

Alternate Body Types

This section covers modifications to the character's body. The first section comprises fairly "minor ones" (a few extra limbs, some unusual physiology, fur, etc.) The second section covers characters so altered they no longer use the same damage system (characters with bodies of water, characters who are robots or animate statues, the undead, etc.)

Alien Bio-System

Type: Miscellaneous/Single Rank

You're immune to all diseases and normal toxins. Regular poisons are at -4 POWER against you and don't work at all if you make a CON roll (roll once for each new type of poison). Some chemicals will have strange effects on you and some substances, which are normally non-toxic, might even be poison (the GM should keep in mind that this is a beneficial ability).

Cost A

Does Not Bleed

Type: Miscellaneous/Single Rank

You don't bleed normally. The body may contain fluids but you don't lose DP due to blood loss. Dying results mean unconsciousness and the loss of 1 DP each hour. Toxins formulated for normal people roll at -4 against you.

Cost A

Life Support

Type: Miscellaneous/Single Rank

You can survive in extreme conditions. This list of abilities covers both alternate physiology and gear.

Gills [A]

You can breath normally underwater (if you can't breath air, it's a Tragedy of a level determined by the GM).

Space Support [B]

You can survive in space. You are immune to the effects of vacuum, don't need to breath for CON hours, and are immune to moderate radiation.

Gas Mask/Filter Lungs [A5]

You are immune to inhaled gasses. If this is a device, it's an A3 (8 REA Long Action to put on ... a super high-tech gas mask is A3 (5 REA action and doesn't look so grim).

Radiation Resistant [C]

You're resistant to hard radiation and heat. You get +[CON/2] armor against Plasma Blasts, Heat Blasts, and Heat Ray. You don't take leak-through damage from Heat Ray either.

Biome Support [A]

You can survive normally in some unusual climate (the arctic, the desert, etc.). This gives a natural Survivalist Roll of L2 RES in that climate.

Other Senses

Type: Miscellaneous/Single Rank

You have senses other characters don't possess.

Night Vision

You ignore -5 points of vision modifiers and can see normally in almost total darkness. The GM should prevent characters with night vision from using other abilities to always move their opponents into darkness. **Cost A5**

Radar / Sonar

When flying or underwater you can detect targets within POWER miles. At POWER/2 range you can detect individual signatures with a perception roll. If two characters have this, they can detect each other at the edges of their range (i.e. two POWER 5 characters will detect each other at 10 miles). **POWER 1**

Detect Movement

With an 8 REA Long action you can detect all moving things in POWER x 20 yards. Each wall will deduct -1 or -3 (Interior or exterior) from a perception roll. Often this is the result of some sort of military hardware. For the remainder of the turn, targets may be hit or blocked at no negative. **POWER 1**

Chemical Analysis

By sampling (touching) a chemical, you can determine what it is and what properties it has. The GM may rule that this takes between 1 and 5 minutes. **POWER B**

Scan Through Walls

As a 5 REA action, you can 'remove' the walls for a 60-degree arc in front of you. You this will penetrate approximately POWER yards (but dense materials may degrade it). The distance seen through starts from the character (so if you have POWER 20, you can see 20 yards in front of you through all material). **POWER 2**,
Minimum Rank: D

Chemical Analysis

By sampling (touching) a chemical, you can determine what it is and what properties it has. The GM may rule that this takes between 1 and 5 minutes. **POWER B**

Radio Hearing and Broadcast

You can talk on radio frequencies. Your range is POWER x100 yards. For an A or more it becomes POWER *miles* (you are a radio station).

Bloodhound

You can track and discriminate based on sense of smell. Your smell perception roll is at +3.

POWER B

POWER 2

Immortal

Type: Miscellaneous/Single Rank

You return from the dead (maybe a factory rebuilds you?). If you come back in a month or more, this is a C Rank. If you come back in a Week, it costs a D. If you come back after a day, an E. The GM should *always* be consulted before buying this. Additionally, if something interferes with it (taking longer) you have little complaint.

Cost varies

Phase Out

Type: Miscellaneous/Single Rank

The character can take an 8 REA long action to shift his body into another "state" of reality. In this form the character appears as a ghostly figure, cannot effect or be effected by any attack launched by a normal character and can walk through walls. The character will not fall and can "walk" at normal speed in any direction (up or down). Out of Phase characters cannot use Psionics attacks but can use Telepathy to communicate. They can talk and be seen and heard.

When the character is Out of Phase, all bodily functions are suspended. If a toxin is in the character's blood stream it will begin effecting when the character becomes solid again. The character doesn't need to breathe.

Remaining Out of Phase is a Walking action for Endurance purposes. If a character is falling, and phases out, he will decelerate through solid ground as though through water.

Cost: 1 Primary

Phase Punch

Type: Offensive/Single Rank

A character who can phase out can phase back in partially inside a target (the GM may not require the character to have Phase Out before buying this. The Phase Punch does POWER – [Target's Mass] Base Damage. It may not be blocked. Armor does not apply but Force Fields do (it won't work through a Force Field).

POWER 1

Minimum Rank: Secondary

Phase Armor

Type: Primary Defense/Single Rank

It's possible that a character may be 'partially phased out' and still be able to attack. How this works is the following: the character must still 'Phase' (8 REA Long action). The character gets POWER points of 'Armor' against attacks and *subtracts* POWER points of Damage from his attacks. If he uses attacks which don't do damage (PWR vs. STAT, for example) the GM should reduce the effect by –5 or *half* (if this rule is still insufficient, the GM must make a call).

The Armor stacks with other Primary Defenses. The character can choose to operate his Phase Armor at any amount less than the maximum. Changing the amount a character is phased by is an 8 REA Long action. While Phased the character may move through solid objects but at 1/3 normal speed.

Ex1: Ghost Dance has F Phase Armor (22pts). His Power Blast does 40pts of damage. When he's Phased Out fully, he has 22pts of armor and his blast does – 22pts of damage.

POWER 1

Minimum Rank: 2 Secondary

Set of Extra Arms

Type: Offensive/Single Rank

If you don't have Super Strength, each set of Extra Arms adds +4 to your Grapple Score. This has a cost of A. If you buy 2 sets, this costs a C. If you want more than that, a D gets you 3, an E gets you 4, etc.

If you do have Super Strength, you must buy the ability at a Class *equal* to that of your STR and you use the POWER of the Extra Arms as your STR Grapple bonus *instead* of your STR. POWER 6. Extra sets of arms after the first are represented by even higher Classes than your STR. This is an Offensive ability.

POWER 6

Tentacles

Type: Offensive/Dual Rank (Grapple Score / Reach)

Tentacles are quite an advantage in a wrestling match. They can Super Grab or Super Grapple at Medium or Long range. If you don't have Super Strength, Tentacles act like Extra Arms but have a double Rank of either Class (Long Reach) or Class -1 (Medium Reach). Each Tentacle (Cost of B) adds +5 to your Grapple Score. If you do have Super Strength, they *replace your Grapple Score* and use theirs. Remember to buy the dual rank.

Usually the character has two tentacles. If you want more, you can just say you have more. Usually each Tentacle Power equal to your STR results in another set.

POWER 6

Ex: The Thing From Beyond (TFB to his friends) has Super Strength of E and two tentacles (in addition to arms). He buys Class E Medium Reach tentacles and winds up paying an E for the tentacle *and* a D for the reach. He has a Grapple score of 60!

Ex2: The Psychic Sensei has two "telepathic tentacles." As a martial arts master he has 'normal tentacles' and a 'normal' Grapple Score of 15 due to his skill with the martial arts. He pays 4B twice for two long reach tentacles which each add +5 to his Grapple score. This gives him a 25 Grapple. The GM charges him a POWER -2 rank to turn the tentacles on and off (0 REA Medium Action) so he pays an additional A5.

Unusual Skin

Type: Miscellaneous/Single Rank

Your skin can be leopard spotted, blue, orange, or anything else for no points. If you have fur or scales that give you +2 to CON rolls to survive in either Arctic (fur) or dry/hot (scales) conditions: that's an A Class ability.

Cost A3

Automaton

Type: Miscellaneous/Single Rank (Dual for any defense)

You aren't even biological. Automatons are animate beings with no remotely biological or mechanical parts. Examples are golems (animate stone, wood, or clay), the undead (animate skeletons or corpses), and statues 'brought to life.' Although usually magical in nature any description will do. Note that robots or androids are normally handled under Robot Body.

Automatons do not eat or breathe or otherwise have any biological weaknesses (age, disease, and poison are foreign to them). They don't sleep but do need 4 hrs of 'downtime' each night. They sense normally but do not fear pain and while they will know if they are injured, they will not respond to it automatically.

Automatons do not take penetrating damage at all and they don't bleed. They use the object damage system as described below instead of the character damage system. Power vs. STAT attacks generally don't work on them at all (an exception can be a bright flash of light blinding them). If they have Psionic abilities, then Psionic attacks work on them, otherwise, the Automaton brain can be defined as impenetrable to psionics.

When an Automaton is damaged the following rules apply:

- All Automatons have a Structure (STC) roll of 14-.
- Automatons are 'animate objects.' They have STC instead of CON. Divide their total DP by their STC. This is the number of damage points that reduces their STC. If an automaton has 280 DP and a 14 STC, after the Automaton has taken 40 points of damage their STC will be 12-. This is called their Damage Number.
- Each time an automaton takes damage equal to their Damage Number they make an STC roll. If the roll is failed by -1 to -4 that's a Minor Failure. If failed by -5 to -9 it's a Major Failure. If failed by 10 or more it's a Critical Failure.
- After an automaton is reduced to ½ their DP or less, they make an STC roll *every time* they take damage, even if the sum is less than their Damage Number.

Minor Failure: Result is Crack. The Automaton suffers no combat effect but the STC is reduced by 1.

Major Failure: Make 3 additional STC rolls. If all are made, the Automaton suffers no effect other than a 2pt Crack (STC is reduced by 2). If 2 are made the Automaton is "Dazed" (as per the standard Dazed effect). If 1 is made the Automation is unconscious for 3 seconds. If 3 are missed the Automaton is unconscious for hours. A Major Failure may also result in limbs being blown off or other gross cosmetic damage. In any event, the STC is reduced by 2.

Critical Failure: The Automaton is "dead" or unconscious for days or hours.

Damage Points or STC reduced to 0: As per critical failure.

Healing: Automations don't necessarily die and don't heal normally. The GM should determine what is necessary to put an automaton back together. Usually they heal at 1/10th their DP per day. Usually even a dead automaton can be put back together and somehow re-animated.

Defenses for Automatons are ¼ whatever their defenses would otherwise be. If they buy Toughness, its POWER is 40 instead of 5. They start with a 10 STR, a 10 BLD, and 80 DP. If the character can switch back and forth from flesh to Automaton form, he may wish to buy a PHY normally. The Automaton's STC is 14- (or equal to CON of the character wishes). An Automaton may choose to have a 5 BLD if they wish.

Light: The Automaton may be flesh, clay, straw, or some other less dense material.
STR: PWR 3.25 BLD: PWR 0 DP: PWR 24

Dense: The character is metallic or rocky. Size is normal but weight is high.
STR: PWR 2 BLD: PWR 3 DP: PWR 28

Heavy: The character might be clay, earth, wood, stone, or some other dense but non-metal composition.
STR: PWR 3 BLD: PWR 2 DP: PWR 24

Common Armor Values:

Wood (2pts): A3
Rock (4pts): A5
Iron (6pts): B
Steel (8pts): E or higher

Ex1: Revenant is an undead (Light) with a Class E body. He has a +33 STR, BLD of whatever he normally has (10) and 240 DP. He buys Class D Toughness and gets 8x40 = 320 Damage Points (instead of the 240). His STC is 14- (naturally). He can't switch back and forth to normal form, but he wants some extra STR so he buys a 12 STR with his normal character points (total STR = 45). He declares himself to have a 1 Mass (5 BLD).

Cost Varies



Suggestion

Make a table like this to keep track of your automaton's condition in combat. It will greatly speed damage calculation. The table is for a 240 DP, 14- STC Automaton.

DP		STC
Check	Roll	
☐	240 - 223	14-
☐	222- 206	13-
☐	205 - 189	12-
☐	188 - 172	11-
☐	171 - 155	10-
☐	154- 137	9-
☐	236 - 120	8-
☐	119 - 103	7-
☐	...	...
☐	17 - 0	0-

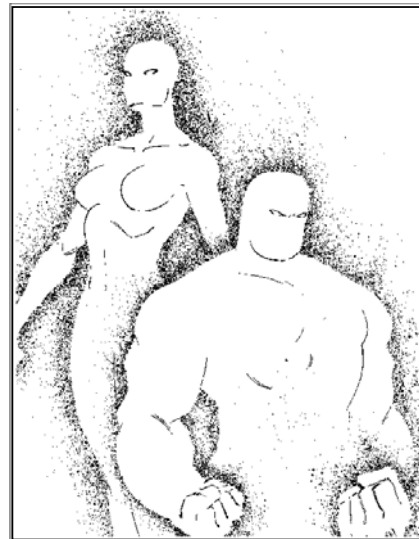
Energy Body

Type: Misc/Single Rank

Your body is composed entirely of energy! You appear as a glowing, Force Field-encased energy form. Energy Bodies have normal stats but take damage differently from other characters: when their body is struck, they may become *dispersed* rather than 'wounded.' Furthermore, Energy bodies have a number of special advantages over flesh and blood creatures. These are:

Attributes of an Energy Body

1. E-Bodies do not have skin. In addition to the cost of an Energy Body, a Force Field *must* be purchased (cost is normal).
2. E-Bodies do *not* suffer Penetrating damage unless their Force Field is down and they are hit by a Penetrating *Energy* attack.
3. All Energy Bodies have a Mass of 1. Their *size* can vary but they have a Mass of 1. Substitute BLD for SIZ. Their Base Damage does *not* suffer a -1 due to low Mass.
4. The character does not need to eat, breath, etc. Energy bodies are immune to chemicals, do not get sick, and otherwise have no weakness of the flesh. They do, however, need sleep.
5. Energy Bodies are *somewhat* flexible. As they are 'coherent energy' an E-body can change its form similar to a cartoon character (but if you want a combat effect, buy Stretching).



Wound Effects for E-Bodies

Wound	No Effect	Disrupted	Dispersed	Unstable	Fragmented	Scattered	Destroyed
Minor	+3 or More	+2 to +0	-1 to -3	-4 to -5	-6 to -10	Nil	Nil
Major	+8 or More	+7 to +5	+4 to +3	+2 to -1	-2 to -3	-4 to -5	-6 or worse
Critical	+10 or More	+9 to +7	+6 to +5	+4 to -0	-1 to -3	-4 to -5	-6 or worse

Disruption: A small breach is created in the Force Field and energy crackles out. The E-Body must pay 5 REA to re-form itself before taking further action.

Dispersion: The E-Body is momentarily dispersed. The character may reform anywhere (unobstructed) within SIZ / 2 yards and loses 8 REA. If the E-Body is attacked before the REA is paid, it may not block or dodge, gets no AGI modifier but takes -4 damage modifiers from physical attacks (no negative against energy). This result or higher will stop long moves that are in progress (like a Daze). If optional Knockdown rules are being played with they may be applied here as well.

Unstable: The E-Body collapses into an unstable energy cloud. If at Injured condition, the character is unconscious. If at hurt condition, the character must make a WIL roll to re-form in 3 seconds. During this time the above conditions apply. The character may re-form anywhere (unobstructed) within SIZ yards. Dispersed bodies can be moved around with expanded Force Fields, Tractor Beams, Telekinesis, and Magnetic Fields. If the Force Field remained up, the body can be moved normally.

Fragmented: The character is badly destabilized. The character is unconscious and dispersed as above. Each 5 minutes the character gets a WIL roll to stop "bleeding" off damage points. Each time the roll is failed the character loses 5 DP and must make another roll on the damage table. "Better" results are treated as no effect. Worse results are applied.

Scattered: The character loses 1 DP per second. No roll is required. If the character's Force Field was up, the character will reach -5x Damage points and become catastrophically dispersed. If the Force Field was down, the character will die.

Destroyed: If the character's Force Field was up the character is catastrophically dispersed. Otherwise the character is simply dead.

Cost: 1 Primary or E (whichever is higher)

Detonation: E-Bodies can choose to detonate. This attack has a POWER of 5 and a rank of the characters *highest* attack power. It has a RAD of 2 (explosive) and leaves the character Unstable and costs ¼ of the character's initial damage points (removed *before* checking for Hurt condition). This is a 5 REA Medium action.

Popping the Force Field: If your Force Field goes down and you are not Unstable, you are immediately treated as Unstable.

Physical Damage: When in the form of an energy cloud the character takes no damage from physical attacks but 1.5x damage from energy attacks. Once the force field is up and the character is conscious, physical damage effects normally. Note that high magnetic fields, electrical wires, or other forms of radiant energy can hurt a dispersed body (a character knocked out in the city's power plant could reform with complete amnesia across town in a computer lab!)

Robot Body

Type: Miscellaneous/Dual Rank

You are a robot or cyborg! Your body is a mechanical construct and your brain may be either a sentient computer or a transplanted biological brain. Robots are similar in many ways to Automaton but differ greatly in some respects.

Like an automaton, being a robot means you purchase your body and then buy armor separately.

Effects of a Robot Body

1. Robots use the Automaton damage rules but *do* suffer Penetrating damage on a hit by 5+ (they have some internals that are critical)
2. Armor/Force Field values for Robots are $\frac{1}{4}$ (so 15 points of armor would be reduced to on a Robot).
3. Robots must buy a Power Supply (Automatons *may* use the Power Supply rules if they choose).
4. Robots are immune to any toxin, disease, etc. They do not sleep, eat, or otherwise have any biological weaknesses (they can exist in space, at the bottom of the ocean, etc.)
5. By default they do not look human (if they purchase the Android package they appear human).

Light: The robot is light-framed
STR: PWR 3.25 BLD: PWR 0

DP: PWR 24

Heavy: The character might be clay, earth, wood, stone, or some other dense but non-metal composition.
STR: PWR 3 BLD: PWR 2

DP: PWR 24

Geoid: The Robot is not humanoid! Instead the robot is some "geometric shape" with no native arms or legs. The robot must purchase a movement form and arms if it wishes to manipulate things! This can be used for building robot tanks, floating robot assistants, etc.
STR: PWR 1 BLD: PWR 1-15 (player's choice) DP: PWR 32

Android: The android ability cost C for 'almost human' or D for 'completely human.' The 'almost human' mode means that at a glance the character looks strange but is not instantly recognizable as synthetic. If the character is 'so human he would pass a medical exam' don't take Robot Body.

Robot Brain: If you have a synthetic brain these are the rules: The cost is B, you must make an RES roll at -3 to get jokes, understand emotions, or otherwise act human. You must make Actor rolls at -6 to fake emotions (-0 at Level 4). On the other hand you do Math *very* quickly: ignore -2 points of negatives for math problems, -1 for negatives to other engineering and compute problems.

Cost Varies

Geoid Robot Limbs:

Walker Legs: Move at REA +3
STR (for kicks): PWR 3 Extra
BLD: .5 Min Cost: B

Arms: Can grab/punch/grapple.
Does not use Robot's Mass bonus
STR: PWR 3 Extra BLD: .25
Min Cost: A

Treads: Movement that does not get stuck. Move at 10 y/s + [PWR 1 / BLD] Extra BLD: 2
Min Cost: B

Wheels: Ground move. Must make Driving or COR or AGI roll at -1 to -8 on rough terrain or crash. Move 20 y/s + [PWR 3/ BLD] Extra BLD: 1 Min Cost: C

Hover Pod: Float in air. Move 5 y/s + PWR 2/ BLD] Extra BLD: 2 Min Cost D

Robot Gear:

Video Camera Eyes/Recorder ears: Cost B (records MEM x 10 hours)

Speakers: Cost A
(loud but not damaging)

Spot Light: Cost A
(remove -6 worth of darkness modifiers for 30 yards)

Universal Jack: Cost A
Plug into any computer or electronics system.

Tool Kit: Cost A or B
The small kit includes all normal tools. The larger kit has torches, drills, saws, etc. It has a BLD of 3

Comm Station: Cost C
Mobile Phone, Police Scanner, GPS device, CB Radio, AM/FM receiver

Earth Station: Cost D
As Comm Station plus: AM/FM station, Satellite transmitter for global connections, Ham Radio, Radar (300 mile range when flying)

Water Body

Type: Miscellaneous/Single Rank

You don't actually have to be water, but your body is composed of cohesive fluid! You can flow, splatter, and otherwise deform like an animate puddle. This ability does *not* include Stretching. If you can deform your body to stretch at range, you must buy that separately. Water Body does, however, give you the ability to squeeze through any non-water-tight hole and flow out of people's grasps and such.

When hit with an energy attack of any sort treat the damage normally (the game rules treat Sonic and Vibratory blasts as the only 'kinetic attacks' in the game but the GM is welcome to make the call as he sees fit). Any armor or Force Field you have will deduct from this damage normally and wound effects are as listed on the normal wound table *plus* the special dispersion effects below.

Physical damage, on the other hand is different. Unless you have rigid armor (or an Expanded Force Field) that prevents you from using your flowing water-body abilities, you don't get to apply any armor or Force Field you have against the damage. On the other hand, physical blows won't really hurt you (they can, however, scatter and disperse you).

When hit with a physical attack, apply the damage against your Stability Points. These are like Damage Points and are determined by the Class of your Water Body. They are a measure of how stable you are. Over a turn, ¼ of the damage from each attack will 'remain' (but will go away at the beginning of the next turn). Each attack that hits will force a 'Wound Roll' on the Dispersion Table. The Dispersion Table is the same as the Wound Tables. See the example:

Ex1: Tidal has 60 Stability Points. He has a 'Minor Wound' of 20, a 'Major Wound' of 60 and a 'Critical Wound' of 120. Over a turn he is hit for 12 damage (sub-minor: no effect, but 3 points 'remain' until the end of the turn) and 17 points. The 17 point blow, plus the three remaining points from earlier in the turn constitute a Minor Wound and he rolls on the Minor Wound table but applies the result to the Dispersion chart below.

Wound Effects for Water Bodies

Wound	No Effect	Sprayed	Splattered	Dispersed	Badly Dispersed	Completely Dispersed
Minor	+3 or More	+2 to +0	-1 to -3	-4 to -5	-6 to -10	Nil
Major	+8 or More	+7 to +5	+4 to +3	+2 to -1	-2 to -3	-4 or worse
Critical	+10 or More	+9 to +7	+6 to +5	+4 to -0	-1 to -3	-4 or worse

Dispersion Chart

No Effect: No Effect

Sprayed: The character partially deforms as the result of damage. Additional rolls that turn will be at -1 to CON.

Splattered: A large fraction of the character's body is spread for almost a whole second. The character loses 5 REA reforming or operates at -3 to the next combat roll. The character can reform within 2 yards.

Dispersed: The character loses cohesion for a second or more. The character must make a CON roll to pull himself back together. This takes 1 second per roll and if the Wound was Minor the roll is at -1, Major at -3, and Critical at -6. No actions can be taken during this time. But the character is at -5 Damage Mod due to being a thinly spread puddle. The character can reform within BLD yards.

Badly Dispersed: The character is splattered all over the battlefield. As above but rolls are at -2, -4, and -7. The character can reform anywhere within BLD x2 yards. If a roll is missed by 5, the character gets a roll to recover each minute.

Completely Dispersed: As above but the rolls start at 1 minute and if missed by 5 go to 10 minutes. Reforming may happen within BLD x 10 yards.

Note: You cannot buy defenses 'Only useable vs. Energy' if you have a Water Body and, in addition to getting Stability Points, you also get a certain amount of DP along with it. If you are at Injured, or Serious condition as the result of energy damage, your CON rolls are at -1 or -2 vs. physical damage as well as energy damage.

Cost :Stability Points POWER 5 DP 4

Ex1: Tidal has a Class F Water Body. He has a CON of 13. His Stability Points are 60 (Minor Wound of 20). His actual Damage Points are +48. He buys a Class E Force Field (40 pts) but when it's expanded, he takes damage normally from physical blows (against the outside of the force-sphere).

The rules for a Water Body are as follows:

Immunity to Grapples and Grabs: No one can grab or grapple with a water body. If you wish to try to hold on to someone, you and your opponent grapple normally but at any time as a 5 REA Medium action, you can simply liquefy and break out of any grab or grapple. The exception is Stretching Super Grapples that get a Major Success (in which case you are entirely contained).

Unable to Use Shell Type Armor and Force Fields: You can buy Bio Armor as a defense that works against energy damage. If you purchase any other type of armor or Force Field (but not Power Fields) you may operate them but you cannot flow while they are in use.

Movement: You move at BLD x 2 yards/sec. If you wish, you can purchase Super Running to flow faster. In water (or other fluid), this speed is x4.

Flow: You move through very small openings at 4 BLD per second.

Puddle Defense: By going thinly spread, a Water Body can make itself hard to hurt. Taking an 8 REA Long Action to 'puddle out' gives the character a -5 Damage Mod from all attacks. No actions (even Psionic attacks) can be taken from this position. The character can reform for another 8 REA Long action anywhere within BLD x2 yards.

