

GRAVITY AGE™ MUTANT MENAGERIE



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SHGA-A04



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MUTANT OVERVIEW

INTRODUCTION

In Life Science, a mutant is an organism with genetic variation from its original species. The alteration of a single gene or chromosome within a DNA sequence causes an organism to mutate resulting in a new type of creature. Over the course of many generations genetic mutations is a natural occurrence and is integral to the process of evolution. Although many of the mutations found in the Mutant Menagerie could potentially be the result of natural evolution, it is more likely these often-extreme mutations are the product of unnatural causes or are intentionally induced using the latest bioware and gene therapies.

Different environmental factors are responsible for the evolution of a species and its rate of mutation. Variation within a population of organisms exist and organisms with the traits most suited for a specific environment pass on their genes to future generations while those with less suitable traits die out. Eventually, the population evolves into a new species or entirely new organism.

For example, rats reproduce rapidly (even in space) and can produce thousands of generations over just a few years. The rats on space station might gain adaptations allowing them to survive in near vacuum conditions by storing air in mutated cheek compartments. This mutation would allow the rats to survive behind stations walls and in low atmosphere areas while their cheek pouches serve as rebreathers. Rats on a newly terraformed moon might evolve and mutate into several new species filling every available niche. When their mutations diverge one branch of the rat family might become extremely large and only eat a specific low nutrient lichen like an herbivore. On the same moon, a second branch of the rat family might gain a set of predatory mutations which makes them better suited to hunt their larger cousins.

Since this is a science fiction/fantasy game accelerating the rate of mutation within a species isn't going to ruffle too many feathers. But if you have a scientist in your group that insist that a new species simply would not have had time to evolve there are a few factors that can make the science in your fiction a little more believable. Radiation, its everywhere in space. We know from science it can accelerate the rate of mutation and we know from comic books it can cause rapid and exotic mutations. Second, scientist love to tinker with genetics, an endogenous retrovirus could have been introduced to a species

accelerating their mutation rate allowing those mutations to get passed down to future generations.

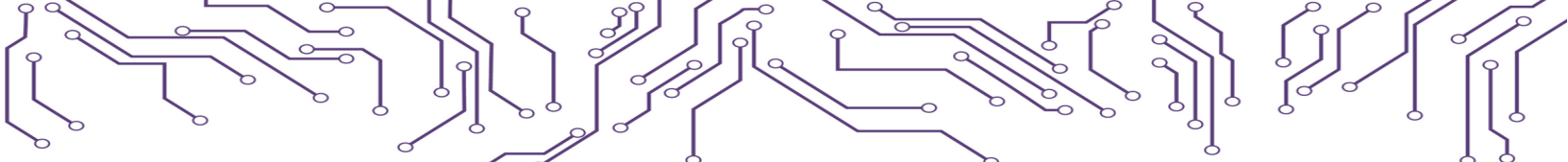
Finally, in the Gravity Age setting the Earth was "destroyed" or "rebirthed", depending on your perspective, when a genesis bomb was hijacked and deployed by terrorists. Just another example of unregulated mega-corporations at work. In addition to terraforming a planet a genesis bomb releases hundreds of designer endogenous viruses to advance any primitive life which might already exist on the planet. Over a a hundred years the biology of a planet experiences a million years of genetic diversity causing an explosion of new species. The rhukoons (presented in the Gravity Age: Bioware Emporium) are a direct result of this incidental genetic uplift.

PLAYING A MUTANT

Mutants are members of an existing species that have genetic variations which distinguish them from average members of their species. Player character mutants are usually the first individual within their community to display their specific set of mutations. Genetic diversity as well as the commonality of mutations will vary by community. In the Gravity Age setting mutants are rare enough a mutant player character might not ever know another mutant, but there are also a few communities in known space where mutants are common.

Mutants like different alien species tend to be discriminated against in communities which are dominated by a single race where everyone shares a common appearance and racial abilities. Players with mutant characters will likely need to hide their mutations to avoid unwanted attention. If there is a community of mutants it will be well hidden. On the other side of the verse, there are regions of known space where the diversity of alien species is so great no one would recognize a mutant for what it is because there are either too few samples to form an opinion or they are mistaken for an entirely different race all together. In both cases, mutants would still be rare, and a player character might not know more than one or two fellow mutants.

Usually player character mutants are the first of their kind, or in rare cases the member of a small group of similar mutants. Many times, the conditions that cause genetic variation result in a wide variety of different mutations amongst the same population. In these instances, mutants might be common to a community but the mutations they possess are completely different.



A player character can become a mutant in a variety of ways but here are a few of the most common. The PC could have been born on or grown up on moon, space station, or mining colony with insufficient radiation shielding, and radiation exposure leads to their mutations. Occasionally, parents which have knowingly or unknowingly underwent different forms endogenous retrovirus gene therapy pass incompatible genes down to their child resulting in a mutant offspring. A PC might choose to undergo “Endogenous Metamorphosis” gene therapy later in their career to become a mutant. Finally, a player character could suffer from exposure to a mutagenetic virus during one of their adventures and have a mutant template forced upon them. No matter how a character becomes a mutant they must select the minor mutant, major mutant, or true mutant template before they can take advantage of the mutations presented in the Gravity Age: Mutant Menagerie.

Before taking a mutant template, players should get approval to play a mutant from their Game Master. Some GMs may also limit which mutation templates and mutations are available in their campaigns.

METAMORPH ARCHETYPE

The metamorph archetype is designed specifically for characters that want to make the most out of their mutant abilities. Characters can gain the archetype at second level it includes many alternate class features which enhance a mutant’s beneficial mutations while lessening the effects of their deformities.

MUTANT MONSTERS

Game masters can create memorable encounters by adding a minor mutant, major mutant, or true mutant template to an existing NPC or creature. For the GMs convenience, each of the mutant types are also presented as grafts for use with the creature and NPC creation mechanic presented in the most recent Starfinder Roleplaying Game ® publication featuring an archive of aliens.

Mutants will allow you to reuse some encounters. As the GM you know it’s the same encounter your players faced in a previous gaming session, but the players won’t. Mutations are a convenient way of recycling old encounters while giving them a completely new feel. Remember as a GM you can essentially do whatever you want to create your story. If you are pressed for time and the “True Mutant” template seems like too much work then take a common creature from any source and throw a mutation or two on it. Just remember to increase the CR for the

encounter by 1 or 2 for creatures with Tier 3 or higher mutations if they don’t have compensating deformities.

TYPES OF MUTATIONS

Mutations are broken down into four basic categories; Cosmetic, Deformity, Mental, and Physical Mutations. Both physical and psychic mutations are commonly referred to as beneficial mutations throughout this work.

COSMETIC MUTATIONS

The simplest and least genetically complicated mutation is a cosmetic mutation. A cosmetic mutation has no game effect other than to change a creature’s appearance in some fashion. Cosmetic mutations do not require deformities. A mutant with any template can select any number of cosmetic mutations.

DEFORMITIES

A mutant takes deformities to gain points in their Gene Pool which can be spent on purchasing beneficial psychic and physical mutations. Deformities are special disabilities or vulnerabilities that negatively affect a creature. Many deformities are difficult to disguise and make the mutant stand out from more common members of their race.

In addition to creating a Gene Pool to purchase mutations from the deformities presented in the Gravity Age: Mutants accessory can be used to counter balance retroviruses. When a character has more retroviruses than their body can handle it induces a deformity. For more information on retroviruses see “Gene Therapy”, in the Overview section of the Gravity Age: Bioware Emporium.

PHYSICAL MUTATIONS

Physical mutations grant the creature extraordinary (Ex) abilities in most cases. Creatures with physical mutations can benefit from a wide variety of advantages. Improved attack and damage rolls, saving throws, and skill checks are common. While others gain new movement types or defensive bonuses. Like deformities, physical mutations are often difficult to hide.

PSYCHIC MUTATIONS

Psychic mutations are usually super natural (Su) abilities awakened at birth or when the creature first becomes a mutant. Psychic mutations mimic the effects of spells and psionic powers. Other psychic mutations allow the creature to mimic abilities normally limited to specific classes. These abilities are easy to hide when not in use.

MUTANT ABILITIES

Mutant abilities operate like class abilities and are categorized similarly. In the description of each mutation the name of the mutation is followed by the type of ability it represents; extraordinary (EX), spell-like (SP), or supernatural (SU).

Extraordinary Abilities (Ex): Extraordinary abilities are nonmagical, despite the fact that they're not something just anyone can do, or even learn without extensive training. Effects or areas that suppress or negate magic have no effect on extraordinary abilities.

Spell-Like Abilities (Sp): Spell-like abilities are magical abilities similar to spells. Spell-like abilities are subject to spell resistance (see page 265) and do not function in areas where magic is suppressed or negated. Spell-like abilities can be dispelled.

Supernatural Abilities (Su): Supernatural abilities are magical but not spell-like. Supernatural abilities are not subject to spell resistance, but they don't function in areas where magic is suppressed or negated. A supernatural ability's effect cannot be dispelled.

MUTATIONS AND DISGUISE

There will be places in the verse where characters will wish to hide their mutant abilities and deformities. Most psychic mutations are relatively easy to disguise or hide to all but the most perceptive persons. Many deformities and physical mutations are nearly impossible to disguise or hide. Mutants often stand out because they represent a deviation from the normal limits of diversity. All deformities and beneficial mutations have been assigned a

Disguise DC modifier to help determine how difficult they are to hide from casual observation or intense search. Occasionally a mutation is far less subtle when it's in use. Mutations like wings and arm blades will have a second number listed after a / indicating the in-use modifier. If a character has multiple deformities or beneficial mutations, they must roll their Disguise skill check against the mutation or deformity with the highest modifier.

MUTANT SUBTYPE

Any creature with mutant templates or graft possess the mutant subtype. Mutant deformities and mutations vary widely and they share no common traits other than their genetic deviation from their racial norm. Mutants can be selected as a as a grouping for special attacks or abilities that target a specific type of creature.



BUILDING A MUTANT CHARACTER

At first glance, building a mutant character or NPC might seem overwhelming, but it can be broken down into a few basic steps. Before you begin creating your mutant you should create a mutant concept and determine what type of beneficial mutations you are interested in. Knowing which beneficial mutations you are interested in will assist you in selecting your deformities to build the proper sized Gene Pool.

CREATING A MUTANT

1. Choose a mutant template. Each template requires a minimum number of deformities to build its Gene Pool.
2. Determine your Gene Pool bonus. These bonus points are gained from racial abilities, archetypes, feats, and bioware. There may be other sources introduced in future publication or by your GM.
3. Select your deformities according to your mutant template. Every deformity has a Gene Pool value indicated by a number surrounded by brackets [x]. Record each deformity and its Gene Pool value.
4. Sum the total points gained from your Deformities with your bonus points to determine the total value of your Gene Pool.
5. Select your beneficial mutations by spending points in your Gene Pool.
- 6.



Major Mutant - Winter Bird

SAMPLE - FIRESTARTER

MINOR MUTANT	GENE POOL	0
BONUS	0	
COSMETIC		
DEFOMITY		
1. Poor Ability Score (Strength)	+4	
BENEFICIAL MUTATION		
1. Firestarter	-4	

SAMPLE - WINTER BIRD

MAJOR MUTANT	GENE POOL	0
BONUS	0	
COSMETIC		
DEFOMITY		
1. Albinism	+2	
2. Nightmares	+4	
BENEFICIAL MUTATION		
1. Wings	-2	
2. Energy Ray (cold)	-4	

SAMPLE - CRABMAN

TRUE MUTANT	GENE POOL	1
BONUS	0	
COSMETIC		
DEFOMITY		
1. Hideous visage	+3	
2. Uncontrolled rage	+4	
3. Vulnerable mind	+3	
BENEFICIAL MUTATION		
1. Natural armor	-3	
2. Mega claw	-3	
3. Second wind	-2	
4. Exceptional lungs	-1	



ARCHETYPE: METAMORPH

Metamorphs are mutants with unstable or constantly changing genetic structure. As their chromosomes change they continue to gain deformities and beneficial mutations over their entire lifespan. Most metamorphs maintain a low profile on the fringes of civilization since they represent an unpredictable threat to an orderly civilized society. Their chromosomes mutate at such an accelerated rate that their DNA imprint becomes unrecognizable in just a few weeks. In addition to being genetically incompatible with cybernetics and bionics, a metamorph cannot even maintain an ID chip. This lack of identity causes them to be ostracized in communities which rely on biometric identification. If mutants are generally shunned, metamorphs are hunted. Consequently, metamorphs take advantage of their malleable genetic code and beneficial mutations to hide themselves and survive. Many capitalize on their anonymity by turning to crime or espionage. Others seek to understand and develop their powers, adapting to each cycle of change as the next phase in their evolution.

The majority of metamorphs are humans and shirrens, though mutant members of other races are uncommon it's possible for a metamorph to be from any race. Metamorphs gravitate toward the envoy, operative, and soldier classes.

Requirements: The character must have taken one of the following templates at first level; minor mutant, major mutant, or true mutant.

ALTERNATE CLASS FEATURES

The metamorph grants alternate class features at 2nd, 4th, 6th, 9th, 12th, and 18th levels.

UNSTABLE DNA 2nd LEVEL

Your genetics begin changing so rapidly it's almost impossible to trace DNA evidence back to you or implant augmentations which rely on DNA imprints. You gain all of the following features;

Affliction Resistance: Your rapidly changing DAN assist you in making saving throws against afflictions. If you fail a saving throw against an affliction you gain a +1 cumulative bonus on each additional save until you make the saving throw or the affliction runs its course.

Cybernetic Rejection: You gain the *cybernetic rejection* deformity. You must spend the 5 tier points immediately.

If you already have this deformity you permanently gain 1 Resolve point.

Untraceable DNA: Anyone attempting to match your DNA to a sample taken within the last 8 hours suffers a -8 penalty to their Life Science skill check. It's impossible to match your DNA after 8 hours.

REPRESS MUTATION 4th LEVEL

You have learned to repress one of your deformities or beneficial mutations. Although you cannot take advantage of a mutation while its repressed the mutation is effectively undetectable and show no outwards signs of existence. You may also purposefully repress any and all cosmetic mutations with this ability. Repressing or activating a beneficial mutation is considered a move action.

RAPID MUTATION 6th LEVEL

You add 2 points to your Gene Pool. You can spend them immediately on a new mutation or to remove a drawback. Due to your malleable genetics, you can sub out one mutation for a mutation of greater value or sub out a deformity for one of lesser value by using these points. You cannot remove *cybernetics rejection* with this ability.

REPRESS MUTATION II 9th LEVEL

You have learned to repress a second deformity or beneficial mutation. You can repress or activate both deformities or beneficial mutations as a move action.

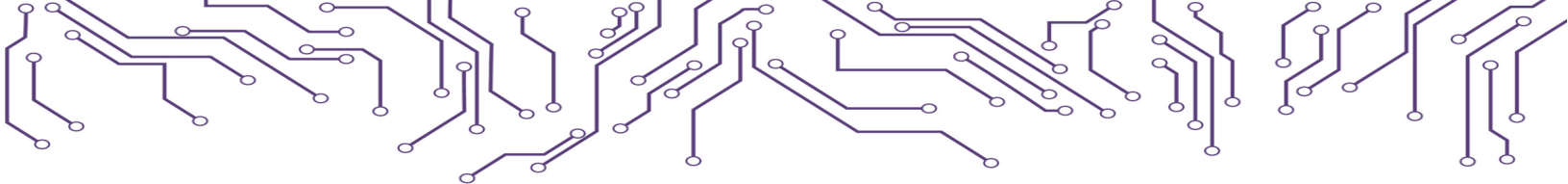
RAPID MUTATION II 12th LEVEL

You add 3 points to your Gene Pool. You can spend them immediately on a new mutation or to remove a drawback. Due to your malleable genetics, you can sub out one mutation for a mutation of greater value or sub out a deformity for one of lesser value by using these points. You cannot remove *cybernetics rejection* with this ability.

HAND OF DARWIN 18th LEVEL

You add 5 points to your Gene Pool. You can spend them immediately on a new mutation or to remove a drawback. Due to your malleable genetics, you can sub out one mutation for a mutation of greater value or sub out a deformity for one of lesser value by using these points. You cannot remove *cybernetics rejection* with this ability.

In addition, you can repress or activate all of your deformities and beneficial mutations as a swift action as though using you are using the repress mutation ability.



MUTANT PC TEMPLATES

A character with their GM's permission may begin play with the Minor Mutant, Major Mutant, or True Mutant template. The template can be attained by a character after 1st level by undergoing Endogenous Metamorphosis, a gene therapy described in the Gravity Age: Bioware Emporium. You cannot possess more than one mutant template. In addition, it's within a GM's power to grant a mutant template by any means they deem appropriate for their campaign.

To obtain a mutant template the creature must have DNA. The following creature types and subtypes cannot become mutants; constructs, oozes, outsiders with an elemental subtype, or any creature without a physical body.

MINOR MUTANT TEMPLATE

"Minor Mutant" is an acquired template that can be added to any living, corporeal creature. A minor mutant retains the base creature's statistics and special abilities except as noted here.

Challenge Rating: Base creature's CR + 0.

Resolve Point: Unlike other mutant templates Minor Mutants do not lose a Resolve Point.

Type: The creature's subtype changes to (mutant). Do not recalculate its Hit Points, attack bonuses, or saves.

Attacks: A minor mutant retains all the natural weapons, manufactured weapon attacks, and weapon and armor proficiencies of the base creature.

Special Abilities: A minor mutant retains any extraordinary and supernatural abilities of the base creature.

Abilities: A minor mutant gains a +2 bonus to one ability score of its choice and takes a -2 penalty to one ability score of its choice. A 1st level minor mutant is still limited to a maximum ability score of 18.

Skills: A minor mutant gains one of the following skills as a class skill; Intimidate, Perception, or Survival.

Deformities: A minor mutant gains at least one deformity. This selection can be up to a tier 4 deformity. A deformity can't be taken if it wouldn't create a disadvantage for the mutant.

Mutations: A minor mutant gains a number of beneficial mutations according to the size of their Gene Pool.

MAJOR MUTANT TEMPLATE

"Major Mutant" is an acquired template that can be added to any living, corporeal creature. A mutant retains the base creature's statistics and special abilities except as noted here.

Challenge Rating: Base creature's CR + 1.

Resolve Point: Major mutants are not known for their resolve and in some ways, are more fragile than non-mutants. When a character or NPC acquires the major mutant template they permanently lose 1 Resolve Point.

Type: The creature's subtype changes to (mutant). Do not recalculate its Hit Points, attack bonuses, or saves.

Attacks: A major mutant retains all the natural weapons, manufactured weapon attacks, and weapon and armor proficiencies of the base creature.

Special Abilities: A major mutant retains any extraordinary and supernatural abilities of the base creature.

Abilities: A major mutant gains a +2 bonus to two ability scores of its choice and takes a -2 penalty to two ability scores of its choice. A 1st level major mutant is limited to a maximum ability score of 19.

Skills: A major mutant gains two of the following skills as class skills; Intimidate, Perception, or Survival.

Deformities: A major mutant must select at least two deformities. Each selection can be up to a tier 5 deformity. A deformity can't be taken if it wouldn't create a disadvantage for the mutant.

Mutations: The number of mutations gained by a major mutant is limited to the points available in their Gene Pool.

TRUE MUTANT TEMPLATE

“True Mutant” is an acquired template that can be added to any living, corporeal creature. A mutant retains the base creature’s statistics and special abilities except as noted here.

Challenge Rating: Base creature’s CR + 1.

Resolve Point: True mutants are not known for their resolve and in some ways, are more fragile than non-mutants. When a character or NPC acquires the true mutant template they permanently lose 1 Resolve Point.

Type: The creature’s subtype changes to (mutant). Do not recalculate its Hit Points, attack bonuses, or saves.

Attacks: A true mutant retains all the natural weapons, manufactured weapon attacks, and weapon and armor proficiencies of the base creature.

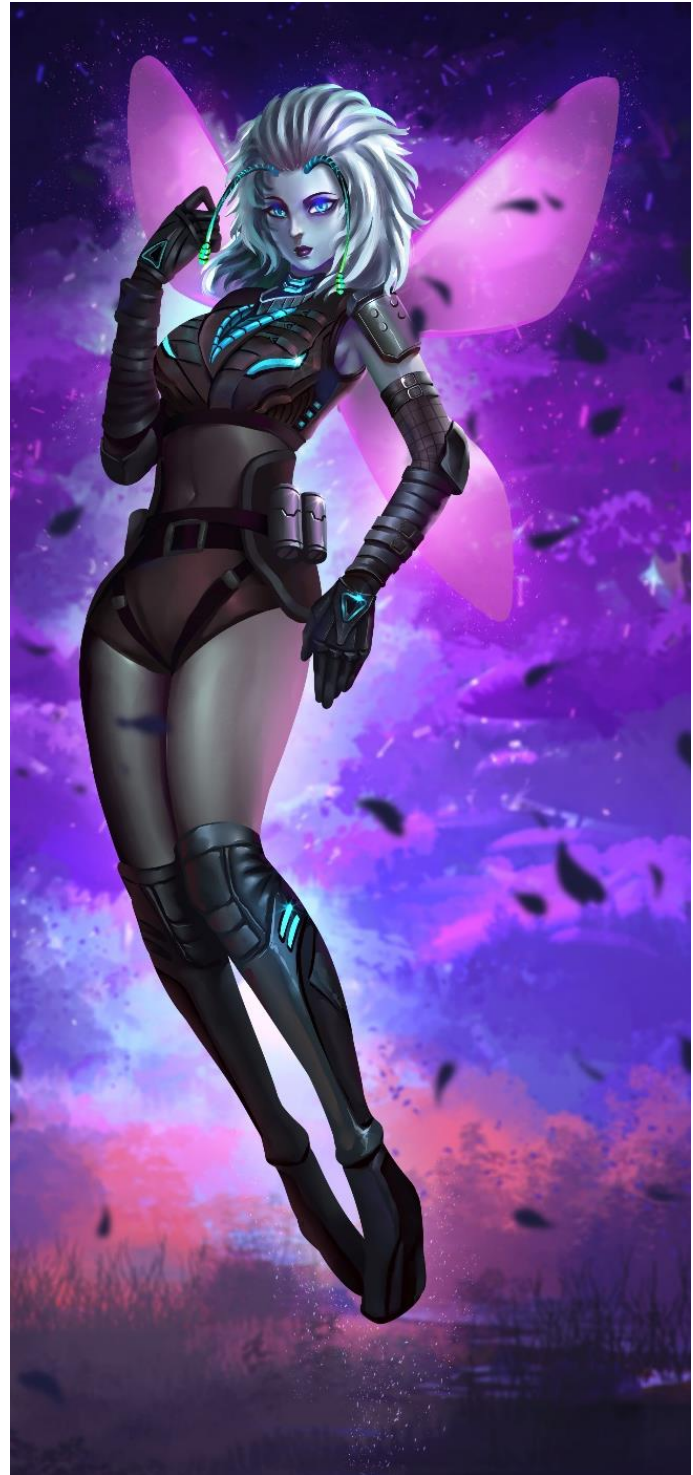
Special Abilities: A true mutant retains any extraordinary and supernatural abilities of the base creature.

Abilities: A true mutant gains a +4 bonus to two ability scores of its choice and takes a –2 penalty to two ability scores of its choice. A 1st level true mutant is limited to a maximum ability score of 20, but may only exceed 18 on an ability score pushed over the cap by a mutant bonus.

Skills: A true mutant gains Intimidate, Perception, and Survival as class skills.

Deformities: A true mutant must select at least three deformities. Each selection can be up to a tier 5 deformity. A deformity can’t be taken if it wouldn’t create a disadvantage for the mutant.

Mutations: The number of mutations gained by a true mutant is limited to the points available in their Gene Pool.



Lashunta Envoy Metamorph, True Mutant – Wynn'di

MUTANT CREATURE & NPC GRAFTS

The Starfinder Roleplaying Game has made an attempt to simplify monster and NPC creation by introducing a new creature and NPC building system. The system relies on a base Array (Combat, Expert, or Spellcaster) and then a series of Grafts are layered over the array to quickly produce a unique creature or NPC. For additional information on creating monsters NPCs, see "Creating Monsters and Other NPCs" in Appendix 1 of the latest Starfinder Roleplaying Game® release featuring aliens.

When building mutants using the array and graft mechanic the damage caused by physical mutations and some psychic mutations should be determined by the creatures CR and its base Array (Combat, Expert, or Spellcaster). The saving throw DC for physical mutations can be found under the Combat, Expert, or Spellcaster Array – Main Statistics, Ability DC column. The saving throw DC for psychic mutations can be found under the Combat, Expert, or Spellcaster Array – Main Statistics, Base Spell DC column. All mutants created by grafts gain the mutant subtype.

Creatures built with the graft mechanic do not lose Resolve Points for the major mutant or true mutant templates, because the effects of their mutations scale with the creatures CR. Creatures built with the graft and array system do not benefit from the Evolution Feats or Bioware.

The following template grafts should be applied during Step 5 of the creature building process.

Step 5: Template Grafts

MINOR MUTANT

Minor mutants are similar to their base creature, but they have at least one feature which sets them apart from other members of their race. Minor mutants are often hard to detect most minor deformities and mutant abilities are not openly displayed until the mutant uses an ability granted by their mutations.

Deformities: One Tier 4 or lower.

Mutations: One Tier 3 or lower.

Abilities: +1 to one ability score bonus, and -1 to one ability score bonus.

MAJOR MUTANT

Major mutants are similar to their base creature, but they have at least two features which set them apart from other members of their race. Major mutants are usually easy to detect because of their deformities and obvious physical mutations.

Deformities: Two Tier 5 or lower (Maximum deformity pool 10).

Mutations: Two or more beneficial mutations of value equal to the total deformity pool.

Abilities: +1 to two ability score bonuses, and -1 to two ability bonuses.

TRUE MUTANT

True mutants sometimes share traits similar to their base creature, but they often have a number of features which might lead people to believe they are another type of alien or creature entirely. True mutants are usually easy to detect because their deformities and beneficial mutations are obvious to observers.

Deformities: Three Tier 5 or lower (Maximum deformity pool 15).

Mutations: Three or more beneficial mutations of value equal to the total deformity pool.

Abilities: +2 to two ability score bonuses, and -1 to two ability bonuses.

TABLE 5-1: COSMETIC MUTATIONS

MUTATION	GENE POOL	DISGUISE DC
Bioluminescent eyes	0	1
Extra digits	0	1
Fins	0	1
Forked tongue	0	1
Horns	0	1
Missing digits	0	1
Scaly skin	0	1
Thin fur coat	0	2
Unnatural eyes	0	2
Unnatural hair	0	1
Unnatural skin	0	2
Unnatural voice	0	0



COSMETIC MUTATIONS

Cosmetic deformities are free to mutants. A mutant with any template can select any number of cosmetic mutations when they become a mutant. However, once a cosmetic mutation is selected its permanent unless removed by bioware or some other acceptable means.

See Table 5-1 Cosmetic Mutations.

BIOLUMINESCENT EYES (EX)

Gene Pool 0 | Disguise DC Modifier +1

Your eyes generate a faint luminesce, green, violet, and blue are most common. Your eyes glow, but do not create usable illumination. As a swift action, you may deactivate this mutation so as not to interfere with Stealth checks. You incur a -2 penalty to Stealth checks while eyes are glowing.

EXTRA DIGITS

Gene Pool 0 | Disguise DC Modifier +1

You gain an extra digit on each hand and foot. The extra fingers or toes, although fully functional, do not confer any special benefit, nor do they hinder you in any way.

FINS

Gene Pool 0 | Disguise DC Modifier +1

Your body sprouts fishlike fins. A fin might begin on the top of your head and go all the way down your spine. Others might appear on your forearms or calves, or they might sprout from your shoulders or ears. The fins confer no special abilities.

FORKED TONGUE

Gene Pool 0 | Disguise DC Modifier +1

You gain a forked tongue like that of a snake. Your new tongue might be a different color and longer than your old one.

HORNS

Gene Pool 0 | Disguise DC Modifier +1

Two or more tiny horns sprout from your head, shoulders, or arms. These blunt-tipped nubs are too small to serve any use in combat.

MISSING DIGITS

Gene Pool 0 | Disguise DC Modifier +1

You lose a digit on each hand and foot. The lost fingers or toes, do not confer any special benefit, nor do they hinder you in any way.

SCALY SKIN

Gene Pool 0 | Disguise DC Modifier +1

Your flesh becomes thicker and less porous, giving rise to a thin layer of scales covering your flesh. The scales are typically smooth and dry, like those of a snake, and can vary in color and pattern. The scales may not cover your entire body, instead appearing in patches on your face, neck, torso, and limbs. A creature with natural armor cannot take this mutation.

THIN FUR COAT

Gene Pool 0 | Disguise DC Modifier +2

You grow a thin coat of brown or golden-brown fur, similar to that of a small mammal. A creature with natural armor cannot take this mutation.

UNNATURAL EYES

Gene Pool 0 | Disguise DC Modifier +2

The color of your eyes changes drastically. The color, whatever it may be, is unnatural and atypical of your species. Perhaps your eyes turn dead black, maybe they change color to suit your mood, or perhaps they glow faintly in the dark.

UNNATURAL HAIR

Gene Pool 0 | Disguise DC Modifier +1

Your hair or fur color changes drastically to a shade that is uncommon for your species. You may have fur or hair that is multicolored, streaked, splotched, or slightly luminescent. Your hair or fur may also change color with your mood.

UNNATURAL SKIN

Gene Pool 0 | Disguise DC Modifier +2

The color of your skin or exoskeleton changes drastically, assuming a hue or texture that is both unnatural and atypical of your species. Your skin might be a single color, splotched, or patterned in some freakishly unnatural way. Your skin might gain dynamic pigments that change color based on outside stimuli, such as exposure to ultraviolet light.

UNNATURAL VOICE

Gene Pool 0 | Disguise DC Modifier +0

Your voice changes in some marked fashion. It might change pitch or become more lyrical, raspy, whispery, or guttural.



DEFORMITIES

DEFORMITY DESCRIPTIONS

Select deformities to build your Gene Pool. Deformities which are only available to a specific creature type or subtype will be found in brackets, i.e. [EXAMPLE].

ABILITY DECAY

Gene Pool +2 | Disguise DC Modifier +0

Your body or mind suffers from some marked deformity or deterioration. One of your ability scores (your choice) permanently decreases by 2. You cannot apply this deformity to an ability if it would result in a score of 3 or less. You may take this deformity multiple times. Its effects stack.

ACHILLES HEEL

Gene Pool +5 | Disguise DC Modifier +0

Everyone has a weakness yours is more profound. You have an expanded critical threat range and take critical hits on 19 and 20. Creatures immune to critical hits cannot take this deformity. Your GM should be notified of this deformity.

ALBINISM

Gene Pool +2 | Disguise DC Modifier +3

This mutation prevents the formation of melanin. Your hair and skin are bone white, and your eyes have light pink irises. Your deformity causes Light Sensitivity (Ex) and you gain the dazzled condition in bright sunlight or daylight. You take 1d6 points of non-lethal damage per hour of direct sunlight exposure. This deformity is only worth 1 Gene Pool point if its combined with the blindness deformity.

AMNESIA

Gene Pool +4 | Disguise DC Modifier +0

Your mind has become unstable. Memory loss is often induced by stressful situations. In stressful situations (i.e. the first round of combat, skill check with DC over 25) you have a chance of forgetting the last 2d12 hours, Will Save DC 15. If the saving throw is failed, you gain the confused condition for 1 round and have no memory of the past few hours. If you were on an errand or some other task when struck by the stress induced amnesia you will be unable to complete your task.

ANIMAL TYPE

Gene Pool +5 | Disguise DC Modifier +5

This mutation reduces a creature with the dragon, fey, humanoid, magic beast, or monstrous humanoid type to nothing more than an animal. An animal is a living, normally nonhumanoid creature, usually a vertebrate with no magical abilities and no innate capacity for language or culture. You lose any benefits from your previous creature type grafts and gain the animal creature type graft, but lose any magical abilities, or supernatural abilities not granted by beneficial mutations. You must be of the dragon, fey, humanoid, magic beast, or monstrous humanoid type to take this deformity.

ANXIOUS

Gene Pool +1 | Disguise DC Modifier +0

Your mutation causes you to be overly cautious with your words. You take a -2 penalty on Diplomacy checks and must speak slowly due to the concentration required. Unless stated otherwise, you are assumed to not be speaking at a volume above a whisper.

ATROPHIED CEREBELLUM

Gene Pool +4 | Disguise DC Modifier +0

Your brain has atrophied in certain areas due to a genetic defect. As a result of this mutation, your Intelligence and Dexterity scores suffer a -2 penalty, due to a deterioration in mental capacity and coordination.

AVARICE

Gene Pool +1 | Disguise DC Modifier +0

Your mutation causes a deep, compulsive greed that gnaws at you. Whenever the spoils of war are divided, you must end up with a greater share of that wealth than your companions or you're wracked with feelings of jealousy and ill will. When treasure is divided, if you do not end up with at least 10% more treasure than any other individual companion does, you have a hard time being helpful to your allies. You become irritable, and can't take the aid another action ten days.

BIZARRE APPEARANCE

Gene Pool +1 | Disguise DC Modifier +2

This mutation can take a number of forms. Your hair color, eye color, skin color (or any combination) can be a color not normally found amongst your race. Odd hair colors might be light red, unusually fair blond, white,

platinum, or silvery gray. Skin hues might include extensive freckling, melanin blotches, irregularly livid tones, etc. Eye colors could be red, pink, white, unusual flecked combinations etc. Other mutations are possible, such as scales instead of skin, general cosmetic deformity, or general animal-like deformity. Whatever the abnormal condition, it is clear are not typical of your species.

BLIND (EX)

Gene Pool +5 | Disguise DC Modifier +2

You can't see, and permanently gain the blinded condition unless you possess another means of seeing other than normal vision, darkvision, or low-light vision. This blindness can't be cured or magically removed. Not even a cybernetic augmentation will restore this vision loss, however, a cybernetic or like augmentation could grant blindsense or blindsight.

With the blinded condition, you're flat-footed, you take a -4 penalty to most Str- and Dex-based skill checks and opposed Perception checks, you automatically fail Perception checks based on sight, opponents have total concealment against you, and you must succeed at a DC 10 Acrobatics check to move faster than half speed or else fall prone.

BLOOD HUNGER

Gene Pool +2 | Disguise DC Modifier +0

You crave the taste of blood. Moreover, you need to drink blood to survive. You must drain a pint of blood from a living creature once every 24 hours. Doing so is a full action, and you can only drain blood from a willing, helpless, or dying (but not dead) creature. The bitten creature takes normal damage from the bite attack plus an extra 1d6 points of damage from the blood loss.

If you go 24 hours without consuming blood, you take 1 point of Constitution damage. You will continue losing Constitution damage each day you go without consuming blood. Drinking a pint of blood cures the ability damage caused by blood deprivation in 1d6 rounds per point of Constitution damage. Ability damage caused by blood deprivation cannot be restored through natural healing or magic.

You must have a natural bite attack to take this drawback.

BRITTLE BONES

Gene Pool +3 | Disguise DC Modifier +0

Your bones weaken such that you can no longer withstand hard or sudden impacts. Your massive damage

TABLE 7-1: DEFORMITIES GP 1 & 2

DEFORMITY	GENE POOL	DISGUISE DC
Anxious	+1	+0
Avarice	+1	+0
Bazaar Appearance	+1	+2
Chemical Dependency	+1	+1
Condescending	+1	+0
Diminished Hearing	+1	+0
Diminished Olfactory	+1	+0
Diminished Taste	+1	+0
Fragile	+1	+0
Fractured Mind	+1	+0
Heat/Cold Susceptibility	+1	+0
Increased Caloric Needs	+1	+0
Light Sensitivity	+1	+0
Misshapen	+1	+3
Monocular Vision	+1	+2
Mutant Spasms	+1	+1
Mute	+1	+0
Paranoid	+1	+0
Rapid Aging	+1	+0
Reduced Speed	+1	+0
Shadow-Scarred	+1	+0
Weak Immune System	+1	+0
Ability Decay	+2	+0
Albinism	+2	+3
Blood Hunger	+2	+0
Chemical Dependency	+2	+1
Cold Lethargy [Plant]	+2	+0
Diminished Sight	+2	+0
Energy Vulnerability	+2	+0
Epidermal Susceptibility	+2	+0
Festering Sores	+2	+3
Group 11 Weakness	+2	+0
Lame	+2	+2
Lethargy	+2	+0
Light Blindness	+2	+0
Mind Slave	+2	+0
Poison Susceptibility	+2	+0
Slowed by Electricity	+2	+0
Space Sickness	+2	+0
Star Metal Weakness	+2	+0
Vulnerability to Sunlight	+2	+0

threshold is decreases by 20%. In addition, you take an additional 1 point of damage per die from falling.

CHEMICAL DEPENDENCY

Gene Pool +1, +2, or +4 | Disguise DC Modifier +1

Your mutation has caused a physical dependency to a drug or chemical which you must ingest to function normally. When you are deprived of the drug or chemical to which you are dependent you must make a Fortitude save (DC 15 + number of days without drug or chemical), or lose 1 Constitution each day. Healing the Constitution damage requires ingesting the drug or chemical of your dependence. Once the drug or chemical is consumed, your Constitution damage heals at a rate of 1 Con per minute.

The value of this drawback depends on the cost and availability of the chemical in question. A dependence on a commonly-available chemical, such as nicotine, caffeine, or alcohol, has a value of 1. A month's worth of doses has a costs 120 credits.

Less-common chemicals, such as over-the-counter prescription drugs, have a tier of 2. A month's worth of doses cost 500 credits.

A dependence on rare, expensive, or illegal substances, such as narcotics or specially-formulated chemical treatments, has a tier of 4. A month's worth of doses has a cost of 2000 credits.

Depending on what chemical dependency your character has there may be additional side-effects based on the type of chemical or drug. The GM must approve any chemical dependency.

COLD LETHARGY [PLANT]

Gene Pool +2 | Disguise DC Modifier +0

Any time you take cold damage you are affected as if by a *slow* spell (CL = item level). There is no saving throw to avoid this effect. This deformity is only available to plant type or plant-like subtype creatures.

COMBAT FEAR

Gene Pool +3 | Disguise DC Modifier +0

Due to a chemical imbalance in your brain, you are gripped by an inexplicable fear whenever you face a dangerous or frightening situation. After initiative is rolled but before you take your first action in combat, you must make a Will saving throw (DC 15), or you gain the shaken condition for the rest of the encounter, taking a -2 penalty on attack rolls, saving throws, and skill checks. If your save succeeds, you overcome your moment of fear.

TABLE 7-2: DEFORMITIES GP 3, 4, & 5

DEFORMITY	GENE POOL	DISGUISE DC
Brittle Bones	+3	+0
Combat Fear	+3	+0
Deaf	+3	+0
Deformed Hand	+3	+3
Diminished Cognizance	+3	+0
Frailty	+3	+1
Hideous Visage	+3	+5
Lost Arm	+3	+3
Mania	+3	+0
Nocturnal	+3	+2
Oblivious	+3	+0
Pheromone Repulsion	+3	+0
Phobia	+3	+0
Reduced Oxygen Efficiency	+3	+0
Simian Deformity	+3	+5
Thin Skin	+3	+0
Vulnerable Mind	+3	+0
Amnesia	+4	+0
Atrophied Cerebellum	+4	+0
Chemical Dependency	+4	+1
Dual Cerebellum	+4	+1
Hemophilia	+4	+1
Hostility Aura (SU)	+4	+0
Nightmares	+4	+0
Poor Ability Score	+4	+0
Reduced Immune System	+4	+0
Ultraviolet Allergy	+4	+0
Uncontrolled Rage	+4	+0
Achilles Heel	+5	+0
Animal Type	+5	+5
Blind	+5	+2
Cybernetic Dependency	+5	+0
Cybernetic Rejection	+5	+0
Mindless	+5	+0
Neutrad Dependency	+5	+0
Pain Sensitivity	+5	+0
Photo Dependency	+5	+0
Poisonous Blood	+5	+0
Slow Mutant	+5	+0

CONDESCENDING

Gene Pool +1 | Disguise DC Modifier +0

Your mutation fills you with the assurance that only those like you are truly worthy of respect, you have an off-putting way of demonstrating that you look down on those without mutations. You take a -2 penalty on Diplomacy and Intimidate checks when dealing with non-mutants to improve other creatures' attitudes toward you.

CYBERNETIC DEPENDENCY

Gene Pool +5 | Disguise DC Modifier +0

Radiation exposure causes your body tissues to degenerate and you cannot heal Hit Points naturally, but can regain Stamina Points normally.

To heal normally you rely on a cybernetic augmentation like body repair weave to boost your natural healing processes. For you, the body repair weave does not confer its usual benefit (improved natural healing), but it does allow you to heal at a normal rate with rest. If the implant is destroyed, you cannot heal damage naturally until it is replaced or repaired. For additional information on body repair weave, see "Augmentations" in Section 4 of the Gravity Age: Cybernetics Emporium.

You cannot take this deformity if you have already selected the Cybernetic Rejection.

CYBERNETIC REJECTION

Gene Pool +5 | Disguise DC Modifier +0

Due to your unique and ever changing genetic makeup, you are effectively incompatible with cybernetic or bionic augmentations. Any cybernetic device successfully implanted in a mutant with this deformity will only function for 2d12 days before the recipient's DNA mutates beyond the operational limits of the cyberware.

You cannot take this deformity if you have already selected the Cybernetic Dependency deformity.

DEAF (EX)

Gene Pool +3 | Disguise DC Modifier +0

You can't hear, and gain the deafened condition. This deafness can't be corrected by cybernetic augmentation or magically removed. You gain no benefit from augmentations which improve hearing.

With the deafened condition, you take a -4 penalty to initiative checks and opposed Perception checks, and you automatically fail sound-based Perception checks.

DEFORMED HAND

Gene Pool +3 | Disguise DC Modifier +3

One of your hands can't wield weapons or use tools. You receive -2 penalty on attack rolls with two-handed weapons. In addition, you take a -2 penalty on Athletics (climb, swim) skill checks. This deformity is only worth 1 Gene Pool point for creatures with three or more arms.

DIMINISHED COGNIZANCE

Gene Pool +3 | Disguise DC Modifier +0

You are slow to react during fight-or-flight situations. In combat situations, you suffer a -2 penalty to Perception checks, and Initiative rolls. In addition, a -1 penalty is applied to all your Reflex saves.

You cannot take this drawback if you have the Improved Initiative feat.

DIMINISHED HEARING

Gene Pool +1 | Disguise DC Modifier +0

You suffer from hearing loss. You can only hear conversations within 10 feet and loud noises within 30 feet. You are -2 on all hearing based Perception checks.

DIMINISHED OLFACTORY

Gene Pool +1 | Disguise DC Modifier +0

Your sense of smell has difficulty making out even the most pungent odors. You suffer a -2 penalty on all saving throws and skill checks which require a sense of smell (i.e. odor of gas, rancid decaying flesh).

This drawback does provide an advantage; you receive +1 to saving throws to avoid scent based sickened or nauseated conditions.

DIMINISHED SIGHT

Gene Pool +2 | Disguise DC Modifier +0

You suffer from near sightedness. You can only see clearly for 60 feet and have a hard time distinguishing anything other than motion beyond that range. You are -4 on all sight based Perception checks beyond 60 feet, and all weapon range increments are cut in half.

DIMINISHED TASTE

Gene Pool +1 | Disguise DC Modifier +0

You have no sense of taste. You suffer a -2 penalty on all skill checks or saving throws relying on a sense of taste (i.e. ingested poisons, toxins, spoiled food).

DIMINISHED TOUCH

Gene Pool +2 | Disguise DC Modifier +0

You have suffered nerve damage and have almost no sense of touch. It's difficult for you to feel heat, cold, pain, wet, or dry. You suffer a -2 penalty on all skill checks requiring a precision sense of touch. You also have difficulty determining how wounded you are without a successful Medicine check.

DUAL CEREBELLUM (EX)

Gene Pool +4 | Disguise DC Modifier +1

You have a second brain that occasionally hinders your thought processes. This second brain may have an entirely different personality and motives than your character, and may try to foil your character's actions at inconvenient times (GM's discretion).

This "Hyde" brain may attempt to take over the mutant's body, as *dominate person* spell (DC 15 + the mutants second highest mental score bonus), once per month for a duration of 2d12 hours. This domination effect is an extraordinary ability and cannot be dispelled.

This deformity can only be taken in combination with at least one beneficial psychic mutation. Your GM should be notified of this deformity.

ENERGY VULNERABILITY

Gene Pool +2 | Disguise DC Modifier +0

You are vulnerable to one energy type (acid, cold, electricity, fire, or sonic). If the base your race has innate resistance or immunity to that energy type, you lose your resistance or immunity.

EPIDERMAL SUSCEPTIBILITY

Gene Pool +2 | Disguise DC Modifier +0

Your epidermis has become defective in some way, either causing 1d6 Hit Points of damage for coming into contact each round with usually harmless substances (such as alcohol, water, salt, salt water, etc.). You take 4d6 points of damage if fully immersed in the substance.

Your GM should be notified of this deformity.

FESTERING SORES

Gene Pool +2 | Disguise DC Modifier +3

Your skin is covered with painful, festering sores. The festering sores are more aggravating than harmful, but they make it especially hard to wear armor. When you wear any type of armor, decrease the armor's maximum Dexterity bonus by -2 and increase its armor penalty by +2.

FRAGILE

Gene Pool +1 | Disguise DC Modifier +0

When you fail, a Fortitude save, you are staggered for 1 round. If you are immune to the staggered condition you lose your immunity to the condition.

FRACTURED MIND

Gene Pool +1 | Disguise DC Modifier +0

When you fail, a Will save, you become confused for 1 round.

FRAILITY

Gene Pool +3 | Disguise DC Modifier +1

You are extremely frail and vulnerable to kinetic weapons and force attacks. You take +1 damage per die from attacks against your KAC.

GROUP 11 WEAKNESS (SU)

Gene Pool +2 | Disguise DC Modifier +0

Any group 11 metal weapon is considered to be magical when used against a you. Damage caused by group 11 weapons cannot be healed naturally. (Group 11 metals include copper, silver, and gold.)



HEAT/COLD SUSCEPTIBILITY

Gene Pool +1 | Disguise DC Modifier +0

Your body does not react well to particularly hot or cold temperatures. You take double damage from prolonged exposure to extreme heat or cold. When you take this deformity, you must choose your susceptibility. Taking this deformity, a second time makes you susceptible to both hot and cold.

HIDEOUS VISAGE

Gene Pool +3 | Disguise DC Modifier +5

Your body has become so scarred and deformed by mutation that you are absolutely hideous to behold. You suffer a -4 penalty on all Charisma based skill checks against targets that can see you. If an opponent cannot see you, such as is the case over radio transmission or communicator without video or holoprojection, this penalty does not apply.

HEMOPHILIA

Gene Pool +4 | Disguise DC Modifier +1

Your platelet blood cells are diminished in count, preventing you from healing as quickly as a normal member of your species. When you heal naturally with rest you only regain half the normal number of Hit Points. When you are injured by slashing or piercing weapons, you begin to bleed profusely, and take one point of bleed damage per round until the wounds can be properly bandaged with a Medicine skill check or healed by magic or other technological means.

HOSTILITY AURA (SU)

Gene Pool +4 | Disguise DC Modifier +0

You project a psychic aura which aggravates persons and creatures around you. When you interact persons or creatures their initial attitude is always decreased by one step before any interaction. You suffer a -4 penalty to all Charisma based skill checks. This aura has a 60-foot range. This deformity has no effect on creatures without Intelligence.

The hostility aura can be repressed with a psionic dampener. For additional information on psionic dampeners, see "Nanoaugmentors" in Section 2 of the Gravity Age: Nanotech Emporium.

INCREASED CALORIC NEEDS

Gene Pool +1 | Disguise DC Modifier +0

You eat twice the normal amount of food daily. You can go without eating food for only 1 day before you begin starving. After this time, you must succeed at a Constitution

check (DC = 10 + 2 per previous check) each day or take 1d6 nonlethal damage.

LAME

Gene Pool +2 | Disguise DC Modifier +2

Your stunted legs reduce your base speed by 10 feet. This deformity can't be taken if your base speed is already less than 20 feet, or you don't have a movement rate.

LETHARGY

Gene Pool +2 | Disguise DC Modifier +0

Thanks to slow electrical impulses along your central nervous system, you have trouble reacting quickly to danger. You take a -2 penalty on all Reflex saves.

You cannot take this mutation if you have the Lightning Reflexes feat.

LIGHT SENSITIVITY (EX)

Gene Pool +1 | Disguise DC Modifier +0

Your deformity causes Light Sensitivity (Ex) and you gain the dazzled condition in bright sunlight or daylight.

This deformity can't be taken in combination with the blind deformity.

LIGHT BLINDNESS

Gene Pool +2 | Disguise DC Modifier +0

You are blinded for 1 round if exposed to bright light, such as sunlight or magic that produces the equivalent of sunlight. You are dazzled as long as you remain in areas of bright light.

LOST ARM

Gene Pool +3 | Disguise DC Modifier +3

One of your arms withers or gets eaten away, leaving behind a stump. You lose one arm of your choice. You cannot effectively wield weapons that require two hands. In addition, you take a -4 penalty on Athletics (climb, swim) skill checks.

You can replace your lost arm with a cybernetic replacement arm, assuming such technology is available and you can afford it. However, you cannot clone a replacement limb for this deformity. This deformity is only worth 1 Gene Pool point for creatures with three or more arms.

MANIA

Gene Pool +3 | Disguise DC Modifier +0

A mania is an irrational obsession with a (usually inappropriate) particular object or situation. Additionally, if a manic character is directly confronted by their obsession (requiring a standard action), they must make a Will save (DC 15 or DC = 11 + item level), or become fascinated (if manic) by the object for 1d6 rounds. The source of your specific mania must be approved by your GM.

Roll 1d6 to find out what category your fear falls into. The GM will assist in fleshing out the specifics.

1. Other technological (robots, vehicles)
2. Weaponry (energy weapons, other)
3. Animal
4. Plant
5. Ordinary object
6. Insect (vermin)

MINDLESS

Gene Pool +5 | Disguise DC Modifier +0

The mutant gains the mindless trait. A mindless mutant has no Intelligence score, loses all feats and skills, and is immune to mind-affecting effects. A mutant with class levels retains its hit points, base attack bonus, and base saves from its class levels, but loses all weapon and armor proficiencies and other class abilities. This deformity could prevent the mutant from being eligible to take certain special abilities, at the GM's discretion.

Player characters are not eligible to take this deformity.

MINDSLAVE

Gene Pool +2 | Disguise DC Modifier +0

You have certain mental deficiencies that make it harder to resist mind-influencing effects. You take a -2 penalty on all Will saves.

You cannot take this deformity if you have the Iron Will feat.

MISSHAPEN

Gene Pool +1 | Disguise DC Modifier +3

You can't wear armor fashioned for humanoid creatures. You must have your armor custom made. Only humanoid mutants can take this deformity.

MONOCULAR VISION

Gene Pool +1 | Disguise DC Modifier +2

You have only one working eye. You have poor depth perception. All range penalties are doubled with natural

weapons and for Perception checks. This penalty does not apply to any weapon with a scope.

MUTANT SPASMS

Gene Pool +1 | Disguise DC Modifier +1

When you fail, a Reflex save, you are considered flat-footed and cannot make any reactions, or swift actions for one round.

MUTE

Gene Pool +1 | Disguise DC Modifier +0

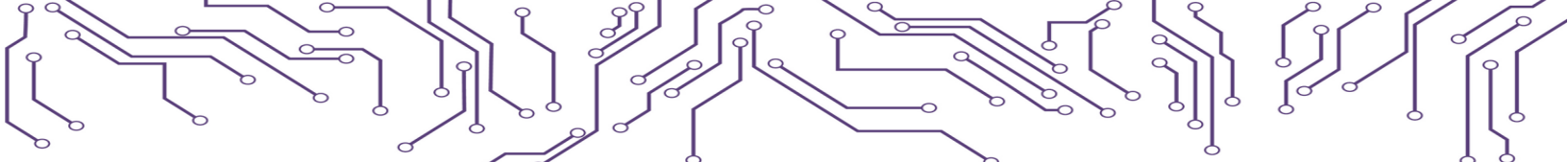
You have a speech disorder and lack the ability to speak. You may communicate by other means via sign language, telepathy, writing, etc. if you have the physical or mental capacity.

NEUTRAD DEPENDENCY

Gene Pool +5 | Disguise DC Modifier +0

You rely on a medical compound called neutrad to survive. If you go 24 hours without taking a dose of neutrad you must make a successful Fortitude save (DC 15 + the number of days since your last dose) or take 1 point of Strength damage and 1 point of Constitution damage. After taking a dose of neutrad the ability damage is cured at a rate of 1 point per minute. Ability damage caused by neutrad deprivation cannot be restored through natural healing or magical means.





Neutrad was developed specifically to control genetically enhanced creatures and mutants. The need for neutrad is coded into their DNA and creatures with neutrad dependency cannot survive without it. Nuetrad is cheap (30 credits/month), but it can only be found in facilities supporting cutting edge genetic research (DC 20 diplomacy + any modifier a GM sees fit to find a source of nueatrad on any given world or outpost). There is no “cure” for neutrad dependency.

NIGHTMARES

Gene Pool +4 | Disguise DC Modifier +0

Your mind is wracked by hideous and unsettling phantasmal visions, and prevents restful sleep. Due to your mutation, each day you must make a Will save (DC 15) or suffer the effects of your nightmares. If you fail the Will save, you gain the fatigued condition. Doing anything that would normally induce fatigue causes you to become exhausted. After 8 hours of complete rest, and a successful Will save you are no longer fatigued. If you fail your Will save multiple nights in a row you gain the exhausted condition.

NOCTURNAL

Gene Pool +3 | Disguise DC Modifier +2

You are active at night and normally seep during the day. You can see normally in dim light (i.e. moon light, star light), but suffer from *diminished sight* in daylight or bright light. To function properly during daytime hours, you must make a Fortitude save DC 15 or gain the fatigued condition until you properly rest.

OBLIVIOUS

Gene Pool +3 | Disguise DC Modifier +0

Your mutation has made you an avid daydreamer, you pay little attention to your surroundings and other people. You take a –2 penalty on Sense Motive and Perception checks.

PAIN SENSITIVITY

Gene Pool +5 | Disguise DC Modifier +0

Your nervous system is very susceptible to injury, and as a result you take 150% damage from all attacks.

PARANOID

Gene Pool +1 | Disguise DC Modifier +0

Your mutation causes you to believe that someone or something is always out to get you, so you have a hard time truly trusting anyone. Anyone who attempts an aid another action of any type to assist you must succeed at a DC 15 check instead of the normal DC 10 check.

PHEROMONE REPULSION

Gene Pool +3 | Disguise DC Modifier +0

You release pheromones that other creatures find repulsive. You take a –4 penalty on all Charisma based skill checks made against creatures within 30 feet of you. This deformity has no effect on creatures that cannot smell.

You cannot take this deformity if you plan on taking the Pheromone Attraction mutation.

PHOBIA

Gene Pool +3 | Disguise DC Modifier +0

A phobia is an irrational fear of a (usually commonplace) object or situation. Additionally, if a phobic character is directly confronted by their obsession (requiring a standard action), they must make a Will save (DC 15 or DC = 11 + item level), or become frightened by the object for 1d6 rounds. The source of your specific phobia must be approved by your GM.

Roll 1d6 to find out what category your fear falls into. The GM will assist in fleshing out the specifics.

1. Other technological (robots, vehicles)
2. Weaponry (energy weapons, other)
3. Animal
4. Plant
5. Ordinary object
6. Insect (Vermin)

PHOTO DEPENDENCY

Gene Pool +5 | Disguise DC Modifier +0

Light of any kind sustains you, and you grow weak when you are deprived of it. You suffer a –4 penalty to both Strength and Constitution scores when you are in darkness. In dim light, (i.e. twilight, torchlight, flashlight, or lamplight), this penalty is reduced to –2. To avoid this effect only daylight or equivalent lighting will do and even then, you must have 20% or more of your surface exposed to the light.

POISONOUS BLOOD

Gene Pool +5 | Disguise DC Modifier +0

Your blood is poisonous to your own body. You must take regular doses of tier 1 antitoxin to resist the poison’s effects. If you go 1 week without taking a dose of antitoxin you must make a successful Fortitude save (DC 11 + ½ character’s level) or begin progressing along a poison track. Once you are forced to make your first save, you must make a new save every day until you receive antitoxin or you reach the final stage of your chosen poison track. When

this deformity is taken the player chooses a poison track from Strength, Constitution, Dexterity, Intelligence, Wisdom, or Charisma. Taking a dose of antitoxin cures the poison. It takes 1 minute per stage in the poison track to completely recover.

POISON SUSCEPTIBILITY

Gene Pool +2 | Disguise DC Modifier +0

This mutation makes all poisons much more dangerous to the character. All saving throws versus poison are made with a penalty of -4.

POOR ABILITY SCORE

Gene Pool +4 | Disguise DC Modifier +0

You take a -4 penalty to one ability score in addition to the normal ability score penalties applied by the template. You cannot apply this deformity if it will drop an ability score below of 3. You may take this deformity multiple times. Its effects stack.

PREY SCENT

Gene Pool +2 | Disguise DC Modifier +0

Your body sends out waves of scent that attracts predators. The GM double the occurrence or chance of wandering monsters, at their discretion. Certain creature may also target you over other characters. Creatures with scent will always target you first.

RAPID AGING

Gene Pool +1 | Disguise DC Modifier +0

You age at an increased rate due to the strain your mutations place on your cells. You appear many years older than your actual age. Double your actual age to get your effective age. Your effective age determines your ability score penalties. You do not gain any of the benefits of aging (increased mental ability scores).

REDUCED IMMUNE SYSTEM

Gene Pool +4 | Disguise DC Modifier +0

Due to your mutation, you take a -4 penalty on all Fortitude saves against poison, disease, and radiation sickness. When you are affected by an affliction it takes twice as long for you to recover by natural means.

REDUCED OXYGEN EFFICIENCY

Gene Pool +3 | Disguise DC Modifier +0

This mutation makes it harder for you to get oxygen into the circulatory system. This means that, after any amount of extended physical activity (including combat) lasting more than 5 rounds, you gain the fatigued condition.

Further, when performing athletic activities your endurance is only half that of normal members of your race.

You may not take the endurance feat.

REDUCED SPEED

Gene Pool +1 | Disguise DC Modifier +1

You are unable to move as quickly as normal due to various mutations and deformities. Reduce your speed by 5 feet. This speed decrease also applies to any natural burrow, climb, fly, or swim speed you might have.

You may take this deformity multiple times. Its effects stack.

SHADOW-SCARRED

Gene Pool +1 | Disguise DC Modifier +0

During your mutation, you were touched by terrible horrors that live in the darkness just outside this dimension and feel your life-force ebb away ever so slightly whenever you return to the shadows. Whenever you are in an area of dim light or darkness, you take a -1 penalty on saving throws.

SIMIEN DEFORMITY

Gene Pool +3 | Disguise DC Modifier +5

A mutant who suffers from this mutation has an altered appearance that mimics that of the great apes (such as gorillas and chimpanzees) - shorter legs, quadrupedal, and elongated arms that permit the knuckles to touch the



ground and aid in movement. Your shortened legs reduce your base speed to 20 ft. normal. However, if all 4 limbs are used to move (arms and legs), you speed adjust back to normal. While using your arms to assist movement you cannot be wielding a weapon or carrying items in your hands.

SLOW MUTANT

Gene Pool +5 | Disguise DC Modifier +0

Your movement and mental processes are impaired, your mutations cause you to permanently suffer from the staggered condition. If an attack against you or a failed saving throw result in the staggered condition it stacks with the slow mutant deformity.

SLOWED BY ELECTRICITY [ANDROID]

Gene Pool +2 | Disguise DC Modifier +0

Any time you take electrical damage you are affected as if by a *slow* spell (CL = item level). There is no saving throw to avoid this effect.

SPACE SICKNESS

Gene Pool +2 | Disguise DC Modifier +0

Your body does not react well to artificial gravity, low gravity or zero-g situations and prolonged exposure causes illness. If exposed to zero-g or low gravity you gain the sickened condition if the number of rounds you are exposed exceeds your Constitution bonus.

STAR METAL WEAKNESS (SU)

Gene Pool +2 | Disguise DC Modifier +0

Any star metal weapon is considered to be magical when used against a you. Damage caused by star metal weapons cannot be healed naturally. (Star metals include but are not limited to adamantine, mithril, red mithril, etc.)

THIN SKIN

Gene Pool +3 | Disguise DC Modifier +0

You are more susceptible to harm. You take 1 additional point of damage per die each time you are wounded.

ULTRAVIOLET ALLERGY

Gene Pool +4 | Disguise DC Modifier +0

Ultraviolet light burns your flesh and causes it to ignite. Ultraviolet light (including direct sunlight) burns you for 2d6 points of fire damage per round and causes any light, flammable clothing you are wearing to ignite.

UNCONTROLLED RAGE

Gene Pool +4 | Disguise DC Modifier +0

You have a chemical imbalance and your body over produces adrenaline, endorphins, and testosterone, making it nearly impossible to contain your anger. Whenever you interact with a character or NPC whose attitude toward you is not Friendly or Helpful, you must make a Will save (DC 10 for Indifferent, DC 15 for Unfriendly, and DC 20 for Hostile), or attack that person immediately.

VULNERABILITY TO SUNLIGHT

Gene Pool +2 | Disguise DC Modifier +0

You take 1 point of Con damage after every hour you are exposed to sunlight.

VULNERABLE MIND

Gene Pool +3 | Disguise DC Modifier +0

Your mutation has left your mind particularly vulnerable to mental tampering. You suffer a -2 penalty to all saves made to resist mind-affecting attacks.

WEAK IMMUNE SYSTEM

Gene Pool +1 | Disguise DC Modifier +0

Your body has difficult preventing infections from entering its system, and thus it is prone to sickness and disease. You take a -1 penalty on all Fortitude saves against poison, disease, and radiation sickness.

You cannot combine this deformity with any feat that improves Fortitude saving throws.



True Mutant - Crabman



PHYSICAL MUTATIONS

MUTATIONS AND ARMOR

Physical mutations have a few limitations. If the mutation is a bioweapon or has a Disguise DC modifier of +5 or more, you can only use it while wearing armor that has been custom crafted for your unique physiology. The exception to this rule would be the any of the nano-armor present in the Gravity Age: Nanotech Emporium.

Mutations with armor restrictions will have one of the following five descriptions;

- “You are limited to wearing custom armor or nano-armor with this mutation.”
- “You are limited to wearing nano-armor with this mutation.”
- “You are limited to wearing light armor, or any nano-armor with this mutation.”
- “You are limited to wearing custom light armor or light nano-armor with this mutation.”

BREATH WEAPONS & BITE ATTACKS

Breath weapons and bite attacks cannot be used in the vacuum of space without disengaging the environmental protection a suite of armor gifts to its wearer. Under these circumstances using a breath weapon would expose the character to the void and decompression would begin. For additional information on space and decompression, see the "Environment" section in Chapter 11 of the Starfinder Core Rulebook.

PHYSICAL MUTATION DESCRIPTIONS

Once you have selected your Deformities to build your Gene Pool you may select your beneficial mutations. Each time a beneficial mutation is selected its reduce its Gene Pool by the Gene Pool value in the mutation’s description. Some beneficial mutations are common to a specific creature type or subtype and will be found in brackets, i.e. [EXAMPLE]. Any creature type or subtype listed in brackets may reduce the cost of the mutation by 1 point.

ABERRANT ARMS (EX)

Gene Pool -1 | Disguise DC Modifier +10

Your arms are enlarged and engorged with muscles. You gain a slam attack.

The disguise modifier for this mutation drops to +0 if you have already taken the Simian Deformity. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your slam attacks count as being one size category larger than your actual size.

Evolution II: Your slam attacks count as being two size categories larger than your actual size.

ABERRANT LEGS (EX)

Gene Pool -1 | Disguise DC Modifier +10

Your legs are enlarged and engorged with muscles. You gain a kick (slam) attack and additional +5 feet to your base movement.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your slam attacks count as being one size category larger than your actual size.

Evolution II: Your slam attacks count as being two size categories larger than your actual size.

ACID CANNON (EX)

Gene Pool -3 | Disguise DC Modifier +5

You have an organic acid cannon protruding from your forearm that can fire blobs of organic acid at a range increment of 40 feet. These blobs of acid do 1d6 damage. This weapon can’t be disarmed and produces its own ammunition, so it never runs out as long as you have 1 Resolve point remaining.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your acid damage increases to 2d6.

Evolution II: Your acid damage increases to 5d6.

ACIDIC SALIVA (EX)

Gene Pool -2 | Disguise DC Modifier +0

Your saliva can burn other creatures like acid. Your bite attack deals an extra 1d6 points of acid damage with each successful hit. You must have a natural bite attack to take this mutation.

You cannot gain this mutation if you have the Venomous Bite mutation.

Evolution I: Your extra acid damage increases to 2d6.

Evolution II: Your extra acid damage increases to 5d6.

ACIDIC SECRETIONS (EX)

Gene Pool -4 | Disguise DC Modifier +2

You secrete an acid that dissolves organic material and metal quickly, but does not affect stone or plastics. These secretions are like slime or sap in consistency. Acidic secretions allow you to cause an extra 1d6 points of acid

damage to successful each successful unarmed strike of natural attack. As a defense, your acid causes 1d6 points of damage to anyone striking you in melee with a natural or kinetic weapon. A kinetic melee weapon is entitled to a Reflex save (DC = 11 + ½ character level) by its wielder, or the weapon takes 1d6 acid damage. If you are grappling with a foe or remain in contact with a wooden or metal object for 1 full action, you inflict double your normal acid damage (no save) to the target or object.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your acid damage increases to 2d6.

Evolution II: Your acid damage increases to 4d6.

ACID SPITTER (EX)

Gene Pool -3 | Disguise DC Modifier +0

You have a gland which allows you to spit acid balls. You can spit acid as natural ranged weapon. The acid deals 2d6 points of acid damage, has a range increment of 10 feet. You produce enough acid to spit up to three times during a single combat session.

Once you've used your acid spit, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your acid spit damage increases to 3d6.

Evolution II: Your acid spit damage increases to 7d6.

ADAPTIVE ANATOMY (SU)

Gene Pool -5 | Disguise DC Modifier +0/+4

You can change various components of your body to gain resistance to certain damage types. You gain the damage reduction of your choice: DR 2/bludgeoning, DR 2/piercing, or DR 2/slashing. Each round at the beginning of your turn, as a swift action, you can choose a type of damage reduction from the list above. The change persists until the start of your next turn at which time you can use a swift action to maintain your current damage reduction or choose a new type of damage reduction. Maintaining any type of damage reduction requires the use of a swift action each round.

Evolution I: Your damage reduction increases to DR 4.

Evolution II: Your damage reduction increases to DR 6.

TABLE 8-1: PHYSICAL MUTATIONS - TIER 1

MUTATION	GENE POOL	DISGUISE DC	COMMON
Aberrant arms	-1	+10	-
Aberrant legs	-1	+10	-
Adhesive secretions	-1	+2	-
Asymptomatic carrier	-1	+0	Ysoki
Built for speed	-1	+0	-
Bulbous eyes	-1	+2	-
Direction sense	-1	+0	-
Dwarfism	-1	+10	-
Enhanced vision	-1	+2	-
Exceptional lungs	-1	+0	-
Glider	-1	+5/+20	-
Hypersensitivity	-1	+0	-
Movement	-1	+4	-
Natural weapon	-1	+4	-
Peerless bearer	-1	+0	-
Prehensile tail	-1	+5	-
Shock absorber	-1	+0	-
Smokescreen	-1	+0	-
System shock	-1	+0	-
Tail	-1	+5	-
Transparent	-1	+2	-

ADAPTIVE PHYSIOLOGY (SU)

Gene Pool -5 | Disguise DC Modifier +0/+4

By spending a Resolve point your mutation allows your body to temporarily adapt to hostile environments. You can adapt to underwater, extremely hot, extremely cold, or airless environments, allowing you to survive as if you were a creature native to that environment. You can breathe and move (though penalties to movement and attacks, if any for a particular environment, remain), and you take no damage

simply from being in that environment. You need not specify what environment you are adapting to when you activate this mutation; you simply activate it as a full action, and your body will instantly adapt to any hostile environment as needed throughout the duration. These adaptations last for up to 1 hour, or until dismissed.

You can somewhat adapt to extreme environmental features such as acid, lava, fire, electricity or the void of space. Any environmental feature that normally directly deals 1 or more dice of damage per round only deals half damage to you. This protection does not extend to weapon damage.

Evolution I: You can add your constitution bonus to the number of hours you can maintain your adaptive body.

Evolution II: You can add your constitution score to the number of hours you can maintain your adaptive body.

ADHESIVE SECRETIONS (EX)

Gene Pool -1 | Disguise DC Modifier +2

Your hands secrete viscous goo that improves your grip. You gain a +2 racial bonus to all Athletics (climb) skill checks. You gain a +2 racial bonus to your KAC to resist disarm attempts, and +2 bonus on your attack rolls to initiate or maintain a grapple.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your bonus to Athletics (climb) skill, KAC to resist disarm attempts, and attack rolls to initiate or maintain a grapple increases to +4.

Evolution II: Your bonus to Athletics (climb) skill, KAC to resist disarm attempts, and attack rolls to initiate or maintain a grapple increases to +8.

ADRENALINE JOLT (EX)

Gene Pool -2 | Disguise DC Modifier +1

You can flood your bloodstream with extreme amounts of adrenaline to temporarily boost your Strength or Dexterity score by 1d4+1 points as a swift action. This adrenaline jolt last for 2d4 rounds.

Once you've used adrenaline boost, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your temporary boost applies to your strength and Dexterity.

Evolution II: Your adrenaline jolt has an increased duration of 3d4 rounds.

ALL-AROUND VISION (EX)

Gene Pool -3 | Disguise DC Modifier +5

You have a number of extra rudimentary visual sensory organs growing from advantageous areas of your body. This mutation allows you to see in all directions at the same time, giving you a +4 racial bonus on visual Perception checks.

You are not eligible to take this beneficial mutation if you have a drawback which impairs your vision. You are limited to wearing custom armor or nano-armor with this mutation.

TABLE 8-2: PHYSICAL MUTATIONS – TIER 2

MUTATION	GENE POOL	DISGUISE DC	COMMON
Acidic saliva	-2	+0	-
Adrenaline jolt	-2	+1	-
Amphibious skin	-2	+5	Aquatic
Asymptomatic carrier	-2	+0	Ysoki
Electro-entropic	-2	+0	-
Electro-genesis Power Source	-2	+0	-
Electro-location A	-2	+0	Android
Electro-location B	-2	+0	Aquatic
Energy diffusion	-2	+0	-
Extra arm	-2	+5	-
Gigantism	-2	+20	-
Gills	-2	+4	-
Haste	-2	+0	-
Healing touch	-2	+0	-
Humanoid form	-2	+10	-
Intimidating frills	-2	+5	Vesk
Leaper	-2	+0	-
Noxious vapors	-2	+0	-
Obscuring cloud	-2	+0	-
Pervasive hearing	-2	+2	-
Photosynthesis	-2	+04	-
Prehensile tongue	-2	+0/+20	-
Prickly spines	-2	+0/+20	-
Proprioception	-2	+0	Lashuntas
Quadruped	-2	+20	-
Radiation resistance	-2	+0	-
Radiation Sight	-2	+2	-
Second wind	-2	+0	-
Tail spikes	-2	+2	-
Thermal vision	-2	+2	-
Ultra immune system	-2	+0	-
Ultraviolet vision	-2	+2	-
Vexing voice	-2	+0	-
Wall crawler	-2	+2	-
Webbed digits	-2	+4	-
Zero-g adaptability	-2	+0	-

AMPHIBIOUS SKIN (EX) [AQUATIC]

Gene Pool -2 | Disguise DC Modifier +5

Your skin is entirely made up of a thick membrane. You gain the amphibious special quality, allowing you to breathe both air and water.

You must soak in water or a nutrient bath at least once per day for an hour to maintain this mutation. Each day you go without soaking you 5 Stamina points. All stamina points are regained after successfully soaking. You are limited to wearing custom armor or nano-armor with this mutation.

ANESTHETIZING SECRETIONS (EX)

Gene Pool -4 | Disguise DC Modifier +2

You secrete an anesthetizing slime or sap. A target hit your melee attack must succeed on a Fortitude save (DC 11 + ½ your character level) or become paralyzed for 1d4 rounds.

To take this mutation you must have a natural attack. You are limited to wearing custom armor or nano-armor with this mutation. This is a paralytic effect and is not considered mind-affecting for purposes of saving throws, resistance, or immunity. Once a creature has saved against your anesthetizing secretions they are immune to its effects for the next 24-hours.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your base DC increases to 13 and the duration increases to 1d4+1 rounds.

Evolution II: Your base DC increases to 15 and the duration increases to 1d4+3 rounds.

ARM BLADES (EX)

Gene Pool -4 | Disguise DC Modifier +2/+20

Your mutation consists of retractable bone or chitin blades which resemble those of a praying mantis while exposed. They can be brought to bear or retracted as a swift action. The blades hinge out from the wrist and provide a blade roughly as long as your forearm. While your blades are extended you cannot use your hands or hold a weapon, but neither can you be disarmed. Your arm blades are considered a natural attack and do 1d8 points of damage.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: The damage from your arm blades increases to 2d8.

Evolution II: The damage from your arm blades increases to 5d8.

TABLE 8-3: PHYSICAL MUTATIONS – TIER 3

MUTATION	GENE POOL	DISGUISE DC	COMMON
Acid cannon	-3	+5	-
All-around sight	-3	+5	-
Asymptomatic carrier	-3	+0	Ysoki
Bioluminescent skin	-3	+0/+10	-
Blindsense	-3	+0	-
Blood drain	-3	+2	-
Blood frenzy	-3	+0	-
Breath weapon	-3	+0	-
Chameleon epidermis	-3	+0/+10	-
Entangling slime	-3	+2	-
Extra arms	-3	+10	-
Feral	-3	+0	-
Filtered lungs	-3	+0	-
Flaming body	-3	+0/+20	-
Fragrance, calming	-3	+0	Plant
Fragrance, development	-3	+0	Plant
Healing kiss	-3	+0	-
Heavy skeleton	-3	+2	-
Leech maw	-3	+4	Kasathas
Light pulse	-3	+0	-
Mega claw	-3	+10	Shirren
Natural armor	-3	+5	-
Numbing cold	-3	+0	-
Parasitic control	-3	+0	-
Pheromone, attraction	-3	+0	-
Pheromone, energetic	-3	+0	-
Pheromone, fatigue	-3	+0	-
Pheromone, rage	-3	+0	-
Pheromone, soothing	-3	+0	-
Piercing howl	-3	+0	-
Scent	-3	+2	-
Snake-like body	-3	+20	-
Stench	-3	+0	-
Sticky ichor	-3	+0	-
Tentacle	-3	+5	-
Wings	-3	+10	Shirren

ASYMPTOMATIC CARRIER (EX) [YSOKI]

Gene Pool -1, -2, -3, -4, or -5 | Disguise DC Modifier +0

You are a genetic carrier, a person that has inherited a genetic trait or mutation allowing you to carry an infectious disease agent, but displays no symptoms. Your mutation has made you asymptomatic to a specific disease. You must select or randomly determine the disease working with your GM. The disease is transmitted by making a successful unarmed or natural attack. The target must make the appropriate save to avoid contracting the disease, if the initial save is made that target cannot be infected again by you for 24-hours. In addition, you are completely immune to the disease you carry.

Tier is determined by the DC of the disease carried;

- Tier 1 = DC 10, 11, or 12
- Tier 2 = DC 13 or 14
- Tier 3 = DC 15 or 16
- Tier 4 = DC 17 or 18
- Tier 5 = DC 19+

This mutation is only effective against creatures you injure with a natural weapon or are unprotected from environmental dangers. For additional information on diseases, see the "Afflictions" section in Chapter 11 of the Starfinder Core Rulebook.

Evolution I: Your mutation has a way of strengthening the affliction you carry. Increase the affliction DC +2. Evolution does not affect the tier.

Evolution II: Your mutation has a way of strengthening the affliction you carry. Increase the affliction DC an additional +2 for a total of +4. Evolution does not affect the tier.

BIOLUMINESCENT SKIN (EX)

Gene Pool -3 | Disguise DC Modifier +0/+10

Photophores in your skin are a source of bioluminescent light. The colorful patterns that decorate your body create dim light up to a 20-foot radius, centered on your body.

You can also use your photophores create a twisting pattern of subtle, shifting colors weaves across your skin, fascinating creatures within it. Roll 2d4 and add your character level (maximum 10) to determine the total number of CR of creatures affected. Creatures with the lowest CR are affected first; and, among creatures with equal CR, those who are closest to you are affected first. CR that are not sufficient to affect a creature are wasted. Affected creatures are entitled to a Will saving throw (DC = 11 + ½ your character level), or they gain the fascinated

TABLE 8-4: PHYSICAL MUTATIONS – TIER 4

MUTATION	GENE POOL	DISGUISE DC	COMMON
Acid secretions	-4	+2	-
Anesthetizing secretions	-4	+2	-
Arm blades	-4	+2/+20	-
Asymptomatic carrier	-4	+0	Ysoki
Blinding gaze	-4	+0/+20	-
Dazzling burst	-4	+0	-
Cryogenesis	-4	+0	-
Density alteration	-4	+0/+15	-
Electric fortitude	-4	+0	Android
Elasticity	-4	+0	-
Electro-generation jolt	-4	+0	-
Electro-generation touch	-4	+0	-
Energy absorption	-4	+0	-
Energy ray	-4	+0	-
Fire starter	-4	+0	-
Grenade-like fruit	-4	+10	Plant
Hallucination cloud	-4	+0	-
Horrific appearance	-4	+20	-
Infrasonic moan	-4	+0	-
Love darts	-4	+5	-
Love rocks	-4	+5	-
Metamorph	-4	+4	-
Poisonous dermal slime	-4	+2	-
Prehensile tendrils	-4	+5	Plant
Quills	-4	+2	-
Regenerative capability	-4	+0	-
Sixth sense	-4	+2	-
Spores	-4	+0	Plant
Sticky tongue	-4	+0	-
Sticky filament	-4	+0	-
Stinger	-4	+10	Shirren
Stinking cloud	-4	+0	-
Thermogenesis	-4	+0	-
Third-eye, any	-4	+5	-
Ultrasonic shriek	-4	+0	-
Unusual anatomy	-4	+4	-
Venomous bite	-4	+2	-
Venomous stream	-4	+0	-
Web spinner	-4	+0	-
X-ray vision	-4	+2	-

condition while your bioluminescent patterns are active plus 1d2 rounds after you end the effect. Sightless creatures are not affected by this mutant ability. You suffer a -20 penalty to Stealth skill checks in dim light or darkness while this ability is in effect.

Once you've used your bioluminescent skin, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your base DC to resist the fascination effect increases to 13.

Evolution II: Your base DC to resist the fascination effect increases to 13.

BLINDSENSE (EX)

Gene Pool -3 | Disguise DC Modifier +0

You have the extraordinary ability to use a non-visual imprecise sense (or a combination senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. You gain blindsense with a range of 30 feet. You gain blind-fight as a bonus feat.

Evolution I: Your imprecise senses become more precise, you gain blindsight 15 ft. and your blind sense extends out to 60 ft.

Evolution II: You're your senses are precise, you gain blindsight 60 ft.

BLINDING GAZE (EX)

Gene Pool -4 | Disguise DC Modifier +0/+20

Your eyes emit light equivalent to daylight in a 30-foot cone. While you can see normally in the light generated by your eyes, creatures with light blindness or light sensitivity suffer their normal penalties within your cone of light. As a standard action you can intensify your light into a blinding cone. Any creature caught within the area or effect must make a Fortitude save (DC 11 + ½ your character level), or be blinded for 1d6 rounds. You can use this mutation as long as you have at least one Resolve Point.

Evolution I: Your base DC increases to 13.

Evolution II: Your base DC increases to 15.

BLOOD DRAIN (SU)

Gene Pool -3 | Disguise DC Modifier +2

As a move action, you can suck blood from grappled, pinned, or helpless opponent. You can also attempt use blood drain against an attacker who has successfully grappled you with a successful attack roll against their KAC

TABLE 8-5: PHYSICAL MUTATIONS - TIER 5

MUTATION	GENE POOL	DISGUISE DC	COMMON
Adaptive anatomy	-5	+0/+4	-
Adaptive physiology	-5	+0/+4	-
Asymptomatic carrier	-5	+0	Ysoki
Increased intellect	-5	+4	Animal
Ingested adaptation	-5	+0	-
Noception	-5	+0	Lashuntas
Plant-like traits	-5	+5	-
Reflective epidermis	-5	+2	-
Sub-dermal armor	-5	+5	-
Suppress mutation	-5	+10	-
Tentacles	-5	+10 or +20	-
Troll-gene Fast healing	-5	+0	-
Two heads	-5	+20	-

rather than attempting to counter grapple or escape. The target takes 1 points of Constitution damage. You heal 5 hit points of damage for each point of Constitution you drain.

Evolution I: Your Constitution drain increases to 1d2.

Evolution II: Your Constitution drain increases to 1d3.

BLOOD FRENZY (EX)

Gene Pool -3 | Disguise DC Modifier +0

If you take damage in combat you can fly into a frenzy in the following round. You gain +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts until combat is concluded or 2d6 rounds, whichever is shorter. Unlike a rage ability you do not gain the fatigued condition when blood frenzy completes.

Once you've used your blood frenzy, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

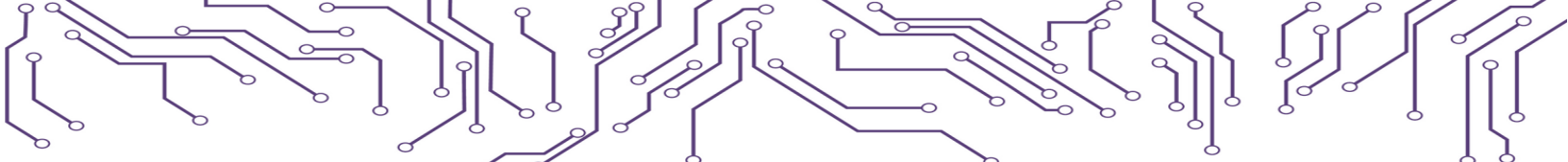
Evolution I: Your frenzy duration increases to 3d6 rounds.

Evolution II: Your frenzy duration increases to 5d6 rounds.

BREATH WEAPON (EX)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation consists of two sacks of noxious chemicals which can be combined as they are exhaled through the mouth to form a breath weapon. You gain a breath weapon. When this mutation is selected, you must choose



a 60' line or 30' cone of energy. You must also choose an energy type; acid, cold, electricity, or fire. Your breath weapon does 3d6 points of damage from your selected energy type to all creatures, characters, and objects within the area of effect. Targets in the area can attempt a Reflex save (DC = 11 + ½ your character level) to escape with only half damage.

Once you've used your breath weapon, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your breath weapon damage increases to 7d6.

Evolution II: Your breath weapon damage increases to 18d6.

BUILT FOR SPEED (EX)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation has reinforced your legs making them capable of propelling you at greater speeds, increasing both your tactical and overland speeds. You gain an additional 5 feet of movement per move action. This stacks with any other increases to your base speed provided by race, class, talents, feats, or equipment.

You may not take this mutation if you have a deformity that reduces speed.

Evolution I: Your speed increases by 10 ft. per move action.

Evolution II: Your speed increases by 15 ft. per move action.

BULBOUS EYES (EX)

Gene Pool -1 | Disguise DC Modifier +2

Your mutation allows you to see in total darkness out to a range of 60 feet. Darkvision is black and white only but is otherwise like normal sight.

Evolution I: Your darkvision increases to 120 ft.

Evolution II: Your darkvision increases to 240ft.

CHAMELEON EPIDERMIS (EX)

Gene Pool -3 | Disguise DC Modifier +0/+10

Your outer cellular structure has been mutated, allowing the cells to actually alter their lucidness, appearance, and color. In effect, this allows you to subtly change colors on a cellular level. You gain the effects of total concealment (50% miss chance) while motionless (taking no actions) or concealment (20% miss chance) while taking normal actions. Your mutation requires no concentration and is constantly adjusting to your surroundings.

You can only take full advantage of this mutation while wearing no armor or nano-armor. You only gain half the normal benefit while wearing light armor.

CRYOGENESIS (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows your body to absorb heat from object and creatures you touch. When you make a successful natural attack or unarmed strike against an opponent, you may add +2d6 points of cold damage to your attack as a swift action.

Once you've used your cryogenesis attack, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately. You can only take advantage of this mutation while wearing no armor, custom armor, or nano-armor.

Evolution I: Your cold damage increases to 7d6.

Evolution II: Your cold damage increases to 15d6.

DAZZLING BURST (EX)

Gene Pool -4 | Disguise DC Modifier +0

You can cause your body to flare with intense, colorful light as a swift action. Anyone within a 20-foot radius must make a Fortitude save (DC 11 + ½ your character level), or be dazzled for 2d8 rounds.

Once you've used your dazzling burst, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. This ability is a light effect, and creatures that cannot see are immune to it. You are limited to wearing light armor, or any nano-armor with this mutation.

Evolution I: The base DC of your dazzling burst is increased to 13.

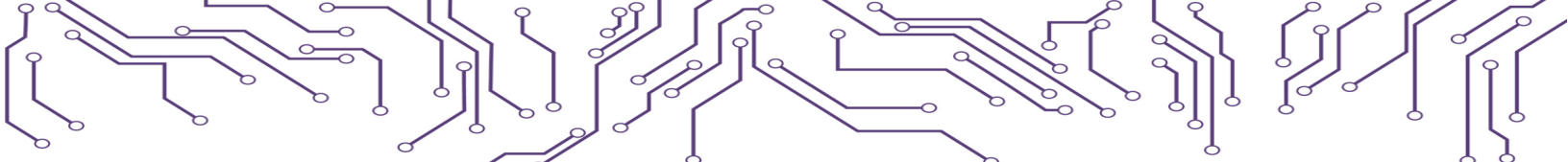
Evolution II: The base DC of your dazzling burst is increased to 15.

DENSITY ALTERATION (SU)

Gene Pool -4 | Disguise DC Modifier +0/+15

This extraordinary mutant ability grants you the ability to enlarge or reduce your size while maintaining the same mass. You must choose the ability to enlarge or reduce when this mutation is selected. Density alteration is considered a standard action.

Enlarge: Density alteration doubles your height. This increase changes your size category to the next larger one. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack



rolls and AC due to its increased size. If your size increases to Large you have a space of 10 feet and a natural reach of 10 feet. Enlarging does not affect your speed. If insufficient room is available for the desired growth, you attain the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures or clothing in the process. If it fails, you are constrained without harm by the materials enclosing you. Your armor and equipment do not expand with you with the exception of augmentations. Since you gain no weight you gain a +4 on Athletic skill checks to swim due to lower body density.

Reduce: Density alteration causes instant diminution of your body, halving your height, length, and width. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and AC due to your reduced size. A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet (meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet. A reduction in size does not alter your speed. Any armor and equipment carried by you does not shrink with you unless its an augmentation.

Evolution I: Your mutation allows you to enlarge or reduce your size.

Evolution II: Your mutation allows you to alter your density as a swift action.

DIRECTION SENSE (EX)

Gene Pool -1 | Disguise DC Modifier +0

You always know the direction of north from your current position. You are effective in any environment in which "north" exists, but it may not work on planets, planetoids, or asteroids without magnetic fields. By using a swift action, you can determine the direction of true north.

DWARFISM (EX)

Gene Pool -1 | Disguise DC Modifier +10

Mutated genes have altered your physical size, and you are reduced by 1 size category. This change in size make you noticeably different from other of your species.

This mutation causes you to shrink, halving your height, length, and width and dividing your weight by 8. This decrease changes your size category to the next smaller one. You gain a +2 size bonus to Dexterity, a -2 size penalty to Strength (to a minimum of 1), and a +1 bonus on attack rolls and EAC and KAC due to your reduced size.

A Small humanoid creature whose size decreases to Tiny has a space of 2-1/2 feet and a natural reach of 0 feet

(meaning that it must enter an opponent's square to attack). A Large humanoid creature whose size decreases to Medium has a space of 5 feet and a natural reach of 5 feet.

You can no longer wear armor or use some types of equipment designed for Medium humanoid creatures. Natural attacks and unarmed strikes deal less damage (see Table 10-1: Tiny/Large Damage).

ELECTRIC FORTITUDE (EX) [ANDROID]

Gene Pool -4 | Disguise DC Modifier +0

You take no damage from electrical attacks Instead, your mutation has turned you into a capacitor. You are immune to electricity and any electrical attack used against you temporarily increases you're your Stamina by 1 point per die of electrical damage. You can store a number of temporary Stamina points equal to your key ability bonus (minimum 1). You lose these temporary Stamina points any time you rest for 10 minutes and regain Stamina, meditate, or sleep.

Evolution I: You can store up to your key ability score in temporary Stamina points and gain 2 temporary Stamina points per electrical damage die.

Evolution II: You can store up to double your key ability score in temporary Stamina points and gain temporary Stamina points equal to one-half the electrical damage that would have been dealt.

ELASTICITY (EX)

Gene Pool -4 | Disguise DC Modifier +0

You can bend and twist your body in unnatural ways and squeeze through very tight spaces. You gain a +4 racial bonus on Acrobatics (escape) skill checks. Moreover, you can squeeze through an opening or passage one-tenth as wide and tall as your height, in inches. A creature using this mutation to move through a tight space moves at one-third normal speed. As an added benefit, you take half damage from blunt weapons.

You are limited to wearing nano-armor with this mutation.

Evolution I: Your racial bonus to Acrobatics (escape) increases to +8. In addition, you gain a reach of 10-foot, allowing you to strike at targets 2 squares away. If you are already using a reach weapon this mutant ability increases your reach by 5-foot.

Evolution II: Your racial bonus to Acrobatics (escape) increases to +12. In addition, you gain a reach of 15-foot, allowing you to strike at targets 3 squares away. If you are already using a reach weapon this mutant ability increases your reach by 10-foot.

ELECTRO-ENTROPIC (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation allows you to draw stored energy out of batteries and energy generators. You can spend a full round action to drain energy from a battery or electrical generator. You drain 1d6 charges per round. You can store a number of charges equal to your key ability score and any energy in excess of your key ability score is released harmlessly as light. Each point of excess energy released as light cause you to glow in a 20-foot radius for 1 round per excess charge. You can voluntarily release stored energy not in excess of your key ability score as a swift action.

You can use stored energy to recharge or power electro-genesis abilities. It takes 12 points of stored energy to recharge a one use of an electro-genesis ability.

Evolution I: You can drain 2d6 charges from a battery per round.

Evolution II: You can drain 3d6 charges from a battery per round.

ELECTRO-GENESIS JOLT (EX)

Gene Pool -4 | Disguise DC Modifier +0

The electrophysiology of your mutation allows you to generate a powerful jolt of lightning. You can generate and target a 5-foot-wide, 30-foot-long or 10-foot wide, 15-foot long bolt of lightning that deals 3d6 points of electricity damage to every creature in its path. Releasing a lightning bolt is a standard action. Any creature struck by your jolt of lightning is entitled to a Reflex save (DC = 11 + ½ your character level) for half damage.

Once you've used your electro-genesis jolt, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately. Electro-genesis Jolt can also be recharged by the Electro-entropic mutation.

Evolution I: Your electro-genesis bolt damage increases to 9d6.

Evolution II: Your electro-genesis bolt damage increases to 18d6.

ELECTRO-GENESIS POWER SOURCE (EX)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation allows you to generate power and transfer it to technological devices. As a full action, you can generate and transfer 1d6 charges to a battery by simply making physical contact with it.

Once you've used your electro-genesis power source ability, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve

Point at any point to recharge it immediately. Electro-genesis Power Source can also be recharged by the Electro-entropic mutation.

Evolution I: You can generate 2d6 charges and transfer them to a battery.

Evolution II: You can generate 3d6 charges and transfer them to a battery.

ELECTRO-GENESIS TOUCH (EX)

Gene Pool -4 | Disguise DC Modifier +0

The electrophysiology of your mutation allows you to generate an electrical charge, transferring it to any character, creature, or object you touch. On a successful unarmed or natural attack, you can choose to deal 2d6 points of electricity damage to any character or creature as a swift action. In addition, you may discharge 2d6 points of electricity damage to any attacker successfully striking you with an unarmed attack, natural weapon, or combat maneuver as a reaction. On a critical hit your target must make a Fortitude save (DC = 11 + ½ your character level), or become stunned for 1 round.

Once you've used your electro-genesis touch, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. Electro-genesis Touch can also be recharged by the Electro-entropic mutation.

Evolution I: Your electro-genesis touch damage increases to 6d6.

Evolution II: Your electro-genesis touch damage increases to 15d6.

ELECTRO-LOCATION A (EX) [ANDROID]

Gene Pool -2 | Disguise DC Modifier +0

When you are in contact with a crystalline or metallic surface your mutation allows you to detect the presence of other creatures within 30 feet that are also in contact with the same surface, even through walls and other obstacles. Electro-location otherwise functions as blindsense.

You are limited to wearing custom armor or nano-armor with this mutation.

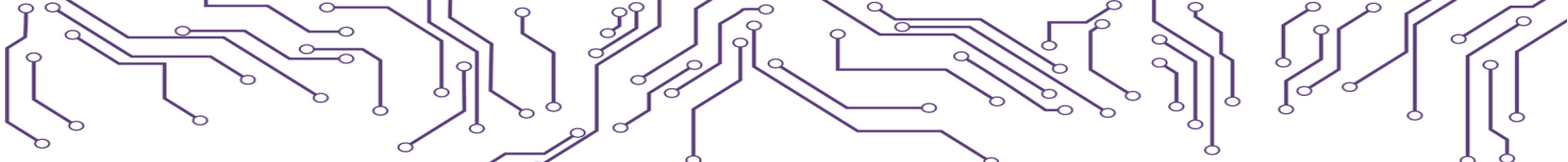
Evolution I: Your electro-location extends out to 60 feet.

Evolution II: Your electro-location extends out to 120 feet.

ELECTRO-LOCATION B (EX) [AQUATIC]

Gene Pool -2 | Disguise DC Modifier +0

When you are submerged in water your mutation allows you to detect the presence of other creatures within 10 feet that are also submerged in water, even with concealment



and cover. Electro-location otherwise functions as blindsight.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your electro-location extends out to 20 feet.

Evolution II: Your electro-location extends out to 30 feet.

ENERGY ABSORPTION (EX)

Gene Pool -4 | Disguise DC Modifier +0

You can absorb impressive amounts of harmful energy. You gain resistance 5 to two types of energy or resistance 10 to one type of energy, chosen from the following list: acid, cold, electricity, fire, or sonic/concussion. This mutation does not stack with other resistance modifiers.

Evolution I: Gain an additional 5 energy resistance on two types of energy or 10 on one type of energy.

Evolution II: Gain an additional 5 energy resistance on two types of energy or 10 on one type of energy.

ENERGY DIFFUSION (EX)

Gene Pool -2 | Disguise DC Modifier +0

Your body's ability to withstand energy damage increases. You gain resistance 2 to two types of energy or resistance 5 to one type of energy, chosen from the following list: acid, cold, electricity, fire, or sonic/concussion. This mutation does not stack with other resistance modifiers.

Evolution I: Gain an additional 2 energy resistance on two types of energy or 6 on one type of energy.

Evolution II: Gain an additional 2 energy resistance on two types of energy or 6 on one type of energy.

ENERGY RAY (SU)

Gene Pool -4 | Disguise DC Modifier +0

You have the ability to emit a ray of energy (fire, cold, or sonic) from one of your hands (or other appendage) which inflicts 1d6 hit points of damage and has a range increment of 50 feet. The energy type must be chosen when this mutation is selected. You can use this energy ray a number of times equal to your key ability score bonus.

Once you've used up all your energy rays, you can't use them again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge the rays immediately.

Evolution I: Your energy ray damage increases to 3d6.

Evolution II: Your energy ray damage increases to 6d6.

ENHANCED VISION (EX)

Gene Pool -1 | Disguise DC Modifier +2

Your mutation has made your sight very acute, allowing the mutant to focus your vision on places extremely far away. You can see things as far as 3 miles away if there is a clear line of sight.

Evolution I: You gain low-light vision

Evolution II: You gain darkvision 240 ft.

ENTANGLING SLIME (EX)

Gene Pool -3 | Disguise DC Modifier +2

Your mutation allows you to produce a sticky, slimy secretion. You can slime up to a 10-foot-square area as a full action. For 24-hours thereafter, any creature coming in direct contact with the slime must succeed at an Acrobatics check (DC = 11 + ½ your character level), or gain the entangled condition.

Once you've used entangling slime ability, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: The base DC of your entangling slime is increased to 13.

Evolution II: The base DC of your entangling slime is increased to 15.

EXCEPTIONAL LUNGS (EX)

Gene Pool -1 | Disguise DC Modifier +0

You have a second set of lungs and your mutation allows you to hold your breath for an extended period. You can hold your breath for a number of rounds equal to 4 x your Constitution score rather than twice your Constitution score.

Evolution I: You can hold your breath 8 x your Constitution Score.

Evolution II: You can hold your breath 16 x your Constitution Score.

EXTRA ARMS

Gene Pool -3 | Disguise DC Modifier +10

You grow an additional pair of arms. The extra arms look and behave exactly like your other arms. Extra arms allow you to wield and hold up to your total hands worth of weapons and equipment. While your multiple arms increase the number of items you can have at the ready, it doesn't increase the number of attacks you can make during combat.

You are limited to wearing custom armor or nano-armor with this mutation.

EXTRA ARM

Gene Pool -2 | Disguise DC Modifier +5

You grow an additional arm. The extra arm looks and behaves exactly like your other arms. Extra arms allow you to wield and hold up to your total number of hands worth of weapons and equipment. While your multiple arms increase the number of items you can have at the ready, it doesn't increase the number of attacks you can make during combat.

You are limited to wearing custom armor or nano-armor with this mutation.

FERAL

Gene Pool -3 | Disguise DC Modifier +0

You gain any two natural weapon mutations. These natural weapons deal damage based on your size. If you already have these attacks, their damage improves by one size category (see Table 10-1: Tiny/Large Damage). Evolution I or II will only effect a single natural weapon. Add the Disguise DC modifiers from both natural attacks together to determine your total modifier.

FILTERED LUNGS (EX)

Gene Pool -3 | Disguise DC Modifier +0

You can breathe normally in even the most polluted environments. Your mutation protects you from harmful air bourn toxins and chemicals. You gain a +6 racial bonus to save against inhaled poisons, toxins, chemicals, diseases, or any other air bourn pathogen.

Evolution I: Your racial bonus increases to +10.

Evolution II: You become immune to inhaled poisons, toxins, chemicals, diseases, or any other air bourn pathogen.

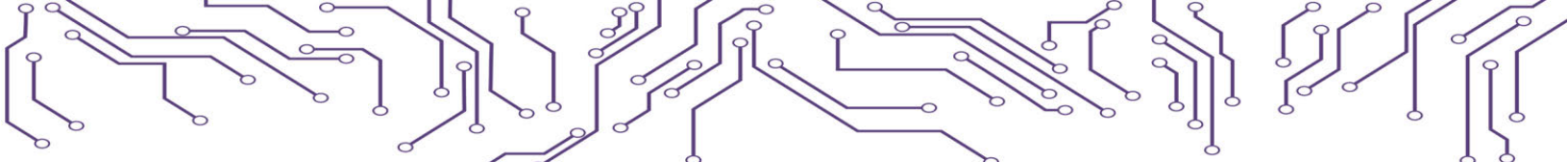
FIRE STARTER (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to produce flame from your hands and feet. Your body produces a volatile mix of gases which you can ignite into flame an inch above the surface of your skin. While your flame is on, add +1d6 points of fire damage to successful unarmed melee or natural attacks. You can set fire to flammable objects as part of a move or standard action. Additionally, you may create flames from your hands as a swift action and maintain them without concentration. Your flames provide dim light in a 20-foot



Minor Mutant - Firestarter



radius. You can take advantage of the fire starter mutation as long as you have at least one Resolve Point remaining.

Although you do not take damage from the fire you wield this mutation does not provide resistance or immunity to fire. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your fire damage increases to 2d6.

Evolution II: Your fire damage increases to 4d6.

FLAMING BODY (SU)

Gene Pool -3 | Disguise DC Modifier +0/+20

You can cover your body in dancing flames. Anyone striking you with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples you or is grappled by you takes 2d6 points of fire damage each round the grapple persists. You can turn the flames on and off as a swift action. You can take advantage of the flaming body mutation as long as you have at least one Resolve Point remaining.

Evolution I: Your fire damage increases to 2d6 and 4d6 while grappled or grappling.

Evolution II: Your fire damage increases to 4d6 and 8d6 while grappled or grappling.

FRAGRANCE, CALMING (SU) [PLANT]

Gene Pool -3 | Disguise DC Modifier +0

You give off a supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds you to a radius of 60 feet. Any creature in this area of effect must make a Will save (DC = 11 + ½ your character level), or at the start of its turn fall under the effects of your fragrance for 1d4+1 rounds.

You have no control over the affected creatures, but calming fragrance can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the effects of the fragrance on all calmed creatures.

This fragrance automatically suppresses (but does not dispel) any morale bonuses granted by spells, spell-like effects, or supernatural abilities. It also suppresses any fear effects and removes the confused condition from all targets. While the fragrance lasts, a suppressed spell, condition, or effect has no effect. When the calming fragrance effect ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

Once you've used your calming fragrance, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: The base DC of your calming fragrance increases to 13 and the duration increases to 2d4+2 rounds.

Evolution II: The base DC of your calming fragrance increases to 13 and the duration increases to 3d4+3 rounds.

FRAGRANCE DEVELOPMENT (SU) [PLANT]

Gene Pool -3 | Disguise DC Modifier +0

You can control the actions of any humanoid creature through a subtle yet hypnotic fragrance. The fragrance is generally derived from mutated pheromones/hormones.

Your mutation allows you to spend 1 Resolve Point and emit a scent that forces all creature within a 10 ft. radius to make a Will save (DC = 11 + ½ your character level), or become hypnotized by your fragrance. This mutation mimics the effects of a *dominate person* spell except as noted here. The domination lasts as long as you remain within 10 ft. of the subject(s) plus a number of rounds equal to your one half your character level rounding down. Any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." Changing your orders or giving a dominated creature a new command is a move action.

Once you have given a creature dominated by your fragrance a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect (see the Sense Motive skill description).

Evolution I: The base DC of your fragrance development is increased to 13.

Evolution II: The base DC of your fragrance development is increased to 15.

GIGANTISM

Gene Pool -2 | Disguise DC Modifier +20

Your mutation has altered your physical size, and your size makes you noticeably different from others of your species. This mutation causes you to grow, doubling your height, multiplying your weight by 8, and increasing your size category. You gain a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and EAC and KAC. If gigantism increases your size to Large you occupy a 10-ft. space and gain a natural reach of 10 feet. This mutation does not change your speed.

You can no longer wear armor or use some types of equipment designed for Medium humanoid creatures. Natural weapons and unarmed strikes deal more damage (see Table: Tiny/Large Damage).

GILLS (EX)

Gene Pool -2 | Disguise DC Modifier +4

You grow a set of gills that can draw the oxygen out of water. The gills appear on your neck, chest, or back (near your windpipe or lungs). You can breathe both air and water. You can operate underwater indefinitely, with no fear of drowning.

GLIDER (EX)

Gene Pool -1 | Disguise DC Modifier +5/+20

Your mutation allows you to glide like a flying squirrel. You may glide 20 feet for every 5 feet of decent. Gliding is considered flight with poor maneuverability, -4 to Acrobatics (fly) checks.

You are limited to wearing custom light armor or light nano-armor with this mutation.

GRENADE-LIKE FRUIT (EX) [PLANT]

Gene Pool -4 | Disguise DC Modifier +10

Plants and other mutants with this mutation have pods that are explosive and grenade-like. When you take this mutation, you choose one kind of grenade to represent your ripe fruit from the following; flash grenade I, frag grenade I, incendiary grenade I, shock grenade I, smoke grenade, or sticky bomb grenade I. Your fruit are treated as grenades and use the grenade rules presented in the Starfinder Core Rulebook. Each day the number of ripe fruit you have available is determined randomly by rolling 1d6+1. Once you harvest your fruit it deteriorates quickly and it loses its grenade like properties after an hour.

You gain the Grenade Proficiency feat for free when you take this mutation

You can spend a Resolve point to force an additional 1d4 pods to ripen early if you exhaust your daily supply.

Evolution I: Your fruit becomes more powerful and type I grenade is upgraded to a type II grenade.

Evolution II: Your fruit becomes more powerful and type II grenade is upgraded to a type IV grenade.

HALLUCINATION CLOUD [PLANT]

Gene Pool -4 | Disguise DC Modifier +0

As a standard action, your mutation allows you to release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC Fortitude save (DC = 11 + ½ your character level), or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately.

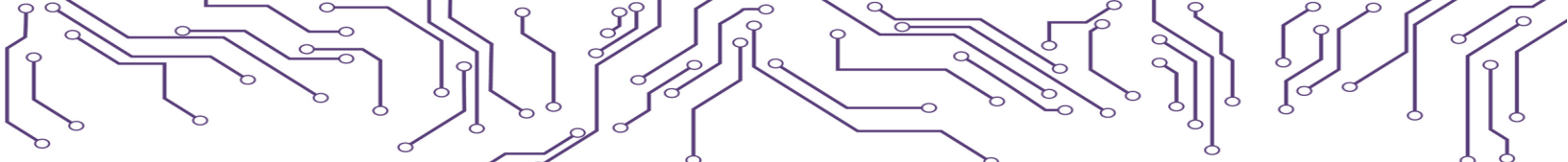
Once you've used your hallucination cloud ability, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately. You are limited to wearing custom armor or nano-armor with this mutation.

To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

Table 8-6: d6 Hallucination

D6	Hallucination
1	You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
2	Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
3	An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
4	You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
5	You've shrunk to 1/10th your normal size! Take no actions for 1 round and monsters won't see you.
6	You're melting! Grasp hold of yourself in an attempt to hold yourself together, and take no actions for 1 round.

Evolution I: The base DC of your hallucination cloud is increased to 13.



Evolution II: The base DC of your hallucination cloud is increased to 15.

HASTE (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation grants you temporary bursts of speed. As a swift action, the you gain the benefits of the *haste* spell for 1d4 rounds.

Once you've used your *haste*, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your haste lasts for 2d4 rounds.

Evolution II: Your haste lasts for 3d4 rounds.

HEALING KISS (EX)

Gene Pool -3 | Disguise DC Modifier +0

Enzymes and fibroblasts in your saliva enhance the natural healing process of a wound. (In rarer cases a few mutants have identified other mucus and body fluids with the same affect.) By successfully licking, kissing, or spreading saliva on the wound of another character or creature as a standard action, you may heal the target for 1d12 points of damage. You must roll a successful combat maneuver against an unwilling creature. Each time you use healing kiss you must spend 1 Resolve point.

Evolution I: Your healing kiss heals 3d12 damage.

Evolution II: Your healing kiss heals 7d12 damage.

HEALING TOUCH

Gene Pool -2 | Disguise DC Modifier +0

Your palms produce a sweat containing a chemical that increases the rate of natural healing. By successfully touching the wound of another character or creature as a standard action, you may heal the target for 1d8 points of damage. You must roll a successful combat maneuver against an unwilling creature.

Once you've used your healing touch, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your healing touch heals 2d8 damage.

Evolution II: Your healing touch heals 4d8 damage.

HEAVY SKELETON (EX)

Gene Pool -3 | Disguise DC Modifier +2

Your bones are thick and robust allowing you to withstand high gravity and increasing your massive damage survivability. Your massive damage threshold increases to

110% of your hit points rounded down. You gain light fortification (25% chance to avoid a critical threat). In addition, you can tolerate gravity twice as strong as normal members of your race without penalty.

You cannot take this mutation if you have the Brittle Bones deformity.

HORRIFIC APPEARANCE (SU)

Gene Pool -4 | Disguise DC Modifier +20

The sight of you is so revolting that anyone within 60 feet (other than another mutant) who sets eyes upon one must succeed on a Fortitude save (DC = 11 + ½ your character level), or instantly be weakened, taking 1d6 points of temporary Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by your horrific appearance for 24 hours. This mutation effect is considered a mind-affecting effect.

This mutation is constantly active and cannot be turned off. However, companions who have grown used to your hideous appearance are immune to its affects.

HUMANOID FORM (EX)

Gene Pool -2 | Disguise DC Modifier +10

Your mutation has given you a humanoid body. You walk upright and can take advantage of equipment designed for humanoids of your size.

In order to take this mutation, you must have a corporeal body with a backbone or similar support structure.

HYPERSENSITIVITY

Gene Pool -1 | Disguise DC Modifier +0

You are particularly (some might say unnaturally) sensitive to your surroundings. You gain a +1 racial bonus on Perception checks.

Evolution I: Your racial bonus to Perception checks increases to +2.

Evolution II: Your racial bonus to Perception checks increases to +3.

INCREASED INTELLECT (EX) [ANIMAL]

Gene Pool -5 | Disguise DC Modifier +4

Your mutation has made you sentient. Your brain is much larger than others of your kind.

This mutation is restricted to creatures with a -4 or -5 Intelligence score modifier. When this mutation is gained the creature immediately rolls 3d6 and replaces their prior Intelligence score with the sum of the dice.

INFRASONIC MOAN (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to emit an infrasonic moan as a standard action. You gain one of the following four effects.

Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for 2 rounds.

Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 feet is affected by hold monster for 5 rounds (Will negates).

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than 6 consecutive rounds must save (Will negates) or enter a trance, helpless until the moaning stops.

You are immune to these sonic, mind-affecting attacks. A creature that successfully saves against your fear, nausea, or unnerve moans cannot be affected by that same moan effect for 24 hours. All of the save DCs against your moan are DC 11 + ½ your character level.

Evolution I: You can choose to increase the DC of the saving throw by +2, or gain a second type of infrasonic moan.

Evolution II: You can choose to increase the DC of the saving throw by +2, or gain a second or third type of infrasonic moan. This increase is in addition to any increase or ability that was selected during Evolution I.

INGESTED ADAPTATION (SU)

Gene Pool -5 | Disguise DC Modifier +0

Whenever you deal damage to a living creature with one of your natural attacks, you can siphon off a portion of the target's genetic code and psychic resonance as a swift action. This temporarily reshapes your own physiology and psychology to match your target's. This grants you one of the following abilities (provided the target has it) for 1 minute:

- Blindsight (up to 60 feet)
- Blindsight (up to 60 feet)
- Darkvision (up to 60 feet)
- Damage reduction (up to 5/—)
- Resistance to one type of energy damage (up to 20 points)
- Burrow (up to 40 feet)
- Fly (up to 40 feet and average maneuverability)
- Swim (up to 40 feet)
- Water breathing

- Limited telepathy
- The ability to understand (but not speak) up to three languages that the target knows
- Gain the target's weapon proficiencies
- Change the damage dealt by one of your super natural energy attacks to any one energy type dealt by one of the target's supernatural attacks

Once you've used your ingested adaptation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately. You can maintain only one adaptation at a time, and gaining a new adaptation ends the previous one.

Evolution I: The duration of Ingested Adaptation increases to 10 minutes.

Evolution II: The duration of Ingested Adaptation increases to 1 hour.

INTIMIDATING FRILLS (SU) [VESK]

Gene Pool -2 | Disguise DC Modifier +5

Your mutation gives you frills like a giant frilled lizard and grants Intimidate as a class skill. You can extend your neck frills while charging. In addition to the normal effects of a charge, the creature charged must make a Will save (DC = 11 + ½ your character level), or be shaken for 1d6 rounds. This is a fear effect. You can also extend your frills to gain a +2 circumstance bonus on intimidation skill checks.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: The base DC of your intimidating frills is increased to 13.

Evolution II: The base DC of your intimidating frills is increased to 15.

LEAPER (EX)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation grants Athletics as a class skill and a +8 bonus on Acrobatics (jump) checks to jump. You always count as having a running start when jumping.

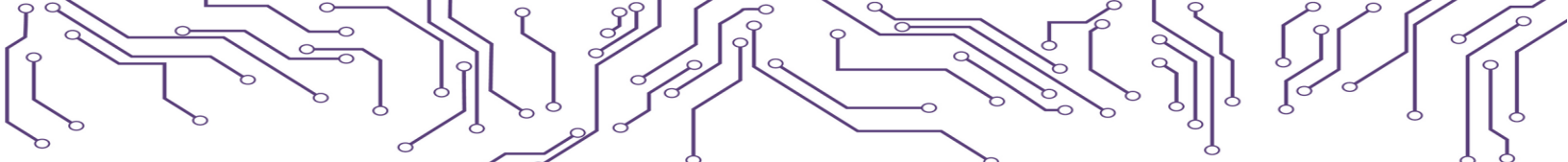
Evolution I: Your bonus on Athletics (jump) skill checks increases to +12.

Evolution II: Your bonus on Athletics (jump) skill checks increases to +16.

LEECH MAW (EX) [KASATHAS]

Gene Pool -3 | Disguise DC Modifier +4

Your mutation has left you with a mouth like that of a leech or lamprey. When you succeed with a bite attack, you can attempt to latch onto your target as a swift action. Your



mutation grants a +4 racial bonus to obtain and maintain a grapple on a foe. You lose your Dexterity bonus to AC, but can hold on with great tenacity. You automatically inflict bite damage each round. Assuming you are a medium creature your bite causes 1d6 P damage.

Blood Drain (Ex) You drain blood at the end of each turn you are attached, inflicting 1 point of Strength and Constitution damage. This damage is doubled on a critical hit.

Evolution I: Your grapple bonus increases to +8.

Evolution II: Your grapple bonus increases to +12.

LIGHT PULSE (EX)

Gene Pool -3 | Disguise DC Modifier +0

Photophores in your skin allow you to make a bright pulse of light. As a standard action, you can release a pulse of bright light. All creatures within a 50-foot burst that can see you must make a Fortitude save (DC = 11 + ½ your character level), or be blinded for 1d4 rounds. You are immune to this mutation ability.

Once you've used your light pulse mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately. You are limited to wearing light armor, or any nano-armor with this mutation.

Evolution I: The base DC of your light pulse is increased to 13.

Evolution II: The base DC of your light pulse is increased to 15.

LOVE DARTS (EX)

Gene Pool -4 | Disguise DC Modifier +5

Your mutation is a natural ranged weapon that allows you to fire love darts through a rifled tube located on an appendage. Love darts are constructed of chitin and each dart deals 1d6 points of piercing damage with a range increment of 30 feet. You can store up to your Constitution score in love darts. You can regenerate a number of love darts equal to your Constitution score bonus (minimum of 1) per day with a good night's rest (8 hours). Spending a Resolve Point allows you to muster up another 1d4 love darts immediately.

Evolution I: The damage of your love darts increases to 2d6 and cause an additional 1 points of bleed damage on a critical.

Evolution II: The damage of your love darts increases to 4d6 and cause an additional 3 points of bleed damage on a critical.

LOVE ROCKS (EX)

Gene Pool -4 | Disguise DC Modifier +5

Your mutation allows you to fire a limited number of love rocks each day. This is a natural ranged weapon. Love rocks are small lumps of hardened chitin fired through a rifled tube located on an appendage. Chitin rocks deal 2d6 points of bludgeoning piercing damage and have a range increment of 15 feet. You can store up to ½ your Constitution score (rounding down) in chitin rocks at a time. You regenerate a number of chitin rocks equal to your Constitution bonus (minimum of 1) per day with a good night's rest (8 hours). Spending a Resolve Point allows you to muster up another 1d4 love rocks.

Evolution I: The damage of your love rocks increases to 3d6 and cause the staggered condition on a critical.

Evolution II: The damage of your love rocks increases to 7d6 and cause the staggered condition on a critical.

MEGA CLAW (EX) [SHIRREN]

Gene Pool -3 | Disguise DC Modifier +10

A huge claw has replaced one of your arms including its hand. The mega claw is a natural weapon dealing 2d6 points of slashing and bludgeoning damage. You gain a +4 bonus to all combat maneuvers attacks to grapple or pin, and gain a +4 to your KAC to prevent an opponent from countering or breaking a grapple while using the mega claw. Once you have successfully grappled an opponent you do automatic claw damage each round and maintaining your grapple becomes a swift action. The claw can be used to hold things, but is incapable of fine manipulation (such as typing or pulling a trigger).

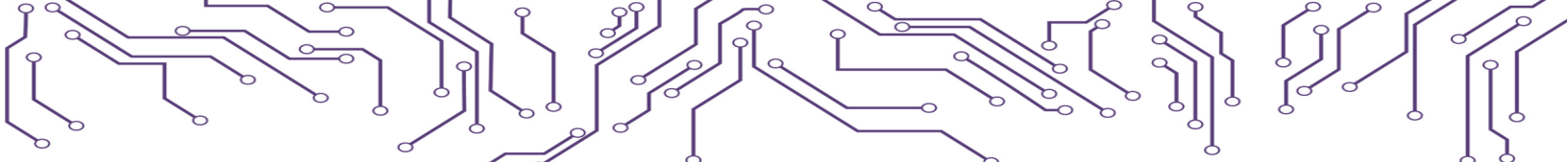
Evolution I: The damage from your massive claw increases to 4d6 and automatically gain a grapple against a foe on a critical hit.

Evolution II: The damage from your massive claw increases to 9d6 and automatically gain a grapple against a foe on a critical hit.

METAMORPH (SU)

Gene Pool -4 | Disguise DC Modifier +4

You are a shape changer. When you gain this mutation, you choose another type of creature that you can transform into. You can choose any abomination, animal, plant, or vermin. You do not gain the spell-like or supernatural abilities of the creature, just the physical appearance and extraordinary natural abilities (such as claws or sharp teeth). This physical transformation (in either direction) takes 1 full action and cost 1 Resolve Point. You are considered helpless during the transformation, and this



transformation does not include your equipment. Transforming back into our humanoid form does not require an additional Resolve Point.

Evolution I: You heal 2d8 damage while shape changing from one form to another. You gain the shaken condition while shape changing rather than the helpless condition.

Evolution II: You heal 5d8 damage while transforming from one form to another. You no longer gain any negative conditions while shape changing.

MOVEMENT (EX)

Gene Pool -1 | Disguise DC Modifier +4

You are capable of maneuvering on your own at a standard movement rate of 30 ft. This may be through the use of leglike protrusions or by pulling yourself along the ground with vines or cilia. This mutation only benefits races that normally have no means of terrestrial movement.

NATURAL ARMOR (EX) [SPECIAL]

Gene Pool -3 | Disguise DC Modifier +5

This mutation indicates that the creature has grown a natural defense mechanism over the entire body. It can be thick fur, scales, a shell, or even rubbery skin. You gain a +2 to armor bonus to your EAC and a +4 armor bonus to your KAC.

- **Bark:** You have developed a thicker, harder, bark-like shell that provides armor against physical attacks. This mutation only is considered Tier [2] for members of the plant type or plant-like subtype.
- **Exoskeleton:** A thick exoskeleton forms over the creature's skin. The exoskeleton usually consists of interlocking plates of bone or chitin covering 90% or more of its body and gains energy resistance 1 sonic.
- **Fur coat:** Creature grows a thick, protective layer of fur over its body and gains energy resistance 1 cold.
- **Rhino hide:** The creature's skin is thick and formed from layers of collagen positioned in a lattice structure and gains energy resistance 1 electricity.
- **Rubbery skin:** The creature's skin has become super pliable yet strong like rubber. The creature gains energy resistance 1 acid.
- **Scaly armor:** Thick, overlapping scales cover the creature's body. The scales are hard but dry to the touch. The creature gains energy resistance 1 fire.

Evolution I: Your EAC bonus increases to +5 and your KAC bonus increases to +8, but your speed is reduced by 5ft.

Evolution II: Your EAC bonus increases to +8 and your KAC bonus increases to +16, but your speed is reduced by 10 ft.

Note: Armor bonuses do not stack with other armor bonuses, but they do stack to all other bonuses to Armor Class.

NATURAL WEAPON (EX)

Gene Pool -1 | Disguise DC Modifier +4

You are equipped with a natural weapon, such as horns, fangs, or sharp claws (select during character creation). These natural weapons will inflict 1d6 damage lethal damage, and do not provoke attacks of opportunity. A natural weapon may be equipped with a toxic weapon, such as poison.

- **Claws:** Your hands mutate into sharp claws. You gain claw attacks that deal slashing damage. Having claws does not adversely affect your manual dexterity.
- **Fangs:** Your teeth mutate into vicious fangs. You gain a vicious bite attack that deals piercing damage. This mutation can be used in conjunction with the Acidic Saliva or Poisonous mutation.
- **Great horns:** You sprout horns capable of damaging or goring a target. The horns may be curled like a ram's or pointed like a bull's. Conversely, you may grow a single horn in the middle of the forehead, like that of a rhinoceros, or a large rack of antlers, like that of a moose. You gain a gore natural attack that deals bludgeoning damage (curled ram horns or moose antlers) or piercing damage (pointed bull horns or one great rhino horn).
- **Slam:** You gain a slam attack for each arm or forelimb. If you already have a slam attack, your slam damage improves by one size category.

Evolution I: The damage from your natural attack increases to 3d6.

Evolution II: The damage from your natural attack increases to 6d6.

NOCICEPTION (EX) [LASHUNTAS]

Gene Pool -5 | Disguise DC Modifier +0

This mutation blocks a creature's pain receptors. Nociception allows the creature to withstand unnatural levels of pain. This mutation grants the creature DR 2/-. The damage reduction ends when the creature's Hit Points are reduced to 0. Unlike normal damage reduction, nociception stacks with other sources of damage reduction.

Evolution I: The creature's damage reduction is increased to DR 4/-.

Evolution II: The creature's damage reduction is increased to DR 6/-.

NOXIOUS VAPORS (EX)

Gene Pool -2 | Disguise DC Modifier +0

The noxious vapors and foul fluids that constantly weep and seethe from our body are particularly heinous to those you choose to grapple. Each round a creature is grappled by you, the grappled foe must make a Fortitude save (DC = 11 + ½ your character level), to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until it succeeds on a Fortitude save on its turn, or until a minute has passed during which it is not grappled by you, whichever condition comes first. Noxious vapors do not effect persons protected by environmental suites.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: The base DC of your noxious vapors is increased to 13.

Evolution II: The base DC of your noxious vapors is increased to 15.

NUMBING COLD (SU)

Gene Pool -3 | Disguise DC Modifier +0

You must have a natural attack to take this mutation. A hit from your natural attack induces numbing cold as a swift action. The opponent must succeed on a Fortitude save (DC = 11 + your character level), or be affected as though by a *slow* spell for 1d6 rounds.

Once you've used your numbing cold, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: The base DC of your noxious vapors is increased to 13.

Evolution II: The base DC of your noxious vapors is increased to 15.

OBSCURING CLOUD (EX)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation allows you to surround yourself in a thick fog by converting water stored in your cells to vapor through special skin ducts. Creating this fog is a swift action. The fog spreads out from your position at a radius of 20 feet and moves with you. You can maintain the obscuring mist by using a swift action for a number of rounds equal to your Constitution score. Once you've used your obscuring cloud, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away gains concealment (attacks have a 20% miss chance). Creatures farther than 5 ft. away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. This mutation doesn't work in a void and requires an atmosphere. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: You gain the ability to make your obscuring mist toxic. Living creatures in the cloud must make a Fortitude save (DC = 11 + your character level), or become nauseated. This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each nauseated creature.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect.

Evolution II: Your obscuring mist vapors are highly acidic. Each round on your turn, starting when surround yourself in fog, it deals 2d6 points of acid damage to each creature and object within it in addition to the effects gained with Evolution I.

PARASITIC CONTROL (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation allows you to control the actions of other through body contact. In order to establish contact, you must make a successful combat maneuver to grapple your target. If the attack is successful your target must make a Will save (DC = 10 + ½ your character level + your CHA bonus), or they fall under your control and willingly maintain contact with you. Maintaining contact does not require additional grapple checks, but contact might be broken by others interceding on the subject's behalf.

This effect is identical to the *dominate person* spell with the following exceptions. This is a supernatural effect and only last as long as contact is maintained. Once you've used parasitic control by forcing your target to make a Will save, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your *dominate person* effect persists on the target for a number of rounds equal to your character level after contact is lost.

Evolution II: Your *dominate person* effect persists on the target for a number of hours equal to your character level after contact is lost. As per the *dominate person* spell the target may qualify for additional Will saves.

PEERLESS BEARER (EX)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation lends itself to heavy labor. You can carry 4 additional bulk beyond the normal limits for your Strength before becoming encumbered or overburdened.

Evolution I: You can carry 8 additional bulk beyond the normal limits for your Strength.

Evolution II: You can carry 12 additional bulk beyond the normal limits for your Strength.

PERVASIVE HEARING (EX)

Gene Pool -2 | Disguise DC Modifier +2

Your ears are large, like those of a cat or antelope, and have the ability to swivel. Your hearing is super sensitive, allowing you to pick up sounds from great distances and through barriers such as doors, walls, and floors. You gain a +2 racial bonus to all hearing based Perception checks, and suffer no penalties for checks to hear sounds and speech through walls or floors of any material.

Evolution I: Your hearing-based Perception bonus increases to +3.

Evolution II: Your hearing-based Perception bonus increases to +5.

PHASED (SU)

Gene Pool -5 | Disguise DC Modifier +10

Your mutation causes you to exist slightly out of phase with the Material Plane. You can pass through walls or material objects (but not corporeal creatures) as long as you begin and end your turn outside of any wall or obstacle. In addition, you always benefit from a 20% miss chance against attacks and effects targeting it directly and takes only half damage from area effects. Force effects, however, function normally against you.

You are limited to wearing custom armor or nano-armor with this mutation. Anything held or worn by you is also slightly out of phase. However, anything dropped, thrown, or fired from a weapon instantly comes back into phase when it is released or ceases to touch you. In melee combat you suffer from your own miss chance.

Evolution I: Your miss chance is increased to 25%.

Evolution II: Your miss chance is increased to 30%.

PEROMONE ATTRACTION (SU)

Gene Pool -3 | Disguise DC Modifier +0

You can regulate the production of pheromones in your body and release them at will, altering the moods of other nearby creatures. You gain a +2 racial bonus on all Charisma based skill checks made against creatures within 30 feet of

you. This effect last a number of rounds equal to your current Resolve score + 2d4.

Once you've used pheromone attraction, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

It should be noted you cannot take this mutation if you have the Pheromone Repulsion deformity. This bonus does not work against targets that don't breathe, or are immune to airborne afflictions by other means. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: The strength of your pheromones increases your skill check bonus to +4.

Evolution II: The strength of your pheromones increases your skill check bonus to +6.

PEROMONE, ENERGETIC (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation allows you to emit a pheromone that improves the moral of those around you. Pheromones from your mutation grant a +1 morale bonus to attacks, saves, and skill checks to every living creature within a 30-foot radius. This effect lasts a number of rounds equal to your current Resolve score + 2d4.

Once you've used energetic pheromone, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. It should be noted you cannot take this mutation if you have the Pheromone Repulsion deformity. This pheromone does not work against targets that don't breathe, or are immune to airborne afflictions by other means. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: The strength of your pheromones increases the moral bonus to +2

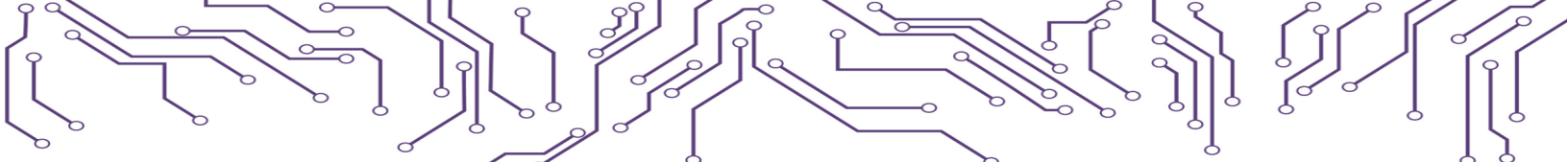
Evolution II: The strength of your pheromones increases the moral bonus to +3.

PEROMONE, FATIGUE (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation allows you to emit a pheromone that causes fatigue to any creature that comes within 30 feet of you unless it succeeds at a Fortitude save (DC = 11 + ½ your character level). A creature that is already fatigued suffers no additional effect. A creature that successfully saves cannot be affected again by the same pheromone for 24 hours.

Once you've used energetic pheromone, you can't use it again until you've rested for 10 minutes to regain Stamina



Points, though you can spend 1 Resolve Point at any point to recharge it immediately. This pheromone does not work against targets that don't breathe, or are immune to airborne afflictions by other means. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: The base DC of your fatigue pheromone is increased to 13.

Evolution II: The base DC of your fatigue pheromone is increased to 15.

PHEROMONE, RAGE (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation allows you to emit a pheromone that puts others in a state of rage. Pheromones from your mutation grant a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to EAC and KAC to every living creature within a 30-foot radius. Any creature or character trying to resist your rage pheromone must make a Will save (DC = 10 + ½ your character level + your current Resolve).

Anyone attempting to influence a creature affected by rage pheromones takes a -2 penalty on Charisma based skill checks. While in rage, affected creatures cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Intimidate, and Pilot) or any ability that requires patience or concentration. This effect last a number of rounds equal to your current Resolve score + 2d4. When the effects of the rage pheromones end, the creatures gain the fatigued condition. A creature cannot enter rage while under the fatigued or exhausted condition. You are immune to your own rage pheromone.

Once you've used rage pheromone, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. It should be noted you cannot take this mutation if you have the Pheromone Repulsion drawback. This pheromone does not work against targets that don't breathe, or are protected from airborne afflictions by other means. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: The strength of your rage pheromones increases doubling all moral bonuses.

Evolution II: The strength of your rage pheromones increases tripling all moral bonuses.

PHEROMONE, SOOTHING (SU)

Gene Pool -3 | Disguise DC Modifier +0

You can regulate the production of pheromones in your body and can release them as a move action, putting those

near you at ease. Pheromones from your mutation automatically shift the attitude of all characters and creatures within 30 feet of you one step toward Helpful. If this results in a character's attitude toward you becoming Friendly or Helpful, you gain a +2 racial bonus on Charisma based skill checks against that character.

Once you've used soothing pheromone, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. It should be noted you cannot take this mutation if you have the Pheromone Repulsion drawback. This pheromone does not work against targets that don't breathe, or are protected from airborne afflictions by other means. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your soothing pheromones strengthen and your racial bonus to Charisma based skill checks increases to +4.

Evolution II: Your soothing pheromones strengthen and your racial bonus to Charisma based skill checks increases to +6.

PHOTOSYNTHESIS (EX)

Gene Pool -2 | Disguise DC Modifier +4

Your mutation allows you to produce chlorophyll, and you have the ability to absorb energy from sunlight, water, and minerals processing it through your body as though it were food. As long as you have a daily source of water, sunshine, and basic mineral nutrients (even sand and barren dirt have enough nutrients for the purposes of this ability), you do not need to eat and can survive indefinitely. However, if for some reason, you cannot take in one of the above required elements, you begin to suffer the effects of hunger as normal.

If you are heavy armor you must spend at least two hours a day sun bathing while you rest.

PIERCING HOWL (SU)

Gene Pool -3 | Disguise DC Modifier +0

You can alter your voice to emit a high-pitched, piercing scream that can deafen nearby enemies and allies. You can emit a piercing howl, which can be heard at a range of up to 10 miles. All characters and creatures within 60 feet and the ability to hear must make a Fortitude save (DC 11 + your level), or be deafened for 2d6 rounds. Furthermore, any crystal or glass objects must also save or shatter as a result of the intense sonic vibrations caused by the piercing howl.

Any creature with augmented hearing suffers a -2 penalty on its save.

Evolution I: The base DC of your piercing howl is increased to 13.

Evolution II: The base DC of your piercing howl is increased to 15.

PLANTLIKE TRAITS (EX)

Gene Pool -5 | Disguise DC Modifier +5

Your mutation incorporates plantlike traits and you gain the plantlike subtype. Though you are not a plant your skin takes on a green hue. You gain a +2 racial bonus on saving throws against all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) and paralysis, poison, polymorph, sleep effects, and stunning. You also gain low-light vision. You are treated as a member of the plant type when selecting [PLANT] mutations.

Evolution I: Your racial bonus on saving throws against all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) and paralysis, poison, polymorph, sleep effects, and stunning increases to +3.

Evolution II: Your racial bonus on saving throws against all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) and paralysis, poison, polymorph, sleep effects, and stunning increases to +6.

POISONOUS DERMAL SLIME (EX)

Gene Pool -4 | Disguise DC Modifier +2

Your body produces toxins that are poisonous to other creatures and your skin is covered in a thick goeey slime or sap (like a frog or tree). Any creature that touches you with a natural or unarmed attack must make a successful Fortitude save to negate the effects. You must choose a poison track when this mutation is selected; STR, CON, DEX, INT, WIS, or CHA.

Type poison (contact); **Save** Fort DC 10 + ½ your level + your poison track ability modifier; Frequency 1/round for 6 rounds; Track varies; Cure 1 save

You cannot take Poisonous Dermal Slime as a mutation if you have already taken the Acidic Secretions mutation. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: You can choose a second poison track. Although you can only secrete one type of poison at a time you can change your poison type as a move action.

Evolution II: Your poison is more persistent than normal a cure requires 2 saves.

PREHENSILE TAIL (EX)

Gene Pool -1 | Disguise DC Modifier +5

You have developed a special tail. The tail is not necessarily a balancing tool, but more of an “additional limb”. The tail can grapple objects like a hand (much like a new world monkey’s tail), allowing you to hang from tree limbs, for instance, leaving the arms and legs free to perform other actions of a more complex and agile nature. Some typical bonuses granted by the mutation; +2 bonus to Acrobatics (balance) and Athletics (climb) skill checks (+4 if climbing trees). The tail can also be used in more mundane ways, such as holding a light source, so you can employ both hands to fight. The tail cannot use weapons or hold a shield, however, as it is not quite that dexterous.

You are limited to wearing custom armor or nano-armor with this mutation.

PREHENSILE TENDRILS (EX) [PLANT]

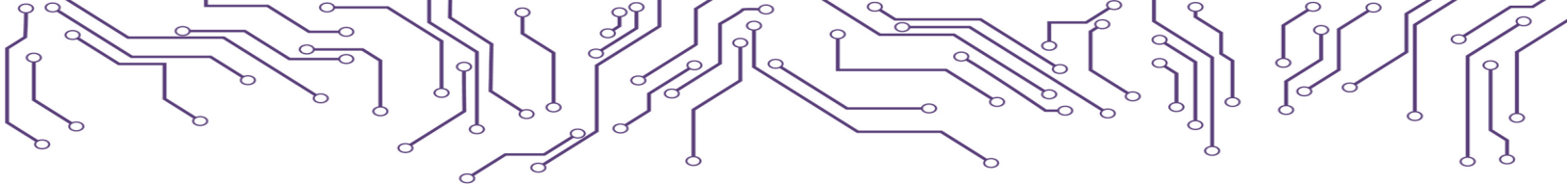
Gene Pool -4 | Disguise DC Modifier +5

These plant and mutant growths are capable of movement and a rudimentary sense of touch. Prehensile tendrils come in two forms, Simple and Constrictive. Select one type of tendril when you select this mutation.

- **Simple tendrils:** These tendrils are capable of wielding weapons, but are not strong enough to do damage on their own. Your tendrils are highly dexterous and give you a +2 Dexterity bonus to activities performed by them. Aspects of the tendrils that make it more dexterous are sticky fibers and clingy cilia.
- **Constrictive Tendrils:** These tendrils can do 2d6 damage through constriction and are capable of rapid movement. A successful attack roll against an opponent’s KAC achieves constriction, and the victim will suffer damage on each consecutive round. Treat constriction like a grapple that can be maintained with a swift action and does automatic damage each round. Hands are not required to maintain this grapple.

Your prehensile tendrils have a 10-ft. reach. This mutation gives you a number of tendrils equal to your key ability modifier.

Your tendrils can be attacked they have a 12 EAC and 15 KAC. Each tendril has 15 Hit Points and damage taken directly to the tendrils doesn’t count against your actual Stamina or Hit Points. When a tendril is destroyed, you can’t use it again until you’ve rested for 10 minutes to regain Stamina Points. Resting restores any tendrils which were destroyed. You can spend 1 Resolve Point at any time



to regrow 1d4 tendrils immediately. You cannot regrow more tendrils than your key ability modifier allows.

Evolution I: The reach of your tendrils increases to 15-ft. and their Hit Points are increased to 20.

Evolution II: The reach of your tendrils increases to 20-ft. and their Hit Points are increased to 30.

PREHENSILE TONGUE (EX)

Gene Pool -2 | Disguise DC Modifier +0/+20

You have developed a tongue similar to that of a lizard or frog. This unusual mutation allow you to grapple objects like a hand with a 10 ft. reach. Your tongue amazing strength, allowing you to hang from ceilings fixtures, for instance, leaving your arms and legs free to perform other actions of a more complex and agile nature. This mutation grants a +2 bonus to Athletics (climb) skill checks. It has unlimited endurance when used to hang from a location. The tongue cannot use weapons or hold a shield, however, it can deliver a certain types of combat maneuvers such as a dirty trick, disarm, or trip.

Evolution I: You gain a +2 bonus to combat maneuvers performed with your tongue and its reach increases to 15 ft.

Evolution II: Your bonus to combat maneuvers performed with your tongue increases to +4 and its reach increases to 20 ft.

PRICKLY SPINES (EX)

Gene Pool -2 | Disguise DC Modifier +0/+20

Bony spurs, briars, thorns, or chitinous spikes protrude from your joints, giving you a jagged profile and making you dangerous to grapple. You deal 1d4 points of piercing damage to any creature you are grappling or any creature that grapples you. Furthermore, you deal 1d4 points of piercing damage per round to any creature that swallows you using the swallow whole ability. The spines can also be removed and used as survival knives.

You are limited to wearing nano-armor with this mutation.

Evolution I: Your spine damage increases to 1d8.

Evolution II: Your spine damage increases to 2d8.

PROPRIOCEPTION (EX) [LASHUNTAS]

Gene Pool -2 | Disguise DC Modifier +0

Any creature with the proprioception mutation obtains a heightened sense of awareness; the effort being employed in their movement, and the relative positions of their own body part's. Receptors in your nervous system even gain information about the body's position before the position

is obtained. Proprioception mutation grants you a +1 insight bonus to all Dexterity based skill checks.

Evolution I: Your insight bonus to Dexterity skill checks is increased to +2.

Evolution I: Your insight bonus to Dexterity skill checks is increased to +4.

QUADRUPED (EX)

Gene Pool -2 | Disguise DC Modifier +20

Your mutation allows you to move more swiftly on all fours. As long as you are moving on all fours and not carrying anything in your hands, you gain a racial bonus to your speed of 10 feet.

Evolution I: Your speed bonus increases to 15 feet.

Evolution II: Your speed bonus increases to 20 feet.

QUILLS (EX)

Gene Pool -4 | Disguise DC Modifier +2

With a snap of your tail or tentacle, your mutation allows you to release a volley of four quills as a full action (make an attack roll for each spike at a -6 penalty). This attack has a range of increment of 30 feet. All targets must be within 30 feet of each other. All quills regrow in a single round. Quills from a medium sized creature do 1d6 damage.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your quill damage increases to 2d6 each and your attack penalty decreases to -5.

Evolution II: Your quill damage increases to 5d6 each and your attack penalty decreases to -4.

RADIATION RESISTANCE (EX)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation allows you to ignore the effects of some levels of radiation. You gain radiation resistance. You treat exposure to an irradiated area or radiation source as two steps 1 level weaker for the purpose of determining radiation exposure (i.e. severe becomes high, high becomes medium, medium becomes low, and you are unaffected by low degrees of exposure).

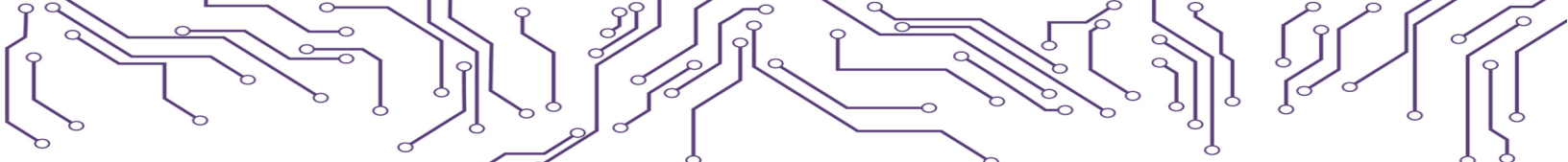
Evolution I: Your resistance to radiation improves and you treat all radiation as though it were 2 levels lower.

Evolution II: You become immune to radiation exposure.

RADIATION SIGHT (EX)

Gene Pool -2 | Disguise DC Modifier +2

This mutation allows you to sense sources of radiation. Radiation sight grants you 10 ft. blindsense in a normal environment, but you can also sense Low radiation sources



up to 60 ft. away, Medium radiation sources up to 240 ft. away, High radiation sources up to 960 feet away, and Severe radiation up to 2 miles away. This mutation grants the creature blindsight against any source of radiation within 5 ft.

For the purposes of this mutation anything with a battery that consumes charges or provides permanent energy registers as low radiation. This includes batteries for energy weapons, and power sources for drones and robots. If you have ordinary vision and radiation sight, you can only use one form of vision at a time, and it takes 1 a full action to transition between each form.

RADIOACTIVE (EX)

Gene Pool -5 | Disguise DC Modifier +0

You are immune to some radiation and can emit bursts of harmful radiation from your body. You are immune to Low radiation exposure. In addition, your body acts as a radiation battery, storing the energy for later use. As a swift action, you may release a 60-foot-radius burst of radiation centered on you. All creatures within the burst radius are exposed to a Low level of radiation. For additional information on radiation and radiation sickness see the Environmental section in chapter 11 of the Starfinder Core Rulebook.

Once you've used your burst of radiation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: You are now immune to Medium radiation and your burst is now considered Medium radiation.

Evolution II: You are now immune to High radiation and your burst is now considered High radiation.

REFLECTIVE EPIDERMIS (EX)

Gene Pool -5 | Disguise DC Modifier +2

Your mutation adds a silvery or metallic sheen to your skin allowing it to deflect energy weapons. You gain a +2 racial bonus to your EAC.

Evolution I: Your EAC increases to +4.

Evolution II: Your EAC increases to +6.

REGENERATIVE CAPABILITY (EX)

Gene Pool -4 | Disguise DC Modifier +0

When provided with proper rest and food, this mutation allows you to recuperate from injury at a staggering rate. Given time, you may re-grow severed limbs. You gain double the normal number of hit points per day with rest. If you should be so unfortunate as to lose a limb or extremity

(and survive), the lost body part will regenerate over a period of 1d4+2 weeks. A head may never be regrown, and you cannot regenerate from death.

SCENT (EX)

Gene Pool -3 | Disguise DC Modifier +2

You can detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can also identify familiar odors the way humans do familiar sights. You gain the blindsense ability with a 10-ft. range and gain a +2 on survival skill checks to track a subject.

You are more susceptible to pheromones, fragrances, and stench than creatures without scent. You receive a -2 penalty against any pheromone, fragrance, or stench based attack, but gain an additional +2 when using scent to track individuals with these mutations or special abilities.

Evolution I: Your scent becomes more sensitive. Your blindsense increases to a 20-ft. range and gain a +4 on survival skill checks to track a subject.

Evolution II: Your scent becomes more sensitive. Your blindsense increases to a 30-ft. range and gain a +6 on survival skill checks to track a subject.

SECOND WIND (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation has gifted you with amazing Stamina. Once per day, you can release healing endorphins as a swift action. You can heal your Stamina a number of hit points equal to your Constitution modifier (minimum 1) without using a Resolve Point.

Evolution I: Once per day, you can heal your Stamina a number of hit points equal to your Constitution score (minimum 3) without using a Resolve Point.

Evolution II: Once per day, you can heal your entire Stamina without using a Resolve Point.

SHOCK ABSORBER (EX)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation has altered the tendon assemblies in your limbs allow you to lessen the impact of falling from great heights. You ignore falling damage from falls of less than 20 feet and only take half-damage from falls less than 50 feet with a successful DC 10 Acrobatics skill check.

Evolution I: You can ignore falls of less than 50ft. and only take half damage from falls of less than 100ft.

Evolution II: You can ignore falls of less than 100ft. and only take half damage from falls of greater than 100ft.

SIXTH SENSE (SU)

Gene Pool -4 | Disguise DC Modifier +2

You have over developed fight or flight system in your brain granting increased awareness beyond that which is considered normal perception. When you are surprised, you may make a Wisdom check (DC 15) to act during the surprise round.

Evolution I: You gain a +2 insight bonus to Perception skill checks against surprise.

Evolution II: You gain a +4 insight bonus to Perception skill checks against surprise.

SMOKESCREEN (EX)

Gene Pool -1 | Disguise DC Modifier +0

You expel chemicals through your pores to create an inky-black cloud of smoke, engulfing yourself and the surrounding area. Once per day, as a swift action, you can produce a 10 foot-radius cloud of smoke centered on yourself. The cloud is stationary once created. The inky-black smoke obscures all sight, including darkvision, beyond 5 feet. You gain concealment, a creature 5 feet away has 20% miss chance. You gain total concealment against creatures farther than 5 ft. away, the miss chance increases to 50%, and creatures in the smoke cannot use sight to locate you. Concealment works both ways often affecting you and the attacker.

This ability functions underwater as an ink cloud. A moderate wind or current disperses the cloud in 4 rounds. A strong wind or current disperses the cloud in 1 round.

Once you've used your smoke screen, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: The radius of your smokescreen increases to 20 feet.

Evolution II: The radius of your smokescreen increases to 30 feet.

SNAKE-LIKE BODY (EX)

Gene Pool -3 | Disguise DC Modifier +20

Your mutation has given you a snake-like torso and tail. You can crush an opponent, dealing bludgeoning damage, if you make a successful grapple combat maneuver (in addition to any other effects caused by a successful grapple, including additional damage). The amount of damage caused by constriction varies according to you size category. The damage dealt by medium creatures is 1d6 + your Strength bonus. You can only use a constriction attack

against creatures equal to or smaller than your size category.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your constriction damage increases to 3d6 base damage and you gain a +2 to hit on all grapple attempts.

Evolution II: Your constriction damage increases to 8d6 base damage and you gain a +4 to hit on all grapple attempts.

SPORES (EX) [PLANT]

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to produce spores like many plants, algae, fungi, and protozoa. Although spores are typically a method of reproduction your spores release amoebulas (small single celled organisms resembling an amoeba in form) which adhere to a target causing a parasitic infection.

When you choose this mutation, you must choose one of the following delivery methods;

- **Natural Attack:** You must make a successful melee attack with a natural weapon against your targets KAC. Then the target must make a Fortitude Save (DC = 11 + $\frac{1}{2}$ your character level), or become infected. Neither armor nor an environmental suite protects against this type of attack. You must have a natural attack to take advantage of this mutation. This mutation can be combined with Love Darts or Love Rocks.
- **Ranged Attack:** You release a jet of spores from a designated body part (mouth, hand, elbo, fore arm gland, etc.). You must make a successful ranged attack against your target's EAC. Upon impacting the surface of an object or creature it releases a cloud of spores enveloping the target. the target must make a Fortitude Save (DC = 11 + $\frac{1}{2}$ your character level), or become infected. An environmental suite or armor with like function protect a target from this spore attack.
- **Cloud:** You can release a cloud of spores in a 10-ft. radius as a standard action. The target must make a Fortitude Save (DC = 11 + $\frac{1}{2}$ your character level), or become infected by your spores. An environmental suite or armor with like function protect a target from this spore attack.

Second, when you choose the spore mutation you must also choose one of the following effects;

- **Mental Affliction Spores:** Your spores take an immediate effect on your targets neurology causing a non-contagious debilitating mental affliction.

Type: disease—injury; **Save** Fort DC varies; **Track:** mental (special); **Frequency:** 1/day; **Effect:** progression track is Weakened—Impaired—Befuddled—Disassociated **Cure** 1 save.

- **Nauseating Spores:** Your spores take an immediate effect on your targets digestive system causing a nausea for 1d4 rounds. This attack is considered an affliction.
- **Physical Affliction Spores:** Your spores take an immediate effect on your targets physiology causing a non-contagious debilitating mental affliction.

Type: disease—injury; **Save** Fort DC varies; **Track:** physical (special); **Frequency:** 1/day; **Effect:** progression track is Weakened—Impaired—Debilitated—Bedridden; **Cure** 1 save.

- **Poisonous Spores:** The amebulas released by your spores produce a toxin rather than parasitic infection. You must choose a poison track when this mutation is selected; STR, CON, DEX, INT, WIS, or CHA).

Type poison (injury); **Save** Fort DC 10 + ½ your level + your poison track ability modifier; **Frequency** 1/round for 6 rounds; **Track** varies; **Cure** 1 save

- **Soporific Spores:** You can release sleep-inducing spores. Any creature succumbing to your spores will fall asleep for 1d3 minutes. A creature put to sleep by these spores can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect.

A creature that succeeds on the Fortitude save cannot be affected by your spore attack for 24 hours.

Once you've used your spores, you can't use them again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. You are limited to wearing custom armor or nano-armor with this mutation.

STENCH (EX)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation grants you the stench special ability and your skin secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except mutants with the stench mutation) within 30 feet must succeed on a Fortitude save (DC 11 + ½ your character level), or be sickened. The sickened condition lasts until the victims of your attack leave your 30 ft. radius of effect plus

1d4 rounds. If the potential victim saves against your stench its considered immune to it for the next 24 hours. This attack is considered an airborne poison. Creatures with immunity to poison are unaffected, creatures resistant to poison receive their normal bonus on their saving throws, and creatures wearing protective environmental gear are also immune.

Evolution I: The base DC of your stench is increased to 13.

Evolution II: The base DC of your stench is increased to 15.

STICKY ICHOR (EX)

Gene Pool -3 | Disguise DC Modifier +0

Mutant glands allow you to hock loogies of thick, sticky liquid, similar to other adhesive chemicals, at a target. Hocking your ichor is a ranged attack, targeting your targets EAC, with a range increment of 10 feet. If the attack is successful, goo bursts out, entangling the target and then becomes hard and resilient upon exposure to air.

A creature hit by your sticky ichor gains the entangled condition until it escapes with an Acrobatics check or Strength check (DC = 11 + ½ your character level), or by dealing 15 points of damage to the ichor with a slashing weapon or energy weapon. A creature trying to scrape the goo off, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, just roll damage roll to see how much of the goo was scraped off.

When your target is ensnared the entangled condition impedes their movement but does not entirely prevent them from moving unless the bonds are anchored to an immobile object or tethered by an opposing force. Your target can move at half speed, cannot run or charge, and they take a -2 penalty to your AC, attack rolls, Reflex saving throws, initiative checks, and Dexterity-based skill and ability checks. Huge or larger creatures are unaffected by a sticky ichor. A flying target must make an Acrobatics check (DC = 11 + ½ your character level), or fall to the ground. An entangled creature cannot manifest a power or cast a spell.

The ichor becomes brittle and fragile after 2d6 rounds, cracking apart and losing its effectiveness. It can also be removed with a universal solvent.

Once you've used your sticky ichor, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: You can use your sticky ichor 2 times before recharging it by resting and the difficulty to escape your sticky ichor or continue flying is increased by +2.

Evolution II: You can use your sticky ichor 5 times before recharging it by resting and the difficulty to escape your sticky ichor or continue flying is increased to +4.

STICKY TONGUE (EX)

Gene Pool -4 | Disguise DC Modifier +0

Your tongue is exceptionally tough and long. It is coated in a sticky substance and has a 10-ft. reach. You can make a combat maneuver to grapple a target with your tongue with a +4 bonus, allowing you to keep your hands free. If your attack succeeds your target gains the grappled condition, and they can't move from their current space until they either use a standard action to attempt a grapple combat maneuver (to break free from your tongue), use the Acrobatics (escape) skill to break free, or by dealing slashing damage to your tongue (KAC = 11 + ½ your character level, your tongue's Stamina points are equal to your character level, the damage does not deplete your actual Stamina or Hit Points).

If your tongue is severed by taking damage you cannot use your sticky tongue again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to repair it immediately. You cannot move away from your target, but you can release your tongue as a swift action.

Evolution I: Your tongue gains a reach of 15 feet, and in a single combat maneuver can grapple and drag an opponent of equal or lesser size 5 feet towards you. Your tongue's Stamina Points are doubled.

Evolution II: Your tongue gains a reach of 20 feet, and in a single combat maneuver can grapple and drag an opponent of equal or lesser size 10 feet towards you. Your tongue's Stamina Points are tripled.

STICKY FILAMENT (EX)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to fire a thin filament of sticky silk as a combat maneuver to grapple a creature with a +2 bonus. This attack has a range of 60 feet, and no range increment. A creature struck by your filament gains the grappled condition. This grapple can be maintained on the following rounds as a swift action and can be maintained while you close the distance with the grappled target or attempt reposition combat maneuver to real the target in. While your target grappled with your filament you gain a +2 bonus on the reposition combat maneuver. Both the grapple and reposition combat maneuvers are considered natural attacks and do not provoke attacks of opportunity.

Standard rules apply for removing the grappled condition with the following exceptions. If the target creature

succeeds on a grapple combat maneuver against you they simply escape and do not force the grappled condition on you. A filament is EAC 12/KAC 14, has 2 hit points/character level or CR, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases any creature caught by the filament. You have an unlimited number of filaments, but may have only one filament active at a time.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your bonus to grapple and reposition combat maneuvers increases to +4.

Evolution II: Your bonus to grapple and reposition combat maneuvers increases to +8.

STINGER [SHIRREN]

Gene Pool -4 | Disguise DC Modifier +10

Your mutation caused a stinger to erupt from some part of your body—usually a needlelike barb protruding from an arm, leg joint, tail, tentacle, tongue, or similar appendage. Your sharp stinger deals piercing damage dependent on your size: Small 1d4, Medium-size 1d6, Large 1d8. If you get multiple attacks in a round, you can sting multiple times. The stinger is treated as a natural weapon and does not provoke attacks of opportunity. You must choose a poison track when this mutation is selected; STR, CON, DEX, INT, WIS, or CHA.

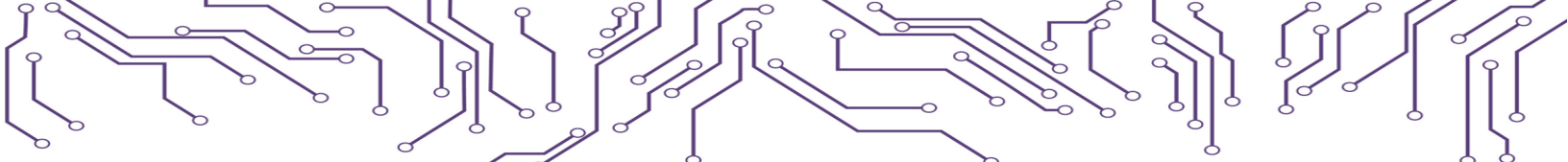
Type poison (injury); **Save** Fort DC 10 + ½ your level + your poison track ability modifier; Frequency 1/round for 6 rounds; Track varies; Cure 1 save

When used in conjunction with other mutations like a tail, tongue, or tentacle you must choose between the stinger or the mutations other attack form if it has one but not both. You are limited to wearing custom armor or nano-armor with this mutation.

STINKING CLOUD (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation gives you the ability to emit a nauseating vapor fog around you. Those around you without breathing filters or gas masks begin to choke and become ill. Once per day, as a standard action, you can produce a 20-foot-radius cloud of fog centered on yourself. The cloud obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target). Additionally, any living creatures in the cloud must make a Fortitude save (DC = 11 + ½ your character level), become nauseated. This condition lasts as long as the



creature is within the cloud and persists for 1d4+1 rounds after it leaves the cloud's area. (Roll separately for each nauseated character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn to avoid becoming nauseated. This is a poison effect and creatures with equipment providing environmental protection are immune to the effects of this mutation.

This ability functions underwater. A moderate wind or current disperses the cloud in 4 rounds. A strong wind or current disperses the cloud in 1 round. This ability can be used with custom armor built to accommodate this mutation. You are immune to your own nauseating effect, but not the obscured sight.

Once you've used your stinking cloud, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: The base DC of your stinking cloud is increased to 13.

Evolution II: The base DC of your stinking cloud is increased to 15.

SUB-DERMAL ARMOR (EX)

Gene Pool -5 | Disguise DC Modifier +5

You developed armor plates under your skin due to your mutation which help protect you from taking damage. You gain DR 1/- from your sub-dermal armor plates. This mutation may be combined with the exoskeleton mutation and other mutations that grant natural armor. In addition, this DR stacks with any other form of DR, including those provided by armor, items, or feats, but does not stack with cybernetic dermal plating.

Evolution I: The protection provided by your mutation increases to DR 3/-.

Evolution II: The protection provided by your mutation increases to DR 5/-.

SUPPRESS MUTATION (SU)

Gene Pool -5 | Disguise DC Modifier +10

Your body produces an enzyme allowing you to temporarily restore another mutant character or creature to its natural state, suppressing visible mutations and returning them to a state of normalcy. By spending a Resolve point to begin the process, you can suppress one mutation possessed by the target per round of continuous contact. You must maintain contact and use a full action

each round to suppress a mutation. However, you only spend a Resolve point in the first round.

Willing targets of this ability make no saving throw, but unwilling targets get a Will save (DC 11 + ½ your character level) each round to stop your suppress mutation ability. Once a subject saves against this mutation it cannot be affected again for 24 hours but it does not regain any mutations lost prior to making its first saving throw.

If a mutant power is successfully suppressed, it remains dormant and its effects vanish completely for 1d4 hours. You may not use this mutation to suppress your own mutations, and you may only suppress mutations that you are aware of.

Evolution I: The base DC needed to resist your suppress mutation ability is increased to 13. You also gain the ability to suppress psychic mutations.

Evolution II: The base DC needed to resist your suppress mutation ability is increased to 15. You also gain the ability to suppress deformities.

SYSTEM SHOCK (EX)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation assists you in surviving massive damage. You gain a +4 racial bonus to all Massive Damage saves.

Evolution I: Your racial bonus to saves against Massive Damage increases to +6.

Evolution II: Your racial bonus to saves against Massive Damage increases to +8.

TAIL (EX)

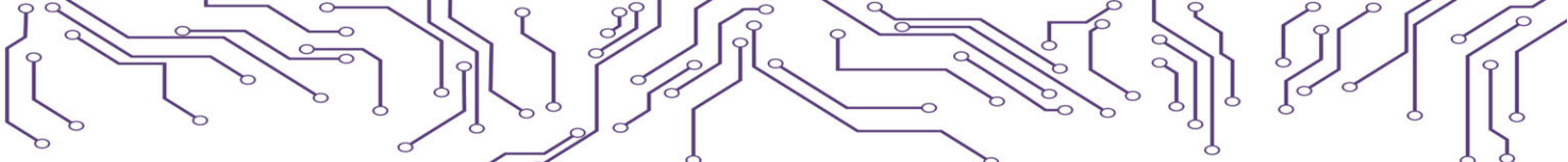
Gene Pool -1 | Disguise DC Modifier +5

You grow a thick tail. The tail may be fur-covered, slender and whip-like resembling a rat's, or scaly like a lizard's. Although the tail improves your balance and can serve as a weapon, it cannot be used for gripping objects. The tail provides a +2 racial bonus on all Acrobatics checks.

In addition, you gain a tail slam attack that deals bludgeoning damage dependent on your size; 1d6 for a medium sized creature. If you get multiple attacks in a round, you can strike multiple times with your tail. Your tail is treated as a natural weapon and does not provoke attacks of opportunity.

A creature that already has a tail or the Prehensile Tail mutation cannot gain this mutation. This mutation can be used in conjunction with the Quills, Stinger, or Tail Spikes mutation.

You are limited to wearing custom armor or nano-armor with this mutation.



Evolution I: Your slam damage increases to 2d6.

Evolution II: Your slam damage increases to 5d6.

TAIL SPIKES (EX)

Gene Pool -2 | Disguise DC Modifier +2

You have a set of large spikes (or thorns) growing from your tail. This mutation allows you to do piercing with your tail attack and grants a +1 damage bonus per die.

Evolution must be purchased separately for tail and the tail spikes. This mutation cannot be taken in conjunction with Prehensile Tail, Quills, Stinger, or Tail.

Evolution I: Your piercing damage bonus per die is increased to +2.

Evolution II: Your piercing damage bonus per die is increased to +3.

TENTACLE (EX)

Gene Pool -3 | Disguise DC Modifier +5

A single tentacle grows from your side or back. The tentacle might resemble an octopus's suckered tentacle or a simple, scaly pseudopod. The tentacle grants a +4 racial bonus on grapple combat maneuvers. It can also grasp and manipulate a simple object of your size category or smaller. For example, a Medium-size creature can use the tentacle to grasp and manipulate a Medium-size or smaller object. The tentacle cannot be used to operate a piece of equipment that requires opposable digits or fine motor control (such as a communicator).

You can "hang" from your tentacle indefinitely by wrapping it around a larger object, thereby freeing up your other limbs. The tentacle isn't dexterous enough to fire ranged weapons, but it can be used to make a slam attack. The tentacle's slam attack deals 1d6 bludgeoning damage. The tentacle is treated as a natural weapon with a 10-foot reach, and attacks made with it do not provoke attacks of opportunity.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your tentacle does double its normal slam damage on a successful hit.

Evolution II: Your tentacle does four times its normal slam damage on a successful hit.

TENTACLES (EX)

Gene Pool -5 | Disguise DC Modifier +10 or +20 (as legs)

You have 2-8 tentacles growing from your sides or back. You choose the number of tentacles when this mutation is selected. See the Tentacle mutation listed above for the individual attributes of each tentacle.

You can also use this mutation to replace your legs with tentacles your speed is reduced to 20 feet, however, you gain a climb speed and swim speed of 20 feet.

You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: A pair of your tentacles improve, double each tentacles' normal slam damage on a successful hit.

Evolution II: A pair of your tentacles improve further, triple each tentacles' normal slam damage on a successful hit.

THERMAL VISION (EX)

Gene Pool -2 | Disguise DC Modifier +2 (at night)

You can see the heat generated by living beings, heat-emitting weapons, or other natural heat sources. This vision functions to a distance of 60' if you have ordinary vision as well, or to 90' if thermal vision is the only form of sight you possess (your eyes emit infrared radiation to boost the distance). If you have ordinary vision and thermal vision, the thermal vision is only usable in darkness, and it takes a full action to transition between them. Immense flashes of heat (explosions, bon fires, etc.) can be overwhelming, treat proximity to such heat sources as having light sensitivity.

THERMOGENESIS (EX)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows your body to generate a tremendous amount of heat. You deal 1 extra point of fire damage with a successful unarmed attack or natural weapon. As long as you have at least one Resolve point, you can focus an exceptional amount of heat into an attack and increase the fire damage to 2d6 points as a swift action. You gain a +2 racial bonus on Fortitude saves against extreme heat. This mutation does not provide any resistance or immunity against fire damage.

Once you've used your thermogenesis, you can't use your ability to focus the heat again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately. However, your extra fire damage continues as long as you have 1 Resolve point left in your pool. You are limited to wearing custom armor or nano-armor with this mutation.

Evolution I: Your thermogenesis damage increases to +2 and your focus damage increases to 6d6.

Evolution II: Your thermogenesis damage increases to +3, and your focus damage increases to 12d6.

THIRD EYE, HELLFIRE BEAM (SU)

Gene Pool -4 | Disguise DC Modifier +5

With this mutation, you grow a third eye in the center of your forehead. This improves your vision and gives you a special gaze attack. The extra eye grants you a +1 racial bonus on Perception checks. As a standard action, you can shoot a line of hellfire from your third-eye in a 5-ft. wide 120-ft. long beam. Anyone in the area of effect must make a Reflex save (DC = 11 + ½ your character level), or take 2d12 fire damage.

Once you've used your third eye, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: The base DC of your hellfire beam is increased to 13 and the damage increases to 6d12 fire damage.

Evolution I: The base DC of your hellfire beam is increased to 15 and the damage increases to 12d12 fire damage.

THIRD EYE, PARALYZING GAZE (SU)

Gene Pool -4 | Disguise DC Modifier +5

With this mutation you grow a third eye in the center of your forehead. This improves your vision and gives you a special gaze attack. The extra eye grants you a +1 racial bonus on Perception checks. As a standard action, you can use your third eye to make a special gaze attack against one creature within 60 feet. Looking into your strange multifaceted third-eye causes the muscles of most living creatures to freeze up. A living creature that can see your paralyzing gaze must succeed at a Fortitude save (DC = 11 + ½ your character level) or be paralyzed for 1 round. A creature who succeeds at its save is immune to your



paralyzing gaze for 24 hours. Creatures without a visual sense of sight are immune to this effect.

Once you've used your third eye, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: The base DC of your paralyzing gaze is increased to 13 and the paralyzed condition persists for 1d2 rounds.

Evolution II: The base DC of your paralyzing gaze is increased to 15 and the paralyzed condition persists for 1d4 rounds.

THIRD EYE, STUNNING GLANCE (SU)

Gene Pool -4 | Disguise DC Modifier +5

With this mutation, you grow a third eye in the center of your forehead. This improves your vision and gives you a special gaze attack. The extra eye grants you a +1 racial bonus on Perception checks. As a standard action, you can stun a creature within 30 feet with a look. The target must succeed on a Fortitude save (DC = 11 + ½ your character level), or be stunned for 1d4 rounds. A creature who succeeds at its save is immune to your stunning glance for 24 hours. Creatures without a visual sense of sight are immune to this effect.

Once you've used your third eye, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

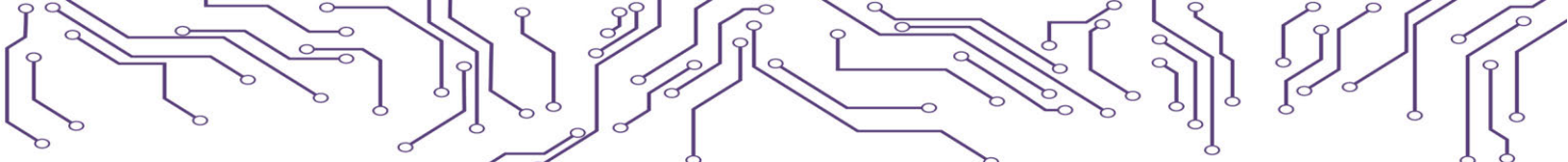
Evolution I: The base DC of your stunning glance is increased to 13 and the stunned condition persists for 2d4 rounds.

Evolution II: The base DC of your stunning glance is increased to 15 and the paralyzed condition persists for 3d4 rounds.

THIRD EYE, UNSETTLING GAZE (SU)

Gene Pool -4 | Disguise DC Modifier +5

With this mutation, you grow a third eye in the center of your forehead. This improves your vision and gives you a special gaze attack. The extra eye grants you a +1 racial bonus on Perception checks. As a standard action, you can focus your gaze on a creature and force it to succeed on a Will save (DC 11 + ½ your character level), or gain the shaken condition for 2d6 rounds. This gaze attack is a mind-affecting compulsion. A creature who succeeds at its save is immune to your stunning glance for 24 hours. Creatures without a visual sense of sight are immune to this effect.



Once you've used your third eye, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: The base DC of your unsettling gaze is increased to 13.

Evolution II: The base DC of your unsettling gaze is increased to 15.

TRANSPARENT (EX)

Gene Pool -1 | Disguise DC Modifier +2

Your mutation makes you almost see through. Due to your lack of coloration, you are difficult to discern. If naked or wearing clear armor or clothing you gain a +8 on stealth checks. This bonus is reduced to +4 if you are wearing light armor or regular street clothes.

TROLL-GENE FAST HEALING (SU)

Gene Pool -5 | Disguise DC Modifier +0

Your mutation allows you to heal at an incredible rate. You gain fast healing 1. You can take advantage of the fast healing mutation as long as you have at least one Resolve Point remaining.

Evolution I: Your fast healing increases to 3.

Evolution II: Your fast healing increases to 5.

TWO HEADS (EX)

Gene Pool -5 | Disguise DC Modifier +20

You have two heads complete with two brains. Any creature with a second head will have a dominant head and a less dominant head known as a secondary head. Despite your unusual anatomy you are still limited to one character class at each level and one set of ability scores. This is because the personalities of both heads are developed from the same set of experiences. Both heads will still have distinct personalities and a second head does give you some perks.

When you make Perception skill checks or a Will save, roll twice, and take the higher roll. Your penalty for attacking twice as a full action is reduced by 2, as long as it's with a different weapon in each hand (each head controls an arm). You can make up to two swift actions per round. Your second head can assist your dominant head as a swift action to recall knowledge. You gain a second throat and brain slot for augmentations.

A second head does not allow a you to make extra standard actions during a round. You also suffer a -2 penalty to hit with any two-handed weapon, due to the coordination required and the vantage point of each head.

It's not necessary to have both heads in the traditional location between your shoulders. One head may be located in an unexpected part of the body, or as part of a small, sickly or undeveloped conjoined twin.

You are limited to wearing custom armor or nano-armor with this mutation.

ULTRA IMMUNE SYSTEM (EX)

Gene Pool -2 | Disguise DC Modifier +0

This mutation causes you to develop a powerful immune system capable of repelling many afflictions including; poisons, diseases, and radiation sickness. You gain Ultra Immune System as a bonus feat even if you don't meet the feat's prerequisite. The bonus you gain on Fortitude saves against poisons, diseases, and radiation is treated as a racial bonus.

ULTRASONIC SHRIEK (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your vocal cords are substantially altered, allowing you to produce sounds both above the normal human auditory range. This mutation allows you to emit an ultrasonic shriek as a standard action. You gain one of the following three effects.

- **Deafen:** You can let out a horrible shriek that affects everyone within a 10' radius of him. Targets in the area of effect must make a Fortitude save, or take 1d4 points of sonic damage and be deafened for 1d6+4 rounds. Those who successfully save avoid the deafened condition. Creatures with echolocation or sonar suffer a -2 penalty to save.
- **Shatter:** You have the ability to direct a high-frequency sonic assault on a single, solid object, destroying it with your ultrasonic shriek. Your attack deals 2d6 points of damage to any object within 30 feet, provided the object weighs no more than 1 bulk. A held or attended object gets a Fortitude saving throw to negate this damage (use the possessor's Fortitude save).
- **Stun:** You can emit a shrill screech. All creatures within a 30-foot radius spread must succeed on a Fortitude save, or be stunned for 1d4 rounds.

All of the save DCs against your moan are DC 11 + ½ your character level.

Evolution I: You can choose to increase the DC of the saving throw by +2, or gain a second type of ultrasonic shriek.

Evolution II: You can choose to increase the DC of the saving throw by +2, or gain a second or third type of

ultrasonic shriek. This increase is in addition to any increase or ability that was selected during Evolution I.

ULTRAVIOLET VISION (EX)

Gene Pool -2 | Disguise DC Modifier +2

A creature with this mutation can see the UV spectrum and will be able to see objects that are constantly bombarded by this type of energy. This spectrum includes gamma radiation, x-rays, and other high intensity radiation. As a result, a character with this vision can see if areas have a high level of background radiation. At night, this vision allows a character to see to a distance of 300'. Since this vision relies on heavy background radiation, it is not useful underground or inside shielded structures unless there is a source of radiation for illumination. If a creature has ordinary vision and ultraviolet vision, the ultraviolet vision is only usable in darkness, and it takes a full action to transition between each form.

UNUSUAL ANATOMY (EX)

Gene Pool -4 | Disguise DC Modifier +4

Your internal anatomy varies from common members of your race, and any critical hit or precision damage has a 20% of being treated like a normal hit.

Evolution I: You have a 35% chance of only taking damage as though it were a normal hit.

Evolution I: You have a 50% chance of only taking damage as though it were a normal hit.

VENOMOUS BITE (EX)

Gene Pool -4 | Disguise DC Modifier +2

Your natural bite attack injects poison into your victim's bloodstream. Any creature you successfully hit with your bite attack must make a successful Fortitude save to negate the effects. You must choose a poison track when this mutation is selected; STR, CON, DEX, INT, WIS, or CHA).

Type poison (injury); **Save** Fort DC 10 + ½ your level + your poison track ability modifier; **Frequency** 1/round for 6 rounds; **Track** varies; **Cure** 1 save

You must have a natural bite attack to gain the benefit of this mutation. You cannot take this mutation if you have the Acidic Saliva mutation.

Evolution I: Your poison is harder to resist. You gain a +1 to the Fortitude DC.

Evolution II: Your poison is harder to resist. You gain an additional +1 to the Fortitude DC for a total of +2. Your poison is also more persistent than normal a cure requires 2 saves.

VENOMOUS STREAM (EX)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to spit a stream of poison like a spitting cobra. As a standard action usable every 1d4 rounds, you can spray poison from your mouth in a 15-foot line. Any creature caught in this area must succeed at a Reflex save (DC = 10 + ½ your character level + your Dexterity bonus), or come in contact with your poison.

Type poison (contact); **Save** Fort DC 10 + ½ your level + your poison track ability modifier; **Frequency** 1/round for 6 rounds; **Track** varies; **Cure** 1 save

You cannot take this mutation if you have the Acid Spitter mutation.

Evolution I: Your poison is harder to resist. You gain a +1 to the Fortitude DC.

Evolution II: Your poison is harder to resist. You gain an additional +1 to the Fortitude DC for a total of +2. Your poison is also more persistent than normal a cure requires 2 saves.

VEXING VOICE (SU)

Gene Pool -2 | Disguise DC Modifier +0

You can vex another creature using the peculiar resonance of your voice. Select any living creature within 30 feet of you as the target; the creature must be able to hear your voice to be affected. Upon hearing your voice, the creature must make a successful Will save (DC 10 + ½ your level + your Charisma modifier) or be dazed for 1 round. A successful save negates the effect. This ability is a mind-affecting compulsion and using this ability is a swift action.

Once you've used your vexing voice, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

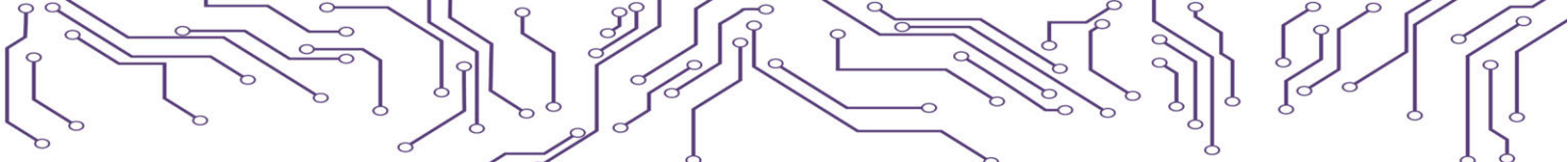
Evolution I: You can use vexing voice twice before resting to regain Stamina.

Evolution II: You can use vexing voice three times before resting to regain Stamina.

WALL CRAWLER (EX)

Gene Pool -2 | Disguise DC Modifier +2

You can walk walls and cling to ceilings like a spider. You have tiny barbs on your hands and feet to facilitate climbing, and your fingers and toes secrete a transparent adhesive that lets you cling to smooth surfaces. As long as your hands and feet are uncovered, you gain a climb speed equal to your normal movement speed. If your hands or feet are covered your climb speed is reduced to 10 feet.



You also gain a +4 racial bonus on Acrobatics checks when moving across a slippery surface. Wearing any kind of footwear negates this bonus.

WEBBED DIGITS (EX)

Gene Pool -2 | Disguise DC Modifier +4

You grow webbing between your fingers or toes and can move more easily through liquids. You gain a swim speed equal to your movement speed. Having webbed digits does not interfere with your ability to grasp or manipulate objects.

WEB SPINNER (EX)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to spin webs. Mutants with the web ability can use webs to support themselves and up to one additional creature of the same size. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner.

As a standard action, an entangled creature can escape with a successful Acrobatics (escape) skill check or burst the web with a Strength check (DC = 11 + ½ your character level).

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the level of the character who created it, 15 EAC, 13 KAC, and DR 5/—. A mutant can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

Once you've used web spinning, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: You can spin two webs before resting to restore Stamina and the web becomes DR 10/-.

Evolution II: You can pin up to three webs before resting to restore Stamina and the web becomes DR 15/-.

WINGS (EX) [SHIRREN]

Gene Pool -3 | Disguise DC Modifier +10

You have developed a complete set of wings, either in the form of fleshy membranes, feathery wings, bat-like extremities, or even scaly or insect-like versions. With these wings, you can fly with a movement of 40 ft. (average).

Evolution I: Your flight speed increases to 60 ft. (good)

Evolution II: Your flight speed increases to 120 ft. (perfect).

X-RAY VISION (EX)

Gene Pool -4 | Disguise DC Modifier +2

This mutation gives you the ability to see into and through solid matter. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light even if there is no illumination. X-ray vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Star metals or a thin sheet of lead blocks the vision. X-ray takes a move action to activate and a move action to maintain each round.

Evolution I: Maintaining your X-ray vision is reduced to a swift action.

Evolution II: Maintaining your X-ray vision no longer requires an action.

ZERO-G ADAPTABILITY

Gene Pool -2 | Disguise DC Modifier +0

Your mutation allows you to embrace the freedom of zero-g environments. Mutations to your inner ear grant you an astounding sense of equilibrium over your balance and motor controls. You make all Acrobatics and Athletics skill checks in zero-g without penalty.

Evolution I: In addition to taking no penalties, you gain a +1 racial bonus to all Acrobatics and Athletics skill checks in zero-g.

Evolution II: In addition to taking no penalties, you gain a +3 racial bonus to all Acrobatics and Athletics skill checks in zero-g.

PSYCHIC MUTATIONS

WHAT IS A PSYCHIC MUTATION?

Psychic mutations are mutant abilities that almost always have a supernatural effect. They are powers of the mind or the mutant's pure force of will over the physical universe. The Gravity Age setting assumes psionic powers, phrenic spells, psychic powers, divine spells, and arcane spells are all drawing on the same mystical power through different channels and are all governed by the same rules. Example, a tear in space-time which functions as an anti-magic zone would affect psionic, phrenic, or psychic abilities as though they are magic.

PSYCHIC MUTATION DESCRIPTIONS

BATTLESENSE (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to link the minds of your allies who possess limited telepathy or telepathy by creating a collective, dramatically improving their coordination for 2d4+1 rounds. When you manifest this psychic mutation as a standard action, a type of heads-up display appears in each target's mind, improving their coordination and group awareness. Each affected target can use the Aid Another action as a reaction action. Creatures that move out of the 30-foot range after the power is manifested lose the benefits of this psychic mutation. Additionally, all targets that are also willing members of your collective (if any) gain one special ability of your choice from this list. Your choice affects all members equally.

- +1 circumstance bonus to attack rolls
- +1 circumstance bonus to AC
- +2 circumstance bonus to weapon damage
- +5 circumstance bonus to speed

Once you've used battlesense, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your collective gains two special abilities from the list above.

Evolution II: Your collective gains three special abilities from the list above.

BIOFEEDBACK (SU)

Gene Pool -1 | Disguise DC Modifier +0

Your psychic mutation allows you to toughen your body against wounds, lessening their impact. For 2d4+1 rounds,

you gain damage reduction 1/-. Activating this mutation is a standard action. This mutation will stack with physical mutations but not other spell-like or supernatural effects.

Once you've used biofeedback, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your damage reduction increases to 2/-.

Evolution II: Your damage reduction increases to 3/-.

BLINDING FLASH (SU)

Gene Pool -2 | Disguise DC Modifier +0

As a move action, your psychic mutation you can shed light in a 30-foot radius for 1 minute. You choose dim, normal, or bright light (daylight) each time you activate this revelation. As a standard action, you can create a flash of brilliant light, forcing one creature within 30 feet to succeed at a Reflex save (DC = 11 + ½ your character level), or be dazzled for 1 round. Blind or sightless creatures are not affected by this use of this mutation.

Evolution I: The base DC of your blinding flash is increased to 13, and the duration of the dazzled condition is increased to 1d4+1 rounds.

Evolution II: The base DC of your blinding flash is increased to 15, and you can affect all creatures within a 30-ft. radius.

BODY ADJUSTMENT (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation allows you to take control of your body's healing process. When you rest for 10 minutes and spend a Resolve point to regain Stamina, you also cure yourself of an additional 1d12 hit points of damage.

Evolution I: Your additional healing increases to 2d12 hit points.

Evolution II: Your additional healing increases to 5d12 hit points.

BRAIN LOCK (SU)

Gene Pool -3 | Disguise DC Modifier +0

This psychic mutation allows you to reach out and telepathically lock away a subject's high mind functions. The subject must make a Will save (DC 11 + ½ your character level), or it stands dazed, unable to take any actions other than those identified below. Brain lock has a 25 ft. range + 5 ft per character level of the mutant, and requires a

standard action each round to maintain the effect. The effect ends 1 round after you cease concentrating on it.

A *brain locked* subject gains the dazed condition, but is not stunned, so attackers get no special advantage against him. A *brain locked* flyer must descend to the closest safe level area below it. An air-breathing swimmer must make for the surface.

Each round on its turn, the subject may attempt a new saving throw to end the effect. This is considered a full action that does not provoke any attacks of opportunity.

Once you've used brain lock, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your base DC is increased to 13.

Evolution II: Your base DC is increased to 15.

BURST OF ADRENALINE (SU)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation allows you to draw upon your body's inner reserves of strength, leaving you winded. When you are about to make a d20 roll based on Strength, Dexterity, or Constitution, you can use this mutation as a swift action to gain a +4 enhancement bonus to Strength, Dexterity, or Constitution for that roll, but you are fatigued for 1 round afterward.

Once you've used your burst of adrenaline, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your enhancement bonus is increased to +8.

Evolution II: Your enhancement bonus is increased to +12.

BURST OF INSIGHT (SU)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation allows you to plumb the depths of your mind for insight, leaving you momentarily frazzled. When you are about to make a d20 roll based on Intelligence, Wisdom, or Charisma, you can use this mutation as a swift action to gain a +4 enhancement bonus to Intelligence, Wisdom, or Charisma for that roll, but you are dazed for 1 round afterward.

Once you've used your burst of insight, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your enhancement bonus is increased to +8.

Evolution II: Your enhancement bonus is increased to +12.

TABLE 9-1: PSYCHIC MUTATIONS - GP 1, 2, & 3

MUTATION	GENE POOL	DISGUISE DC	COMMON
Biofeedback	-1	+0	-
Burst of adrenaline	-1	+0	-
Burst of insight	-1	+0	-
Combat empathy	-1	+0	-
Gravity boost	-1	+0	-
Graviton fist	-1	+0	-
Limited telepathy	-1	+0	-
Mindlink	-1	+0	-
Psychic power, minor	-1	+0	-
Thought shield	-1	+0	-
Blinding flash	-2	+0	-
Catatonia	-2	+0	-
Detect thoughts	-2	+0	-
Enshrouded thoughts	-2	+0	-
Gravity anchor	-2	+0	-
Gravity combat maneuver	-2	+0	-
Limning light	-2	+0	-
Mental barrier	-2	+0	-
Phase	-2	+0	-
Telekinetic projectile	-2	+0	-
Uncanny direction	-2	+0	-
Body adjustment	-3	+0	-
Brain lock	-3	+0	-
Ego whip	-3	+0	-
Force barrier	-3	+4	-
Graviton burst	-3	+0	-
Gravity field	-3	+0	-
Gravity flight	-3	+0	-
ID insinuation	-3	+0	-
Inflict pain	-3	+0	-
Mind thrust	-3	+0	-
Psychic buffer	-3	+0	-
Psychic power, moderate	-3	+0	-
Synapse pulse	-3	+0	-

CATAPSI (SU)

Gene Pool -4 | Disguise DC Modifier +0

This psychic mutation allows you to generate psychic static for 2d4 rounds, interfering with the ability of other creatures to use their spells, powers, psi-like abilities, or supernatural effects (you are not affected by your own *catapsi* mutation). All activity within a 30-ft. radius of you

requires any creature caught in the area to make a Will save each time it attempts to manifest a power or cast a spell (DC = 11 + ½ your character level). Casting a spell or manifesting a power becomes a full-round action, instead of a standard action, in a *catapsi* field. If two or more fields of *catapsi* overlap, the effects are not cumulative.

Once you've used *catapsi*, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your base DC is increased to 13.

Evolution II: Your base DC is increased to 15.

CATATONIA (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation allows you to place yourself into a deathlike state as a full action that persists until the duration expires or you will yourself back to life. You can remain in this state for a number of hours equal to your Constitution score. You are fatigued for 2d4 rounds after exiting catatonia.

You appear to be dead, and any creature that interacts with you must succeed at a Heal check (DC = 15 + ½ your character level) to recognize you are actually alive. While under the effects of catatonia, you count as if you were dead for the purpose of resolving any effects that target or affect only living creatures, but you do not count as undead. You are also immune to the effects of a vacuum. However, you are helpless, and can still be killed normally.

Any effect that would bring you back to life or animate you as an undead fails, but ends the catatonia state. You can be affected by spells and supernatural abilities that affect objects. However, anything that would cause the body to change form fails and ends the *catatonia*. This doesn't prevent the effects of spells or super natural abilities that simply deal damage or otherwise destroy objects.

Once you've used catatonia, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: You can remain in catatonia for a number of days equal to your Constitution score.

Evolution II: You can remain in catatonia indefinitely.

COMBAT EMPATHY (SU)

Gene Pool -1 | Disguise DC Modifier +0

This mutation allows you to delve into your target's mind as a swift action so you get an impression of the actions it will take. You gain a +1 insight bonus to AC against the

target's attacks. If the target fails its Will save (DC = 11 + ½ your character level), you also see how the target will react to your attacks, and the bonus applies on your attack rolls and damage rolls against the target. These bonuses apply only while the target is within range (25 ft.), though if it goes out of range, the bonuses return once it's back in range. The effects of this mutation last 2d4 rounds.

Once you've used your anticipate thoughts psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your insight bonus improves to +2 and your range extends to 50 ft.

Evolution II: Your insight bonus improves to +5 and your range extends to 75 ft.

TABLE 9-2: PSYCHIC MUTATIONS - GP 4 & 5

MUTATION	GENE POOL	DISGUISE DC	COMMON
Battlesense	-4	+0	-
Catapsi	-4	+0	-
Force blast	-4	+0	-
Force screen	-4	+0	-
Gravity shield	-4	+0	-
Gravity wave	-4	+0	-
Intellect fortress	-4	+0	-
Mental block	-4	+0	-
Mind probe	-4	+0	-
Prescience	-4	+0	-
Psychic assault	-4	+0	-
Psychic blast	-4	+0	-
Psychic noise	-4	+0	-
Vampiric field	-4	+0	-
Control light	-5	+0	-
Disintegration	-5	+0	-
Flash of insight	-5	+0	-
Inflict pain	-5	+0	-
Modify memory	-5	+0	-
Precognition	-5	+0	-
Primal regression	-5	+0	-
Psychic crush	-5	+0	-
Psychic power, major	-5	+0	-
Searing mind	-5	+0	-
Spirit projection	-5	+0	-
Synapse overload	-5	+0	-
Thoughtsense	-5	+0	-
Tower of iron will	-5	+0	-

CONTROL LIGHT WAVES (SU)

Gene Pool -5 | Disguise DC Modifier +0

As a standard action, your mutation allows you to control light, creating a number of interesting effects. Each round you can choose one of the following effects.

- You can bend light around yourself, becoming invisible. See *invisibility* in the Starfinder Core Rulebook.
- You may remove all light (total darkness) from a small area (10' radius) at a range of 30 feet.
- You may also completely dissipate laser fire anywhere within a 30' range.

All of these effects require concentration, such that the mutant must spend a standard action each round to maintain its manipulation of light. This mutation can be used as long as you have 1 Resolve point.

Evolution I: Your manipulation of light waves persists for 1d2 rounds after you maintaining the effect.

Evolution I: Your manipulation of light waves persists for 1d4+1 rounds after you maintaining the effect.

DETECT THOUGHTS (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your psychic mutation allows you to detect thoughts as the *detect thoughts* spell with the following exceptions. Your caster level is considered equal to your character level. To resist your detect thoughts the targets must make a Will save (DC = 11 + ½ your character level). For additional information on *detect thoughts*, see "Spell Descriptions" in Chapter 10 of the Starfinder Core Rulebook.

Once you've used your detect thoughts psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your detect thoughts base DC is increases to 13.

Evolution II: Your detect thoughts base DC is increases to 15.

DISINTEGRATION (SU)

Gene Pool -5 | Disguise DC Modifier +0

With this powerful mutation, you completely destroy matter on a molecular level. Doing so requires so much energy expenditure, however, you must spend a Resolve Point and you gain the fatigued condition for 2d4 rounds after attempting to disintegrate a target.

When you use this mutation, a thin, green ray springs from your finger. You must make a ranged attack against your target's EAC, but you can add your key ability score bonus to this attack instead of your Dexterity modifier if it is higher. If you hit, the target takes 2d20 damage. Any creature reduced to 0 Hit Points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected. Only one target is affected per use of this mutation.

When used against an object, the ray simply disintegrates as much as a 10-foot cube of nonliving matter. Thus, the psychic mutation disintegrates only part of any very large object or structure targeted. The ray affects even objects constructed entirely of force, but it does not affect other magical effects that are not an object, creature, or force effect.

A creature or object that succeeds at a Fortitude save (DC = 11 + ½ your character level) is partially affected, taking only half damage. If this damage reduces the creature or object to 0 Hit Points, the target is entirely disintegrated.

To regain the use of disintegrate, 24 hours must have passed since you last regained this mutant ability, and you must have rested for 8 continuous hours during that period.

Evolution I: Your disintegrate ability's base DC increases to 13 and does 6d20 damage.

Evolution II: Your disintegrate ability's base DC increases to 15, and does 14d20 damage.

EGO WHIP (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation grants you the psychic power to overwhelm a target's ego, leaving the target feeling hopeless and unsure of itself. Choose Intelligence, Wisdom, or Charisma. When you ego whip as a standard action, the target takes a -2 penalty to that ability score, and is also staggered for the first round it's affected. The effects of ego whip last 2d4 rounds. A successful Will save (DC = 11 + ½ your character level), negates the staggered effect and reduces the duration of the penalty to 1 round. Using this supernatural power is a standard action and this mutation has a range of 25 ft. + 5 ft./character level.

Once you've used your ego whip psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your target takes a -4 penalty to an ability score and the base DC is increased to 13.

Evolution II: Your target takes a -8 penalty to an ability score and the base DC is increased to 15.

ENSHROUDED THOUGHTS (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation has warded your mind against the mental prying of others, including the effects of divination spells and supernatural powers such as *detect thoughts*, as well as enchantments such as *modify memory*. If another creature attempts to target you with a mind-affecting spell or supernatural power that detects or alters your thoughts or memories, the caster must succeed a Will save (DC = 11 + ½ your character level), or the spell fails. Only spells that detect or alter your thoughts or memories are blocked by this spell; effects such as *clairaudience/clairvoyance*, *detect evil*, and *locate creature* continue to affect you as normal.

Evolution I: Your base DC is increased to 13.

Evolution II: Your base DC is increased to 15.

FLASH OF INSIGHT (SU)

Gene Pool -5 | Disguise DC Modifier +0

As a swift action, your psychic mutation allows you to peer into an occluded visual spectrum of possible futures, gaining insight that allows you to select the exact result of one die roll before the roll is made. This effect can alter an action taken only by you, and cannot be applied to the rolls of others.

To regain the use of flash of insight, 24 hours must have passed since you last regained this mutant ability, and you must have rested for 8 continuous hours during that period.

FORCE BARRIER (SU)

Gene Pool -3 | Disguise DC Modifier +4

You can generate an electromagnetic force field around yourself to deflect or absorb incoming attacks. As a swift action, you can generate an invisible electromagnetic barrier around yourself that provides damage reduction 1/- against incoming weapon attacks and force effects. You can enable the barrier as long as you have at least 1 Resolve point in your pool.

Portable electronic devices such as cell phones, sensor comps, and headsets temporarily cease to function if held or worn by you while the electromagnetic force barrier is in effect.

Evolution I: Your damage reduction increases to 2/-.

Evolution II: Your damage reduction increases to 5/-.

FORCE BLAST (SU) [4]

Gene Pool -4 | Disguise DC Modifier +0

As a standard action, you gather mystical energy and blast it outward in a mighty wave originating from your fingertips, damaging and potentially knocking back your

enemies. This psychic mutant deals 2d6 force damage to each creature caught in a 30-ft. cone shaped burst unless it succeeds at a Reflex save (DC = 11 + ½ your character level) for half damage.

Additionally, the force from this mutation effectively attempts to bull rush all creatures in the area. Attempt a single bull rush combat maneuver, using your character level + your key ability score modifier as your attack bonus. Compare the result to each target's KAC + 8. If you're successful, that creature is knocked back 5 feet, plus 5 additional feet for every 5 by which your attack exceeds the creature's KAC + 8. If there is an obstacle in the way, the creature stops at the obstacle instead.

Once you've used your force blast psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your force damage increases to 4d6, the base DC to the Reflex save increases to 13, and you gain a +4 bonus on your bull rush combat maneuver with this mutation.

Evolution II: Your force damage increases to 9d6, the base DC to the Reflex save increases to 15, and you gain a +8 bonus on your bull rush combat maneuver with this mutation.

FORCE SCREEN (SU)

Gene Pool -4 | Disguise DC Modifier +0

This mutation allows you to create an invisible field of energy that is difficult to penetrate. The force screen is close to your mutant's body, extending only a few inches from your skin. It is capable of taking 15 Hit Points worth of damage before it collapses, and you begin taking Stamina and Hit Point damage normally.

Your force screen is always active until you have expended its temporary hit points. Once your temporary hit points are expended, you can't generate a force screen again until you've rested for 10 minutes to regain Stamina Points. You also must have at least 1 Resolve point remaining to maintain a force screen.

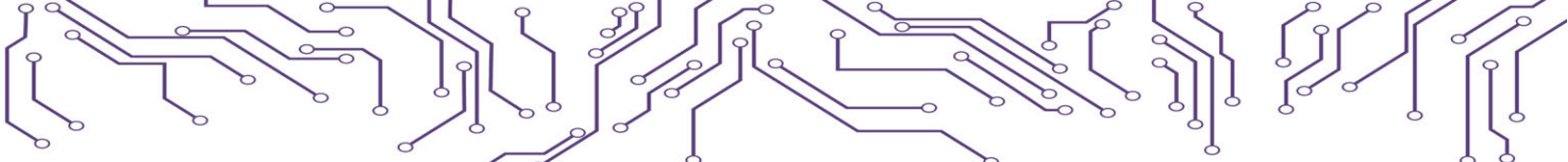
Evolution I: Your force screen protects you against 30 points of damage.

Evolution II: Your force screen protects you against 60 points of damage.

GRAVITY ANCHOR (SU)

Gene Pool -2 | Disguise DC Modifier +0

As a move action, your psychic mutation allows you to form a gravitational bond between yourself and either the



surface you're standing on or the objects you are holding. This grants you a +2 bonus to your AC against bull rush, reposition, and trip combat maneuvers if you choose the surface underfoot, or against disarm combat maneuvers if you choose objects. Gravity anchor can be maintained by spending a move action each round or 1 round if you choose not to maintain it. You can have only one gravity anchor active at a time. You can take advantage of the gravity anchor mutation as long as you have at least one Resolve Point remaining.

Evolution I: Your AC against bull rush, reposition, and trip combat maneuvers if you choose the surface underfoot, or against disarm combat maneuvers if you choose objects increases to +4.

Evolution II: Your AC against bull rush, reposition, and trip combat maneuvers if you choose the surface underfoot, or against disarm combat maneuvers if you choose objects increases to +8.

GRAVITY COMBAT MANEUVER (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your psychic mutation allows you to create violent fluctuations in gravity to perform either a reposition or a trip combat maneuver against the target. Resolve this attempt as normal, but use your character level plus your key ability score modifier as your attack bonus. No saving throw is allowed against these attempts. When repositioning a creature in this way, you can move the target up to 10 feet from its original position. This psychic mutation has a range of 50 ft.

Once you've used your gravity combat maneuver psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your range is increased to 100 ft. and you gain an additional +2 bonus to your combat maneuver roll.

Evolution II: Your range is increased to 150 ft. and you gain an additional +4 bonus to your combat maneuver roll.

GRAVITY BOOST (SU)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation allows you to increase or reduce the gravitational attraction between yourself and the terrain around you as a swift action. You can add a bonus equal to one-half your character level (minimum +1) to Athletics checks to climb, jump, or swim as part of the action you take to attempt the skill check. In addition, as a reaction when you are falling, you can reduce the falling damage you take by half. You can take advantage of the gravity boost

mutation as long as you have at least one Resolve Point remaining.

Evolution I: Your mutation allows you to move along vertical surfaces and even upside down along ceilings for 1 round. This functions as *spider climb*, but it leaves your hands free and you can also run. You must end your movement on a surface that can support you normally. If you end your movement while you are standing on a vertical surface or ceiling, you fall unless you succeed at an Athletics check to climb to remain in position.

Evolution II: You can run on upside down surfaces and end your movement on a vertical surface or ceiling without falling as long as you continue spending swift actions to maintain the gravity boost.

GRAVITON BURST (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation empowers the ability to manipulate gravitons allowing you to bend and burst balls of concentrated gravity, allowing you to fire concussive bursts at nearby opponents as a natural ranged attack against their EAC. This graviton burst is projected from the palm of your hand. Your hand must be empty to effectively use this bioweapon. The gravity burst deals 2d6 points of force damage and a range increment of 20 feet. You can use graviton burst a number of times equal to key ability score modifier (minimum 1) before having to recharge the ability.

Once you've used up your graviton burst, you can't use them again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge them immediately.

Evolution I: Your graviton burst damage increases to 3d6.

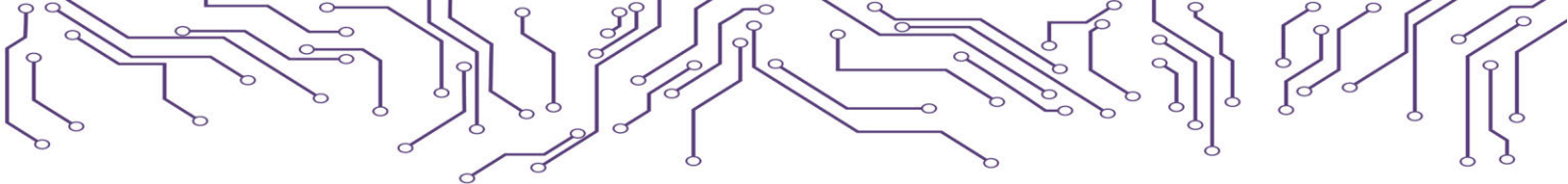
Evolution II: Your graviton burst damage increases to 7d6.

GRAVITY FIELD (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your psychic mutation allows you to control gravity in an area. As a standard action, you create a 10 ft. x 10 ft. area of abnormal gravity. This gravity field has a duration of 2d4 rounds and includes one of the following effects.

Heavy Gravity: If you increase gravity in the area, creatures and objects weigh twice as much as normal, move at half speed, can jump only half as far as normal, and can lift and carry only half as much as normal. Any flying target has its maneuverability worsened by one step (from average to clumsy, for example; minimum clumsy) and



plummets to the ground unless it succeeds at a DC 25 Acrobatics check to fly to remain in the air.

Light Gravity: You decrease the gravity to a third of standard gravity, creatures can jump three times as high and as far and lift three times as much. (Movement speed, however, stays the same, as moving in great bounds is awkward and difficult to control.) Thrown weapons have their range categories tripled.

Standard gravity: You can create an area of standard gravity in a high gravity, low gravity, or zero gravity environment.

Zero Gravity: An area of zero-g works like the zero-g environment (see Chapter 11 of the *Starfinder Core Rulebook*).

Once you've used up your graviton field, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge them immediately.

Evolution I: The area of your gravity field is increased to a 20 ft. x 20 ft. and the duration is increased to 3d4 rounds.

Evolution II: The area of your gravity field is increased to a 40 ft. x 40 ft. and the duration is increased to 5d4 rounds.

GRAVITON FIST (SU)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation empowers the ability to manipulate gravitons allowing you to project a massive concussive graviton force in addition to your normal unarmed attack or natural weapon damage. When you make a successful unarmed attack, you may focus graviton energy into the attack for greater effect. On a successful hit your unarmed attack deals an additional 1d6 points of concussion damage, and grants a bull rush attempt as a swift action. You can take advantage of the gravity fist mutation as long as you have at least one Resolve Point remaining.

Evolution I: Your graviton fist damage increases to 2d6.

Evolution II: Your graviton fist damage increases to 3d6.

GRAVITY FLIGHT (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your psychic mutation allows you to manipulate gravity temporarily granting you the ability to fly. As a swift action, you gain a fly speed of 30 feet (poor maneuverability). When this ability ends, you descend gently at a rate of 60 feet per round and take no damage when you land. This super natural flight has a duration of 2d4 rounds.

Once you've used your gravity flight psychic mutation, you can't use it again until you've rested for 10 minutes to

regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your flight speed increases to 40 ft. (average maneuverability) and the duration increases to 3d4 rounds.

Evolution II: Your flight speed increases to 50 ft. (good maneuverability) and the duration increases to 5d4 rounds.

GRAVITY SHIELD (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your psychic mutation allows you to use pulses of gravity to deflect attacks. As a reaction, you gain a +1 shield bonus to your AC against a single attack per round. You can take advantage of the gravity shield psychic mutation as long as you have at least one Resolve Point remaining.

Evolution I: Your gravity shield bonus increases to +2 and you can use this defense against two attacks.

Evolution II: Your gravity shield bonus increases to +4 and you can use this defense against three attacks.

GRAVITY WAVE (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your psychic mutation allows you to create a ripple of gravitational destruction. As a standard action, you can unleash a wave of force in a 60-foot cone that deals 1d12+1 bludgeoning damage to each creature in the area and pushes affected creatures 10 feet away from you. A target can attempt a Reflex save (DC = 11 + ½ your character level) to halve the damage and negate the movement.

Once you've used up your graviton wave, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge them immediately.

Evolution I: Your gravity wave bludgeoning damage increases to 3d12.

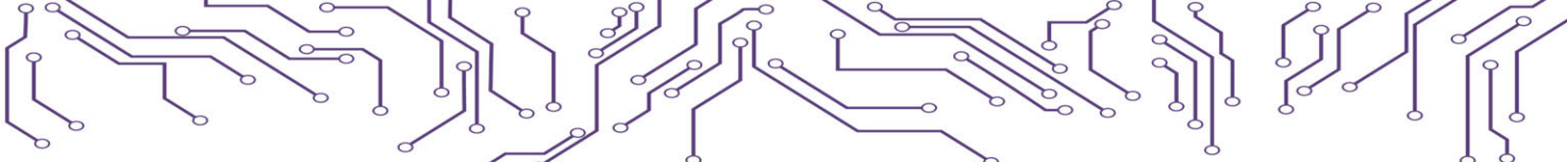
Evolution II: Your gravity wave bludgeoning damage increases to 7d12.

ID INSINUATION (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation allows you to invade the mind of a creature with your psychic presence, you can isolate parts of its mind, preventing your target from functioning in a coherent manner. The target is confused as long as you concentrate on it plus 1 additional round. A successful Will save (DC = 11 + ½ your character level) negates this effect. Using ID insinuation is a standard action and has a range of 25 ft. + 5 ft. per character level.

Once you've used ID insinuation, you can't use it again until you've rested for 10 minutes to regain Stamina Points.



You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your base DC is increased to 13 and your target rolls twice against the confused condition. You select which roll the target uses.

Evolution II: Your base DC is increased to 15 and in the first round you select your targets confused condition. In the following rounds your target rolls twice against the confused condition, and you select which roll the target keeps.

INFLECT PAIN (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation allows you to telepathically wrack the target's mind and body with agonizing pain that imposes a -2 penalty on attack rolls, skill checks, and ability checks for 2d4 rounds. A successful Will save (DC = 11 + ½ your character level) reduces the duration to 1 round. Using inflict pain is a standard action and has a range of 25 ft. + 5 ft. per character level.

Once you've used inflict pain, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your target takes a -4 penalty to an on attack rolls, skill checks, and ability checks and the base DC is increased to 13.

Evolution II: Your target takes a -8 penalty on attack rolls, skill checks, and ability checks and the base DC is increased to 15.

INFLECT PAIN (SU)

Gene Pool -5 | Disguise DC Modifier +0

Your mutation allows you to target one creature/level, no two of which can be more than 30 ft. apart. Otherwise, this mutation functions like *inflict pain* except as noted above.

INTELLECT FORTRESS (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to use the power of pure logic, you disrupt mental attacks. *Intellect fortress* suppresses all effects with the emotion and fear descriptors for 1 round in a 20 ft. radius. Intellect fortress is used as a reaction to mental attacks.

Once you've used intellect fortress, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your mutation causes mind-affecting effects that deal damage to have their damage reduced by half. This applies to stamina, hit points, and ability score damage.

Evolution II: Anyone in your area of effect that makes their save against a fear or emotion effect suffer no effects, even if there is usually a partial effect on a successful saving throw.

LIMITED TELEPATHY (SU)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation allows you to mentally communicate with any creatures within 30 feet with whom you share a language. Communicating with multiple creatures simultaneously is just as difficult as listening to multiple people speaking audibly.

Evolution I: You can communicate with creatures up to 60 ft. away.

Evolution II: You can communicate with creatures up to 120 ft. away.

LIMNING LIGHT (SU)

Gene Pool -2 | Disguise DC Modifier +0

As a standard action, your psychic mutation allows you to cause all creatures and objects in a 5-foot-radius burst to shed a pale glow. Creatures outlined by the limning light take a -20 penalty to Stealth checks and don't benefit from the concealment usually provided by darkness. If an affected creature is benefiting from an effect such as *invisibility*, all others within line of sight of it become aware of its location (see Chapter 8 of the *Starfinder Core Rulebook*). This effect lasts for a number of rounds equal to your character level. This ability has a range of 100 feet.

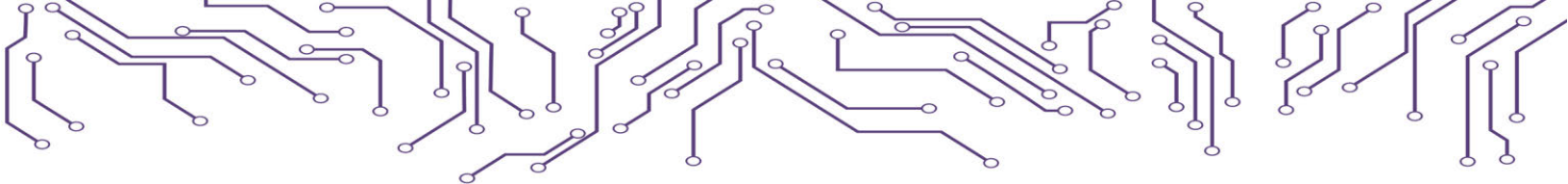
Once you've used your limning light psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

MENTAL BARRIER (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation allows you to put a barrier of mental energy (force) that protects you from harm. This barrier grants you a +2 shield bonus to your AC. In addition, you take half damage from *mind thrust I & II* (reduced to one-quarter on a successful Will save). This super natural power is used as a reaction to attacks against your AC and *mind thrust*.

Once you've used your mental barrier psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.



Evolution I: Your AC increases to +4. In addition, you take half damage from *mind thrust I, II, and III* (reduced to one-quarter on a successful Will save).

Evolution II: Your AC increases to +6. In addition, you are immune to *mind thrust I*, and you take half damage from *mind thrust II, III, and IV* (reduced to one-quarter on a successful Will save).

MENTAL BLOCK (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to lock access to the target's procedural memories, preventing it from drawing upon its experience and expertise. The target must make a Will save (DC = 11 + ½ your character level), or it loses all skill ranks, spells known, spells prepared, and activated feats, as well as its supernatural, and spell-like abilities for 2d4 rounds. Each round at the end of the target's turn, the target can attempt another Will save to end this effect. Using mental block is a standard action and this mutation has a range of 25 ft. + 5 ft./character level.

Once you've used your mental block psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your mental block base DC is increases to 13.

Evolution II: Your mental block base DC is increases to 15.

MIND PROBE (SU)

Gene Pool -4 | Disguise DC Modifier +0

Your mutation allows you to gain access to the subject's memories and knowledge. As a full action you can attempt to learn the answer to one question per round. A successful Will save (DC = 11 + ½ your character level) ends this psychic mutant ability. Otherwise, the creature can attempt a Bluff check with a DC equal to 11 + your Sense Motive modifier. If it fails its Bluff check, you gain the answer you desire. If it succeeds at its check, you gain no information. If it succeeds by 5 or more, it answers whatever it chooses, and you believe that wrong answer to be true. Your questions are purely telepathic inquiries, and the answers to those questions are imparted directly to your mind. You and the target don't need to speak the same language, though less intelligent creatures may yield up only appropriate sensory images in answer to your questions. To use this psychic mutation, you must be touching the target. The mind probe lasts 2d4 rounds.

Once you've used your mind probe psychic mutation, you can't use it again until you've rested for 10 minutes to

regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your mental block base DC is increases to 13.

Evolution II: Your mental block base DC is increases to 15.

MIND THRUST (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation allows you to divine the most vulnerable portion of your opponent's mind and overload it with a glut of psychic information. A mind thrust is a standard action and causes 2d10 points of damage. The target can attempt a Will saving throw (DC = 11 + ½ your character level) to halve the damage dealt by this psychic mutation. This mutation has no effect on creatures without an Intelligence score. This mutation has a range of 25 ft. + 5 ft./character level.

Once you've used your mind thrust psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your mind thrust base DC is increases to 13 and damage increases to 4d10.

Evolution II: Your mind thrust base DC is increases to 15, the damage is increased to 10d10, and if the target fails their saving throw it gains the fatigued condition for 2d4 rounds.

MINDLINK (SU)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation allows you to link your mind to that of a touched creature to swiftly communicate a large amount of complex information in an instant. You decide what the target learns, limited to any amount of information that otherwise could be communicated in 10 minutes. This information comes in a series of visual images emotional sensations, and isn't language-dependent. Using mindlink is a standard action and you must be touching the target. A target creature can resist mind link by making a Will save (DC 11 + ½ your character level). You can use mind link as long as you have 1 Resolve point remaining in your pool.

Evolution I: Your mind link base DC is increases to 13.

Evolution II: Your mind link base DC is increases to 15.

MODIFY MEMORY (SU)

Gene Pool -5 | Disguise DC Modifier +0

Your mutation allows you to reach into the target's mind and modify up to 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the target actually experienced. This psychic mutation cannot negate *charm person*, *suggestion*, or similar spells.
- Allow the target to recall with perfect clarity an event it actually experienced.
- Change the details of an event the target actually experienced.
- Implant a memory of an event the target never experienced.

Using this psychic mutation takes a full action. If the target fails its Will saving (DC = 11 + ½ your character level), you proceed with the modify memory by spending as much as 5 minutes (a period of time equal to the amount of memory you want to modify) visualizing the memory you wish to modify in the target. If your concentration is disturbed before the visualization is complete, or if the target moves beyond your range at any point during this time, the memory modification fails. A modified memory does not necessarily affect the target's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is usually dismissed as a bad dream, a hallucination, or another similar excuse. This mutation has a range of 25 ft. + 5 ft./character level.

Once you've used your modify memory psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your mental block base DC is increases to 13.

Evolution II: Your mental block base DC is increases to 15.

PHASE (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your psychic mutation allows you to temporarily exist slightly out of phase with the Material Plane. As a swift action you can phase for 1 round. You can pass through walls or material objects (but not corporeal creatures) as long as you begin and end your turn outside of any wall or obstacle. In addition, you always benefit from a 20% miss chance against attacks and effects targeting it directly and takes only half damage from area effects. Force effects, however, function normally against you.

Once you've used your phase psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: The duration of your phase ability increases to 1d4+1 rounds.

Evolution II: The duration of your phase ability increases to 2d4+1 rounds.

PRECOGNITION (SU)

Gene Pool -5 | Disguise DC Modifier +0

As a swift action, you can active precognition. This mutation allows you to see one round in the future. Essentially, you can see the results of your actions and the actions of others against you before they happen. Any time you are required to make a d20 roll you can make the roll up to three times keeping the best roll and discarding the others. Precognition works on any ability check, attack roll, saving throw, or skill check until your next turn. It also effects all these types of rolls against you by others, but you still choose which roll your opponent or ally keeps. It's very likely you will get to use precognition multiple times during a single round of combat if you are using multiple attacks and getting attacked by multiple foes. The mental strain of precognition causes you to become fatigued for 1 round immediately following the completion of its use.

Once you've used your precognition psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately, but only after the fatigued condition has expired.

Evolution I: The duration of your precognition is extended to 2 rounds.

Evolution II: The duration of your precognition is extended to 5 rounds.

PRESCIENCE (SU)

Gene Pool -4 | Disguise DC Modifier +0

The limited precognitive abilities of your psychic mutation grant a you a +1 insight bonus on initiative checks, on Reflex saves, and to your Armor Class. This mutation is active as long as you have at least 1 Resolve point.

Evolution I: Your insight bonus increases to +2.

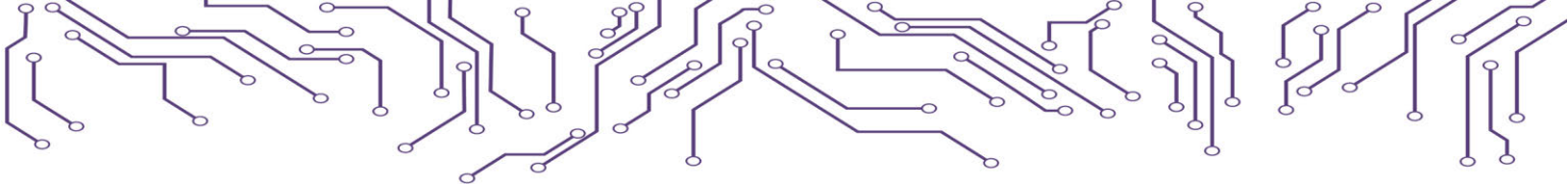
Evolution II: Your insight bonus increases to +3.

PRIMAL REGRESSION (SU)

Gene Pool -5 | Disguise DC Modifier +0

This psychic mutation allows you to sequester your ability for higher reasoning, allowing your darker impulses to come to the fore. You become a ravening monster—savage, bloodthirsty, and brutish. For 10 rounds, you have all of the following benefits and drawbacks.

- Your Intelligence and Charisma scores drop to 3 (if the scores were higher), and you are unable to use



Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently.

- You take a –4 penalty on Will saves.
- You gain a +6 enhancement bonus to Strength, a +2 natural armor bonus to AC, and 2d10 temporary hit points. These temporary hit points disappear when the primal regression ends.

When the primal regression ends, you must succeed at a Will saving throw or take 1d4 points of Intelligence drain and 1d4 points of Charisma damage. Once you've used your primal regression psychic mutation, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: You gain a +8 enhancement bonus to Strength, a +3 natural armor bonus to AC, and 3d10 temporary hit points.

Evolution II: You gain a +12 enhancement bonus to Strength, a +5 natural armor bonus to AC, and 5d10 temporary hit points.

PSYCHIC ASSAULT (SU)

Gene Pool -4 | Disguise DC Modifier +0

As a standard action, your psychic mutation allows you to unleash a burst of harmful mental chatter at a target within 30 feet as a standard action. The target must make a Will save (DC = 11 + ½ your character level), or it takes 1d8 damage per character level.

Once you've used your psychic assault, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your psychic assault base DC is increases to 13 and it gains a +1 bonus to damage per die.

Evolution II: Your psychic assault base DC is increases to 15 and it gains a +3 bonus to damage per die.

PSYCHIC BLAST (SU)

Gene Pool -4 | Disguise DC Modifier +0

As a standard action, this psychic mutation allows you to emit a blast of psychic energy from your mind in a 30-foot-radius burst centered on yourself. All creatures in this area take 2d12 points of nonlethal damage from the intense pain and are confused for 1 round. A successful Will save (DC 11 + ½ your character level) halves the damage and negates the confusion.

Once you've used psychic blast, you can't use it again until you've rested for 10 minutes to regain Stamina Points.

You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your psychic blast base DC is increases to 13 and the damage increased to 4d12 and the duration of the confusion is increased to 1d6+1 rounds.

Evolution II: Your psychic blast base DC is increases to 15 and the damage increases to 7d12 and the duration of the confusion is increased to 2d6+1 rounds.

PSYCHIC BUFFER (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your psychic mutation generates a field of mental interference that absorbs hostile attacks. Whenever you would take hit point damage from a mind-affecting effect, it reduces the damage taken by 5. In addition, you add your to key ability score modifier (minimum 0) as a racial bonus to your Armor Class against mind-affecting attacks which require to hit rolls. You can take advantage of the psychic buffer as long as you have at least one Resolve Point remaining.

Evolution I: The hit point damage taken from mind-affecting effects is reduced by 10.

Evolution II: The hit point damage taken from mind-affecting effects is reduced by 20.

PSYCHIC CRUSH (SU)

Gene Pool -5 | Disguise DC Modifier +0

As a standard you can attempt to crush the mind of a single creature within 60 feet. If the target succeeds at the initial Will save (DC = 11 + ½ your character level), it is sickened for 1 round. If the target fails its Will save, it must attempt a Fortitude save (DC = 11 + ½ your character level). If it also fails the Fortitude save, the target is reduced to 0 hit points and is dying. If the target succeeds at its Fortitude save, it instead takes 3d8 points of damage, which cannot reduce the target below 0 hit points, and the target is sickened for 1 round. This attack has no effect on creatures without an Intelligence score.

Once you've used psychic crush, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: On a successful Fortitude save, the target takes 5d8 points and gains the sickened condition for one round.

Evolution II: The target takes 9d8 points of damage on a successful Fortitude or Will save, and gains the sickened condition for 1d4 rounds.

PSYCHIC POWER, MAJOR (SP)

Gene Pool -5 | Disguise DC Modifier +0

Your mutation grants a single mystic spell. You gain one 2nd-level mystic spell as a spell-like ability and may manifest this ability once per day. Your caster level is one-half your character level (minimum 1st).

You can take this mutation more than once. It can be used to increase the number of times you may use the same ability, or give you a new 2nd-level spell you may use once per day.

Once you've used your major psychic power, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge a single use immediately.

Evolution I: Your caster level improves to one-half your character level +2.

Evolution II: Your caster level improves to one-half your character level +5.

PSYCHIC POWER, MINOR (SP)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation grants a single mystic spell. You gain one 0-level mystic spell as a spell-like ability and may manifest this ability three times per day. Your caster level is one-half your character level (minimum 1st).

You can take this mutation more than once. It can be used to increase the number of times you may use the same ability, or give you a new 0-level spell you may use three times per day.

Once you've used your minor psychic power, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge all three uses immediately.

Evolution I: Your caster level improves to one-half your character level +2.

Evolution II: Your caster level improves to one-half your character level +5.

PSYCHIC POWER, MODERATE (SP)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation grants a single mystic spell. You gain one 1st-level mystic spell as a spell-like ability, and may manifest this ability twice per day. Your caster level is one-half your character level (minimum 1st).

You can take this mutation more than once. It can be used to increase the number of times you may use the same ability, or give you a new 1st-level spell you may use two times per day.

Once you've used your moderate psychic power, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge all both uses immediately.

Evolution I: Your caster level improves to one-half your character level +2.

Evolution II: Your caster level improves to one-half your character level +5.

PSYCHIC POWER, UBER (SP)

Gene Pool -8 | Disguise DC Modifier +0

Your mutation grants a single mystic spell. You gain one 3rd-level mystic spell as a spell-like ability and may manifest this ability once per day. Your caster level is one-half your character level (minimum 1st).

You can take this mutation more than once. It can be used to increase the number of times you may use the same ability, or give you a new 3rd-level spell you may use once per day.

To regain the use of this psychic mutant ability, 24 hours must have passed since you last used your uber psychic power, and you must have rested for 8 continuous hours during that period.

Evolution I: Your caster level improves to one-half your character level +2.

Evolution II: Your caster level improves to one-half your character level +5.

PSYCHIC NOISE (SU)

Gene Pool -4 | Disguise DC Modifier +0

The discordant psychic noise emitted by your psychic mutation dazes nearby creatures for 1 round. Activating your psychic noise is a standard action. When a creature begins its turn within the aura, it must succeed at a Will save (DC = 11 + ½ your character level) to negate this effect. Whether or not the save is successful, that creature cannot be affected again by your psychic noise for 24 hours. An affected creature may attempt a new save to shake off the effect at the end of each of its turns. You can activate psychic noise as long as you have at least one Resolve Point remaining.

Evolution I: Your psychic noise base DC is increases to 13 and the dazed condition is extended to 1d2 rounds.

Evolution II: Your psychic noise base DC is increases to 15 and the dazed condition is extended to 1d4 rounds.

SEARING MIND (EX)

Gene Pool -5 | Disguise DC Modifier +0

Your mutation makes you immune to mind-affecting effects. However, you cannot benefit from mind-affecting effects like moral bonuses, many incite bonuses, and even certain circumstance bonuses. You cannot communicate through telepathy nor can you use mind-affecting abilities.

In addition, your mind is so convoluted and energetic that direct contact with it via abilities like *detect thoughts*, *mind link*, *limited telepathy*, or other spells or abilities that charm or dominate causes feedback of psychic energy. Any creature contacting your mind must make a Will save (DC = 11 + ½ your character level), or take 2d10 damage from psychic energy.

Evolution I: Your searing mind base DC is increased to 13 and the damage increased to 3d10.

Evolution II: Your searing mind base DC is increased to 15 and the damage increases to 5d10.

SPIRIT PROJECTION (SU) [5]

Gene Pool -5 | Disguise DC Modifier +0

Once per day as a full action, your psychic mutation allows you to enter a trance that separates your spirit from your body. This splits your current hit points in half between its body and its spirit, your Stamina remains with your physical body. Your spirit body gains the incorporeal subtype and special ability; otherwise, you retain the same statistics as your physical self with the following changes: +4 Dexterity, +4 insight bonus to AC, single incorporeal touch attack that deals 1d4 Constitution damage on a hit as your sole attack. This spirit projection can travel no more than 1 mile away from your body. Because you are only partially in existence when in this state, your body gains *displacement* as the spell. When separated in this way, your body is unconscious and helpless. If your body is injured while in this state, the separated projection immediately returns to your body, and your body loses *displacement*. If the physical body is slain, the spirit body immediately dies as well. If the spirit is reduced to 0 or fewer hit points, it returns to the body immediately. While you are in spirit form you can end the effect at any time as a standard action, at which point your spirit immediately returns to the body. When your spirit form returns to the body, add both the spirit body's hit points and the physical body's hit points back together to determine your current hit point total. Projection lasts 10 rounds per character level.

To regain the use of this mutant ability, 24 hours must have passed since you last used your projection ability, and

you must have rested for 8 continuous hours during that period.

Evolution I: This duration of your projection ability increases to minutes per character level.

Evolution II: You can choose to use your projection once per day with an unlimited duration.

SYNAPSE OVERLOAD (SU)

Gene Pool -5 | Disguise DC Modifier +0

To use this psychic mutation and affect the target, you must hit with a melee attack against its EAC; you can add your key ability score modifier to this attack roll instead of your Strength modifier if it is higher. You then overload the target's mind, causing the target's synapses to violently trigger. The target takes 4d8 damage and is staggered for 1 minute. A target can negate the staggered effect with a successful Fortitude saving throw (DC = 11 + ½ your character level), but still takes full damage.

Once you've used your synapse overload, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your synapse over load does 8d8 points of damage and the base DC is increased to 13.

Evolution II: Your synapse over load does 16d8 points of damage and the base DC is increased to 15.





SYNAPSE PULSE (SU)

Gene Pool -3 | Disguise DC Modifier +0

Your mutation allows you to send out a synaptic pulse with stuns all creatures within a 20-ft. radius of you. Each creature gets a Will save (DC = 11 + ½ your character level) to avoid the stunned condition for one round.

Once you've used your synapse pulse, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: You stun all creatures in range for 1d4 rounds. With a successful Will saving throw, a creature is instead sickened for 1 round.

Evolution II: You stun all creatures in range for 2d4 rounds. With a successful Will saving throw, a creature is instead sickened for 1d4 round.

TELEKINESIS (SU)

Gene Pool -5 | Disguise DC Modifier +0

Your psychic mutation allows you to move objects or creatures by concentrating on them. Depending on your desired effect (choose one from below), telekinesis can perform a variety of combat maneuvers, provide a gentle, sustained force, or exert a single short, violent thrust. Telekinesis has a range of 100 ft. and a duration of 2d4 rounds. Concentrating to maintain this psychic mutation requires a standard action each round.

Combat Maneuver: Once per round, you can use *telekinesis* to perform a ranged attack that acts as a bull rush, disarm, grapple (including pin), or trip combat maneuver. Resolve these attempts as normal, but use your character level plus your key ability score modifier as your attack bonus. No saving throw is allowed against these attempts. You can maintain this form of telekinesis up to 1 round per character level, but it ends if you cease concentrating.

Sustained Force: A sustained force moves an object of no more than 25 pounds or 2 bulk per character level up to 20 feet per round in any direction (including up or down). A creature can negate the effect on an object it holds with a successful Will save or with spell resistance. You can maintain this form of telekinesis up to 1 round per character level, but it ends if you cease concentrating. The effect ends if the object is forced beyond the mutation's range.

You can telekinetically manipulate an object as if with one hand. For example, a lever can be pulled, a key turned, a button pushed, an object rotated, and so on if the force required is within the weight limitation. You might even be

able to untie simple knots, though a delicate activity such as this requires a successful DC 15 Intelligence check.

Violent Thrust: The psychic mutation's energy can be spent in a single round. You can hurl up to 15 objects or creatures that are within range (no two of which can be more than 10 feet apart) toward any target within 150 feet of all the objects. You can hurl up to a total weight of 25 pounds per character level or 2 bulk per character level. You must make attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack bonus plus your key ability score modifier as your attack bonus. All objects cause damage ranging from 1 damage per 25 pounds or 2 bulk (for less dangerous objects) to 1d10 damage per 25 pounds or 2 bulk (for extremely dangerous objects, such as weapons or bladed or spiked objects). Objects and creatures that miss the target land in a square adjacent to the target. Creatures that fall within the weight capacity of the telekinesis violent thrust can be hurled, but they are entitled to a Will save (DC = 11 + ½ your character level) to negate the effect, as can those whose held possessions are targeted by the violent thrust. If a thrown creature is hurled against a solid surface, it takes 1d6 damage as if it had fallen 10 feet.

Once you've used your telekinesis, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your telekinesis range extends out to 200 ft. and the base DC of any saving throw increases to 13.

Evolution II: Your telekinesis range extends out to 400 ft. and the base DC of any saving throw increases to 15.

TELEKINETIC PROJECTILE (SU)

Gene Pool -2 | Disguise DC Modifier +0

Your mutation grants you limited telekinesis. You can fling an object weighing up to 5 pounds (less than 1 bulk) at a target, making a ranged attack against its KAC. If you hit, you deal 1d6 bludgeoning damage to both the target and the object. The type of object thrown doesn't change the damage type or any other properties of the attack. You can use this psychic mutation as long as you have 1 Resolve point remaining.

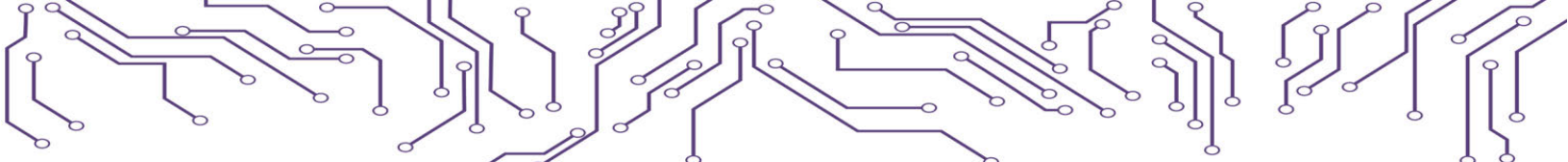
Evolution I: Your object damage increases to 2d6.

Evolution II: Your object damage increases to 5d6.

THOUGHT SHIELD (SU)

Gene Pool -1 | Disguise DC Modifier +0

Your mutation makes you sensitive to mental intrusion. If you sense an intrusion, you throw up a defense to protect



your mind from attack or analysis as a reaction. This grants you a +4 circumstance bonus on Will saving throws against mind-affecting effects for one round. As long as this spell lasts, spells and effects that allow a creature to read your thoughts receive no information from you.

Once you've used your thought shield, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your Will saves to resist mind-affecting effects increases to +6.

Evolution II: Your Will saves to resist mind-affecting effects increases to +8. Any creature that tries to read your thoughts while this spell lasts must succeed at a Will save (DC = 11 + ½ your character level), or be stunned for 1d4 rounds. Additionally, if you succeed at your save against a *psychic crush*, you take no damage.

THOUGHTSENSE (SU)

Gene Pool -5 | Disguise DC Modifier +0

Your mutation grants you a constant effect which allows you to automatically detect and locate conscious creatures within 60 feet, as if you possessed the blindsight ability. *Nondetection*, *mind blank*, and similar effects can block this effect. *Thoughtsense* can distinguish between sentient (Intelligence 3 or greater) and non-sentient (Intelligence 1–2) creatures, but otherwise provides no information about the creatures it detects.

TOWER OF IRON WILL (SU)

Gene Pool -5 | Disguise DC Modifier +0

Your psychic mutation projects a fortress of mental power that blocks out the psychic energy of others, granting mental strength and resiliency to all inside the 10 ft. radius area effect. All creatures inside the area gain supernatural resistance equal to 10 + your character level against spell-like, supernatural, or any mind-affecting attacks. Creatures inside the area don't receive this protection against your supernatural abilities. This mutation is a reaction to hostile spell-like, supernatural, or mind-affecting attacks. Tower of iron will lasts for one round once it's been triggered.

Once you've used your tower of iron will, you can't use it again until you've rested for 10 minutes to regain Stamina Points. You can spend 1 Resolve Point at any point to recharge it immediately.

Evolution I: Your tower of iron will duration is increased to 1d4+1 rounds.

Evolution II: Your tower of iron will duration is increased for 2d4+1 rounds.

UNCANNY DIRECTION (SU)

Gene Pool -2 | Disguise DC Modifier +0

You are incapable of becoming lost in natural surroundings, even if all other senses are somehow nullified. Your psychic mutation ensures you will always be able to find a location where you have been previously, and you will know that location relation to any location in which you currently reside. You might not know where you are going but can always get back to where you have been. You can always take the 20 when making a Survival skill check to return to a place you have previously been.

Evolution I: You can apply your uncanny direction to urban settings, building interiors, and space stations.

Evolution II: Your uncanny direction applies to space travel. As long as conditions do change you can always navigate a route home by retracing the route from which you came. You can always take the 20 on Piloting (navigation) checks to return to a point in space which you have previously been. This does not allow you to hyperspace directly to any place you have been before, but does allow you to backtrack on your exact path.

VAMPIRIC FIELD (SU)

Gene Pool -4 | Disguise DC Modifier +0

This psychic mutation grants the you the ability to absorb the life essence (hit points) from all creatures (friend or foe) within a 10-foot radius. All creatures in the area of effect must make a Fortitude save (DC = 11 + ½ your character level), or lose 1d4 hit points per round. Hit points drained from creatures are added directly to your Stamina or Hit Points. This vampiric field does not allow you to exceed your maximum Stamina or Hit Point totals. The vampiric field has a duration of 2d4 rounds.

Once you've used your vampiric field, you can't use it again until you've rested for 10 minutes to regain Stamina Points, though you can spend 1 Resolve Point at any point to recharge them immediately.

Evolution I: Your vampiric field drains 1d8 hit points per round and the duration is increased to 2d6 rounds.

Evolution II: Your vampiric field drains 3d8 hit points per round and the duration is increased to 2d8 rounds.



MUTANT FEATS

Mutant characters can augment many of their beneficial mutations with feats. Some of these feats can also be applied to certain bioware introduced in the Gravity Age: Bioware Emporium.

FEAT DESCRIPTIONS

BENEVOLENT MUTATION

You are one of the lucky few whose mutations are more of a boon than a bane.

Benefit: You gain 3 Gene Pool points. These free GP may be spent in conjunction with any others gained from deformities or other means, but must be spent at the time this feat is taken.

BLADE STORM

You are more accurate with your natural weapons than most creatures.

Prerequisites: You must have three or more arms and the *arm blades* mutation.

Benefit: When making a full attack entirely with arm blades, you take a –3 penalty to each attack roll instead of the normal –4 penalty.

DARTING CHARGE

Your flying technique resembles that of a dragonfly.

Prerequisites: Flyby Attack, natural weapon

Benefit: You gain a second move action during a Flyby Attack. During any point of either move action you can use your standard action to attack.

DOUBLE TAP MUTATION

You gain an extra use of a mutant ability.

Prerequisite: One single use mutant ability which requires you to meet the requirements to regain Stamina to gain additional uses.

Benefit: You can use any single use mutant ability twice before exhausting it. Then you must meet the requirements to regain Stamina normally.

Special: You can take this feat more than once but must apply it to a different mutation each time.

EVOLUTION I

Your mutant abilities have evolved.

Prerequisites: 7th level, and a mutation which has Evolution I listed as part of its description.

Benefit: You may select one of your mutant abilities and use the Evolution I statistics.

EVOLUTION II

Your mutant abilities have evolved further.

Prerequisites: 15th level, and an Evolution I mutation.

Benefit: You can apply this to one of your Evolution I mutant abilities and use the Evolution II statistics.

Special: This feat can also be applied to a symbiont with

FLYBY ATTACK

You can make an attack before and after or during your move while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

IMPROVED BLADE STORM

You gain more attacks with your natural weapons than most creatures.

Prerequisites: Character level 7th, Blade Storm feat, and the *arm blades* mutation.

Benefit: You can make up to three melee attacks instead of two attacks when making a full attack. If you do so, you take a –5 penalty to these attacks.

IMPROVED FLYBY ATTACK

You are harder to hit and no longer expose yourself to your target as you fly by.

Prerequisite: Fly speed, Flyby Attack, Mobility.

Benefit: When you use an attack as a standard action while using the Flyby Attack, you provoke no attacks of opportunity from moving out of squares threatened by your target.

Normal: Without this feat, when you make an attack as part of a Flyby Attack maneuver provokes attacks of opportunity as normal from moving out of squares threatened by your target.

IMPROVED POWERFUL PSYCHIC

Your psychic mutations are harder to resist than a typical mutant's abilities.

Prerequisites: Powerful Psychic

Benefit: When you take this feat, you select one psychic mutation that has already had the powerful psychic feat applied to it and add an additional +1 to the mutation's DC.

MALLEABLE GENETICS

Your genetic structure is malleable and allows ample opportunity for mutation.

Prerequisite: Any mutant template.

Benefit: Whenever you select a mutation, the Gene Pool cost for that mutation is reduced by 1, to a minimum of 1. This feat has no effect on cosmetic mutations or deformities.

MUTATION FOCUS

You have adapted to your mutation and can make use of it to a more effective degree.

Prerequisite: At least one beneficial mutation.

Benefit: Select one of your mutations that deals damage. The number of damage dice dealt by that mutation increases by one die.

Example, if you have a mutation that normally deals 1d4 points of damage, that mutation now deals 2d4 points of damage.



MUTATION DAMAGE BOOST

You can make one of your damage-causing mutations more devastating.

Prerequisites: key ability score 15+, must possess a mutation that deals hit point damage.

Benefit: When you take this feat, you choose one of your mutations that deals hit point damage. You can deal more damage with that mutation. You must state that you're using this ability before the attack roll is made. If the attack hits, you deal an extra 2d6 points of damage; if the attack misses, the ability is spent and wasted. You can use this feat a number of times per day equal to your key ability score bonus.

Special: You may take this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a different mutation.

MUTATION IMMUNITY

Your body shrugs off the effects of mutations and some bioware.

Prerequisite: Great Fortitude.

Benefit: You are immune to mutations. You never gain any benefit or penalty from mutations, deformities, retroviruses, or adenoviruses.

Special: You cannot choose this feat if you already possess a mutation or have already used a retrovirus.

POWERFUL PSYCHIC

Your psychic mutations are harder to resist than a typical mutant's abilities.

Benefit: When you take this feat, you select one psychic mutation that requires a saving throw and gain a +1 bonus on its DC.

SCREAMER

You can combine two types of sonic attack into a single attack.

Prerequisites: Infrasonic Moan or Ultrasonic Shriek, Evolution I on one of the two mutations.

Benefit: If you have the Infrasonic Moan or Ultrasonic Shriek mutation and used Evolution to select a second sonic attack type you can combine the effects of two attack types into a single moan or shriek.

SENSE MUTATION

You can sense if another creature possesses some form of subtle mutation.

Benefit: If you spend a full-round action observing a creature within 30 feet of you, you can determine whether

or not it is a mutant. Make a Perception check opposed by the target's Disguise check. (If the target is not the same species as you, it gets a +5 bonus on its check.) If you win the opposed check, you know whether or not the creature has any mutations, but not the number or types of mutations. If you beat the target's Disguise check by 5 or more, you can correctly identify all the creature's cosmetic mutations and deformities (but not its beneficial mutations). If you beat the check by 10 or more, you correctly identify all the creature's mutations, including physical and psychic mutations.

Special: If you fail the opposed check by 5 or more, you cannot attempt another check against the same creature for 24 hours.

SUPER FRUIT

Your grenade-like fruit is most unusual.

Benefit: When you are selecting the type of grenade your fruit mimics you gain access to screamer grenade and cryo grenade.

Special: These grenades start out as type I, Evolution I will improve the grenade to type II, and Evolution II will improve the grenade to type IV.

THREE-DIMENSIONAL TACTICS

You are trained to fight in three dimensions.

Benefit: Whenever you are fighting underwater, in zero-g, while flying, or in other situations where you aren't restricted to a single plane of movement, you gain a +1 bonus to attack rolls in any round in which you have moved, even if it's just a guarded step.

TRIGGER LATENT MUTATION

You can disguise your mutations until the moment when they are needed.

Benefit: Select one mutation you possess. This mutation is considered dormant when not in use, and is completely undetectable visually (though it may still be detected by medical equipment and some types of other mutants). As long as the mutation is dormant, you do not gain any benefits associated with the mutation. Whenever you wish to make use of this mutation, you must spend a full action

triggering it, at which point the mutation functions as normal and becomes visible if it is normally so. Suppressing the mutation once more requires another full action.

Special: You may take this feat multiple times. Each time you take this feat, you must select another mutation you possess. This feat may not be used to suppress mutation deformities.

ULTRA IMMUNE SYSTEM

You are less susceptible to the ravages of poison, disease, and radiation poisoning.

Prerequisite: Constitution 13.

Benefits: You gain a +2 bonus on Fortitude saving throws to resist poisons, diseases, and radiation sickness. Furthermore, any permanent ability drain inflicted upon you is treated as temporary ability damage instead.



GRAVITY AGE - DEVIATIONS

GM NOTES ON PSYCHIC MUTATIONS

I am always emphasizing that the GM, is in charge of their campaign and oversees what rules are brought into place and which ones are not. Psychic mutations can mimic arcane and divine spells, psionics and phrenic powers, and supernatural abilities. Here is an easy mechanic for introducing new psychic mutations.

Introduced under Psychic Mutations section of this book are a series of *psychic power* psychic mutations. Since this is a Gravity Age book the powers were limited to spells from the Mystic class for player character's, but this represents an excellent opportunity for GM's to introduce new spell-like abilities without having to spend a lot of time creating a new mutation. Any 0-level to 3rd level spell can be brought in under the current mechanic. In addition to Mystic spells I use psionic powers from the SRD and phrenic powers from the PFSRD.

SIZE MATTERS

In the Gravity Age setting size matters or at least it does for player characters. The Starfinder Role Playing Game most playable races are small or medium-sized creatures and the effects of their size have already been baked into the stats blocks for each race. However, if you are creating a mutant character or NPC that is of abnormal size for their race or capable of changing their size it is necessary to embrace the concept that size matters.

New rules have been introduced (old rules have been carried forward) to compensate for size differences between mutants and common members of their own species. Density Alteration, Dwarfism, and Gigantism all use a mechanic similar to the enlarge and reduce mechanics introduced in the original SRD. These modifiers were updated for compatibility with the Starfinder Roleplaying Game.

The new "Creating Monsters and other NPCs" mechanic assumes the creatures size is already built into the creatures base array and CR so it is not necessary to add a "Size Graft". However, if a creature has the Density Alteration, Dwarfism, or Gigantism mutations the bonuses and penalties should be applied to distinguish it from regular members of their race.

Table 10-1: Tiny and Large Damage

Medium Damage	Tiny Damage	Large Damage
1d2	—	1d3
1d3	1	1d4
1d4	1d2	1d6
1d6	1d3	1d8
1d8	1d4	2d6
1d10	1d6	2d8
1d12	1d8	3d6
2d4	1d4	2d6
2d6	1d8	3d6
2d8	1d10	3d8
2d10	2d6	4d8

EXTREME MUTATIONS

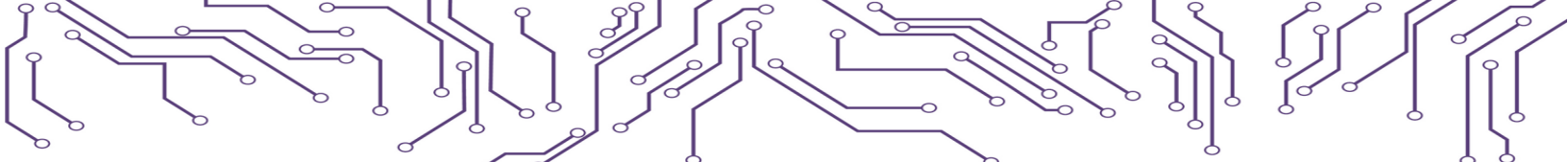
Some mutations are simply too power for player characters to obtain, because their effects are too disruptive. The mutations presented here are intended as tools for GMs and are not intended for use by player's.

Both *mutating touch* and *unraveling touch* should only be used with the True Mutant template and then only on a boss NPC or creature. Mutating touch presents excellent opportunity a GM to introduce mutants or the mutant rules to their campaign. While unraveling touch presents an extreme danger to any mutant. Before introducing a mutant with one of these mutations against a party of player characters the players should know the basics of what they are up against. Rumors would spread about a quickly about a mutant capable of turning others into mutants or a mutant so powerful it can cleanse mutant genes from others.

MUTATING TOUCH (SU)

Gene Pool -10 | Disguise DC Modifier +0

This mutant can deliver an enormous dose of radiation with a touch, triggering sudden mutations and pain in living creatures. With a successful attack against a living creature's KAC, the mutant causes the target to sprout tumors that erupt at the beginning of its next turn, causing a random deformity and mutation, or a deformity and mutation of GM's choice, or with GM's permission a mutation of the player's choice. The Gm can also force the player to select a mutant template at this time. An affected



creature can negate this transformation with a successful Fortitude saving throw (DC = 11 + mutant's CR). If a creature fails this save it gains the deformities and mutations as specified. The mutations can still be treated and reversed by a retrograde retrovirus in the first 24 hours. Once 24 hours has passed the mutations become permanent.

For additional information on retrograde retroviruses, see "Gene Therapy" in Section 2 of the Gravity Age: Bioware Emporium. To determine the price of the retrograde retrovirus the GM should use the creature's CR as the required item level and estimate the price by comparing a retrograde virus of equal level.

Once a creature has been affected by mutating touch, it becomes immune to additional mutating touch attacks for 24 hours. Any creature already possessing a mutant template is immune to mutating touch.

UNRAVELING TOUCH (SU)

Gene Pool -10 | Disguise DC Modifier +0

The genome of this mutant unravels the genetics responsible for beneficial mutations, deformities, and retroviruses. Its virulent genome can be transferred to a subject through body fluids or injury. Once the subject has been exposed to the mutant's unravelling touch they must make a Fortitude save (DC = 10 + creature's CR), or lose a random mutation, deformity, or retrovirus. Once per day the subject makes a new saving throw with a -1 penalty per failed save or loses an additional mutation, deformity, or retrovirus. The subject continues to lose abilities until they make a saving throw or they run out of mutations, deformities, or retroviruses to lose. A mutant with no mutant abilities or deformities loses their mutant template or graft.

Once a creature has been affected by unraveling touch, it becomes immune to additional unraveling touch attacks for 24 hours.

A LITTLE GRAVITY AGE HISTORY

A little over 6 years before the Starfinder Roleplaying Game was released by Paizo®, an OGL game StarfinderRPG was conceived by combining the best available 3.75 content with d20 modern, d20 future, and third party 3.5 psionics rules. And I did it, "Because space opera is awesome!"™ and the roleplaying game establishment wasn't interested producing a science fiction game. I was about two months away from publishing my new hybrid sci-fi d20 system when the Starfinder Role Playing game was announced. Once the NDAs were signed I began furiously converting my books

over to the yet to be released system and named it Gravity Age™.

You will see a lot of old d20 content pulled forward and a lot of original material in the Gravity Age setting. When you read my OGL Section 15 you will see I am pulling from a tremendous number of resources. The biggest reason, I don't want to reinvent the wheel. I just want the wheels to fit my car.

When Gravity Age was first conceived, my play testers and I wanted to play in a sci-fi setting that could become reality in a thousand years. We looked at creating an entirely new d12 system, reviving an old d100 system, but settled on d20 because it would be the most relatable with experienced role-players. Since we were looking a thousand years into humanity's future we scrapped all the magic rules, specifically arcane magic. There are no technomancers in the Gravity Age setting. I was originally torn on divine magic, but maybe if you believe in something hard enough there is hope. Plus, I think the Mystics were done well. Over many beers, we formed a consensus that limited psionics would eventually become reality.

When you eliminate magic from the Starfinder Roleplaying Game additional rules for technology and psionics become a must. You will see throughout the Gravity Age accessories technological items with effects mimicking spells from older d20 SRD works. The primary reason for this, the mechanics for many of the spells have been play tested for 40 years and keeping the mechanic consistent eliminates confusion.

The Gravity Age: Mutant Menagerie was written as an easy to use tool for fans of past mutant games that wanted something compatible with the Starfinder Roleplaying Game and people who are interested in playing a character that is quite different from other of their kind. It was also written as an easy way for gamemasters to modify existing monsters and aliens to present new challenges.

While writing the Gravity Age: Bioware Emporium I realized that it was going to become necessary to carry forward some rules that were dropped in the Starfinder Roleplaying Game. This paragraph is an acknowledgement that I know some of the rules we are using were intentionally not included in the Starfinder Roleplaying Game, but I am going to use them anyway since the mechanic works and I am not writing this for "Society" play. These rules are written for role-players that show up for game night every week and game masters hungry for content to include in their home brew campaigns.



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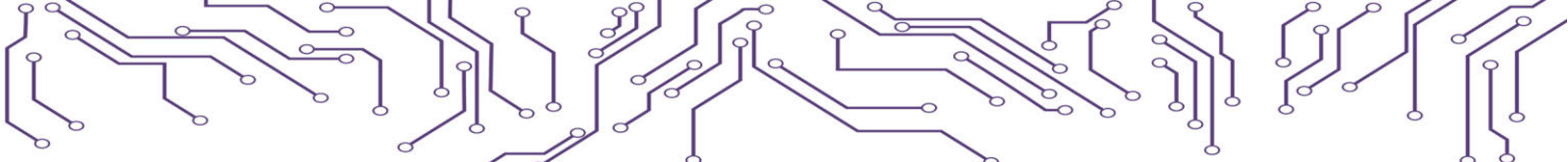
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