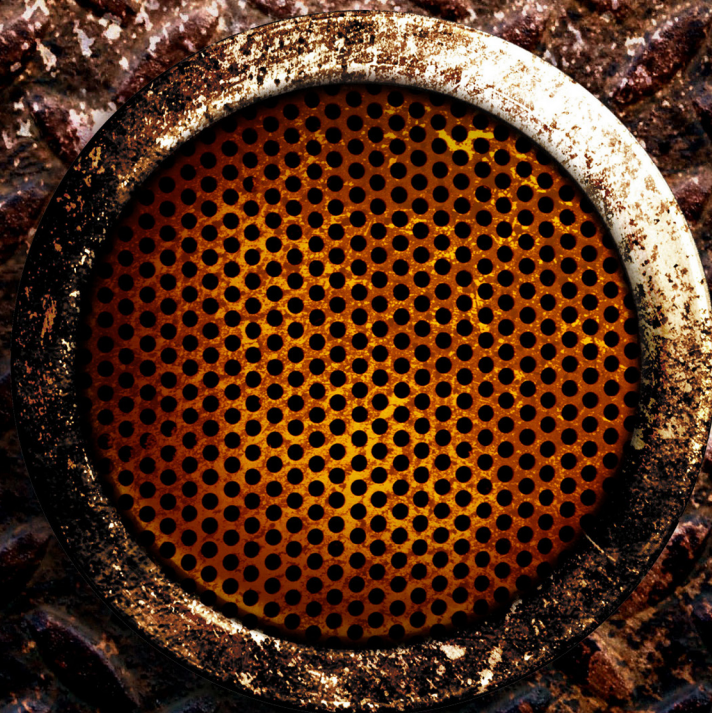


MUTANT OMEGA



**PLAYTEST
DOCUMENT**

**VERSION 1.1
DEC 2010**



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Playtesting

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Special Thanks

DANIEL PROCTOR and RYAN DENISON
(for opening the floodgates)

JIM WARD

(for my favourite editions)

MY BLOG READERS

(for feedback & encouragement)

PLAYTESTER CREDITS

If you have played with this or another edition of the Mutant Omega playtest documents and have any comments, adjustments or modifications to propose, please contact dyson.logos@gmail.com to have your name as well as your playtest groups' names added to this document.

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NOTES ON THIS EDITION

This edition of the Mutant Omega playtest document includes roughly 20 new mutations, as well as the Mutation Score system. It does not at this time contain new drawbacks, a mutation score system for drawbacks, nor plant mutations - most of which will be included in a later playtest document.

Formatting is obviously still sub-par, with orphans abounding (although with few or no widows).

MUTATION SCORES

Almost all beneficial mutations have a mutation score. Whenever you determine that a mutant has a mutation, roll 3d6 (alternately, if you want a higher-powered game, roll 4d6 and drop the lowest die) to determine the Mutation Score for that mutation.

Some mutations use the score directly, while others use the Mutation Score Modifier (MSmod). The Mutation Score Modifier is determined based on the mutation score in question.

MS Modifier	
MS	MSmod
3-7	+1
8-12	+2
13-15	+3
16-18	+4
19+	+5

Mental Mutations now use the Mutation Score instead of the mutant's Willpower on the mental attack table.

DETERMINING MUTATIONS

Mutant Omega characters receive mutations as normal, except that there are no drawbacks directly on the mutation tables. There are two methods of dealing with this.

The first is to make any roll of 81+ a roll on the drawbacks table - this produces results most like those of the classic rules.

The second option is that all mutants receive one mental and one physical drawback as part of their starting allotment of mutations, and roll for the others as beneficial mutations. Using this system, rolls of 86+ become either "roll again" or "player's choice" depending on how "nice" the ML is.

d100	Physical Mutation
01-03	Aberrant Form
04-05	Adrenal Control
06-07	Chameleon Epidermis
08-09	Complete Wing Development
10	Density Alteration
11-12	Dermal Poison Slime
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16-17	Dwarfism
18-19	Echolocation
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22	Energy-Retaining Cell Structure
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25-26	Fragrance Development
27-28	Gas Generation
29-30	Gigantism

d100	Physical Mutation
31-32	Growing
33-34	Increased Balance
35-36	Increased Precision
37-38	Increased Physical Attribute
39-40	Increased Sense
41-42	Metamorph
43-44	Mouth of the Glutton
45-46	Multiple Stomachs
47	Natural Armor
48-49	Night Vision
50-51	Optic Emissions
52-53	Parasitic Control
54	Pockets
55-56	Poison Tumours
57-58	Prehensile Tail
59-60	Quickness
61	Redundant Organs
62-63	Reflective Epidermis
64	Regenerative Capability
65	Savage Genitalia
66-67	Shriek
68-69	Skeletal Enhancement
70-71	Spiny Growth
72-73	Stomach Tosser
74-75	Thermal Vision
76	Toxic Weapon
77-78	Ultraviolet Vision
79-80	Unique Sense

d100	Physical Drawbacks
01-06	Albinism
07-12	Bizarre Appearance
13-17	Epidermal Susceptibility
18-22	Frailty
23-27	Hemophilia
28-33	Increased Caloric Needs
34-38	Obese
39-44	Pain Insensitivity
45-49	Pain Sensitivity
50-54	Pituitary Deformation
55-60	Poison Susceptibility
61-65	Prey Scent
66-71	Reduced Immune System
72-77	Reduced Oxygen Efficiency

d100 Physical Drawbacks

- 78-82 Sensory Deficiency
- 83-88 Simian Deformity
- 89-95 Slow Mutant
- 96-00 Vision Impairment

d100 Mental Mutations

- 01-02 Ability Boost
- 03-04 Accumulated Resistance
- 05-06 Acute Hyper Healing
- 07-08 Aggressive Telepathic Switchboard
- 09-10 Ancestral Form
- 11-13 Body Adjustment
- 14 Brain Flayer
- 15-17 Combat Empathy
- 18-19 Control Light Waves
- 20-21 Control Weather
- 22-23 Damage Turning
- 24 Density Alteration (Others)
- 25-26 Disintegration
- 27-29 Dual Cerebellum
- 30-32 Empathy
- 33-34 Fleet of Foot
- 35-36 Flight, Psionic
- 37-39 Force Screen
- 40 Force Screen, Greater
- 41-42 Increased Willpower
- 43-44 Intellectual Affinity
- 45 Killing Sphere
- 46-48 Know Direction
- 49-51 Mental Barrier
- 52-53 Mental Phantasm
- 54-55 Mental Dampening
- 56-57 Metaconcert
- 58-59 Mind Reflection
- 60-62 Mind Thrust
- 63-64 Neural Telekineses
- 65-67 Neural Telepathy
- 68 Plane Shift
- 69-70 Possession
- 71-73 Precognition
- 74-75 Quick Mind
- 76-77 Teleport
- 78-79 Temperature Control
- 80 Vampiric Field

d100 Mental Drawbacks

- 01-15 Atrophied Cerebellum
- 16-29 Dual Cerebellum (Defective)
- 30-44 Mind Reflection (Defective)
- 45-53 Negative Empathy
- 54-69 Phantasmal Damage
- 70-85 Phobia
- 86-00 Weak Will

PHYSICAL MUTATIONS (BENEFICIAL)

Aberrant Form

This mutation covers a wide array of effects over the entire bodily structure of the mutant. Roll 1d8 to determine the nature of the mutation.

1-2 Enlarged Parts: Some aspect of the mutant's body has grown to an abnormally large size and, as a result, has increased functionality. Because this is a benefit all limbs and organs are assumed to be affected in concert (i.e. both arms, both legs, etc.). For example, this mutation could manifest as an MSmod bonus to damage if arms are larger than normal, or a 2xMS to movement for longer or larger legs.

3-4 Xenomorphism: The character gains a unique organ/limb with a new function, such as an extra pair of eyes on stalks, a prehensile proboscis, a limb or body part from another species, or a set of tentacles that act as extra arms. An extra body part from another species may (50%) be equipped with a natural weapon. The new organ or limb uses the MS for all ability checks, attacks, and so on.

5-6 Extra Parts: Any organ or limb that is normally present may be multiplied. An extra normal organ (extra heart, extra set of lungs) may be acquired, which could increase hit points by the MSmod. To generate a random number of a given body part roll 1d4+1 and multiply by that number, or a number may be selected. The brain and/or head cannot be duplicated by this mutation. The body part must be selected at character generation.

7-8 Natural Weapon: The mutant is equipped with a natural weapon, such as horns, teeth, or claws (select at character creation). These will inflict damage as determined based on the MSmod: +1 = 1d4, +2 = 1d6, +3 = 1d8, +4 = 1d10, +5 = 2d6. The character may only attack once per round with a natural weapon, unless he possesses more than one attack per round. A natural weapon may (25%) be equipped with a toxic weapon, such as poison.

Adrenal Control

The mutant can trigger an adrenaline rush once per day that increases his Strength, Dexterity and Constitution by his MSMod for 1 round per point of Mutation Score. His natural movement speed is also increased by 30'. After the rush, the mutant suffers a penalty to those ability scores equal to half the bonus (round down) for 1 hour.

Chameleon Epidermis

The mutant's outer cellular structure has been mutated, allowing the cells to actually alter their lucidness, appearance, and color. In effect, this allows the mutant to subtly change colors on a cellular level. The being may hide, if stationary, almost as if invisible. The color change takes place immediately, and requires no concentration by the mutant. Characters looking for the mutant must roll over the MS on a d20, with bonuses or penalties based on the situation (-5 on the roll in complete darkness, +0 for daylight and immobile, -5 if mobile in daylight). Characters wearing heavy armor or fully garbed receive no benefit from Chameleon Epidermis.

Complete Wing Development

The mutant has developed a complete set of wings, either in the form of fleshy membranes, feathery wings, bat-like extremities, or even scaly or insect-like versions. With these wings the character can fly with a movement $60' + (30' \times \text{MSmod})$. The mutant may fly while carrying only 25% of his body weight. Creatures over 150 pounds cannot use these wings for flight, but they leap to a distance of $60' + (30' \times \text{MSmod})$ with a maximum height of $40' + (20' \times \text{MSmod})$.

Density Alteration

This mutation grants the ability to instantly alter body density, thus shrinking or enlarging. A mutant's maximum enlargement or shrinkage depends on his mutation score.

MS	Max	Min
3-8	1.25	1/2
9-14	1.5	1/3
15-17	1.75	1/4
18+	2	1/8

Each fraction of a body size change is accompanied by an equal fraction increase or decrease to armor class and speed. For example, reduction of size by 1/4 also reduces (improves) armor class and reduces movement by 1/4. Becoming twice as large increases armor class by a multiple of two (to a maximum of 9) and doubles movement. Note that reduction of body density to 1/8 makes a character impervious to damage from sharp implements.

Dermal Poison Slime

The mutant is covered in a thick gooeey slime (like a frog) that is poisonous to those who touch or attempt to ingest the mutant. The class of the poison (as shown on the poison table) is equal to 1/2 of the MS of the mutation. Successful bare-hand attacks and bite attacks against the mutant require the attacker to attempt a saving throw versus poison. Bare-hand attacks made by the mutant have the same effect.

Diffuse Grey Matter

The mutant has no standard structural brain, and instead uses his entire nervous system to operate as an alternate advanced neural network. This grants a bonus equal to the MSmod+1 against all mental attacks.

Dual Headed

The mutant has developed a second head next to the first. He can only be surprised on a roll of 1 on 1d6. Apply the MSmod bonus on all rolls whenever using senses where two heads would be better than one (listening, looking, searching for traps).

Dwarfism

Mutated genes have altered the mutant's physical size, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. With this mutation, the mutant is a dwarf, a mutant with substantially decreased size and body weight. To figure out the character's size, start with a base of 6 feet and subtract the MSmod measured in feet. The character's diminutive size makes it harder to damage opponents, but also makes it more difficult for opponents to land successful blows on the mutant, since he presents such a small target. A dwarf mutant has a +1 to hit targets of human sized or larger with a non-powered hand weapon. He does -1 to damage for every 1' shorter than he is from 3 feet, with an equal reduction (improvement) of AC for each foot he is shorter than 3'.

Echolocation

The mutant has the ability to gather information on his surroundings by using a type of natural sonar. The mutant must emit a noise (some kind of clicking or speech will do), which then reverberates off of the surface of any surrounding objects or creatures, is picked up by an external sense organ and translated into a rough, colorless picture of all objects in the mutant's surroundings. This allows the character to interact with the surroundings as if he has sight, even if he does not have eyes or regular sight is obscured. This does not allow the mutant to see through objects, nor will it allow him to read text or see pictures. This works for a range of $(20 \times \text{MSmod})$ feet, multiplied by the MSmod of Increased Hearing if the mutant also has that mutation. Mutants with this ability will have a better chance of striking an opponent,

receiving a bonus to hit in combat equal to 1/2 of their MSmod.

Energy Ray

Every 3 rounds, this mutation grants the ability to emit a blast of energy (roll 1d6; 1-2 heat, 3-4 cold, 5 radiation, 6 electricity) from the hands (or other upper appendages) that inflicts 2d6+(1d6/MSmod) hit points of damage to a distance of MSx5 feet. Only one type of energy may be chosen at character creation.

Energy-Retaining Cell Structure

The mutant's body has a higher than normal level of electrical energy coursing through his body, energy which he can focus into a shock capable of damaging opponents who touch him. This electrical shock does 1d6/MSmod hp damage.

Epidermal Photosynthesis

Characters with this mutation get energy from the sun, processing it through their bodies as though it were food. If they spend long periods of inactivity in direct sunlight, they will be able to heal wounds more quickly ([MSmod+1] times faster) than the regular healing rate (1d3 per day of complete rest). When they are out of the sun (i.e. at night or in a dark cave) they are forced to move more slowly in order to conserve their rapidly depleting energy. This reduces their movement to 50% of the normal rate. Such characters are also more susceptible to cold and heat, and they suffer a -2 penalty to saving throws versus cold or heat based energy attacks.

Fragrance Development

The mutant has the ability to produce a subtle yet hypnotic fragrance. The fragrance is generally derived from mutated pheromones/hormones (that are emitted at the mutant's will), but could come in another form-spores, for instance. Once per day the mutant can emit a scent that forces up to (MSmod x 3) HD of creatures, or any single creature with less than (MS) HD (or (MS) CON) within (MS) feet to save versus poison or fall into a hypnotic trance for 2d4 rounds. Victims may be ordered to commit any act that is not suicidal, up to and including attacking friends.

Gas Generation

The mutant can naturally create and spray one type of gas. The effects of the gas vary, but in all cases cover an area of 1 foot diameter per point of Mutation Score, and remains in effect for 1 round per point of MSMod. The special effects of the gas can be avoided completely with a successful save versus poison. Special effects last for 1 turn.

Roll Gas Effects

1. Nausea. Victims suffer -2 on all attack rolls and AC.
2. Paralysis. Victims are stunned.
3. Blinding. Victims are blinded.
4. Irritant. Victims suffer -3 on all saves.

5. Euphoric. Victims suffer -6 Willpower
6. Radioactive. Gas is Class MSMod radiation.

Gigantism

Mutated genes have altered the mutant's physical size, an effect either related to a pituitary defect or a change in the genetic program during the years of body growth and development. While this serves to increase strength and size potential substantially, the mutant is nonetheless noticeably different than others of his species. Add the Mutation Score (MS) in feet to the height of the mutant (assuming a base height of 6 feet tall), achieving sizes between 9 and 24 feet. The mutant gets a bonus to damage, based on his height. Note that all mutants with gigantism suffer a -1 penalty to hit creatures 3' tall or smaller.

Gigantism Modifiers

Height	9'	12'	18'	24'
Damage Dice Bonus*	+1	+2	+3	+4

*The Damage Dice Bonus is only applicable to non-powered hand weapons.

Growing

Every time the mutant gains a level, increase his height by MSmod inches, his weight by 2xMS pounds, and his hit points by MSmod.

Increased Balance

The character will never fall or stumble, and can climb almost any surface without being in danger of losing balance. Any situation which would call for a chance to lose balance (requiring an ability check or saving throw), the mutant can add the MS of this mutation to the roll.

Increased Precision

The mutant treats long range for all missile weapons as being medium range. He also gains a bonus to all damage rolls from successful attacks equal to (MSMod - 1).

Increased Physical Attribute

[Strength, Dexterity, Constitution]

One or more physical attributes is increased. Roll 1d6 to determine the specific effects.

1-2 Increased Strength: The character can summon bursts of great strength, dealing an extra 1d6 per point of MSmod when damaging an opponent with a hand-to-hand weapon.

3-4 Increased Dexterity: The character's AC is adjusted (downwards) by his MSmod. This bonus is cumulative with any other DEX bonuses.

5-6 Increased Constitution: The character receives MS x2 in extra hit points, and receives MSmod to all saving throws versus poison.

Increased Sense

[Touch, Taste, Sight, Hearing, Smell]

One or more senses is very acute, allowing the mutant to sense things others may not. Roll 1d10 to determine the sense.

1-2 Increased Vision: This allows the mutant to see things as far as MSmod miles away if there is a clear line of sight. This mutation comes with the benefit of ultraviolet vision and night vision.

3-4 Increased Hearing: A character may distinguish even the quietest sounds at a range of MSx10 feet. This also allows the mutant to pick out sounds from a jumble of noises. Mutants with increased hearing cannot be surprised because they will always hear any movement in their vicinity, and they can listen at a door successfully with a roll of their MSmod+1 or less on 1d6.

5-6 Increased Smell: A mutant with this mutation can pick up scents at MSx10 feet and tell the difference between various smells even if some seem overwhelming to others. Creatures that are upwind can never surprise this character.

7-8 Increased Touch: This increased sense grants +MS% to technology rolls.

9-10 Increased Taste: This ability does not have a range, but it ensures that a character cannot be poisoned and will always be able to tell by tasting whether something is capable of being eaten for nourishment (this mutation does not have a Mutation Score)

Metamorph

The character can choose (at character creation) another creature that he or she can transform into. The character does not gain the mutations of the creature, just the physical appearance and natural abilities (such as claws or sharp teeth). This physical change (in either direction) takes 2 full rounds of inactivity before it is complete. Any natural weapons gained by this mutation are restricted in damage to the following (based on the MS). Any natural abilities (such as great leaping and so on) are restricted to a bonus equal to the MSmod.

MSmod	Natural Weaponry Damage Max
+1	1d4
+2	1d6
+3	1d8
+4	1d10
+5	1d12

Mouth of the Glutton

The mutant gains the ability to swallow objects as large as a large dog or a small person – basically anything smaller than the mutant itself. Of course, the object must be within the grasp of the mutant. If the creature serving as lunch for the mutant is not dead when swallowed, it may suffocate if it cannot get out. The mutant will digest the creature as food – undigestible parts (bones, shoes, artifacts, teeth, etc) will be eliminated normally.

The mutant must successfully attack the target twice – once to grab the target (dealing no damage) and once again to swallow it. The target gets a single save vs death, and otherwise cannot escape unless equipped with natural weapons. The target will die in half it's Constitution rounds unless it can cut its way out or be cut out. If the victim does damage equal to one half the mutant's hit points from within the stomach, he has cut his way out. The mutant can consume its own body mass in food every 36 hours minus his mutation score.

Multiple Stomachs

The mutant has developed a series of interconnecting stomachs (similar to those of a cow), which allow him to break down and digest nearly any substance, be it animal, vegetable, or mineral. The mutant can subsist on nearly anything that is not inherently poisonous and also gains a bonus equal to his MSMod on saves against ingested poisons.

Natural Armor

This mutation indicates that the character has grown a natural defense mechanism over the entire body. It can be thick fur, scales, a shell, or even rubbery skin. This armor is moderate (1-3 on 1d6) or extreme (4-6 on 1d6). Moderate armor provides an AC bonus (reduction) equal to the MSmod, while extreme natural armor grants an AC bonus (reduction) of the MSmod+3, but reduces movement to 75% of its regular rate.

Night Vision

Individuals with this mutation can see in complete darkness to a range of MSx5 feet by utilizing minute amounts of available light. Vision is in black and white only, and does not function in utter darkness underground, since some small light must be present (starlight, moonlight), even if it is so dim normal sight does not perceive it.

Optic Emissions

This mutation takes two forms. Roll 1d6, and on a roll of 1-3 the mutant character receives the ability to project a flash of very bright light from the eyes (bright eyes), blinding an opponent within MSmod x 10' for 1d4 rounds. This blindness causes the opponent a penalty of -4 to attack rolls and increases his armor class by 4. This ability is useful regardless of daytime or nighttime. On a roll of 4-6, the character has the ability to discharge

a burst of radiation from the eyes (gamma eyes), that can reach 30'. The radiation class (as defined on the radiation table in the Adventuring section) is equal to 1/2 of the MS.

Parasitic Control

If the character can attack and latch onto another creature for (6 – MSmod) rounds, he or she will maintain control over the creature as long as the two are in physical contact.

Pockets

The mutant has MSmod “pockets” in each of which he can store up to 1 pound or 1/4 gallon. When empty they are typically unnoticeable, but may be visible when full depending on their location. There is a 25% chance that the pockets are “radiation shielded” and can safely transport biohazardous and radioactive substances. There is a further 25% chance that the pockets can be removed (dealing 1d6 damage) and regrow after 1d6 days.

Poison Tumours

The mutant is covered in grotesque tumours, cysts and sores filled with noxious pus. Whenever hit with a sharp weapon in melee combat, the attacker (and often others within five feet of the mutant) is splattered with this pus. If the attacker hits with a natural weapon, the pus automatically hits and deals 1d6 + MS-Mod damage (and those who bite the mutant must also make a save vs stun or be stunned for 1 round). If the attacker hits with a melee weapon, everyone within (1/2 MS) feet of the mutant must make a save vs poison or suffer 1d6 damage.

Prehensile Tail

The mutant has developed a special tail. The tail is not necessarily a balancing tool, but more of an “additional limb”.

The tail can grapple objects like a hand (much like a new world monkey's tail), allowing the mutant to hang from tree limbs, for instance, leaving the arms and legs free to perform other actions of a more complex and agile nature. Some typical bonuses granted by the mutation might be a bonus to Dexterity checks when climbing or balancing equal to the MSmod (doubled if climbing trees), etc. The tail can also be used in more mundane ways, such as holding a light source, so the character can employ both hands to fight. The tail cannot use weapons or hold a shield, however, as it is not quite that dexterous.

Quickness

This mutation makes the mutant much quicker in all respects. Movement speed is increased by (MSmod x 1/3), mental tasks take (1/MSmod) as long to accomplish, and if the MSmod is +3 or higher, the character may attack two times per round in physical combat (not mental combat).

Redundant Organs

The mutant does not die at 0 hit points. He is rendered unconscious but does not die until reduced to -MS hit points.

Reflective Epidermis

The character's skin is essentially impenetrable to a particular form of energy. At character creation, roll 1d8. A roll result of 1-2 is electricity, 3-4 is heat, 5-6 is cold, and 7-8 is radiation. The mutant will reduce damage from this energy source by 5 x MSmod points per round or attack.

Regenerative Capability

When provided with proper rest and food, this mutation allows the character to recuperate from injury at a staggering rate. Given time, mutants may re-grow severed limbs.

The character heals MSmod extra hit points per day. If he should be so unfortunate as to lose a limb or extremity (and survive), the lost body part will regenerate over a period of 1d4+2 weeks. A head may never be regrown, and characters do not regenerate from death.

Savage Genitalia

The mutant (regardless of gender) has genitals with some menacing feature(s) – male versions include excessive length, thorns, barbs and club-like weight – female versions are infamous for teeth and meat grinders. While functionless in combat, once there is sexual contact, the target is at the mutant's mercy and can only survive with a save vs death. The “special features” are typically not evident beneath clothes, and first make their appearance in heavy petting or sexual intercourse. Even if the victim survives, he or she is likely to carry permanent emotional scars. This mutation has no Mutation Score.

Shriek

The mutant's vocal cords are substantially altered, allowing him to produce sounds both above and below the normal human auditory range. The culmination of this ability seems to be a focused shout, using the sonic vibrations on everyone in the immediate vicinity of the mutant.

Once per day, the mutant can let out a horrible shriek that affects everyone within MS-foot radius of him. Targets in the area of effect must save versus stun attacks or take 1d4 points of sonic damage and be deafened for 1d6+MSmod rounds. Those who successfully save are unaffected. Mutants with the mutation echolocation suffer a -2 penalty to save.

Skeletal Enhancement

The enhanced skeletal structure of the mutant decreases damage taken from all bludgeoning, concussive, explosive and crushing attacks by his MSMod.

Spiny Growth

Parts of the mutant's body are covered with prickly spines which deal damage based on the MSmod, as follows:

MSmod Damage

+1	1d3
+2	1d4
+3	1d6
+4	1d8
+5	1d10

Spines can be removed and thrown as a dagger. With a little effort, small spines (up to 1d4 damage) are capable of being hidden beneath normal clothing, but the medium and large spines are virtually impossible to conceal because of their size.

Stomach Toss

The mutant is able to vomit forth all he has recently eaten covered in acidic slimy stomach juices. A single blast can cover a single foe. The mutant rolls a missile attack as normal with a range of 1.5 feet times his Mutation Score. If it hits it only deals 1d4 damage, but the target must make a save vs stun to avoid being stunned for one full round as he gags and pukes. (Give the target a penalty if the mutant has Mouth of the Glutton and regurgitates parts of someone the target recognizes). This mutation can be used twice between meals.

Thermal Vision

The character can see the heat generated by living beings, heat-emitting weapons, or other natural heat sources. This vision functions to a distance of MS x 5 feet if the mutant has ordinary vision as well, or to MS x 10 feet if thermal vision is the only form of sight the mutant possesses (the eyes emit infrared radiation to boost the distance). If a mutant has ordinary vision and thermal vision, the thermal vision is only usable in darkness, and it takes 1 round to transition between them. Immense flashes of heat or those coming from close proximity to the character can be overwhelming, blinding the character for 2d4 rounds.

Toxic Weapon

The character is endowed with a weapon that is toxic to those affected by it. This could be in the form of a gas that affects everyone in a specific radius, a spray that can affect a specific target, or a bite/sting that affects a target at a range of touch. Some common types of toxic weapons are paralyzing venoms, blinding gasses or sprays, and acidic bodily fluids. The range or radius of the attack is up to MSmod x 10 feet. Any kind of poison has a

poison class equal to up to 1/2 of the MS, or alternative effects may be designed with the ML with that table as a guideline.

Ultraviolet Vision

The character can see the UV spectrum and will be able to see objects that emit this type of energy. This spectrum includes gamma radiation, x-rays, and other high intensity radiation. As a result, a character with this vision can see if areas have a high level of background radiation. At night, this vision allows a character to see to a distance of MS x 30 feet. Since this vision relies on heavy background radiation, it is not useful underground unless there is a source of radiation for illumination. If a mutant has ordinary vision and ultraviolet vision, the ultraviolet vision is only usable in darkness, and it takes 1 round to transition between each form.

Unique Sense

The mutant with a unique sense may detect certain kinds of phenomenon that are not detectable by the usual senses. These might include the ability to "feel" radiation to a distance of MS x 5 feet, "smell" water within MS x 500 feet, or sense when certain kinds of weather are imminent. The player and Mutant Lord may devise an appropriate sense, and what its range will be. Some senses may have corresponding new organs.

MENTAL MUTATIONS (BENEFICIAL)

Ability Boost

Once per day the mutant is capable of concentrating his mental energy to such a degree that one of his abilities is boosted by the MS of this mutation for 1d10 consecutive rounds, or he gains half his MSmod to attack rolls for 1d10 rounds. The character may choose either of these options each time the mutation is used.

Accumulated Resistance

Through years of exposure to a certain substance (chemicals or radiation, for instance), or concentrated form of energy (such as heat, cold, or light) in the mutant's environment, a resistance against said source has been accumulated, allowing the mutant to take more damage from one of these sources. This mutation gives the mutant a hit point reserve equal to the total of a roll of his MS worth of d6. This hit point reserve is used to take damage from the substance he is resistant to before it begins to affect his regular pool of hit points. This separate pool heals in the same manner and at the same time as the character's hit point pool, even if that rate is changed by other mutations such as acute hyper healing or body adjustment.

Acute Hyper Healing

The character may concentrate his mental energies to allow him to heal at (MSmod + 1) times the normal rate. He will also be free from physical pain and fatigue for up to 24 hours. This power may be used once per week.

Aggressive Telepathic Switchboard

The mutant can force up to 1/2 MS beings to share their surface thoughts. To remove yourself from the switchboard (or prevent yourself from joining) requires a save versus stun attacks. The mutant can link up anyone within 5 x MS feet, and can maintain contact up to 100 x MS feet.

Ancestral Form

This mental mutation can reduce an opponent's mutational capabilities, eventually removing all forms of mutation and returning it to its original, unadulterated form. On each round after a successful mental attack with this mutation (using the mutant's MS instead of WIL on the table), the target has one mutation removed permanently (randomly determined), until none are left. Rarely (5%), this power allows a powerful mutant to regress a pure specimen further down the evolutionary line, to a previous stage of its evolution. For example, a pure human might become a dimmer-witted Homo erectus, and onward. This attack may only be attempted for the duration of one encounter, whether it succeeds or not, and cannot be used again for 1 week.

Body Adjustment

The character can heal all of his hit points once every 24 hours. In addition, if the character is in a life or death situation, this mutation can double his physical attributes (Strength, Dexterity, movement) for 3d10 rounds. This power may only be used once per week per point of MSmod.

Brain Flayer

This mutation allows the mutant to "chew up" a victim's mind, reducing a targeted mental attribute (Int, Will or Cha) and increasing the mutant's experience points (as he gains the lost benefits of the destroyed mental attribute). The mutant can touch a foe and trigger this power, targeting a specific ability score and forcing the target to make a saving throw against stunning attacks. If the save is failed, the target permanently loses 1 point in that ability score and the mutant gains 100 XP as he absorbs and "digests" portions of the target's resolve, memories and personality. While "digesting" these thoughts, the mutant cannot use any mental mutations – even if the power failed to work, there is an incomprehensible flood of thoughts, emotions and personality fragments thrust at the mutant, with the same effect. It takes (2d6-MSMod) hours for the mutant to regain the use of mental mutations after triggering this power. Treat results of 0 hours or less as 30 minutes.

Combat Empathy

The character is so attuned to the minute body language of others that he can tell what they are going to do before they do it. This gives him a bonus to hit in combat equal to 1/2 of his MSmod (rounded down) and a bonus to damage of his MSmod on a successful attack.

Control Light Waves

The character can control light, creating a number of interesting effects. He can bend light around himself, becoming invisible in dark areas with an MSmod of +1, in shadowy areas with an MSmod of +2, or in brightly lit areas with an MSmod of +3 or higher. He may remove all light from a small area (MS radius in feet) at a range of MS x 3 feet. He may also completely dissipate laser fire anywhere within this MS x 3 foot range. All of these effects require concentration, such that the mutant may move at full speed but not attack when concentrating on using this mutation.

Control Weather

The mutant can change the weather in the local area. It takes 1 round to use the mutation and an additional 6-MSmod rounds for the effects to manifest. The mutant calls forth weather appropriate to the climate and season of the area.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, blizzard, or thaw
Late winter	Hurricane-force winds or early spring

The mutant controls the general tendencies of the weather, such as the direction and intensity of the wind, but cannot control specific applications of the weather-where lightning strikes, for example, or the exact path of a tornado. Contradictory weather conditions are not possible simultaneously. Control weather can do away with atmospheric phenomena (naturally occurring or otherwise) as well as create them.

Damage Turning

This mutation allows the character to return any incoming damage to the origin of the attack. For this power to work the mutant must use every bit of his concentration, taking no other actions. Any movement of more than one or two small steps will cause this power to fail.

The power gradually builds up, allowing (MSmod)d6 hp worth of damage to be turned the first round. This increases by 1d6 per round up to a maximum of (10+MS)d6 hp worth of damage. The mutant only takes damage that is above his current hp level of damage turning. For instance, in the first round the character

rolls 3d6, with a result of 14. He may turn up to 14 hp of damage the first round. The next round he adds 1d6 to the current running total of 14. He can keep the power working as long as he remains still and concentrating, and he may maintain concentration when he receives damage. The mutant cannot turn attacks that cause no damage. If such powers are successful, they can interfere with this ability.

Density Alteration (Others)

This mutation grants the ability to instantly alter the body density of a target, thus shrinking or enlarging, with maximum enlargement based on the mutant's Mutation Score:

MS	Max	Min
3-8	1.25	1/2
9-14	1.5	1/3
15-17	1.75	1/4
18+	2	1/8

Each fraction of a body size change is accompanied by an equal fraction increase or decrease to armor class and speed. For example, reduction of size by 1/4 also reduces (improves) armor class and movement by 1/4. Becoming twice as large increases armor class by a multiple of two (to a maximum of 10) and divides movement in half as well. Note that reduction of body density to 1/8 makes a character impervious to damage from sharp implements. This mutation has a range of MS x 10 feet, a duration of 1d4 turns, and cannot be used on the mutant who wields it.

Disintegration

With this powerful mutation, the mutant can completely destroy matter on a molecular level. Doing so requires so much energy expenditure, however, that the mutant is instantly rendered unconscious, with 1 hp left. The total weight that may be disintegrated is MSx10 pounds and the range is MSx5 feet.

It is more difficult to disintegrate dense materials. Multiply the mutant's WIL + MS by 2 to find the percentage chance of disintegrating metals and stone, or by 4 to figure out the percentage chance of disintegrating wood or living material.

Once the mutant has used this power, the ML must determine, via a secret 1d6 roll, how many days it will be before the power may be used another time.

Dual Cerebellum

The character has 2 fully functional brains that work in concert. The mutant receives a bonus of (MS)% to all technology rolls, and the character receives one extra random mental mutation that belongs to the extra brain. Both brains have identical WIL. Having two brains also helps to protect the mutant from mental attacks. Whenever the character is the subject of a mental attack, the attacker must successfully attack each brain. Note that a character with two brains may or may not have two heads. One

brain may be located in an unexpected part of the body, or as part of a small, sickly or undeveloped conjoined twin.

Empathy

The character can attune himself to the emotions of other beings and is capable of instilling emotions in creatures who are successfully attacked with this mutation. This mutation has a range of MSx10 feet.

Fleet of Foot

Through telekinesis, the mutant reduces his own weight to 1/10th of normal, allowing him to jump up to 2+MSmod times further than normal.

Flight, Psionic

The character may fly through the air with a movement of up to MS x 10. Any encumbrance will hinder the movement by reducing the speed at a level set by the ML.

Force Screen

This mutation allows the character to create an invisible field of energy that is difficult to penetrate. The force screen is close to the mutant's body, extending only a few inches from his skin. It is capable of taking 2d6 hp + 1d6 / MSmod worth of damage (the ML determines this secretly each time the power is used) before it collapses, leaving the mutant unprotected. The power may only be used once per day.

Force Screen, Greater

This force screen can be used at a range of (2 x MSmod) feet, and is capable of enclosing other creatures. It can take 2d6 hp + 1d6 / MSmod worth of damage before it collapses (the ML determines this secretly each time the power is used), and can be used once per day. It can also be employed in the same manner as the regular force screen.

Increased Willpower

The mutant gains (MSmod) points to his WIL, and gains a bonus of (MS)% to technology rolls.

Intellectual Affinity

Thanks to advanced thinking capabilities, the mutant gains one of the following abilities (roll 1d6):

- 1-2 Martial Affinity: +(MSmod) to hit in combat and +1d6 damage.
- 3-4 Tinkerer Affinity: Bonus of (2 x MS)% to technology rolls. The character may also make weapons that do extra damage, up to +(MSmod). These weapons take extra long to build.

5-6 Bartering Affinity: +(MSmod) Charisma when trying to sell an object, and any object sold will yield up to a multiple of $1d4+1$ in profits if the person being bartered with can afford it.

Killing Sphere

This powerful mutation allows the mutant to generate a ($2 \times \text{MS}$) foot radius sphere of deadly mental energy centered on the mutant. Within this sphere of energy all creatures except the mutant (friend or foe!) have their hit points reduced to 1 point, and must save versus stun attacks or be knocked unconscious for $1d10$ rounds. After using this mutation, the mutant is exhausted from the force of the mental exertion and may move at full rate but not attack for $2d10$ rounds.

Know Direction

The character is incapable of being lost, even if all other senses are somehow nullified. He will always be able to find a location where he has been previously, and will know its relation to any location in which he currently resides. This mutation does not have a Mutation Score.

Mental Barrier

Any mental attacks against this mutant receive a (MSmod) penalty to their attack roll. A character with this mutation gains the ability to sense other creatures that have mental mutations at a range of $(\text{MS}) \times 10$ feet. This secondary ability does not require a roll.

Mental Phantasm

With this power, the mutant is capable of creating a realistic, illusory environment in the mind of another conscious creature. These visions are realistic to all senses but touch. Once the target tries to make physical contact with any element of the phantasm it dissolves into reality. This mutation has a range of $(\text{MS}) \times 5$ feet.

Mental Dampening

When triggered, all mental mutations used within $2 \times \text{MS}$ feet of the mutant have their MS reduced by $1/2$ the MS of this mutation. This mutation works for 1 turn and can be used MSmod times per day.

Metaconcert

This ability allows the mutant to link its mind with other mutants of a similar type or those who have the same mental mutation. These include those with the Metaconcert mutation, or other mental mutations that facilitate control between the minds of two beings. The mutant may combine his WIL or MS with the WIL or MS of other mutants for conducting a mental attack, or some other joint purpose. A mutant can act in metaconcert with a number of mutants equal to the mutant's MSmod. Metaconcert cannot be used to enhance itself (so you can't act in meta-

concert with another mutant to increase your Metaconcert MS, thus increasing the number of mutants you can metaconcert with).

Mind Reflection

The mutant may reflect any mental attack he experiences back at the attacker, but he still suffers the effects of the attack. He may only reflect a power that he has been successfully stricken by, and only as many times as he has been stricken by it. The reflected power strikes the mind of the attacker, and it can never target any other creature. If the reflected power uses a Mutation Score, use the MS of this mutation instead of the source when determining the potency of the reflected attack.

Mind Thrust

The mutant is capable of firing a bolt of pure mental energy into the mind of another creature, doing $1 + (\text{MSmod}) d6$ hp damage at up to $(\text{MS}) \times 10$ feet range. This ability takes time to recharge, and can only be used once every two rounds.

Neural Telekinesis

With this mutation the character can lift or move $(\text{MS}) \times 10$ pounds using only the power of his mind. This ability does not extend to lifting the mutant, however. To the mutant, using this power feels like lifting the object with his strength, and so requires some concentration. This ability has a range of $(\text{MS}) \times 5$ feet, and can only be used to hold things for $1/2$ MS rounds before the mutant becomes tired and must set the objects down. The mutant must rest for 5 rounds before using the power again.

Any use of this mutation on another creature, or objects carried by another creature, is considered a mental attack and must be handled accordingly.

Neural Telepathy

Using this ability, the mutant can connect his mind with another creature's mind and communicate directly, even if the two creatures speak completely different languages or are of different species. The range of this ability is $(\text{MSmod}) \times 15$ feet.

Plane Shift

This mutation grants the power to visit realities in other dimensions. These dimensions are accessed through temporary doors which the mutant creates using the power of his mind. These doors appear as large portals $10' \times 10'$ in size, and will last for 6 rounds or until the mutant closes them intentionally. Once entered, they cannot be exited without a mutant with this ability opening another door. The mutant can only choose to open doors to worlds he has visited before. Otherwise, the doorway leads to a random world of the ML's choice and design. This ability only works once per week and does not have a Mutation Score.

Possession

The mutant may wrest control over another creature's body, subjecting himself to all of the sensations the possessed creature experiences. If the creature dies while possessed, the mutant dies as well. During the time he possesses another body, the body of the mutant is unconscious and vulnerable to attack. He may relinquish control of the body at any time, and will return instantly to his own body. This power works at a range of $(MS) \times 5$ feet, but once inside another body the possessor can travel any distance with no ill effects.

Precognition

The mutant is capable of seeing up to $(MSmod)$ minutes into the future, but only with respect to dangerous things that will affect him. If the future indicates that he is going to suffer some form of damage, he immediately suffers $1d6$ hp damage. If he is confronted with a vision of his death or of suffering a grievous wound that would take more than $\frac{1}{2}$ of his hit points, he suffers $2d6$ hp damage and immediately enters a comatose state lasting 1 turn.

Quick Mind

The mutant is capable of learning how to use technology at a much higher rate of speed than other characters (in $1/(MSmod)$ the time), and receives a bonus of $(MSmod) \times 10\%$ to technology rolls. When confronted with a mental attack, an attacker must roll to attack three times, succeeding each time (roll three times for the one attack). Because of his incredible leaps of logic, a mutant with this ability has a $(MSmod \times 25)\%$ chance of figuring out whether someone is telling the truth.

Teleport

This ability allows the mutant to disappear from one location and appear in a location up to (MS) miles distant without physically crossing the intervening space. If the mutant has never been to the location he is teleporting to or is only slightly familiar with it (ML's discretion) he has a $35-(MS)\%$ chance of suffering $10d6$ damage upon arrival as he teleports into a space occupied by another object, or misjudges some aspect of the location. If he is intimately familiar with his destination or has spent $2d4$ hours conjuring an image of the location in his mind he can teleport safely.

Temperature Control

With this mutation, the character can raise or lower the temperature of a visible object within a range of $(MS) \times 10$ feet. The specific form of the power must be determined at character generation (50% heat, 50% cold). The mental nature of this mutation requires concentration, and the effect is a graduated level of damage equaling $1d6$ per round. The maximum amount of damage that can be dealt is $(MS)d6$ per round. The ML will decide when an object or being combusts or freezes completely.

Vampiric Field

This mutation grants the mutant the ability to absorb the life essence (hit points) from all creatures (friend or foe) within a foot radius equal to $30+(MS)$. This power absorbs $1d4+(MSmod)$ hp per round from all creatures in the radius, and these absorbed points go into a separate reserve for the mutant. All damage to the mutant is taken from these reserved points until they are gone; after this point the mutant's regular hp begin to be affected. Stored hp will disappear after 24 hours

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