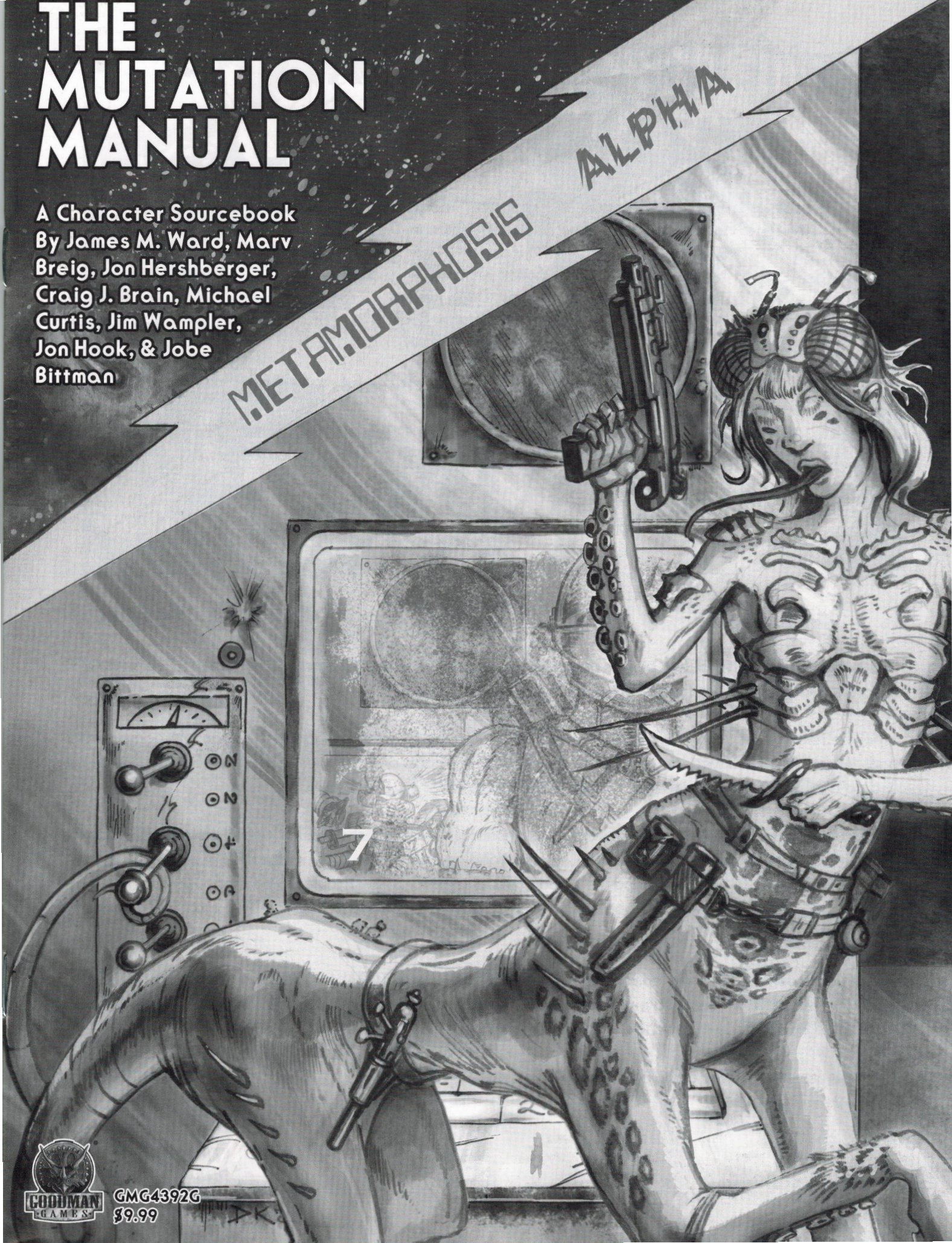


THE MUTATION MANUAL

A Character Sourcebook
By James M. Ward, Marv
Breig, Jon Hershberger,
Craig J. Brain, Michael
Curtis, Jim Wampler,
Jon Hook, & Jobe
Bittman

METAMORPHOSIS

ALPHA



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\$9.99

METAMORPHOSIS ALPHA

MUTATION MANUAL

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METAMORPHOSIS ALPHA created by James M. Ward



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FOREWORD

by James M. Ward

This is the one product that MA players have been asking for since the game came out 38 years ago. Mutations are fun to play and fun for the Game Master to run as well.

I feel the need to tell a Gary Gygax story here. He honored me by often asking me to run an MA game for his friends. Although Gary played lots of different characters from robots and androids to pure humans, every time he rolled up a mutant, one of the mental abilities of that mutant was TOTAL HEALING.

I would explain to Gary that TOTAL HEALING wasn't one of the mental choices. He would explain right back to me that it was in his rulebook. I would look at his book and he had written in pencil the TOTAL HEALING choice. I wouldn't let him use that mutation and the debate would rage for a few minutes until he had to give in. At that time he would always say, "Jim your game will never be complete until the TOTAL HEALING mutation is added to the rules."

As the years went by and new editions came out he would write in TOTAL HEALING in every booklet and I wouldn't let him have it. The debate would begin again. As we put together this book, I felt I didn't have a choice. To honor the best RPG designer in this or any other time, I added TOTAL HEALING.

Now the game is officially complete.

James M. Ward,
The Spring of 2014



MUTATION LISTS

Mutations with this • symbol in front of them are from the original METAMORPHOSIS ALPHA rules set.

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		33	Weapon Arm	55	Smelling Barrier or
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		36	Extra Eyes	57	Physical Repair
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62	Merge or Bioluminosity
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65	Phase Control
66	Plasticity
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68	Compound Eyes
69	Marsupial
70	Hive Host
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73	Ballooning
74	Acidic Vomit
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79	Pheromone Release (repulsion/ avoidance)
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84	Skin Suckers
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86	Water Purification
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88-95	Roll for two completely different mutations
96-100	Pick two of the mutations

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23-25	• Hemophilia
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40-57	• No Sensory Nerve Endings
58-61	• Poor Respiration System
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92-98	• No Resistance to Poison
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MENTAL MUTATIONS

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2	• Mental Paralysis
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4	• Levitation
5	• Telepathy
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12	• Repulsion Field
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18	• Weather Manipulation
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21	• Magnetic Control
22	• Density Control (Others)
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24	• Absorption
25	• Molecular Disruption
26	• Time Field Generation
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28	• Planar Travel
29	• Will Force
30	• Mental Control Over Physical State
31	• De-evolution
32	• Telekinetic Arm
33	• Dual Brain
34	• Heightened Brain Talent
35	• Genius
36	• Temporal Fugue
37	• Intuition
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56	Technology Amnesia
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59	Phantom Hand
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77	Thought Spike

78	Geokinesis	9	• Larger Than Normal	51	Siren Call
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80	Aerokinesis	11	• Dissolving Juices	53	Sap Trap or Ground Burst
81	Animal Empathy	12	• Mobility	54	Vegetable Conversion
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83	Brain Stink or Psychic Dazzle	14	• Manipulation Vines	56	Clone Pods
84	Brain Power	15	• Texture Changes	57	Armor
85	Mental Bomb	16	• Radiation Sensitivity and Imitation	58	Poison Pollen
86	Electronic Empathy			59	Radiation Pollen
87	Gravity Negation	17	• Divisional Body Segments	60	Insect Monarch or Energy Sensitivity
88	Osmosis Learning – physical touch	18	• Symbiotic Attachment		
89	Osmosis Learning – written word	19	• Radiated Plant Fiber	61	Deep Roots or Puppet Roots
90	Osmosis Learning – vehicular	20	• Electrical or Heat Generation	62	Hydra-Weed
91	Flying	21	• New Plant Parts	63	Water Generation or Attraction Odor Fruit
92	Instill Confidence in Others	22	• New Senses		
93	Deactivation	23	• Sonic Powers	64	Explosive Conifers
94	Laser Barrier/Barricade	24	• Physical Reflection	65	EMP Burst or Healing Fruit
95	Negate Radiation	25	Irritating Oil	66	Explosive Spores or Altered Biology
96	Warp Wood	26	Humanoidal		
97	Total Healing	27	Pincers or Bioluminous Fruit	67	Electromagnetic Energy Well
98	Roll for two completely different mutations	28	Dragging Vines	68	Auditory Frequency Well
99-100	Pick two of the mutations	29	Biomechanical	69	Vampiric Seed Pods
		30	Gas Bag or Mimic	70	Guardian Plants (shrieker plants)
		31	Plant-Animal Hybrid	71	Laser Fruit
		32	Liquefaction	72	Strobe Light
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		34	Energy Canceling	74	Gravity Inversion/Manipulation
		35	Healing Photosynthesis	75	Bloating
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		39	Mimicry (Physical)	79	Netting
		40	Rotor Fronds	80	New Shoots
		41	Sawing Leaves	81	Pollen Cloud
		42	Slave Berries or Seismic Sensitivity	82	Radiation for Hit Points
		43	Sunflowers	83	Seed Bursting
		44	Vampire Thorns	84	Symbiosis
		45	Catterwail	85-90	Roll for two completely different mutations
		46	Control Sap	91-100	Pick two of the mutations
		47	Duplication Pods		
		48	Kinetic Growth or Audio Sensitivity		
		49	Hallucinatory Leaves		
		50	Metabolic Reversal		

MENTAL DEFECTS

1-14	• Complete Mental Block
15-24	• Fear Impulses for Types
25-33	• Mental Defenselessness
34-47	• Multiple Damage
48-54	• Epilepsy
55-71	• Poor Dual Brain
73-88	• Anti-Leadership Potential
89-100	• Anti-Reflection

PLANT MUTATIONS

1	• Tangle Vines
2	• Poison Vines
3	• Poison Thorns
4	• Poison Throwing Thorns
5	• Contact Poison Sap
6	• Squeeze Vines
7	• Aromatic Powers
8	• Berries

PLANT DEFECTS

1-50	• Stasis in Periods of Darkness
51-100	• Attraction Odor

PHYSICAL MUTATIONS



ACIDIC VOMIT

Range: 1 yard

Duration: 1 melee round

Damage: 3d6/2d6/1d6

Area of Effect: 1 yard diameter

The mutant can regurgitate a quart of acid from a special organ attached to his stomach. The mutant can project the acid up to one yard away, and the quart of acid can cover a one-yard diameter of surface area. Once the acid is spewed, it does 3d6 damage to hit targets in the first melee round, 2d6 damage on the second melee round, and 1d6 damage on the third melee round. After the third melee round, the acid becomes inert and harmless.

ANAEROBIC

Range: N/A

Duration: Permanent

Damage: N/A

Area of Effect: N/A

The mutant's metabolism can be maintained indefinitely by breathing any of a variety of gasses, including carbon dioxide, nitrogen, and methane, but not oxygen. Mutants with this mutation suffer only one-half damage from gas-based attacks and may breathe freely underwater.

ANTI-TOXIN SPITTLE

Range: Touch

Duration: Instant

Damage: N/A

Area of Effect: N/A

The mutant's salivary glands produce an anti-toxic saliva capable of neutralizing poisons of Intensity 14 or less. The mutant can counteract poisonous wounds affecting either himself or others by licking the afflicted area within two rounds of exposure. The mutant can safely consume poisonous edibles of Intensity 14 or less. However, this mutation provides no defense against poisonous gases or similarly toxic inhaled matter.

BALLOONING

Range: Self

Duration: 1d6 +1 melee rounds, twice per day

Damage: N/A

Area of Effect: Personal

The mutant has a pair of large flaps of skin on his back, anchored on each shoulder blade. For a short period of time (1d6 +1 melee rounds), the mutant can generate helium that inflates the flaps into balloons. Once fully inflated, the mutant can float and drift on the air currents. A controlled release of the helium allows for limited control of the flight. The mutant's balloons can lift and carry the mutant himself and all of the weight he can normally carry. The mutant can double the amount of weight he can carry with the balloons, but it cuts the flight duration in half.

BIOLUMINOSITY

Range: 10 feet

Duration: 3 hours

Damage: N/A

Area of Effect: Personal

At will, once per day, the mutant can cause their skin to glow blue, providing moderate light within a 10-yard radius. The mutant can choose to make their entire body glow or a selected part of their body glow, such as their hand, etc. This light will not emit heat, and does not interfere with infravision etc. If the mutant loses consciousness while using this ability, the glow will rapidly fail.

BONE GUARD

Range: N/A

Duration: Permanent

Damage: N/A

Area of Effect: Personal

This mutation causes a part of the mutant's body, such as their arms, tail or head to be covered by thick bone. This improves the mutant's AC by 1. Mutants with their heads covered in thick bone gain a +2 bonus when resisting mental attacks.

CETACEAN

Range: Self

Duration: Permanent

Damage: N/A

Area of Effect: N/A

Mutants of this type are kin to dolphins and porpoises. The mutant has webbed fingers and toes that allow it to swim at great speeds (10 YPM). The mutant breathes through a blowhole on top of its head, and can hold its breath for 15 minutes in or out of water. The mutant also sees underwater using echolocation.

COLD GENERATION

Range: 10-60 feet

Duration: Instantaneous

Damage: 10d6

Area of Effect: 1-3 targets

This mutation enables the character to project a blast of cold in any desired direction, causing flash-freeze damage to any matter in the path of the blast.

COMPOUND EYES

Range: Self

Duration: Constant

Damage: N/A

Area of Effect: line of sight (50 yards)

The mutant has multi-faceted compound eyes that grant extended peripheral sight and better visual analysis of whatever is being observed. The mutant is surprised only on a 1. When the mutant is analyzing an artifact on the Item Complexity Level table, the mutant may do so at one Mental Resistance value higher, due to the mutant's improved vision. The mutant can see beyond the 50-yard range, but without details of what lies beyond the stated range. The mutant can have eyelids or not, and the absence of eyelids is not a defect.

CREST

Range: Self

Duration: N/A

Damage: N/A

Area of Effect: Personal

The mutant has a hollow bone crest that begins from the forehead and then arcs back over the mutant's head. The crest is 18" long, and is comprised of hollow bone. The crest's hollow chambers are connected to the mutant's sinuses. If the mutant forces an exhalation of air out of the crest, then the mutant produces a long loud foghorn sound.

DETONATING FINGERS

Range: 10 yards

Duration: Instant

Damage: 4d6

Area of Effect: 10' radius

The mutant has the ability to project short-ranged concussive blasts from his fingertips up to 10 times per day (or once for each finger). These miniature bomb blasts do 4d6 of explosive damage, affecting all within a 10' radius of the targeted creature or area. Both hands must be free to employ this mutation.



DURALLOY SKELETON

Range: Self

Duration: Permanent

Damage: N/A

Area of Effect: N/A

Whether as a product of medical experimentation, exposure to massive doses of radiation, or a birth defect, this mutant's skeleton is composed entirely from nearly unbreakable dur alloy. Owing to the material's tensile strength, the damage dice from all non-mental attacks on the mutant are reduced by half. This mutation is not without its downsides. The mutant takes double damage from sonic attacks due to sympathetic resonance, and the mutant is susceptible to control by magnetic forces.

EDIBLE

Range: Self

Duration: Constant

Damage: N/A

Area of Effect: Personal

The mutant's body produces an edible fruit or nut. Roll on the following tables to determine the type of fruit and the special effects of the fruit the mutant produces. The amount of fruit or nut produced per week is equal to half (round up) of the mutant's Mental Resistance.

Fruits & Nuts (1d12): 1. Blackberry. 2. Cherry. 3. Plum. 4. Fig. 5. Red Grape. 6. Green Grape. 7. Key Lime. 8. Raspberry. 9. Starfruit. 10. Pecan. 11. Walnut. 12. Pistachio.

Special Effect (1d12): 1. Strength increases by +1 per pound of fruit or nut consumed, effect lasts for 1d6 melee rounds. 2. Radiation Resistance increase +2 per pound of fruit or nut consumed, effect lasts for 1d4 melee rounds. 3. Sense Radiation, eating one fruit or nut allows the consumer to see radiation intensities for 1 melee round, and can distinguish between strong radiation versus weak radiation. 4. Healing, +1 hit point per pound of fruit or nut eaten, for a maximum of three hit points. 5. Radiated Eyes, eating

at least one pound of fruit or nut bestows a single blast of radiated eyes (as the mutation). The shot must be fired within one turn, or the effect fades away. 6. Growth, +1 meter of proportional growth in height and weight for each pound of fruit or nut consumed. The effect lasts for 2d12 +3 hours. 7. Dexterity increase +1 per pound of fruit or nut consumed, effect lasts for 1d6 melee rounds. 8. Heightened Precision, each pound of fruit or nut consumed bestows heightened precision for one turn. 9. Telepathy, eating at least one pound of fruit or nut bestows telepathy for 1d12 +3 hours. 10. Scientific Genius, eating at least one pound of fruit or nut bestows this mutation for 2d12 +3 hours. 11. Military Genius, eating at least one pound of fruit or nut bestows this genius for 2d12 +3 hours. 12. Mental Blast, eating at least one pound of fruit or nut bestows mental blast for 1d6 hours.

EXTRA EYES

Range: Self

Duration: Permanent

Damage: N/A

Area of Effect: N/A

The mutant has an extra pair of eyes on its body. The effect of this mutation is largely dependent on the eye location that the player picks at the time of character creation. For example, placing the extra eyes in the palms of the hands might allow the mutant to see around corners and be immune to blinding attacks, or placing the eyes on the back of the head might negate surprise attacks.

GENE SPlice

Range: Self

Duration: 1 hour

Damage: N/A

Area of Effect: Self

The mutant's genes are highly adaptable, and have the ability to temporarily reconfigure themselves for short periods of time. Upon successful contact with any other mutated life form, the mutant may temporarily copy one mutation from the sampled creature. Only one mutation may be copied at a time in this manner, and if a new mutation is copied then the last mutation taken will vanish and be replaced by the newly copied mutation.



HEAT BREATH

Range: 5 yards

Duration: Instant

Damage: 5d6

Area of Effect: Up to three targets

The mutant can breathe a blast of heat from his mouth or other respiratory orifice to incinerate foes. The blast creates a cone of heat 5 yards long and 3 yards wide at its maximum extent, allowing for up to three adjacent targets to be affected by the blast. This mutation grants no special heat protection to the mutant and, in special circumstances, it is possible for the mutant to be affected by his own heat blast (such as when using the mutation in a confined space).

HEIGHTENED SPEED

Range: N/A

Duration: Permanent

Damage: N/A

Area of Effect: Self

The mutant travels at a highly accelerated rate of speed, allowing him to move twice the normal distance for his species (12 spaces per turn in the case of human and human-like creatures) and make double the normal attacks per round. Should the mutant ever acquire the poor respiratory systems defect, he loses this mutation as his body becomes incapable of supporting his accelerated movement.

HIVE HOST

Range: 25 yards

Duration: Constant

Damage: 1d4, plus poison **Area of Effect:** 25 yards

The mutant has grown, (somewhere on their body), a hive ready for a swarm of bees or wasps to inhabit. The mutant also secretes nectar inside the hive that bonds the swarm to his mental commands. The swarm cannot follow complex commands, but they can "scout ahead," "attack," and "come back." The swarm cannot be split up into separate groups; they are too dependent on each other. If the mutant uses the swarm to "scout ahead," then the mutant can momentarily see through the dozens of eyes in the swarm, but doing so severely weakens the mutant, and must rest for one melee round. The swarm attacks as a WC1 weapon, and they have an AC1, making them incredibly difficult to injure. The swarm also has a poison strength of 3, with a D result rendering the victim unconscious for 1d6 melee rounds.

HOLOGRAPHIC SKIN

Range: Self

Duration: 10 rounds or until mutant makes an attack

Damage: N/A

Area of Effect: Personal

The mutant's skin is comprised of tiny multi-faceted crystals, and can bend and refract visible light at will, granting the mutant the equivalent of AC 1. The mutant appears invisible to normal vision except for a dimly perceptible rainbow-fringed outline. When using this ability, the mutant can also reflect laser beams, taking no damage from hits. For this mutation to be used effectively, at least 50% of the mutant's skin must be exposed.

HUSK

Range: Self

Duration: 1d3 +1 melee rounds

Damage: N/A

Area of Effect: Personal

The mutant can heal from light wounds by literally removing the damaged flesh. If the mutant has sustained an injury of five or fewer points of damage, and the game judge has declared that the injury is a "flesh wound," then the mutant is eligible to shuck off that injured husk of flesh. The mutant must spend 1d3 +1 melee rounds concentrating on the power. The desired area of flesh will become dry and brittle. The mutant will then be able to pull away

the dry flesh to expose the uninjured flesh below. This power cannot assist in healing wounds that go deeper than a flesh wound, or injuries of 3 points or more of damage.



INK EXPULSION

Range: 10-60 feet

Duration: Indefinite, unless disrupted

Damage: N/A

Area of Effect: 10-60 feet diameter circle

This mutation enables the mutant character to expel a large cloud of a dark ink-like substance from glands on his or her neck, creating a barrier of darkness that cannot be seen through normally. The cloud will stay in place unless there is something present, such as a breeze or current, to cause the cloud to dissipate. This will be most effective in liquid or zero-gravity environments.

JUMPER

Range: Self

Duration: Permanent

Damage: Variable

Area of Effect: Personal

The mutant has backward facing legs roped with muscle. It can perform bounding leaps up to 5 times its height and land without taking any damage. These mutants can also use their strange means of locomotion as a weapon. By vaulting into the air above an enemy, a jumper can perform a "death from above" attack that causes 1 die of damage per 10' dropped.

LEAPER

Range: Various

Duration: Permanent

Damage: N/A

Area of Effect: Personal

A mutant with leaper legs have normal looking legs with super-strong muscles, or they have multi-jointed legs, (similar to that of a grass hopper), that allow for incredible leaping. Mutants with leaper legs can travel at three miles per hour.

General Movement Rate: 8 light, 6 standard, 3 encumbered

Special Movement Table: The mutant will have no adjustment to "Normal" movement per melee round, but will add +1 to "Evasive" and "Charging" movement per melee, based on the armor the mutant is wearing.

LIVING BATTERY

Range: Touch

Duration: 10 seconds or constant (see below)

Damage: 1d6 or 2d6 to self

Area of Effect: One device

This mutation grants the mutant the ability to power a technological device with his own health. Each use of this power charges the device for 10 seconds as if the proper power source was present for the device. Artifacts that function with a single abrupt power burst (laser pistols, hand dart charger, etc.) cause 2d6 damage to the mutant each time the mutation is employed. Devices that utilize less intense power over prolonged periods (paralysis rods, sonic torches, energy converters, etc.) inflict 1d6 points of damage for every ten seconds the mutation powers the device.

MAGNETIC BEAM

Range: 15 yards

Duration: Constant with full concentration

Damage: N/A

Area of Effect: Personal

This mutation allows the mutant to focus a beam of positive or negative magnetic energy, allowing the mutant to either pull or repel a metallic object of 25 lbs or less. The mutant cannot manipulate the metal or the fields of magnetism beyond the effects of the beam.

MARSUPIAL

Range: Self

Duration: Constant

Damage: N/A

Area of Effect: Personal

This mutation grants a biological pouch on the mutant's abdomen. The pouch is biologically capable of caring for an infantile mutant that shares the same genetics as the marsupial mutant. The pouch is also capable of hiding small objects. Rule of thumb, if the profile of the object can be held in the mutant's flat and outstretched hand with little to no overhang, then it should fit without too much discomfort. Anything larger than that will both be uncomfortable to house in the pouch, it will be apparent to outside observers that the mutant has something stashed in the pouch.

MAXIMUM EFFICIENCY

Range: Touch

Duration: While concentrated on

Damage: N/A

Area of Effect: 1 item

The mutant concentrates on an item and it performs perfectly and with maximum efficiency for the next combat round. This can happen twice in a 48-hour period. The mutant must always be able to see the item being improved. If other living beings are touching the object when this power is first employed, the effect does not work.

MERGE

Range: Touch

Duration: 1-12 rounds or until target saves

Damage: N/A

Area of Effect: Personal

Upon a successful grapple attack, this mutation allows the mutant to physically merge his or her body with that of a target creature, creating a gestalt being with the abilities and additive hit dice of both creatures. This gestalt being lasts for 1-12 combat rounds. If

the merge is involuntary, on each round after the first the target creature is entitled to roll a 2d6 + 1 per round (cumulative) saving throw. When the target creature rolls higher than the mental resistance of the attacking mutant, the merged state ends.



METALLIC LIMB TRANSFORMATION

Range: Self

Duration: Up to 15 rounds

Damage: N/A

Area of Effect: Self

The mutant with this mutation is able to transform at will one or two limbs from organic, flesh and bone composition to complete duralloy composition. The mutant is able to manipulate the shape and size of the duralloy alloy limb(s) completely while retaining absolute control of the limbs so transformed. If the duralloy limb is somehow broken before reverting to its organic state, the limb remains in its duralloy state and does not return to flesh and bone.

METALLIC SKIN

Range: Self

Duration: 10 rounds

Damage: N/A

Area of Effect: Personal

The mutant's skin has the ability to temporarily transform into organic steel, granting the equivalent of full body armor (Armor Class 2) for 10 combat rounds, after which this power may not be used for one hour. The mutant's movement is slowed by one-half when this power is activated.

METAMORPH

Range: Touch

Duration: 10 rounds

Damage: N/A

Area of Effect: Personal

The mutant has the ability to temporarily assume the size and shape of any other living creature that the mutant has "sampled" by touching for up to 10 combat rounds. The size of an imitated creature is limited to a size range from one-half to twice the mutant's body mass. Ability scores and physical mutations such as claws or wings are imitated, but not mental powers. Only living creatures - not objects nor other non-living robots and androids - may be imitated by this power.

MOLECULAR AGITATION

Range: Touch

Duration: 5 minutes

Damage: N/A

Area of Effect: 1 gallon

Twice per day, the mutant can agitate molecules in non-living objects that they touch, such as boiling water in a pot using their hands or recharging a chemical battery. The mutant cannot raise the temperature of an object past the boiling temperature of water, but can boil a gallon of water in a minute or charge a battery in five minutes.

MOLECULAR STAGNATION

Range: Touch **Duration:** 3 minutes
Damage: N/A **Area of Effect:** 1 gallon

Twice per day, the mutant can drain energy from objects that they are touching, such as dropping the temperature of water to freezing point or draining the power from a chemical battery. The mutant can freeze a gallon of water in a minute or drain the power from a chemical battery in 20 seconds. Draining a chemical battery will restore 1d6 HP to the mutant.

MORPH MATERIAL

Range: Touch **Duration:** 1 minute for every three points of Physical Strength
Damage: N/A **Area of Effect:** Varies

The mutant has the ability to shape non-living material (other than metal) like putty, such as stone or wood with their bare hands. When complete, the newly shaped material has the same properties as the original. The mutant can shape 1 pound of material in 1 minute and can use this power once per day for 1 minute for every three points of their Physical Strength.

MUTATION REPLICATION

Range: Touch **Duration:** 1 hour
Damage: N/A **Area of Effect:** Personal

Upon touching another character or creature with mutations, the mutant character with this mutation can then cause his or her body to replicate specific mutations of the touched mutant to the full extent possible for the specified mutation.

NECROTIC STENCH

Range: Self **Duration:** 10 minutes
Damage: N/A **Area of Effect:** 3 yard radius

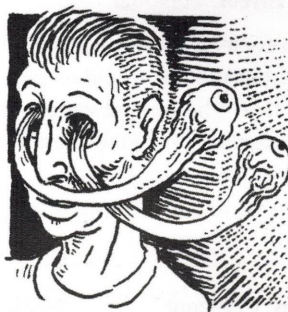
The mutant possesses special glands that create a noxious cloud with an odor identical to rotting meat. The vile smell is equivalent to Intensity 6 poison. Any creature possessing a sense of smell caught in the cloud and suffering a result other than “*” on the Poison Chart becomes nauseated by the odor, suffering a -1 penalty to attack rolls (both physical and mental). This nausea persists for five minutes after exiting the odiferous cloud.

The mutant may also use this odor to “play possum” by feigning death and emitting the foul-smelling cloud. Predatory mutants of animal intelligence will likely leave the mutant alone unless tremendously hungry. Scavenger mutants may not be so picky, however, and dine readily on such easy pickings at the referee’s discretion.

PARASITIC TWIN

Range: 20 yards **Duration:** 30 minutes
Damage: N/A **Area of Effect:** Personal

The mutant has a one-quarter sized twin attached to his body that is capable of independent action. This small and somewhat deformed twin can detach itself from the mutant’s body and move freely about at a range of up to 20 yards. The parasitic twin possesses rudimentary intelligence and responds to spoken commands given by its host. For game purposes, the twin has the same Dexterity and Radiation Resistance scores as its host, but only one-quarter of the PC’s Strength, Constitution, Mental Resistance, and hit points (rounded up). The twin can attack, move, and perform similar actions independent of the host, but must return back to the mutant’s body within 30 minutes or suffer 1d4 hit points of damage each round it remains away from the host. If the parasitic twin dies, the mutant effectively loses this mutation.



PERISCOPIC EYES

Range: 2 yards
Duration: 2 minutes
Damage: N/A
Area of Effect: Personal

The mutant can extend his eyes from their sockets on 2-yard long flexible stalks, allowing

him to peer around corners, over barricades, and similar obstacles. When this mutation is not in use, the mutant appears normal aside from a slight protrusion of his eyes. To protect his eyes from drying out, the mutant can only use this ability for up to two minutes before needing to retract the orbs back into their sockets. He must wait a full minute before utilizing the mutation again.

PHASE CONTROL

Range: Touch **Duration:** 1 round per point of Constitution
Damage: N/A **Area of Effect:** Personal

The mutant has the ability to shift his or her molecular structure slightly out of phase with normal space/time, allowing the mutant to pass freely through normal matter (but not force fields or objects constructed of duralloy or plasteel). Because use of this power prevents normal respiration, the mutant can only remain out of phase for as long as his or her breath can be held (1 round for each point of constitution). When phased, all clothes, armor, and equipment drop to the ground.

PHEROMONE RELEASE (ATTRACTION)

Range: 10-60 feet **Duration:** 1-3 hours
Damage: N/A **Area of Effect:** 10-60 foot radius, centered on mutant

This mutation enables the character to release super-charged pheromones into the nearby vicinity causing members of the same species within that vicinity to be favorably disposed toward the character, ranging from being mildly amenable towards the

will or suggestions of the character to a strong physical attraction to, and willingness to support at great lengths, the character. Saves made at -4

PHEROMONE RELEASE (REPULSION/AVOIDANCE)

Range: 10-60 feet

Duration: 1-3 hours

Damage: N/A

Area of Effect: 10-60 foot radius, centered on mutant

This mutation enables the character to release super-charged pheromones into the nearby vicinity causing members of the same species within that vicinity to be extremely unfavorably disposed toward the character, ranging from being mildly irritated towards character and opposed to the will or suggestions of the character to a strong physical fear and hatred of, and an unwillingness to engage under any circumstances, the character. Saves made at -4.

PHYSICAL FLINGING BACK

Range: Touch

Duration: Instant

Damage: Variable

Area of Effect: Body of the attacker

The mutant takes a physical attack. In the next ten combat rounds of concentration by the mutant, it throws back the exact same damage it sustained from the attacker that hit the mutant with the original attack. This effect works as long as the attacker is within sight. The damage is not striking damage, but the "effect" of the damage sustained to the mutant by an attacker. This can be done once in a 24-hour period.

PHYSICAL REPAIR

Range: Touch

Duration: Instant

Damage: N/A

Area of Effect: Body

Once every 24 hours the mutant can repair 25 points of damage done to a mutant.

PHYSICAL SENSING

Range: 50 yards

Duration: Constant

Damage: N/A

Area of Effect: Circle Around Mutant

Vibrations from any moving thing within 50 yards allow the mutant to know where beings are. This mutant is never surprised and can attack as well in the dark as in the light. It has a +2 to any attacking attempts.



PLASTICITY

Range: 30 feet

Duration: Permanent

Damage: N/A

Area of Effect: Personal

The mutant is able to stretch and lengthen his or her limbs at will, increasing the mutant's total

reach by up to 60' vertically (using arms and legs), as well as allowing melee attacks at a range of up to 30' and around corners or other obstacles. The mutant's normal movement rate is doubled.

PLIABLE

Range: Self

Duration: While concentrated on

Damage: N/A

Area of Effect: N/A

The mutant has flexible, cartilaginous skeleton. Given 5-10 minutes of uninterrupted time, it can squeeze through an opening as small as one quarter the size of its skull.

PREHENSILE TAIL

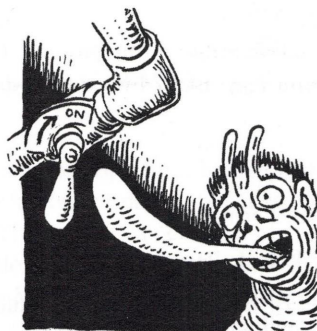
Range: Mutant's body

Duration: Permanent

Damage: N/A

Area of Effect: N/A

A monkey-like, prehensile tail trails behind this mutant's haunches. The tail is comparable in length to the mutant's height and strong enough to support the mutant's weight (when hanging from a tree branch for example). The tail can also hold a weapon and make a free, extra attack every melee turn. Weapons wielded by the prehensile tail are always considered to have WC 1 regardless of the weapon's actual Weapon Class.



PREHENSILE TONGUE

Range: 6 feet

Duration: Permanent

Damage: N/A

Area of Effect: Personal

This mutation gives the mutant the ability to extend its tongue up to 6 feet and perform simple manipulation tasks. The mutant's tongue (treat as having 1/4 of the mutant's Physical Strength score, rounded up) is able to lift and manipulate small or light objects such as untying a simple knot in a rope, flicking a switch or snatching handcuff keys from an unsuspecting guard etc. The success of such attempts will require rolling under the mutant's Dexterity score on 3d6.

PROTECTIVE COATING

Range: Touch

Duration: 1 month

Damage: N/A

Area of Effect: 1 small object

Three times per day, the mutant can secrete a protective coating to preserve food, in a similar way that a spider might wrap an insect. The protective coating provides the wrapped object with AC 4 protection, and will not be damaged unless it receives 3 HP damage. Food enclosed in the coating will not spoil for a month and is impervious to water, poison, acid, gas, vacuum, mold and contamination unless the coating is ruptured.

REPTILIAN SKIN (SCALED)

Range: Self **Duration:** Permanent

Damage: N/A **Area of Effect:** N/A

This mutation causes the character's skin to take on a reptilian nature, similar to that of a modern snake or viper, except that it decreases the character's Armor Class by a factor of 3 on account of the scales becoming harder in substance than soft human skin.

SHADOW JUMP

Range: Line of Sight **Duration:** Instantaneous

Damage: N/A **Area of Effect:** Personal

This mutation allows the character to move from shadow to shadow unseen, unheard, and instantaneously – almost magically, in the blink of an eye, as it were – and does not constitute a full round's action moving in this fashion.

SHRINKING SYSTEMS

Range: Self **Duration:** Variable

Damage: N/A **Area of Effect:** Personal

This allows the mutant to shrink down in size and still have its normal abilities. It takes one combat round of concentration to shrink 1 foot. The mutant can get down to six inches given enough time. It stays shrunk for 1d6 combat rounds. Then automatically it begins to grow to its normal size. Clothes shrink with it, but metal, plastic, or stiff material does not shrink in this process. It can shrink three times to the six-inch height in a 24-hour period.

SKIN SUCKERS

Range: Self **Duration:** Permanent

Damage: N/A **Area of Effect:** Personal

This mutation causes the underside of the character's arms and the bottoms of their feet to grow octopus-like suckers that can selectively attach to various surfaces, enabling the character to hold onto things or surfaces with exceptional tenacity.



SLIME

Range: 30 feet

Duration: 24 hours

Damage: N/A

Area of Effect: 10 square feet

The mutant can secrete or spit a very slippery non-toxic slime once per day. Crossing or stand-

ing in the slime will require rolling under a creature's (or robot's) Dexterity score on 4d6. A failure means that the target falls over or fails to cross the slime in the intended direction. Creatures or objects coated in the slime are able add a bonus of 4 to any roll to resist damage from acid or when resisting contact poisons. The slime will dry and flake off in 24 hours.

SMELLING BARRIER

Range: 10 feet

Duration: Constant

Damage: N/A

Area of Effect: Special

The odor of this mutant stops anyone from attacking in the first two combat rounds of coming into contact with the mutant. This mutation works in the water as well as on land or in the air.

SONIC BAFFLER

Range: Self

Duration: 10 minutes

Damage: N/A (see below) **Area of Effect:** 3-yard diameter

This mutation allows the possessor to create of 3-yard diameter "bubble" around him that muffles ambient noise. The mutant's body absorbs all sound occurring inside the area of effect, making it nearly impossible to hear anything within the bubble. When this mutation is in effect, creatures inside the area of effect are 95% likely to remain unheard by those outside of the bubble, allowing them to move with utmost stealth and achieve surprise. Any sound occurring inside the bubble is affected, making it impossible for those in the area of effect to communicate verbally. This mutation can be used once every two hours.

The drawback of this mutation is that the possessor is highly susceptible to sonic attacks originating from outside the bubble's boundaries and directed at creatures inside the area of effect while the bubble exists. The mutant's body absorbs sonic energy striking inside the bubble, automatically inflicting double damage to the mutant.

SONIC DISSONANCE

Range: 10 yards

Duration: 1-3 combat rounds

Damage: Variable

Area of Effect: Living bodies

This is a noise the mutant makes inflicts damage all around it. In the first combat round it inflicts 1d6. If the battle continues and the mutant continues in the second combat round it inflicts 2d6 +8. If the battle continues and the mutant continues in the third combat round it inflicts 3d6 +12. The dissonance can't be used again by the mutant for 24 hours. All in a circle around the mutant are affected if they are composed of living flesh. This mutation does not affect androids or robots.

STEAM FORM

Range: Self

Duration: 10 minutes

Damage: N/A

Area of Effect: Personal

This mutation allows the mutant to transform his physical body into a fine mist, making it possible for him to slip through small spaces and avoid detection. The mutant drifts slowly (3 spaces per turn) and cannot carry physical objects while in steam form. The mutation does not grant the ability to fly, but the mutant can drift over holes, pits, and other depressions safely. While in steam form, the mutant is 75% likely to avoid detection by sight and has a 4 in 6 chance of surprising enemies. The mutant cannot make physical attacks in steam form, but can use mental mutations. He is also immune to purely physical attacks (swords, claws, etc.) but is injured by electricity, radiation, heat, and similar harmful energy.

TEMPORAL CREATION

Range: 10 feet **Duration:** 10 combat rounds
Damage: N/A **Area of Effect:** Special

A carbon copy of just the mutant appears for 10 combat rounds. This copy appears naked. It has all of the memories of the creating mutant and is in complete synch with the mutant. Its physical and mental condition match the mutant at the time of creation. This can happen once every 72 hours.

TUNNELING TALONS

Range: Touch **Duration:** Permanent
Damage: 3d6 **Area of Effect:** 10' soft earth/round

The mutant possesses talons ideal for use in burrowing through soft earth or similarly soft, packed material (but not rock). These talons allow the mutant to burrow through the earth at a rate of 10 feet per round, leaving behind a tunnel wide 4-5 feet in diameter. When used as a melee attack, these talons cause 3d6 damage to any being unprotected by metal armor or force screens.

VENTRILOQUISM

Range: 25 feet **Duration:** Permanent
Damage: N/A **Area of Effect:** N/A

The mutant was born with multiple vocal cords which it has learned to use with great effect. The mutant can produce a sound that seems to originate from any location within 25'. Creatures with this mutation are very adept at mimicking any overheard sound. Most can recreate a sound or voice with a high degree of accuracy after hearing it for as little as 30 seconds.

WATER PURIFICATION

Range: Touch **Duration:** Permanent
Damage: N/A **Area of Effect:** Essentially an unlimited quantity of water can be affected by this mutation

This mutation enables the character to fully and completely purify polluted, stagnant, radioactive, or otherwise fouled waters by using their body as a water filter. The fouled water enters through one part of the body, say the left hand, and the purified water exits another part of the body, the right hand, and is completely purified and safe for drinking or cooking.



WEAPON ARM

Range: Self
Duration: Permanent
Damage: N/A
Area of Effect: Personal

One of the mutant's limbs is replaced by a large outcropping of bone in the shape of a normal ax, mace, or sword. The bone weap-

on has the same weapon class and damage output as the weapon it mimics. This mutation can be taken a second time to upgrade the weapon to the larger, heavier version of the weapon.

WEB

Range: 20 yards **Duration:** 1 week
Damage: N/A **Area of Effect:** Single target

Three times per day, the mutant can shoot sticky web up to 20 yards (treat as a WC 6 attack). This can be from the creature's mouth or other appropriate part of its anatomy. The web will adhere to anything with 2d6+6 strength and will have the same number of HP to sever. The web does not conduct electricity, but will burn easily. The web will remain sticky and in place for one week.

MENTAL MUTATIONS



AEROKINESIS

Range: 50 yards
Duration: Constant with full concentration
Damage: Varies
Area of Effect: Varies

The mutant can control the direction and intensity of air currents. The mutant cannot fly with the ability, but he can fill a sail, create a micro-burst downdraft, or even a small tornado. The mutant can control a light breeze with little effort and only a fraction of his concentration, but a strong wind requires his full attention. The mutant can create a micro-burst that is a forceful crush of air down onto an area 10 yards in diameter. The micro-burst attack is a WC 4 and does 6d6 damage, but the mutant must spend 1d4 +1 melee rounds of full focused and uninterrupted concentration to prepare the micro-burst, and then must roll 1d20 against his Constitution. If the Constitution roll is equal to or less than the result of this roll, he must rest for one hour, if it is over his Constitution, he falls unconscious for 1d4 hours. The mutant can create and control a small tornado. The tornado is WC 4 and does 2d6 damage per melee round. The mutant must spend two melee rounds of full focused and uninterrupted concentration to prepare the tornado, and then may drive the tornado for 1d6 +1 melee rounds. The mutant can also change the air pressure around a specific target's head; this attack is a WC 2 and does 1d6 damage. The air pressure attack can be done in a single melee round, but still requires the mutant's full attention.

AGE FIELD

Range: 10 yards **Duration:** Permanent
Damage: Special **Area of Effect:** 1 individual

This is a wave of mental energy causing prey to lose 10 hit points and a point of dexterity permanently, in an aging process. This can be done once in a 48-hour period.

ANIMAL EMPATHY

Range: 15 yards

Duration: 2d4 melee rounds

Damage: N/A

Area of Effect: single target animal

The mutant can feel the thoughts and memories of non-intelligent animals. The mutant has a Leadership Potential of 18 with non-intelligent animals, with a 40% chance the animal will be friendly and follow the mutant. The mutant may have a maximum number of twelve animal followers. The mutant cannot command the animals, but some canines and simians can be taught simple tricks based on certain command words. Canines have a 20% chance to learn one trick per thirty days, and simians have a 30% chance to learn one trick per thirty days.

APATHY FIELD

Range: 30 yards

Duration: 1d6 minutes

Damage: N/A

Area of Effect: All within range

Up to four times per day, the mutant is able to broadcast apathy in a 30 yard radius. The field will cause living intelligent beings to lose focus on what they are currently doing, while less intelligent creatures will cease actions, and possibly wander off. This is treated as a normal mental attack.

ASSIMILATION

Range: 30 feet

Duration: 6-12 hours

Damage: N/A

Area of Effect: Single target

The mutant's forearms contain tiny neural quills that can be fired at other living creatures. Each quill contains parasitic neurons that establish a psychic link between the mutant and target creature that allow the mutant full mental control of the target creature. Treat as INT 15 poison, with a "D" result indicating control, and hit dice damage indicating neural damage taken from successfully resisting the attack.

AVERSION FIELD

Range: Touch

Duration: Instant

Damage: N/A

Area of Effect: Single target

Once per day, this mutation allows a mutant to place a field of mental energy around a man-sized object that will last for 3d6 days. Any living intelligent being attempting to touch the object must successfully defend against a mental attack in order to touch the object. Those who fail can get no closer than 1 yard. Once the object has been touched by an intelligent living being, the effect is destroyed.



BRAIN POWER

Range: Touch

Duration: 30 minutes

Damage: N/A

Area of Effect: Personal

Once per day, the mutant can recharge a hydrogen cell. The

mutant must be holding the cell, and be focused on the task of recharging it, for thirty continuous minutes. At the end of that time, the cell is fully recharged. If the mutant only spends fifteen minutes focused on the task, then the cell is only half-recharged. In either scenario, the mutant can only attempt to recharge a hydrogen cell once per week.

BRAIN STINK

Range: 25 +MR yards

Duration: Constant

Damage: N/A

Area of Effect: Personal

The mutant produces a form of telepathic "odor" that is highly offensive to all other mutants with mental mutations that allow for mind reading, empathy, or any form of mental attacking. The range of the mutant's brain stink is 25 yards plus the mutant's Mental Resistance value in yards; for example: a mutant with MR 14 would have a brain stink of 39 yards all around him. The brain stink has an offensive Mental Strength equal to the mutant's Mental Resistance; mutants being affected by the brain stink must roll on the Mental Strength Chart. A failed roll on the chart results in the affected mutant being unable to enter within the brain stink zone for 24 hours. The affected mutant may reattempt to enter the brain stink zone by rerolling on the Mental Strength Chart on the next day.

COGNITIVE IMMORTALITY

Range: Self

Duration: Instant

Damage: N/A

Area of Effect: Single target creature or AI

The mutant's mind is so powerful that it persists beyond the death of a physical body. Whenever the mutant is reduced to zero hit points, his or her mind is freed and may possess another host body, which may be any creature with a brain, be it living or artificial. To successfully possess another body, the mutant must make a mental attack against the targeted creature's mental resistance.

COMBAT ADAPTION

Range: Melee combat

Duration: One combat

Damage: +1 damage die per successful attack

Area of Effect: One target

Mutants with this power gain great insight into the strengths and weaknesses of opponents when engaging them in melee combat. With each successful attack against the targeted opponent, the mutant increases his ability to kill his enemy by adding an additional die to his damage rolls. Thus, a mutant with this power fighting an enemy with a dagger rolls an additional d4 for each successful attack after the first. This mutation only remains in affect while fighting a single opponent and immediately ends if the mutant switches to another enemy or when the combat encounter ends. If the mutant's opponent flees the battle, for example, and is encountered later, the mutant would not receive the additional damage dice but must start the process anew.



DEACTIVATION

Range: 40 yards

Duration: Up to 3 rounds

Damage: N/A

Area of Effect: 1-5 deactivations per day

This mutation enables the mutant to remotely deactivate certain mechanical devices, technological equipment, and even weapons being used against the mutant. The mutant must roll a successful attack against the item being targeted for deactivation to deactivate. This deactivation ability does not apply to robots or androids.

ECTOPLASM GENERATION

Range: Self

Duration: 1 minute

Damage: Special

Area of Effect: Up to 3 yards

The mutant can create strands of ropey, plasma-like goo called ectoplasm which emerge from his flesh. This semi-solid substance can be used to form lashing tentacles, extra appendages, simple ropes, and similar creations. The mutant can generate a mass of ectoplasm equal to his own weight. Up to six additional appendages can be created with this mutation, giving the mutant extra attacks or actions each combat turn. The ectoplasm is generally weak (Strength of 6; -1 to damage rolls) and an extension of the mutant's own psyche. Harm to the ectoplasm (treat as AC 8) is suffered by the mutant, with the creator taking any damage inflicted by a successful attack on the gooey emissions as psychic backlash. The ectoplasm fades after one minute, dissipating back into the mutant's body. He can use this mutation once per hour.

EIDETIC MEMORY

Range: Self

Duration: Permanent

Damage: N/A

Area of Effect: N/A

The mutant is able to recall any prior experience, knowledge, or fact that he or she has been exposed to with near perfect accuracy. The mutant's chance of perfectly recalling any information is 100% -5% for each prior use of the power that day. The referee should make these rolls, and supply the mutant with erroneous memories or inaccurate information whenever a missed memory roll warrants such a result.

Additionally, When the mutant analyzes an artifact on the Item Complexity Table, the item being studied is considered to have an item complexity level two ranks higher. The mutant is also able to build or repair equipment in half the normal time if the mutant has read a manual on the equipment, or has previous experience of working on such an item. The mutant also has a 40% chance to mimic any voice pattern or style of speech he has heard before.

ELECTROMAGNETIC PULSE

Range: 20 yards

Duration: Permanent

Damage: N/A

Area of Effect: 20 yard radius

The mutant can unleash a powerful EMP pulse, disrupting all non-robotic or AI electronics for 1d6 rounds. This might shut down electronic weapons, navigation systems and vehicles, radios, portable computing devices, or other devices at the referee's discretion.

ELECTRONIC EMPATHY

Range: 10 yards

Duration: 1d4 melee rounds

Damage: N/A

Area of Effect: Single device

The mutant can establish an empathic connection with electronic devices. The mutant can view and understand in his mind's eye any information in the electronic device by reading the device's "mind." If the device has an artificial intelligence that is self-aware, (robots and some computers), it is possible for it to resist the mutant's empathic connection. For the purposes of this mutation, use the robot's computer unit to determine its Mental Resistance. The game judge should determine what equivalent logic system an intelligent computer is utilizing.

- Single Logic System = MR 12
- Dual Dependent Logic System = MR 14
- Dual Independent Logic System = MR 16
- Triple Semi-Independent Logic System = MR 18

If the mutant is successful in establishing an empathic connection with an intelligent electronic device, he cannot control that device, but he can read any secrets are stored in that artificial mind.

EMOTIONAL INFECTION

Range: 10 yards

Duration: 10 minutes

Damage: N/A

Area of Effect: Single creature

The mutant can impart strong emotions into a subject with a successful mental attack, making the victim experience intense joy, sadness, anger, or another emotional state. Victims of this infection act in accordance to their emotional state and personality. For example, a hostile foe infected with anger would automatically attack, while a normally friendly fellow tribe member might only shout at and berate those around him (including the mutant with this power). The exact effects of each emotional infection are left to the referee to determine, as the possessor of this power has no control over the infected individual nor his reactions. Subjects incapable of feeling emotion are obviously immune to this mutation's effects.



FIND FAULT

Range: Line of sight

Duration: Permanent

Damage: N/A

Area of Effect: Target creature or object

Mutant is able to mentally assess the structural integrity of objects and creatures to such a fine de-

gree of acuity that the target's weakest physical point becomes immediately obvious to the mutant. This allows the mutant to add 1d6 of extra damage to any melee blow or missile fire.

FLYING

Range: 10,000 yards **Duration:** 3 times per day

Damage: N/A **Area of Effect:** Self

This mutation allows the mutant to fly for an extended period of time without other means of propulsion required.

FORCING A RANDOM DEFECT

Range: Line of sight **Duration:** 10 combat rounds

Damage: Special **Area of Effect:** Body of the victim

Failing a mental resistant roll gives prey a random mental defect for 10 combat rounds. It can be done once in a 72-hour period.

GENETIC ORACLE

Range: Self **Duration:** Instant

Damage: N/A **Area of Effect:** N/A

The mutant has limited access to ancestral race memories. Up to four times per day, the mutant may attempt to access the RNA-stored memories of his or her past ancestors and pose a single yes/no question. The chance of receiving an answer depends upon there being an ancestor with the required knowledge (referee's discretion). There is a 5% chance each time that this power is used that a past ancestor will attempt to overcome the mutant and displace him or her as the controlling identity.

GRAVITY CONTROL

Range: 50'

Duration: 1 round per attacker's Mental Resistance score

Damage: N/A

Area of Effect: Single target

The mutant is able to control the relative mass of a target creature or object, making them heavier or lighter in a range from 0-5g's. This effect lasts for 1 round per point of mental resistance of the attacking mutant. Victims subjected to increased gravitational forces will have their movement rate lowered by one-half (cumulatively) by each additional 1g, effectively rendering them prone and immobile at 5g's. Falling creatures or objects that have their mass increased take extra damage of 1d6 x 1g in addition to normal falling damage.

GRAVITY NEGATION

Range: 25 feet

Duration: Two hours

Damage: N/A

Area of Effect: 50 ft x 50 ft area

With this mutation, the mutant can configure an area trap of sorts in which the normal gravity is negated for a finite period of time or until the affects are somehow disrupted.

HEADACHE

Range: Line of sight

Duration: 1 round per attacker's Mental Resistance score

Damage: As below

Area of Effect: Single target

This mutation allows the mutant to cause a selected target to suffer from a severe headache. On a successful mental attack the headache will disable the victim for one round and cause 1 HP damage for each point of mental strength of the attacking mutant.

GEOKINESIS

Range: 30 yards

Duration: Constant with full concentration

Damage: Various

Area of Effect: Personal

The mutant can control earth comprised of soil and rocks when focusing his full attention

to the task. The mutant can rend the earth open, form a "wave" of earth that can be surfed for transportation or crashed onto a target for damage, or create a protective wall. The amount of damage depends upon the volume of earth used in the attack. A wave attack is a WC 2; it does 4d6 damage, and partially buries the target. The target must spend 1d3 melee rounds digging out, with -1 melee round for each person assisting him. Launching a volley of stones at a target is a WC 4 and does 2d6 damage. A wall of earth is AC 2. The mutant can maintain full concentration for a number of minutes equal to his Mental Resistance, after which he must rest for thirty minutes.

HYDROKINESIS

Range: 40 yards

Duration: 10 minutes

Damage: Special

Area of Effect: 5 gallons per point of Mental Resistance

This mutation allows the possessor to mentally move and shape water, using it as a weapon, to extinguish fires, part to allow passage, or for other purposes. This mutation can create running streams, watery globes, walls of solid liquid, and other shapes of the mutant's choosing, but at least part of the water must remain in contact with its reservoir (or the ground in the case of smaller volumes of water). The mutation does not create water and requires the liquid's presence in order to be utilized. In combat, the mutant can form bludgeoning tendrils of water (WC 3; DMG 1d6 per 15 gallons of water) to smash opponents. Electronic devices without waterproofing protection are 80% likely to short-circuit if exposed to sufficient water based on the object's size (a small electrical device can short out with a mere 5 gallons, while massive computer terminals would require a much greater volume of water to affect).



INSTILL CONFIDENCE IN OTHERS

Range: 10 feet

Duration: Three rounds

Damage: N/A

Area of Effect: Up to 5 characters

The mutant can project a sense of confidence onto others granting them an increase in the probability of succeeding in their actions for the next three rounds. Affected characters gain a 1d4 added to whatever roll is required to be made.

LASER BARRIER/BARRICADE

Range: 25 feet

Duration: One hour

Damage: 11d6

Area of Effect: 20 ft x 20 ft x 20 ft

The mutant can create a barrier of laser light beams to effectively block a passage, walkway, bridge, doorway or other path. Passing through the barrier causes 11d6 points of damage to any attempting to pass through the barrier. There is no save against this damage. Only one laser barrier can be active at one time.

LIFE DETECTION

Range: 200 feet

Duration: While concentrated on

Damage: N/A

Area of Effect: N/A

Mutants with this power are attuned to the web energy that flows through and connects all living things. The presence of living creatures within 200' can be felt empathically. The mutant knows the approximate size, direction and distance of the life form. Living creatures can never gain surprise on those with this mutation.



MATTER BENDING

Range: 20 feet

Duration: While concentrated on

Damage: N/A

Area of Effect: 5 feet

The mutant can warp and bend matter of any strength within 20' feet up to a volume of 5'x5'. Out of combat this effect is automatic. In combat, the mutant must roll a d20 equal to or under the item's armor class. If the target of bending is a technological item, roll on the "Chance of Injury by Danger Category" table (MA, pg 22) to see if the creature holding the device injures itself or another.

MEDITATIVE STATE

Range: Self

Duration: Instant

Damage: N/A

Area of Effect: N/A

The mutant is capable of entering a trance state that greatly accelerates healing while simultaneously reducing the need for air, water, or food. For each hour spent in a meditative state, the mutant will heal 1d6 of damage. During a meditative state, the mutant's

body is essentially in a state of suspended animation and requires no oxygen, water, or food. The mutant cannot be awakened from a meditative state, and must always announce in advance how long he or she plans to stay in the meditative state.

MENTAL BOMB

Range: 50 yards

Duration: Instant

Damage: 6d6

Area of Effect: Target

This mutation is similar to mental blast, but much more powerful. The mental bomb does 6d6 damage to the target.

MENTAL DAMAGE SCALING

Range: Special

Duration: Instant

Damage: 5 points

Area of Effect: Single attacker

Aggressively touching the mutant with this ability automatically causes 5 points of damage to the attacker in a combat round. The touch can be anything the touchier has from a sword and finger to a ten-foot pole and a car he is driving. The mutant with this mutation doesn't need to concentrate on this power for it to work.

MENTAL FEEDBACK

Range: 50 feet

Duration: Instant

Damage: N/A

Area of Effect: N/A

The neural pathways of mutants with this power are lined with nanoparticles of copper. The copper nanomesh creates a mental barrier which functions on principles similar to a Faraday cage. The mutant takes half damage from all mental attacks and double the original damage is reflected back to the attacker. When two mutants with this power are engaged in mental combat, an exponential feedback loop is created. Each time the attack is reflected in the loop, make a mental strength attack increasing the strength of the original attack by one each time until one of the mutants is reduced to zero hit points at which point the dead mutant's head explodes.



MENTAL FLINGING BACK

Range: Special

Duration: Instant

Damage: Special

Area of Effect: Single attacker

The mutant takes an energy attack. In the next ten combat rounds of concentration by the mutant, it throws back the exact same energy at the attacker that hit the mutant with the original attack. This effect works as long as the attacker is within sight.

MENTAL REPAIR

Range: 10 feet

Duration: While concentrated on

Damage: N/A

Area of Effect: Mutant bodies

This allows the mutant to turn on the effect and heal 1 hit point every three combat rounds to all mutants within ten feet of the mutant with this ability. The ability can heal up to 10 points of damage in a 72 hour period.

MENTAL SENSING

Range: 200 yards **Duration:** Constant
Damage: N/A **Area of Effect:** Specific Mutants

This mutation allows the mutant to sense within 200 yards of the mutant's body all mutants with mental abilities. This ability can be used once in a 72-hour period. The ability adds a bonus of 2 to all attempts to strike by the mutant with this ability.

MENTAL TRACE

Range: 300 yards **Duration:** Constant with half concentration
Damage: N/A **Area of Effect:** Personal

The mutant has the ability to track and locate anyone who the mutant has established a trace with. The mutant cannot locate a total stranger; the mutant must have previously met the person and established a mental trace with that person. To establish the trace, the mutant must be touching the person and spend one minute with full mental focus on the task of establishing the trace with that person. The only way to break the trace link is if the mutant spends one minute focused on the task of discarding the trace; the mutant does not need to be in physical contact with the person to discard the trace. Once the trace is established, the mutant can sense the person's location within 300 yards, and with some concentration, can follow the trace to find the person. The attention required for this mutation prevents the use of other mutations that need direct attention, but the mutant could engage in combat.

MOLECULAR INTEGRATION

Range: Touch **Duration:** Instant
Damage: N/A **Area of Effect:** Single target

The mutant is able to telekinetically reassemble molecules into more ordered states, resulting in simple repairs of broken objects (judge's discretion) or the healing of living creatures for up to 5 hit dice at a time. This power is quite draining, and may only be used once per hour.



NEGATE RADIATION

Range: 10 feet
Duration: One hour
Damage: N/A
Area of Effect: Single creature or character, three times per day

This mutation allows the slowing down of the affects of radiation upon other characters, to the

point of reducing or eliminating all but one point of damage per round that contact with the radiation is maintained.

NEW POWER SYSTEM

Range: Touch **Duration:** While concentrated on
Damage: N/A **Area of Effect:** 1 device

This allows the mutant to power or recharge a single device. Batteries can be filled with energy again, pistols can fire energy blasts without a power cell, and vehicles of small size can be powered. The Game Master must use his own discretion when mutants try to power larger devices. Powering can be done once in a 24-hour period.

OSMOSIS LEARNING – PHYSICAL TOUCH

Range: Touch **Duration:** Instantaneous
Damage: N/A **Area of Effect:** 1 tool, device or weapon per day

The mutant can, almost instantaneously, learn how to operate a mechanical tool, tech device or weapon, simply by holding or touching the item and concentrating. The mutant can put that knowledge to use immediately.

OSMOSIS LEARNING – VEHICULAR

Range: Touch **Duration:** Instantaneous
Damage: N/A **Area of Effect:** 1 vehicle per day

The mutant can, almost instantaneously, learn how to operate any vehicle, regardless of prior operating knowledge or experience, simply by touching the vehicle and concentrating. The mutant can put that knowledge to use immediately.

OSMOSIS LEARNING – WRITTEN WORD

Range: Touch **Duration:** Instantaneous
Damage: N/A **Area of Effect:** 1 book, manual, or manuscript per day

The mutant can, almost instantaneously, learn the contents and meaning of a written work (book, operating manual, data pad extraction) simply by touching or holding the written word and can put that knowledge to use immediately.

PARANOIA PROJECTION

Range: Line of sight **Duration:** 3d6 minutes
Damage: N/A **Area of Effect:** Target creature

If successful, this mental attack will cause the target to become suspicious and untrusting of those around him or her. In severe cases, the target may flee allies or attack those closest to them, while more mild cases may cause bickering and argumentativeness.

PERCEPTION CONTROL

Range: 100 feet **Duration:** While concentrated on
Damage: N/A **Area of Effect:** N/A

This power allows the mutant to implant sensory input directly into another's brain. The mutant makes a mental strength attack against target. A successful attack allows the mutant to control the target's perceptions for 1d6 rounds. For example, the mutant can make an enemy believe the group is running away and it will react as if the party members are in the new position. Outside of combat, the mutant could trick a shopkeeper into believing that he paid for an item when no money changed hands.

PHANTOM HAND

Range: 10 yards **Duration:** While concentrated on
Damage: Special **Area of Effect:** Body

This hand appears within 10 yards of the mutant. It is capable of grasping anything and manipulating it as a hand would. It cannot be damaged by heat or radiation or other energy forces. It doesn't provide an effective barrier from attacks. The hand can only appear in lit conditions. The hand can be summoned for 60 minutes once in a 48-hour period. The mutant must always be able to see the head to maintain the condition.

PHANTOM HEAD

Range: 10 yards **Duration:** While concentrated on
Damage: N/A **Area of Effect:** N/A

A handsome human head floats in front of the mutant at need. The head gives all the senses of a human to the mutant as well as letting it talk. The head can only appear in lit conditions. The head can be summoned for 60 minutes once in a 48-hour period. The mutant must always be able to see the head to maintain the condition.

PHASE DISRUPTION

Range: 20 feet **Duration:** Instantaneous
Damage: N/A **Area of Effect:** 20 feet

This mutation disrupts the ability of other mutants to phase into and out of existence. The mutant will cause phased creatures to "drop back into phase" when they come within 20 feet, and will prevent creatures with phase shifting abilities from being able to "drop out of phase".

PHASE-SHIFTED MENTAL ATTACK

Range: Line of sight **Duration:** Varies
Damage: Varies **Area of Effect:** Varies

This mutation allows the mutant to accurately sense phased creatures or objects within their normal line of sight and use any of their applicable mental mutations, as though the target was not phased.

PHASE-SHIFTED PHYSICAL ATTACK

Range: Line of sight **Duration:** Varies
Damage: Varies **Area of Effect:** Varies

This mutation allows the mutant to accurately sense phased creatures or objects within their normal line of sight and use any appropriate physical attacks or abilities against the target, as though the target was not phased.



PHASING

Range: Mutant's body
Duration: 1 combat round
Damage: N/A
Area of Effect: Mutant's body

Twice in two different combat rounds, within a single hour's time, the mutant can phase and not be touched by anything or touch anything itself. The mutant must concentrate on this effect and not do anything else. It can be done twice in a 48-hour period.

POWER LEECH

Range: Touch **Duration:** 1-6 combat rounds
Damage: N/A **Area of Effect:** N/A

By making direct skin-on-skin contact, the mutant can absorb one random mutation from another mutant for 1d6 combat turns. The victim of the power leech loses access to the power during this time. Prolonged contact has a 5% chance to make the power transfer permanent.

PROBABILITY MANIPULATION (OTHERS)

Range: 10 yards **Duration:** Instantaneous
Damage: N/A **Area of Effect:** Single creature

This mutation allows the possessor to alter the probability of success of another living creature's actions. The mutant chooses a single action of the target and, with a successful mental attack against the target, forces the victim to roll the dice twice when determining the outcome of that event, taking the worst result. For example, with a successful use of this mutation, the victim would have to make two attack rolls on a single attack, and take the lower of the two. This mutation can affect attacks, damage, and other actions where probability is a factor at the referee's discretion.

The possessor of this mutation can act simultaneously with the target, even if it means using the mutation outside of the mutant's normal initiative order. A mutant with a DEX of 12 could implement this power to affect a creature with a DEX of 18, for example, but at the cost of not performing an action later in the combat turn. However, the mutant cannot use this mutation during a combat turn if surprised. This mutation can be used twice per day.

PROBABILITY MANIPULATION (SELF)

Range: N/A **Duration:** Instantaneous
Damage: N/A **Area of Effect:** Self

Similar to probability manipulation (others), this mutation allows the possessor to affect the probability of success of his own ac-

tions once per day. When using this mutation, the mutant rolls two dice to determine the outcome of an event or action, taking the better of the two results. As with probability manipulation (others), this mutation affects attacks, damage, and other actions where probability is a factor at the referee's discretion. No mental attack roll is necessary to utilize this mutation.

PSYCHIC DAZZLE

Range: Line of sight **Duration:** 2d6 turns
Damage: N/A **Area of Effect:** 1 individual target

The mutant can target one intelligent or semi-intelligent creature in its line of sight and overload one of its senses, such as smell, taste, sight or hearing. The target will be unable to smell, taste, see or hear, rather than be in pain. The onset of the condition is very sudden.

PSYCHIC STATIC

Range: 20 feet **Duration:** Permanent
Damage: N/A **Area of Effect:** 20 feet

While conscious, the mutant blocks all ESP and telepathy within 20' radius of the mutant. The break through the static that the mutant creates, a successful mental attack check must be made to overcome the mutant. Any mutant possessing this mutation cannot have any form of ESP or telepathy.

PSYCHIC SURGERY

Range: Touch **Duration:** 10 seconds
Damage: 3d6 (see below) **Area of Effect:** Single creature

The mutant can heal another by absorbing wounds suffered by the target, accepting the damage for himself. By touching a hurt creature, the mutant heals the target of 3d6 points of damage but suffers a corresponding amount of damage in return. Thus, a mutant with this mutation who healed 9 points of damage from the target would himself lose 9 hit points. There is no limit to the number of times this power can be used other than the psychic surgeon's capacity to suffer damage.

PSYCHOMETRY

Range: Touch **Duration:** 10 seconds
Damage: N/A **Area of Effect:** One object

This mutation allows the possessor to experience mental images of the last person (aside from the mutant, himself) to use an object the mutant physically touches. These brief flashes of the past can identify the previous owner of an object, give clues on the proper functioning of the item, or provide other information about the object's past. When used on a murder weapon, for instance, the mutant would see a brief picture of the weapon's wielder and perhaps the surroundings in which the murder occurred. If employed before attempting to figure out the proper usage of a technological device, this mutation grants a +20% chance of success.

RADIATION SENSE

Range: 50 feet **Duration:** Permanent
Damage: N/A **Area of Effect:** N/A

The mutant has the ability to detect the presence of radiation within 50' by a clicking sound in its inner ear. The mutant can discern the intensity of the radiation relative to its own Radiation Resistance score (e.g. less than, stronger, much stronger).



REMOTE SEEING

Range: 200 yards
Duration: While concentrated on
Damage: N/A
Area of Effect: N/A

By closing the eyes and focusing mental energy, the mutant can see the world from a phantom vantage point. The mutant can see from this point in space as if they were viewing it with their own eyes. The vantage point passes through any material except lead, and travels at a rate of 50 yards per minute.

SENSE TIMELINE

Range: N/A **Duration:** Instantaneous
Damage: N/A **Area of Effect:** Self

The mutant has mild precognitive abilities that result in the ability to avoid damage by unconsciously anticipating attacks, even when these are surprise attacks of which the mutant would not normally be aware. All damage rolls against this mutant are automatically reduced by 1d6.

SPACE RENDING

Range: 50 feet **Duration:** While concentrated on
Damage: N/A **Area of Effect:** N/A

This mutation allows the possessor to tear a pair of small, linked wormholes in the fabric of space. The wormholes are roughly the size of the mutant's fist, and can be created anywhere within 50'. Inserting anything into one wormhole causes it to immediately appear exiting the paired hole, but peering into a hole only shows inky blackness. The wormholes have many uses: a melee weapon thrust against a distant foe, relocating the source of a mutant power attack, or unlocking a door from the opposite side.

TECHNOLOGY AMNESIA

Range: 10 yards **Duration:** 1 hour
Damage: N/A **Area of Effect:** Single creature

With a successful mental attack, the mutant causes a creature to immediately forget how to properly use any technological device of complexity 10 or less. The knowledge of those devices' correct

use temporarily vanishes from the subject's mind, forcing him to rely on only the simplest devices and weaponry, such as clubs, spears, and fire. While under the effect of this mutation, the victim cannot attempt to figure out devices, even ones he formerly knew how to operate properly. The lost knowledge returns after one hour.

TELEKINETIC SHIELD

Range: 50 feet

Duration: Instantaneous

Damage: N/A

Area of Effect: N/A

Once every two combat turns, the mutant can react out of initiative order to create an invisible wall of force that reduces the damage of one attack by 3 dice. The shield can be used for self-protection or to aid any creature within 50'. The mutant remains in initiative order, but does not get to act on their turn.

TEMPORARY TECHNOLOGICAL COMPREHENSION

Range: 10 yards

Duration: 1 hour

Damage: N/A

Area of Effect: Single creature

This mutation allows the mutant to temporarily steal the knowledge of the proper use of a technological device from the mind of another. The mutation requires a successful mental attack to enact. If successful, the mutant gains the ability to use a single type of technological device as if he had succeeded in figuring out the device for himself. This mutation is most effective when used against a target that is in the midst of using a technological device, as it steals the knowledge most recently at the forefront of the victim's thoughts. For example, if this mutation is employed on a subject that is operating a device at the time of the mental attack, the mutant learns the proper means of working that device. If used on a subject that is not currently employing a technological device, the mutant gains the skill to utilize a random artifact the subject is familiar with as determined by the referee. This acquired knowledge fades after one hour. Forgotten knowledge provides no bonuses to rolls made to figure out devices at a later date as the mutant never fully internalized the proper function in his own mind, forgetting it like a dream upon awakening.

THOUGHT PROJECTION

Range: 1 yard

Duration: Constant with full concentration

Damage: N/A

Area of Effect: Personal

The mutant can project their thoughts into a 3-D hologram; the mutant can also project the thoughts of someone they are touching.

THOUGHT SPIKE

Range: N/A

Duration: 1 hour

Damage: N/A

Area of Effect: Self

Mutant is able to increase his or her mental resistance by 1-6 points for 1 hour. When this power is activated, mutant's mental

resistance drops by 1-6 points for the first round only. This mutation may not be used cumulatively to gain more than 1-6 points of mental resistance at a time.

TIME STOPPER

Range: Mutant's body

Duration: Variable

Damage: Variable

Area of Effect: N/A

The mutant has limited control over the ebb and flow of time. When this power is invoked, time stops as if the pause button were pressed on the universe's remote control. Initiative order is halted until the mutant rejoins the time continuum. During the time stop event, the mutant can take normal actions while everyone else is frozen in place, but doing so takes a serious physical toll. After every combat turn of actions performed, the mutant takes 5 dice of damage. The death of the mutant immediately ends the effect.



TOTAL HEALING

Range: Mutant's body

Duration: Permanent

Damage: N/A

Area of Effect: Mutant's Body

The mutant is able to totally heal all damage done to it in an instant. The mutant can do this once every 48 hours. The mutant

is dizzy for seven combat rounds and can't hit a thing right after using this mutation.

WARP WOOD

Range: 30 yards

Duration: Permanent

Damage: N/A

Area of Effect: 1 to 3 wooden articles

The mutant with this mutation can affect wood and wooden items at a molecular level, causing the wood or wood product to warp, bend, twist, or otherwise reshape itself according to the will of the mutant.

PLANT MUTATIONS

ALTERED BIOLOGY

Range: Self

Duration: Indefinite

Damage: N/A

Area of Effect: Personal

The biology of the plant has altered, allowing the plant to seek nutrition from a different source, such as metal, salt, electricity, radiation or plastics. This means that such plants might be found strangling an atomic pile, taking root in corridors, or slowly devouring gigantic stockpiles of plastic goods in long-term storage.

ARMOR

Range: Self

Duration: Constant

Damage: N/A

Area of Effect: Personal

The mutant plant has large thick leaves that provide a level of armor for the plant. The leaves provide AC 5 protection. The leaves can be harvested and fashioned into armored tunics, or into shields.

ATTRACTION ODOR FRUIT

Range: Touch

Duration: Permanent

Damage: N/A

Area of Effect: Single target

The fruit of the plant will heal 1d6 damage per serving if eaten. However, approximately 60 minutes after eating the fruit, the consumer will start to slowly release an odor that any carnivorous creature will find enticing, and very easy to track by sense of smell.



AUDIO SENSITIVITY

Range: 40 yards

Duration: Indefinite

Damage: N/A

Area of Effect: Self

The plant can detect nearly any noise in a radius of 40 yards. This allows the plant to make ranged attacks etc., without rely-

ing upon sight, or light. The plant also takes double damage from energy attacks.

AUDITORY FREQUENCY WELL

Range: 40 feet

Duration: Up to 10 rounds

Damage: N/A

Area of Effect: 40 ft. diameter circle

The mutated plant emits a nearly undetectable 'white noise' sound that acts as a noise-canceling agent within a 40ft diameter circle, eliminating the ability of characters to have normal person-to-person communication. Noise canceling effect can be 'at will' or permanent at referee's discretion.

BIOLUMINOUS FRUIT

Range: 10 yards

Duration: 1d6 hours

Damage: N/A

Area of Effect: 10 yard radius

The fruit of the plant will provide moderate light within a 10 yard radius for 1d6 hours, when peeled. This luminosity does not change the edibility of the fruit from its original base stock.

BIOMECHANICAL

Range: Body of the plant **Duration:** Permanent

Damage: N/A

Area of Effect: N/A

The plant can interface scavenged technological items, weapons, and robot parts directly with its body. Roll 2 times on the technological treasure item tables (MA, p. 21). Also, determine 2 random robot parts by using the robots in the Starship Equipment section as tables. Roll d6: 1 - Standard General Purpose, 2 - Ecology "Forest" model, 3 - Ecology "Garden" model, 4 - Medical, 5 - Engineering, 6 - Security. Then, reroll a d20 until you get a number that corresponds to the A-Z list of equipment.

BLOATING

Range: 5 feet

Duration: Constant

Damage: Poison

Area of Effect: Special

The plant has a number of poisons it casts about and when a victim dies nearby the plant unfolds a number of large leaves to cover the dead body. The plant wants to absorb the chemicals of the body.

Poison Gas: 5 intensity poison gas is constantly generated by the plant (5 feet radius).

Poison Touch: 7 intensity contact poison covers the plant in a sap.

Poison Thorns: 9 intensity poison is injected by the thorns of the plant.

CAPTURE

Range: 10 feet

Duration: Constant

Damage: N/A

Area of Effect: Special

The mutant can use its leaves and branches to make a cage around a prey. The older these mutants are the larger their confinement cage. The plant can move the cage up to 10 feet away from its base. Older plant mutants can generate 20 feet long and wide cages. The cages are thick and have twice the hit points of the plant in the walls of the cage. The plant wants to capture a food source and have it die in the cage so that the plant can take nutrients from the rotting corpse.

CATTERWAIL

Range: N/A

Duration: Indefinite

Damage: N/A

Area of Effect: 100/50 yards

When attacked or endangered, plant emits a high-pitched howling wail, alerting all other creatures within a 100 yard radius. All creatures within close range of this sound (50 yards) are unable to fully concentrate owing to the deafening din emitted by the plant, and suffer a -4 penalty to melee attacks and -1d6 penalty to missile and mental attacks.

CLONE PODS

Range: 15 yards

Duration: 24 hours

Damage: Poison Strength 14 **Area of Effect:** Up to three simultaneous targets

Only carnivorous mutant plants of a large size can possess this plant mutation, typically plants related to the willow tree. The mutant plant has several systems that work in symbiosis with each other, the first is a sweet fruit that induces sleep, the second are vines that ensnare the sleeping victim and raises him into the treetop, and the third is a giant seed pod that contains a vegetable clone of the victim. Anyone eating one of the sweet fruits must roll on the Poison Chart, with a "D" value resulting in sleep; any other result does no damage. The ensnared victim's life becomes in-sync with the vegetable clone growing in the pod. It takes 24 hours for the vegetable clone to mature and hatch out of the seed pod, and as the clone gains life, the victim loses his life. As the clone is hatched, the victim dies. The mutant plant usually has a dozen inert clone pods located just below the soil, and when a victim is captured, the mutant plant pushes the triggered clone pod above the soil. The resulting vegetable clone is a copy of the victim, except that the vegetable clone is a deep green in color. The mutant plant uses the vegetable clone to destroy any neighboring plants that may be in competition for food. The vegetable clone only has a limited lifespan of 36 hours.



CONTROL SAP

Range: Touch

Duration: 1-6 hours

Damage: N/A

Area of Effect: Single target

The plant oozes a sap that acts as a soporific drug. Any skin contact with this sap will immediately make a target creature extremely open to suggestion, and incapable of harming the plant. Treat as INT 16 poison, with a "D" result indicating a hypnotic state, with other results indicating how many dice of damage (from mental trauma) the target creature takes if they attempt to harm the plant while under the influence of the sap.

DEEP ROOTS

Range: 50 – 100 yards **Duration:** Constant

Damage: N/A **Area of Effect:** Personal

Mutant plants with the deep roots mutation have an enormous root system, with several cloned copies of the mutant plant growing in various locations. And while each mutant plant may look like they are separate plants of the same species, they are in actuality all parts of the one massive mutant plant. Each instance of the mutant plant is aware of its surroundings, and if one copy of the mutant plant is attacked, then the plant learns from the experience and is better prepared to deal with the aggressors if they approach another copy of the plant. To kill all copies of the plant at once, aggressors would have to locate the heart of the deep root system and destroy it. The heart is a bulb measuring 6' in diameter, and is usually buried 10' below the central mutant plant in the system.

DISPLACEMENT/LIGHT BENDING

Range: Self

Duration: First round of combat

Damage: N/A

Area of Effect: Personal

This mutation enables the mutated plant to blur its appearance or its precise location visually such that attacks against it *always* miss on the first combat round.

DNA RESEQUENCING

Range: Touch

Duration: Permanent

Damage: N/A

Area of Effect: Personal

The plant can infiltrate and combine its genetic material with another life form it kills. The new creature has the mutations of both creatures, but two random powers disappear forever. Its movement becomes half the speed of the slower creature, and its hit points are permanently increased by half the victim's hit dice. The resequenced life form looks like a horrific amalgamation of the original species.



DRAGGING VINES

Range: 30 feet

Duration: Permanent

Damage: N/A

Area of Effect: N/A

Long prehensile vines snake from the trunk of this plant. The vines can slither up to 30' away,

loop around a target, and quickly yank it to an adjacent area on the ground.

DUPLICATION PODS

Range: Touch

Duration: Indefinite

Damage: 1d6

Area of Effect: 10 yards

Any object placed within the gigantic flowers of this plant is seemingly duplicated within 1 round. Duplicated objects appear like perfect replicas, but are in fact seed pods that explode in a cloud of spores within 1 hour, causing 1d6 damage to anyone within 10 yards. If a pod is cut open prematurely, it explodes immediately. Plants with this power feed on electrical and chemical energy, and any technological object placed within its flowers is returned completely discharged of all power after duplication.

ELECTROMAGNETIC ENERGY WELL

Range: 25 ft

Duration: Five drains per day

Damage: N/A

Area of Effect: 25 ft x 25 ft area

This mutation enables the mutated plant to drain or absorb electromagnetic energy (excluding laser or plasma-based energy attacks) from devices that pass within range of the plant and to convert that energy into either accelerated healing or accelerated growth "energy".

EMP BURST

Range: 40 feet

Duration: 2d6 rounds

Damage: Disables electronics

Area of Effect: 40 foot radius

This mutation enables plant to be able to emit short duration, high intensity energy bursts that disable all electronic devices within range, unless a save is made.

ENERGY CANCELING

Range: Mutant's body

Duration: Permanent

Damage: N/A

Area of Effect: 50'

The plant gives off an aura that warps dark matter in the space around it. The aura negates the use of a single type of energy (heat/electrical/sonic/light/radiation). Mutant powers that use the energy source do no function within the area of effect. Likewise, attacks from the energy source are nullified once they enter the zone of influence.

ENERGY DRAIN

Range: 10 yards

Duration: Constant

Damage: N/A

Area of Effect: Personal

The mutant plant gains sustenance from electrical and chemical energy. It drains battery cells at a rate of one-quarter power per ten minutes. The mutant plant stores the collected energy in pods that grow just barely below the soil at the base of the mutant plant. The pods are about 5" in diameter, and have a hard outer shell, similar to a coconut shell. The pods can be used jerry-rigged as a substitute for a hydrogen cell. The mutant plant typically produces 2d4 pods.

ENERGY SENSITIVITY

Range: Touch

Duration: N/A

Damage: N/A

Area of Effect: 10 yard diameter

The plant can sense the nearby presence of different energy forms when in proximity. This allows the plant to make attacks that do not rely upon having sight or the presence of light.

EXPLOSIVE CONIFERS

Range: Self

Duration: Constant

Damage: 1d8 +1

Area of Effect: 5 yards in diameter

The mutant plant, a conifer, produces a silver colored pinecone. The mutant plant is adapted to droop its limbs down toward the ground, so that when the pinecones fall off, they land very softly on a bed of pine needles; pinecones falling from the tree on other creatures or hard surfaces may explode. The silver pinecones are highly volatile, and explode on impact if they are thrown. An explosive cone is a WC 1 weapon.



EXPLOSIVE REPRODUCTION

Range: Self

Duration: Permanent

Damage: 8d6

Area of Effect: 10 yard diameter

Plants with this mutation reproduce in a violent manner, exploding with great force to cast their seeds across a broad area. If

struck with even moderate force, the plant explodes causing 8d6 damage to any creature within 5 yards of it. The explosion throws its now viable seeds across a 100-yard diameter area where the seedlings take root and begin their new life cycle. This explosion is 90% likely to destroy the plant, but some species possess deep roots, allowing the plant to regrow after a suitable period of time.

EXPLOSIVE SPORES

Range: 30 feet

Duration: Remains 3 rounds; three times per day

Damage: 6d6

Area of Effect: 30-ft diameter area

This plant mutation enables the mutated plant to release a cloud of explosive spores 3 times per day, either when attacked physically or in response to sensed vibrations or changes in air currents. Spore cloud burst causes damage to all present in its area of effect unless a saving throw for half damage is made.

GAS BAG

Range: Plant's body

Duration: Permanent

Damage: N/A

Area of Effect: N/A

The plant has an enormous flexible bladder that it can inflate with hot air. The plant floats like a dirigible when the gas bag is full, gaining a flight speed of 50 yards per melee turn.

GRAVITY INVERSION/MANIPULATION

Range: Self

Duration: Permanent

Damage: N/A

Area of Effect: Personal

This mutation enables the mutated plant that also has mobility mutation to be able to ascend or climb vertical surfaces and hang upside down from the ceiling or overhead super-structure as if gravity in the mutant's immediate vicinity were oriented *on* the mutated plant.

GROUND BURST

Range: Touch

Duration: N/A

Damage: N/A

Area of Effect: Personal

The plant is able to hide its main body or limbs underground and, when it senses prey approaching, burst from under the ground to attack, (treated as having a Dexterity score of 18) in order to gain surprise.

GUARDIAN PLANTS (SHRIEKER PLANTS)

Range: 10 feet

Duration: 1d6 rounds

Damage: N/A

Area of Effect: 40 yards

These plants so mutated can be used as passive guardians of specific spaces, passageways, or doorways, in that they emit loud shrieking noises for 1d6 rounds when any character, animal or robot pass within 10 feet.

HALLUCINATORY LEAVES

Range: 10 yards

Duration: 10 rounds

Damage: N/A

Area of Effect: 10 yard radius

Leaves from this plant emit a pungent odor that induces mild but harmless hallucinations. Any heat damage done to the plant will cause it's leaves to combust, causing mass hallucinations that effectively paralyze any creatures within 50 yards. Treat as INT 12 poison (INT 18 if burned) with a "D" result indicating a hallucinatory state in target creature.

HEALING FRUIT

Range: Ingestion

Duration: 1d6 hours

Damage: N/A

Area of Effect: Personal

The fruit of the plant will heal 3d6 points of damage per serving when eaten. Unfortunately, the consumer's mental mutations are disrupted for 1d6 hours after eating the fruit.

HEALING PHOTOSYNTHESIS

Range: N/A

Duration: Permanent

Damage: N/A

Area of Effect: Self

A plant with this mutation transforms normally harmful energy of a single type into beneficial, life-giving rays that heal the mutant. This mutation affects only a single form of energy as determined below:

- | | |
|----------------|------------------|
| 1. Heat | 4. Sonic |
| 2. Radiation | 5. Cold |
| 3. Electricity | 6. Mental Blasts |

Any harmful energy of the affected type striking the plant immediately heals the mutant, restoring a number of hit points equal to the damage normally caused by the attack. The plant can gain temporary hit points equal to twice its normal hit point rating if attacked by the affected energy while in an unharmed state. These temporary hit points dissipate after 1 hour.

HIDDEN ROOTS

Range: 20 yards from the plant

Duration: Constant

Damage: Constriction

Area of Effect: Roots

The mutant plant can raise roots within 20 yards of the trunk of the plant to twist around prey in constriction. The squeezing does

1d10 in damage a combat round. The plant has one of these hidden roots per two feet of the height of the plant.

HIDING IN PLAIN SIGHT

Range: Body of plant

Duration: While concentrating

Damage: N/A

Area of Effect: Body of plant

The mutant plant has unusual blending powers. The powers are more than just changing colors to match the background. The plant uses odor, sonics, and certain mental processes to present the look and feel of something within 10 yards of the plant. The plant can't do anything else but hide, but can do this for as many hours as it wants.



HUMANOIDAL

Range: Body of plant

Duration: Permanent

Damage: N/A

Area of Effect: N/A

The plant has a vaguely humanoid shape with two arms and two legs. The plant is ambulatory and can move at 9 YPM.

The plant still obtains all nutrition from the earth. It must sink its taproot in fertile soil for at least 8 hours every two days or take 1 die of damage.

HYDRA-WEED

Range: Self

Duration: Constant

Damage: N/A

Area of Effect: Personal

The mutant plant is adapted to survive physical damage. For every single stalk or branch that is destroyed or cut off, two more grow back in its place. The growth rate for such regeneration is remarkably fast. Like time-lapse photography, outside observers can literally watch the plant regrow over the course of ten minutes. The mutant plant is not able to regrow replacement limbs that were destroyed by radiation.

INSECT MONARCH

Range: 20 yards

Duration: Constant

Damage: 1d4 per melee round

Area of Effect: Personal

The mutant plant is both a home and food source for one primary group of insects. The food the mutant plant provides creates a hive mind between the mutant plant and the insects. The mutant plant can use the insects attack prey, gather food, or spread the mutant plant's seeds. If used to attack prey, the insect swarm does 1d4 damage per melee round. The mutant plant usually has an insect army large enough to attack two human-sized targets at the same time.

INSUBSTANTIAL

Range: N/A

Duration: Permanent

Damage: N/A

Area of Effect: Personal

A plant with this mutation appears as solid vegetation, but is in fact a collection of spores and pollen held together in a weak cohesive state, making it difficult to damage. An insubstantial plant is immune to physical attacks, suffering injury only from mental and energy-based attacks. Insubstantial plants cannot make physical attacks that rely on solid blows. Insubstantial plant life almost always derives nutrients solely from photosynthesis, lacking physical roots to draw nourishment from the soil. Unless the plant possesses additional mutations to amplify its nutritional requirements, exposure to long-term darkness (more than 48 hours) kills the mutant plant outright.

IRRITATING OIL

Range: Touch

Duration: Instant

Damage: N/A

Area of Effect: N/A

The plant secretes irritating oil from its leaves. Physical contact causes burning sensations and painful swelling of the flesh. If the oil's Poison Strength (random roll 2d6+6) is greater than the target's Constitution, the target suffers the difference in damage dice and all of the target's die rolls are penalized by the difference for 1d3 days.

KINETIC GROWTH

Range: Touch

Duration: Indefinite

Damage: N/A

Area of Effect: Personal

The cells of this plant have evolved to feed off of kinetic energy. Any physical blow to the plant will cause the plant to spontaneously grow, absorbing any melee damage done to the plant and immediately converting that damage into added hit points. For each dice of kinetic damage so absorbed, the plant increases in size by one-half.

LASER FRUIT

Range: 150 yards

Duration: 1-2 fruit per day

Damage: 5d6 per shot

Area of Effect: One target

The mutated plant grows small fruit (lemon/lime sized up to orange sized) that can be used as one-shot laser weapons by squeezing the fruit forcefully and aiming the stem end at the desired target.

LIQUEFACTION

Range: Body of the plant **Duration:** While concentrating

Damage: N/A

Area of Effect: N/A

This mutation allows a plant to temporarily transform into a puddle of chlorophyll-rich, green goo. The goo can move at 20 yards per melee turn and can seep into any space that water can reach

such as through metal grates or under doors. The plant can coalesce into its original shape at will.

METABOLIC REVERSAL

Range: Touch

Duration: Instant

Damage: 1 hit point

Area of Effect: Single target

Plants with this mutation have strangely reversed metabolisms, and are sustained by oxygen and give off carbon dioxide. This highly destructive metabolic process also causes them to feed primarily on metals in the soil, and thus any metal object or substance that comes into contact with this plant takes 1 hit point of damage. This will reduce all weapons and armor by one point of effectiveness per touch, until they become rusted and useless. Plants with this mutation cannot metabolize duralloy.

MIMIC

Range: N/A

Duration: 1d6 +1 days

Damage: N/A

Area of Effect: Personal

The plant has evolved so that its fruit resemble a specific type of device, such as a grenade, ammunition or chemical energy cells. The fruit are not functional, but are relatively convincing. The fruit are as edible as the original base stock. 1d6 +1 days after being picked, the fruit will become over-ripe and start to sprout if kept in a dark area, such as in a backpack.



MIMICRY (AUDIAL)

Range: Hearing

Duration: Permanent

Damage: None

Area of Effect: Personal

This mutation grants the plant the ability to reproduce an array of non-harmful (non-sonic) sounds with perfect accuracy. Both natural and artificial sounds can be mimicked, up to and including human speech. The plant is not necessarily intelligent (unless possessing suitable additional mutations), but experience has taught it that certain sounds attract various creatures and it mimics sounds most likely to attract the curious. This mutation is not in itself hazardous, but the plant usually has other mutations capable of turning inquisitive creatures into nourishment. Intelligent predators often lurk near a plant with this mutation, waiting for it to attract its next meal.

MIMICRY (PHYSICAL)

Range: Sight

Duration: Permanent

Damage: None

Area of Effect: Personal

This mutation gives the plant the ability to alter its appearance to mimic another creature or object. The plant can reshape itself either in part or completely to disguise itself. For example, a plant with this power could change its entire form to resemble a large

object like a robot or alter a single appendage such as a vine or root to mimic a discarded laser pistol. The plant cannot mimic a creature or object larger than its own mass. Although the disguise is very convincing at a distance, creatures approaching within 20' of the plant are likely to see through the disguise 50% of the time. By that point, however, it may be too late. As with mimicry (audial), this mutation is not dangerous in and of itself, but the plant likely has other offensive capabilities to use on prey that strays too close.

NETTING

Range: 50 yards **Duration:** Constant
Damage: N/A **Area of Effect:** Special

The mutant can cast root nets at prey and drag them back to the trunk. The size of the nets depends on the age of the plant. The plant won't toss a net at prey it can sense can easily get out of the net. A fifty-year-old plant can toss a net easily able to capture a normal human. These nets appear to be a system of leaves on the branches of the plant.

NEW SHOOTS

Range: 50 yards **Duration:** Combat Round
Damage: 1d10 **Area of Effect:** Victim

The plant shoots javelin-sized missiles. For every two years of the plant's life it makes a new plant pod. The javelin of the shot pod is also a seed that can generate a new plant.

PINCERS

Range: Body of the plant **Duration:** Permanent
Damage: N/A **Area of Effect:** N/A

The plant has two oversized, crab-like pincers made of gnarled wood and vine. The pincers attack as Weapon Class 3 melee weapons. Upon a successful hit, targets are also grabbed and immobilized in the pincer's vice-like grip. Grabbed targets are automatically hit on the next combat turn. The victim must roll a d20 under either the Strength or Dexterity ability score to escape.

PLANT-ANIMAL HYBRID

Range: Body of the plant **Duration:** Permanent
Damage: N/A **Area of Effect:** N/A

All members of this plant's genus exude a heady pheromonal perfume that causes animals to interbreed with it. Roll one animal mutation.

POISON POLLEN

Range: 30 yards, downwind **Duration:** Seasonal
Damage: Poison Strength 6 **Area of Effect:** Soil and water coated in pollen

The mutant plant expels an orange pollen that is poisonous to the soil and water the pollen lands on. When it lands on soil, the poisonous pollen kills any other plant material in that area in order for the mutant plant to germinate in the conquered soil. If the poisonous pollen lands in water, it taints the water, making the water Poison Strength 6. It takes sixty days for the water eco system to purge the poison from the water, or a water reclamation system can purge the poison in ten days. The mutant plant cannot attack with the poison pollen; it is a natural part of the mutant plant's ecology.

POLLEN CLOUD

Range: 10 feet **Duration:** Special
Damage: N/A **Area of Effect:** Circle around plant

The mutant can raise a cloud of pollen that acts like a dense fog and obscures all sight in the pollen area. Stiff breezes can push the cloud away. The plant can generate this cloud up to 10 times in a 24-hour period. Striking anything in the pollen cloud is at a -4 to hit.

PUPPET ROOTS

Range: Touch **Duration:** 1d6 months
Damage: 1d6 **Area of Effect:** 20 yards

This mutation is only used by sentient plants, and often to ensnare other creatures. Plants with this mutation can insert ½" thick tendrils into other intelligent creatures (causing 1d6 damage per attempt) and after a successful mental attack; control their victim's actions. The tendrils can be up to 20 years long, and victims will not allow them to be damaged. However, if the roots are severed, the victim will regain control. Any creature that remains under control of such a plant will be released after a 1d6 months. Unbeknownst to the released victim, a seed embedded deep within their body just before they were released will start to grow in a week, causing 1d6 damage per day. After 3 weeks, if the victim is still alive, the new seedling will decide to take root and the victim will become immobile and eventually die. Removing the seed will require surgery from a medical robot.

RADIATION FOR HIT POINTS

Range: 10 yards **Duration:** Constant
Damage: N/A **Area of Effect:** Body of the plant

The plant can trade intensity numbers of radiation for hit points. The plant mutant has a beginning number of hit points as taken from its constitution. In any 24 hour period the plant can trade hit points to cancel out radiation damage. For example a 100 hit point plant can face intensity 10 radiation in a combat round and trade 10 hit points to ignore the intensity 10 radiation. In the next combat round staying in the radiation field causes the intensity to rise to 11 for the mutant. It can trade 11 hit points to ignore the damage. The mutant plant must trade hit points to remove all of the radiation so that it cannot trade 5 hit points and take intensity 5 radiation. Healing those lost hit points is based on the plant's normal healing rate.

RADIATION POLLEN

Range: 20 yards

Duration: Constant

Damage: Radiation Intensity 13

Area of Effect: 10 yards in diameter

The carnivorous mutant plant can attack a group of targets with a single burst of radioactive pollen. When the mutant plant senses prey is nearby, it will attack with a burst of radioactive pollen. The pollen attack has such a widespread area of effect that no attack roll is required, but victims within the area of effect must roll on the Radiation Resistance Table. If the victim is killed, the mutant plant's root system feeds off the corpse as it decays into the soil.

ROTOR FRONDS

Range: 3 yards

Duration: Permanent

Damage: 6d6

Area of Effect: Personal

This mutation gifts the plant with up to a dozen stiff, palm-like fronds that it can spin with great velocity, allowing flight similar to a helicopter. When employed in this manner, the plant flies at a base speed of 12 spaces per melee turn and can achieve elevations of up to 1 mile in height. The fronds can also be used in melee combat (treat as WC 5 due to speed of rotation) with a successful strike inflicting 6d6 damage to its target.

SAP TRAP

Range: Touch

Duration: Indefinite, or 1 hour

Damage: N/A

Area of Effect: Touch

The sap excreted by this plant acts as a permanent super-glue, adhering to any object or creature that touches the surface of the plant. This glue bond is unbreakable, except by lasers, an atomic torch, or similar heat-based attacks. Killing the host plant will also cause the sap glue to slowly dissolve over the course of about 1 hour.



SAWING LEAVES

Range: Touch

Duration: Permanent

Damage: 12/10/12

Area of Effect: Personal

This plant bears a number of rigid, saw-toothed leaves that it can vibrate at supersonic speed.

Each of these leaves acts like a

vibro blade (WC 9; DMG 12/10/12). A plant with this mutation has 2d10 sawing leaves.

SEED BURSTING

Range: 50 feet

Duration: Instant

Damage: 5d6

Area of Effect: 1 foot circle

The mutant wants its seeds to explode and grow in prey. The plant can throw one seed for every year it exists. Ten year old plants can throw a cluster of 10 seeds each doing 5d6 in explosive power. If prey is killed, the plant's fragments grow as seeds in the dead body, and within a day a plant as taken root and grows above the corpse. The mutant can only attack during daylight hours. It generates one seed cluster a year.

SEISMIC SENSITIVITY

Range: Touch

Duration: N/A

Damage: N/A

Area of Effect: 10 yard diameter

The plant can sense vibrations in the ground or air in a radius of 40 yards. This allows the plant to make ranged attacks etc, without having relying upon sight, or relying upon light.

SIREN CALL

Range: Touch

Duration: Indefinite

Damage: N/A

Area of Effect: 10 yards

Plant's flowers quiver gently in the breeze, creating a soothing and tranquil aria that attracts animals and sentient beings, eventually lulling them to sleep if more than 1 hour is spent in the area. Victims may be awakened normally by loud noises or shaking, but otherwise continue to sleep indefinitely, eventually dying of dehydration and becoming fertilizer for the plant.

SLAVE BERRIES

Range: N/A

Duration: 24 hours per berry consumed

Damage: N/A

Area of Effect: Single creature per berry

The plant produces 1d100 juicy berries that give off an enticing aroma. Any creature with animal intelligence or better that consumes one of the berries is subject to a mental attack by the plant. If successful, the eater falls under the mental domination of the plant. Depending on the plant's intelligence, enslaved creatures can be instructed to commit suicide and thereby fertilize the soil with its decomposing body or act as proxies by which to fulfill the plant's goals (such as obtaining more slaves/food or taking control of the plant's home level). The mental domination fades after 24 hours, but intelligent plants will command their slaves to consume more berries while under their control, thereby prolonging the process.

STROBE LIGHT

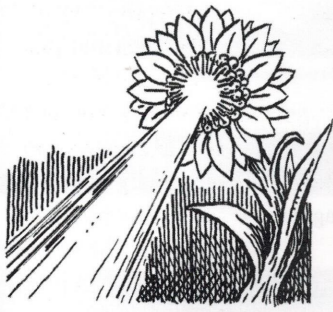
Range: 60 feet

Duration: 3d6 rounds

Damage: N/A

Area of Effect: 60 foot diameter circle

The mutated plant emits a bright, variable rate, strobe light that makes attacking it or anything else within a 60 foot circle more difficult by a factor of 1-3 points on the attack roll. No affect if located in full daylight areas.



SUNFLOWERS

Range: 30 yards

Duration: 10 seconds

Damage: None or 4d6

Area of Effect: Up to 20 targets

This mutation manifests in either of two ways: 1) as a cluster of 1d20 small but brilliantly colored flowers adorning the plant

or 2) as a single large blossom. In each case, the flowers produce a beam of brilliant light that can be directed at targets up to 30 yards away. In the case of the clusters of smaller flowers, these rays are of sufficient brightness to blind a target with a successful attack roll (treat as either WC 2 or as light bows with a range of 10/20/30 if using the alternative hit/miss system for missile weapons). Plants with a single flower fire a more concentrated heat ray that does 4d6 damage on a successful attack.

SYMBIOSIS

Range: Touch

Duration: Permanent

Damage: N/A

Area of Effect: Victim's body

The mutant can attach to other living beings. The chemicals going through the victim's body make it want to hold and protect the mutant plant. The only problem exists as the plant keeps growing and becomes larger than the carrying victim. When this happens the victim doesn't want to move and eventually dies. The victim will fight to prevent the plant from becoming unattached.

TRAP MAT

Range: Touch

Duration: N/A

Damage: N/A

Area of Effect: 10 yard diameter

Plant is capable of creating a large mat of grassy tendrils and leaves, typically over a large pit or cave. Plants with this mutation will wait for a creature to travel across its mat and then release the mat so that victims fall into a pit that is permeated by its root system in order to feed on the carcasses of its victims.

VAMPIRE THORNS

Range: 2 yards

Duration: Permanent

Damage: 1d6 per turn

Area of Effect: Personal

Plants with this mutation possess up to 2d10 branches or vines covered in sharp, hollow thorns with which to defend themselves and provide nourishment. The plant can attack foes up to 2 yards away with its briar-covered branches (WC 1) and, if successful, inflict 1d6 points of damage each turn as the plant drains the victim's blood. A victim suffering from blood drain can extract itself from the thorns by dedicating an entire combat turn to escaping, but doing so makes it susceptible to additional attacks by the plant. These drained hit points are added to the plant's own hit point total. This stolen health fades after 24 hours as the plant absorbs the blood.

VAMPIRIC SEED PODS

Range: Within 10 feet

Duration: 2 rounds; twice per day

Damage: 6d6

Area of Effect: 25 ft x 25 ft area

The mutated plan can discharge a 'swarm' of vampiric seed pods to drop onto those passing nearby, causing 6-36 seed pods to attach onto their victims and leech blood and hit points at a rate of 1-2 points per round, per seed pod.

VEGETABLE CONVERSION

Range: Touch

Duration: Permanent

Damage: N/A

Area of Effect: Single target

The plant has suckered tendrils that it uses to grapple its victims. If a creature is successfully grappled for more than two rounds, the plant injects spores into the bloodstream of its victims that, over time (1 week), convert the target creature into a sentient plant. This fully transformed plant creature retains all of its former abilities and mutations, and also gains the vegetable conversion mutation.



WATER GENERATION

Range: Self

Duration: Constant

Damage: N/A

Area of Effect: Personal

The mutant plant is able to absorb and purify water from ground soil. The purified water is collected and stored in fruits with firm skins. If the skin of the fruit is pierced, then the water comes gushing out. The mutant plant collects the water so it can be later used during periods of drought, but they also make excellent sources of drinking water for adventurers exploring the world.

COMPLETE MUTATION LIST

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