

# Explanation of UnCommon Mutant Powers

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

# Characteristic Gain (Ability)

Mutant can pick the characteristic that will permanently raise 1 point.

Modification Point cost: 7

Rarity: UnCommon

Ability-points to invoke: Not applicable.

Area of Effect: Self.

Avoidance-roll: Not applicable.

Damage: Not applicable.

Duration: Permanent

Effect time: Instant.

**Explanation:** One of the Mutant's characteristics will raise one point permanently. The Mutant will choose the one that will raise. The same characteristic cannot be chosen twice in a row, and only 1 characteristic per level may be selected.

Hand movement: Not applicable.

Healing: Not applicable.

Immunities: Not applicable.

Invoke time: 1 hour (720 turns).

Maximum adjustment: Not applicable.

Notes: None.

Range: Self.

Resting time: Not applicable.

Special: None.

Susceptibilities: Not applicable.

Value: Scroll: 170,000 white-gold

# Heal (Ability)

Mutant can heal self, or another, all physical flesh wounds (lost damage-points only).

Modification Point cost: 60

Rarity: UnCommon

Ability-points to invoke: 30 for self / 60 for another.

Area of Effect: Self or other.

Avoidance-roll: None.

Damage: None.

Duration: Permanent

Effect time: 3 turns (15 seconds)

Explanation: This ability will heal the Mutant, or another, of lost damage-points.

Hand movement: Touch.

Healing: Target will be fully healed in 3 turns (15 seconds). Heal up 1/3 of the damage taken per turn.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: After Heal has been invoked upon self, or another, other wounds taken will not heal (it must be invoked once again).

Range: Touch.

Resting time: 3 turns (15 seconds)

Special: None.

Susceptibilities: None.

Value: Scroll: 35,000 white-gold

# Immunity to pain (Ability)

Mutant is 100% immune to pain.

Modification Point cost: 20

Rarity: UnCommon

Ability-points to invoke: 5

Area of Effect: Self.

Avoidance-roll: None.

Damage: None.

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

Effect time: Instant.

Explanation: This will numb all the Mutant's wounds, and cause future wounds to not be felt for the “Duration”.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 1 turn (5 seconds)

Maximum adjustment: None.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 37,000 white-gold

# Oxygen (Ability)

Mutant will not need to breath to live.

Modification Point cost: 20

Rarity: UnCommon

Ability-points to invoke: 10

Area of Effect: Self.

Avoidance-roll: None.

Damage: None.

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

Effect time: Instant.

Explanation: The Mutant does not need to breath to live while the “Duration” is in effect (but Mutant can drown if he or she breaths in water).

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 2 turns (10 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: 80,000 white-gold

# Steel Skin (Ability)

Mutant will create a steel-hardened casing about him or herself.

Modification Point cost: 30

Rarity: UnCommon

Ability-points to invoke: 15

Area of Effect: Self.

Avoidance-roll: None.

Damage: None.

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

Effect time: Instant.

**Explanation:** This ability will cause what appears to be liquid-steel to cover the Mutant. This steel is considered as plate armor, with all special abilities and damage-points applying to the Mutant just as if he or she was wearing a set of plate armor.

The temperament of the alloy of Steel Skin will be as follows:

Level of Mutant: Type of plate armoring special abilities to be used:

Level 1-10: Gage-steel plate

Level 11-20: Shank-steel plate

Level 21-30: Krakkin-steel plate

Level 31-40: Earthen-steel plate

Level 41-50: Admontanium-steel plate

Level 51-60: Krannik-steel plate

Level 61-70: Starr-steel plate

Level 71-80: Mystical-steel plate

Level 81+: Koar-steel plate

See: Plate Armors in the “Weapons Book” for details on special abilities to turn specific attacks.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: 2 turns (10 seconds)

Maximum adjustment: Koar-steel plate special abilities.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

**Susceptibilities:** Fire and Lightning cause Maximum strike (highest damage of three rolls) against the Mutant during the “Duration” of this power.

Value: Scroll: 170,000 white-gold

# Surprise Resistance (Ability)

Mutant will not be surprised if an “Awareness Check” is successful.

Modification Point cost: 24

Rarity: UnCommon

Ability-points to invoke: 12

Area of Effect: Self.

Avoidance-roll: “Awareness Check” (your Awareness will be the % chance (roll your % chance or below to succeed).

Damage: None.

Duration: Permanent ability that is constantly in effect.

Effect time: Instant.

Explanation: Mutant will have a % chance of never being surprised. See: “Avoidance-roll”. This power will not warn the Mutant of surprises against a comrades or allies.

Hand movement: None.

Healing: None.

Immunities: None.

Invoke time: Instant. Passive ability that is always in effect. The Mutant does not have to invoke this ability.

Maximum adjustment: Not applicable.

Notes: None.

Range: Self.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: Scroll: 100,000 white-gold