Object

Mental; Attack, MP 4d6-L

The mutant can teleport any object from one place to another. He must be able to see the object, and it must be no more than 100 + (25 x MP modifier) feet away from him. The object cannot weigh more than two times the MP score in pounds. If the object is being held by another creature, the target must make a RFLX save at the attack level or the object is teleported. Its destination must also be within the above range. The character can use this power once an hour.

Teleportation

Mental; Move, MP 4d6-L

The character can teleport himself to another location. He can teleport once every three hours. For short hops, his destination must be within 100 + (25 x MP modifier) feet and clearly visible.

For long jumps, he can memorize a location by spending several hours looking at it and walking around it. The memorized location is only a 1-meter-wide circle, but it can be up to 5 + MP modifier miles away from the character. If he attempts to teleport to a location which he did not

spend at least eight hours memorizing, he takes 1d6 of damage for every hour less than eight that he spent examining the destination.

The character can hold each location in his memory for a month before needing to visit it again. He can have a number of locations equal to his INT modifier (minimum +1) memorized at one time.

Thorns or Spikes

Plant; Automatic or Attack, MP4d6-L
Crit = 20, (2x Damage)

The plant's body is covered with thorns or spikes. Any attempt to wrestle the plant costs the attacker 2d6 + MP modifier points of damage. The thorns cannot hurt hard materials such as stone or metal. The thorns add 1d6 + MP modifier to any physical attack with a limb. This only applies if the plant is not using a weapon or using one with a very short reach, such as a dagger. Anyone striking the plant with an unprotected limb takes 1d6 + MP modifier points of damage.

Thought Imitation

Mental; Attack, no MP

The mutant 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 mutant 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 mutant can also imitate destructive thought patterns like the *mental blast* mutation produces. He cannot, however, imitate himself.

Total Healing

Mental; Full, MP 4d6-L

The character is able to accelerate his rate of healing. He can recover 5 + MP modifier points every hour of active concentration. The mutant 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. To overcome it, the character is granted a save against the condition. One attempt can be made at the end of every hour that the mutant has of uninterrupted concentration plus the initial save when expose may have occurred.

Transfusion

Physical, Plant; Full, MP4d6-L

The mutant is able to heal another character, but not himself, by touching the wound. Each round he can heal 10 + MP 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* 1d4 points of damage himself. Plants can only use this power on other plants. People and animals can only use this power on other people or animals.

Ultravision

Physical, Plant; Automatic, no MP

The mutant is able to see virtually any form of energy. He can see normally at night using ultraviolet light. He can detect the magnetic fields of machines and power cells. He can see mental mutations in action. He can see heat and cold, and even laser beams. Attacks based upon an energy form (not mental mutations) have a 1 in 6 (a roll of 1 on 1d6) chance of blinding the character for 1d4 + 1 rounds if he is looking in that general direction. Seeing a normally invisible attack does not give the mutant an option to avoid the attack or any AC modifier unless the attack takes more than one round to complete.

Vocal Imitation

Physical, plant; Automatic, no MP

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 mutant 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.

Will Force

Mental; Full, MP 4d6-L

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

Wings

Physical; Automatic, MP 4d6-L

The character has wings that allow him to fly. The wings are each as long as the character is tall. The player can choose to have either feathered or leathery wings. They give him a flying speed of 15 feet +

MP modifier. Altered humans and mutated animals with the *wings* mutation suffer a -2 penalty on Robot Recognition.

