

BEYOND FLESH

CYBERPUNK FOR NOVA



2 **AUGMENTATION TECHNOLOGY FOR NOVA**

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*EVERYTHING YOU NEED TO GIVE
A CYBERPUNK FLAVOUR TO
YOUR CAMPAIGN IS HERE. CY~
BERNETIC IMPLANTS, GENETIC
MODIFICATIONS, ADVANTA~
GEOUS AND DISADVANTA~
GEOUS MUTATIONS, AS WELL
AS COMPLETE RULES FOR IN~
CORPORATING THEM INTO ANY
SETTING WITH MINIMAL DIFF~
CULTY.*

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CYBERWARE AND BIOWARE

Cybernetics and genetic engineering are prime themes for a great number of sci-fi books, movies and of course games. Who doesn't want the opportunity to be the *Neuromancer* or a *Blade Runner*?

Terms

Cyberware is a term referring to electronic implants installed in the human body to replace lost functions (like an artificial limb), enhance its capabilities (like muscle enhancements) or provide new abilities (like infrared vision). These implants are specially designed to merge with the host's tissues and interact with them. In short, they become extensions of the host's body. The main advantage of cyberware is that they can be very powerful and versatile. Unfortunately, implants (especially extensive ones) are not very subtle and tend to attract the attention of law enforcement agencies. Additionally, some societies may frown upon the use of extensive modifications, considering modified people to be cyborg freaks or inhuman. Also, on a more practi-

cal scale, cybernetic implants are foreign bodies and have a heavy toll on the body's immune system and general health.

Bioware is a slang term for genetic modifications. They do the same job with cyberware, improving functions of the body or adding new ones. However, whereas cyberware are based on artificial devices merging with living tissue, bioware are made of tissue themselves, produced by alterations in the subject's genetic code. This makes bioware of more limited potency but also gives them distinct advantages, like being very subtle. Also, being organic, they don't face any problems with rejection and take a lighter toll on the body.

Tolerance

Both implants and bioware take their toll on the recipient's general health, since they modify his genetic code with some unexpected results or cause reactions from the immune system. These factors limit the number of implants or bioware which may

be installed in the body.

Every implant and bioware has a **Tolerance** rating which describes its toll on the body according to its extensiveness. Bioware have reduced Tolerance ratings compared to cyberware because they are organic and less intrusive.

Every character also has a **Tolerance** rating, which is determined by adding up the Tolerance of all his implants and bioware.

Tolerance comes into play when the character faces some health threat. Such threats include:

- Diseases
- Contamination by viruses and microbes
- Radiation
- Poisonous vapors and gases
- Toxins and poisons
- Other health-related problems

In such a case, the roll to defend against such a threat suffers a penalty equal to the Tolerance of the character divided by his Vitality dice and rounding up. The Vitality dice used for this purpose are those naturally possessed by the character and not as a result of any implant. So, a charac-

ter with a total of 8 Tolerance points and three Vitality dice, suffers a +3 penalty to all rolls against health threats.

No character may have a Tolerance greater than his Vitality dice (again, the natural ones) multiplied by four. He can't install any other implants or bioware past that point.

Installation

The installation of an implant inside the body is a complicated matter. The main procedure involves surgery, but precautions must be taken to avoid the rejection of the device by the immune system. Generally, the recipient must be hospitalised for one month per point of the implant's Tolerance (or fraction thereof) after the surgical procedure. During this period, he is treated with immunity-depressing drugs (impose a +3 penalty to any contamination or lethality roll for diseases), so if he gets smart and starts walking the streets, he's sure to pay dearly.

Surgery is done by someone with the Surgery-implant subskill (see

the new skills sidebar). During surgery, make a check for the subskill and consult the next table.

Failure of implant: Surgery fails to install the implant. Although the device is unharmed, its installation must be done through a new attempt. Due to safety reasons, only one surgical procedure per month is allowed.

Successfully installed: Surgery is completed successfully and the implant is fully functional.

Major reaction: The placement of the implant causes the organism to respond in an unexpected, uncontrollable way. The recipient takes Constitution damage equal to the Tolerance of the implant. Even if he survives, he increases his Tolerance rating by 3.

Moderate reaction: The recipient's immune system mobilises against the implant. The ensuing rejection causes Constitution damage equal to half the Tolerance rating of the implant and increases the Tolerance of the recipient by 2.

Minor reaction: The implant causes a minor reaction from the immune sys-

Successes	Result
Critical failure	Major reaction
Failure	Failure of implant, moderate reaction
One success	Successfully installed, minor reaction
Two+ successes	Successfully installed

tem, increasing the recipient's Tolerance by one.

The installation of a bioware application is a job only the expert should handle. And the expert is someone with the genetic engineering skill plus the viral surgery subskill (see the new skills sidebar).

First of all, a special retro-virus tailored to the recipient must be created. This requires a successful viral surgery skill check. Second, the recipient must be infected with the retrovirus. Within a few days, the recipient's body is completely infected by the virus, which brings about the necessary changes in his DNA. During this critical period, the recipient must

remain hospitalised. If this is not the case, he suffers a +3 penalty to the Vitality check at the end of the procedure.

At the end of the infection period (about a week), a Vitality roll must be made to see if the infection gets out of control. This roll has a bonus equal to the successes of the viral surgery skill check. Success means that the infection is successfully contained and dies out in a couple of days. The modifications to the DNA will fully express themselves in 1-2 months. Failure means that the DNA modifications have been made but the infection spreads and turns into a disease which can potentially kill the character.

Typical statistics for such a disease are: Incubation 2-3 days, Duration 1-2 weeks, Contamination 4 (via blood or sexual contact only), Lethality the bioware's Tolerance x2, Effect the bioware's Tolerance, Terminal Effect death.

On a critical failure, the disease is even more strong, double its Lethality and Effect. Efficiently battling such a disease requires expen-

New skills

Surgery (INT)+

—> **implant+:** Implant surgery allows the performing of surgical operations in order to install a cybernetic implant. This skill is critical to the success of the implant's installation.

Genetic engineering (INT)+: Genetic engineering offers a wide variety of knowledge from the field of genetics. The character is able to perform simple tasks, like carrying out a eugenics program, to complex ones, like modifying the DNA structure of a living being, cloning a creature etc.

—> **viral surgery+:** This specialisation deals with the creation of tailored retroviruses to bring about genetic modifications to a living creature. It covers the entire procedure for the installation of a bioware application.

sive medication tailored to the char-

acter. No one ever develops immunity.

Mutations

Artificially-produced bioware aren't the only way changes to DNA may occur. Modifications to DNA may also be brought as a result of natural phenomena. Such changes are most of the time small or lethal (the recipient doesn't survive) but in rare instances they might be adequate enough to produce a natural "bioware". If the change was made to the being's genetic cells, the modification may also be transferred to his offspring.

Causes of natural genetic modifications differ from natural selection (a rather slow procedure) to random errors during cell reproduction and exposure to intense radiation or mutagenic factors (rather radical). Games set in a post-holocaust world routinely contain mutants, especially near sites of radiation.

If the GM allows players to have mutations. These should be

chosen like gifts and drawbacks during character creation. Unlike bioware, there are beneficiary and disadvantageous mutations. The cost for mutations should be figured apart from other gifts and drawbacks, that is the player should be allowed to pick ten points of mutation gifts plus another ten points of other gifts.

The GM might rule that because mutations are caused by nature and follow a chaotic pattern, players who choose two or more mutation gifts for their characters, must also choose at least one mutation drawback.

Mutations do have a tolerance cost. It is calculated by adding the point cost of all mutation gifts and drawbacks and dividing the total by 5.

Tech Levels

TL 0 Pre-tech Age: Use of stone tools

TL 1 Stone Age: Discovery of fire and agriculture, domestication of animals

TL 2 Bronze/Iron Age: Use of metal tools, development of mathematics, physics, medicine

TL 3 Middle Ages: Invention of the press, advancement in metallurgy and mathematics

TL 4 Age of Reason: Advancements in mathematics, physics, medicine and biology

TL 5 Industrial Age: Use of steam and electrical power, industrialisation, urbanisation, invention of the automobile and the airplane, radio communications, discovery of relativity and quantum physics

TL 6 Information Age: Invention of the computer, networks and practical application of nuclear fission, first steps into space, advancements in all sciences and especially physics, medicine and biology

TL 7 Space Age: Invention of the fusion and cold fusion reactor, colonisation of other planets, exploration of the solar system

TL 8 Gravity Age: Advancement in

gravitics lead to the creation of artificial gravity and the induction drive, invention of the anti-matter reactor

TL 9 Stellar Age: Invention of a FTL (Faster-than-Light) drive, exploration of the galaxy

TL 10 Cosmic Age: Invention of stellar engineering, use of wormholes to navigate the universe

TL 11 Creator Age: Capability of creating life forms, sentient or non-sentient from scratch (hence the "Creator" term)

TL 12 Dimensional Age: Discovery of other, parallel universes and the ability to travel to them, ability to create stars, black holes and worm holes with some planning and time

TL 13 Quantum Age: Control over matter at the sub-quantum level: teleportation and replication becomes possible

TL 14 Tachyon Age: Discovery of the conversion of matter to tachyons, accelerating it beyond the speed of light, invention of the tachyon drive

TL 15 Age of Gods: At this Tech Level, a race may be considered as gods, being able to bring great changes to the nature of the universe

CYBERNETIC IMPLANTS

ARTIFICIAL LIMB

TL 7

Strength	Mounting	Tolerance
2	1	2
3	2	3
4	3	3.5

Requires: A number of Mounting points from an endoskeleton equal to the limb's Tolerance.

Artificial limbs are used as a replacement for amputated limbs or as an improvement over natural ones. Covered by synthetic skin, their servomotors provide great physical power. The recipient's Conditioning is increased by a number of extra dice equal to the Strength rating (at +1 cumulative) when he actively uses the limb, although the increase isn't compatible with fiber replacements. A number of optional devices can also be installed on a cybernetic limb, like concealed weapons etc.

BODY PLATING

TL 7

Protection (K/B/E)	Tolerance
0/0/-1	1
0/1/0	2
1/2/1	3

Provides protection against incoming attacks by installing subdermal light ceramic plates. They may not provide the same protection with conventional armors, but they are unencumbering, lightweight and invisible. The Protection rating is used as an armor rating. The heaviest body plates can't be supported on their own and so need one Mounting point from an endoskeleton.

CONCEALED COMPARTMENT

TL 7

Tolerance
—

Requires: One Mounting point from an artificial limb

A secret compartment which may hold anything

up to the size of a flashlight and can be installed in any artificial limb.

CONCEALED FIREARM

TL 7

Tolerance
—

Requires: One Mounting point from an artificial arm, nanocomputer

Any sidearm may be installed inside a cybernetic arm. The sidearm fires through a port located in the palm which closes when it's not needed. It can be reloaded through a complicated procedure which requires at least six actions.

CONTROL INTERFACE

TL 8

Rating	Tolerance
1	0.5
2	1
3	1.5

Requires: Nanocomputer, datajack
A control interface enables

someone with a nanocomputer and a datajack to control any kind of vehicle he has access to using his thought. It provides fast and smooth operation of the vehicle and of all equipment installed and rigged to it, including weapons and sensory systems. The rating of the interface is used as extra dice (at +1 cumulative) for increasing initiative when using a vehicle (not compatible with other implants like synaptic boost) and for all rolls concerning control of a vehicle.

CRAIAL BOMB

TL 7

Tolerance
1

A cranial bomb is a rather radical way to ensure that someone stays loyal to you.

This highly illegal but otherwise simple implant is nothing more than a small plastic explosive charge plus detonator installed in the cranial cavity. The amount of the explosive is just enough to turn most of the brain into a pulp. It can be detonated by a remote control or a timer and instantly kills the victim. A cranial

bomb may be successfully defused by an explosives expert if a neurosurgeon first opens the way for him, but all defusing attempts suffer a +2 penalty because of the small space and the delicate movements necessary. If the bomb explodes during the defusion attempt, it kills the victim and deals damage 4-ballistic to everyone within one meter. If the bomb is removed by the surgeon without defusing it first, it also explodes with the same consequences.

DATA CORE TL 7

Memory	Tolerance
TL x5	0.5
TL x6	1
TL x8	2

Requires: Nanocomputer, datajack

An internal hard drive installed in the cranial cavity, the data-core uses holographic technology to store vast amounts of data in a rela-

tively safe place. The Memory rating is fully explained in the **ZeroOneZero** sourcebook.

DATAJACK TL 7

Version	Tolerance
Wired	0.5
Wireless	0.5

Requires: Nanocomputer

A datajack is a medium used by the brain to communicate directly with computers and electronic equipment, using a nanocomputer to translate its signals, enabling the user to directly control such equipment with his thought. The wired version has a port located in the back of the head, where it can be concealed by hair. The wireless version uses an infrared port.

EAR PHONE TL 7

Requires: Nanocomputer

The name of this implant

Tolerance
0.5

speaks for itself. It is a mobile phone installed inside the inner ear, near the acoustic nerve, of which it makes use, replacing conventional cellular phones. The nanocomputer of the user translates his thoughts directly to speech, enabling him to have a quiet little chat.

EEL TL 7

Tolerance
1

Requires: Nanocomputer

This implant uses powerful capacitors to deliver an electrical discharge designed to stun through touch. It deals 44(s)-energy damage. Its internal batteries are good for eight discharges. After that, they must be recharged.

ENDOSKELETON TL 7

This cyberware requires extensive surgery during which most of the torso's bones are replaced by a lightweight but highly enduring titanium

Mounting	Tolerance
2	2
4	3
7	4

alloy. The endoskeleton provides considerable protection, reducing all damage sustained by one point (except if the wound isn't on the torso). However, the real purpose of the endoskeleton is to provide support and anchorage for other cybernetic devices, like artificial limbs, through its Mounting rating.

FIBER REPLACEMENT TL 7

Strength	Tolerance
1	1
2	1.5
3	2

Enhances physical strength by replacing muscles with strong carbon fibers. The recipient's Conditioning is increased by a number of extra dice equal to the Strength rating (at +1 cumulative).

FILTERS

TL 7

Protection	Tolerance
1	0.5
2	1
3	1.5

These lungs' implants filter the inhaled air before it's absorbed into circulation. Their Protection rating is used as extra dice (at +1 cumulative) against poisonous gases, although they're useless against irritants like tear gas.

FLARE FILTERS

TL 7

Constantly monitors the level of light reaching the retina via a secondary

Tolerance
0.5

lid. Sudden changes of light are turned into gradual ones, avoiding temporary blindness.

KNOWLEDGE BASE

TL 10

Tolerance
0.5

Requires: Neuroelectrical interface

This small chip holds terabytes of information about a single topic, most commonly a science. Using the neuroelectrical interface, the user can access this knowledge as if it was his. The chip can be updated with new information to keep the user in contact with recent developments. A knowledge base increases the rating of a science skill by one.

MAGNIFIER

TL 7

Tolerance
0.5

Requires: Optijack

Magnifies an image up to hundreds of times so that the recipient can read a newspaper from kilometers away. It decreases range

penalties by one.

MATH CO-PROCESSOR

TL 10

Tolerance
0.5

Requires: Neuroelectrical interface

A simple implant which uses the neuroelectrical interface to provide incredible calculating power at a thought. The recipient becomes able to perform difficult and complicated calculations within nanoseconds. As a side-effect the mathematics skill increases by one point.

MEMORY ENHANCER

TL 10

Memory	Tolerance
TL x5	0.5
TL x6	1
TL x8	2

Requires: Neuroelectrical interface

This is a datacore modified as to communicate with a neuroelectri-

cal interface. It holds any important information, which the user can instantly remember as if it was part of his memory.

NANOCOMPUTER

TL 7

Tolerance
1

A nanocomputer is an essential implant, without which many cyberware devices couldn't work. It's a product of computer miniaturisation, in essence an extremely small processor installed in the cranial cavity and rigged to major brain centers. The nanocomputer is able to detect the thought waves of the brain, allowing the recipient to use it with his thought and only. The role of the nanocomputer is to control and coordinate the function of other implants and allow the user to control them via his thought. Nanocomputers and their full capabilities are discussed in details in the **ZeroOneZero** sourcebook.

NEUROELECTRICAL INTER-FACE

TL 10

Tolerance 1 **Requires:** Nanocomputer, datajack
This revolutionary device translates binary data into pulses understood by the brain and vice versa. This marks the beginning of a new era in cybertechnology, allowing the appearance of implants like math coprocessors or memory enhancers which turn the brain into a living computer.

NIGHT VISION

TL 7

Tolerance 0.5 **Requires:** Optijack
This useful implant amplifies the light received by the recipient's retina and feeds it through an optijack, so that it provides effective night vision. Reduces all darkness penalties by one except from complete darkness or blindness but it's not compatible with thermal or sonic vision. When activated, its user is more vulnerable to sudden

changes of light, which might temporarily blind him (+1 penalty to all rolls in such cases).

OPTIJACK

TL 7

Tolerance 0.5 **Requires:** Nanocomputer
This implant connects directly to the optical nerve, being able to transmit images the user can see as through his own eyes. The optijack has a wide range of applications, from watching TV to the transmission of useful information which is seen as overlaying normal vision.

PAIN DAMPENER

TL 8

Tolerance 1
This implant hijacks the main nervous pathway transferring pain, isolating pain signals surpassing a logical amount. It reduces modifiers from Stamina and Constitution loss by one point.

RETRACTABLE CLAWS

TL 7

Tolerance 0.5
Retractable claws are made from steel or tungsten carbide and can be deadly when used for punching, retracting inside the knuckles when they're not needed. They deal 4-kinetic damage.

SCANNER

TL 8

Tolerance 0.5 **Requires:** Optijack
Based on magnetic resonance technology, this implant enables the recipient to see beyond walls or inside objects. The user must be within one meter of the barrier to be pierced and the obstacle can't be more thick than 20 cm. At more advanced eras, the effective range of the device increases: add two meters and 10 cm for every TL beyond 8.

SONIC VISION

TL 8

Tolerance 0.5 **Requires:** Optijack
Sonic vision provides the recipient

with the echolocation ability of bats. It completely negates darkness and blindness penalties and also provides 360° vision, giving a -1 bonus to Awareness checks.

SYNAPTIC BOOST

TL 8

Speed	Tolerance
1	1
2	2
3	3

Requires: Nanocomputer
This implant replaces kinetic nerves with optic fibers and actively uses a nanocomputer to transmit signals to the muscles faster. Its Speed rating is used as extra dice (at +1 cumulative) to increase initiative.

THERMAL VISION

TL 7

Tolerance 0.5 **Requires:** Optijack
Working in a similar way to night vision, this implant

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offers vision in the infrared spectrum, ie heat. It decreases all darkness penalties by two, but only for objects which produce heat. As with night vision, the user is more susceptible to sudden light changes.

ADRENAL SURGE

TL 7

Tolerance
0.3

This bioware triggers increased production of adrenaline under stress conditions (in combat, fleeing etc). Adrenaline increases reflexes (-1 to initiative checks) and strength (one extra Conditioning die at +1 cumulative). The effects last for five minutes; after this, the gland needs 3-4 hours to reach the same production levels.

AMBIDEXTERITY

TL 8

Tolerance
0.5

This bioware consists of new nerve fibers towards the left arm and new synapses in the kinetic centers of the brain, making the character fully ambidextrous. He can use both hands with equal competence and is able to use them simultaneously with no penalty at all. When using two weapons, he is considered to possess the ambidexterity subskill at a rating equal to that of the primary skill (sidearms or armed combat).

ANTIDOTE

TL 7

Tolerance
0.2

This bioware is able to detect a specific type of poison or toxin and produce the antidote for it. This renders the recipient immune to that poison. Against other poisons with a similar action, he gets a -1 bonus to his resistance check.

ARTERIAL PUMP

TL 7

Tolerance
0.2

Reinforces the thick, muscular membranes of the arteries to assist the pumping action of the heart, accelerating blood flow through the body. Provides a -1 bonus for endurance checks and increases Stamina by one point.

CHLOROSKIN

TL 8

Tolerance
0.5

Chloroskin enables the skin cells of the recipient to convert sunlight to energy through the formation of hydrocarbons, much like the plants do with photosynthe-

sis. It will cover 35-40% of a person's dietary needs every day. The only drawback is the strange color the person's skin attains.

COAGULANT FACTORY

TL 7

Tolerance
0.3

In case of injuries, this bioware produces improved blood-coagulation factors and releases them in the blood stream. In effect, wounds close faster and the healing rate is doubled. Also, its recipient can be saved if he has dropped to -1 or -2 Constitution if medical aid is offered within 30 minutes, as the coagulants close some of the internal wounds.

IMMUNOGLOBULIN FACTORY

TL 8

Tolerance
0.1

By boosting the immune system, this bioware produces more efficient and faster-acting antibodies. It gives a -2 bonus to any checks against diseases.

MULTITASKING

TL 9

Tolerance
0.5

Enhances the communication bridges between the lobes of the brain. As a result, the recipient can perform simultaneous tasks much more efficiently. During one action, he may do two things simultaneously, suffering only a +1 penalty to his secondary action. For example, he can fire a gun while typing on a keyboard with great precision.

NEURAL BOOST

TL 8

Tolerance
0.5

This bioware affects the neurons of the central nervous system, enhancing the ability to concentrate and solve problems. It usually adds one die (at +1 cumulative) to Intellect. Known side-effects include the development of megalomania or depression.

NEURONIC PROCESSOR

TL 10

Tolerance
0.4

A neuronc processor is a group of neurons grown to perform specific functions.

They act as biological co-processors which can enhance the user's ability in certain mundane tasks. Each processor is designed to augment a specific talent skill or a general knowledge skill (for example mathematics, but not gunnery). A processor adds one point to the rating of the skill (to a maximum of 4).

OXYGEN

TL 7

Tolerance
0.3

Maximises lung capacity and creates special reservoirs where oxygen is kept for later

use. Its recipient needs less oxygen and can hold his breath for double the usual amount of time.

RADSHIELD

TL 7

Increases the efficiency of the body's defenses against radiation and speeds

Tolerance
0.5

up the expelling of radioactive substances. It provides a -2 bonus to checks against radiation and increases the damage t# of radiation by one.

RESILIENCE

TL 7

Tolerance
0.5

Fortifies the body with more fat and tougher bones, to provide greater resilience against external threats. Increases Vitality by one die (at +1 cumulative).

SEMI-GILLS

TL 9

Tolerance
0.5

This modification equips the recipient with gill-like structures, enabling him to

breath normally underwater, although he is also able to use his mundane respiratory system when outside water.

Advantageous

Backup arms (8 points): The mutant possesses an extra pair of arms located just below his normal ones. These extra arms are slightly less dexterous, inflicting a +1 penalty on all rolls using them. It is possible for the mutant to use all of his hands simultaneously (imagine a mutant holding four weapons), but such attempts inflict heavy penalties for all arms: +2 for the “good” arm, +4 for the other and +6 for the extra arms. However, possession of the ambidexterity subskill (for the sidearms and armed combat main skills) enables the mutant to attack with both his normal hands with no penalty plus his extra hands with a +2 penalty. Four arms also provide a great advantage in climbing and grappling attacks: all such rolls get a –2 bonus if the mutant puts all of his arms to the task.

Carapace (2 or 4 points): This mutant’s skin is covered by chitinous plates, giving him an insect-like appearance that’s sure to attract attention to him. Although his looks suffer

considerably (+2 to all Comeliness t#s), the carapace offers some protection from external threats. At 2 points, his base unarmored rating becomes –1, while at 4 points it becomes 0.

Chameleon (3 points): The mutant is able to shift the color of his skin to match that of the background, camouflaging him. Provides a –2 bonus for all Stalk and Hide checks.

Cold blood (1 point): The mutant is a cold-blooded creature and capable of surviving extremely low temperatures. Temperatures below –10 C inflict a +1 penalty to his actions, while any temperature below –50 C will force him in hibernation. Temperatures below –100 C are still lethal.

Digestive fluids (3 points): The mutant can secrete digestive fluids from his mouth, much like a fly. These fluids have all the properties of a moderate acid.

Diminished pain (4 points): The mutant almost doesn’t feel any pain and his sense of touch is also greatly diminished. He only suffers half the normal wound modifiers.

Flexible joints (2 points): The mu-

tant’s joints are flexible to the extreme, providing a –1 bonus to Liteness rolls involving their use (like fitting in a tight space or passing through a net of laser detection beams). The mutant is also able to dislocate them in order to fit through bars or escape confinement, but this is very painful and costs him a Stamina point.

Gills (5 points): The mutant has developed gills and is able to breathe underwater.

Heat resistance (2 points): The mutant can survive in high temperatures, up to 100 C for short amounts of time. Moreover, his base unarmored rating against fire attacks becomes 0.

Infravision (3 points): Like snakes, the mutant has receptors for the infrared spectrum, being able to spot heat in the darkness. This decreases all darkness penalties by two, but only for objects producing heat. His infravision extends to 20 meters away.

Magnetto (3 points): The mutant has the ability to focus his body’s natural biomagnetic field into an electro-

magnetic pulse. This pulse can disrupt the function of electronic devices within 5 m, erasing magnetic storage media or locking up computers and mobile phones. Each pulse requires much energy from the mutant, costing him a Stamina point.

Morpheability (6 points): The mutant has extremely advanced and sensitive facial muscles he can use to change the appearance of his face. Although he can’t alter his body mass or eye color, he’s fully capable of changing his face as he likes. Duplication of another face is difficult but possible, albeit with imperfections.

Monstrous strength (3 points): The mutant possesses whole loads of muscle mass, increasing his Conditioning by one die (at +1 cumulative).

Nine inch nails (2 points): The nails of the mutant grow to be long, sharp and very hard, becoming much like wolf claws. The mutant can use them with his Brawling skill to inflict 5-kinetic damage.

Regeneration (8 points): The mutant recovers from injuries with astonishing speed, regaining one Stamina

point per minute and one Constitution point per hour. He can even regenerate lost limbs and organs, but this requires time (one month at least) and plenty of rest.

Snake eyes (3 points): The mutant possesses a mesmerising gaze similar to that of a snake. If he stares into the eyes of another person and that person fails a Determination check, he'll be unable to avert his gaze for as long as the mutant keeps staring in his eyes. A sudden movement on part of the mutant or a strong shock (pain, a loud noise) can break the entrancement.

Supra-digestion (1 point): The digestive system of the mutant is very much capable of dissolving tough and hard materials, like wood or stones, even plastics and metal. A mutant with this advantage can sustain himself on anything he finds.

Walking drug lab (2 points): The mutant's blood is an extremely addictive and potent drug. Even a drop of it can induce prolonged feelings of intense euphoria.

Venom (5 or 7 points): A mutated gland produces poison the mutant

can utilise offensively. At 5 points, the mutant has hollow teeth like most snakes and needs to bite his opponent for the poison to work. At 7 points, the poison is secreted to the saliva and the mutant can spit it at an opponent (it's a contact poison) with a successful Throwing roll. The mutant may choose any type of poison and it always have Potency 4. As a side-effect of the mutation, he's immune to his poison and gets a -1 bonus against poisons of the same kind.

Disadvantageous

Achilles heel (3 points): A specific part of the mutant's body is especially vulnerable to injury. Anyone who knows of this weakness can try to hit that spot by taking a +2 penalty to his attack roll. There is also a 1-in-6 chance that a normal attack will hit this weak spot. A strike at Achilles heel always inflict one extra Constitution point, in addition to any damage successes rolled.

Allergen (2 points): One pretty common substance or material (eg iron

or potatoes) is very allergic to the mutant. Whenever near it, the mutant will suffer from a fast-developing allergy that will cost him one Stamina point per 5 minutes of exposure.

Clown (1 point): The mutant's skin is colored in weird hues. This ought to show to anyone that he's not normal, probably gaining him rejection or harassment from "pure" humans.

Devolution (4 points): The alterations in the mutant have decreased its position in the evolution ladder, so that he resembles an ape more than a human. His Intellect t#s suffer a +1 penalty and he can never have more than one Comeliness die.

Dark half (5 points): The "old brain" of the mutant, the center of the neural system responsible for all the violent, primitive instincts, has developed a consciousness of its own and is fighting for control. At the beginning of each day, the mutant must make a Determination check. If he fails it, the old brain assumes control and the GM is free to let the mutant fly into uncontrollable bursts of anger or acts of cruelty.

Flammable (1 point): The mutant's body has a high concentration of fat, hydrocarbons and other flammable materials, making him less resistant against fire. Any fire attack gets an extra damage die (at +1 cumulative) against him.

Immunity deficiency (1+ points): The immune system of the mutant severely malfunctions, leaving him unprotected against diseases. The mutant suffers a penalty equal to the points of the drawback to any contamination or lethality check.

Incompatibility (7 points): The mutant has a genetic modification which is incompatible with life. His mutation is slowly killing him, giving him a life expectancy of one year at most.

Mermaid (2 points): The mutant needs to be in a watery environment to survive. For every 4 hours he's not immersed in water, he loses a Stamina point.

Nocturnal (2 points): The mutant is a nocturnal creature. He normally sleeps throughout the day and is active only during the night.

Sensitive biorhythm (2 points): The

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biomagnetic field of the mutant is very sensitive to alterations. Machines producing electromagnetic fields make him feel nauseous. When around electronic devices, the mutant is at +1 to any action.

Sensitivity (3 points): One of the mutant's sensory organs is especially sensitive against intense stimulants. For example, the mutant's eyes might suffer from loud noises or his eyes from bright light. When the mutant is subjected to such a strong stimulant, he must make an Endurance check or else he loses one Stamina point and the relevant sense shuts down for D6 rounds (ie he's blinded or deaf).

Strange dietary needs (3 points): The mutant absolutely needs an element in his diet which could either be expensive, rare or just dangerous to get (like human blood). He must have it each day or else he begins to waste away, losing one Stamina point per day passing without it.

Thermal intolerance (2+ points): The body of the mutant functions optimally in a narrow range of temperatures, selected by the player. If the

temperature drops below or rises above this point, the mutant suffers a penalty equal to the cost of the drawback minus one to all actions.