

Explanation of Rare Mutant Powers

The following are each of the Rare Mutant powers and their explanations:

Molecular Shift (Ability)

Mutant can rearrange and shift his or her molecular physical body to penetrate otherwise solid obstacles.

Modification Point cost: 100

Rarity: Rare

Ability-points to invoke: 50

Area of Effect: Self.

Avoidance-roll: None.

Damage: None.

Duration: 10' of solid mass per 50 points of mental-strength expended. If Mutant is halfway through an object, and his or her mental-strength is below 50', he or she will have to wait in one place until M.S. reaches 50+ (then continuation of movement through solid object can continue (M.S. will regenerate at 4 points per hour).

The time it will take for the Mutant to pass through objects differs according to the type of material being traversed through as follows:

Earthen-like material 1 turn per 10'

Glass or Crystal-like material: 3 turns per 10'

Rock-like material: 2 turns per 10'

Effect time: Instant.

Explanation: Mutant will gain the ability to pass through solid objects.

Hand movement: None.

Healing: None.

Immunities: Magical shieldings and barrier spells cannot be passed through.

Invoke time: 20 turns (100 seconds)

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') -- Mutant must be standing before the barrier he or she wishes to pass through.

Resting time: 10 turns (50 seconds)

Special: None.

Susceptibilities: None.

Value: Scroll: 1,000,000 white-gold

Nylar's Resistance (Ability)

Mutant will become resistant to damages sustained.

Modification Point cost: 36

Rarity: Rare

Ability-points to invoke: 18

Area of Effect: Self.

Avoidance-roll: None.

Damage: None.

Duration: 1 turn (5 seconds) x your current level.

Effect time: Instant.

Explanation: For every 5 levels advanced, the Mutant will have a damage-reduction of 1 to all forms of attack, whether they be mental, physical, or spiritual.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 3 turns (15 seconds)

Maximum adjustment: 20 damage-reduction

Notes: None.

Range: Self.

Resting time: 1 turn (5 seconds)

Special: Magical damage will cut this powers damage-reduction to 1 per 10 levels advanced, instead of the 1 per 5.

Susceptibilities: None.

Value: Scroll: 200,000 white-gold

Nylar's Wave (Ability)

Wave of energy will assault all surrounding the Mutant.

Modification Point cost: 120

Rarity: Rare

Ability-points to invoke: 60

Area of Effect: 3 spaces out from the Mutant in all directions.

Avoidance-roll: Avoidance-roll vs. "Enchantment" (add Intelligence and wisdom together \div 10 (rounded -- roll this number or below to succeed).

Damage: 1-D10 per 2 levels advanced.. See: "Healing"

Duration: Instant.

Effect time: Instant.

Explanation: A physical force (not magic) will extent, like a blast-wave similar to the effects of the explosion potion, causing physical damage to all within the "Area of Effect".

This power can also be used to heal self and all perceived allies within the "Area of Effect".

Hand movement: Two hands. Mutant must hold out his or her hands to either side, fingers spread wide.

Healing: 1-D10 per 2 levels advanced.. See: "Healing"

Immunities: None.

Invoke time: 3 turns (15 seconds)

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: 2 turns (10 seconds)

Special: None.

Susceptibilities: None.

Value: Scroll: 1,200,000 white-gold

Plethoric Characteristic (Ability)

Mutant can pick the characteristics that will be permanently raised by 1-D10 +1 point per 5 levels advanced.

This power can be purchased multiple times.

Modification Point cost: 60

Rarity: Rare

Ability-points to invoke: Not applicable.

Area of Effect: Self.

Avoidance-roll: Not applicable.

Damage: Not applicable.

Duration: Permanent

Effect time: Instant.

Explanation: Mutant can pick the characteristics that will be permanently raised by 1-D10 +1 point per 5 levels advanced. These points can be placed onto one or more characteristics at the choosing of the Mutant (in other words, you don't have to put all of them into one characteristic; you can divide them up however you wish).

Hand movement: Not applicable.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: 1 hour (720 turns).

Maximum adjustment: Not applicable.

Notes: Once this power has been picked, you will not add it to your list of abilities. You will purchase this power, roll for and divide the points into your characteristics as you wish, and then upon leveling again, you may purchase it again if you wish.

Range: Self.

Resting time: Not applicable.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 3,700,000 white-gold

Regenerative Healing (Ability)

Mutant can regenerate one wound he or she has received.

Modification Point cost: 100

Rarity: Rare

Ability-points to cast: 50

Area of Effect: Self.

Avoidance-roll: None. This spell will not work on an unwilling target.

Damage: None.

Duration: Permanent until wound is fully healed, or until the same area sustains damage to it once again.

Effect time: Instant.

Explanation: This will permit a Mutant to completely heal from one single wound no matter the damage (even a severed limb). See: "Healing"

Hand movement: None.

Healing: 1-D10 +1 per 5 levels advanced per turn for the "Duration" of the spell.

Immunities: None.

Invoke time: 3 turns (15 seconds)

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 2,000,000 white-gold

Statue (Ability)

Mutant can turn to stone, becoming a statue.

Modification Point cost: 75

Rarity: Rare

Ability-points to invoke: 37

Area of Effect: Self.

Avoidance-roll: None.

Damage: None.

Duration: Permanent until Mutant wishes to change back. To change back 37 ability-points must again be used again.

Effect time: Instant.

Explanation: Mutant can turn to stone, becoming a statue. Damage-points will be at x10 and armors and items worn will protect Mutant as normal.

There will also be a 30 damage-reduction added to your physical body as an added protection.

While in statue form, Mutant can see and hear as normal (yet cannot move).

Hand movement: None.

Healing: None.

Immunities: While in Statue form, you will not be susceptible to Mental and Spiritual attacks. You will not lose blood, nor' will you feel the pains of being wounded.

Invoke time: 3 turns (15 seconds) to change to statue form, and 1 turn to change back.

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 75,000 white-gold

White-Hot Mutant (Ability)

Mutant will become white-hot and flash once (as the dreaded phoenix), burning all nearby creatures.

Modification Point cost: 90

Rarity: Rare

Ability-points to invoke: 45

Area of Effect: 1space (5') + the next 3 spaces out surrounding that space.

Avoidance-roll: None.

Damage: 1-D12 +1 x the level of the Mutant.

Duration: Instant.

Effect time: Instant.

Explanation: Mutant will become white hot and flash once, sending out searing heat that will cause burn damage to all within the “Area of Effect”

Hand movement: Mutant will spread the arms out, as if he or she is a phoenix.

Healing: None.

Immunities: None.

Invoke time: 3 turns (15 seconds)

Maximum adjustment: None.

Notes: Remember that the Mutant cannot control who is burned by this power. Any creatures, plants, etc. caught in the “Area of Effect” will be damaged.

Range: Self.

Resting time: 3 turns (15 seconds)

Special: None.

Susceptibilities: This power will cause a Maximum strike (highest damage of three rolls) against Amphibian class creatures.

Value: Scroll: 6,000,000 white-gold