

Gamma World d20 by Sammy Grimes (Grimes@mail.uark.edu)

Conversion From: Gamma World (2nd, 3rd, 4th, and Alternity)

Works Converted: Adventurer Class and Symbiotic Plant (3rd edition), Enforcer, Esper, Examiner, and Scout (4th edition), Combat Spec, Diplomat, and Free Agent (Alternity). The Pure Strain Human is a composite of the standard d20 human and the PSH from 2nd, 3rd, 4th, and Alternity Gamma World. The bulk of this is from Alternity and 4th edition but some elements of 2nd and 3rd appear herein. Further information comes from "Up and Running in the Land of Mutants" by Kim Eastland [Dragon #137](#), September 1988 (the first Dragon I ever owned) pages 60-66 and "Gamma Squirrels & Mutant Moose" by Andy Collins [Dragon 272](#), July 2000 pages 98-103.

Summary: I have tried to bring together five (soon to be six with the addition of Metamorphosis Alpha) different versions of Gamma World under the umbrella of the d20 system. I have drawn also from D&D 3e and Star Wars (SWRG). Got 1st edition not too long ago.

Updates: January 8, 2001. Been working like mad on this file for a week now. February 13, 2001 This is a work in progress, I have added mutations. April 4, 2001. Added a few more mutations and added expanded sections on mutated animals and plants. This is still a work in progress so be patient (I work full time and go to school part time and I am active in my church, so I don't have much time during school to work on this).

Thanks: The support I have gotten from the Gamma World community on the net has been amazing special thanks go to John Jamieson and John Shaw for getting me out of print Gamma World materials.

Character Races

Pure Strain Human

- +2 CN, +2 IN, +2 CH, -2 MS
- +4 initial skill points (do not multiply by four) and +1 skill point per level
- +1 Initial Feat
- Uses next higher die for rolling hit points (1d4>1d6>1d8>1d10>1d12)
- +2 to disable device, computer use, pilot, repair, and use artifact
- Double starting money
- DNA Fingerprinting: Many Tech V devices will only work for pure strained humans, and are equipped with DNA-locks that determine the user's race before allowing the device to function. The detectors study a variety of factors, including a deep genetics scan. It takes a use artifacts roll with a DC 50 to remove, failure permanently disables the weapon (also a working artifact with its locks taken off is worth x20 the list price, unless the price is rank).
- Base Robot Recognition score of 20
- +4 to fortitude saves vs. radiation
- Not subject to mutation due to biogenetic chemicals or radiation
- Favored Class: Any

Altered Human

- Starts with 7 points of mutations (may have up to 11 if the character rolls defects, cannot have more than 8 mutations and cannot have more than 5 mutations from one category)
- +1 Initial Feat
- Base Robot Recognition score of 18
- Favored Class: Enforcer

Mutant Animal

- Mutation points and base abilities based on genotype.
- Can buy up to 2 points of additional mutations with defects
- +2 to racial bonus listen and move silently checks
- Ability scores determined by genotype. No ability score can be less than one with modifiers.
- Base Robot Recognition of 14 (12 if no humanoid traits taken).

- Bonus Physical mutation points if no humanoid traits are taken. If the character does not take any of the three traits (talk, bipedal, manipulate tools and objects) he gets 2 mutation points, if the character takes only one or two traits he only gets 1 mutation point.
- Primitive Penalty: A mutant animal suffers a -4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to -2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.
- All creatures have their size changed so that they are medium-sized, unless they get the *size change* mutation.
- Favored Class: Scout
- Mutation Points by Genotype (see pages 12-13 of GW 4th ed for more information).

Alligator

PS +4, DX -6, CN +2, IN -6, MS -4, CH -6, Mutation Points: 4

Tail slap for 1d8 damage at a -2 THAC. Bite for 2d6 damage. Natural AC of 13 before DX modifiers. Base speed of 15 (10 bipedal), 8 in water.

Armadillo

PS -4, DX -4, CN -4, IN -6, MS -4, CH -4, Mutation Points: 4

Claw/claw/bite for 1d3/1d3/1d2 damage. Has total *carapace* and *night vision* as the mutations. Base speed is 12 (8 bipedal).

Badger

PS -2, DX -2, CN -4, IN -6, MS -4, CH -4, Mutation Points: 4

Two claw attacks for 1d6/1d6 damage. Has base speed of 8 (6 bipedal). Has *night vision* as the mutation. Can burrow at a speed of one meter per minute.

Bat

PS -8, DX +4, CN -6, IN -2, MS -4, CH -4, Mutation Points: 3

Bite for 1d4 damage. Flying Base speed of 18, walking speed is 4 (5 bipedal). Has *sonar*, *heightened hearing*, and *diminished sight (D)* as the mutations.

Bear

PS +6, DX -2, CN +4, IN -6, MS +0, CH -2, Mutation Points: 5

Claw/claw/bite attack for 1d8/1d8/1d6 damage. Base speed of 15 (10 bipedal). Has heightened smell as the mutation.

Boar

PS +4, DX -4, CN +0, IN -6, MS +0, CH -2, Mutation Points: 5

Tusk attack for 1d6; if charging, +2 THAC and 1d6+2. Base speed of 17 (11 bipedal).

Bull

PS +6, DX -6, CN +4, IN -6, MS +0, CH -2, Mutation Points: 5

Horn attack for 1d6; if charging, +2 THAC and 2d6+2. Base speed of 16 (11 bipedal).

Camel

PS +4, DX -6, CN +4, IN -6, MS +0, CH -2, Mutation Points: 6

Bite for 1d4 damage. Can survive in hot, dry conditions twice as long as normal, using half as much water. Base speed of 16 (11 bipedal).

Chameleon

PS -6, DX +0, CN -4, IN -6, MS -4, CH -6, Mutation Points: 4

No natural attack. Has *chameleon power* and *regeneration* as the mutations. Base speed of 12 (8 bipedal).

Cheetah

PS +4, DX +0, CN -2, Mutation Points: 3

Claw/claw/bite for 1d4/1d4/1d6 damage. Base speed of 36 (24 bipedal) for 2 rounds and thereafter a base speed of 24 (18 bipedal). Must rest for 10 minutes before regaining top speed. Has *heightened vision* as the mutation.

Cougar

PS +6, DX +4, CN +2, Mutation Points: 3

Claw/claw/bite for 1d6/1d6/1d6 damage. Leap 3 meters. Base speed of 18 (12 bipedal). Has *heightened hearing*, *heightened smell*, and *night vision* as the mutations.

Crab

PS -2, DX -6, CN -4, Mutation Points: 4

Two pincers for 1d8/1d8 damage. Able to breathe water (pick salt or fresh). Base speed of 10 (6 in water). Has total *carapace* as the mutation. Has no walking upright position.

Deer

PS +2, DX +4, CN +0, IN -6, MS +0, CH -2, Mutation Points: 5

Antlers for 1d4 damage, +2 THAC and 1d6+1 on a charge. Has *heightened hearing* as the mutation. Base speed of 20 (14 bipedal).

Duck

PS -8, DX -4, CN -6, Mutation Points: 4

Can paddle in water at a speed of 3. Immune to the chilling effects of cold water. Has *wings*, but flies at a speed of 18. Walks at a base speed of 5 (6 in bipedal humanoid form).

Elephant

PS +8, DX -6, CN +6, IN -6, MS +0, CH -2, Mutation Points: 5

Tusks for 2d6 damage; if charging, 3d6 damage. Base speed of 18 (12 bipedal). Has a prehensile trunk with half the animal's PS. Has *heightened hearing* as the mutation.

Fox

PS -2, DX +2, CN -2, Mutation Points: 4

Bite for 1d6 damage. Base speed of 19 (12 bipedal). Has *heightened smell*, *heightened hearing* and *night vision* as the mutations.

Frog

PS -2, DX -6, CN -4, IN -6, MS -4, CH -6, Mutation Points: 7

Can leap 12 meters forward and 5 meters high. Can breathe water. Base speed of 15 (10 bipedal), swims at 12.

Gorilla

PS +6, DX +0, CN +2, Mutation Points: 7

Bite for 1d6 damage. Climbing attempts are one difficulty level easier than normal. Can swing from grip to grip at a speed of 6. +2 bonus to Robot recognition. Paws are able to manipulate tools naturally. Base speed of 13, even if walking upright.

Grasshopper

PS +4, DX +2, CN +2, Mutation Points: 4

Exoskeleton has a base AC of 14. Has *multiple limbs (legs)* as the mutation. Base walking speed of 6 (even if walking upright); jumps 15 meters (7 vertically). Wings assist in jumping ability.

Hawk

PS -6, DX +4, CN -4, Mutation Points: 3

Claw/claw/bite for 1d6/1d6/1d4 damage. Has *wings*, but with a base flying speed of 30. Walking base speed is 4 (even if walking upright). *Heightened vision* as the mutation.

Horse

PS +4, DX +0, CN +2, IN -6, MS +0, CH -2, Mutation Points: 6
Kick/Kick for 1d6/1d6 damage. Base speed of 24 (16 bipedally).

Kangaroo

PS +2, DX +2, CN -4, IN -6, MS +0, CH -2, Mutation Points: 6
Can jump 13 meters forward and 3 meters up. Base speed of 15, even if walking upright.

Monkey

PS +0, DX +4, CN -4, Mutation Points: 7
Bite for 1d3 damage. Has a +8 racial bonus to climb trees. Can swing from grip to grip at a speed of 6. Paws are able to manipulate tools naturally. +1 bonus to Robot Recognition. Base speed of 12, even if walking upright.

Mosquito

PS -2, DX +2, CN -2, Mutation Points: 4
Bite for 1d4 damage, drain 1 point of blood per round automatically. Anesthetic on proboscis doesn't disturb sleeping victims. Needs 6 points of blood for food and water per day. Has *multiple limbs (legs)* and *wings* as the mutations (flight speed 12). Base speed of 6 (even if walking upright).

Octopus

PS -2, DX +0, CN -2, Mutation Points: 1
Assumed to be a land-dwelling, air-breathing creature. Has *gills*, *chameleon power*, and *multiple limbs (arms and legs)* as the mutations. Base speed is 8 (even if walking upright), swims at 6. Climbing smooth surfaces is one difficulty level easier than normal (suction cups).

Ostrich

PS +2, DX -4, CN +0; Mutation Points: 4
Kick for 1d6 damage. Base speed of 16, even if walking upright. Has vestigial wings, which are purely ornamental and do not allow flight.

Otter

PS +0, DX +2, CN -4, Mutation Points: 4
Bite for 1d6 damage. Base speed of 9 (6 bipedally), swims at 6. Immune to the chilling effects of cold water.

Porcupine

PS -4, DX -4, CN -6, IN -6, MS -4, CH -4, Mutation Points: 2
Bite for 1d3 damage. Has *quills* (can't be thrown) that do 1d6 if grabbed. Base speed of 9 (6 bipedally).

Praying Mantis

PS +2, DX +2, CN +2; Mutation Points: 4
Claw/claw for 1d8/1d8 damage. +2 bonus to Remain Unseen in green vegetation. Has *multiple limbs (legs)* as the mutation. Exoskeleton has a Base AC of 14. Base speed of 12 (even if walking upright).

Raccoon

PS -4, DX +0, CN -4, IN -6, MS -4, CH -4, Mutation Points: 3
Bite does 1d4 damage. Has *night vision* as the mutation. Paws are able to manipulate tools naturally. Base speed of 10 (7 bipedally).

Rhinoceros

PS +6, DX -8, CN +4, IN -6, MS +0, CH -2, Mutation Points: 4
Horn does 1d6+1 damage, with a +2 THAC and 2d6+2 damage on a charge. *Heightened smell* and *diminished sight (D)* as the mutations. Base speed of 18 (12 bipedally). Natural AC of 12 before DX modifiers.

Sea Lion (Seal)

PS -4, DX +2, CN -2, Mutation Points: 4

Bite for 1d4 damage. Base speed of 5 (7 bipedally); swims at 10. Can hold breath for 12 rounds. *Heightened smell* (underwater only) as the mutation.

Shark

PS -2, DX -4, CN +0, Mutation Points: 4

Assumed to be adapted for land dwelling. Bite for 1d12 damage. AC 15 naturally. *Gills* and *heightened smell* (underwater only) as the mutations. Base speed of 7 (walking upright); swims at 10. 5% chance each round of combat of entering bloodlust; when in bloodlust must attack with bite until end of battle.

Sheep, Bighorn

PS +2, DX +4, CN +0, IN -6, MS +0, CH -2, Mutation Points: 5

Head butt for 1d6+1 damage, +2 THAC and 1d6+3 damage if in a charge. Can survive in cold, dry conditions twice as long as normal. Base speed of 14 (9 bipedally).

Skunk

PS -4, DX -6, CN -6, IN -6, MS -4, CH -4, Mutation Points: 2

Bite for 1d3 damage. *Gas generation* (bad-smelling musk) and *night vision* as the mutations. Base speed of 10 (7 bipedally).

Snake

PS +4, DX +2, CN -6, IN -6, MS -4, CH -6, Mutation Points: 1

Bite for 1d6+1 damage, plus poison (Intensity is 1d6, type is debilitating). Has *infravision* as the mutation. Base speed is 12. Has no walking upright position.

Spider

PS -2, DX -2, CN -2, Mutation Points: 1

Bite for 1d4 damage, plus poison. Intensity is 1d6+1, type is debilitating. *Multiple limbs (arms and legs)* give it a +5 DX against being knocked down. Climbing attempts are one difficulty level easier than normal. Base speed of 12 (even if walking upright).

Squirrel, Flying

PS -4, DX +6, CN -6, IN -2, MS -4, CH -4, Mutation Points: 1

Has *air sail* as the mutation, but glides at a speed of 12. Base speed of 9 (6 bipedally). Bite for 1d3 damage. +3 bonus for climbing.

Termite

PS -4, DX -4, CN -4, Mutation Points: 4

Bite for 1d6 damage. Exoskeleton has base AC of 14. *Multiple limbs (legs)* as the mutation. Base speed of 10 (even if walking upright). Burrows at speed 3 through earth and wood.

Tiger

PS +6, DX +2, CN +2, IN -2, MS +0, CH +0, Mutation Points: 2

Claw/claw/bite for 1d8/1d8/1d10 damage. Has *heightened smell* and *night vision* as the mutations. Base speed of 16 (11 bipedally). Swims at 4.

Turtle

PS -8, DX -8, CN -4, IN -6, MS -4, CH -6, Mutation Points: 1

Total *carapace* as the mutation. Can swim at a speed of 6. Can hold its breath for 5 minutes. Base speed of 6 (4 bipedally).

Wasp

PS -4, DX +0, CN -2, Mutation Points: 1

Sting for 1d6 damage, plus poison. Intensity is 1d4+1, type is debilitating. Exoskeleton has an AC of 14. Has *multiple limbs (legs)* as the mutation. Base speed of 8 (even if walking upright). Climbing attempts are one difficulty level easier than normal. Has *wings*, with a flying base speed of 21.

Weasel

PS +0, DX +2, CN -2, IN -2, MS -4, CH -4, Mutation Points: 4

Bite for 1d6 damage. Has *night vision* as the mutation. Has base speed of 14 (9 bipedal).

Wolf

PS +0, DX +2, CN -2, Mutation Points: 4

Bite for 1d6 points of damage. Has *heightened smell* and *heightened hearing* as the mutations. Base speed of 17 (11 bipedally).

Android

- +2 PS, +2 IN, -2 MS, and -2 CH

- Free starting cyberware

Cyberoptics: x50 normal vision, Optic screen (+2 attack bonus to eliminate penalties in ranged combat, does not give a bonus, just eliminates penalties).

Basic Nanocomputer. Full computer. However it can only run one reflex device at a time (members of the warrior and thinker castes [which cannot start out as PCs] have better nanocomputers that allow them to run two options simultaneously). It is dedicated to running cyberware so it cannot be used as a normal computer.

Reflex Device: Gain two of the following feats (chosen at time of creation): Acrobatic, Athletic, Sleight of Hand, Weapon Focus (one specific weapon). Only one feat can be used at a time.

Two Data Slots: The character may change out his reflex device programs if he can find one for sale.

The cyberware that the android has does not count against future installation of cyberware. They do not have to buy the cybertherapy feat.

- Duality: All androids are treated as if they had the *duality* mutation free.
- Disguise: Androids generally appear faceless, but they can change their skin color and facial features to look anyway they want to (they cannot change their basic size or body shape). They gain a +4 shapechanging bonus to disguise checks (the circuitry in their flesh and hair prevents them from getting a full +10 bonus).
- Not subject to mutation due to biogenetic chemicals or radiation, but can be sicken and die from either.
- +2 to computer use and use artifact
- Base Robot Recognition of 20
- Tech Access: Androids may use some Tech Level V items despite the normal restrictions listed under "Pure Strained Human" above. They can be healed just like normal humans and heal at normal rates.
- Roleplaying: Androids are rational and logical, but they tend to express emotions in an exaggerated form when it some logically correct to do so. They tend to be protective of PSHs (though some colonies have gone off the deep end and hate humanity). Androids look humanoid, but upon closer examination it is revealed that they have veins of circuitry weaving through their flesh and hair.
- Favored Class: Examiner

Sentient Plant

- +2 CN
- Mutation points and base abilities based on genotype
- Can buy up to 2 points of additional mutations with defects
- +2 to racial bonus hide and spot checks
- Has no Robot Recognition score. They have a base 80% chance of being ignored by a robot and can never command or control one.
- Bonus Physical mutation points if no humanoid traits are taken. If the character does not take any of the three traits (talk, bipedal, manipulate tools and objects) he gets 2 mutation points, if the character takes only one or two traits he only gets 1 mutation point.
- Primitive Penalty: A sentient plant suffers a -4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to -2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.

- Favored Class: Esper

Base Plant Stock	Mutation Points
Brush	3
Flower	5
Fungi	3
Succulent	2
Tree	2
Vine	3

Unlike animals, plants are described by general class rather than by a specific species. The evolutionary trip from plant to sentient creature is so much farther, that the character only retains a raw semblance to a general type of plant. Characters cannot pick specific plant species as their generic background. Any special abilities not listed in the categories below must be generated through mutation rolls.

Brush

Most nondescript bushes, weeds, grasses, and other common plants fall into this category. Because these plants tend to look so ordinary, they get a +3 bonus to Remain Unseen. This plant stock has proven very hardy and has adapted to the rigors of Gamma Terra very well. Brush plants get one extra physical plant mutation.

Flower

All flowering plants get a +2 CH bonus. The beauty of their flowers and delicacy of their build often leads others into believing that the flowering plant is a gentle and harmless creature. The course of evolution for flowering plants has developed a tendency towards mental powers. They get one extra mental mutation.

Fungi

Although not truly a plant, fungi are included here. They do not need sunlight to grow, but they do need soil. The minds of fungi are so alien, even to other plants, that they get a +2 MD bonus.

Succulent

This class of plants includes all cacti and most desert plants. They only need water half as often as other plants. They automatically get the *thorns or spikes* mutation.

Tree

Trees get a +2 PS bonus and the total *carapace* mutation. The player must decide if his character is based upon evergreens. Evergreens have a -2 Health penalty versus fire. Any fire Health hazard or other flame attack requires this penalty to Health or AC. They take an extra point of damage for each die rolled (regardless of die size). All other types of trees have the same problem with cold and receive the same penalty.

Vine

Vines get a +2 DX bonus. They can automatically manipulate tools without having to take this humanoid attribute. This leaves them eligible for the extra mutation if they choose not to take humanoid traits.

Symbiotic Plant

- +2 MS
- Choose one plant genotype and one animal genotype. Character gets the average number of mutation points split evenly between the two (odd points go to the host, host points can only be used for physical mutations). However, the symbiote gets 2 points in mental mutations. The host must be a common animal. The player may have up to 2 extra points of mutations (1 for the host, one for the symbiote) at the cost of 2 points in defects.

- Plant and Animal divide physical damage evenly, all mental damage is taken by plant.
- If either the symbiote's host dies the plant must make a fort save vs. DC 25 or die. It must have help in finding another host and must reroll physical mutations.
- +2 racial bonus to hide, listen, move silently, and spot checks
- Base Robot Recognition of 8
- The plant uses next lower die for rolling hit points (1d12>1d10>1d8>1d6>1d4>1d2). The Animal rolls hit points normally. All physical damage is split evenly between the two, but the plant takes all mental damage.
- Bonus Physical mutation points if no humanoid traits are taken. If the character does not take any of the three traits (talk, bipedal, manipulate tools and objects) he gets 2 mutation points, if the character takes only one or two traits he only gets 1 mutation point.
- Primitive Penalty: A symbiotic plant suffers a -4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to -2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.
- Favored Class: Esper

Alternate Possible Races

If the character wants to be a standard race he may (with GM's permission) choose one from this list: Ark, Badder, Dabber, Hawkoid, Hisser, Hoop, Orlen, Sasquatch, Serf, Sleeth, or Wardent. See creatures below for more information. The character may have up to two points of extra mutations for the cost of two points in defects.

Determining Ability Scores

Pure Strain and Altered Humans roll 4d6 and subtract the lowest roll for all their ability scores. Mutated Animals (except for the alternate races above) roll their racial bases + 2d4 for their physical and 3d6 for their mental ability scores. Androids and Sentient Plants roll 3d6 for all their ability scores. All characters can get up to one reroll and characters may switch two rolls (exception, mutated animals may only switch physical attributes rolls with other physical rolls and mental rolls with other mental rolls, they only can change the dice results not the number bases). Symbiotic plants roll ability scores as per mutated animals (the physical abilities come from the animal and the mental from the plant). Alternate races get their racial average modified by the table below:

Roll	Ability Modifier
1	-3 to racial average
2	-2 to racial average
3	-1 to racial average
4-17	no modifier to racial average
18	+1 to racial average
19	+2 to racial average
20	+3 to racial average

Race	PS	DX	CN	IN	MS	CH
Pure Strain Human	4d6-L	4d6-L	4d6-L	4d6-L	4d6-L	4d6-L
Altered Human	4d6-L	4d6-L	4d6-L	4d6-L	4d6-L	4d6-L
Android	3d6	3d6	3d6	3d6	3d6	3d6
Mutated Animal	3d6	3d6	3d6	3d6	3d6	3d6
Sentient Plant	3d6	3d6	3d6	3d6	3d6	3d6
Alternate Race	special	special	special	special	special	special

Physical Strength (PS): Physical Strength is simply strength on other worlds.

Mental Strength (MS): Mental Strength is simply wisdom on other worlds.

Last Resort Points

Characters may buy (cost equal to five skill points minus CH bonus) a number of last resort points equal to 1 + CH bonus (2 + CH bonus for a free agent). This allows the character to add one die (two dice for a free agent) to a roll in order improve his chances. The size of the die is determined by the character's level:

Level	Last Resort Size
1-4	1d4
5-8	1d6
9-12	1d8
13-16	1d10
17+	1d12

For the purposes of indicating criticals, if the total of the Last Resort and the d20 are greater than the lower result of the critical, then the roll is a threat (and the bonus from the last resort is added to the reroll). Once spent the character must use skill points to buy another last resort point (cost is 5 minus the character's CH bonus skill points).

Classes

For those of you who like "edgier" names, look at the end of the document for John Jamieson's suggestions.

Status: See the section on status below.

Defense Bonus: The defense bonus adds to the character's armor class, if a character wears armor then the character must use the greater of the two bonuses.

Adventurer

HD: 1d8

Skill points at 1st level: 24 + Int bonus x 4

Skill points at each additional level: 6 + Int bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Status	Defense
1	+1	+2	+2	+2	1	+0
2	+2	+3	+3	+3	2	+0
3	+3	+3	+3	+3	2	+1
4	+4	+4	+4	+4	3	+1
5	+5	+4	+4	+4	3	+1
6	+6/+1	+5	+5	+5	4	+2
7	+7/+2	+5	+5	+5	4	+2
8	+8/+3	+6	+6	+6	5	+2
9	+9/+4	+6	+6	+6	5	+3
10	+10/+5	+7	+7	+7	6	+3
11	+11/+6/+1	+7	+7	+7	6	+3
12	+12/+7/+2	+8	+8	+8	7	+4
13	+13/+8/+3	+8	+8	+8	7	+4
14	+14/+9/+4	+9	+9	+9	8	+4
15	+15/+10/+5	+9	+9	+9	8	+5
16	+16/+11/+6/+1	+10	+10	+10	9	+5
17	+17/+12/+7/+2	+10	+10	+10	9	+5
18	+18/+13/+8/+3	+11	+11	+11	10	+6
19	+19/+14/+9/+4	+11	+11	+11	10	+6
20	+20/+15/+10/+5	+12	+12	+12	11	+6

The adventurer is a jack of all trades and master of none. Though very well trained in combat they do not have the stamina to keep up with combat specs or enforcers. Though very skilled they can't match the competence of a scout or examiner. They can gain status quickly, but not as fast as a diplomat. However, they combine some of the best features of these classes in a single package.

Starting Weapon and Armor Proficiencies: The character is proficient in all simple and martial weapons and in light, medium, and heavy armors and shields.

Class Skills: The character has no cross-class skills, all skills that are not exclusive skills are class skills (Note if the character multiclasses and takes a skill that is a cross class skill for another class add the cross-class ranks to the adventurer's class ranks and subtract three to determine the maximum ranks the character can have).

Combat Spec

HD: 1d10

Skill Points at 1st level: 8 + Int bonus x 4

Skill Points per level after 1st level: 2 + Int bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Status	Defense
1	+1	+2	+0	+0	Bonus Feat; Improved Weapon Focus	0	+0
2	+2	+3	+0	+0	Bonus Feat	0	+0
3	+3	+3	+1	+1		1	+1
4	+4	+4	+1	+1	Bonus Feat	1	+1
5	+5	+4	+1	+1		1	+1
6	+6/+1	+5	+2	+2	Bonus Feat	2	+2
7	+7/+2	+5	+2	+2		2	+2
8	+8/+3	+6	+2	+2	Bonus Feat	2	+2
9	+9/+4	+6	+3	+3		3	+3
10	+10/+5	+7	+3	+3	Bonus Feat	3	+3
11	+11/+6/+1	+7	+3	+3		3	+3
12	+12/+7/+2	+8	+4	+4	Bonus Feat	4	+4
13	+13/+8/+3	+8	+4	+4		4	+4
14	+14/+9/+4	+9	+4	+4	Bonus Feat	4	+4
15	+15/+10/+5	+9	+5	+5		5	+5
16	+16/+11/+6/+1	+10	+5	+5	Bonus Feat	5	+5
17	+17/+12/+7/+2	+10	+5	+5		5	+5
18	+18/+13/+8/+3	+11	+6	+6	Bonus Feat	6	+6
19	+19/+14/+9/+4	+11	+6	+6		6	+6
20	+20/+15/+10/+5	+12	+6	+6	Bonus Feat	6	+6

Starting Armor and Weapon Proficiencies: All simple and martial weapons and Proficiency (Primitive Firearms). Light, Medium, and Heavy Armors and Shields.

Improved Weapon Focus: The character picks one weapon from a weapon group he is proficient in. He gets +2 to hit with that weapon. The character cannot take weapon focus with this weapon, but may buy any other feat with it (Improved Critical, Weapon Finesse, or Weapon Specialization)

Class Skills: Animal Handling, Balance, Climb, Craft, Demolitions, Handle Animal, Intimidate, Jump, Knowledge, Profession, Ride, Size-Up Opponent, Survival, Swim, Treat Injury

Bonus Feat: A combat spec may choose from the following feats: Ambidexterity, Armor Proficiency (any), Blind-Fight, Combat Leadership, Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency*, Expertise (Improved Disarm, Improved Trip, Whirlwind Attack), Heroic Surge, Improved Critical*, Improved Initiative, Improved Unarmed Strike (Deflect Arrows, Stunning Fist), Martial Arts, Mounted Combat (Mounted Archery, Trample, Ride-By Attack, Spirited Charge), Point Blank Shot (Distance Precision, Far Shot, Precise Shot, Rapid Shot, Shot on the Run), Power Attack (Cleave, Improved Bull Rush, Sunder, Great Cleave), Quick Draw, Two-Weapon Fighting (Improved Two-Weapon Fighting), Weapon Finesse*, Weapon Focus*, Weapon Group Proficiency (any), Weapon Specialization*

Note: only feats gained as a member of the combat spec class are restricted to this list. The feats gained every three levels are not.

Diplomat

HD: 1d8

Skill Points at 1st level: 24 + Int bonus x 4

Skill Points per level after 1st level: 6 + Int bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Status	Defense
1	+0	+0	+1	+2	Acquire Contact; Adaptive Learning	3	+0

2	+1	+0	+2	+3	Command +1; Inspire Confidence +1	4	+0
3	+2	+1	+2	+3	Adaptive Learning	4	+0
4	+3	+1	+2	+4	Command +2	5	+0
5	+3	+1	+3	+4	Acquire Contact	5	+1
6	+4	+2	+3	+5	Command +3; Inspire Confidence +2	6	+1
7	+5	+2	+4	+5	Adaptive Learning	6	+1
8	+6/+1	+2	+4	+6	Command +4	7	+1
9	+6/+1	+3	+4	+6	Acquire Contact	7	+1
10	+7/+2	+3	+5	+7	Command +5; Inspire Confidence +3	8	+2
11	+8/+3	+3	+5	+7	Adaptive Learning	8	+2
12	+9/+4	+4	+6	+8	Command +6	9	+2
13	+9/+4	+4	+6	+8	Acquire Contact	9	+2
14	+10/+5	+4	+6	+9	Command +7; Inspire Confidence +4	10	+2
15	+11/+6/+1	+5	+7	+9	Adaptive Learning	10	+3
16	+12/+7/+2	+5	+7	+10	Command +8	11	+3
17	+12/+7/+2	+5	+8	+10	Acquire Contact	11	+3
18	+13/+8/+3	+6	+8	+11	Command +9; Inspire Confidence +5	12	+3
19	+14/+9/+4	+6	+8	+11	Adaptive Learning	12	+3
20	+15/+10/+5	+6	+9	+12	Command +10	13	+4

Initial Weapons and Armor: All simple weapons and one martial weapon (chosen at the time of character creation). Light and Medium Armors.

Class Skills: Appraise, Bluff, Climb, Craft, Diplomacy, Disguise, Gather Information, Knowledge, Perform, Profession, Read/Write Language, Ride, Sense Motive, Speak Language.

Acquire Contact: At levels 1, 5, 9, 13, and 17 a diplomat gains a contact of the player's choice. This can be a high-ranking town official, a friendly merchant, a grizzled town guard, or just about anything else the player can think of. As long as the hero doesn't abuse the trust between the two characters, he can count on the contact's support (in the way of resources or information) as appropriate to the situation.

Adaptive Learning: At the indicated levels (1, 3, 7, 11, 15, and 19) a diplomat may designate a single cross-class skill as a class skill.

Inspire Confidence: Beginning at 2nd level, a diplomat can use oratory to inspire confidence in allies. To inspire confidence, the diplomat must speak (and the allies must hear the noble speaking) for at least 1 round, and the diplomat must make a Diplomacy check with a DC equal to 10 + 1 per five allies to be inspired (including the diplomat).

An ally inspired with confidence gains a +1 attack bonus, +1 to all skill checks, and a +1 to Will Saves (these bonuses are competence bonuses). The effect begins as soon as the diplomat ends an inspirational speech and lasts for 10 minutes per round the noble spent inspiring the allies, to a maximum of 5 hours for 30 rounds of inspiration. The diplomat may attempt to use this ability once per day. Whether or not the attempt succeeds, the diplomat cannot attempt to inspire confidence for at least 24 hours. The bonuses increase by +1 every four levels after 2nd.

Command: At 2nd level the diplomat can guide the cooperation of other characters by making a Charisma check (DC 15 + the number of characters commanded). This increases the bonus gained by cooperation by +1. This increase goes up by one every even level. Commanding other characters takes as long as the task to be attempted (minimum of a full round).

Enforcer

HD: 1d10

Skill Points at 1st level: 16 + Int bonus x 4

Skill Points per level after 1st level: 4 + Int bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Status	Defense
1	+1	+2	+0	+0	Vitality feat	0	+0
2	+2	+3	+0	+0	Physical Mutation Bonus	0	+0
3	+3	+3	+1	+1	Physical Mutation Bonus	1	+1
4	+4	+4	+1	+1	Physical Mutation Bonus	1	+1
5	+5	+4	+1	+1	Physical Mutation Bonus	1	+1
6	+6/+1	+5	+2	+2	Physical Mutation Bonus	2	+2
7	+7/+2	+5	+2	+2	Physical Mutation Bonus	2	+2
8	+8/+3	+6	+2	+2	Physical Mutation Bonus	2	+2
9	+9/+4	+6	+3	+3	Physical Mutation Bonus	3	+3

10	+10/+5	+7	+3	+3	Physical Mutation Bonus	3	+3
11	+11/+6/+1	+7	+3	+3	Physical Mutation Bonus	3	+3
12	+12/+7/+2	+8	+4	+4	Physical Mutation Bonus	4	+4
13	+13/+8/+3	+8	+4	+4	Physical Mutation Bonus	4	+4
14	+14/+9/+4	+9	+4	+4	Physical Mutation Bonus	4	+4
15	+15/+10/+5	+9	+5	+5	Physical Mutation Bonus	5	+5
16	+16/+11/+6/+1	+10	+5	+5	Physical Mutation Bonus	5	+5
17	+17/+12/+7/+2	+10	+5	+5	Physical Mutation Bonus	5	+5
18	+18/+13/+8/+3	+11	+6	+6	Physical Mutation Bonus	6	+6
19	+19/+14/+9/+4	+11	+6	+6	Physical Mutation Bonus	6	+6
20	+20/+15/+10/+5	+12	+6	+6	Physical Mutation Bonus	6	+6

Requirements: Must have one physical mutation (or a plant mutation that mimics a physical mutation) with a mutation score.

Starting Armor and Weapon Proficiencies: All simple and martial weapons. Light and Medium Armors and Shields.

Class Skills: Balance, Climb, Craft, Handle Animal, Intimidate, Intuit Direction, Jump, Ride, Make Shift Weapons/Armor, Profession, Size-Up Opponent, Survival, Swim

Vitality Feat: The enforcer gets the vitality feat free at 1st level.

Physical Mutation Bonus: At each of the indicated levels the character gets +1 to all his physical mutations. Sentient plants only get this bonus to plant mutations that are also normal physical mutations.

Esper

HD: 1d4

Skill Points at 1st level: 16 + Int bonus x 4

Skill Points per level after 1st level: 4 + Int bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Status	Defense	Mental Defense
1	+0	+0	+0	+2		0	+0	+1
2	+1	+0	+0	+3	Mental Mutation Bonus	0	+0	+2
3	+1	+1	+1	+3	Mental Mutation Bonus	1	+0	+3
4	+2	+1	+1	+4	Mental Mutation Bonus	1	+0	+4
5	+2	+1	+1	+4	Mental Mutation Bonus	1	+1	+5
6	+3	+2	+2	+5	Mental Mutation Bonus	2	+1	+6
7	+3	+2	+2	+5	Mental Mutation Bonus	2	+1	+7
8	+4	+2	+2	+6	Mental Mutation Bonus	2	+1	+8
9	+4	+3	+3	+6	Mental Mutation Bonus	3	+1	+9
10	+5	+3	+3	+7	Mental Mutation Bonus	3	+2	+10
11	+5	+3	+3	+7	Mental Mutation Bonus	3	+2	+11
12	+6/+1	+4	+4	+8	Mental Mutation Bonus	4	+2	+12
13	+6/+1	+4	+4	+8	Mental Mutation Bonus	4	+2	+13
14	+7/+2	+4	+4	+9	Mental Mutation Bonus	4	+2	+14
15	+7/+2	+5	+5	+9	Mental Mutation Bonus	5	+3	+15
16	+8/+3	+5	+5	+10	Mental Mutation Bonus	5	+3	+16
17	+8/+3	+5	+5	+10	Mental Mutation Bonus	5	+3	+17
18	+9/+4	+6	+6	+11	Mental Mutation Bonus	6	+3	+18
19	+9/+4	+6	+6	+11	Mental Mutation Bonus	6	+3	+19
20	+10/+5	+6	+6	+12	Mental Mutation Bonus	6	+4	+20

Requirements: Must have one mental mutation with a mutation score.

Weapons and armor: All simple weapons, but no armor or shields.

Class Skills: Concentration, Craft, Hypnosis, Identify Mental Power, Knowledge, Photographic Memory, Profession, Sense Mental Powers, Sense Motive

Mental Mutation Bonus: The character gets +1 to all mental mutations at the indicated levels.

Mental Defense: Add this number to the character's will save when saving against mental attacks.

Examiner

HD: 1d4

Skill Points at 1st level: 32 + Int bonus x 4

Skill Points per level after 1st level: 8 + Int bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Status	Defense
1	+0	+1	+0	+1	Use Artifact +1, Robot Recognition +1, Starting Artifact	1	+0
2	+1	+2	+0	+2	Use Artifact +2, Jury-Rig +1	2	+0
3	+1	+2	+1	+2	Use Artifact +3	2	+0
4	+2	+2	+1	+2	Use Artifact +4, Jury-Rig +2	3	+0
5	+2	+3	+1	+3	Use Artifact +5	3	+1
6	+3	+3	+2	+3	Use Artifact +6, Jury-Rig +3	4	+1
7	+3	+4	+2	+4	Use Artifact +7	4	+1
8	+4	+4	+2	+4	Use Artifact +8, Jury-Rig +4	5	+1
9	+4	+4	+3	+4	Use Artifact +9	5	+1
10	+5	+5	+3	+5	Use Artifact +10, Jury-Rig +5	6	+2
11	+5	+5	+3	+5	Use Artifact +11	6	+2
12	+6/+1	+6	+4	+6	Use Artifact +12, Jury-Rig +6	7	+2
13	+6/+1	+6	+4	+6	Use Artifact +13	7	+2
14	+7/+2	+6	+4	+6	Use Artifact +14, Jury-Rig +7	8	+2
15	+7/+2	+7	+5	+7	Use Artifact +15	8	+3
16	+8/+3	+7	+5	+7	Use Artifact +16, Jury-Rig +8	9	+3
17	+8/+3	+8	+5	+8	Use Artifact +17	9	+3
18	+9/+4	+8	+6	+8	Use Artifact +18, Jury-Rig +9	10	+3
19	+9/+4	+8	+6	+8	Use Artifact +19	10	+3
20	+10/+5	+9	+6	+9	Use Artifact +20, Jury-Rig +10	11	+4

Requirements: Must come from a Tech III society (cannot have the primitive flaw).

Weapons and armor: All simple weapons plus one of the following: Proficiency (Firearms) or Proficiency (Energy Weapons). No armor.

Class Skills: Appraise, Astrogate, Avoid Artifact Disaster, Computer Use, Craft, Demolitions, Diplomacy, Disable Device, Drive, Gather Information, Knowledge, Pilot, Profession, Read Schematics, Read/Write Language, Repair Artifact, Spot, Search, Treat Injury.

Use Artifact: The character's use artifact score increases by this amount, the character can still put skill points into his use artifact score normally.

Robot Recognition: The character gets this initial bonus to his robot recognition score.

Starting Artifact: Starts with one Tech IV item, rolled from the loot tables. Any weapon rolled is assumed to have 4d6 rounds of ammo. Powered items include a chemical power cell.

Jury-Rig: When trying to make quick repairs, the character gets this bonus to his repair rolls.

Free Agent

HD: 1d6

Skill Points at 1st level: 24 + Int bonus x 4

Skill Points per level after 1st level: 6 + Int bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Status	Defense
1	+0	+0	+2	+0	Last Resort Bonus; Bonus Initial Feat; Traps	0	+0
2	+1	+0	+3	+0		1	+0
3	+2	+1	+3	+1	Sneak Attack +1d6	1	+1
4	+3	+1	+4	+1	Uncanny Dodge (Dex Bonus to Defense)	2	+1
5	+3	+1	+4	+1		2	+1
6	+4	+2	+5	+2		3	+2
7	+5	+2	+5	+2	Sneak Attack +2d6	3	+2
8	+6/+1	+2	+6	+2	Uncanny Dodge (Can't be Flanked)	4	+2
9	+6/+1	+3	+6	+3		4	+3
10	+7/+2	+3	+7	+3	Bonus Feat; Opportunist	5	+3
11	+8/+3	+3	+7	+3	Sneak Attack +3d6	5	+3
12	+9/+4	+4	+8	+4		6	+4
13	+9/+4	+4	+8	+4	Crippling Strike	6	+4
14	+10/+5	+4	+9	+4		7	+4
15	+11/+6/+1	+5	+9	+5	Sneak Attack +4d6	7	+5
16	+12/+7/+2	+5	+10	+5	Defensive Roll	8	+5

17	+12/+7/+2	+5	+10	+5		8	+5
18	+13/+8/+3	+6	+11	+6		9	+6
19	+14/+9/+4	+6	+11	+6	Slippery Mind; Sneak Attack +5d6	9	+6
20	+15/+10/+5	+6	+12	+6		10	+6

Weapons and Armor: All simple weapons, plus short bow, short sword, and rapier. Light armor only (no shields).

Class Skills: Appraise, Balance, Bluff, Climb, Craft, Disguise, Escape Artist, Forgery, Gather Information, Hide, Innuendo, Intimidate, Intuit Direction, Jump, Listen, Move Silently, Open Locks, Perform, Pick Pocket, Profession, Read Lips, Search, Sense Motive, Spot, Survival, Swim, Tumble, Use Rope

Last Resort Bonus: A free agent gets +1 last resort and may spend two points to modify any roll. Note: A multiclass Free Agent's second die is based on the Free Agent class level, not character level (so a 10th level Combat Spec/10th level Free Agent can roll 1d12 + 1d8 to modify his roll, whereas a 20th level Free Agent can roll 2d12).

Bonus Initial Feat: The free agent picks from the following—Great Fortitude, Dodge, Iron Will, Lightning Reflexes.

Traps: Free agents may use the search skill to find traps (as per rogue page 48 of D&D Player's Handbook), however it takes an examiner to disarm a trap (with disable device).

Sneak Attack: as per the D&D Player's Handbook page 47. Note robots and sentient plants do have discernable anatomies and are subject to sneak attacks. Artifact scopes can increase the 10 meter maximum range of a sneak attack by its multiplier (so a x10 scope would allow a sneak attack at 100 meters).

Bonus Feat (gained at 10th level): At 10th level the character may choose among the following feats: Alertness, Heroic Surge, Improved Initiative, Fame, Low Profile, Weapon Finesse, or Weapon Focus.

Uncanny Dodge, Crippling Strike, Defensive Roll, Opportunist, Slippery Mind: As per rogue in the D&D Player's Handbook page 48 (note: Slippery Mind applies to mutational, chemical, or technological means of mind control).

Scout

HD: d6

Skill Points at 1st level: 32 + Int bonus x 4

Skill Points per level after 1st level: 8 + Int Bonus

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Status	Defense
1	+0	+1	+1	+1	Detect Ambush/Trap; Track Feat	0	+0
2	+1	+2	+2	+2	Trailblazing	0	+0
3	+2	+2	+2	+2	Survival +1	1	+1
4	+3	+2	+2	+2	Uncanny Dodge (Dex Bonus to Defense)	1	+1
5	+3	+3	+3	+3	Skill Mastery	1	+1
6	+4	+3	+3	+3	Survival +2	2	+2
7	+5	+4	+4	+4		2	+2
8	+6/+1	+4	+4	+4	Uncanny Dodge (Can't be Flanked)	2	+2
9	+6/+1	+4	+4	+4	Survival +3	3	+3
10	+7/+2	+5	+5	+5	Skill Mastery	3	+3
11	+8/+3	+5	+5	+5	Survival +4	3	+3
12	+9/+4	+6	+6	+6		4	+4
13	+9/+4	+6	+6	+6	Survival +5	4	+4
14	+10/+5	+6	+6	+6		4	+4
15	+11/+6/+1	+7	+7	+7	Skill Mastery; Survival +6	5	+5
16	+12/+7/+2	+7	+7	+7		5	+5
17	+12/+7/+2	+8	+8	+8	Survival +7	5	+5
18	+13/+8/+3	+8	+8	+8		6	+6
19	+14/+9/+4	+8	+8	+8	Survival +8	6	+6
20	+15/+10/+5	+9	+9	+9	Skill Mastery	6	+6

Weapon and Armor Proficiencies: All simple and martial weapons. Light armor and shields.

Class Skills: Animal Empathy, Climb, Craft, Disguise, Handle Animal, Hide, Intimidate, Intuit Direction, Jump, Knowledge, Listen, Move Silently, Profession, Ride, Search, Speak Language, Spot, Survival, Swim, Treat Injury, Use Rope

Detect Ambush/Trap: A scout gets a +4 competence bonus when using search, spot, or listen to detect ambushes or traps in the wilderness.

Track: The character gets the track feat free.

Trailblazing: Beginning at 2nd level, the scout becomes particularly skilled at finding the best route through unfamiliar or obstructed areas. When traveling in poor conditions or difficult terrain, the scout may make a survival check to reduce travel time.

With a check result of 15 or better, the scout reduces total travel time by 25%. With a 25% or better the time is reduced by 50%.

The scout can guide a group of up to three individuals at no penalty. However, for each additional three in the group being guided, apply a -2 penalty to the trailblazing check.

The scout can take 10 on this check, but he can't take 20. This ability does not apply to tactical movement or local movement.

Skill Mastery: When the character gets this ability he may choose a number of skills equal to his Int modifier. When making a skill check with one of these skills he may take 10 even if stress and distractions would normally prevent him from doing so. He becomes so certain in his skill he can use it reliably even under adverse conditions.

Uncanny Dodge: As per rogue in the D&D Player's Handbook page 48.

Special Abilities

Robot Recognition: This is the character's ability to command a robot or computer. The character makes a Robot Recognition + 1d20 roll against the robot's intelligence. Success means the machine will obey his commands (if he has the proper security clearances, of course). At 2nd and higher level a character may spend one skill point per level to increase his robot recognition score.

Use Artifacts: This is the character's ability to identify and use an unknown artifact. Difficulty is based on the artifact's complexity. At 2nd and higher level a character may spend one skill point per level to increase her use artifacts score.

Attributes

One thing I recommend keeping from Alternity: Gamma World are attributes (Motivation, Moral Attitude, and Character traits). The character should have only one motivation, only one moral attitude, and up to two character traits (these can be found on pages 22-24 of Alternity Gamma World).

Motivations—All for Love, Can't Get Enough, Deeper Meaning, Discovery, Find the Truth, Fun First, Helping Others, Loose End, On a Mission, Personal Power, Staying Alive, Trust in Higher Power, Vengeance, Winning is Everything, Yearn to Learn.

Moral Attitudes—Anti-Authority, Apathetic, Conformist, Corrupt, Despicable, Ethical, Gallant, Honorable, Just, Selfish, Unscrupulous, Virtuous, Worldly

Character Traits—Aggressive, Amoral, Calm, Cheerful, Compassionate, Confident, Courageous, Cowardly, Curious, Dependent, Egotistical, Energetic, Flippant, Follower, Foppish, Friendly, Frivolous, Generous, Hateful, Helpful, Honest, Humble, Humorless, Humorous, Illogical, Independent, Kind, Lazy, Leader, Logical, Mysterious, Omnious, Optimistic, Passive, Peaceful, Pessimistic, Precise, Quiet, Rash, Religious, Rude, Selfish, Skeptical, Suspicious, Talkative, Thoughtless, Trusting

Mutations

Rolling Mutations: Characters may roll mutations until they run out of mutation points. First roll 1d6, result

1=roll on physical mutations only until the character runs out of mutation points or has five physical mutations, whichever comes first.

2-5=roll alternating on the physical and mental mutation tables

6= roll on mental mutations only until the character runs out of mutation points or has five mental mutations, whichever comes first.

No character (except radioactivists, see below) can have more than 8 mutations or more than 5 mutations from either the mental or physical category. If the character rolls a mutation that costs more than his available mutation points (including bonus points from defects) then he must drop the mutation and reroll. If the character has extra mutation points left the player rerolls until he has enough points to fit and may drop one or more mutations until it does so (with GM approval).

Mutation Scores: When rolling a mutation score roll 4d6 dropping the lowest die. When rolling for defects roll 4d6 dropping the highest die.

Mutation Checks: Roll mutation point modifier + ability score modifier + 1d20:

MP mod + Ability Mod + 1d20

This also becomes the difficulty number to save against a mutation, the save becomes:

Save Bonus + Ability Mod + 1d20

Espers add their mental defense bonus to save against mental mutations:

Will Save + MS mod + Mental Defense + 1d20

The mental shield mutation adds its MP mod to this save.

Increasing Mutation scores: Skill points may be spend at 2nd level or higher to increase a mutation score. Only one point can be spent per mutation per level.

Decreasing defects: Skill points may be spend at 2nd level or higher to decrease a mutational defect score. Only one point can be spent per mutational defect per level. Mutational defects cannot have their scores reduced below 1 (-5).

Mutation Name

Cost: Positive costs are for normal mutations, Negative Costs are for defects

Type: Defect, Mental, Physical, or Plant

Range: Self, Touch, or range in meters

Modifier: The ability score that modifies mutation checks

Area of Effect: Self or Area

Description: Full Description

Mutation Score: If yes roll 4d6-L for the mutation (4d6-H for defects), if no it does not have a score

Activation: Permanent, Automatic, or Activated

Duration: Constant or period of time

Use: Constant or times per unit of time useable.

Effect: Summary of Effect

Achilles Heel

Cost: -2

Type: Physical, Plant (Defect)

Range: self

Modifier: none

Area of Effect: self

Description: The character has a single weak spot. Any any attack result that falls in the threat range is an automatic critical (opponent does not have to roll again).

Mutation Score: no

Activation: Permanent

Duration: Permanent

Use: Constant

Effect: Crucial Weakness

Adaption

Cost: 4

Type: Plant

Range: Self

Modifier: none

Area of Effect: Self

Description: When the plant is attacked by an attack form the character can decide to become immune to it. After attacked the plant will gain the immunity after five days. The plant can have up to 3 immunities at one time and may drop previous immunities to gain a new one. The character either chooses one type of energy, bludgeoning, piercing, or slashing attacks or anything else with GM approval.

Mutation Score: no

Activation: Automatic

Duration: Special

Use: Constant

Effect: Single Immunity

Acid Touch

Cost: 1

Type: Physical

Range: Touch

Modifier: CN

Area of Effect: One victim

Description: The character does 1d4 + MP modifier damage with a touch attack.

Mutation Score: yes

Activation: Activated

Duration: One round

Use: Once per day

Effect: Create acid

Aggressive Immune System

Cost: 2

Type: Physical or Plant

Range: Touch

Modifier: CN

Area of Effect: One person

Mutation Score: yes

Activation: Activated

Duration: Instant

Use: Once per day

Effect: Heal damage

Description: The mutant is able to heal 5 + MP modifier (or 1 mp) to a single recipient.

Air Sail

Cost: 2
Type: Physical, Plant
Range: Self
Modifier: n/a
Area of Effect: Self
Description: Gain gliding wing much like a flying squirrel. Movement is 50% more than walking and loses 1 meter of altitude for every 10 of forward movement (more in bad weather). Characters suffer a -2 to Robot Recognition.

Mutation Score: no
Activation: Automatic
Duration: Permanent
Use: Constant
Effect: Gliding ability

Allergy

Cost: -1
Type: Physical, Plant (Defect)
Range: Self
Modifier: n/a
Area of Effect: Self

Mutation Score: none
Activation: Automatic
Duration: one round
Use: Constant
Effect: Allergy

Description: The character must make a fort save vs. DC 10 when faced with object of allergy. Roll on table below:

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

Allurement

Cost: 1
Type: Plant
Range: 0
Modifier: CN
Area of Effect: 15 m radius
Description: Gives 5 + MP modifier to Charisma against animals with a (1) or lower intelligence. They will approach the plant, touch it, and want to be near it. May make a will save against the plant's mutation roll to resist. If it resists it is forever immune to the plant's allurement.

Mutation Score: yes
Activation: Automatic
Duration: Permanent
Use: Constant
Effect: Attract animals

Anti-Life Leech

Cost: 2
Type: Physical, Plant
Range: Self
Modifier: CN
Area of Effect: Self
Description: The character is resistant to life leech and other draining attacks. The character can reverse the flow of a life leech by making a MP roll (the character can take 10 for this check, but his opponent cannot) against his opponent's life leech MP draining 1d6 wp from the draining opponent (with a threat of 20/m). If the character fails he suffers life leech at half normal effect. The character can heal himself and then can add temporary wound points up to his CN x 2 (or mortal points up to CN).

Mutation Score: no
Activation: Automatic
Duration: Constant
Use: Constant
Effect: Defense against drain

Anti-Reflection

Cost: -2
Type: Mental (Defect)
Range: Special
Modifier: MS
Area of Effect: Special

Mutation Score: yes
Activation: Constant
Duration: Permanent
Use: Constant
Effect: Use mental on self

Description: The character must have a mental mutation to have this defect. Whenever the character makes a mutation check he must roll over 10 + MP modifier or have the effect reflection back on himself. Attacks will effect the mutant and Defenses will apply to an attacking mutant.

Attraction Odor

Cost: -1
Type: Physical, Plant (Defect)
Range: Self
Modifier: n/a
Area of Effect: 10 km rad.
Description: The character is twice as likely to attract predators and can easily be tracked by mutants with the heightened smell mutation.

Mutation Score: no
Activation: Constant
Duration: Permanent
Use: Constant

Effect: Attract predators

Battle Sense

Cost: 2
Type: Mental
Range: Self
Modifier: n/a
Area of Effect: Self
Description: The character gets +4 to his initiative checks.

Mutation Score: no
Activation: Permanent
Duration: Constant
Use: Constant

Effect: Quick reactions

Beguiling

Cost: 4
Type: Mental
Range: 25 m + 1m/MP mod
Modifier: CH
Area of Effect: One creature
Description: The character must make a successful mental attack. If the character is friendly he gets a 5 + MP modifier to any NPC reaction rolls. The victim will not attack the character, but may attack his friends.

Mutation Score: Yes
Activation: Activated
Duration: One encounter
Use: Once per encounter

Effect: Improve encounter

Biorhythm Control

Cost: 1
Type: Physical
Range: Self
Modifier: n/a
Area of Effect: Self
Description: The character gets +2 to all fortitude checks

Mutation Score: no
Activation: Permanent
Duration: Constant
Use: Constant

Effect: Fortitude bonus

Bipedal/Quadrupedal

Cost: 1
Type: Physical
Range: Self
Modifier: n/a
Area of Effect: Self
Description: A mutant with this mutation can easily change from bipedal movement to quadrupedal movement. Altered humans with this mutation can drop onto all fours and move with an additional +50% to movement.

Mutation Score: no
Activation: Activated
Duration: Constant
Use: Constant

Effect: Change walking style

Bodily Control

Cost: 2
Type: Physical, Plant
Range: Self
Modifier: MS
Area of Effect: Self
Description: The character gets one chosen effect of the mutation heightened sense or heightened physical attribute.

Mutation Score: Yes
Activation: Activated
Duration: 5 + MP mod. rds
Use: Once per 8 hours

Effect: Improve sense/ability

Body Change

Cost: -1
Type: Physical (Defect)
Range: Self
Modifier: n/a
Area of Effect: Self

Mutation Score: no
Activation: Automatic
Duration: Constant
Use: Constant

Effect: Changes body form

Description: The character body is changed in cosmetic ways. None of these will give the character any ability or disability of significance. However the character does suffer a -2 robot recognition penalty.

d20 Roll	Body Change	d20 Roll	Body Change
1	Odd skin color	11	Bond skull ridge
2	Single eye	12	Mane/bristles
3	Extra fingers	13	Transparent skin
4	Odd hair color	14	Completely hairless
5	Webbed Fingers	15	Scales/feathers
6	Forked Tounge	16	Sagging folds of skin
7	Antennae	17	Misshapen head
8	Crest	18	Patches of fur/skin
9	Vestigial wings	19	Nonprehensile tail
10	Misplaced facial feature	20	Enlarged facial feature

Carapace

Cost: 2 or 4
 Type: Physical, Plant
 Range: Self
 Modifier: CN
 Area of Effect: Self
 Description: The character has a (50/50) chance of having a partial or total carapace. A partial carapace gives the character a base +2 + ½ MP modifier to his AC. A total carapace gives the character a base 5 + MP modifier to AC. A character wearing armor must take the best AC bonus. The character may concentrate on his carapace to increase his AC bonus:

MP roll result	AC bonus
10-14	+1
15-19	+2
20-25	+3
26-35	+4
36+	+5

 The character cannot perform any other action while concentrating. Plants get a thick bark instead.

Carnivorous Jaws

Cost: 2
 Type: Plant
 Range: Self
 Modifier: PS
 Area of Effect: One victim
 Description: The plant is able to eat and digest other plants and animals. The jaws do 1d6 + MP modifier (Crit 20/m) in damage. It can still live off of sunlight and soil, but it is an uncomfortable existence.

Chameleon Power

Cost: 4
 Type: Physical, Plant
 Range: Self
 Modifier: MS
 Area of Effect: Self
 Description: The character is able to change his skin color (not his clothes or equipment) to match his background. The character gets 5 + MP modifier to any hide rolls made while this power is activated.

Chemical Susceptibility

Cost: -2
 Type: Physical, Plant (Defect)
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Mutation Score: none
 Activation: Constant
 Duration: Permanent
 Use: Constant
 Effect: Easily drugged

Description: The character has a -5 to all fort saves against poisons, drugs, or other toxic chemicals. He gets drunk twice as fast from alcohol.

Clairaudience

Cost: 2
 Type: Mental
 Range: 1 km + 100 m/MP mod.
 Modifier: IN
 Area of Effect: Special
 Description: The character can project her hearing to a location up to the listed range away.
 Mutation Score: yes
 Activation: Activated
 Duration: 3 + MP mod. rds
 Use: Once per hour
 Effect: Hear far away

Clairvoyance

Cost: 2
 Type: Mental
 Range: 1 km + 100 meters per MP mod.
 Modifier: IN
 Area of Effect: Special
 Description: The character can project his sight to a location up to the listed range away.
 Mutation Score: yes
 Activation: Activated
 Duration: 3 + MP modifier rounds
 Use: Once per hour
 Effect: See far away

Confusion

Cost: 1
 Type: Mental
 Range: 25 meters + 1 meter/MP modifier
 Modifier: MS
 Area of Effect: One victim
 Description: by making a successful mental attack the character may confuse his foe who will then undertake a random action each round, rolled on the table below:

d6 roll	Action
1	Stands still
2	Wanders slowly
3	Attacks nearest creature
4	Attacks nearest inanimate object
5	Repeats last action taken
6	Performs an incomprehensible, noncombat action, such as spinning in circles while hopping up and down on one foot.

 Use: Once per round
 Effect: Confuses foes

Contact

Cost: 1
 Type: Mental
 Range: 1 km + 100 m/MP mod
 Modifier: IN
 Area of Effect: Special
 Description: The character can have a conversation with a person up to the listed range away. This does not allow the character to read the other's mind. The character can contact as many people as he wants (he acts as the hub) they will all "hear" each other as if they were in the same room.
 Mutation Score: yes
 Activation: Activated
 Duration: Concentration
 Use: Once per round
 Effect: Communicate

Contact Poison Sap

Cost: 4
 Type: Plant
 Range: Self
 Modifier: CN
 Area of Effect: Self
 Mutation Score: yes
 Activation: Automatic
 Duration: Permanent
 Use: Constant
 Effect: Create poisonous sap

Description: The plant can create a poisonous sap that will leak out if the plant is injured. It has a save DC of MP mod + CN mod + 10, and does 1d2 + MP modifier primary ability damage (roll 1d6 when mutation is determined: 1=PS, 2=DX, 3=CN, 4=MS, 5=IN, 6=CH) and 1d4 + MP modifier in secondary ability damage (same as above). The poison will harden into a nonpoisonous resin an hour later. It can be used to coat weapons. It takes 1 wp to coat a dagger and 2 wps to coat a sword.

Danger Sense

Cost: 1
 Type: Mental
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The character gets +4 to all spot and listen checks when dealing with surprise. The character also gets +4 to sense motive checks when determining if a person has hostile intentions.

Mutation Score: no
 Activation: Automatic
 Duration: Constant
 Use: Constant
 Effect: Detect ambush

Dark Vision

Cost: 1
 Type: Physical
 Range: 20 meters + 5 meters/MP mod
 Modifier: IN
 Area of Effect: Self
 Description: The character gets dark vision out to the indicated range.

Mutation Score: yes
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Dark vision

Deadly Immunity

Cost: -4
 Type: Defect (Physical)
 Range: 0
 Modifier: CN
 Area of Effect: 2 m radius
 Description: Once per day the mutant makes a mutation check. This determines the DC of the fortitude save against the disease the mutant produces. At some point during the day (determined by the GM) and lasting for 1d4 hours anyone coming within 2 meters of the mutant must make a fortitude check (DC above) or suffer a disease. Anyone catching it becomes automatically fatigued (see mortal damage for details) for 24 hours. A second fortitude check determines whether the character recovers or becomes exhausted. If the character has to make a third check it will determine whether the character dies or becomes fatigued.

Mutation Score: yes
 Activation: Automatic
 Duration: see below
 Use: Once per day
 Effect: Disease carrier

Death Field Generation

Cost: 4
 Type: Mental
 Range: 0
 Modifier: MS
 Area of Effect: 20 m + 1 m/MP mod. radius
 Description: All creatures in the radius of this mutation (including the user) have all their wound points drained away. If the creature does not currently have wound points (only mortal points) then that creature dies.

Mutation Score: yes
 Activation: Activated
 Duration: Instant
 Use: Once per week
 Effect: Cause damage

Density Control, Others

Cost: 4
 Type: Mental
 Range: 25m + 1m/MP mod
 Modifier: MS
 Area of Effect: One target
 Description: The character must make a mental attack against his opponent. If successful then he may alter his opponent's density as per the density control, self mutation below.

Mutation Score: Yes
 Activation: Activated
 Duration: 1 hour
 Use: Twice per day
 Effect: Change size

Density Control, Self

Cost: 4
 Type: Physical
 Range: Self
 Modifier: CN
 Area of Effect: Self
 Description: The character can change his size (but not his weight). When trying to grow smaller the character can shrink to 50% + 5% per MP modifier (but not smaller than 5% of original). When trying to grow larger the character can grow 100% + 10% per MP modifier (no limit). Recalculate the character's size, he gets all the benefits and penalties for being that size (AC mod, hit mod, damage mod, speed, etc.).

Mutation Score: Yes
 Activation: Activated
 Duration: 1 hour
 Use: Twice per day
 Effect: Change own density

Devolution

Cost: 4
 Type: Mental
 Range: 25m + 1m/MP mod
 Modifier: MS
 Area of Effect: One victim
 Description: The character with this mutation makes a mental attack. If it succeeds then the victim loses one random mutation for one week (humanoid characteristics are also treated as mutations). Pure Strain Humans and Androids are immune.

Mutation Score: Yes
 Activation: Activated
 Duration: special
 Use: Once per round
 Effect: Turn off mutations

Diminished Sense

Cost: -1
 Type: Physical (Defect)
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The character suffers an overall -2 to listen, search, spot, and track (survival) rolls. Also specific effects occur depending on the impaired sense.

Mutation Score: none
 Activation: Automatic
 Duration: Permanent
 Use: Constant
 Effect: Impaired Senses

Roll Diminished Sense

- | | |
|---|---|
| <p>1</p> <p>2</p> <p>3</p> <p>4</p> <p>5</p> <p>6</p> | <p>Sight. The mutant is unable to distinguish anything other than motion beyond 60 meters. The character suffers -4 (instead of -2) to spot checks</p> <p>Hearing. The mutant is unable to hear normal conversation beyond 3 meters or loud noises beyond 10 meters. The character suffers a -4 to listen checks (instead of -2).</p> <p>Touch. The mutant cannot feel heat, cold, wetness, dryness, or pain (but fatigued or exhausted penalties still apply as they are more than simple pain). The mutant is unable to feel when an object is slipping from his hands. The character suffers -4 to search checks (instead of -2).</p> <p>Smell. The mutant has no sense of smell and is unaware of invisible gas attacks. The character suffers a -4 to track (survival) rolls</p> <p>Taste. The mutant cannot taste anything he ingests (including poisons and chemicals). The character suffers a -2 to saves vs. ingested poison.</p> <p>Player's choice.</p> |
|---|---|

Direction Sense

Cost: 1
 Type: Mental
 Range: Self
 Modifier: n/a
 Area of Effect: self
 Description: The mutant is incapable of getting lost. He always has a complete spatial sense of where he is and how he got there. This ability does not function while he is sleeping or otherwise unconscious.

Mutation Score: no
 Activation: Automatic
 Duration: Permanent
 Use: Constant
 Effect: Can not get lost

Dissolving Juices

Cost: 4
Type: Plant
Range: Touch
Modifier: CN
Area of Effect: One target
Description: The plant can generate an acid that does 3d6 + MP modifier (20/x3) spread over six rounds (divided as evenly as possible). The acid can be stored up to one hour.

Mutation Score: yes
Activation: Activated
Duration: Six rounds
Use: Once per 4 hours
Effect: Create Acid

Displacement

Cost: 2
Type: Mental
Range: 50m + 10m/MP mod
Modifier: MS
Area of Effect: Self
Description: If the character believes he is in life-threatening danger (or believes himself to be) then he will subconsciously teleport the distance listed under range. The direction is usually back the way the mutant came. Displacement will not knowingly teleport the mutant into another life-threatening danger.

Mutation Score: yes
Activation: special
Duration: Instant

Use: Once per hour
Effect: Teleport from danger

Doubled Damage

Cost: -4
Type:
Range:
Modifier:
Area of Effect:
Description: Any attack that hits the character is automatically a critical.

Mutation Score:
Activation:
Duration:
Use:
Effect:

Doubled Pain

Cost: -1
Type: Physical, Plant
Range: Self
Modifier: n/a
Area of Effect: Self
Description: When the character suffers double the normal penalties from being fatigued or exhausted and is automatically dazed if he suffers any stun damage. He has a -4 to saves against attacks directly on the nervous systems or attacks directly involving pain.

Mutation Score: no
Activation: Automatic
Duration: special
Use: Constant

Effect: Doubles fatigue

Dual Brain

Cost: 4
Type: Physical, Plant
Range: Self
Modifier: n/a
Area of Effect: Self
Description: The character gains a secondary brain located somewhere in his body (it does not have to be the head). The secondary brain gains 2 points of bonus mutations (which cannot be accessed when the brain is dormant). If the character's primary mind is ever mentally controlled, the secondary brain will take over until the control duration ends. The character cannot access mental mutations from his primary brain during that time. The character also gets a +2 IN bonus.

Mutation Score: no
Activation: Automatic
Duration: Variable
Use: Unlimited

Effect: Gain Second Brain

Duality

Cost: 2
Type: Physical
Range: Self
Modifier: n/a
Area of Effect: Self

Mutation Score: no
Activation: Constant
Duration: Permanent
Use: Constant
Effect: Perform two actions

Description: The character can perform two similar or dissimilar actions simultaneously. The character gets the ambidexterity and two-weapon fighting feats for free (and the character is treated as having the multitasking feat from Sword & Fist) and may apply the modifiers to ranged weapons. Or the character can get +1 partial action to perform a mental mutation.

Electrical Generation

Cost: 2
Type: Physical, Plant
Range: Touch
Modifier: CN
Area of Effect: One creature
Description: The mutant does 1, 2, or 3d6 damage (mutant's choice) + MP mod (crit. 19-20/x3) in electrical damage to any one he touches. Once discharged the charge builds up by one die per three rounds until it reaches three dice again. The character can discharge it through a metal weapon in melee. The character only takes half damage from electrical attacks.

Mutation Score: yes
Activation: Activated
Duration: Constant
Use: Constant

Effect: Build electricity

Empathic Blast

Cost: 1
Type: Mental
Range: 25m + 1m/MP mod
Modifier: CH
Area of Effect: One target
Description: The character may implant a strong emotion in his target. This will give a +/- 4 to one of the character's Will saving throw (Courage/Love +4, Fear/Hatred -4) or +/- 2 to all three checks the character must make (Happiness +2, Anger -2). The mutant cannot affect himself with this mutation

Mutation Score: yes
Activation: Activated
Duration: 3 + MP mod rds
Use: Once per round

Effect: Influence Emotions

Empathic Burst

Cost: 2
Type: Mental
Range: 25m + 1m/MP mod
Modifier: CH
Area of Effect: d4 + 1 creatures
Description: The character can affect the number of creatures listed in area of effect. It otherwise works like empathic blast. The mutant cannot affect himself with this mutation.

Mutation Score: yes
Activation: Activated
Duration: 3 + MP mod rds
Use: Once per minute
Effect: Influence Emotions

Empathic Scan

Cost: 1
Type: Mental
Range: Line of Sight
Modifier: none
Area of Effect: One victim
Description: The character can read the emotions and emotional intensity of another creature. He can also influence that creature's emotions. The net effect gives the character +2 bonus to influencing NPC reactions.

Mutation Score: no
Activation: Activated
Duration: Instant
Use: Once per round
Effect: Read emotions

Empathic Shield

Cost: 1
Type: Mental
Range: Self
Modifier: n/a
Area of Effect: Self
Description: The character gets +2 to his will saves. He is immune to empathic scans.

Mutation Score: no
Activation: Activated
Duration: Constant
Use: Constant
Effect: Resistance bonus

Empathic Symbiosis

Cost: 4
Type: Mental
Range: Special

Mutation Score: yes
Activation: Automatic and Activated
Duration: Constant

Modifier: CH Use: Constant
 Area of Effect: Special Effect: emotional link
 Description: The character must make a mutation check against the will save of the recipient. However, if the recipient is willing then he may subtract his MS bonus to the save instead of adding it. For every recipient over one add +2 to the save. All the recipients (the mutant included) will have a strong emotional bond (and thus lack of privacy), but will be able to pool their will save modifiers into one pool (thus three characters with MS' of 18 (+4), 12 (+1), and 14 (+2) will have a +7 to all their will saves). All will know what the emotions of the others are. The mutant must the recipient to forge the bond, but afterwards the range is unlimited.

Energy Absorption

Cost: 4 Mutation Score: yes
 Type: Physical, Plant Activation: Automatic
 Range: Self Duration: Permanent
 Modifier: CN Use: Permanent
 Area of Effect: Self Effect: Gain DR
 Description: The character gains a DR of 10 + MP modifier against a certain type of energy and is immune to physical paralysis. Roll on the table below

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

Energy Metamorphosis

Cost: 4 Mutation Score: CN
 Type: Physical, Plant Activation: Automatic
 Range: Self Duration: Permanent
 Modifier: CN Use: Constant
 Area of Effect: Self Effect: Healed by energy
 Description: Roll on the table on Energy Absorption above. If the character is attacked by that type of energy the first 10 + MP modifier points of damage will heal the character (it will heal the same type of damage that it inflicts). If the amount of energy is over 10 + MP modifier and the character is fully healed then the character becomes overloaded and takes double damage from that energy type and cannot convert energy for the next 10 rounds.

Energy Reflection

Cost: 4 Mutation Score: yes
 Type: Plant, Physical Activation: Automatic
 Range: Self Duration: Permanent
 Modifier: DX Use: Constant
 Area of Effect: Special Effect: Reflect energy
 Description: Roll on the Energy Absorption table above. When attacked by that form of energy the mutant can reflect the first 10 + MP modifier points of damage. The mutant must make a ranged attack roll. Success indicates the mutant can hit the opponent who originated the attack, failure indicates the beam scatters in a random direction.

Energy Sensitivity

Cost: -4 Mutation Score: no
 Type: Physical, Plant Activation: Automatic
 (Defect)
 Range: Self Duration: Permanent
 Modifier: n/a Use: Constant
 Area of Effect: Self Effect: Penalties near power
 Description: The mutant is automatically exhausted when within 2 meters of a large power source. Small items cause fatigue. The mutant has a -3 to all saving throws against energy.

Enviromental Adaption

Cost: 1 Mutation Score: no

Type: Physical Activation: Permanent
 Range: Self Duration: Constant
 Modifier: n/a Use: Constant
 Area of Effect: Self Effect: Adapt to Enviroment
 Description: Choose one of the following enviroments: thin atmosphere hot, cold, or arid. The character does not have to make fortitude checks in that enviroment as long as it is an enviroment a normal human could survive. If the character chooses arid he only needs the normal amount of water to survive.

Enviromental Sensitivity

Cost: -2 Mutation Score: yes
 Type: Defect (Physical) Activation: Permanent
 Range: Self Duration: Permanent
 Modifier: CN Use: Constant
 Area of Effect: Self Effect: penalties in certain enviroments
 Description: Select one of the following enviroments: hot, cold, wet, or arid. If the character is in that enviroment he suffers a 5 + MP modifier penalty to all checks in that particular enviroment.

Explosive Seeds

Cost: 2 Mutation Score: yes
 Type: Plant Activation: Activated
 Range: throwing range Duration: special
 Modifier: DX Use: special
 Area of Effect: ½ meter Effect: Grow explosive seeds
 Description: The plant can grow up to 5 + MP modifier seeds that will do 2d6 + MP modifier (crit. 20/m) explosive damage. Each takes a month to grow and will stay on the character for 3 months. When exposed to fire or crushing blows (such as weapons or falls) roll 20% for each seed. If the roll is made the seed explodes.

Fadeout

Cost: -2 Mutation Score: yes
 Type: Physical (Defect) Activation: Automatic
 Range: Self Duration: 1d4+1 rounds
 Modifier: MS Use: Unlimited
 Area of Effect: Self Effect: Pass out due to stress
 Description: When the character is in a stressful situation he must fail a mutation check vs. DC 20 or collapse falling unconscious for 2d6 rounds.

Fatigue Generation

Cost: 2 Mutation Score: yes
 Type: Mental Activation: Activated
 Range: 25m + 1m/MP mod. Duration: Special
 Modifier: MS Use: Once per round
 Area of Effect: One target Effect: Induce fatigue
 Description: By making a successful mental attack the character may induce fatigue in her target. A second successful attack will cause the target to be exhausted. A third successful attack will cause the target to become unconscious for 2d6 rounds.

Fear Generation

Cost: 2 Mutation Score: yes
 Type: Mental Activation: Activated
 Range: Line of Sight Duration: 10 rounds
 Modifier: CH Use: Once per round
 Area of Effect: One target Effect: Instills fear in target
 Description: The character must make a mental attack. If successful the victim will flee at full speed for the duration. If cornered the victim will fight with +4 to PS and CN, +2 to will saves, and -2 AC until he can get free.

Finger Vines

Cost: 1
Type: Plant
Range: Special
Modifier: DX
Area of Effect: Self
Description: The plant has 1d4 finger vines. They are 5 + MP modifier long and move at 2 meters per round. They can grasp objects and have a PS of 1 (no modifier) and a DX of 5 + MP modifier. Multiple vines add their PS and DX scores together. Up to a 20 cm segment can break away and be controlled over a distance of 10 + MP modifier meters. If the plant can't see the vines they he must control them as if he were blind. They will wither and die if they are away for more than an hour. The will all regrow in one week.

Force Field Generation

Cost: 4
Type: Mental
Range: ½ meter
Modifier: MS
Area of Effect: Self
Description: This gives the character a DR of 10 + MP modifier for the duration against all attacks (except against mental telepathic attacks, telekinetic attacks, VL lasers and Gravity Guns). If the character falls unconscious then the field shuts off at the end of the round.

Fruit

Cost: 2
Type: Plant
Range: Special
Modifier: CN
Area of Effect: One creature
Mutation Score: yes
Activation: Automatic
Duration: special
Use: special
Effect: Grow fruit with special properties

Description: The character can grow fruit with special effects. It takes one month to grow fruit and will last for a month. The plant can have up to 5 + MP modifier fruit at one time.

d8 Fruit Type

- Roll
- 1 Sustenance. The fruit provides all the nutrition a man-sized creature needs for one full day.
 - 2 Poison. The fruit is poisonous, see Contact Poison Sap for details of the effects of poison.
 - 3 Poison Antidote. The antidote will heal ability damage from poison. Determine the type of amount of ability damage healed as if it were a poison of equal type.
 - 4 Antibiotic. Heals 5 + MP modifier damage in 24 hours if smeared on a wound.
 - 5 Stimulant. Will cancel the need for sleep for one day, or will negate fatigue penalties (it will turn exhaustion into fatigue). If the character is not suffering from any effects it gives a +1 Attack Bonus for 4 hours.
 - 6 Radiation Antidote. The fruit eliminates radiation sickness in 4 hours, but does not reverse damage.
 - 7 The character does not feel pain, and immune to effects that target the nervous system (except paralysis). It lasts 5 + MP modifier hours.
 - 8 Imitation. The fruit imitates another chemical or specialized poison not on the list.

Gas Bags

Cost: 2
Type: Plant
Range: Self
Modifier: CN
Area of Effect: Self
Mutation Score: yes
Activation: Activated
Duration: Concentration
Use: At will
Effect: float on gas bags

Description: The character can float away on gas-filled bags., It takes one full minute to inflate. He can carry 5 kg per MP modifier point.

Gas Generation

Cost: 4
Type: Physical, Plant
Range: 2 meters
Modifier: CN
Mutation Score: yes
Activation: Activated
Duration: 5 + MP mod rds
Use: Three times per three hours (see below)

Area of Effect: 2 m radius
Description: The mutant can produce three doses of gas, each takes three hours to regenerate. Roll type below.

d6 Roll Type of Gas

- 1 Stench. The victim moves at half speed, must leave the gas and is unable to attack.
- 2 Blinding. The victim cannot see.
- 3 Poison. Generates poison (see poison generation above).
- 4 Hallucinogenic. The victim is confused as per the confusion mutation.
- 5 Paralytic. The victim is unable to move or attack.
- 6 Damage. The victim suffers in 2d6 + MP mod per round of exposure.

Genius Capability

Cost: 2
Type: Mental
Range: Self
Modifier: IN
Area of Effect: Self
Description: Roll on the table below to determine the effects of genius
Mutation Score: yes
Activation: Permanent
Duration: Constant
Use: Constant
Effect: Genius skill

d6 Type and Effect

- Roll
- 1-2 Military Genius. The character can add 5 + MP modifier to the character's CH bonus when determining his leadership qualities.
 - 3-4 Scientific Genius. If the character uses a craft skill she can automatically make a masterwork item. Also add 5 + MP modifier to any Use Artifact rolls.
 - 5-6 Economic Genius. Add 5 + MP modifier to Diplomacy checks when trying to buy or sell something. The character can decrease the price of any object or increase his profit margin by 50% + 10% per point of MP modifier.

Gills

Cost: 1
Type: Physical
Range: Self
Modifier: n/a
Area of Effect: Self
Description: The character breathes water as well as air. The type, salt or fresh, matches the nearest largest body of water. The mutant suffers -1 to Robot Recognition.
Mutation Score: no
Activation: Permanent
Duration: Constant
Use: Constant
Effect: Breathe water

Hands of Power

Cost: 4
Type: Physical
Range: 15m + 1m/MP mod
Modifier: DX
Mutation Score: yes
Activation: Activated
Duration: Instantaneous
Use: 5 + MP mod blasts per eight hours

Area of Effect: One victim
Description: The character can produce blasts of damage from his hands (or equivalent limb) which do 3d6+MP mod. damage. The character can produce 5+MP mod. blasts each of which take 8 hours to regenerate. Roll d4 below to determine the type of energy.

d4 Roll Type of Hands

- 1 Zapping Hands (bolts of electricity)
- 2 Hot Hands (microwave heat)
- 3 Laser Hands (short-range laser beams)
- 4 Gamma Hands. Produces Background radiation at -5 MP mod, +1 degree of radiation per 5 MP thereafter instead of standard damage.

Heightened Balance

Cost: 2
 Type: Physical
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The character never suffers any penalty to keeping his balance and has a +4 to any check against being knocked over.

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Increased Balance

Heightened Brain Talent

Cost:
 Type:
 Range:
 Modifier:
 Area of Effect:
 Description: The character automatically can roll two dice and choose the best result on Will saves and Sense Motive checks. This does not apply to last resort dice used to modify those checks.

Mutation Score:
 Activation:
 Duration:
 Use:
 Effect:

Heightened Durability

Cost: 4
 Type: Physical
 Range: Self
 Modifier: CN
 Area of Effect: Self
 Description: The character adds 5 + MP modifier wound points per level.

Mutation Score: yes
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Increased wounds

Heightened Immune System

Cost: 2
 Type: Physical
 Range: Self
 Modifier: CN
 Area of Effect: Self
 Description: The character gets a 5 + MP modifier to all checks against disease, infection, or biological agents. Anyone using Treat Injury or Profession (Doctor) also gets a 5 + MP modifier bonus to treat the Mutant.

Mutation Score: yes
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Bonus to CN checks

Heightened Mental Attribute

Cost: 2
 Type: Mental
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The character's ability score increases by 6 minus the ability modifier of the original ability (min +2 bonus)

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Mental ability bonus

Heightened Metabolism

Cost: 4
 Type: Physical
 Range: Self
 Modifier: CN
 Area of Effect: Self
 Description: When activated the character gets a (5 + MP mod)/5 (round up) bonus to climb, jump, swim, and tumble checks and the same bonus to melee attacks, damage, and movement rate. He also gets +2 to his initiative.

Mutation Score: yes
 Activation: Permanent
 Duration: 5 + MP mod rds.
 Use: Once per hour
 Effect: Boost Metabolism

Heightened Physical Attribute

Cost: 4
 Mutation Score: no

Type: Physical, Plant
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The character's ability score increases by 6 minus the ability modifier of the original ability (minimum +2).

Activation: Permanent
 Duration: Constant
 Use: Constant

Effect: Bonus to physical

Heightened Precision

Cost: 2
 Type: Physical
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The character never suffers range penalties in ranged combat and is treated as having the increased critical feat (or +2 to threat range if she already has that feat) in any weapon when in melee combat.

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant

Effect: Make precise attacks

Heightened Reflexes

Cost: 2
 Type: Physical
 Range: Self
 Modifier: DX
 Area of Effect: Self
 Description: The character gets 2 + ½ MP modifier to his initiative rolls in combat.

Mutation Score: yes
 Activation: Permanent
 Duration: Constant
 Use: Constant

Effect: Summary of Effect

Heightened Sense

Cost: 2
 Type: Physical, Plant
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: Heightened Sense adds +3 to spot, search, survival (track), or listen skills.

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant

Effect: Keen senses

Heightened Speed

Cost: 2
 Type: Physical
 Range: Self
 Modifier: DX
 Area of Effect: Self
 Description: The character gets 5 + MP modifier to his base speed. Once per hour the character can increase his normal speed by 50% for 10 rounds. He must rest for an hour after using this burst of speed.

Mutation Score: yes
 Activation: Activated
 Duration: Special
 Use: Special

Effect: Moves faster

Horns or Antlers

Cost: 2
 Type: Physical
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The character has these about 20% of his height long. He can attack for 1d6 damage. If he charges, he gets +2 attack bonus and 2d6 + 2 damage. The character has a -2 robot recognition.

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant

Effect: Natural attack

Hostility Field

Cost: -2
 Type: Mental (Defect)
 Range: 0
 Modifier: n/a
 Area of Effect: 30 m radius
 Description: The character generates a field of hostility, the character suffers a -4 penalty to influencing NPC reactions and all reactions are automatically one category worse. Only those who spend a week or more in the mutant's presence are immune.

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant

Effect: Generates Hostility

Hyper Durability

Cost: 4
Type: Physical
Range: Self
Modifier: CN
Area of Effect: Self
Description: The character gets 5 + MP modifier mortal points added to his total.

Mutation Score: yes
Activation: Permanent
Duration: Constant
Use: Constant

Illusion Generation

Cost: 2
Type: Mental
Range: Line of Sight
Modifier: MS
Area of Effect: 30 m radius
Description: The mutant creates an illusion. The mutant must make a successful mental attack against everyone in the area of effect (including allies). The illusion is static and unmoving unless the mutant concentrates on it. It is complete to the senses. The illusion has no effect in combat and does not take damage. A light touch will meet resistance but a push or attack allows a the victim to make another save vs. the mental attack to disbelieve the illusion. The illusion will dissipate for any mutant who leaves the area of effect.

Mutation Score: yes
Activation: Activated
Duration: 5 + MP rounds
Use: Once per four hours
Effect: Create Illusion

Immunity

Cost: 4
Type: Physical, Plant
Range: Self
Modifier: n/a
Area of Effect: Self
Description: The character is fully immune to one of the attack forms listed below, roll d8 to determine.

Mutation Score: no
Activation: Permanent
Duration: Constant
Use: Constant
Effect: Full Immunity

d8	Immunity	d8	Immunity
Roll		Roll	
1	Sonic Attacks	5	Corrosives/Acids
2	Mental Attacks	6	Poisons/Chemicals
3	Gas Attacks	7	Draining/Life Leech
4	Paralysis/Neural Attacks	8	Disease/Biological Attacks

Improved Natural Attack

Cost: 2
Type: Physical
Range: Self
Modifier: n/a
Area of Effect: Self
Description: Roll percentile dice on a 01-75 the character has claws that does 2d6 damage in combat. On a 76-00 the character has retractable claws that do 1d10 damage in combat.

Mutation Score: no
Activation: Permanent
Duration: Constant
Use: Constant
Effect: Physical Attack

Infravision

Cost: 2
Type: Physical, Plant
Range: Self
Modifier: n/a
Area of Effect: Self
Description: The mutant can see heat patterns, even at night. However, the mutant can only see outlines, not details. Everything is a dull featureless red.

Mutation Score: no
Activation: Permanent
Duration: Constant
Use: Constant
Effect: See Heat

Intuition

Cost: 4
Type: Mental
Range: Line of Sight
Modifier: IN
Area of Effect: Self

Mutation Score: yes
Activation: Automatic
Duration: Instantaneous
Use: Constant
Effect: Predict actions

Description: Before any encounter, the mutant makes mental attacks against everyone in his immediate area. Everyone who fails must state their intentions before they can act, then the mutant gets to act first. In standard combat the character gets +2 to attack rolls.

Kinetic Absorption

Cost: 4
Type: Physical, Plant
Range: Self
Modifier: PS
Area of Effect: Self
Description: The character can create a field that absorbs kinetic energy. The character gets DR 10 + MP mod against bludgeoning attacks and DR 5 + MP mod against slashing and piercing attacks.

Mutation Score: yes
Activation: Activated
Duration: 10 + MP mod rds
Use: Once per hour
Effect: Damage Reduction

Levitation

Cost: 2
Type: Mental
Range: 30 meters
Modifier: MS
Area of Effect: Self or One object
Description: The character can lift himself or one person or object weighing 100kg + 20 kg x MP mod. at a rate of 1 meter per second up to 30 meters away.

Mutation Score: yes
Activation: Activated
Duration: 5 + MP mod. rds
Use: Once per hour
Effect: Levitate

Life Detection

Cost: 1
Type: Mental
Range: 0
Modifier: IN
Area of Effect: 30m radius
Description: This allows the mutant to detect living creatures within an area, he can also narrow it down by type (mammals, reptiles, sentients, etc.) or by specific species.

Mutation Score: yes
Activation: Activated
Duration: One round
Use: Once per hour
Effect: Detect Life

Life Leech

Cost: 4
Type: Mental
Range: 0
Modifier: MS
Area of Effect: 10 m. rad.
Description: The character drains 5 + MP mod. damage for any small or larger sized animals and any sentient or mobile plant in the radius of effect.

Mutation Score: yes
Activation: Activated
Duration: 6 + MP mod. rds
Use: Once per 24 hours
Effect: Summary of Effect

Light Sensitivity

Cost: -1
Type: Physical (Defect)
Range: Self
Modifier: n/a
Area of Effect: Self
Description: In normal daylight the character suffers a -2 penalty to all actions, in a bright lit room the character suffers a -4 penalty, and in a spotlight or similar light the character suffers a -6 penalty.

Mutation Score: no
Activation: constant
Duration: permanent
Use: constant
Effect: Blinded in light

Magnetic Control

Cost: 4
Type: Mental
Range: 30 meters
Modifier: MS
Area of Effect: One Object
Description: The character can create a magnetic fields that can move a metallic fist-sized object up to 5 meters per round (larger objects move slowly). The character can move an object 50 kg + 10 kg per MP mod. at a distance of one meter for every meter

Mutation Score: yes
Activation: Activated
Duration: Concentration
Use: Once per round
Effect: Manipulate Metal

Mass Mind

Cost: 4
Type: Mental
Range: Touch
Modifier: MS
Area of Effect: see below
Description: The mutant is able to boost another mutant's mental mutation score by 5 + MP modifier. The character can also pool mental the mental energy of 5 + MP modifier mutants. Each linked mutant (except the recipient) adds +5 to the mental mutation score.

Mutation Score: yes
Activation: Activated
Duration: Concentration
Use: Once per round

Mental Blast

Cost: 2
Type: Mental
Range: Line of Sight
Modifier: MS
Area of Effect: One target
Description: The character makes a mental attack against a creature with at least animal intelligence. On a successful attack the mutant does 3d6 + MP mod damage. Once used it regenerates at 1d6 per round until it gets back to 3d6 (see Electrical Generation above).

Mutation Score: yes
Activation: Activated
Duration: Instantaneous
Use: Special

Mental Block

Cost:
Type:
Range:
Modifier:
Area of Effect:
Description:

Mutation Score:
Activation:
Duration:
Use:
Effect:

Mental Control

Cost: 4
Type: Mental
Range: 15m + 1m/MP mod
Modifier: CH
Area of Effect: One victim
Description: The mutant can possess one creature of his kingdom (plant to plant or animal/human to animal/human). Once possessed the victim retains its physical abilities, but must make additional mental attacks to determine the use of physical mutations (one new power learned per attack). The mutant must stay within 100m + 10m/MP mod of his original body and automatically returns at the end of the duration. If the possessed body is killed while the mutant is within it then when he returns to his original body he will have no wound points left.

Mutation Score: yes
Activation: Activated
Duration: 5 + MP mod rds
Use: Once per four hours

Mental Enhancement

Cost: 4
Type: Mental
Range: Self
Modifier: n/a
Area of Effect: Self

Mutation Score: no
Activation: Permanent
Duration: Constant
Use: Constant
Effect: Mental mutation bonus

Description: The character gains a +4 bonus to all his mental mutation scores.

Mental Invisibility

Cost: 2
Type: Mental
Range: 25m + 1m/MP mod
Modifier: MS
Area of Effect: All in range

Mutation Score: yes
Activation: Activated
Duration: 5 + MP mod rds.
Use: Once per encounter
Effect: Invisibility

Description: The character makes a mental attack against everyone in range. Those who fail cannot see the character. Creatures who have see the character get a +4 MD bonus. The character can also hide up to six people by making a mental attack with a +5 DC penalty per person.

Mental Multiplier

Cost: 2
Type: Mental
Range: 25m + 1m/MP mod
Modifier: MS
Area of Effect: One person
Description: The mutant is able to boost another mutant's mental mutation score by 5 + MP modifier at the listed range. Alternately he can double the range of another mutant's mental mutation.

Mutation Score: yes
Activation: Activated
Duration: Concentration
Use: Once per encounter
Effect: Mental boost

Mental Paralysis

Cost: 4
Type: Mental
Range: Line of Sight
Modifier: MS
Area of Effect: One victim
Description: By making a successful mental attack the victim cannot move any of his voluntary muscles. The victim can use mental attacks. The mutant must make an attack every round to maintain the paralysis.

Mutation Score: yes
Activation: Activated
Duration: Concentration
Use: Once per round
Effect: Cause Paralysis

Mental Reflection

Cost: 4
Type: Mental
Range: Special
Modifier: MS
Area of Effect: Special
Description: When attacked with a nontelekinetic mental mutation the character may make a mental attack, if she rolls higher than the attacker then the attack is reflected back. The character can reflect a mental control, but does not gain control over the attacking mutant. It is possible to reflect an attack that would not have affected the character (one that does not get past the character's MD).

Mutation Score: yes
Activation: Automatic
Duration: Constant
Use: Constant

Mentally Defenseless

Cost: -4
Type: Defect (Mental)
Range: Self
Modifier: n/a
Area of Effect: Self

Mutation Score: no
Activation: Permanent
Duration: Constant
Use: Constant
Effect: Cannot defend self in mental combat.

Description: The DC to use a mental attack on the character is always a 5 no matter what the character's MS or how much of a MD bonus he is supposed to have.

Metamorphosis

Cost: 4
Type: Physical
Range: Touch
Modifier: CN
Area of Effect: Self

Mutation Score: yes
Activation: Activated
Duration: Special
Use: 1 per hour
Effect: Summary of Effect

Description: The character can make himself into anything he touches. The character makes a mutation check against the victim's fortitude save. If successful the character takes the form, physical ability scores, and physical mutations (if any) of the target creature. He retains his mental ability scores and mental mutations. The character can retain this form until he sleeps or becomes unconscious. He gets a +10 shapechanging bonus to disguise checks.

Mind Over Body

Cost: 1

Mutation Score: yes

Type: Mental
 Range: Self
 Modifier: MS
 Area of Effect: Self
 Description: The character can make a mutation check to ignore dazing (DC 10), fatigue (DC 15) or exhaustion (DC 25).

Mindwipe
 Cost: 4
 Type: Mental
 Range: 25m + 1m/MP mod.
 Modifier: CH
 Area of Effect: One victim
 Description: By making a successful mental attack the character can erase up to 1 hour of memories in his victim. Each additional attempt against the same mutant increases DC by +2

Molecular Disruption
 Cost: 4
 Type: Mental
 Range: Touch
 Modifier: MS
 Area of Effect: One object
 Description: The character can disintegrate objects. He can disintegrate 50kg + 1kg/MP mod if he successfully makes a mutation check against the DC below. If used against a living creature it causes 5d8 + 1d8/MP mod damage. The character must rest for four hours with no activity after using this mutation.

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

Multiple Body Parts
 Cost: 2
 Type: Physical
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: Roll 1d6 to determine body part: 1=arms, 2=legs, 3=eyes, 4=ears, 5=mouth, 6=player's choice or other. Arms give the character gets +1 partial attack action, legs +25% movement, eyes +4 to search and spot checks, ears +4 to search and listen checks, and an extra mouth allows the character to eat and talk at the same time or +1 partial action with bite attacks. Other body parts can be multiplied (extra fingers can give +4 to pick pocket and open lock checks, wings could add extra speed).

Multiple Damage
 Cost: 2
 Type: Defect (Mental)
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: Whenever the character is attacked in combat he takes an equal amount of stun damage as the character truly believes that the weapons hurt more. If the character takes mortal damage, he takes double stun damage.

Natural Attack
 Cost: 2
 Type: Physical
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: Roll d100, on a 01-75 the character has claws that do 1d8w damage in combat. On a 76-00 the character has retractable claws that do 1d6w in combat.

Natural Learner
 Cost: 1
 Type: Mental
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: Every level the character gains +2 skill points.

New Body Parts
 Cost: 2
 Type: Physical
 Range: Self,
 Modifier: n/a
 Area of Effect: Self
 Description: Full Description

Night Vision
 Cost: 1
 Type: Physical
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The character gets low-light vision (x2 visual ranges in low-light conditions).

Nocturnal
 Cost: -1
 Type: Defect (Physical)
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The character normally sleeps during the day and is active at night. He can see normally by moon light and starlight, but suffers as if he had the *diminished sight* mutation when in daylight.

Over-sized Limbs
 Cost: -4
 Type: Defect (Mental)
 Range: Self
 Modifier: IN
 Area of Effect: Self
 Description: The character has arms, legs, tentacles, or vines (or whatever) that are longer than normal. Longer arms, tentacles, or vines allow for greater reach. Longer legs give the character a +5 to his base speed. Only one set of limbs is lengthened. These cannot be limbs that both provide both tool use and movement, only one or the other. The limbs are anywhere from 50% to 100% oversized. Roll (1d6 + 4) times 10% to find the exact percentage. Those with this mutation suffer a -2 penalty to Robot Recognition.

Periodic Amnesia
 Cost: -4
 Type: Defect (Mental)
 Range: Self
 Modifier: IN
 Area of Effect: Self

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Claws

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Learn Skills

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Summary of Effect

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Low-light vision

Mutation Score: no
 Activation: Automatic
 Duration: Special
 Use: Special
 Effect: Summary of Effect

Mutation Score: yes
 Activation: Automatic
 Duration: Special
 Use: Once per hour
 Effect: Summary of Effect

Mutation Score: yes
 Activation: Automatic
 Duration: Special
 Use: Once per hour
 Effect: Summary of Effect

Description: In times of stress (i.e., the first round of combat), the mutant has must make a mutation check vs. DC 10 or forget the last 24 hours. The results of forgetting are one round of standing confused, even in combat. When he snaps out of the confusion, the character will probably not remember why he is where he is, or what he is supposed to be doing (but he will defend himself against obvious aggression).

In a calm situation, the character has must make a mutation check vs. DC 10 to not remember simple things or recall old memories.

Pheromones

Cost: 2
 Type: Physical, Plant
 Range: Self, Touch, or range in meters
 Modifier: CN
 Mutation Score: yes
 Activation: Activated
 Duration: Constant or period of time
 Use: Constant or times per day useable
 Effect: Summary of Effect
 Area of Effect: Self or Area
 Description: Full Description

Phobia

Cost: -2
 Type: Defect (Mental)
 Range: Self
 Modifier: MS
 Area of Effect: Self
 Description: Full Description
 Mutation Score: yes
 Activation: Automatic
 Duration: Constant
 Use: Constant
 Effect: Summary of Effect

Photodependent

Cost: -2
 Type: Physical, Plant (Defect)
 Range: Self
 Modifier: CN
 Area of Effect: Self
 Description: An hour in the dark forces a mutant into a sluggish state. In this state he suffers a -2 to all of his checks. Five full minutes of bright or normal light restores the character completely. He suffers 1d6 points of damage for each full 24 hours spent in the dark, which means a normal night's sleep does no harm. The character can never be sunburned or harmed by normal sunlight. Lasers still harm him normally.
 Mutation Score: yes
 Activation: Automatic
 Duration: Constant
 Use: Constant
 Effect: Summary of Effect

Photogeneration

Cost: 2
 Type: Physical
 Range: Self
 Modifier: CN
 Area of Effect: 10 m radius (20 in the dark).
 Mutation Score: yes
 Activation: Activated
 Duration: Instant
 Use: Three times per 4 hrs.
 Effect: Summary of Effect

Description: The mutant is able to generate a tremendously bright flash of light from a specific part of his body (hands, eyes, hair, etc.) chosen by the player. This flash blinds everyone looking at within the area. The character makes a mutation check against his opponent's Fort Save. The character cannot be blinded by bright lights, but takes damage normally from lasers and the like.

He can store enough light for three flashes. As an alternative to the bright and sudden light discharge, the mutant can use up a flash to glow with a light equal to normal daylight for 10 + MP modifier rounds. This glow illuminates a 10-meter-radius area.

Photographic Memory

Cost: 4
 Type: Mental
 Range: Self
 Mutation Score: no
 Activation: Permanent
 Duration: Constant

Modifier: n/a
 Area of Effect: Self
 Description: Full Description
 Use: Constant
 Effect: Summary of Effect

Photokinesis

Cost: 4
 Type: Mental
 Range: 1 meter
 Modifier: MS
 Area of Effect: Special
 Description: The mutant can bend or change light. The mutant can make himself invisible to anyone outside of melee range. When so invisible he takes half damage from lasers. The character may also alter the wavelength of a laser or normal light from Gamma>UV>VL>IR>FIR>Maser or back again by making a mutation check vs. DC 10 (more if the source is moving). Only one or the other can be used at a time.
 Mutation Score: yes
 Activation: Activated
 Duration: 5 + MP mod rds.
 Use: Once per 4 hours
 Effect: Summary of Effect

Photosynthetic Skin

Cost: 4
 Type: Physical
 Range: Self
 Modifier: n/a
 Area of Effect: Self
 Description: The mutant does not need to eat if he spends at least three hours a day in bright sunlight (six hours in dim light). He can be moving and doing normal actions during this time. He still needs to drink normal amounts of water. If the character spends a full eight hours basking in the sun, he heals three points of damage. However, the mutant also suffers +50% damage from light based attacks, such as lasers, due to the oversensitivity of his skin.
 Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Summary of Effect

Planar Opening

Cost: 4
 Type: Mental
 Range: 15 + MP modifier meters
 Modifier: MS
 Area of Effect: Special
 Description: The mutant can create a door way through another plane of existence. This allows the character to teleport in a random direction a random distance away. The door can be moved anywhere within range and can be used as an attack. If used as an attack it inflicts 4d6 + MP modifier damage and the victim must make a reflex check against the mutant's mutation check to avoid falling through and may make a will check to find his way back before the duration ends. The mutant may open a doorway to an alternate plane of existence (with GMs approval) by making a DC 40 check.
 MP roll result Distance Travelled
 10-14 1d6 meters
 15-19 1d6 x 10 meters
 20-25 1d6 kilometers
 26-35 1d6 x 10 kilometers
 36+ 1d6 x 1000 kilometers
 Mutation Score: yes
 Activation: Activated
 Duration: 1d6 + MP modifier minutes
 Use: Twice per 24 hours
 Effect: Random Teleport

Plant/Animal Control

Cost: 4
 Type: Mental
 Range: 15m + 1m/MP mod
 Modifier: CH
 Area of Effect: One victim
 Description: Plant/animal control is the same as *mental control*, but it works on plants if the character is human or animal, and on humans and animals if the character is a plant. It does not function on creatures with the same mental makeup as the character.
 Mutation Score: yes
 Activation: Activated
 Duration: 5 + MP mod rds
 Use: Once per four hours
 Effect: Possession

Poison Cost: 4 Type: Physical or Plant Range: Self, Touch Modifier: CN Area of Effect: Self or Area Description: Full Description	Mutation Score: yes or no Activation: Activated Duration: period of time Use: times per day useable Effect: Summary of Effect	Area of Effect: Self or Area Description: Full Description	Effect: Summary of Effect
Poison Intolerance Cost: Type: Range: Modifier: Area of Effect: Description:	Mutation Score: Activation: Duration: Use: Effect:	Psychic Perception Cost: 4 Type: Mental Range: range in meters Modifier: IN Area of Effect: Self or Area Description: Full Description	Mutation Score: yes or no Activation: Activated Duration: period of time Use: times per day useable Effect: Summary of Effect
Poison Tolerance Cost: 2 Type: Physical Range: Self Modifier: n/a Area of Effect: Self Description: Full Description	Mutation Score: no Activation: Permanent Duration: Constant Use: Constant Effect: Summary of Effect	Psychic Projection Cost: 4 Type: Mental Range: range in meters Modifier: MS Area of Effect: Self Description: Full Description	Mutation Score: yes or no Activation: Activated Duration: period of time Use: times per day useable Effect: Summary of Effect
Poisonous Thorns Cost: 4 Type: Defect, Plant Range: Touch Modifier: CN Area of Effect: Self or Area Description: Full Description	Mutation Score: yes or no Activation: Automatic Duration: Constant Use: Constant Effect: Summary of Effect	Psychic Void Cost: 4 Type: Mental Range: Self Modifier: n/a Area of Effect: Self Description: Full Description	Mutation Score: no Activation: Permanent Duration: Constant Use: Constant Effect: Summary of Effect
Poor Dual Brain Cost: -4 Type: Defect (Mental) Range: Self Modifier: MS Area of Effect: Self Description: Full Description	Mutation Score: yes or no Activation: Automatic Duration: Constant Use: Constant Effect: Summary of Effect	Psychometry Cost: 4 Type: Mental Range: Touch Modifier: CN Area of Effect: Self or Area Description: Full Description	Mutation Score: yes or no Activation: Activated Duration: period Use: times per day useable Effect: Summary of Effect
Poor Respiration Cost: -1 Type: Defect (Physical) Range: Self Modifier: CN Area of Effect: Self Description: Full Description	Mutation Score: yes or no Activation: Activated Duration: Constant Use: Constant Effect: Summary of Effect	Pyro/Cyrokinesis Cost: 4 Type: Mental Range: range in meters Modifier: MS Area of Effect: Self or Area Description: Full Description	Mutation Score: yes or no Activation: Activated Duration: period of time Use: times per day useable Effect: Summary of Effect
Postcognition Cost: 4 Type: Mental Range: Self Modifier: IN Area of Effect: Self or Area Description: Full Description	Mutation Score: yes or no Activation: Activated Duration: period of time Use: times per day useable Effect: Summary of Effect	Quick Thinking Cost: 4 Type: Mental Range: Self Modifier: n/a Area of Effect: Self Description: Full Description	Mutation Score: no Activation: Permanent Duration: Constant Use: Constant Effect: Summary of Effect
Precognition Cost: 4 Type: Mental Range: Self Modifier: IN Area of Effect: Self or Area Description: Full Description	Mutation Score: yes or no Activation: Activated Duration: period of time Use: times per day useable Effect: Summary of Effect	Quills or Spines Cost: 2 Type: Physical, Plant Range: Self Modifier: n/a Area of Effect: Self Description: Full Description	Mutation Score: yes or no Activation: Permanent Duration: Constant Use: Constant Effect: Summary of Effect
Projectile Seeds Cost: 2 Type: Plant Range: range in meters Modifier: DX	Mutation Score: yes or no Activation: Activated Duration: period of time Use: times per day useable	Radiating Eyes Cost: 4 Type: Physical Range: Modifier: DX Area of Effect: Self or Area Description: Full Description	Mutation Score: yes or no Activation: Activated Duration: period of time Use: times per day useable Effect: Summary of Effect
		Radiation Sensitivity Cost: Type:	Mutation Score: Activation:

Range:	Duration:	Shapechange	
Modifier:	Use:	Cost: 1	Mutation Score: yes or no
Area of Effect:	Effect:	Type: Physical, or Plant	Activation: Activated
Description:		Range: Self	Duration: period of time
		Modifier: CN	Use: times per day useable
Radiation Tolerance		Area of Effect: Self or Area	Effect: Summary of Effect
Cost: 2	Mutation Score: no	Description: Full Description	
Type: Physical	Activation: Permanent		
Range: Self	Duration: Constant	Size Change	
Modifier: n/a	Use: Constant	Cost: 2	Mutation Score: yes or no
Area of Effect: Self or Area	Effect: Summary of Effect	Type: Physical	Activation: Permanent
Description: Full Description		Range: Self	Duration: Constant
		Modifier:	Use: Constant
Razor-Edged Leaves		Area of Effect: Self or Area	Effect: Summary of Effect
Cost: 2	Mutation Score: yes or no	Description: Full Description	
Type: Plant	Activation: Permanent		
Range: Touch	Duration: Constant	Skeletal Enhancement	
Modifier: PS	Use: Constant	Cost: 4	Mutation Score: yes or no
Area of Effect: Self or Area	Effect: Summary of Effect	Type: Physical	Activation: Permanent
Description: Full Description		Range: Self	Duration: Constant
		Modifier:	Use: Constant
Reduced Ability Score		Area of Effect: Self or Area	Effect: Summary of Effect
Cost:	Mutation Score:	Description: Full Description	
Type:	Activation:		
Range:	Duration:	Skin Structure Change	
Modifier:	Use:	Cost: -1	Mutation Score: yes or no
Area of Effect:	Effect:	Type: Defect	Activation: Permanent
Description:		Range: Self	Duration: Constant
		Modifier:	Use: Constant
Redundant Vital Organs		Area of Effect: Self or Area	Effect: Summary of Effect
Cost: 2	Mutation Score: no	Description: Full Description	
Type: Physical	Activation: Permanent		
Range: Self	Duration: Constant	Slow Reflexes	
Modifier: CN	Use: Constant	Cost:	Mutation Score:
Area of Effect: Self	Effect: Resist mortal damage	Type:	Activation:
Description: Multiple redundant organs prevent the character from dying due to mortal damage. The character takes half damage from any mortal damage. Secondary wound damage is not affected. The character has a +6 bonus to all saves related to mortal damage.		Range:	Duration:
		Modifier:	Use:
		Area of Effect:	Effect:
		Description:	
Regeneration		Sonar	
Cost: 4	Mutation Score: yes	Cost: 1	Mutation Score: yes or no
Type: Physical or Plant	Activation: Permanent	Type: Physical, or Plant	Activation: Activated
Range: Self	Duration: Constant	Range: range in meters	Duration: period of time
Modifier: CN	Use: Constant	Modifier:	Use: times per day useable
Area of Effect: Self	Effect: Heal more quickly	Area of Effect: Self or Area	Effect: Summary of Effect
Description: The character can heal 5 + MP modifier wound/level/day (divide by 24 to determine rate per hour), he can heal stun at the same rate per hour (divide by 60 to determine rate per minute). Mortal heals at the rate of 5 + MP modifier per week (divide by 7 to determine the rate per day).		Description: Full Description	
		Sonic Blast	
		Cost: 4	Mutation Score: yes or no
		Type: Mental	Activation: Activated
		Range: range in meters	Duration: period of time
		Modifier:	Use: times per day useable
		Area of Effect: Self or Area	Effect: Summary of Effect
		Description: Full Description	
Repulsion Field		Sound Imitation	
Cost: 4	Mutation Score: yes or no	Cost: 2	Mutation Score: yes or no
Type: Mental	Activation: Activated	Type: Physical	Activation: Activated
Range: Self	Duration: period of time	Range: range in meters	Duration: period of time
Modifier: MS	Use: times per day useable	Modifier: IN	Use: times per day useable
Area of Effect: Self or Area	Effect: Summary of Effect	Area of Effect: Self or Area	Effect: Summary of Effect
Description: Full Description		Description: Full Description	
		Sound Sensitivity	
Seizures		Cost: 1	Mutation Score: no
Cost: -4	Mutation Score: yes or no	Type: Defect (Physical)	Activation: Permanent
Type: Defect	Activation: Activated	Range: Self	Duration: Constant
Range: Self	Duration: Constant	Modifier: n/a	Use: Constant
Modifier:	Use: times per day useable	Area of Effect: Self	Effect: Summary of Effect
Area of Effect: Self or Area	Effect: Summary of Effect		
Description: Full Description			

Description: Full Description		Area of Effect: Self or Area Description: Full Description	Effect: Summary of Effect
<p>Spore Cloud</p> <p>Cost: 1</p> <p>Type: Plant</p> <p>Range: range in meters</p> <p>Modifier:</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Activated</p> <p>Duration: period of time</p> <p>Use: times per day useable</p> <p>Effect: Summary of Effect</p>	<p>Telekinesis</p> <p>Cost: 1</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>
<p>Squeeze Vines</p> <p>Cost: 2</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>	<p>Telekinetic Blast</p> <p>Cost: 4</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>
<p>Stunning Force</p> <p>Cost: 2</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>	<p>Telekinetic Hand</p> <p>Cost: 4</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>
<p>Susceptibility to Damage</p> <p>Cost:</p> <p>Type:</p> <p>Range:</p> <p>Modifier:</p> <p>Area of Effect:</p> <p>Description:</p>	<p>Mutation Score:</p> <p>Activation:</p> <p>Duration:</p> <p>Use:</p> <p>Effect:</p>	<p>Telekinetic Flight</p> <p>Cost: 4</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>
<p>Suggestion</p> <p>Cost: 4</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>	<p>Telekinetic Reflection</p> <p>Cost: 4</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>
<p>Summoning</p> <p>Cost: 2</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>	<p>Telepathic Resistance</p> <p>Cost: 4</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p> <p>Area of Effect: Self or Area</p> <p>Description: Full Description</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p> <p>Effect: Summary of Effect</p>
<p>Symbiotic Attachment</p> <p>Cost: 4</p> <p>Type: Defect, Mental, Physical, or Plant</p> <p>Range: Self, Touch, or range in meters</p> <p>Modifier: PS, DX, CN, IN, MS, or CH</p>	<p>Mutation Score: yes or no</p> <p>Activation: Permanent, Automatic, or Activated</p> <p>Duration: Constant or period of time</p> <p>Use: Constant or times per day useable</p>		

Telepathy		Area of Effect:	Effect:
Cost: 1	Mutation Score: yes or no	Description:	
Type: Defect, Mental, Physical, or Plant	Activation: Permanent, Automatic, or Activated	Thorns or Spikes	
Range: Self, Touch, or range in meters	Duration: Constant or period of time	Cost: 2	Mutation Score: yes or no
Modifier: PS, DX, CN, IN, MS, or CH	Use: Constant or times per day useable	Type: Defect, Mental, Physical, or Plant	Activation: Permanent, Automatic, or Activated
Area of Effect: Self or Area	Effect: Summary of Effect	Range: Self, Touch, or range in meters	Duration: Constant or period of time
Description: Full Description		Modifier: PS, DX, CN, IN, MS, or CH	Use: Constant or times per day useable
		Area of Effect: Self or Area	Effect: Summary of Effect
		Description: Full Description	
Temporal Fugue			
Cost: 4	Mutation Score: yes		
Type: Mental	Activation: Activated		
Range: Special	Duration: 4 + MP modifier hours	Thought Imitation	
	Use: Once per 24 hours	Cost: 2	Mutation Score: yes or no
Modifier: MS	Effect: Create time doubles	Type: Defect, Mental, Physical, or Plant	Activation: Permanent, Automatic, or Activated
Area of Effect: Special		Range: Self, Touch, or range in meters	Duration: Constant or period of time
Description: The character is able to summon duplicates of himself from nearby parallel timelines (enough that they will be exactly like the character). If any die in combat the character (and all surviving duplicates) will lose all of his wound points. If a second one dies all duplicates will disappear, and the character dies. The mutant must make a fortitude check vs. DC 15 when a duplicate dies or when they disappear at the end of the duration or the character will become unconscious for 1d20 minutes. The number of duplicates summoned is determined by a mutation check.		Modifier: PS, DX, CN, IN, MS, or CH	Use: Constant or times per day useable
MP roll result	Duplicates	Area of Effect: Self or Area	Effect: Summary of Effect
10-14	1	Description: Full Description	
15-19	2		
20-25	3	Time Distortion	
26-35	4	Cost: 4	Mutation Score: no
36+	5	Type: Mental	Activation: Activated
		Range: Self	Duration: 1 + MP mod. rds.
		Modifier: n/a	Use: Once per 24 hours
		Area of Effect: Self	Effect: Speed Self up
		Description: The character changes the time rate flowing around him thus allowing him to move at faster than his normal rate, allowing him one extra full action. The character takes 1d6 damage for each round this ability is active. Mechanical objects and energy systems are not sped up so the mutant may have trouble using some equipment as fast as it can move.	
Teleport Object		Time Manipulation	
Cost: 2	Mutation Score: yes or no	Cost: 4	Mutation Score: yes
Type: Defect, Mental, Physical, or Plant	Activation: Permanent, Automatic, or Activated	Type: Mental	Activation: Activated
Range: Self, Touch, or range in meters	Duration: Constant or period of time	Range: Touch	Duration: Instantaneous
Modifier: PS, DX, CN, IN, MS, or CH	Use: Constant or times per day useable	Modifier: IN	Use: Once per 24 hours
Area of Effect: Self or Area	Effect: Summary of Effect	Area of Effect: Self + 1	Effect: Move Back in Time
Description: Full Description		Description: The character can move himself and one passenger/object weighing no more than 70 + (10 x MP modifier) kilograms forward in time (the optimal time is one week, any more or less and the DC increases). Moving backwards in time is more difficult. Each time the character uses this power he suffers all his wound points and half his mortal points in damage. The character must make a mutation check with a DC listed below.	
Teleportation		Trip Length/Other Modifiers	DC
Cost: 2	Mutation Score: yes or no	10 minutes	30
Type: Defect, Mental, Physical, or Plant	Activation: Permanent, Automatic, or Activated	30 minutes	25
Range: Self, Touch, or range in meters	Duration: Constant or period of time	1 hour	20
Modifier: PS, DX, CN, IN, MS, or CH	Use: Constant or times per day useable	1 day	15
Area of Effect: Self or Area	Effect: Summary of Effect	1 week	10
Description: Full Description		25 weeks	15
Temporary Weakness		1 year	20
Cost:	Mutation Score:	5 years	25
Type:	Activation:	10 years	30
Range:	Duration:	25 years	40
Modifier:	Use:	50 years	50
Area of Effect:	Effect:	100 years	60
Description:		250 years	70
Thermal Intolerance		per powered unit transported	+5
Cost:	Mutation Score:	going backwards in time	+20
Type:	Activation:		
Range:	Duration:		
Modifier:	Use:		

Time Phasing
 Cost: 4
 Type: Mental
 Range: Touch
 Modifier: MS
 Area of Effect: One object
 Description: The character is able to manipulate time in order to restore an object back to the time it was new. The mutant must know how to use the object in order to restore it. This does not work on living creatures. The DC is based on the condition of the item

Artifact Condition	DC
Needs Recharging	10
Minor Repairs Necessary	10
Significant Repairs Necessary	20
Major Repairs Necessary	30
Destroyed/Vital Components Missing	40

Total Healing
 Cost: 4
 Type: Defect, Mental, Physical, or Plant
 Range: Self, Touch, or range in meters
 Modifier: PS, DX, CN, IN, MS, or CH
 Area of Effect: Self or Area
 Description: Full Description

Mutation Score: yes or no
 Activation: Permanent, Automatic, or Activated
 Duration: Constant or period of time
 Use: Constant or times per day useable
 Effect: Summary of Effect

Transfusion
 Cost: 4
 Type: Defect, Mental, Physical, or Plant
 Range: Self, Touch, or range in meters
 Modifier: PS, DX, CN, IN, MS, or CH
 Area of Effect: Self or Area
 Description: Full Description

Mutation Score: yes or no
 Activation: Permanent, Automatic, or Activated
 Duration: Constant or period of time
 Use: Constant or times per day useable
 Effect: Summary of Effect

Translation
 Cost: 4
 Type: Mental
 Range: Self, Touch, or range in meters
 Modifier: IN
 Area of Effect: Self or Area
 Description: Full Description

Mutation Score: yes or no
 Activation: Permanent, Automatic, or Activated
 Duration: Constant or period of time
 Use: Constant or times per day useable
 Effect: Summary of Effect

Ultravision
 Cost: 2
 Type: Defect, Mental, Physical, or Plant
 Range: Self, Touch, or range in meters
 Modifier: PS, DX, CN, IN, MS, or CH
 Area of Effect: Self or Area
 Description: Full Description

Mutation Score: yes or no
 Activation: Permanent, Automatic, or Activated
 Duration: Constant or period of time
 Use: Constant or times per day useable
 Effect: Summary of Effect

Vascular Control
 Cost: 1
 Type: Physical
 Range: Self
 Modifier: n/a
 Area of Effect: Self

Mutation Score: no
 Activation: Permanent
 Duration: Constant
 Use: Constant
 Effect: Reduced Mortal Damage

Description: The mutant is able to control his bleeding he has a -1 DR vs. mortal damage only (does not affect secondary damage). He gets a +2 to all checks involving or because of mortal damage.

Vocal Imitation
 Cost: 1
 Type: Defect, Mental, Physical, or Plant
 Range: Self, Touch, or range in meters
 Modifier: PS, DX, CN, IN, MS, or CH
 Area of Effect: Self or Area
 Description: Full Description

Mutation Score: yes or no
 Activation: Permanent, Automatic, or Activated
 Duration: Constant or period of time
 Use: Constant or times per day useable
 Effect: Summary of Effect

Weak Immunity
 Cost:
 Type:
 Range:
 Modifier:
 Area of Effect:
 Description:

Mutation Score:
 Activation:
 Duration:
 Use:
 Effect:

Weak Metabolism
 Cost:
 Type:
 Range:
 Modifier:
 Area of Effect:
 Description:

Mutation Score:
 Activation:
 Duration:
 Use:
 Effect:

Weather Manipulation
 Cost: 4
 Type: Mental
 Range: Line of Sight
 Modifier: MS
 Area of Effect: Circle with radius equal to range
 Description: The mutant may change the weather based on current conditions. The mutant must concentrate for 1 minute and the weather will change 1d10 minutes later.

Weather Change Desired	DC
Change Temperature	5 + 0.25 x (Celsius Temperature Change)
Change Wind Speed	5 + 0.25 x (Wind speed in KPH)
Change Percipitation Rate	5 + Rain fall in cm/day
Create Fog	20
Create Thunderstorm	20
Create Tornado	30
Any combination	Total DC - 5 per effect over one

Thus if the character wants to create a driving thunderstorm (with 96 kph winds and 25 cm of rain per day) on a calm day, the difficulty will be 69 (20 + 29 + 30 - 5 - 5).

Wild Mutation
 Cost:
 Type:
 Range:
 Modifier:
 Area of Effect:
 Description:

Mutation Score:
 Activation:
 Duration:
 Use:
 Effect:

Will Force
 Cost: 2
 Type: Mental
 Range: Self, Touch, or range in meters

Mutation Score: yes or no
 Activation: Activated
 Duration: Constant or period of time

Modifier: MS	Use: Constant or times per day useable	Type: Physical	Activation: Permanent
Area of Effect: Self or Area	Effect: Summary of Effect	Range: Self	Duration: Constant
Description: Full Description		Modifier: PS	Use: Constant
		Area of Effect: Self	Effect: Summary of Effect
		Description: Full Description	
Wings			
Cost: 4	Mutation Score: yes or no		

New Feats

Acquire Contact: This is exactly the same benefit that a diplomat gets. A diplomat may buy this to increase his number of contacts, or a nondiplomat may buy this feat to gain contacts.

Armor Proficiency Groups: Light, Medium, Heavy, Artifact, Powered, and Shields

Combat Leadership: This works similar to the leadership feat. The character can command, in battle, three intelligent creatures of a level equal to half his base attack bonus (each of whom, if they have the feat, can command three intelligent creatures of a level equal to half their base attack bonus and so on).

Cybersurgery: Requirements: Treat Injury +8, Profession (healer) +8, Repair +8; this allows the character to install or repair cybernetics.

Cybertherapy: The character must use buy this feat in order to use cyberware that has been installed on her.

Martial arts: The character rolls 1d6w damage in hand-to-hand combat and does a 20/m critical. The character must buy the Improved Unarmed Strike in order to use this feat.

Sleight of Hand: The character gets +2 to Open Locks and Pick Pockets and can perform small feats of stage magic with no check needed.

Toughness: The character gets +3 mortal points.

Vitality: The character gets +3 wound points (and thus stun points).

Weapon Proficiency Groups: Simple, Martial, Exotic, Primitive Firearms, Firearms, Energy Pistols, Energy Rifles, Heavy Weapons, and Powered Melee Weapons. The simple, primitive firearms, firearms, and ranged energy weapons feats give the character proficiency in all weapons in those categories. The martial, exotic, heavy weapons, and powered melee weapons feats only give the character proficiency in one weapon (chosen at the time the feat is bought) in that category.

Combat and Injury

Effect of Critical Hits

In addition to suffering extra (or mortal) damage any character who suffers a critical hit must make a fortitude save vs. DC 15 or become unconscious, losing all his stun damage until the end of the scene.

Damage Types

s—Stun Damage (see subdual damage D&D PH pp. 135). Stun damage is designed primarily to create enough trauma to knock out a character. If the character takes more stun damage than his current wound points, then the character is dazed (half movement and partial actions only). If the character takes more damage than his maximum wound points then the character is unconscious and any extra damage is taken from the character's wound points. Stun points heal quickly. The character regains all lost stun damage at the rate of 1 stun per level per hour.

w—Wound Damage (replaces Vitality in SWRG and Hit points in D&D PH). Wound damage is bruises, broken bones, long term fatigue, minor bleeding, sprains, strains, and other trauma that does not kill the character. The character has wound damage based on his HD from his current class and level. If the character runs out of wound damage he is unconscious and extra damage is taken out of the character's mortal damage. The character is *fatigued* (see mortal damage below) if he has less wound damage than mortal damage or less than half his maximum wound points (whichever is less). Wound damage heals at a rate of 1 wound point/week/character level.

m—Mortal Damage (replaces SWRG wound points) Wound damage indicates organ damage and major trauma. The character has a number of mortal points equal to his constitution score and does not increase unless the character buys the toughness feat. Characters suffer mortal damage on certain critical hits, when attacked when helpless, or when they have no more wound points. There are

several special rules that apply to mortal damage:

Secondary Damage: When the character suffers any mortal damage he takes an equal amount of wound damage. This secondary damage ignores any damage resistance.

Mortal Penalties: If the character takes any mortal damage he is *fatigued* and suffers a -2 to Strength and Dexterity or a -2 penalty attack rolls, saves, and skill checks (whichever is worse) and a -2 meters to movement rate (can't charge or run). If the character takes half or more of his maximum mortal damage then the character is *exhausted* and moves at half movement and all penalties become -6 to Strength and Dexterity or a -6 penalty to attack rolls, saves, and skill checks (whichever is worse).

Dying: Each minute the character must make a fortitude save vs. DC 10 + 1/hour the character is untreated or lose an additional mortal point. A successful Treat Injury check (vs. the same DC) will reduce the frequency of checks to one per day.

Unconsciousness: Everytime the character suffers mortal damage he must make a fortitude save vs. DC 20 or fall unconscious for 2d6 rounds. At the end of that time period he may make another save with the same DC to awaken.

Death: If the character goes to 0 mortal, then the character is dead.

Treatment: Mortal damage does not heal on its own. Treating mortal damage requires surgery, the surgeon must have both Treat Injury and Profession (Healer) skills. Each hour a surgeon works on the character he may make a profession (Healer) check vs. the same DC under dying and the patient will be healed of 1 point of mortal damage. The character will be fatigued (see mortal penalties above) for the next week.

Medikit (page 89-90 GW 4th ed): A medikit will stabilize a character who has suffered mortal damage (reducing fortitude saves to once per day). It does not heal mortal damage.

Other Sources of mortal damage: When falling a character must make a reflex check vs. DC 10 + 1 per 3 meters fallen. The character takes 1d6 per 3 meters fallen. If the reflex check is successful the damage is wound, if it fails the damage is mortal.

Poison

Type
Hemotoxin Injury DC
Neurotoxin
Necrotoxin
Caustic Agent
Irritant

Radiation

Type	Frequency of Checks	Save DC	Save Damage	Primary	Secondary
Background	Once/week	15	None	1d6w	none
Low	Once/day	20	1d6w	2d6w	none
Moderate	Once/hour	25	2d6w	2d6m	Radiation Sickness
High	Once/10 minutes	30	2d6w	2d6m	Radiation Sickness, Mutation
Extreme	Once/minute	35	3d6w	3d6m	Radiation Sickness, Mutation, Incapacitated
Lethal	Once/round	40	3d6w	3d6m	Radiation Sickness, Mutation, Unconscious

Frequency of Checks: Generally the character must spend the whole amount of time to make one check before he has to make any checks.

Save Damage: This is the result if the character makes his save.

Primary: This is the primary effect if the character fails.

Secondary: This is the effect that will happen one round just before the character has to make another radiation save (or the next round in the case of lethal radiation). Once he fails his save and suffers primary effects, he must make a second save vs. secondary effects (except for mutations which are a constitution check). This will occur even if the character is removed from the source of radiation (so a character who fails his saving throw when exposed to Moderate radiation will suffer radiation sickness an hour later, even if removed from the radiation).

Radiation Sickness: Character suffers 1d4 PS, DX, and MS ability damage for DC–20 days.

Mutation: The character makes a constitution save vs. DC of the radiation. Failure indicates the character will manifest a mutation in 2d4 hours. The alternate character races get a +10 to their constitution check. Altered Humans, Mutant Animals, Sentient Plants, and Symbiotic Plants have no modifier. If a mutation occurs roll another CN check vs. the radiation's DC to determine which table to roll on below and then roll on that table (add the character's CN modifier to the roll):

Mutation due to radiation table

d20 roll	Con Check Succeeds		d20 roll	Con Check Fails
1-4	Gain one 1 pt. Mental Mutation		1-5	Lose One Mutation
5-7	Gain one 1 pt. Physical Mutation		6-10	Gain one –1 pt. Defect
7-9	Gain one 2 pt. Mental Mutation		11-14	Gain one –2 pt. Defect
10-11	Gain one 2 pt. Physical Mutation		15-20	-2 to Mutation Score
12-19	No Mutation			
20	+2 to one Mutation Score			

The character may exceed the stated maximums with repeated exposure. Pure Strained Humans and Androids do not mutate.

Incapacitated: The character cannot move but remains conscious.

Gamma Age Melee and Ranged Weapons

Melee Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size	Group
Axe, Throwing	5	1d6w	20/x2	3 meters	2 kg	Slashing	Small	Martial
Battle Axe	40	1d8w	20/m	4 meters	3 kg	Slashing	Medium	Martial
Bayonet	35	1d6w	20/m	-	2 kg	Piercing	Medium	Martial
Club	4	1d6w	20/x2	3 meters	1 kg	Bludgeoning	Medium	Simple
Dagger	5	1d4w	19-20/x2	3 meters	1 kg	Piercing	Tiny	Simple
Flail, heavy	10	1d10w	19-20/x2	-	8 kg	Bludgeoning	Medium	Martial
Flial, light	5	1d6w	20/x2	-	4 kg	Bludgeoning	Medium	Martial
Garotte	2	1d6w	19-20/m	-	0 kg	Slashing	Tiny	Exotic
Gauntlet	5	*	*	-	1 kg	Bludgeoning	Tiny	Simple
Great Axe	25	1d12w	20/m	-	9 kg	Slashing	Large	Martial
Halberd	15	1d10w	20/m	-	7 kg	Piercing and Slashing	Large	Martial
Hammer, light	1	1d4w	20/x2	6 meters	1 kg	Bludgeoning	Small	Martial
Hand Axe	4	1d6w	20/x3	-	2 kg	Slashing	Small	Martial
Javelin	4	1d6w	20/x2	-	1 kg	Piercing	Medium	Simple
Knife	1	1d3w	20/x2	3 meters	0.5 kg	Piercing	Tiny	Simple
Lance, light	10	1d8w	20/x3	-	2 kg	Piercing	Medium	Martial
Lance, heavy	15	1d10w	20/m	-	5 kg	Piercing	Medium	Martial
Mace, light	3	1d6	20/x2	-	3 kg	Bludgeoning	Small	Simple
Mace, heavy	6	1d8w	20/x2	-	5 kg	Bludgeoning	Medium	Simple
Morningstar	7	1d8w	20/x2	-	3 kg	Bludgeoning and Piercing	Medium	Simple
Polearm	15	2d4w	20/m	-	8 kg	Slashing	Large	Martial
Rapier	9	1d6w	18-20/x2	-	1 kg	Piercing	Medium	Martial
Quarterstaff	9	1d6w	20/x2	-	2 kg	Bludgeoning	Large	Simple
Saber	40	1d8w	18-20/x2	-	2 kg	Slashing	Medium	Martial
Sap	1	1d6s	20/x2	-	1 kg	Bludgeoning	Small	Martial
Spear, half	4	1d6w	20/x3	6 meters	1 kg	Piercing	Medium	Simple
Spear, long	20	1d8w	20/m	-	4 kg	Piercing	Large	Martial
Spear, short	8	1d8w	20/x3	6 meters	2 kg	Piercing	Large	Simple

Sword, long	10	1d8w	20/m	-	2 kg	Slashing	Medium	Martial
Sword, short	8	1d6w	19-20/x2	-	1 kg	Piercing	Small	Martial
Sword, two-handed	80	2d6w	20/m	-	7 kg	Slashing	Large	Large
Torch	-	1d4w	20/m	-	2 kg	Energy	Small	Small
War Hammer	6	1d8w	20/x3	-	3 kg	Bludgeoning	Medium	Martial
Whip	2	1d2s	20/x2	5 meters*	1 kg	Slashing	Small	Exotic

Ranged Weapons

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type	Size	Group
Arquebus	25	1d10w	19-20/x3	40 meters	10 kg	Piercing	Large	Primitive Firearms
Ballista	500	2d10w	20/x3	36 meters	50 kg	Piercing	Huge	Heavy
Bolt, Ballista	4	-	-	-	1 kg	-	-	-
Blowgun	3	1w	20/x2	2 meters	1 kg	Piercing	Medium	Exotic
blowgun darts (20)	1	-	-	-	0 kg	-	-	-
Bola	2	1d6w	20/x3	12 meters	4 kg	Bludgeoning	Small	Exotic
Bow, long	35	1d8w	20/m	30 meters	2 kg	Piercing	Medium	Martial
Arrows (24)	5	-	-	-	2 kg	-	-	-
Bow, short	20	1d6w	20/x3	18 meters	1 kg	Piercing	Small	Martial
Arrows (24)	5	-	-	-	2 kg	-	-	-
Cannon	2000	2d10w	20/m	150 meters	280 kg	Piercing	Huge	Heavy
Shot & Gunpowder	10	-	-	-	4 kg	-	-	-
Catapult	550	3d6w	20/x3	60 meters	150 kg	Bludgeoning	Huge	Heavy
Shot, Catapult	5	-	-	-	3 kg	-	-	-
Crossbow, Heavy	55	1d10w	20/m	36 meters	4 kg	Piercing	Medium	Simple
Quarrels (24)	5	-	-	-	1 kg	-	-	-
Crossbow, Light	40	1d8w	20/x3	24 meters	3 kg	Piercing	Small	Simple
Quarrels (24)	5	-	-	-	1 kg	-	-	-
Flintlock Pistol	40	1d10w	20/m	15 meters	2 kg	Piercing	Small	Primitive Firearms
Flintlock Musket	75	1d12w	20/m	30 meters	6 kg	Piercing	Medium	Primitive Firearms
Javelin	4	1d6w	20/x2	9 meters	1 kg	Piercing	Medium	Simple
Net	8	*	*	3 meters	4 kg	Special	Medium	Exotic
Rifle, Long	95	1d10w	20/m	90 meters	5 kg	Piercing	Medium	Primitive Firearms
Rifle, Musket	40	1d8w	19-20/x3	120 meters	5 kg	Piercing	Medium	Primitive Firearms
Rock, thrown	free	1d4s	20/x2	2 meters	0.2 kg	Bludgeoning	Tiny	Simple
Shot, gunpowder, and horn (24)	10	-	-	-	4 kg	-	-	-
Shuriken	5	1d2w	20/x2	2 meters	0.05 kg	Slashing	Tiny	Exotic
Sling, using bullets	1	1d4w	20/x2	15 meters	0 kg	Bludgeoning	Small	Simple
Sling Bullets (10)	1	-	-	-	2 kg	-	-	-
Sling, using stones	1	1d2w	20/x2	10 meters	0 kg	Bludgeoning	Small	Simple
Sling Stone	free	-	-	-	0.2 kg	-	-	-

Rate of Fire: Weapons with a rate of fire of 1/2 can be loaded and fired once in a single round. Weapons with a Rate of Fire of 1/3 or 1/4 require a full round action to reload (and thus may only be fired once every two rounds).

Damage and Critical: s or w indicates the type of damage the weapon causes. x2, x3, x4 indicates how much extra damage (of stun or wound) the weapon inflicts on a critical. m indicates all damage becomes mortal damage on a critical.

Quick and Dirty Conversion of Artifact Weapons

Energy and explosive weapons do energy type damage. Firearms do piercing damage.

Assault Rifle, Flying Blades, Gatling gun, Machine Gun, Machine Pistol, Revolver, Rifle (bolt-action), Shotgun (buckshot), Smart Dart, and Sniper Rifle: these inflict 20/m criticals. All except the Flying Blades and Smart Dart (which are exotic weapons) and the Gatling gun (which is a heavy weapon) are firearms.

Black Ray Rifle, Blaster (Mark V, Mark VII), Conversion Beamer, Flamethrower, Fission Cannon, Laser Pistol (IR, UV), Laser Rifle (IR, UV, VL), Maser Pistol, Maser Rifle, Plasma Gun: these inflict 19-20/m criticals. All (except the flamethrower which is a heavy weapon) are ranged energy weapons.

Drone Weaver: This is an exotic weapon.

Energy Mace, Paralysis Rod, Vibrodagger, Vibroblade: These are powered melee weapons and (except for the paralysis rod) do 19-20/m critical.

Gravity gun: This is an energy weapon. It does 1d8s (Crit 19-20/x2)

Grenades: ECMs do 1d10s vs. androids and robots and those with cyberware. Gravity grenades do 1d8s. Stun grenades do 1d4s damage. All grenades simply inflict 19-20/x3 on a critical.

Needler: This does 1s damage (Critical 20/x2).

Paralysis Rod: This does 1d6s damage and does 18-20/x4 critical

Lamprey Disk: This is an exotic weapon.

Grenade Launcher: This is a heavy weapon.

Micromissile: This is an exotic weapon.

Neural Bite: This inflicts 1d2s damage and has poison as per the description. It is an exotic weapon.

Screamer: Inflicts 4d10s damage and does 19-20/x3 on a critical.

Stun Ray Pistol: This does 1d4s damage and does 18-20/x4 critical.

Stun Ray Rifle: This does 1d8s damage and does 18-20/x4 critical.

Tangler: This inflicts 2d8s damage (19-20/x2 critical).

Taser: This inflicts 1d3s damage (19-20/x3 critical).

The following items, vehicles, or weapons can only be used by androids or PSHs (unless the genelocks have been removed): Medikit, Drone Weaver, Flying Blades, Gravity Gun, Lamprey Disk, Micromissile, Needler, Neural Bite, Paralysis Rod, Stun ray pistol, Stun ray rifle, Tangler, Bubble Car, E-Car, Flitter. Other similar items should be added to this list

The following items, vehicles, or weapons can only be used by PSHs (unless the genelocks have been removed): Force Field, Powered Armor (any), Black Ray Rifle, Blaster (Mark V or VII), Conversion Beamer, Energy Mace, Fission Cannon, Laser Pistol (any), Laser Rifle (any), Plasma gun, Vibroblade, Vibrodagger, Grenade (Fission, Photon, and Torc only). Other similar items should be added to this list.

Force Fields

I never liked worrying about refresh rates, overwhelming damage, and other effects. Forcefields just have damage reduction. Treat a Tech IV force field as having a -10 DR and a Tech V as having a -15 DR (a 60 point force field is a -25 DR and building force fields can get up to -100 DR). Multiply the force field by x2/5ths for 4th edition values and round up to the nearest multiple of five. Multiply the RF of 3rd edition force fields by ten to find their DR (divide 2nd edition force fields by ten).

The Alternity force field is really a deflection harness. They provide a +1 to +4 bonus (varies by type) to Armor Class with the character taking an identical penalty to his attack. In Gamma Knights they are known as Repulsion fields.

Both types can only be used by Pure Strained Humans unless the genelocks are removed.

Cyberware

Cyberware can only be placed on a PSH or Android with no ill effects. The genelocks on the items would have to be removed (DC 50) to place them on altered humans and mutated animals (they cannot be placed on plant characters). Placing cyberware on a character requires the proper equipment and a Profession (Doctor) check at DC 30 + 5 for every piece after the first (androids always have a DC 20). Failure indicates the character takes 1d6m damage. The character must have the cybertherapy feat to have items installed (again unless the character is an android). The character cannot have more pieces installed than 1/3 his Constitution score (the cyberware an android starts out with does not count). Mutants will automatically lose 2 physical mutation points for every piece of cyberware installed (1 point of mental if they have no physical mutations). If the character suffers any mortal damage, then one of his systems (chosen at random) suffers damage. The system will not work until repaired (which is a DC 15 task).

Accelerator: This gives the character +1 partial action in physical combat. It requires the character have a reflex device and it uses up one nanocomputer slot normally used by a reflex device feat. It causes stun damage as a fast chip.

Artificial Ear: This gives the character +4 to listen checks and increases the range of his hearing by x25.

Battleklaw: Does 1d8 damage (Crit 20/m).

Battleklaw, retractable: Does 1d6 damage (Crit 20/m).

Body Plating: The character gets a +6 armor bonus, but suffers a permanent -2 to Dexterity. The character is treated as if he were not wearing armor (but is not cumulative with normal armor). It is not cumulative with subdermal armor. It is visible to the naked eye.

Cyberlimb: Adds +2 to strength, but only to that limb. If it is a leg the character gets +2 meters to movement rate. It is cumulative with muscle plus and the exoskeleton.

Cyberoptic: Allows x50 magnification.

Darkvision: The character gets 20 meter darkvision as per the mutation.

Data Slot: This allows the character to download or upload information from a digital camera or to change reflex programs via a 3-D memory chip.

Digital Camera: The character can store a single image in a nanocomputer.

Enhanced Perception: The character gets +4 to spot checks.

Exoskeleton: The character gets +3 wound points and +2 strength. The strength modifier is cumulative with the cyberlimb and muscle plus. The wound point increase is cumulative with skinweave.

Fast Chip: Gives +4 initiative for 3 rounds. Take 1d4s damage after using it. Should not be used until after 2 hours or suffer 2d6s and cannot use it again until after the character rests for 2 hours. This requires the full processing power of a nanocomputer (half of a improved nanocomputer).

Flight: This counts as two items. The character has both antigrav pods and thrust vectors allowing him to fly at five times his normal walking speed.

Ghost Skin: The character receives the benefit of the *Chameleon Flesh* mutation. The mutation score is an 18 and cannot be altered.

Improved Nanocomputer: Allows the character to run twice as many programs as a standard nanocomputer. Requires that a standard nanocomputer is installed (this is a basic upgrade and the nanocomputer can only be upgraded once).

Inertial Map: The character cannot become lost unless he is unconscious.

Internal Aqualungs: The character can breathe underwater.

Internal Medikit: This kit only has two uses but is treated as the Tech VI medikit.

Low-light vision: The character can see twice as far away in low-light conditions.

Muscle Plus: Adds +2 to strength. It is cumulative with the cyberlimb and exoskeleton.

Nanocomputer: This allows the character to run one a fast chip, one reflex device feat or an accelerator.

Optic Screen: +2 to eliminate penalties in ranged attack. This does not count as an item, but surgery costs still apply.

Reflex Device: Allows the character to have feats as per the android.

Repulsion Field: Provides the character with a repulsion field which gives him a +2 AC bonus while giving him an equal penalty in combat. It can be used for five rounds before needing to be recharged.

Retractable Feet Fins: The character gets +3 to his swimming movement rates.

Scanner Implant: This requires a cyberoptic. As long as the character is at most one meter away he can see 1 cm to 3 meters through anything (except duralloy).

Self-repair Unit: This will fix a damaged piece of cyberware in 2 hours. This will fix up to two different systems before it needs to be reset (and resupplied with nanites) by a cybersurgeon.

Skinweave: The character gets +3 wound and +3 mortal points. This bonus is cumulative with the exoskeleton.

Subdermal Armor: The character gets a +4 armor bonus. It is treated as if the character were not wearing armor (but is not cumulative with normal armor). It is not cumulative with body plating. Subdermal armor is not discernable to the naked eye.

Subdermal Weapons mount: Can hide a weapon of 1kg or less in normal arm, 3kg or less in a cyberlimb. It does not have to be a weapon, almost anything that fits those parameters may be mounted.

Systemic Reinforcement: Adds +9 to constitution to determine the amount of cyberware the character can carry. Does not affect constitution in any other manner. This "piece" of cyberware does not count against the maximum the character can have.

Tentacles: The character can have tentacles mounted out of their back. Each tentacle counts as a single cybernetic item. Each does 1d6w damage in hand to hand combat, but they have no fine

manipulation. They reach 2 meters. They can telescopically collapse inside the character. No character can have more than four.

Underwater Vision: The character has a combination of blue-green sensitive vision and sonar to see clearly to 50 meters underwater. Requires a cyberoptic and artificial ear.

Status

Status indicates the fame the character has in his home region because of his exploits (note: Status is only good within 20 km of his home town, otherwise the character has no status unless elevated by verified tales of his great adventures, roll a status + 1d20 vs. DC 40 to see if this happens). Each class has a status level indicated for each level. These are automatic gains. The character may increase his status by doing the following:

- 1) Defeating enemies of the community. The character can defend his community against its enemies in combat. If the characters are at risk and outnumbered (or overpowered) they may forgo all experience for a +1 in status.
- 2) Giving artifacts to the community. The character may turn over a powerful artifact (only those with a cost listed as rank) for a +1 in status.
- 3) Completing a mission for the community. The character may undertake a mission for his community and forgo all treasure and experience for a +1 in status.

Acts of cowardice, greed, and malice (or just plain stupidity) can lower the character's Status. The character's status gives the character the following benefits:

- 1) Add +1 to charisma for every point of status the character has when dealing with NPCs.
- 2) The character has a +2% per status chance of finding a functioning artifact in his home community.
- 3) Borrow useful equipment. The character may borrow up to 100 gold domars of equipment per status which he must return. If the items depleted, lost, or damaged they must be replaced before the character can borrow anything again. The items must be the tech level of the community or less.
- 4) Add +1 per status to any gather information roll.
- 5) A character with a status of 3 or higher may attempt to join a cryptic alliance. The character makes a status + d20 check vs. the DC of his race and cryptic alliance (see table below). The character may only attempt to join once per month. If the character fails he may try next month. If the character wishes to try a different cryptic alliance he must wait at least 3 months.

Society	PSH	AH	MA	SP	A
Archivist	10	15	40	20	25
Brotherhood of Thought	10	10	10	10	10
Created	-	-	-	-	10
Followers of the Voice	10	25	30	40	10
Friends of Entropy	40	15	15	40	40
Healers	10	15	15	20	35
Iron Society	-	20	30	25	-
Knights of Genetic Purity	10	35	40	40	25
Peace Brigade	15	20	10	10	25
Radioactivists	-	10	10	10	10
Restorationists	10	15	20	20	20
Seekers	10	10	15	15	40
Iron Society	-	10	15	25	-
Ranks of the Fit	10	15	20	20	20
Zoopremisists	-	-	10	10	-

Note: Altered Humans joining the Knights of Genetic Purity cannot have **any** obvious mutations (mental mutations are preferred) and they will always be secondary members under close scrutiny of the alliance, as are any other non-PSH members.

- 6) Status has additional effects if the character joins a cryptic alliance.

Archivists: Add status to both use artifacts and robot recognition **only** when trying to deactivate a robot or machine.

Brotherhood of Thought: Double charisma bonus from status when trying to convince creatures to act peacefully or trying to calm down a heated situation.

The Created: Add status bonus from status to Robot Recognition when dealing with other computers and robots (do not necessarily have to be members of the created).

The Followers of the Voice: Add status to computer use checks. Add status to robot recognition when trying to extract information or program them.

Friends of Entropy: Once per week a friend of entropy may take a group of his fellow cryptic members out on a rampage. He can call up to one person per rank. They will all be half his character level or less.

Healers: Add status to the amount of damage a character may heal per day. All treat injury and profession (healer) checks take half the normal amount of time.

The Iron Society: Add status to diplomacy checks when trying to buy artifacts from the Iron Society to use against the Knights of Genetic Purity or some other significant threat to mutantkind (they will get them for a 50% discount).

Knights of Genetic Purity: Has a +10% chance per status rank of finding a working artifact weapon at a Knight base, and they have the same chance to replace it if it is lost.

Peace Brigade: Add status to Craft and Profession checks to improve the quality of life of a village.

Radioactivists: Add status to the character's mutation point total. The character cannot have more than ten mutations or six from either category (mental or physical). Any excess status can be used to increase mutation scores (or decrease defects).

The Ranks of the Fit: Add status to the character's level when determining the quality of troops he can lead with the Combat Leadership feat. Double status charisma bonus when leading troops into battle.

Restorationists: The character may buy any artifact for a 2% discount per rank of status. Once per adventure the character can have the restorationists repair an artifact (they will do it for free if it furthers their goals) and once per adventure they will analyze an artifact for free. Treat the alliance's use artifact score equal to the character's status rank.

Seekers: When defending community and home add status to the character's Physical and Mental Strength. However, the character is in a berserk state and will attack anyone near him and will rush at his enemies (and may only use ranged attacks in the rounds that he rushes his foe). The seeker can only do this once a day. It lasts five rounds + the character's new mental strength bonus.

Zoopremicists: A zoopremicist can make simple bombs whose power depend on the character's rank (the zoopremicist does not get the demolitions skill and can only make the following bombs):

Status	Damage	Radius	Components Cost
1-4	3d4	5 meters	100 domars
5-8	3d6	10 meters	250 domars
9-12	3d8	15 meters	500 domars
13-16	3d10	20 meters	1000 domars
17+	3d12	25 meters	2500 domars

Bombs are fuse lit. It takes four hours to create the bomb and 10 minutes to properly set it.

Creatures

Ark

- PS 15, DX 4, CN 12, MS 12, IN 12, CH 12
- Base Genotype: Dog (use wolf)
- Mutations: (M) Life Leech, Telekinesis, Weather Manipulation
- Primitive Penalty: An ark suffers a -4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to -2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.
- Favored Class: Scout

Badder

- PS 10, DX 18, CN 11, MS 16, IN 11, CH 7
- Base Genotype: Badger
- Mutations: (M) Empathy
- Favored Class: Combat Spec

Dabber

- PS 10, DX 10, CN 7, MS 14, IN 10, CH 5
- Base Genotype: Raccoon
- Mutations: (M) Empathy, Illusion Generation, Repulsion Field, Telekinesis, Telepathy
- Small. As small creatures, Dabbers gain a +1 size bonus to their defense, a +1 size bonus to attack rolls, and a +4 size bonus on Hide checks, but must use smaller weapons than Humans use, and their lifting and carrying limits are three-quarters of those of medium-sized character. Base speed is 6 meters.
- Primitive Penalty: A dabber suffers a -4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to -2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.
- Favored Class: Free Agent

Hawkoid

- PS 10, DX 15, CN 10, MS 14, IN 10, CH 5
- Base Genotype: Hawk
- Mutations: (M) Fear Generation, Levitation, Repulsion Field
- Primitive Penalty: A hawkoid suffers a -4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to -2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.
- Favored Class: Scout

Hisser

- PS 20, DX 13, CN 15, MS 12, IN 10, CH 7
- Base Genotype: Snake (nonpoisonous), cannot speak
- Mutations: (P) Immune to Lasers & Sonics
- (M) Mass Mind, Sonic Blast, Telepathy, +2 points of additional mental mutations
- Favored Class: Esper

Hoop

- PS 11, DX 12, CN 12, MS 15, IN 12, CH 12
- Genotype: Rabbit
- Mutations: (P) Leap, Transform Metal to Rubber
- (M) Mass Mind, Telepathy
- Primitive Penalty: A hoop suffers a -4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to -2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.
- Favored Class: Combat Spec

Orlen

- PS 11, DX 11, CN 11, MS 15, IN 13, CH 11
- Genotype: Altered Human
- Mutations: (M) Telepathy, Telekinesis, Will Force, +4 additional points of mental mutations
- Special: Have naturally extra body parts (head, arms), duality, and dual brain
- Favored Class: Esper

Sasquatch

- PS 17, CN 17, DX 8, IN 10, MS 10, CH 8
- Genotype: Sasquatch
- Uses next higher die for rolling hit points (1d4>1d6>1d8>1d10>1d12)
- Improved Durability: x1.5 initial mortal score
- Gain Natural Attack and Chameleon Flesh mutations free
- Primitive Penalty: A sasquatch suffers a –4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to –2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.
- Favored Class: Combat Spec

Serf

- PS 11, DX 11, CN 11, MS 13, IN 11, CH 11
- Genotype: Human
- Mutations: (P) Heightened Strength, Carapace (Partial), Natural Attack, Poison Generation
- (M) Death Field Generation, Density Control (Others), Life Leech, Light Manipulation, Mental Blast
- Primitive Penalty: A serf suffers a –4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to –2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.
- Favored Class: Esper

Sleeth

- PS 22, DX 11, CN 15, MS 17, IN 15, CH 17
- Genotype: Alligator
- Mutations: (M) Plant Control, Precognition, Telepathy, Total Healing, Immune to Illusions, Negate Forcefields, +2 mutation points worth of mental mutations.
- Favored Class: Diplomat

Wardent

- PS 6, DX 11, CN 11, MS 15, IN 15, CH 15
- Genotype: unknown
- Mutations: Heightened Intelligence, Mental Reflection, Mental Control, Telepathy, Telekinesis, Will Force, Stunning Force
- Small. As small creatures, Wardents gain a +1 size bonus to their defense, a +1 size bonus to attack rolls, and a +4 size bonus on Hide checks, but must use smaller weapons than Humans use, and their lifting and carrying limits are three-quarters of those of medium-sized characters. Base speed is 6 meters.
- Primitive Penalty: A wardent suffers a –4 penalty when making attack rolls or skill checks when using technological items. At 2nd level or higher the character may spend 2 skill points to reduce the penalty to –2 or less and at 6th or higher level the character may spend 2 skill points to eliminate the remaining penalty.
- Favored Class: Adventurer

Converting Robots and creatures

The most valuable article for converting creatures is “How to Create a Monster” by Skip Williams, Dragon #276 October 2000. This article gives rules for converting unexceptional creatures of a given type and size (exceptional creatures require a bit of judgement on the part of the DM). Use the Animal (for vertebrates), Humanoid, Plant, or Vermin (for invertebrates) templates and roll 1d6-1 for physical mutations and 1d6-1 for mental mutations (no creature should have more than eight and should have at least one) or give them the pure-strained template (below). Ooze can be used for giant one-celled creatures (like the macrobes of Tycho Center) but should be rare. Beasts are also possible, the result of Shadow Years genetic

experiments, but their mutations should never be determined randomly (examples include the Dracs and Howlers from "Creature Catalog") or cryptozoological beasts that survived the cataclysm (examples include the Moklas and Mountain Men from the same Creature Catalog). Also, look for Xenofoms for Dark Matter for more beasts (which can also be mutated). There are dragons on Gamma Terra (the Gons from Gamma Base, Delta Fragment and Epsilon Cyborgs. Pure energy beings are classified as elementals and creatures so weird that their ancestry is unknown can be classified as aberrations. Undead, constructs, giants, monstrous humanoids, outsiders, and magical beasts are inappropriate.

Though robots share much in common with constructs they are also different enough to merit their own classification.

Robot

Robots are artificially constructed creatures created in the Shadow Years by the Ancients. They are also known as living metal by the inhabitants of Gamma Terra.

Hit Die: Military d12
Civilian d10

Attack Bonus: Military as diplomat
Civilian as examiner

Saving Throws: Military Fort (good), Ref (good), Will (poor)
Civilian Fort (average), Ref (poor), Will (poor)

Skill Points: 3 x Int score (+2/extra level)

Feats: 1 + Int modifier (+1/4 extra levels)

Notes: Robots are immune to ability damage, ability drain, mind-influencing effects, poison, *sleep*, paralysis, stunning, disease, death effects, energy drain (but they can have their power drained), and necromantic effects.

Robots are subject to critical hits and subdual (or stun) damage. Robots are not at risk of death from massive damage, but when reduced to 0 mortal points (robots do not have to make fortitude saves when they suffer from mortal damage), they are immediately destroyed. Since it was never alive, a robot can not be *raised* or *ressurrected*.

Size	Str	Dex	Con	Hit Dice	Slam Damage	Bite Damage	Claw Damage	Gore Damage
<i>Fine</i>	4-5	22-23	10-11	½-1	1	1d2	1	1
<i>Diminutive</i>	6-7	20-21	10-11	1-3	1d2	1d3	1d2	1d2
<i>Tiny</i>	10-11	18-19	12-13	3-6	1d3	1d4	1d3	1d3
<i>Small</i>	12-13	16-17	12-13	4-9	1d4	1d6	1d4	1d4
<i>Medium</i>	14-15	12-13	14-15	7-13	1d6	1d8	1d6	1d6
<i>Large</i>	16-19	12-13	16-17	10-21	1d8	2d6	1d8	1d8
<i>Huge</i>	26-27	12-13	20-21	19-33	2d6	2d8	2d6	2d6
<i>Gargantuan</i>	34-35	10-11	24-25	27-38	2d8	4d6	2d8	2d8
<i>Colossal</i>	42-43	10-11	28-29	38+	4d6	4d8	4d6	4d6

Tentacles do slam damage. Borgs are a robot variant. They have organic brains and have a 5% chance of having one mental mutation.

Templates

Pure Strained Animal

Before the the GST (genetic stabilization treatment) was used on humans it was first tested on animals. Many of these creatures survive today seemingly unaltered by the radiation and biogenetic agents found on Gamma Terra. Use the animal type with the following modifications.

Ability Scores: +2 CN, +2 IN, +2 CH, -2 MS

Increase hit dice by one die size

+4 to fortitude saves vs. radiation

Not subject to mutation due to biogenetic chemicals or radiation.

Generally only creatures considered test animals (rats, guinea pigs, rabbits, dogs, cats, monkeys) and domesticated animals (pigs, horses, cows, and sheep) were given this treatment. A few others were given it after it was used on humans.

Winter creatures

Some creatures of Gamma Terra have moved into areas of permanent cold. Like any creature of Gamma Terra, they have adapted.

+1 Natural Armor Bonus to AC

+4 CN, -2 DX, -2 MS

Increase hit dice by one die size

+1 damage with natural weapons (if any)

Immune to snow blindness, normal movement across snow and ice

Converting previous editions

Gamma World 3rd edition ACT

Roll	Color Result
Negative Result or Natural "1"	Black
up to 9	White
10-14	Blue
15-19	Green
20-25	Yellow
26-35	Orange
36+	Red

Character Class Names by John Jamieson

I would suggest the following changes to the character class names, to give them a Gamma World "edge". As you can tell, I've played the computer games Wasteland, Fountain of Dreams, Fallout I and Fallout II!

Adventurer = Jack
Combat Spec = Killer
Diplomat = Trader
Enforcer = Lawman
Esper = Mindmage
Examiner = Examiner
Free Agent = Scav
Scout = Wastelander