

Explanation of Common Mutant Powers

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

Body Mass (Ability)

Body mass will allow the Mutant to cause his or her (or another's) body weight to change.

Modification Point cost: 10

Rarity: Common

Ability-points to invoke: 1 / 20 Lbs

Area of Effect: One target.

Avoidance-roll: Pit Mental-strength vs. Mental-strength

Damage: None.

Duration: Concentration. A successful avoidance-roll vs. "Mental-Attack" must be rolled if physically touched, or this ability will fail (it must then be invoked again).

Effect time: Instant.

Explanation: This power will cause the body weight of a creature to become lighter, or heavier (it is up to the Mutant). If the body weight of a creature is cut in half, half the damage from falling will be negated. On the other hand, if the body weight of a creature is doubled, double the damage from falling will be negated. Obviously there are other effects that can be either undesirable, or desirable when this power is used (discretion of the G.M.).

Hand movement: None.

Healing: None.

Immunities: None-physical creatures are not effected.

Invoke time: 1 turn (5 seconds) per 500 Lbs of weight Manipulated.

Maximum adjustment: None.

Notes: For every point of M.S. expended, body weight will increase/decrease, at the will of the Mutant, 10 LBS.

Range: 1space (5') x your awareness.

Resting time: 1 turn (5 seconds) per 250 Lbs. manipulated.

Special: None.

Susceptibilities: None.

Value: Scroll: 15,000 white-gold

Body Weapon (Ability)

The following natural weapons will be gained by the Mutant:

Modification Point cost: 20

Rarity: Common

Ability-points to invoke: None.

Area of Effect: Self.

Avoidance-roll: None.

Damage: x2 damage of a normal weapon of it's type (See: "Explanation")

Duration: Permanent until retracted.

Effect time: Instant.

Explanation: This unique power will produce the following weapon-types from the body of the mutant. The following weapons are only retractable (they are not strapped on as you would a conventional weapon):

Types: For damages, this weapon is considered as:

Elbow-blade (Elbow-blade at x2 damage (see: "Elbow-blade" in the Weapons Book).

Finger-blades (Finger-blades at x2 damage (see: "Finger-blades" in the Weapons Book).

Fist-blades (Fist-blades at x2 damage (see: "Fist-blades" in the Weapons Book).

Foot-blade (Foot-blade at x2 damage (see: "Foot-blade" in the Weapons Book).

Horns on head (Katana at x2 damage (see: "Katana" in the Weapons Book).

Knee-blade (Knee-blade at x2 damage (see: "Knee-blade" in the Weapons Book).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: The time it take to draw a weapon from it's sheath (which will take one attack).

Maximum adjustment: None.

Notes: The following are some specifics of Body Weapon:

(1) All are permanent and retractable.

(2) x2 damage

(3) One extra attack per turn, vs. the weapon listed in the book, will be given.

(4) Only one type of weapon can be used at one time.

(5) +10 to parry attacks with body weapon.

Range: As the range listed in the Weapons Book for that specific weapon type.

Resting time: None.

Special: Body Weapons are considered as Rank (magical) weapons (+1 damage added per level of the Mutant).

Susceptibilities: None.

Value: Scroll: 20,000 white-gold

Night-Vision (Ability)

Night vision will allow the Mutant to see in the dark.

Modification Point cost: 10

Rarity: Common

Ability-points to invoke: 5

Area of Effect: 1space (5') x your awareness.

Avoidance-roll: None.

Damage: None.

Duration: 1 hour (720 turns) x your level.

Effect time: 1 turn (5 seconds)

Explanation: Night vision will allow the Mutant to see in the dark as if it were light outside.

Hand movement: None.

Healing: None.

Immunities: This spell will not allow visual sight within a spell or ability of darkness.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: None.

Range: See: "Area of Effect"

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 5,000 white-gold

Spider Climb (Ability)

Allows you to climb like the spider.

Modification Point cost: 14

Rarity: Common

Ability-points to invoke: 7

Area of Effect: Self.

Avoidance-roll: avoidance-roll vs. “Coordination” to traverse surfaces effortlessly.

Damage: None.

Duration: 1 minute (12 turns) x your current level.

Effect time: Instant.

Explanation: This ability will endow the Mutant to cling to smooth and vertical and ceiling surfaces as can a normal spider.

Hand movement: None.

Healing: None.

Immunities: Ice and wet, smooth, surfaces are exceptionally difficult to Spider Climb. It will take an avoidance-roll vs. “Coordination” every single turn to continue scaling such surfaces without losing the ability to Spider Climb it.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 14,000 white-gold

Sustenance (Ability)

Mutant no longer needs food and water for a time.

Modification Point cost: 30

Rarity: Common

Ability-points to invoke: 15

Area of Effect: Self.

Avoidance-roll: Avoidance-roll vs. "Constitution"

Damage: None.

Duration: 24 hours per 10 levels advanced.

Effect time: 3 turns (15 seconds)

Explanation: Mutant will not have to eat or drink during the "Duration" of this power.

Hand movement: None.

Healing: None. But hunger will be satisfied as if the Mutant has eaten one meal per 24 hours.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: Ability-points expended to invoke this power will not begin to regenerate until the "Duration" has expired.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 30,000 white-gold

Wings (Ability)

Mutant will form wings to fly with.

Modification Point cost: 20

Rarity: Common

Ability-points to invoke: 10

Area of Effect: Self. Wingspan will be x3 the height of the Mutant.

Avoidance-roll: None.

Damage: None.

Duration: Permanent until retracted.

Effect time:

Explanation: Mutant can sprout wings to fly with. Mutant can fly at x3 his or her movement. It will take 3 full turns to retract wings.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: Ability-points expended to invoke this power will not begin to regenerate until wings are retracted.

Range: See: “Area of Effect”

Resting time: None.

Special: The nature will be up to the Mutant (wings can be membrane, like a fairy’s wings, bat-like, bird-like, etc.).

Susceptibilities: None.

Value: Scroll: 20,000 white-gold