

# *Guardians of Utaemia*

## *Mutant Abilities and Powers*

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# Mutant Powers:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain Mutant powers.

# Mutant

This is not only a character type, but a race. One cannot choose this character type by any means. They are simply a Mutant.

Prerequisite:  
None.

## Mutant Powers

Mutants will only pick powers from the following list. Notice there is a random determination chart with it, for not only do Mutant's gain Modification-points to spend on powers, but for every 10 years they have aged, they will gain 1 random power as a bonus.

See the following Chart #4 if you are buying powers with Modification-points.

If you are rolling up a random power, start by rolling on Chart #1

# Chart #1

Roll on the following table to know the “Rarity” of the Mutant Power you have found:

%Roll: Rarity:

01-70: Common	Roll again on Chart #2 for a specific Common Mutant Power.
71-95: Uncommon	Roll again on Chart #3 for a specific UnCommon Mutant Power.
96-00: Rare	Roll again on Chart #4 for a specific Rare Mutant Power.

## Chart #2

The following is a list of “Common” Mutant Powers. If you are buying a power with Modification-points pick the one you want if you meet the prerequisites.

If you are rolling for one of the powers due to your 10 year aging process, roll on the following table and DO NOT spend Modification-points for the power:

### %Roll: Common Mutant Powers:

01-17: Body Mass

18-34: Body Weapon

35-51: Night-Vision

52-68: Spider Climb

69-84: Sustenance

85-00: Wings

## Chart #3

The following is a list of “UnCommon” Mutant Powers. If you are buying a power with Modification-points pick the one you want if you meet the prerequisites.

If you are rolling for one of the powers due to your 10 year aging process, roll on the following table and DO NOT spend Modification-points for the power:

%Roll: UnCommon Mutant Powers:

01-17:Characteristic Gain

18-34: Heal

35-51: Immunity to Pain

52-68: Oxygen

69-84: Steel Skin

85-00: Surprise Resistance

## Chart #4

The following is a list of “Rare” Mutant Powers. If you are buying a power with Modification-points pick the one you want if you meet the prerequisites.

If you are rolling for one of the powers due to your 10 year aging process, roll on the following table and DO NOT spend Modification-points for the power:

%Roll: Rare Mutant Powers:

01-15: Molecular Shift

16-30: Nylar’s Resistance

31-44: Nylar’s Wave

45-58: Plethoric Characteristic

59-72: Regenerative Healing

73-86: Statue

87-00: White Hot Mutant