

AN ALPHA DAWN SUPPLEMENT

STAR FRONTIERS

Science Fiction Role-Playing Game



GAMMA DAWN

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FRONTIER MUTANTS

Someone on RPG.NET came across these rules on the web. It took me a while to actually read through them, and longer still to delve into them, removing obscurities and references to house rules. I stripped it of all things "Zebulon's Guide" and finally present it in the form you now read.

I'm not sure how well tested these rules are. For one thing, if you let one character create a mutant and another character doesn't, the un-mutated character will endure a pretty severe power disadvantage when compared to his mutated friend. Caution is advised to referees who wish to implement these rules in their campaign.

If a party consists of mixed character types, it becomes the referee's job to help keep the mutants from dominating play with their special abilities. Star Frontiers is not a super hero game, nor is it a mutants-after-the-fallout game. It's a game about space exploration and science fiction adventure. Keep this in mind while deciding on the use of these rules.

The original developer of these rules, a Mr. Scott Ireland, was nowhere to be found. I have no idea how to get a hold of him to ask him permission to reprint his material. I did take some creative license by slightly tweaking some wording here or there, and adding some artwork from the 'net. So despite the fact that Mr. Ireland developed these rules (obviously through some OCR scan of an early edition of Gamma World), do not hold him, if you know him, responsible for these rules. Although I take no credit for the creativity presented, I don't want him to be held responsible for those things I've modified.

That being said, there are many ways in which you can add mutants to your Frontier. There are many worlds that were developed through terraforming. There are megacorp labs experimenting with genetic construction, or deconstruction. There are militant groups hard pressed to come up with mental modifications to resist Sathar mind control. There are places where war has ravaged the land, creating plagues and famine and disease. There are many ways in which a creative referee can invent plausible cause for use of these rules.

So go ahead... have a yazirian with a prehensile tail... a dralasite that can levitate... a vrusk whose carapace has hardened into a protective shell. Or use these rules to help you make other interesting races for use in your games. Just remember, not all political groups will be happy with the idea of mutants. Some will want them hunted, tagged, licensed, owned, or dead. Others might worship them, herald them as the next evolutionary stage of a race's development.

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Enjoy,
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Last Revision: 3.28.2007

CHARACTERS

Section 1

PREFACE

One common science fiction element that is noticeably missing from the Star Frontiers universe is the inclusion of genetic mutations. While referenced in several locations (i.e. the "genetics" skill in Zebulon's Guide, as well as in several modules when referring to various Sathar creations), no rules or provisions have been included which would define the acquisition and use of mutations within the context of the game.

The makers of Advanced Dungeons & Dragons (AD&D) previously published a game which extensively defined the powers and limitations of genetic mutations, known as Gamma World (GW). This game allowed for characters to play "pure" humans, altered humans, altered animals, and altered plants. With some modification, these rules could easily be adapted to the Star Frontiers universe. What follows are a set of guidelines, adaptations, and suggestions on how to integrate mutant abilities into the Star Frontiers universe, drawn heavily from the GW game.

Please remember that these rules are optional. It is up to the Referee to decide if these rules should be allowed, and if so, to what extent. It is hoped that the inclusion of mutant creatures and powers will add a new depth and level of adventure to the Star Frontiers universe. Enjoy!

-Scott Ireland

CHARACTERS

If playing in a campaign where the referee allows the selection of mutant characters, the following basic character types are permitted: Pure Strain Species, Mutated Species, Mutated Animal, Mutated Plant. Players may select which they desire at the point of character creation. These are described in the Genetic Types section, later in this guide.





CHARACTER GENERATION

A mutated character in Star Frontiers is a wild and wondrous thing. As in most role playing games, the character represents the player in the game. Unlike most role playing games, mutated characters in Star Frontiers can be wildly different from each other or from their original genetic stock. Rarely are two characters ever alike. These different powers and abilities can help add an interesting twist on the standard character races. Creating a character involves deciding its general type, ability scores, mutations (if any), skills and starting equipment.

There is a small chance that the character a player gets is hopeless - in other words, completely unplayable. The character generation system works very hard to avoid this result, but it can still happen. If the referee agrees that the character is hopeless, then the player can throw it out and start again. A note to the referee: Be very stingy with the players. If there is any redeeming feature to the character at all, make the player use it. Role playing is not about having the most powerful character. Sometimes characters that have problems are the most fun to role play.

GENETIC TYPE

The first thing the player must decide about his character is its general type. There are four basic types in the Star Frontier's universe: pure strain species (Human, Vrusk, etc.), mutated species, mutated animal, and sentient plants. Each has its own special advantages and disadvantages. Please refer to the Genetic Types section in this guide as well as the other Star Frontier's Alpha Dawn book to review and decide which type you will play.

ABILITY SCORES

Once a general type is selected, the character's ability scores must be determined. This is done the standard way as described in the Star Frontier's books. The only exception is for those players who choose to play a mutated animal. Mutated animals have a base number assigned to physical attributes, with a random number (2d5x5) added to each. Please refer to the section on mutated animals for further information. All other attributes are determined using the same method as for all other races.

MUTATIONS

All characters (except pure strain species), start with some mutations. These are determined randomly, not by the player or the referee. Some of the mutations that can occur are considered defects. These are designated on the mutation tables with a "(D)." For player characters, only one physical and one mental defect are allowed. Any roll that results

in a second defect is rerolled until a beneficial (non defect) mutation is found.

A character gets at least five mutations. The character can always choose to have less, but must make that decision before rolling any specific mutations, or even before rolling the split of physical and mental mutations.

The character rolls a d100 to find out the number of physical mutations. The remainder of all the mutations after the roll for the number of physical mutations is the number of mental mutations. However, a roll of 84-00 means that the PC has no physical mutations. Any remaining mutations are all mental. If a 68-83 is rolled, the character will have no mental mutations. If while rolling the specific mutations, he gets a result that grants him an extra physical mutation, it does not change the number of mental mutations as determined by the die roll.

NUMBER OF MUTATIONS TABLE

Roll	01-17	18-33	34-50	51-67	68-83	84-00
Physical	1	2	3	4	5	0
Mental	4	3	2	1	0	5

For example, Gort the mutated human starts with five mutations. Rolling a d100, he gets a result of 42, which means he gets 3 physical mutations. Since he gets a total of 5, this means that the other 2 are mental mutations. While rolling for physical mutations, he gets the option that gives him an extra physical mutation. Now he is getting a total of 4 physical mutations. This does not change the number of mental mutations (2) that he has yet to roll.

Mutation descriptions are also categorized by their type (Physical, Plant or Mental), their use (Automatic, Activated or Permanent) and their power score ("SL" or "no SL"). Automatic mutations are those which will occur when needed, and not necessarily when the character wishes it to. Activated mutations are consciously chosen to work by the mutated character. Permanent mutations are those that are always in effect.

Many mutations have a power score (SL) associated with them. Mutations with a power score are designated with an asterisk on the mutation tables. This reflects the fact that the mutation can vary in power from one character to another. This isn't true of all mutations. For example, having four arms is either true or not true. There is no score to apply to it. On the other hand, being able to project a mental blast can vary in power from character to character. The mutation power score is treated as a "skill" that can be increased, just like any skill can through the spending of experience points. The "skill level" of all

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mutations starts at 1, but can be increased if the player chooses to spend points to do so instead of purchasing other skills.

Note that there is no Mutation PSA, so there is only one cost shown on the table below. The reason for this is obvious... any creature that possesses mutations treats those mutations as if they were within his own PSA, while those creatures without mutations have no hope in purchasing skills in them.

MUTATION SKILL COST TABLE

Mutation Skill Level (SL)	Experience Points
Level 1	5
Level 2	10
Level 3	15
Level 4	20
Level 5	25
Level 6	30

Rolling the Same Mutation Again: It is quite possible to roll the same mutation two or more times while creating a character. When this happens, the player can choose to keep the duplicate roll or ignore it and reroll the mutation. If he chooses to keep the duplicate roll, he adds 1 skill level to the score for that mutation. If it is a mutation without a power score, he gets twice as many or twice as much of whatever it is the mutation offers. If it is not obvious how to double the mutation, he can pick one element of the mutation (range, duration, number of affected creatures, etc.) and double it. With some mutations (duality is a good example), it is better to give the character an extra use, rather than double use. So a character that rolls duality twice can perform two extra actions per round.

CHARACTER SKILLS

The mutated character may select skills as normal. Mutants may also choose to increase their mutant abilities. This would only be for abilities that are allowed to increase in power (i.e. have a skill level). They may spend points on these abilities, treating them as if they were in their Primary Skill Area.

STARTING EQUIPMENT

Equipment selection and purchase should be handled normally. In Gamma Dawn there are a few other things you can purchase, but don't forget the Toxi-Rad Guage! It'll save ya from chalking up those rads that might lead to mutation!

PHYSICAL MUTATIONS

d100	Physical Mutation
01	Achilles heel (D)
02	Air sail
03	Allergy (D)
04	Anti-life leech
05	Attraction odor (D)
06-07	Bodily control *
08-12	Body change (D)
13-14	Carapace *
15	Chameleon power *
16	Chemical susceptibility (D)
17	Density control (self) *
18	Diminished sense (D)
19	Doubled pain (D)
20-21	Dual brain
22-23	Electrical generation *
24	Energy absorption *
25	Energy metamorphosis *
26	Energy reflection *
27	Energy sensitivity (D)
28	Fadeout (D)
29	Gas generation *
30	Gills
31-32	Hands of power *
33	Heightened balance
34-37	Heightened physical attribute
38	Heightened precision
39-41	Heightened sense
42	Heightened speed
43	Horns or antlers
44-45	Immunity
46-47	Infravision
48	Kinetic absorption *
49	Metamorphosis *
50-54	Multiple limbs
55-58	New body parts
59	Night Vision
60	Nocturnal (D)
61-62	Oversized limbs
63	Photo dependent (D)
64	Photogeneration *
65	Photosynthetic skin
66	Poison *
67	Poor dual brain (D)
68	Poor respiration (D)
69	Quills or spines
70-71	Radiating eyes *
72-73	Regeneration *
74	Shapechange *
75-77	Size change
78-79	Skeletal enhancement
80	Skin structure change (D)
81-82	Sonar
83	Sonic blast *
84	Sount imitation
85-87	Transfusion *
88	Ultravision
89	Vocal imitation
90	Wings *
91-92	Roll one plant mutation
93-95	Pick one physical mutation
96-00	Roll two physical mutations

MENTAL MUTATIONS

d100	Mental Mutation
01	Beguiling *
02-03	Confusion *
04	Death field generation *
05	Density control (others) *
06	Devolution *
07-09	Directional sense
10-13	Displacement *
14-17	Duality
18-21	Empathy *
22	Fear generation *
23-25	Force field generation *
26-30	Heightened mental attribute
31	Hostility field (D)
32	Illusion generation *
33	Intuition *
34-36	Levitation *
37	Life leech *
38	Magnetic control *
39-40	Mass mind *
41-44	Mental blast *
45	Mental control *
46-47	Mental invisibility *
48	Mental multiplier *
49	Mental paralysis *
50	Mental reflection *
51	Mentally defenseless (D)
52	Molecular disruption *
53	Periodic amnesia (D)
54	Phobia (D)
55-56	Photokinesis *
57	Plant/animal control *
58	Psychometry *
59-61	Pyro/cryokinesis *
62	Repulsion field *
63	Seizures (D)
64-65	Stunning force *
66	Summoning *
67	Symbiotic attachment *
68-71	Telekinesis *
72-74	Telekinetic hand *
75-77	Telekinetic flight *
78-81	Telepathy *
82-83	Teleport object *
84-85	Teleportation *
86-87	Thought imitation
88-91	Total healing *
92	Will force *
93-95	Pick one mental mutation
96-00	Roll two mental mutations

* Mutations that can be increased by spending experience points.

(D) Mutations that are considered defects.

PLANT MUTATIONS

d100	Plant Mutation
01	Achilles heel (D)
02-04	Adaptation
05	Air sail
06	Allergy (D)
07-08	Allurement *
09-10	Anti-life leech
11	Attraction odor (D)
12	Bodily control *
13-14	Carapace *
15-16	Carnivorous jaws *
17-18	Chameleon power *
19	Chemical susceptibility (D)
20-21	Contact poison sap *
22	Density control, self *
23-24	Dissolving juices *
25	Doubled pain (D)
26	Dual brain
27	Electrical generation *
28	Energy absorption *
29	Energy metamorphosis *
30	Energy reflection *
31	Energy sensitivity (D)
32-33	Explosive seeds *
34-36	Finger vines *
37-39	Fruit *
40-41	Gas bags *
42	Gas generation *
43-46	Heightened physical attribute *
47-48	Heightened sense
49	Immunity
50	Infravision
51	Kinetic absorption *
52-56	Multiple limbs
57-59	New body parts
60-64	Oversized limbs
65	Photodependent (D)
66	Photogeneration *
67-68	Poison *
69-70	Poisonous thorns *
71	Poor dual brain (D)
72-73	Projectile seeds *
74-75	Razor edged leaves
76-77	Regeneration *
78	Shapechange *
79	Size change
80	Sonar
81	Sonic blast *
82	Spore cloud *
83-85	Squeeze vines *
86	Thorns or spikes *
87	Transfusion *
88-89	Ultravision
90	Vocal imitation
91-92	Roll one physical mutation
93-95	Pick one plant mutation
96-00	Roll two plant mutations

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NEW EQUIPMENT

What follows is a series of equipment either new or transplanted from Zebulon's Guide and reprinted here for use with Alpha Dawn rules.

Anti-Rad Implant: This is a special implant that goes onto the back of the neck, directly linked into the spinal column. It helps the body produce antibodies which help in the body's fight against radiation contamination.

Any character equipped with an anti-rad implant ignores 10 points of intensity from any radiation contamination he's infected with (intensity is the number after the "S"). Furthermore, any hard radiation attacks from some mutations will only cause half damage to the character with this device. The implant is powered by the body's own central nervous system's electrical system, and will last for a year or so before requiring adjustment. Adjusting an anti-rad implant can only be performed by a hospital with qualified medical persons, and costs half as much as the original implant.

Bio-mod Screen: This screen is illegal and cannot be easily found, even on remote worlds. If a mutant wears one, he is immune to the effects of a bio-scanner (fixed or portable). He will not be detected as a mutant. The screen is powered by a powerpack or beltpack, and drains 1 SEU per minute of operation. Even obvious physical mutations will successfully be hidden by the scanner. Obviously, if you're obviously mutated, a Star Law agent will still probably notice you with his eyes.

Bio-Scanner: This device can take one of two forms: portable or fixed. A fixed bio-scanner is mounted up high, and scans visually and compares against databases of known registered species. It searches for physical mutations, and works very well. It is powered by a Type I parabattery and can function for a year or more before needing its power source replaced. The accuracy of a fixed bio-scanner is 80%. If any mutant character comes within 10 meters of this 360 degree sensing device, he has an 80% chance of being detected and Star Law notified. These devices are usually placed in corridors of office buildings and star ports on UP charter worlds.

A portable bio-scanner looks like a pair of large binoculars. They are often carried by Star Law M. E. agents. They are powered by standard SEU powerclips, draining 1 SEU per scan.

When peered through and activated, the portable bio-scanner will perform its scans. It will highlight

potential mutants in the viewport with 75% accuracy.

Body-gene Box: A body-gene box is part stasis field, part freeze field. It is a 20-cm cube made of federanium. A small piece of a character's epidermal covering is placed inside it. As long as the box remains closed, the sample remains fresh. The body-gene box is kept in a bank vault that is now standard at all major hospitals. Once a character is declared dead, his genetic sample can be removed from the box and a clone can be created of the character. As might be expected there are numerous hitches involved with this item and the entire procedure.

- *Cost:* Besides the high cost of the body-gene box (see the Equipment Tables) there is also the cost of having the sample prepared and taken (5000 Cr), the cost of storage (10,000 Cr per year), and the cost of having the clone made (75,000 Cr). Once a clone is grown the sample is destroyed. Another sample cannot be taken for at least three months.
- *Legalities:* Society has a great fear of clones running wild. No character with a felony criminal record can have a sample taken, maintain a sample in a b-g box, or have a clone grown.

Proof of a character's death must be positively established before a clone can be grown. This either requires witnesses, a medical certificate of death, or the identifiable remains of the character.

If it is discovered that a clone exists while the original still lives, a general order to shoot on sight is immediately given. Unfortunately this usually results in both the clone and the original being destroyed.

A character can only be brought back through cloning if he has died an unusually early accidental death. Most of the Frontier believes that if allowed a free hand, the clone merchants would overpopulate the systems in a matter of decades. Therefore, by law, no one may be cloned who has died of old age or a natural death. Interpretation of this are left to the referee's discretion. (Of course, there are always rumors of the "filthy rich" who can buy their own clone banks and almost become immortal, but that is for NPC consideration only).

- *Dangers:* If a close discovers that his original is still alive, he becomes obsessed with a desire to kill the original character and never stops trying until one or the other is dead. The next step, usually, is that the cloned character then becomes suicidal after realizing that he has killed himself.

- **Campaign Considerations:** When a character has a sample taken, the referee must record all of the character's abilities, skills, and so forth. This record is then the basis for the clone, if and when it is grown. Any new abilities or skills developed after the sample is taken are not recorded, unless the character has another sample taken later (whereupon the original sample is destroyed).

A player can never control two versions of the same character at the same time. If, for some reason, a clone is grown while a character still lives, the referee will control the clone.

DNA Comparitor: This portable device is worn on the forearm, and is powered by a standard SEU powerclip. Each use drains one SEU.

The device is intended to compare sampled DNA to that worn by the character. Therefore, it can only detect mutated genetic samples of people of the same race as the wearer. On planets where mutation is an issue, Star Law M.E. agents wear one of these wherever they go, and have the right to sample hair or fingernails if necessary.

This method of mutant detection has a 90% effectiveness. If the wearer of the device is also a mutant, it will detect pure-strain characters as mutated as well as all other mutants. No two mutants have the exact same genetic structure, or else they wouldn't be called mutants; they'd be called a species.

Food Purifier: This backpack-sized device has a low-level radiation bombardment chamber built into it. Plants, vegetables, grain, fowl, fish, and even meat can be placed in this chamber and cleansed of most harmful organisms, poisons, and other conditions that would otherwise harm a character if he were to eat them.

Some substances resist this bombardment very well (referee should roll 1d100 for each new food type to be purified, a 99-00 indicates the food is still tainted and resists bombardment). The food purifier has 20 uses from a single 20-SEU powerclip. When in use, this device shows up on every radiation scanner within range.

MRA Credentials: If you have a mutant character and you want to keep Star Law from bother you, it is advisable to purchase proper identification and registration. These credentials register you in all UPF computer systems as a properly registered mutant, and offers you rights under the MRA act.

Paying twice the value shown with a criminal syndicate will get you properly registered as a non-mutant, even if you are one. This can be helpful especially if most of your mutations are hidden.

Neutrad: An injection of neutrad is necessary with the Medical skill to stop radiation poisoning. Radiation poisoning is most commonly caused by nuclear battery or plant leakage or by a character being exposed to ancient nuclear weapons or their residue in nuked areas.

Neutrad Supplements: These pills are to be taken daily while contaminated. They will reduce the intensity of the radiation contamination by -5 for that day. Taking multiple pills has no effect other than to induce vomiting. The intensity of a radiation effect is the number after the "S." These pills do not require medical training to administer, and are available on most worlds.

Water Distiller/Purifier: This collapsible distillation filtering tank can purify up to 400 liters of water before it needs to be changed. This is a necessary item for explorers who cannot carry enough drinking water with them but are on a planet where water can be found. Characters drinking unfiltered water run the risk of infection, contamination, or even poisoning. The tank also has a section for dehydration, so plants can be inserted and the water drawn from them. This is also a good method for drying fruit and vegetables so they will last longer as rations.

Gamma Dawn Equipment	Wgt (kg)	Cost (Cr)
Anti-Rad Implant	--	5,000
Bio-mod Screen	1	3,000
Bio-Scanner, Fixed	10	2,000
Bio-Scanner, Portable*	2	500
Cloning Process		
Body-gene box	20	5,000
Sample Taken	--	5,000
Storage Per Year	--	10,000
Clone Grown	--	75,000
DNA Comparitor	1	1,200
Food Purifier	20	650
MRA Credentials, legal	--	50
MRA Credentials, black market	--	100+
Neutrad	--	10
Neutrad Supplements (10 tabs)	--	20
Water Distiller/Purifier	--	150
Extra Filter	--	15

* can be mounted on a robot for a 10% installation fee.

GENETIC TYPES

Section 2



PURE STRAIN SPECIES

Pure strain creatures are the normal races found elsewhere in the Star Frontiers Alpha Dawn rules (Human, Vrusk, Yazirian, Dalasite, etc.). Character generation for these character races should proceed as described in these other texts. The character generation rules found in this guide do not apply to them. It should be noted, however, that pure strain creatures can be later mutated (whether by choice or not) in the campaign setting. Rules for handling the mutation of characters during play can be found under the character generation section in this guide.

As an optional rule, a referee who allows mutant player characters may award a player who selects a pure strain species with 15 extra experience points to spend immediately, to help compensate for the power difference between his character and the mutated characters of the other players.



MUTATED SPECIES

- Physical and mental mutations.
- -20 penalty to reaction rolls with unmutated (pure strain) individuals of the same base species.
- Base walking and swimming speed as per original race.

Mutated species characters start off as one of the existing frontier races found elsewhere in the Star Frontier's and Zebulon's Guide rules (i.e. Human, Vrusk, etc.). Such characters are often referred to as "Mutated (race)" (i.e. a mutated human would be referred to as "Mutated Human", a mutated Vrusk would be referred to as "Mutated Vrusk", etc.). They are also commonly referred to simply as "mutants."

Players should consider the origin of their character. Perhaps they were a mutated birth of their parents, which may or may not have resulted from some sort of genetic altering treatment or exposure. Characters could also perhaps have been born normally, but were exposed to some sort of radiation or biogenic mutative agent during their

childhood (perhaps being present on a world when terraforming measures were taken), resulting in the person they are today. Whatever the background is, the referee will have final say in approving the character's origin.

Character generation for mutants should proceed as described later in this guide. Mutated species can be further mutated as described later in this guide, as any other character can.



MUTATED ANIMALS

- Physical and mental mutations.
- +10 bonus to any roll dealing with stealth.
- -30 penalty to racial reaction rolls.
- Retain some natural abilities from animal heritage.
- Bonus physical mutation if no humanoid traits taken (see rules below).
- Base speeds are derived from the basic animal stock (see Base Animal Stock List).

If this character type is chosen by the player, he must also pick a base animal stock for his character. This can be any animal found on the face of Earth today. If the animal is unfamiliar to the referee, the player must also provide some background information. A photocopied encyclopedia entry is a

good resource. The referee must then determine the game effects of the animal's natural abilities. A list of common animals and their game attributes can be found in the next section.

Once the character is generated, the referee may choose to have him be a member of a new, stable animal race. In that case, his parents are like him, with the same mutations and general physical appearance. There is at least one village of moderate size on some planet somewhere that is predominately populated with that race.

The basic animal stock chosen by the character is assumed to be intelligent, but otherwise exactly like its ancestors. If the base animal stock is under a meter in height, the character automatically becomes a meter tall. This is measured from head to foot (tail not included), regardless of how the animal is built. Some adjustment might have to be made to the one meter measurement. A meter-long snake is actually quite small. Therefore, a mutated snake might be several meters long and only be able to comfortably rear up with its head about a meter off the ground.

HUMANOID TRAITS

The base animal most likely can't talk or use tools. After the player has determined how many physical and mental mutations his mutated animal has, he can choose to remedy these problems. He may take any or all of these humanoid traits. However, if he does not take any traits, he gets a special bonus of one extra physical mutation. Mutated animals who do not take any optional humanoid characteristics suffer a -40 penalty to any racial reaction roll rather than the normal -30 penalty.

If the character takes even a single one of the following humanoid traits, he does not get the bonus physical mutation. The character may get one or more of the humanoid characteristics through his normal mutation rolls. This does not count against his getting the bonus mutation.

Humanoid Trait: Talks. If he opts for humanoid traits, he can choose to be able to talk. His voice is clearly not of any other race and sounds somewhat like the noise that animal makes. A wolf-like character growls while speaking, while a snake-like character hisses and uses a lot of sibilants.

Humanoid Trait: Biped. The animal character can optionally become bipedal (or have a walking upright stance). This means that he walks erect on two legs (assuming that he has legs at all), rather than on all fours. Insectoid animals would gain the ability to walk on fours and rear up comfortably with their first two limbs, if they cannot already. If an

animal's size has been adjusted, he should be a meter and a half tall if bipedal; that is, he should have a one meter body, plus the length of his legs (about a half meter).

Humanoid Trait: Manipulators. The mutated animal has the additional option to somehow be able to manipulate tools and objects as well as a typical character would. In many cases this means paws becoming like hands. The claws and fur on them would remain, though. For some animals it might be the tail or mouth or trunk that is able to use tools. The animal does not grow new limbs to gain this ability. It should change as little as possible to allow the character to manipulate objects.

BASE ANIMAL STOCK

Each animal type described in the following section has four primary values associated with it: STR, STA, DEX, and RS. These numbers are added to a 2d5x5 roll to get the final Strength, Stamina, Dexterity and Reaction Speed. For NPC's, merely add 25 to the number rather than rolling 2d5x5. The remaining abilities are rolled as normal. Please note that due to the animal nature of the character, some of the abilities may go over 100, which would normally violate the rules. In the case of animals, this is allowed.

Mutated animals must start a minimum of one meter tall (or long). This means that the species may have to be artificially enlarged before rolling for mutations. If the size change (smaller) mutation is subsequently rolled, then a mutant animal can begin the game smaller than that. Obviously a creature like a squirrel will be much stronger if it is a meter tall than if it is normal size for its species. Values in the Base Animal Stock List in the next section indicate the STR, STA, DEX and RS for animals enlarged to be a meter tall. If the base animal stock is normally over a meter tall (like elephants), the mutated animal will never exceed three meters in height (walking upright), including their legs. Very tall animals can, of course, roll the size change (larger) mutation, which would increase this.

In addition, each animal has base numbers for speed, number of unarmed attacks and unarmed damage. Animals walking on two legs, when that species normally does not, have two-thirds of their normal base speed. Speed measures how many meters per round the creature moves when walking. Several animals have special abilities such as flying (which means they have wings, as is normal for their species), or restrictions such as poor vision. These are also described. Any ability described as being the same as a mutation does not improve as the character gains experience.

BASE ANIMAL STOCK LIST

It's impossible to generate a totally comprehensive list of animals that may be found in the Frontier. This section lists a series of modern Earth animals. Players may select one of these animals to be the genetic stock from which they've mutated. Selecting one of these doesn't necessarily mean your character was that animal (an alligator, a cheetah, etc.), but is derived from animal stock similar to such a creature.

Alligator-like

STR/STA: 75/60

DEX/RS: 15/15

Tail slap for 3d10 damage at a -10 penalty. Bite for 4d10 damage. Natural defense of -10 damage per hit. Base speed of 10m (8m bipedal), 25m in water.

Armadillo-like

STR/STA: 25/25

DEX/RS: 30/30

Claw/claw/bite for 1d10/1d10/1d10 damage. Has total carapace and night vision as the mutations. Base speed of 10m (5m bipedal).

Badger-like

STR/STA: 40/30

DEX/RS: 35/35

Two claw attacks for 2d10/2d10 damage. Has speed of 5m (even if bipedal). Has night vision as the mutation. Can burrow at a speed of 1 meter per minute.

Bat-like

STR/STA: 10/20

DEX/RS: 35/35

Bite for 1d5 damage. Flying base speed of 15m, walking is 4m (even if bipedal). Has sonar, heightened hearing and diminished sight (D) as the mutations.

Bear-like

STR/STA: 80/65

DEX/RS: 35/35

Claw/claw/bite for 3d10/3d10/2d10 damage. Base speed of 10m (8m bipedal). Has heightened smell as the mutation.

Boar-like

STR/STA: 65/50

DEX/RS: 25/25

Tusk attack for 2d10; if charging, +10 to hit and 3d10 damage. Base speed of 15m (10m bipedal).

Bull-like

STR/STA: 80/70

DEX/RS: 15/15

Horn attack for 2d10; if charging, +10 to hit and 5d10 damage. Base speed of 15m (10m bipedal).

Camel-like

STR/STA: 70/65

DEX/RS: 15/15

Bite for 1d10 damage. Can survive in hot, dry conditions twice as long as normal using half as much water. Base speed of 15m (10m bipedal).

Chameleon-like

STR/STA: 15/25

DEX/RS: 50/50

No natural attack. Has chameleon power and regeneration mutations. Base speed of 10m (5m bipedal).

Cheetah-like

STR/STA: 65/40

DEX/RS: 50/50

Claw/claw/bite for 1d10/1d10/2d10 damage. Base speed of 30m (20m bipedal) for 2 rounds and thereafter a base speed of 20m (15m bipedal). Must rest for 10 minutes before regaining top speed. Has heightened vision as the mutation.

Cougar-like

STR/STA: 75/55

DEX/RS: 65/65

Claw/claw/bite for 2d10/2d10/2d10 damage. Leap 3 meters. Base speed of 15m (10m bipedal). Has heightened hearing, heightened smell and night vision as the mutations.



Crab-like

STR/STA: 40/30

DEX/RS: 20/20

Two pincers for 3d10/3d10 damage. Able to breathe water (pick salt or fresh). Base speed of 10m (5m in water). Has total carapace as the mutation. Has no walking upright position.

Deer-like

STR/STA: 60/45

DEX/RS: 70/70

Antlers for 1d10 damage, +10 to hit and 2d10 damage in charge. Has heightened hearing as the mutation. Base speed of 15m (10m bipedal).

Duck-like

STR/STA: 10/20

DEX/RS: 30/30

Can paddle in water at a speed of 10m. Immune to the chilling effects of cold water. Has wings, but flies at a speed of 15m. Walks at a base speed of 4m (5m in bipedal humanoid form).

Elephant-like

STR/STA: 90/80

DEX/RS: 20/20

Tusks for 4d10 damage; if charging 7d10 damage. Base speed of 15m (10m bipedal). Has a prehensile trunk with half the animal's STR. Has heightened hearing as the mutation.

Fox-like

STR/STA: 35/25

DEX/RS: 55/55

Bite for 2d10 damage. Base speed of 15m (10m bipedal). Has heightened smell and night vision as the mutations.

Frog-like

STR/STA: 35/30

DEX/RS: 20/20

Can leap 12 meters forward and 5 meters high. Can breathe water. Base speed of 10m (8m bipedal), swims at 40m.

Gorilla-like

STR/STA: 80/55

DEX/RS: 50/50

Bite for 2d10 damage. Climbing attempts are +10 easier than normal. Can swing from grip to grip at a speed of 5m. +10 bonus for racial encounter rolls. Base speed of 10m, even if walking upright.

Grasshopper-like

STR/STA: 35/30

DEX/RS: 30/30

Exoskeleton has defense value of -10 points of damage per successful hit. Has multiple limbs (legs) as the mutation. Base walking speed of 5m (even if walking upright); jumps 15 meters (7 vertically). Wings assist in jumping ability.

Hawk-like

STR/STA: 15/25

DEX/RS: 65/65

Claw/claw/bite for 2d10/2d10/1d10 damage. Has wings, but with a flying base speed of 25m. Walking

base speed is 4m (even if walking upright).
Heightened vision as the mutation.



Horse-like

STR/STA: 70/55

DEX/RS: 50/50

Kick/kick for 2d10/2d10 damage. Base speed of 20m (15m bipedally).

Kangaroo-like

STR/STA: 35/30

DEX/RS: 55/55

Can jump 13 meters forward and 3 meters up. Base speed of 10m, even if walking upright.

Monkey-like

STR/STA: 50/25

DEX/RS: 70/70

Bite for 1d10 damage. Climbing attempts are at a bonus of +10. Can swing from grip to grip at a speed of 5m. +5 bonus for racial encounter rolls. Base speed of 10m, even if walking upright.

Mosquito-like

STR/STA: 25/25

DEX/RS: 35/35

Bite for 1d10 damage, drain 1 point of blood per round automatically. Anesthetic on proboscis doesn't disturb sleeping victims. Needs 6 points of blood for food and water/day. Has multiple limbs (legs) and wings as the mutations (flight speed of 10m). Base speed of 5m (even if walking upright).

Octopus-like

STR/STA: 35/35

DEX/RS: 50/50

Assumed to be a land-dwelling, air breathing creature, has gills, chameleon power, and multiple limbs (arms and legs) mutations. Base speed is 8m (even if walking upright), swims at 20m. Climbing smooth surfaces is +10 easier than normal (suction cups).

Ostrich-like

STR/STA: 60/50

DEX/RS: 30/30

Kick for 2d10 damage. Base speed of 15m, even if walking upright. Has vestigial wings, which are purely ornamental and do not allow flight.

Otter-like

STR/STA: 45/25

DEX/RS: 60/60

Bite for 2d10 damage. Base speed of 10m (5m bipedally), swims at 20m. Immune to the chilling effects of cold water.

Porcupine-like

STR/STA: 25/20

DEX/RS: 30/30

Bite for 2d10 damage. Has quills (can't be thrown) that do 1d5 if grabbed. Base speed 10m (5m bipedally).

Praying Mantis-like

STR/STA: 45/40

DEX/RS: 35/35

Claw/claw for 3d10/3d10 damage. +10% bonus to rolls when attempting to remain unseen in green vegetation. Has multiple limbs (legs) as the mutation. Exoskeleton provides a natural defense of -10 points of damage per successful hit. Base speed of 10m (even if walking upright).

Raccoon-like

STR/STA: 30/30

DEX/RS: 50/50

Bite does 1d10 damage. Has night vision as the mutation. Paws are able to manipulate tools naturally. Base speed of 8m (5m bipedally).

Rhinoceros-like

STR/STA: 80/70

DEX/RS: 10/10

Horn does 3d10 damage, with a +10 to hit and 5d10 damage on a charge. Heightened smell and diminished sight (D) as the mutations. Base speed of 15m (10m bipedally). Natural defense of -10 points of damage per successful hit.

Sea Lion (Seal) -like

STR/STA: 30/40

DEX/RS: 55/55

Bite for 1d10 damage. Base speed of 5m (even if walking bipedally); swims at 30m. Can hold breath for 12 rounds. Heightened smell (underwater only) as the mutation.

Shark-like

STR/STA: 40/50

DEX/RS: 55/55

Assumed to be adapted for land dwelling. Bite for 4d10 damage. Natural defense of -10 points of damage per successful hit. Gills and heightened smell (underwater only) as the mutations. Base speed 5m (walking upright); swims at 30m. 5% chance each round of combat of entering bloodlust; when in bloodlust must attack with bite until end of battle.

Sheep, Bighorn -like

STR/STA: 55/45

DEX/RS: 70/70

Head butt for 2d10 damage, +10 to hit and 3d10 damage if in a charge. Can survive in cold, dry conditions twice as long as normal. Base speed of 10m (8m bipedally).

Skunk-like

STR/STA: 25/20

DEX/RS: 20/20

Bite for 12 damage. Gas generation (bad-smelling musk) and night vision as the mutations. Base speed of 8m (5m bipedally).

Snake-like

STR/STA: 65/20

DEX/RS: 55/55

Bite for 3d10 damage plus poison (S6/T6). Has infravision as the mutation. Base speed is 10m. Has no "walking upright" position.

Spider-like

STR/STA: 35/35

DEX/RS: 40/40

Bite for 1d10 damage, plus poison. Intensity is (S5/T5). Multiple limbs ("arms and legs) give it +25 bonus against being knocked down. Climbing attempts are +10 easier than normal. Base speed of 10m (even if walking upright).

Squirrel, Flying -like

STR/STA: 30/20

DEX/RS: 75/75

Has air sail as the mutation; but glides at a speed of 10m. Base speed of 8m (5m bipedally). Bite for 1d10 damage. Climbing attempts are +15 easier than normal.

Termite-like

STR/STA: 30/30

DEX/RS: 30/30

Bite for 2d10 damage. Exoskeleton has natural defense that subtracts 10 from any damage received in any given hit. Multiple limbs (legs) as the mutation. Base speed of 8m (even if walking upright). Burrows at speed 3m through earth and wood.

Tiger-like

STR/STA: 80/60

DEX/RS: 55/55

Claw/claw/bite for 3d10/3d10/4d10 damage. Has heightened smell and night vision as the mutations. Base speed 15m (10m bipedally). Swims at 10m.

Turtle-like

STR/STA: 5/30

DEX/RS: 10/10

Total carapace as the mutation. Can swim at a speed of 20m. Can hold its breath for five minutes. Base speed of 5m (4m bipedally).

Wasp-like

STR/STA: 30/35

DEX/RS: 45/45

Sting for 2d10 damage, plus poison. Intensity is (S5/T6). Exoskeleton has a natural defense of -10 damage per hit. Has multiple limbs (legs) as the mutation. Base speed of 5m (even if walking upright). Climbing attempts are +10% easier than normal. Has wings, with a flying base speed of 20m.

Weasel-like

STR/STA: 45/25

DEX/RS: 60/60

Bite for 2d10 damage. Has night vision as the mutation. Base speed of 10m (8m bipedally).

Wolf-like

STR/STA: 45/40

DEX/RS: 60/60

Bite for 2d10 points of damage. Has heightened smell and heightened hearing as the mutations. Base speed of 15m (10m bipedally).



SENTIENT PLANTS

- Plant mutations with fewer defects.
- +10% bonus to rolls to remain unseen.
- +10 initial STA bonus.
- Need sun and soil instead of food and sleep.
- Bonus physical mutation if no humanoid traits taken (see rules below).
- Base walking speed of 8m; base speed of 10m for swimming.

A sentient plant is not just a bush, tree or some other common plant that has been made into a player character. It is an intelligent, mobile form of life that just happens to be plant-based rather than animal-based. A sentient plant is assumed to be able to move, see, hear and feel. The plant can have a shape like that of an animal or other normally mobile creature, or it can be vaguely humanoid shaped (but it will not look exactly like a human or animal, nor have a human or animal shape's innate capabilities). The player is not forced to take a humanoid or animal-like shape, but it is strongly recommended to ease visualization of the plant. The player gets to decide what shape the character's body takes. Of course, the Referee must approve it.

Like an animal character, the plant must be derived from a basic stock. The player must decide how many appendages the plant has and where all of its vital organ equivalents are located, including the brain, sensory organs, digestive system, and secondary vital organ (heart equivalent). none of these appendages can initially manipulate objects or use tools.

A sentient plant does not need to eat like animals or other races. Complete nourishment for a day can be achieved by "taking root" in the soil for an hour, during which it can't move. In addition, a plant needs three hours of bright sunlight, or six hours of dim sunlight, during which time the plant can be completely active. Most artificial lights cannot substitute for sunlight. A sentient plant has the same water needs as other races and animals, although it usually draws its water from the soil. If the plant doesn't meet these requirements for a day, it suffers the same consequences as any other race or animal that doesn't eat all day. It takes several days of no food or water to kill a plant. It should be noted that certain special buildings/rooms (such as greenhouses, etc.) may be constructed so that the plant will get the full benefit of equivalent sun and soil while indoors. The referee must determine the location, cost, etc. of these special areas.

The STA of a plant decides its size. The plant has roughly 1 meter of height per 25 points of STA. Since the size of a plant is related to its STA value, the plant

actually grows larger as experience points are used to increase the plant's STA.

HUMANOID TRAITS

A sentient plant has many of the same problems as a mutated animal. It can also choose to be able to talk and/or use tools. No more than two of its appendages can initially be declared as capable of using tools. It can optionally gain the ability to smell and taste at the same time. If the plant chooses not to take any of these traits, it gets a bonus physical mutation. Sentient plants use the Plant Mutations Table for physical mutations. They roll for mental mutations the same as any other character.

BASE PLANT STOCK LIST

Unlike animals, plants are described by general class rather than by a specific species. The evolutionary trip from plant to sentient creature is so much farther, that the character only retains a raw resemblance to a general type of plant. Characters cannot pick specific plant species as their genetic background. Any special abilities not listed in the categories below must be generated through mutation rolls.

BRUSH

Most nondescript bushes, weeds, grasses and other common plants fall into this category. Because these plants tend to look so ordinary, they get a +15 bonus on rolls to remain unseen. This plant stock has proven very hardy and has adapted to the rigors of frontier life very well. Brush plants get one extra physical plant mutation.

FLOWER

All flowering plants get a +15 PER bonus. The beauty of their flowers and the delicacy of their build often leads others into believing that the flowering plant is a gentle and harmless creature. The course of evolution for flowering plants has developed a tendency toward mental powers. They get one extra mental mutation.

FUNGI

Although not truly a plant, fungi are included here. They do not need sunlight to grow, but do need soil. The minds of fungi are so alien, even to other plants, that they get a 15% bonus when defending against mental attacks.

SUCCULENT

This class of plant includes all cacti and most desert plants. They only need water half as often as other plants. They automatically get the thorns or spikes mutation.

TREE

Trees get a +15 STR bonus and the total carapace mutation. The player must decide if his character is based upon evergreens. Evergreens have a -10% penalty versus fire. They take an extra point of damage for every 10 points of fire damage. All other types of trees have the same problem with cold and receive the same penalty.

VINE

Vines get a +10 DEX bonus. They can automatically manipulate tools without having to take this humanoid attribute. This leaves them eligible for the extra mutation if they choose not to take humanoid traits.

MUTATIONS

Section 3

MUTATION DESCRIPTIONS

Mutations come in one of three basic types: Permanent, Automatic, and Activated. It is not possible for a mutation to have more than one of these activation types. They are described as follows:

Activated: these mutations are turned on, or powered, through conscious will. They are often hardest to detect until used. If the effect is not instantaneous and the duration is not specified in the description of the individual mutation, assume the duration lasts until the mutant deactivates it. Unless otherwise specified, activating a mutation of this type (and deactivation a non-instantaneous effect) counts as a valid action in a combat turn.

Automatic: these mutations are not activated by conscious will, they are either activated just because of a physical modification (such as an air sail) under certain circumstances (being harmed by a specific form of material, when in certain temperature extremes, etc.), or as a reaction to some detection impending situation.

Permanent: these mutations are always on, always in effect, and often obvious. They can't be turned off or deactivated, consciously or otherwise. They are a consistent genetic part of the character.

Mutations also take one or more of three basic categories: physical, mental, or plant. This just explains what types of mutants may possess that mutation. Plants may only possess plant physical mutations, while any mutant can have mental ones. Some mutations exist in more than one of these categories.

Mutation Skill Level: Some mutations have a skill level associated with them, and are designated as such in their descriptions. As was mentioned

previously, any character who begins play with a mutation that requires a skill level will possess that skill at level 1 at the start of the game. Players may spend experience points to increase the power, accuracy, or usefulness of their mutations. Just as normal skills have limitations, no Mutation Skill Level may exceed level 6.

ACHILLES HEEL [D]

Physical, Plant; Permanent, no SL

The mutant has a crucial weakness in a particular body location. If he is ever struck there, he takes double damage and is in such pain that he cannot attack or perform other actions for the next round. A natural 01-05, if it hits, is assumed to have hit this spot - the Achilles heel. A called shot can also be used to intentionally hit it (the penalty to hit being determined by the referee). The player can pick any point on his body, such as a fist-sized place on his head, his stomach, or his groin. Plants should choose a similar place on their bodies.

ADAPTATION

Plant; Automatic, no SL

The plant can adapt (become immune) to any physical attack form that has harmed it. On the round it is attacked, it must decide whether or not to begin the processes of adaptation. It can drop a previous immunity to adapt a new attack. The plant can have a total of three adapted immunities at any given time. It takes five days for the plant to complete the adaptation process. There are no restrictions to its activities during this time.

For example, if it adapts to fire attacks it grows a flame resistant bark. If it adapts to lasers, it might develop a reflective exterior. For the purposes of the adaptation mutation, physical attacks are divided into cutting attacks, piercing attacks and bludgeoning attacks, and adaptation must be made to each individually. Gunshots are considered to be piercing attacks.

AIR SAIL

Physical, Plant; Automatic, no SL

The character's body incorporates a structure similar to a fixed wing or a parachute that allows him to glide. A flying squirrel is an example of an animal with an air sail. The character glides 50% faster than he normally moves on foot. He must lose at least 1 meter of altitude for every 10 meters of forward movement. The Referee may force a steeper decline in bad weather. Mutated characters with this mutation suffer an additional -10 penalty on reaction rolls with members of the same base species.

ALLERGY [D]

Physical, Plant; Permanent, no SL

The mutant suffers a reaction to an ordinary substance, such as pollen, iron or milk. So long as he is in contact with the substance (breathing, touching, eating, etc.), the Referee rolls an attack against the mutant's Health, usually at the beginning of the round. Most substances have an score of 20%. However, the Referee can set higher intensities for higher concentrations of extreme contact. If the attack is successful, the mutant loses one action for the round. This usually means that he cannot attack and can only move at half normal rate. Roll a d100 on the table below for the specific allergy.

Roll	Allergy	Roll	Allergy
01-05	Pollen	51-55	Animal Fur
06-10	Clay	56-60	Salt
11-15	Oil	61-65	Wood & paper
16-20	Plastic	66-70	Feathers
21-25	Iron	71-75	Specific animal
26-30	Specific plant	76-80	Paint
31-35	Digested meat	81-85	Bone
36-40	Silver or gold	86-90	Cotton or wool
41-45	Leather	91-95	Soap
46-50	Specific mineral	96-100	Specific drug

ALLUREMENT

Plant; Automatic, SL

The plant constantly gives off a sweet-smelling fragrance that has a seductive, hypnotic effect on creatures of animal intelligence or lower. It increases the effective PER of the plant by the SLx5. Non sentient creatures are "attacked" by the fragrance up to 15 meters away using a PER roll. If the attack is successful, they are compelled to touch the plant and be near it. This attack can only be made once per creature. If it fails, the creature is always able to identify the plant and reject the affects of its allurement. The effects of allurement

are broken if the victim suffers damage from an attack.

ANTI-LIFE LEECH

Physical, Plant; no SL

The mutant is immune to life leech and other draining attacks. He is able to reverse the flow of another life leech field, draining 1d5 points from the attacking creature into himself. These points first heal his damage and then add to STA total. His STA points can never exceed his STA x 2. Additional STA points fade away after an hour.

ATTRACTION ODOR [D]

Physical, Plant; no SL

Animals and humans with attraction odor have a strong, musky scent, while plants smell sweet and perfumed. Mutants with this defect can automatically be tracked up to 10 kilometers away by any mutant with heightened smell or by predators. In the wilderness, the mutant is twice as likely to attract the attention of a predator. Giant insects or herbivore grazers are usually attracted to plants that have this defect.

BEGUILING

Mental; Activated, SL

With a successful mental attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL), the character can insinuate a soothing and friendly attitude into another creature. The target creature must be no further than 25 meters away, plus 1 meter x SL. If the beguiling attack is successful, the creature will not attack the beguiler, but might attack his friends, depending upon situational circumstances and their actions. If the target creature is approached in a friendly manner (instead of using this mental attack), the beguiling character gets a PER bonus of +5 per SL on any attitude rolls when dealing with it.

BODILY CONTROL

Physical, Plant; Activated, SL

The mutant can temporarily enhance any one body function. If he chooses a sense, it works just like the heightened sense mutation. He can also choose to enhance one of his physical attributes (STR, STA, DEX or RS), just like the mutation heightened physical attribute. The effect lasts 5 + SL rounds. He can only heighten a particular sense or attribute once every 20 hours.

BODY CHANGE [D]

Physical; Automatic, no SL

GAMMA DAWN

Some parts of the mutant's body are altered in a cosmetic way. These alterations have no significant game effect upon the character. None of these mutations should allow the character an extra ability, or disability, of any significance. Roll a d100 twice on the table to determine the changes. Altered characters with this mutation suffer a -10 penalty on racial reaction rolls.



Roll	Body Change	Roll	Body Change
01-05	Odd skin color	51-55	Bony skull ridge
06-10	Single eye	56-60	Mane/bristles
11-15	Extra fingers	61-65	Transparent skin
16-20	Odd hair color	66-70	Completely hairless
21-25	Webbed fingers	71-75	Scales/feathers
26-30	Forked tongue	76-80	Sagging folds of skin
31-35	Antennae	81-85	Misshapen head
36-40	Crest	86-90	Patches of fur/skin
41-45	Vestigial wings	91-95	Non prehensile tail
46-50	Misplaced facial feature	96-00	Enlarged facial feature

CARAPACE

Physical, Plant; Automatic, SL

This is a partial or total (Roll 1d10, 1-5 the coverage is partial, 6-0 the coverage is total) bony shell that protects the mutant's body like armor. A partial carapace covers the head and back, providing a natural armor against attacks from behind. A total carapace grants the same armor protection from front and back. The base armor is SLx3. This acts as a damage reduction to all attacks that hit the mutant. Plants have thick, tough bark instead of a shell. Altered characters with this mutation suffer an additional -10 penalty on racial reaction rolls because the mutation is quite obvious.

CARNIVOROUS JAWS

Plant; Automatic, SL

Most plants do not eat. They live off of soil and sunlight. However, a plant with this mutation can

eat meat or other plants with its jaws. Its "teeth" are actually tightly spaced thorns in its maw. Its stomach is merely a body cavity filled with weak acids that digest the meat. The jaws do 1d10+SL damage per bite. The plant is still able to sustain itself with just soil and sunlight, but it is an uncomfortable existence.

CHAMELEON POWER

Physical, Plant; Activated, SL

This mutation allows the character to automatically blend into any background. His body coloration automatically matches the colors of any background that is within a meter. Be aware that his clothes or other belongings do not change color. His skin (or leaves) continuously change as the mutant moves. The mutant can decide to make his skin any single color not related to his background, or can choose to look like his normal self. When chameleon power is activated, the character may add SL x 10 to the roll for surprise or any roll involving hiding or stealth.

CHEMICAL SUSCEPTIBILITY [D]

Physical, Plant; Automatic, no SL

The character has a -25 penalty when checking his STA against poisons, drugs or other toxic chemicals. He gets drunk twice as quickly as a normal character, typically from just one cup of an alcoholic beverage.

CONFUSION

Mental; Activated, SL

If the mental attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL) using this mutation is successful, the victim is confused. Roll a d100 each round on the table below for the actions taken by the affected creature. The effects last for 1d10 rounds. Confusion has a range of 25 meters, plus 1 meter x SL.

Roll	Action
01-17	Stands still
18-33	Wanders slowly
34-50	Attacks nearest creature
51-67	Attacks nearest inanimate object
68-83	Attacks randomly chosen enemy
84-00	Performs an incomprehensible, noncombat action, such as spinning circles while hopping up and down on one foot

CONTACT POISON SAP

Plant; Automatic, SL

Anytime the plant is injured in combat, it exudes a thick, sticky sap from the wound that is poisonous upon contact with skin. It has an intensity equal to

its SL and lasts for 6 turns (i.e. S(SL)/T6 type poison). It is ideal for coating weapons, but does not last long. The sap hardens to a nontoxic resin within an hour. The plant must suffer a wound of at least 2 points to coat a dagger. It takes a wound of 5 points to coat a sword. Obviously the plant character is not going to be thrilled about donating any significant amount of its sap. Plants are immune to the effects of the sap.

DEATH FIELD GENERATION

Mental; Activated, SL

The character makes an attack on all living things within 5 meters per SL. Any creature, friend or foe, successfully hit has most of his hit points drained away. The creature is left with only STA points equal to his STA/5. If this does not do at least 5 points of damage to the creature, then it is reduced to zero STA points. Any creature with zero or fewer STA points is killed instantly. All normal plants, small animals or other simple life forms are assumed to have been attacked successfully and suffer the consequences. Interestingly, germs and other microscopic organisms are unaffected.

The mutant using this power loses STA just as if he had also been hit by death field generation, which means he might be incapacitated. However, record the lost STA point separately. Assuming that using his power didn't reduce him to zero STA points, he recovers one STA point every hour until the damage caused by using this power is healed. These lost STA points can also be cured normally with other mutations, skills or devices. The character can only use this power once every 100 hours.

DENSITY CONTROL, OTHERS

Mental; Activated, SL

The character is able to control the density of other living creatures. The effects of this power are identical to density control, self, given below. However, the mutant must successfully attack the victim mentally (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL) to change this density. The mutant chooses how small or how large his target becomes, within the limits of his power. Parts of a target cannot be changed, only the whole target.

DENSITY CONTROL, SELF

Physical, Plant; Activated, SL

The mutant is able to control his body's density. Increased density means the character weighs the same, but is smaller. The mutant can shrink to 50% smaller, plus 5% x SL. No character can shrink below 5% of his original height. Decreased density

means the character weighs the same, but is larger. The mutant can grow up to 100% larger, plus 10% x SL.

The character's speed increases or decreases by the same percentage that he grows or shrinks. His skin will act as a natural armor, reducing any incoming damage by 3 per SL as he shrinks. This is from the increased toughness of the flesh. The character is immune to the density control, others mutation.

DEVOLUTION

Mental; Activated, SL

With a successful devolution mental attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL), the character is able to reverse the evolutionary process in a single creature. Mutated characters lose a mutation (chosen randomly) when attacked this way. For the purposes of this attack, a mutated animal's humanoid traits (speech/hands mutation, etc.) is considered a mutation, but this is only lost after all other mutations have been eliminated. The devolved victim regains lost mutations at a rate of one every 100 hours.

Humans who aren't mutated lose 5 points from a mental attribute (INT, LOG, PER, LDR chosen randomly) when hit. Once their highest mental attribute is at 40, the process begins to work on their appearance. They grow body hair, start dragging their knuckles, etc. Prolonged exposure turns them into cavemen, then apes. They also regain their attributes at a rate of 5 points every 100 hours. Note that other non mutated species will suffer the same effects, but revert back down their ancestral lines.

Yazirians will devolve into smallish monkeys with full-featured wings and tiny hands incapable of holding much. Their foreheads get smaller and more sloped, their muzzles longer and more dog-like than monkey-like. They fly – not glide.

Vrusk will devolve into ten-legged insects, shrink in size to about the size of a watermelon. Their upraised torsos stoop over, their hands becoming feet and their heads/necks crane up to face forward. Their skin hardens into an exoskeleton, and their internal bones begin to grow soft into a cartilage.

Surprisingly, dralasites only devolve mentally. Their physical bodies are already at their lowest evolved state. Because their mentality devolves, they do lose the need to develop much in the way of limbs, and they'll spend most of their time in blob shapes.

GAMMA DAWN

DIMINISHED SENSE [D]

Physical; Automatic, no SL

The mutant has a diminished sense. Roll a d100 to determine which one is affected.

Roll	Diminished Sense
01-17	Sight. The mutant is nearsighted and is unable to distinguish anything other than motion beyond 60 meters.
18-33	Hearing. The mutant is partially deaf and is unable to hear normal conversation beyond 3 meters, or loud noises beyond 10 meters.
34-50	Touch. The mutant suffers from a total lack of touch and is unable to feel heat or cold, wet or dry. He is unable to feel pain from wounds, but is able to feel the jarring hit of the weapon (so this mutation does not affect STA point losses). The mutant is unable to feel when an object is slipping from his hands.
51-67	Smell. The mutant has no sense of smell, and is unaware of invisible gas attacks.
68-83	Taste. The mutant has no sense of taste, and is unaware of ingested poisons or chemicals.
84-00	The character can pick which sense is diminished.

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68-83	Taste. The mutant has no sense of taste, and is unaware of ingested poisons or chemicals.
84-00	The character can pick which sense is diminished.

DIRECTIONAL SENSE

Mental; Automatic, no SL

The mutant is incapable of getting lost. He always has a complete spatial sense of where he is and how he got there. This ability does not function while he is sleeping or otherwise unconscious.

DISSOLVING JUICES

Plant; Activated, SL

The plant can secrete an acid that does 1d10+SL damage over a one-minute period. After a minute of dissolving, all the acid is used up. If contacted for only a round, it does 2 points of damage. The plant can secrete the acid once every four hours. If unused, the acid remains potent for an hour before degenerating into a harmless fluid.

DISPLACEMENT

Mental; Activated, SL

This mutation cannot be activated consciously. The character's subconscious reacts to life-threatening danger by teleporting him away from it. The danger does not have to be real. So long as the character believes himself to be in danger of being killed that round, he is displaced. Any time the character is incapacitated while fighting, he is displaced. Displacement moves him 50 meters, plus 10 meters x SL. The direction of displacement is usually back

toward where the character came from. Displacement will not knowingly place a mutant into a situation where his life is immediately threatened. This power will not work more than once in an hour.

DOUBLED PAIN [D]

Physical, Plant; Automatic, no SL

The character suffers twice the normal amount of pain from a wound. If he has less than half his STA points left, he suffers a -10 on all skills and actions, including combat. The pain is so great that it interferes with his ability to think and act. He takes double damage (or suffers a -20 penalty to any avoidance roll) from any attacks on the nervous system and those directly involving pain.

DUAL BRAIN

Physical, Plant; Automatic, no SL

The mutant has two brains. The second brain can be located anywhere the player chooses in the torso or head. It does not necessarily mean the character has two heads; the character's single head might be enlarged to hold two brains. This second brain has 1-3 extra mental mutations. Add 10 to the character's LOG score to account for the two brains working together. Any mental attack can only succeed in attacking one of the brains. The Referee determines randomly which brain is attacked. Both brains have the same INT, LOG, PER and LDR scores.

DUALITY

Mental; Automatic, no SL

The character is able to do two dissimilar actions at the same time. This is not walking and chewing bubble gum at the same time. It is wielding a sword in one hand while working a combination lock in the other. The character can make one extra attack per round, so long as he uses two different weapons and/or mutations, including mental mutations. The character is automatically ambidextrous and can use a weapon in each hand.

ELECTRICAL GENERATION

Physical, Plant; Activated, SL

The mutant is able to build up an electrical charge in a specific part of his body (hands, tail, head, etc.) chosen by the player. If that part of the mutant's body touches anything, a damaging arc of electricity is released.

In essence, the mutant is constantly charging an internal battery, even when sleeping or fighting. Each round he accumulates enough current for a single charge. The internal battery cannot hold more

than SLx2 charges worth of electricity. The mutant can choose to discharge number of his stored charges in any given attack, so long as he has that many charges left in storage. Each charge delivered to a target causes 1d10 damage.

The mutant can add this damage to a normal melee attack if he is wielding a metal weapon. The character only takes half damage from electricity. An Anti-Shock Implant nullifies the damage caused by this attack.

EMPATHY

Mental; Activated, SL

The character is able to read the emotions and emotional intensity of another creature. He can also try and force an emotion upon a creature. Both of these powers require a successful mental attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL). The Referee may apply modifiers to take into account how radically the character tries to shift his opponent's emotions. Remember, an intelligent creature is influenced by his emotions, but not ruled by them.

ENERGY ABSORPTION

Physical, Plant; SL

The character ignores the first SLx3 points of damage from a particular type of physical energy attack. The character is immune to physical paralysis. Roll a d100 and consult the table.

Roll	Energy Absorbed
01-17	Radiation
18-33	Electricity
34-50	Lasers
51-67	Heat/fire
68-83	Cold
84-100	Player's choice

ENERGY METAMORPHOSIS

Physical, Plant; Automatic, SL

The mutant can convert the first SLx3 points of damage from a particular type of physical energy attack and use it to heal himself. If the character has excess energy to convert and no damage to heal, it creates an overload.

Overload: The mutant takes double the remaining energy damage as normal damage and cannot convert energy for the next one minute.

Roll a d100 and consult the table shown in energy absorption, above, to determine exactly what type of energy your mutant converts to healing power.

ENERGY REFLECTION

Physical, Plant; SL

The character can reflect the first SLx3 points of a particular type of physical energy attack. Roll a d100 and consult the table shown in energy absorption to determine the exact type of energy. To find the direction that the energy is reflected, consult the grenade bounce diagram located in the basic rules. The beam automatically hits inanimate objects, but must still roll an attack against a moving or living target. Use the original attacker's chance to hit for this attack.

ENERGY SENSITIVITY [D]

Physical, Plant; no SL

The character feels pain, and suffers a -10 penalty on all skills and actions, including attack and defense, whenever he is within 2 meters of a large energy source, such as a robot, car, artificial force field, etc. Small items, such as hand-held device that uses a power cell, only cause him a -5 penalty on actions. The Referee might choose to have a mutant with energy sensitivity take damage in the presence of powerful energy fields. STA is lowered by 15 against energy when making avoidance rolls.

EXPLOSIVE SEEDS

Plant; Activated, SL

These nut-like seeds explode if they are hurled onto a hard surface. Fire will also trigger them. The seed does SLd10 points of damage to anything within half a meter. The plant can have up to 5 + SL seeds at a time. Each takes a month to grow and can stay on the plant for 3 months. If the plant is subjected to fire or crushing blows (a mace, a fall, etc.), there is a 20% chance of setting off a seed. A weapon can only trigger a single seed, but area affects like fire or falls can trigger many seeds. In that case, roll for every seed (20% chance of each going off). Intense fires or severe falls may increase the chances of triggering a seed.

FADEOUT [D]

Physical; Automatic, no SL

The mutant has a tendency to fall unconscious during times of high stress. This is a result of his adrenal glands secreting depressants rather than adrenaline. On the first round of any combat or other high-stress situation, there is a 5% chance of the character collapsing for 1d5 + 1 rounds. Other types of activities that normally produce adrenaline or endorphins will cause the same reaction, such as a strong workout or the presence of someone the character finds abnormally alluring.

GAMMA DAWN

FEAR GENERATION

Mental; Activated, SL

The character can instill fear in his chosen target by making a mental attack against him (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL). The victim flees away from the character at maximum speed for one minute. If the victim is cornered or trapped, he will go berserk, fighting until he can get free.

FINGER VINES

Plant; Automatic, SL

In addition to any other limbs the plant has, it gets 1d5 finger vines. These vines are 5 + SL meters long. They can move at a speed of 2 meters per round (which is fairly slow). They can grasp objects and perform fine manipulations, such as pushing buttons or working instruments. Each vine has a STR of 5 (no SL bonus) and a DEX of 10+SLx10. If multiple vines are being used, add their physical strengths and dexterities together.

One 20-centimeter (eight-inch) segment per finger vine can be detached and still be controlled by the plant. It can control them up to 10 meters away, plus SL meters. If the plant can't see the finger vines, then they must move around by touch only, as if blind and deaf. If the finger vines are not rejoined with the body in an hour, they wither and die. A new finger vine takes 100 hours to grow (but multiple new vines may grow simultaneously).

FORCE FIELD GENERATION

Mental; Activated, SL

The mutant is able to create an invisible barrier of force around himself that protects him from physical danger. This includes energy attacks and radiation.

The force field forms a smooth surface about half a meter from the mutant's skin. The character cannot make physical attacks while the force field is up, but can use mental powers. The force field absorbs 5xSL points of damage. It renews itself at a rate of 5 + SL points per round. It can be kept up 5 + SL rounds. After that, the character must drop the force field for an hour before using it again.

If the force field takes enough points physical damage to destroy it, the character must make a STA check or fall unconscious. Any excess damage is applied to the character. If the character falls unconscious due to a mental attack or some special circumstance, the force field shuts off at the end of the round.

FRUIT

Plant; Automatic, SL

The plant character grows berries or some other type of fruit that may have a useful function. It takes a month to grow a fruit, and multiple pieces of fruit may be growing at one time. A plant character can have up to 5 + SL fruit growing at any particular time. The fruit stays fresh for a month before rotting and falling off. The fruit can be any size, from a strawberry to a melon, and can be any color or texture selected by the player upon generating his character. Plant characters cannot benefit from eating fruit because of their unusual digestive systems. Roll d100 and reference the table below for which type of fruit the character can grow.

Roll	Fruit Type
01-13	Sustenance. The fruit provides enough nutrition for a normal-sized character for one day.
14-25	Poison. The fruit is poisonous. The SL score is the intensity (i.e. S(SL)/T6)
26-38	Poison Antidote. The fruit automatically negates any poison up to intensity 10 + SL.
39-50	Antibiotic. Heals 5 + SL points in 20 hours if smeared into a wound.
51-63	Stimulant. Improves the character's energy level, counteracting fatigue and sleep. If the affected character is not suffering from fatigue, it provides +10 to any combat rolls for 4 hours.
64-75	Radiation Antidote. The fruit eliminates radiation sickness in 4 hours, although normal radiation damage is not cured.
76-88	Pain Killer. The character does not feel pain and is immune to attacks focused on the nervous system (except paralysis). It lasts 5 + SL hours.
89-100	Imitation. The fruit imitates another chemical or specialized poison not in the list above.

GAS BAGS

Plant; Activated, SL

The plant has an inflatable bladder that fills with helium or some other gas that is lighter than air. The bladder expands to twice the size of the plant and allows it to float away. The plant can carry 5 kilograms per SL. It takes a full minute (10 turns) to inflate it completely. It can control its altitude by releasing helium from the bladder or by synthesizing more to fill it. It rises at a rate of one meter per round at maximum inflation. It cannot control which direction it floats and is at the mercy of the prevailing winds.

GAS GENERATION

Physical, Plant; Activated, SL

The character has the ability to spray a visible gas from a specific place on his body (mouth, navel, hands, etc.) chosen by the player. It fills a sphere two meters in diameter. The gas attacks anyone in the area, who must make a STA check to avoid its effects. The effects of the gas last for 5 + SL rounds. The mutant's body holds up to three full doses of gas, and it takes three hours to regenerate a dose. Roll d100 and consult the table below to determine the type of gas. The mutant is immune to that form of gas.

Roll	Type of Gas
01-17	Stench. The victim moves at half speed, must leave the gas, and is unable to attack as long as he's in the area of effect and for SL turns thereafter.
18-33	Blinding. The victim cannot see, and suffers -20 to combat rolls and stumbles about clumsily. The effect lasts until the victim leaves the area of effect, and for SL turns thereafter.
34-50	Poison. Intensity is 5 + SL for six turns (i.e. S[5+SL]/T6).
51-67	Hallucinogenic. The victim sees visions; he will move and attack randomly. Referees may want to use the table under the confusion mutation. The effects last while the victim is in the area of effect and for SL turns thereafter.
68-83	Paralytic. The victim is unable to move or attack. The duration is as long as he remains in the area of effect, plus SL turns thereafter.
84-00	Burning. The victim suffers 1d10+SL points of acid damage per round of exposure.

GILLS

Physical; Automatic, no SL

The mutant has the ability to breath water as well as air. The type of water, salt or fresh, matches the nearest large body of water in the campaign. Mutated Species with this mutation suffer an additional -5 penalty on racial reaction rolls.

HANDS OF POWER

Physical; Activated, SL

The character's hands (or the equivalent) can emit blasts of energy with a range of 15 meters, plus one meter per SL. The energy does 1d10 + SL damage. Roll d100 on the table below to determine the type of energy. The mutant is only immune to that form of energy in his hands (or the equivalent emitting

limb). Other parts of the body are not immune. The mutant can store 5 + SL blasts. It takes 8 hours to regenerate a blast.

Roll	Energy Absorbed
01-25	Zapping hands (bolts of electricity)
26-50	Hot hands (microwave heat)
51-75	Laser hands (short-range laser beams)
76-00	Gamma hands (radiation, S(SL)/R(2d10) intensity rather than damage)



HEIGHTENED BALANCE

Physical; Automatic, no SL

The character never loses his balance. He can still be knocked over by an attack, but gets a +20 modifier to any such avoidance roll. He never falls on slippery surfaces, can walk across a tightrope in a strong wind, and can fight normally while hopping on one foot, etc. This may be the result of having sticky secretions, tiny hooked thorns on the feet, feet with opposing thumbs, or something else entirely.

HEIGHTENED MENTAL ATTRIBUTE

Mental; Automatic, no SL

One of the character's four mental attributes (INT, LOG, PER, LDR) is dramatically improved. Which attribute improves is chosen randomly. The amount of the increase will yield a new score of 90 in that ability.

HEIGHTENED PHYSICAL ATTRIBUTE

Physical, Plant; no SL

One of the mutant's four physical attributes (STR, STA, DEX, RS) is dramatically improved. The improvement is visibly obvious in most cases. For example, heightened strength means bigger muscles. The attribute will be raised to 90.

HEIGHTENED PRECISION

Physical; Automatic, no SL

The character has an uncanny ability to aim or place things precisely. This does not affect the other aspects of his Dexterity. His attack for ranged attacks gets a +20 modifier, and he never suffers range penalties. Also, he never suffers a penalty for called shots in melee or ranged attacks.

HEIGHTENED SENSE

Physical, Plant; Permanent, no SL

The mutant has an enhanced sense. Roll d100 to determine which one is enhanced. Heightened sight, hearing or smell improves the characters INT rolls by +15. Multiple heightened sense mutations will grant multiple modifiers to INT rolls.

Roll	Heightened Sense
01-17	Sight. The mutant can make his vision telescopic or microscopic, allowing for the perception of twice as much detail at distances or up close. When calculating ranged attack distance penalties, treat ranges as extending twice as far.
18-33	Hearing. The mutant can hear things twice as far away or with twice as much sensitivity. By concentrating, he can hear on frequencies normally inaudible, such as ultra- or sub- sonic.
34-50	Touch. The mutant's sense of touch becomes fine enough to distinguish slight changes in texture, moisture, temperature, residues, etc.
51-67	Smell. The mutant can identify and distinguish individuals by smell. He can track creatures up to a kilometer away by smell alone. He can detect faint traces of materials or gas.
68-83	Taste. The mutant can identify poisons or chemical residues by tasting merely a tiny drop. (He does not suffer the effects consuming this extremely small amount.) He can determine the individual components of any food or drink.
84-00	The player can pick which sense is heightened.

HEIGHTENED SPEED

Physical; Activated, SL

The mutant adds 3xSL permanently to his base speed. He is also able to move with bursts of hyperspeed, adding 50% to his normal speed for up to one minute. He must rest an hour before being able to use this power again. If the mutant has multiple modes of movement (walking, flying, swimming, etc.), he must choose only one for which this mutation applies.

HORNS OR ANTLERS

Physical; Automatic, no SL

The character has some sort of horns or antlers growing out of his head. They can be up to 20% as long as the character is tall. On a normal human, this is about as long as his forearm. In melee combat, he can head but for 1d10 points of damage. If he charges, he gets a +10 modifier and does 2d10 points of damage. Mutated Species with this mutation suffer a -10 penalty on racial reaction rolls.

HOSTILITY FIELD [D]

Mental; Automatic, no SL

The character constantly projects a mental field that makes everyone in it irritable and quarrelsome. This field has a 30 meter radius. Those aware of the problem, and who have spent a week or more in the character's company at some time, are immune to its effects. Other creatures suffer a -20 penalty on reaction rolls. Any creature first entering the field gets a negative first impression of the character, and may even actively dislike him.

ILLUSION GENERATION

Mental; Activated, SL

The character can create an illusion that exists only in the mind of the victim, if the attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL) is successful. The illusion must be composed of things that the character has seen or experienced. The illusion affects everyone, including his friends, within 30 meters of him. The mutant must roll a mental attack against each creature in the area of affect to see if it believes the illusion. The illusion itself can appear to be further away than 30 meters, but the target character must be within range of the illusion projecting mutant. If the victim moves out of range while an illusion is active, the illusion dissipates for him only. The character can use this power once every four hours.

The illusion is static and unmoving unless the character concentrates on manipulating it. It is

complete for all of the senses. However, it has no weight or resistance to a push. Hitting the illusion in combat, doesn't jar the attacker's arm. Being hit by the illusion, doesn't cause the defender to rock back from the blow. A light touch will not reveal this. If a hard push or a successful attack in combat is made against the illusion, a new mental attack roll must be made to see if the victim still believes the illusion. If the victim is expressing doubt and pushes or attacks to test the validity of the illusion, it automatically dissipates. The illusion can be maintained for 3xSL rounds.

IMMUNITY

Physical, Plant; Automatic, no SL

The mutant is immune to a particular form of damage or hazard. Roll a d100 on the table below to determine the exact immunity.

Roll	Immunity	Roll	Immunity
01-13	Sonic attacks	51-63	Corrosives/acids
14-25	Mental attacks	64-75	Poisons/chemicals
26-38	Gas attacks	76-88	Draining/life leech
39-50	Paralysis/neural attacks	89-100	Disease/biological attacks

INFRAVISION

Physical, Plant; Automatic, no SL

The character can detect the heat patterns of living creatures, even at night. Such creatures stand out like a beacon against a cooler, nonliving background. Infravision does not allow for detail or color - everything appears as a dull, featureless red. The object's or creature's shape can be seen, however.

INTUITION

Mental; Automatic, SL

The character can sense what another creature is about to do just before it acts. Before any encounter, the character rolls a mental attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL) with this mutation against every opponent. For the duration of the encounter, any opponent that was successfully attacked must announce his intended action to the intuiting character. After all affected opponents have done so, the character can choose his course of action.

If the situation is just combat, with no unusual actions, the intuiting character gets a +10 modifier to any attack roll he makes against affected opponents. He knows where they will move and strike a fraction of a second before they actually do it.

The Referee can secretly roll the character's mental attack on opponents that are sneaking up on the character or attacking with surprise. If the attack is successful, the character senses the danger just before it happens.

KINETIC ABSORPTION

Physical, Plant; Activated, SL

The mutant generates a field that absorbs kinetic energy. Anything that is moving in the field loses some velocity. Objects fall slower, although the character himself does not. Any attack by a bludgeoning weapon does less damage (5xSL points less). Slashing and piercing attacks do 3xSL points less damage. A bludgeoning attack may end up doing no damage at all. Piercing and slashing weapons do at least 1 point of damage to an unarmored character. Energy and mental attacks are unaffected by this mutation. The character can maintain the field for 10 turns, plus one turn per SL. After that time, he must leave it off for an hour before turning it on again.

LEVITATION

Mental; Activated, SL

The character can reverse the effects of gravity upon himself or another object or creature. The affected object rises off the ground and floats at a height specified by the character. He cannot control any side to side motion that might happen as a result of winds or other forces. He can lift 100 plus 20 times his SL in kilograms. The affected object rises at a rate of one meter per second, or 10 meters per round. When the power is shut off, or gets out of range of the mutant, the object floats down at the same speed. He can keep this up for 5 + SL rounds. The mutant must wait an hour before using it again. Whatever is being levitated must remain within 30 meters of the levitator at all times. This means that the levitator can levitate himself to any height.

LIFE LEECH

Mental; Activated, SL

The mutant is able to drain the life force out of any creature. Small animals and normal plants are not affected by life leech. Most common animals over half a meter in size qualify. Plants only qualify if they are mobile or sentient. The character drains 2xSL STA points from all such creatures within 10 meters each round. He can continue to use this power for 5+SL rounds, but then must rest it for at least 20 hours.

GAMMA DAWN

The STA points drained from nearby creatures are first used to heal any damage he has taken. Any leftover points are put into a special pool of STA points. All subsequent attacks do damage to this STA point pool. Only when the pool is empty do attacks affect the creature's original STA points. After four hours, what remains of any of these "phantom" STA points in the pool begin to fade at the rate of 5 per round. The STA pool cannot exceed the character's SL x 10.

MAGNETIC CONTROL

Mental; Activated, SL

The character can create a magnetic field anywhere within 30 meters of himself. Once created, he can move the field or eliminate it and create a new one. Any iron or steel object might be pulled toward the field - how fast is determined by the weight of the object. A fist-sized object moves at five meters a round. Larger objects move more slowly.

Any weight up to 50 plus 10 per SL kilograms can be lifted off the ground when the field is one meter away. Every meter further away, the weight is halved. For example, a mutant able to affect 60 kilograms can only lift 15 kilograms if the object is three meters below the field. (The object is two extra meters away, and 60 halved is 30, and halved again is 15.) The character can pull twice the defined weight across a surface.

If magnetic control is used to attack machinery, the mutant attacks with his mutation (a 1/2LOG roll is required with a bonus of 10xSL) against the machine. A hit does 2d10 + SL structural damage to the machine. This only works if the character is attempting to place the field inside the body of the machinery.

MASS MIND

Mental; Activate, SL

The mutant is able to boost another character's mental powers by channeling energy from himself and anyone with sufficient LOG touching him into one of the characters touching him. He must be in physical contact with the other character and concentrating on that action. He can then add his SL to the mutation power score of the other character's power. For example, a character with mass mind SL of 3 touches a character with mental blast SL score of 2. The second character can now use his mental blast as if it were a score of 5 (2 + 3). This affects both the attack roll and the amount of damage he does.

If multiple characters are touching the mutant, he is able to pool their LOG to add to the mental mutation

of one of them. The mutant can channel energy from 2xSL creatures at most. Only sentient, living creatures can contribute, and all contributing characters can do nothing else while they are part of the mass mind. Each creature touching the mutant using mass mind (except the recipient) is able to contribute 1 additional SL to the pool of mental energy if they pass a LOG test with a bonus to the roll of 5xSL of the character using Mass Mind. Characters with the duality mutation may still perform physical actions while contributing to a mass mind, but may not perform other mental actions or attacks.

MENTAL BLAST

Mental; Activated, SL

The mutant can directly attack the mind of another creature using this power. The creature attacked (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL) must have at least animal-level intelligence. If the attack is successful, it does SLd10 points of damage. The damage is taken off of the victim's STA points, just like a physical attack. This power builds up one SL at a time, as described under the section on electrical generation.

MENTAL CONTROL

Mental; Activated, SL

The character can take control of another creature's body at a distance of 15 meters + SL or less. Sentient plants are only able to control other plants. Animals and humans are only able to control each other. Brain patterns are too divergent for the mutation to work between the plant kingdom and the animal kingdom, but humans and animals are similar enough for it to work between them. While the mutant using mental control is controlling the other creature, his own body lies unconscious. The other creature's body must remain within 100 plus 10 x SL meters. He brings none of his mental or physical abilities with him, only his personality and personal knowledge. Once inside the other creature's body, he does not automatically know how to use any of its inherent powers or abilities unless he has seen them in use. Anything obvious from the creature's physical form he does know how to use (wings, claws, etc.). He can spend an action "attacking" the body again with the mental control power (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL) to gain additional knowledge. If successful, he learns one random power or ability (or determines the answer to a single yes/no question) of the creature that was not obvious from its physical form.



The character can return to his own body at any time, but is forced to return after 5 + SL rounds. If the body he is controlling dies, then he is reduced to 1 STA point. If his own body takes STA damage, he is forced to return to his own body, losing control of the body he was in. If his own body is destroyed while he is outside of it, then he dies. The mutant must rest after using mental control for at least four hours before using this power again.

MENTAL INVISIBILITY

Mental; Activated, SL

The character can mentally force all creatures within range to not notice him. This includes friends or foes. The character makes an attack roll against all creatures within range (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL). Any creature successfully attacked cannot sense the character. The others are able to sense him. The range for mental invisibility is 25 meters, plus 1 x SL meters.

In the event of new creatures entering his sphere of invisibility, a new attack roll is made for each. Creatures that clearly sense the character and then are forced not to when they enter the area of effect get a +20 modifier when defending against the invisibility. Creatures attacked in melee by the character immediately sense him. However, the character does get one free attack.

MENTAL MULTIPLIER

Mental; Activated, SL

The mutant is able to enhance one of another character's mental mutations at a distance. He adds his SL to the other character's SL score. He can only affect a single character this way. This power works at a range of 5 x SL meters. The character can alternately choose to affect the other character's mutation range, doubling it. In this case, the strength of the mutation is not affected. Mental multiplier may not be used to double the range of an area of effect mental mutation.

MENTAL PARALYSIS

Mental; Activated, SL

The character is able to isolate the victim's mind from the voluntary motor centers of his brain with a successful mental attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL). The victim still breathes, his heart still beats, his eyes blink, etc. However, he cannot move his limbs, speak, or control any other large muscles. The victim usually collapses on the ground when affected by this attack. The character must attack the victim every round to continue the paralysis.

The victim can still use mental powers and sense the world around himself normally.

MENTAL REFLECTION

Mental; Automatic, SL

The character is able to reflect mental attacks. Whenever he is successfully attacked mentally, he rolls a counter-attack with this mutation immediately (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL). If successful, then the mental attack is reflected. If his counterattack succeeds, then the original attacker suffers the effects of his own mental attack. It is possible for an attack to be reflected, but not affect the original attacker (the attacker gets any normal mental defenses he might have). A character can reflect a mental control attack, but does not himself get control over the other character.

MENTALLY DEFENSELESS [D]

Mental; Automatic, no SL

Whenever the character is attacked mentally (a mental attack is a contest of LOG rolls with a bonus applied to the roll based on the skill of the attacker), he is considered to have a LOG score of only 15, or his own LOG score, whichever is lower.

METAMORPHOSIS

Physical; Activated, SL

The character can transform his body into a duplicate of anyone he touches. If he successfully touches a victim, he can then attack that character's STA with this mutation. This is handled as a contest of the mutant's LOG score rolled against the intended victim's STA score, with a bonus of 10xSL applied to the mutant's roll. If the attack succeeds, then the mutant is transformed into an exact duplicate of his victim. The mutant can keep this form indefinitely, but if he falls unconscious or goes to sleep, he reverts to his regular form.

He gains the victim's physical attributes (STR, STA, DEX, RS, etc.), all of his physical mutations, and his physical appearance. The character loses all of his own physical attributes and physical mutations (including this one). However, he keeps his own mind and personality, his own mental attributes (INT, LOG, PER, LDR), his own mental mutations, and any of his own attributes derived from mental attributes.

MOLECULAR DISRUPTION

Mental; Activated, SL

The mutant is able to disintegrate any object. He can affect up to 5 plus his SL x 10 kilograms [(5 +

SL) x 10 kilograms]. The object is assigned a modifier based upon the durability and integrity of its material. Metal is tougher to disrupt than cloth. The list below is a guideline. Each material listed can come in a variety of strengths. For example, nylon rope is tougher than hemp rope.

If molecular disruption is used against a living creature, it does 1d10 damage for every 10 kilograms destroyed. This power is so taxing on the character that, immediately after using it, he must rest for four hours. This means no walking, fighting, using mutations of any sort, etc. About all he can do is talk while sitting or reclining.

Material	Modifier	Material	Modifier
Cloth	+50	Soft wood	+5
Rope	+45	Hard wood	0
Glass	+40	Soft plastic	-0
Pottery	+35	Hard plastic	-5
Flesh	+30	Soft rock	-10
Bone	+25	Cement	-15
Rubber	+20	Hard rock	-20
Leather	+15	Soft metal	-25
Plants	+10	Hard metal	-30

MULTIPLE LIMBS

Physical, Plant; Automatic, no SL

The character has 1d5 extra arms or legs (50/50 chance of either, but not both). Extra legs are attached at the hip. Extra arms can be attached anywhere on the torso, as long as they are still useful to the character. A plant with this mutation has a 50/50 chance of possessing extra limbs used for locomotion (legs) or limbs used for manipulation (arms). These can be vines, branches, or roots. Mutated Species with this mutation suffer a -10 penalty on racial reaction rolls.

Each extra leg adds 2 meters/turn to the character's walking speed and +5% to any RS roll involving slipping or being knocked down. Extra arms each improve the character's manual dexterity by +5% when all of them can be used for the task. The character can make one additional attack in a round by using his extra arms if the attacks are virtually identical in nature. For example, he could swing a sword and an axe, but not swing a sword and fire a bow and arrow. The number of extra arms does not affect the number of extra attacks. Five extra arms still result in only one extra attack per round. Multiple ranged attacks must all be aimed at the same target.

If a character has Duality, he can do two actions that his number of arms might allow, such as fire two longbows. What a site that would be!

NEW BODY PARTS

Physical, Plant; Automatic, no SL

The mutant grows body parts not normally found on his species. The character gets as many of these parts as is reasonable, one tail, a pair of pincer claws, etc. Animal and plant characters can get true arms with hands, snakes can get real legs, etc. Whatever the mutant acquires, it must be usable and beneficial. A second head means only a single brain, but there are two sets of sensory organs (eyes, ears, etc.). Roll a d10 on the table below. If the character already has that body part, he can choose to get a second set of them or reroll. Mutated Species with this mutation suffer a -10 penalty on racial reaction rolls.

Roll Part	Roll Part
1 Tentacles	6 Claws or fangs
2 Trunk	7 Crab-like pincers
3 Extra eyes	8 Arms or legs
4 Tail	9 True hands
5 Second head	10 Kangaroo-like pouch

NIGHT VISION

Physical; Automatic, no SL

The character is able to see well in low light conditions. Many nocturnal animals have this ability naturally. With a full moon shining, a character with night vision can see as well as other characters can see during the day. On a night with no moon, he can see as well as if it were a full moon. The character's daytime, or bright light vision, is unaffected.

NOCTURNAL [D]

Physical; Automatic, no SL

The character normally sleeps during the day and is active at night. He can see normally by moonlight and starlight, but suffers as if he had the diminished sight mutation when in daylight.

OVERSIZED LIMBS

Physical, Plant; Automatic, no SL

The character has arms, legs, tentacles, or vines (or whatever) that are longer than normal. Longer arms, tentacles or vines allow for greater reach. Longer legs give the character +5 on his base speed. Only one set of limbs is lengthened. These cannot be limbs that both provide movement and tool use, only one or the other. The limbs are anywhere from 20% to 100% oversized. Roll (2d5)x10% to find the exact percentage. Mutated Species with this mutation suffer a -10 penalty on racial reaction rolls.

GAMMA DAWN

PERIODIC AMNESIA [D]

Mental; Automatic, no SL

In times of stress (i.e. the first round of combat), the mutant has a 5% chance of forgetting the last 20 hours. The chance that amnesia might occur is rolled no more than once per hour. For extremely stressful situations, the Referee may increase the odds. The results of forgetting are one round of standing confused, even in combat. When he snaps out of the confusion, the character will probably not remember why he is where is, or what he is supposed to be doing (but he will defend himself against obvious aggression).

In calm situations, the character has a 5% chance of not remembering simple things or not recalling old memories. If he is told to go to a shop and buy supplies, there is a small chance he will forget what he was supposed to buy. If called upon to remember the name of a friend from years back, he might not.

Characters who forget a period of time, fact or memory can be "reinformed" of the missing information by their companions (provided their companions know the information). While they then technically still do not remember, they can function as if they did. Hypnosis can bring back the lost memories of any creature who submits to the treatment.

PHOBIA [D]

Mental; Automatic, no SL

The character has an unreasonable fear of something. When forced to confront this fear, he must make a LOG check (at a -25% penalty) or do whatever is necessary to avoid it. This usually means running away as fast as he can. If he can't run away, the character "goes nuts." He screams, runs in circles, sits in a corner sobbing, or whatever the Referee chooses as a hysterical reaction. Physical or mental combat against the object of his fear is not allowed if the character has failed his LOG check. The Referee might adjust the difficulty in unusual situations.

Roll	Phobia	Roll	Phobia
01-05	Open spaces	51-55	Heights
06-10	Bright light	56-60	Crowds
11-15	Darkness	61-65	Particular animal
16-20	Loud noises	66-70	Insects or spiders
21-25	Disease	71-75	Machines or robots
26-30	Being touched	76-80	Small spaces
31-35	Blood	81-85	High speeds
36-40	Sentient plants	86-90	Being alone
41-45	Fire	91-95	Pure strain creature (specific type)
46-50	Water (not rain)	96-00	Being underground

PHOTODEPENDENT [D]

Physical, Plant; Automatic, no SL

The character requires constant light to stay conscious. An hour in the dark forces him into a sluggish state. In this state he suffers a -10% penalty to all of his actions. Five full minutes of bright or normal light restores the character completely. He suffers 1d5 points of damage for each full 20 hours spent in the dark, which means that a normal night's sleep does no harm. The character can never be sunburned or harmed by normal sunlight. Lasers still harm him normally.

PHOTOGENERATION

Physical, Plant; Activated, SL

The mutant is able to generate a tremendously bright flash of light from a specific part of his body (hands, eyes, hair, etc.) chosen by the player. The flash blinds everyone looking at him within 10 meters (20 meters in the dark). The character cannot be blinded by bright lights, but takes damage normally from lasers and the like.

He can store enough light for SL flashes, but it takes four hours to regenerate a used flash. As an alternative to the bright and sudden light discharge, the mutant can use up a flash to glow with light equal to normal daylight for 5xSL turns. The glow this creates illuminates a 10-meter-radius area comfortably.

PHOTOKINESIS

Mental; Activated, SL

The mutant can bend or change light. He can set up a field around himself that bends most of the light around his body and redirects it back on its original path. This makes him invisible for all practical purposes. Anybody within a meter of him is inside the field and sees him normally. In most cases, this includes anybody in melee with him.

Some of the light is let inside the field, allowing the character to see and be seen inside it. As a result he takes half damage from lasers when using photokinesis in this manner.

Photokinesis can alter the wavelength of a beam of light away from the mutant's body. This can negate the effect of a laser weapon or other light source. The mutant can change the color of a light beam, or reduce its wavelength below the visible spectrum. In that case the light is "put out." Lasers can be cycled up, from IR to UV or microwave (masers), or down. The damage of the weapon changes. He can also attempt to "put out" the laser.

The character can maintain his power for 2xSL turns. He must rest for four hours before using it again. He can only do one of the above effects each round. He cannot make himself invisible and affect distant light sources.

PHOTOSYNTHETIC SKIN

Physical; Automatic, no SL

The mutant does not need to eat if he spends at least three hours a day in bright sunlight (six hours in dim light). He can be moving and doing normal actions during this time. He still needs to drink normal amounts of water. If the character spends a full eight hours basking in the sun, he heals three points of damage. However, the mutant also suffers +50% damage from light based attacks, such as lasers, due to the oversensitivity of his skin.

PLANT/ANIMAL CONTROL

Mental; Activated, SL

Plant/animal control is the same as mental control, but it works on plants if the character is not a plant, and on animals if the character is a plant. It does not function on creatures with the same mental make-up as the character.

POISON

Physical, Plant; Automatic, SL

The character can generate a special poison that is delivered by a natural attack, i.e. claws, teeth, nails, spit, tail barb, quills, horns, etc. The poison has an intensity of $5 + SL$ (i.e. $S(5 + SL)/T6$). The mutant can store enough poison for three successful attacks. It takes three hours to regenerate one dose. The mutant is immune to his own poison, and gets a +10% STA modifier when attacked by other poisons. Choose which type of poison (destructive, debilitating, paralytic) randomly.

POISONOUS THORNS

Plant; Automatic, SL

The plant's body is covered with small thorns. Anyone making strong contact with the plant (striking or wrestling it) is scratched. These thorns will penetrate clothing, but not leather or heavy fur garments. A skinsuit blocks it completely. The thorns are coated in a poisonous dew that has intensity of $5 + SL$ (i.e. $S(5 + SL)/T6$). The dew is constantly secreted, but dries out in half an hour, making it impractical to transfer the poison to weapons or to try and store it. The type of poison (destructive, debilitating, paralytic) is chosen randomly.

POOR DUAL BRAIN [D]

Physical, Plant; Automatic, no SL

The character has a second brain and an alternate personality controlling it. This brain has one mental mutation, which may be a defect even if the other brain already has a defect.

During times of stress (i.e., the first round of combat), there is a 5% chance of the second brain seizing control of the body. This new personality hates the dominant personality. This does not mean that it hates the other characters in the group. They must deal with it as a separate individual. An hour after the stressful period has ended, the dominant brain regains control of the character's body.

This mutation is only allowed if the player agrees to role-play the second personality. Let the player determine the personality of his alter ego, within reason.

POOR RESPIRATION [D]

Physical; Automatic, no SL

The mutant cannot take deep breaths. He cannot hold his breath for more than two rounds. After one minute of strenuous activity (fighting, climbing, etc.), he must make a STA check at -5 penalty. Each round of continued activity, the intensity of the attack increases by a -5 penalty. If the mutant fails the check, he faints from lack of oxygen for $2d5 + 3$ rounds. To complete strenuous activities that take a long time, the character needs twice as much time as normal because of the frequent rest breaks he is forced to take.

PROJECTILE SEEDS

Plant; Activated, SL

The plant has 2xSL pointed seed pods growing on its body. They look like fat thorns, and each has a pressurized gas bag underneath it. The plant character can fire these seeds up to $10+SL$ meters with no range penalties. They will penetrate any soft material including thin wood, but not stone, metal or the like. A seed does $1d10+SL$ in damage. The seeds take 100 hours to grow back.

PSYCOMETRY

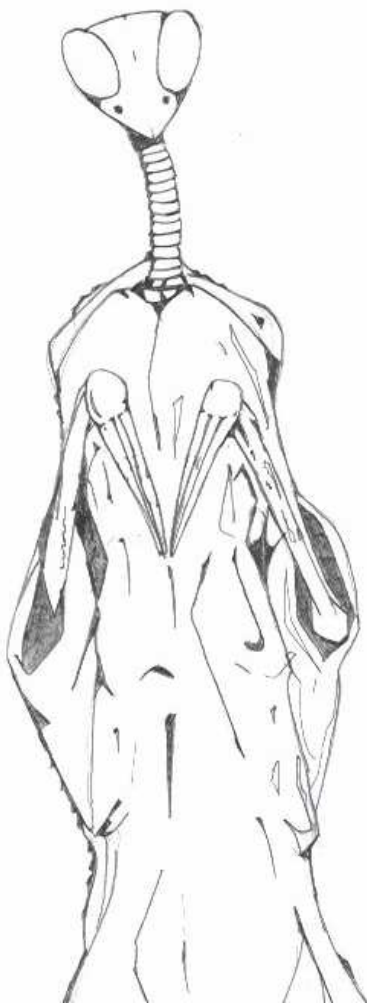
Mental; Activated, SL

The mutant is able to read the past of any item (not living entities) he touches. Those events most charged with emotions come through the clearest. He can use his power as often as he wishes, but only once a day per object. If successful, he gets a +15 bonus to his LOG roll in determining the use of an item.

The psychic impressions fade with time, but are reinforced by a sentient creature handling and using the object. The character makes a LOG roll with a bonus of +10/SL, using the modifier found on the table below. The Referee may choose to apply a bonus or penalty for extremely emotional events associated with the object or for the lack of them.

For example, an I.D. card is being read with psychometry by a character of skill level 4. After rolling a d100, he ends up with a 45. He can read the past of the object for the last year.

Last Used	Modifier
1 hour	0
4 hours	-5
1 day	-10
1 week	-15
1 month	-20
1 season (25% year)	-25
1 year	-30
4 years	-35
10 years	-40
Additional decades	-10



PYRO/CRYOKINESIS

Mental; Activated, SL

The mutant has the ability to change the temperature in an area. Roll a d100. On a 1-50, he has the ability to increase (pyrokinesis) the temperature. On a 6-8, he can decrease (cryokinesis) it. On a 9-10 he can do both (thermakinesis). The power has a range of 25 meters, plus 5 meters per SL, and affects either a localized area 2 meters in diameter or a single object no larger than 2 meters. This object can be a person, or an object on or held by the person.

By concentrating for one turn, the mutant heats (or cools) an area, causing d5 points of damage to any creatures within the area. On the second round of concentration, the damage rises to 2d5 (no flames yet). On each successive round pyrokinesis or cryokinesis causes an additional d5 of damage. When it reaches 10d5 points of damage, it no longer increases, but can continue at that level until the power is shut off.

The mutant can concentrate for 5 + SL rounds. After that he must rest the power for three hours. If his concentration is broken during the buildup of power, the rest requirement takes affect.

Mutants with pyro/cryokinesis take half damage (rounded up) from heat/cold attacks (not including lasers).

Round	Damage	Round	Damage
1	d5	7	7d5
2	2d5	8	8d5
3	3d5	9	9d5
4	4d5	10	10d5
5	5d5	11	10d5
6	6d5	12 +	10d5

Once a flammable object reaches 3d5 (3 rounds), it ignites. Once ignited, flammable materials continue to burn without the application of pyrokinesis. With cryokinesis, water freezes at the 3d5 limit. Frozen liquids will then burst sealed containers.

If pyro/cryokinesis is applied to an object, a creature holding that object must make a LOG check in order to force himself to maintain his hold on the object. In the first round, there is no penalty to the roll. For each round after, the penalty increases by +5 per round.

A heated (or cooled) object may be voluntarily dropped at any time. If the object heated cannot be dropped, as is the case with armor, then the person wearing it takes damage s if he were in a heated area.

QUILLS OR SPINES*Physical; Automatic, no SL*

The character has quills, like those of a porcupine, all over his body. The player instead can choose to have ridges of spines along his back, arms, legs and tail (if he has one). The mutant can fire 1d5 quills each round like darts using the small, pressurized sacs at the base of each. Each quill does 1d5 damage and has a range of five meters.

Spines cannot be fired, but make the mutant a formidable unarmed combatant. In unarmed combat, he does 1d5 extra damage per blow. When struck by an unarmed opponent, that attacker gets harmed by the spines for 1d5 damage. Grappling or wrestling the character (quills or spines) results in 1d5 automatic attacks, for 1d5 damage each. Mutated Species with this mutation suffer a -10 penalty on racial reaction rolls.

RADIATING EYES*Physical; Activated, SL*

The mutant has the ability to project a beam of radiation through its eyes. The intensity is SL (i.e. $S(3 \times SL)/R(2d10)$). Once fired, the radiation stored in the character's body builds up 1 SL worth of intensity a round until it reaches its maximum intensity in 3 turns. The mutant can fire it at any time, but the intensity might not be at its peak.

The character's head is immune to radiation. If radiation strikes another part of his body, he suffers damage normally. Add +10% to the character's STA score against radiation checks. If the mutant has more than one set of eyes or visual organs, it can only project radiation through one set of them (unless this mutation is rolled multiple times). It's beyond the scope of this game to deal with the other, less combative and quite long-term, effects of radiation.

RAZOR-EDGED LEAVES*Plant; Automatic, no SL*

The plant's surface is covered in dangerous leaves. They look normal and safe, but each has a serrated edge that can cut and tear soft materials. Anyone that wrestles this plant takes 2d5 damage each round from the leaves. If the plant strikes out with a limb, it does 5 extra damage due to the leaves. Anyone punching or striking the plant with an unprotected limb (leather or worse armor) takes 1d5 points of damage. In many ways, this mutation is to the Mutated Plant what "Quills or Spines" is to other mutants.

REGENERATION*Physical, Plant; Automatic, SL*

The character can heal lost STA points at a rate greater than normal. He can also regrow lost body parts. The character heals 5 + SL points per day if he rests, and half that (rounded down) even if he is active. A lost limb or body part reduces the healing to 1 point per day, even without rest, but the missing part is completely restored once all damage to the character is healed.

Healing aided by the regeneration mutation never takes place at worse rates than the normal rates of healing without regeneration.

If this power is rolled a second time, then the healing takes place each hour, not each day. If it is rolled a third time (very unlikely), that healing is per turn.

REPULSION FIELD*Mental; Activated, SL*

The mutant is able to create an invisible wall of force around any point other than himself. Under no circumstances can he be inside the field. Unlike the force field generation mutation, this only protects against physical attacks.

The field forms a sphere 3 meters in diameter. Its center can be up to 25 meters away, plus 5 meters for every SL. The field cannot slice through solid objects, but can slip between them (under the feet but above the ground).

It takes constant concentration to maintain the field. The projecting character can move the field at will.

The repulsion field absorbs 15xSL points of inertia damage. It renews itself at a rate of 5xSL points per turn. It can be kept up 5+SL rounds. After that the character must drop the field for three hours before using it again. If the field takes enough points of physical damage to destroy it, the character must make a STA check or fall unconscious.

SEIZURES [D]*Mental; Automatic, no SL*

Whenever a character enters a stressful situation, he has a 5% chance of having a seizure. The seizure makes all of the muscles in his body spasm and twitch uncontrollably. The character cannot remain standing and falls to the ground. He does not remember anything that happened while seizing. The seizure lasts for 2d5 rounds.

GAMMA DAWN

SHAPECHANGE

Physical, Plant; Activated, SL

The mutant is able to change his body's physical appearance to match that of any creature of his size category that he has seen. Animals and humans can only imitate animals and humans, for example. Plants can only imitate plants. The mutant does not get any of the physical or mental abilities of the creature he imitates other than the obvious ones. For example, he can duplicate quills, but is not able to fire them. He can fly with imitated wings, but not do fancy aerial maneuvers.

The character retains all of his own combat scores, attributes and mutations not affected by the change. Clothing or equipment is never affected or duplicated. The change lasts for $(5 + SL) \times 10$ minutes. For example, if the SL is 1, then the change would last for $6 \times 10 = 60$ minutes. Afterward the mutant can't shapechange for four hours.

SIZE CHANGE

Physical, Plant; Automatic, SL

The character is larger or smaller (50/50 chance of either) than normal. Roll 1d5 and multiply by 10%. This is how much shorter or taller the character has become. For example, a roll of 3 means that the character is 30% shorter or taller. A typical human is roughly 2 meters tall. A 30% reduction places him at 1.4 meters tall (4 feet). A 30% increase makes him 2.6 meters tall (8 feet).

Physical strength is increased (taller) or decreased (shorter) by 5 points for each 10% change. Dexterity is increased if the character is shorter and decreased if he becomes taller (plus or minus 5 points for each 10% change). If the character becomes too large or too small, he may qualify for combat modifiers. Base speed remains the same regardless of the height change.

SKELETAL ENHANCEMENT

Physical; Automatic, no SL

The mutant's skeleton is far stronger than normal. He cannot suffer broken bones from any fall less than 100 meters or from any blow with a force of less than 10 tons. All crushing blows, bashing attacks and falls do half normal damage. He can do an extra 50% damage in unarmed combat.

SKIN STRUCTURE CHANGE [D]

Physical; Automatic, no SL

Roll d100 on the table below to determine the specific change.

Roll	Energy Absorbed
01-25	Albino. 1d5 damage for every full 10 minutes the mutant is exposed to bright sunlight.
26-50	Glows. The mutant can be seen at night, but is not bright enough to serve as a light source.
51-75	Water soluble. Water does 1 point of damage per round to the mutant and 1d5 if he is totally submersed.
76-00	Water dependent. The mutant takes 1 point of damage for every three hours he is out of the water, and 1d5 if he is also in hot and dry conditions. It only takes a splash of water or a sponge bath once every three hours for him to avoid the effects.

SONAR

Physical, Plant; Activated, no SL

The character can "see" using sonar. He can emit hundreds of high-pitched squeaks per round that only other characters with sonar can hear. His brain automatically processes the reflected sound, giving him information about the position, size, movement and density of objects within 100 meters. He can only get a vague sense of shape about them. Any round that the character is using his sonar, he cannot be talking. The mutant with sonar automatically gets either double-sized ears or antennae (his choice).

SONIC BLAST

Physical, Plant; Activated, SL

The character is able to project a beam of focused sound. It does $2d10+SL$ points of damage. It is projected in a cone 10 meters long and 5 meters wide at the terminating end. Fragile or brittle objects, such as glass, which fall within the area of effect are likely to break or shatter. The Referee should use his judgment about what breaks and what doesn't - small crystal tubes are likely to, reinforced glass less likely, etc. The mutant can use this attack once every four rounds. The character is immune to the deadly effects of sonic blasts. Please note that this attack cannot travel across or work in a vacuum.

SOUND IMITATION

Physical; Automatic, no SL

The mutant is able to imitate any sound that he has heard in the last 20 hours. He can hear any frequency of sound, including sonar. He can only imitate voices by using the exact words he heard spoken by the voices. The imitative process works like a tape recorder, not a translator. The character is immune to the harmful effects of any sound and

can imitate destructive sounds like the sonic blast mutation produces. He cannot imitate himself.

SPORE CLOUD

Plant; Activated, SL

The plant has spore sacks that it can fire at will, one per round. It has a total of 2xSL sacks. It takes a month to grow a new sack. When activated, the sack bursts, filling an area three meters across with spores. The spores make it difficult to breathe. Anyone in the area must make a STA check with a penalty of SLx5. If the avoidance roll fails, the victim is reduced to fits of choking and gasping. The character is then treated as infested, with S(2xSL)/D(2d10) type of spore infestation. He is unable to attack or perform other actions. The only thing he can do is move at half speed. Characters with the duality mutation lose one action and may only use mental mutations for their remaining actions.

SQUEEZE VINES

Plant; Automatic, SL

In addition to any other limbs the plant has, it gets 1d5 squeeze vines. These vines are 2xSL meters long. They can move at a speed of 1 meter per round, which is quite slow. They can grasp objects, but not perform fine manipulations, such as pushing buttons. Each vine has a STR of 20xSL. If multiple vines are being used, add their STR together. Once a vine has grabbed something, it can constrict, squeezing for 1 point of damage each round for each 5 points of STR.

STUNNING FORCE

Mental; Activated, SL

The character makes a mental attack on everyone within 25 meters, plus 5 meters for every SL point (a mental attack is a LOG contest between the mutant and his intended victims, with a bonus of 10xSL). This stunning force attack is rather like a mental shout. All affected creatures are stunned for 1d5 rounds. Roll separately for each victim. Creatures which are stunned are incapable of attacking, defending, moving, or using mutations. This power affects friend and foe alike. Once he has used this power, the mutant must rest four hours before using it again.

SUMMONING

Mental; Activated, SL

The character can send out a telepathic call for a particular species of creature. To do so, he must have a firm mental image of what the creature looks like. When the creature arrives and first makes eye

contact, the character must roll an attack with this power (a LOG contest between the mutant and the STA of his intended victim, with a bonus of 10xSL). If successful, the creature is under the control of the character for the next 2d5 turns. Otherwise the creature is free willed and does whatever comes naturally in the situation. This can include attacking the summoning character. The character can give the creature simple commands, such as "kill them," "break that," "carry us," etc. If the same individual creature is ever summoned again that year, it ignores the call. Only one type of creature can be summoned and controlled at a time.

Any intelligent creature of low intelligence (LOG 25) or above can ignore the call or willingly follow it to its source. When it arrives, it is immune to the controlling power of the summoning mutant.

SYMBIOTIC ATTACHMENT

Mental; Activated, SL

The mutant can attempt to control any creature he touches. He must successfully touch his opponent and make a successful mental attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL). He can do nothing else while controlling the victim. The control lasts until he voluntarily breaks contact. If his victim is killed while he is attached, he is knocked unconscious for 1d5 minutes.

The victim is completely controlled by the character. He becomes an extension of the character's own body and must remain in contact with him. The attached character cannot read the mind or thoughts of the victim, and therefore does not know about any secret powers or hidden weapons. He must be specific about how the controlled creature acts. For example, he could not say "attack the robot with your most powerful weapon." That requires the controlled creature to make a decision about what is his most powerful attack. However, he could say "shoot the robot with your gun" or "make a force field around my friend." In each case the specific action to be taken was requested.

TELEKINESIS

Mental; Activated, SL

The mutant is able to move objects up to 25 meters away, plus 5 meters for every SL point, with his mind. The STR that he uses to lift the object is equal to 20xSL. Telekinesis cannot be used for fine manipulations, like a hand operating a machine. It can only lift, carry, move, throw or rotate an object. It cannot wield a weapon, except for throwing big heavy things.

Lifting and carrying objects telekinetically is just as fatiguing as carrying them physically. Light objects can be carried for long periods of time, heavy objects only for a short period of time. The character cannot lift himself. Any attempt to lift a creature requires a mental attack. The same is true for attempting to manipulate an object in someone's hands. A character that is using this mutation, even just to hold an object, cannot attack unless he is allowed multiple actions per round.

If the character gets this power more than once, add the STR scores together to determine how much weight his mind can lift/move.

TELEKINETIC HAND

Mental; Activated, SL

Similar to telekinesis, this power allows the character to manipulate objects with his mind up to 25 meters away, plus 5 meters for every SL point. However, the hand can make fine manipulations that telekinesis cannot. The DEX of the phantom hand is 20xSL. It can only lift objects using a STR of 25. It can use weapons, but melee weapons are likely to have some damage penalties due to the low STR of the hand.

TELEKINETIC FLIGHT

Mental; Activated, SL

The mutant is able to lift only himself with telekinesis. He can fly at a maximum speed of 10xSL meters per round. Using this power is as taxing as running. If he is moving at his maximum speed, he suffers the same fatigue as if he ran as fast as he could for the same amount of time. A slow, sedate pace can be maintained almost indefinitely. Specifically, movement using this mutation incurs fatigue as if the mutant were running for maximum speed, jogging for two-thirds speed, and walking for one-third speed. The character can carry 50 + (10 x SL) in kilograms of extra weight (100 lbs. plus 25 lbs. per SL).

TELEPATHY

Mental; Activated, SL

A character is able to read minds and transmit his thoughts mentally. Reading the mind of a hostile creature requires a mental attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL). The opponent must be within 100 meters, plus 10 meters x SL. Double the range if the other creature is cooperating with the attempt. When dealing with other telepaths, the character can send and receive thoughts with a willing, telepathic partner up to 5 + SL kilometers.

These same rules work for forcing the mutant's own thoughts into another creature's mind. The recipient of such thoughts will know that the thoughts came from an outside source ("voices in my head"). Creatures with telepathy automatically know when someone is trying to read their minds. Other creatures are oblivious to the attempt, successful or not.

The telepath can scan an area up to 5 + SL kilometers radius. The Referee makes a mental attack (a LOG contest between the mutant and his intended victim, with a bonus of 10xSL) for the telepath for every creature with a LOG of at least 25 within the area to see if the telepath detects their presence. The telepath cannot read a detected creature's mind or send his own thoughts at that range, unless the creature is a willing telepath. However, once in range (see above) he can make another attack roll to read the creature's mind.

TELEPORT OBJECT

Mental; Activated, SL

The mutant can teleport any object from one place to another. He must be able to see the object, and it must be no more than 50 + (10 x SL) meters away from him. The object cannot weigh more than (SL x 5) score in kilograms. If the object is being held by another creature, the mutant must make a mental attack against the creature to teleport his object. Its destination must also be within his range of 50 + (10 x SL) meters. The character can use this power once an hour.

TELEPORTATION

Mental; Activated, SL

The character can teleport himself to another location. He can teleport once every three hours. For short hops, his destination must be within 50 + (10 x SL) meters and clearly visible. For long jumps, he can memorize a location by spending several hours looking at it and walking around it. The memorized location is only a 1-meter-wide circle, but it can be up to 5 + SL kilometers away from the character. If he attempts to teleport to a location which he did not spend at least 8 hours memorizing, he takes 1d5 damage for every hour less than eight that he spent examining the destination.

The character can hold each location in his memory for a month before needing to visit again. He can have a number of locations equal to his SL memorized at one time. For example, Usquillegor has a SL of 3; therefore, he can only have three locations memorized at a time. However, Xorl has SL of 6 so he can have six locations simultaneously memorized.

THORNS OR SPIKES*Plant; Automatic, SL*

The plant's body is covered with thorns or spikes. Any attempt to wrestle the plant costs the attacker 2d5 + SL points of damage. The thorns cannot hurt hard material such as stone or metal. The thorns add 5 + SL to any physical attack with a limb. This only applies if the plant is not using a weapon or using one with a very short reach, such as a dagger. Anyone striking the plant with an unprotected limb takes 1d5 + SL points of damage.

THOUGHT IMITATION*Mental; Automatic, no SL*

The mutant is able to imitate any mental attack or ability that he has personally experienced in the last 20 hours. The imitative process works like a thought tape recorder. The mutant still takes the full effect of the attack, but is able to make a copy and broadcast it back at the sender, using the attacker's die roll and SL score. Such a replay would automatically fool any telepathic or empathic readings. The mutant can also imitate destructive thought patterns like the mental blast mutation produces. He cannot, however, imitate himself.

TOTAL HEALING*Mental; Activated, SL*

The character is able to accelerate his rate of healing. He can recover 2xSL points every hour of active concentration. The mutant may not perform any other activity while using this mutation. These recovered points are in addition to any normal healing.

This power can be used to overcome poison, disease, or radiation. merely using the power halts the progress of the poison, chemical, disease or whatever. To overcome it, the character must successfully "attack" the condition (a LOG contest between the mutant and the Strength of the poison or disease, with a bonus of 10xSL and a penalty of 10xS of toxin) and defeat it. For example, a character successfully attacks a S5/T10 poison halfway through being poisoned. The character would no longer be poisoned, and take no further damage. One attempt can be made at the end of every hour that the mutant has of uninterrupted concentration.

TRANSFUSION*Physical, Plant; SL*

The mutant is able to heal another character, but not himself, by touching the wound. He can heal

SLd10 points of damage. A single person or creature can only be healed by a specific user of transfusion once per day. Each use of this healing also results in the mutant taking half the points of damage that he just healed. The healing power recovers by one SL each hour. Plants can only use this power on other plants. People and animals can only use this power on other people or animals.

ULTRAVISION*Physical, Plant; no SL*

The mutant is able to see virtually any form of energy. He can see normally at night using ultraviolet light. He can detect the magnetic fields of machines and power cells. He can see mental mutations in action. He can see heat and cold, and even laser beams. Attacks based upon an energy form (not mental mutations) have a 20% chance of blinding the character for 1d5 rounds if he is looking in that general direction. Seeing a normally invisible attack does not give the mutant an option to avoid the attack or any combat modifier unless the attack takes more than one round to complete.

VOCAL IMITATION*Physical, Plant; Automatic, no SL*

The character can imitate normal sounds from any source that he has heard in the last 20 hours. He can duplicate the sound of a person's voice or an animal noise. Unlike sound imitation, the mutant can make up his own words or make any noise that could believably come from the creature being imitated. He cannot imitate the sonic blast mutation, and is not immune to sonic blasts. He cannot imitate sounds he is not able to hear.

WILL FORCE*Mental; Activated, SL*

The mutant can increase any one mental mutation (it's SL increases by an amount equal to this mutation's SL) or mental attribute (INT, LOG, PER, LDR - it increases by an amount equal to 5xSL) by using this power. The boost lasts for 2xSL rounds. This power can only be used once every four hours.

WINGS*Physical; Automatic, SL*

The character has wings that allow him to fly. The wings are each as long as the character is tall. The player can choose to have either feathered or leathery wings. They give him a flying speed of 10xSL. Mutated Species with this mutation suffer an additional -10 penalty on racial reaction rolls.



FRONTIER

Section 4

MUTATION SOURCES

All characters have the opportunity to obtain mutations after the initial generation of their character. These can sometimes be from their own choosing, or be the result from certain special circumstances. The Referee has the final decree in determining the chances a character may obtain a mutation. What follows in this section are a few guidelines which will hopefully assist the Referee in determining the likelihood of a character getting mutated.

RADIATION

Characters at some point or other may become exposed to radioactive sources. Such sources might include a weapon, leaking nuclear power source, natural phenomenon, etc. Characters who are not fully protected (i.e. wearing a space suit, for example) will suffer some form of radiation contamination. Radiation sources will be notated by their intensity and the duration in one day periods. As a result, a listing of S5/R10 would mean that the character would suffer a -5 to all ability checks for 10 days. If the entry should end in an exclamation point, then the radiation will prove fatal to the character at the end of the time (i.e. S15/R10! would mean that the radiation contamination would kill the character at the end of 10 days, and he would suffer with a -15 penalty to all rolls until that fated end).

Characters who are successfully treated by someone with the Medical skill (treat as a "Cure Disease" roll, using a dose each of Neutrads (new), omnimycin and antibody plus) or at a hospital will suffer no other ill affects. Characters who are not successfully treated, however, run the risk of having their genetic structure mutated by the contamination. The Referee should note the duration of the radiation contamination, and make a d100 roll every time period (day) to determine if the character receives a mutation. This chance increases every time period that the character remains unsuccessfully treated, and increases in value based on the intensity of the

radiation (the number after the "S" is the Intensity) The Referee divides the intensity by 5 and then multiplies it by the day which the roll is made.

For example, using the above example, the intensity of "S5" would be treated as a +1. On the first day, the chance is 1%, day two it is 2 %, day three it is 3%, and so on. The Referee will roll at the end of each day, and if the result of the d100 roll is equal to or less than the mutation percent chance, then the character will become mutated. If the radiation source was S15/R10, the chance of mutation would accumulate at a rate of +3% per day, and on the last day it would be a 30% chance!

Radiation Coma. The character will immediately fall into a coma as his body is being genetically altered. He will remain in such a state for 1d10 days beyond the duration of the radiation illness. For the example above, if the character becomes mutated on day 2 of the radiation contamination, he would fall into a coma for $8 + 1d10$ days (i.e. $10 - 2 = 8$) + 1d10 days. Should the character be successfully treated by someone with the Medical skill ("Cure Disease"), or at a hospital during this time, the mutation will stop, and the character will recover normally in an additional 1d10 days.

Mutating. The character has an equal chance of gaining a physical or mental mutation (50/50) during this time. Depending on whether the mutation is physical or mental in nature, the character will be observed as "changing" while he is in a coma. The exact change will depend on the mutation (i.e. growing new limbs, growing a carapace, etc.). The change will not be complete until he awakens from his coma as mentioned above. Once the mutation has taken hold, then normal medical treatment cannot reverse the process. When the coma is complete, the character makes a LOG roll to see if his will to live is strong enough. If he succeeds, he awakens with his new mutation, whatever it is. If that new mutation

requires a Skill Level, the player is Level 1 with that mutation.

Continued Exposure. Radiation gets more dangerous with continued exposure. If your character is suffering from a S10/R20 contamination and finds himself on the seventh day in a S5/R10 location or effect, he adds the duration and uses the worst of the two intensities. So instead of having 13 days left he has 23, still at intensity S10 (a -10 to all ability checks).

BIOGENETIC AGENT

It is very possible that the character may become exposed to some exotic agent or drug that might induce a mutative state. The referee may want to have a character with the medical skill be able to treat this character. All of the rules listed under radiation above can be used in this case.

Notes on mutative contamination: In both cases, the condition must be successfully diagnosed before a treatment can occur. Also, the Referee may choose to allow only those contaminations that will prove fatal (i.e. ending in an exclamation point) to yield a chance for a mutation. Also, there is the possibility the character may be exposed to potential genetic altering sources several times while contaminated. Generally, only one mutation roll should be made if a mutation is indicated. Multiple exposures should only increase the chance of mutation, not the number. This could be handled by simply multiplying the current time period's mutation chance by the number of exposures during that time period. However, should a character receive a mutation and then recover, it is entirely possible to receive an additional mutation from exposure to another source.

GENETIC LAB

While considered illegal on most civilized worlds, it may be possible for characters to seek out an individual or laboratory where they may voluntarily receive genetic mutations. Such should be a difficult task, as most frontier races have a negative view towards "racial engineering". However, should the characters come across someone to assist them, they may pay to have their body altered. It is suggested that the rate be 100,000 Cr for a random physical/mental mutation (50/50). Should the characters desire a specific physical or mental mutation, the price should go to 1,000,000 Cr. The hefty price tag should discourage those who aren't fully determined. It should also be noted that this is a criminal act, and the lab and character can be punished severely by Star Law (assuming they are caught, of course).

To determine the success, a person with the Medical skill should make a roll (consider it Major Surgery). Should the roll be successful, then a second roll should be made to determine if the mutation is a genetic defect (10% chance). If a defect is indicated, a random roll should be made to determine which one. If a defect isn't indicated, then the character either receives the mutation he wished for, or a random roll is made to determine which one he receives (depending on which option he chose). Please note that it is still possible to receive a genetic defect if a random roll is made. The character will be out of action for 1d10 months while the treatment is in progress, whether or not the treatment is successful.

REVERSING MUTATIONS

It is also possible to have a genetic mutation removed from a character. The cost will depend on several conditions, however.

As mentioned above, a character who has been exposed to a mutative source and is undergoing a genetic alteration may have the condition halted and reversed if treated by the appropriate skill prior to the mutation becoming fully developed. This should take 1d10 days, and cost the character 100 Cr per day.

Should the character have a mutation that has already developed, then the cost will drastically increase. The cost should become 100,000 Cr, and will require 1d10 months stay while the character undergoes genetic therapy to reverse the damage.

It is possible that the character may have had a genetic sample frozen (see body-gene box in the equipment section). The cost of this is 5,000 Cr for the sample, plus 10,000 Cr per year for storage fees. Should the hospital/lab have access to a sample of the character's genetic material prior to any new mutations, the cost and time to reverse those mutations will go down. The character will only need to pay 10,000 Cr per new mutation since the sample was frozen. The time to reverse a single mutation is one month.

Please note that characters who were naturally born with mutations will never have the opportunity to remove their original genetic mutations using the body-gene box method. However, they could have any newly acquired mutations removed if they had chosen to save a genetic sample prior to the new alteration.

MUTANTS AND THE UPF

My fellow council members and junior council ward members ... Greetings! As Chairman of the Council of Worlds, I would like to take a few minutes away from our ordinary agenda to address an issue which has recently been given a great deal of attention in the press, and which may begin to effect many of you on your home worlds. Two days ago, on the planet Gran Quivera, in the Prenglar System, an incident erupted which has polarized a growing issue between the UPF government and those beings known by the term, "mutant".

The incident to which I refer, regards the explosion and subsequent destruction of the Zoolg Building in downtown Port Loren. More than 750 beings died in this explosion, and Star Law is convinced that the party responsible is the Mutant Liberation Front. Not only has this cadre claimed responsibility for this heinous act, the MLF has also sworn to perpetrate further violence in support of their cause. The cause so violently supported by these mutants is the complete revocation of the Mutant Registration Act of 112 f.y.

As many of you know, the Mutant Registration Act of 112 f.y. was provoked by the increasing use of mutant bio-forms by the Sathar. This covert activity came to a head in 110 f.y. when my esteemed predecessor, Queanee Kloonanu, was nearly assassinated by just such a creature. DNA mapping of the mutant indicated that the creature was of Frontier origin. In other words, a lab right here in our own space created the vile creature. Obviously, as law makers, we had to react. Thus the Council of Worlds, passed a law which would protect all UP citizens from the terrorists activities of the Sathar and others.

MRA 112 provided for the following protections for every world within the UP charter:

- Bio-scanning devices would be installed in all spaceports in order to scan for biological anomalies. Bioforms not matching the current DNA catalog of UP citizens would be detained for further questioning.*
- The deliberate mutation of any UP citizen is strictly prohibited. The penalty for receiving a mutation is exile to a penal colony planet. The penalty for providing such a mutation is life-imprisonment on a high-security penal asteroid.*
- All accidental mutations should be treated by qualified medical professionals whenever necessary. If treatment is not possible, or would endanger the citizen, then the mutation must be registered with the Mutant Regulatory Agency (the*

MRA). Unregistered mutations can be fined and the mutant detained until proper identification is provided for or arranged.

- Beings with mutations are required to carry identification with them indicating their mutated status. Mutants that cannot provide adequate identification will be detained as above.*
- The Star Law Corps will be charged with the tracking and recording of mutant abilities and the citizens that use them. A new agency, the Mutant Regulatory Agency (or MRA), will be created in order to provide mutated citizens with healthcare (should they need it), and will provide a forum for mutant grievance in cases of discrimination or wrongful prosecution. The enforcement arm of the MRA will be a new branch of the Star Law Corp, called Star Law M. E. (Mutant Enforcement).*
- Finally, since the creators of MRA 112 realized that the potential for discrimination on certain worlds with Mutants would be high, the Council of Worlds passed an entire series of laws (too complex to deal with in this forum) to give Mutants full protection under UP charter. Any world not granting the exact same rights to Mutants as to the rest of its citizens, will find themselves without a UP charter, and under Naval blockade. Star Law M. E. will investigate all claims of such Mutant discrimination.*

Unfortunately, despite the precautions against discrimination and oppression its creators strived to build into the law; many groups sympathetic to the mutant cause, have sought to undermine the law and sew discontent on several worlds. I'm proud to say, that at this time, the Star Law Corp has rooted out no less than four of these cadres and they have now been neutralized, and their covert genetic engineering labs destroyed.

However, this new threat must be addressed. The MLF has committed an act of violence of such scope that it threatens to polarize mutants across Frontier space. Gentle Council members, if you bring one message back to your worlds let it be this: violence is not the answer. A society as large as the UP MUST protect its citizens from the covert and corrupt machinations of the Sathar and their deadly mutated creatures. At the same time, the UP MUST ALSO protect Mutants, those Mutants with no harmful intentions towards the UP. It must protect Mutants from the narrow-minded and from those that would discriminate against them out of fear. If together, we can manage to do this thing, then all of the worlds of the Frontier and the Rim can join in a truly enlightened community. Let us not make the same mistake with Mutants, that we did with the

emergence of Psionics. We can learn from our mistakes of the past and join in a brilliant future together. Thank You!

It should be noted that the 121st Congress of the Council of Worlds was heavily protested by mutant sympathizers throughout space. A number of arrests were made, but public Tri-vid records show no overt abuse of civil rights. Several weeks after the destruction of the Zoolg Building (which houses the Mutant Regulatory Agency), three alleged members of the Mutant Liberation Front were arrested, tried, and convicted of terrorism, mass-murder, and the destruction of UP property. Their executions were carried out in deep space on the UP Viking and are the subject of Data File #9152470. During their brief period of incarceration, the convicted terrorists, although interrogated thoroughly, would not reveal the leadership of the MLF. Star Law is conducting further investigations.

Tri-vid speech excerpts courtesy of Starplay Enterprises

Council of Worlds Chairperson Prago Gammuk's address

121ST CONGRESS OF THE COUNCIL OF WORLDS

Frontier society looks very negatively upon "racial engineering", partly due to the known widespread use within the Sathar culture, and partly due to paranoia regarding the "unknown" element of genetic tinkering. This tends to cause a general dislike or negative reaction when dealing with someone who has been classified as "altered" or as a "mutant". In fact, it is federation law that all mutated individuals must be registered with Star Law. While this may seem discriminative, its intent is to protect frontier citizens from the dangers of genetically altered Sathar attack creatures, something which has been documented numerous times on most frontier worlds.

Star Law takes its duties very seriously, and keeping track of mutants is no exception. Characters who are mutated (whether born naturally or later developed) are required to register with Star Law. Should Star Law discover a character who is mutated and cannot provide proper identification, that character will be taken into custody until their identity can be verified. Such identification is typically noted on the character's ID card, and can take 1d10 days to verify. This assumes the character is registered, but simply has misplaced his ID card.

Should the character not be registered, an additional 1d10 days will be spent interrogating the mutant

(attempting to determine if he is who he says he is). At the end of this time period, the character should make a PER or LDR roll (depending on if the character is trying to use charm or reasoning). Apply all relevant racial and mutation modifiers to this roll. If the character has other's speaking for him on his behalf, allow a bonus of +5 per character to this roll. Any additional modifiers may be added, per the Referee's discretion. For example, if the character is an employee of a mega-corp, a reference from his employer might allow for a +25 adjustment to the roll. No matter what the adjustment, a roll of 01-05 will all ways yield a success, and a 96-00 will always fail. Should the character fail this roll, he will be detained for another 1d10 days, at which time another attempt may be made. Should the character succeed, then he will receive a new ID card with his mutated status indicated, and be allowed to conduct his business as any other frontier citizen.

While it may be possible to hide one's mutated status, depending on his genotype and extent of his mutations, there are a few ways it may be discovered by officials. Characters who travel to different worlds will be required to undergo a quick and painless medical scan upon arriving at their destination. This can be thought of as a futuristic version of a metal detector in today's airports. Ever since the outbreak of the Blue Plague several decades ago, medical scan's of all space faring travelers has become a common custom's procedure. While not specifically able to identify a character by his genetic material, the scanners are set to allow for a certain degree of genetic difference within each race. Characters with genetic mutations will be detected by these scanners. It should be noted that characters who stay aboard their starship do not have to undergo this scan, only those who are disembarking. It should also be noted that though it is possible to land on a world without going through customs, there are some significant penalties to do so if they are caught. It will be up to the characters to determine the risks and benefits of such actions.

It is also entirely possible that characters who play mutated animals or sentient plants may have chosen not to take any humanoid attributes. This is to say they may have no means to adequately communicate with individuals in a common fashion. Officials may instead treat these individuals as "pets", "exotic animals" or "exotic plants" and quarantine them at an appropriate facility as above. It would then fall upon a character who can communicate with the officials to make a plea for their release, using his PER or LDR score for the attempt. All time and modifiers as mentioned above should be used in this case as well.

Another method for detection will include hospital visits. By law, all frontier hospitals are required to report genetic anomalies to Star Law. Loan applications will also typically yield such checks, as the bank will want to make sure that the character is going to be "healthy" enough to pay back their investment. Other situations where the characters may encounter Star Law (or other local police officials) may result in a medical scan. For example, should the characters become involved in a gunfight, the local officials may detain them while they sort out the matter. The Referee is free to come up with as many other ideas as he deems appropriate.

The widespread negative image of mutated creatures also manifests itself in negative race reaction modifiers. When a mutated character attempts to use his PER or LDR skill in a situation, this penalty will be applied to the roll, making it more difficult for his attempt to succeed.



MLF: THE MUTANT LIBERATION FRONT

This cadre is comprised mostly of free mutants; mutated beings who refuse to register with the UPF's Mutant Registration Act. Included in their ranks are people from all walks of life, bound together by primary principles of freedom and independence. It is estimated that some 10% of their members are pure strain sympathizers to their cause.

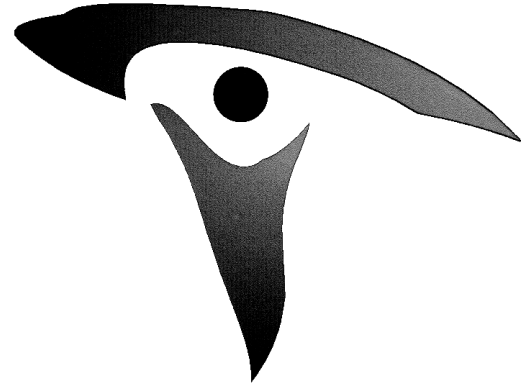
The headquarters for the MLF moves about the Frontier. Last known location was on Gran Quivera, but since the bombing of the Zoolg building (where registrations were taking place), it is likely no longer there.

Members keep in touch with one another through Mirror members. Each Mirror member knows one other Mirror. Never more. A Mirror is the leader of

a local cell, the only person allowed to talk to another Mirror. In this way, if one of them is captured and questioned, no matter how harsh the interrogation or what abilities are used on him or her, it is impossible to find the main headquarters. Even if a Mirror member is captured and interrogated, at most a local cell member or the single other Mirror member known will be given. This process of compartmentalization is what causes the Front to continue operating from the shadows.

The MLF is also responsible for the creation of the Body-mod Screen. Mutant scientists modified a holo-screen after purchasing and studying a bio-scanner.

The MLF is responsible for small acts of violence at places that would forward their political agenda. They don't try to kill anyone, only get people's attention. Some people believe that if the UPF doesn't start negotiating with them, their violence will escalate and people are going to start dying.



ORACULARIUM

This cult is headed by the great yazirian seer Doctor Rolland Seerium. He has a highly mutated mental capacity, the extent of which is not yet documented. He leads a cult of devoted (some say brainwashed) people who believe that mental mutation is the next stage of evolutionary development. They have a retreat on Pale (Truane's Star) and register openly with the UPF. They believe physical mutations are vulgar and signs of genetic impurity.

Despite the fact that they are extremists who practically worship Doctor Seerium, the devotees of the Oracularium are often quite helpful. People often come to the retreat and, for the cost of a generous donation, enlist the aid of one of the many talents they possess. Finding lost children, helping people remember where they put things, or what their passwords are.

Doctor Seerium makes regular public addresses that normally make public tri-vid.



GAMMA DAWN

The old man sits next to you on the rock outcropping, looking down at the odd three-legged villagers below. He takes a swig of his water and offers it to you.

"They were normal Yaz's once. Two legs, wingy things, hair and all. Now look at 'em."

You take a drink and consider your words carefully. "It's not their fault."

The old man takes the waterskin back and puts it on his pack. He checks his bio-scanner again, looking down at the children playing a ball and stick game in the dirty village road. He snarls his disgust.

"They chose to live here when they knew that sathar ship was leaking rads like a geyser. They're stupid, got what they deserve if ya ask me."

You hate that he said that, you really do. Despite all he's done, you've known him a long time and you honestly like him. But you are not going to let him use that rifle he's pulling off his shoulder. You're not going to let him snipe those kids just because he hates mutants...

Especially when you're one.

You release that power you keep within, that force that eats life from those around you and feeds it to you. You can't explain it, but you were born with it. You've kept it hidden from him for years, and today you use it to drain the few years he had left. He gurgles and gasps as he drops to the ground. Vegetation withers and dies in a large radius, blackened and dry. You feel vigorous but sad.

"I'm sorry you had to say that, and I'll miss you, old friend."

Gamma Dawn is a supplement for the Alpha Dawn rules of the STAR FRONTIERS game. It melds mutant rules from various sources with radiation rules and equipment from Zebulon's Guide to the Frontier. It is an optional sourcebook designed to add depth and detail to an already amazing Frontier!