

## Species, Breed: Mutant

Type: Not applicable.

Class: Monster.

Align: 01-50: Evil, 51-00: Good.

Gender: 01-50: Female, 51-00: Male.

Level: 1-D30 (roll 1-D10: 1-5 = roll stands as is, 6-10 = +1 to the D-30).

Number encountered: 1-D6+1

Experience points: 10 x level. + 10 per 10 years of age.

### Characteristics:

Awareness: 18

Charisma: 20

Constitution: 25

Coordination: 18

Dexterity: 18

Intelligence: 18

Mental-strength: 66

Strength: 20

Wisdom: 18

### Movement:

Flying: 30 Can only fly by means of a spell, ability, or magical item.

Grounded: 10

Swimming: 3

Luck: 1-D100 + 1-D10 per level.

Oxygen-points: 198

Blood-points: 75

### Attack descriptions:

As weapon wielded.

As power wielded (See: "Special Abilities").

Defense: 18

Offense: 18

Damage-Points: Roll 1-D10 per level.

## Treasure: %Roll needed to have money and treasure:

Copper: 66+ to have 2-D100

Bronze: 71+ to have 1-D100

Silver: 76+ to have 4-D20

Electrum: 81+ to have 3-D20

White-gold: 86+ to have 1-D20

Yellow-gold: 91+ to have 1-D12

Black-gold: 96+ to have 1-D10

Treasure item(s):

Common: 70+ to have 1-D8

Uncommon: 76+ to have 1-D6

Rare: 91+ to have 1

Legendary: 96+ to have 1

# Description:

**Annihilation Strike?:** Yes.

**Description:** Discretion of the G.M.

**Dislikes:** Discretion of the G.M.

**Disposition:** Mutants live within the Human society, as well as within their native mountainous regions, instinctively seeking power and knowledge. Mutants appear as the normal Human Race type. As far as their outward appearance, there is nothing out of the ordinary about them.

Mutants are naturally proud of their upbringing, being taught from birth that they are the superior race. They give more respect to elves due to their longevity, and ability to collect vast treasures of knowledge within their lifetime, yet they are not in the least subservient to any of race.

**Fears:** Unknown.

**Habitat:** Mountains.

**Immunities:** None.

**Life-span:** 1,000 years.

**Likes:** Power

**Needs:** Unknown.

**Note:** None.

**Special Abilities: Absorption:** To absorb a creature's spirit, a Mutant must physically hold it as it passes away. To absorb its spirit, the Mutant must win initiative with the fleeing life force in order to capture it. A fleeing life essence is difficult to capture as it has a +80 added to its initiative roll. If the Mutant is able to win the initiative, he or she will take on the following physical attributes of that creature: Awareness, Charisma, Constitution, Coordination, Dexterity, Mental-strength and Strength.

Once this is accomplished the Mutant can shape-change into it (it takes 3 turns (15 seconds to do so). All characteristics given to the Mutant at the time he or she absorbs a creature will only be in effect when in that creature's form, and he or she can keep that form indefinitely.

When the Mutant shape-changes, he or she DOES NOT gain the Wisdom, Intelligence, or Magical Powers of a creature absorbed.

Natural abilities will be gained.

Concerning Absorption:

1. Animated, Dead and Undead creatures cannot be absorbed.
2. A Mutant can absorb a creature for every 10 levels advanced. Example: A level #10 Mutant can absorb 1 creature. At level #20, a Mutant can absorb 2 creatures, etc.

The Mutant's most amazing, and terrifying, ability is the power to release an absorbed creature to do the will of the Mutant. Creatures absorbed can be released at a rate of one per 1 turn (5 seconds). The following is a formula that will depict the chance to successfully release a creature:

101 minus (Mental-Strength  $\div$  2) +1 per level advanced.

Maximum % chance: 91%

If this % roll is failed, nothing will happen and the Mutant merely has to try again on the next turn.

When the Mutant wishes to, once again, absorb a released creature, he or she must pit mental-strength against each creature released in order to regain control of them and absorb them, once again, back into his or her being. If control is not regained the creature will fade away, and will finish its course into the eternities.

The creature freed will fight for the Mutant, but has a 10% chance (a roll of 91-00) of turning on him or her in retaliation for being confined and imprisoned in such a manner. In other words a released creature may escape the

Mutant's control.

**Special defenses: Resistances: Magic:** 10%, Possession / Touch ability: Mutants have the opportunity to resist touch and/or possession abilities of other creatures (i.e., Chimahgrin, Phantom, etc.). To be successful in resisting such attack the Mutant must merely win initiative with his or her attacker with each and every attempt at invading the Mutant's body.

**Special offenses:** See: "Special Abilities"

**Susceptibilities:** None.

**Weapon susceptibility:** Rank-0 (or better) weapon to harm.