

Advanced

HEROES

UNLIMITED

Volume 4: Mutant Animals



STERANKO

Advanced Heroes Unlimited Book IV: Mutant Animals

Design: Marco Ferraro

Copyright © 1990, 2005 and 2018 Palladium Books Inc. & Kevin Siembieda; all rights reserved world wide. No part of this work may be sold, distributed or reproduced in part or whole, in any form or by any means, without written permission from the publisher. All incidents, situations, institutions, governments and people are fictional and any similarity to characters or persons living or dead is strictly coincidental.

Rifts®, The Rifter®, RECON®, Splicers®, Palladium Books®, Phase World®, The Palladium Fantasy Role-Playing Game®, Megaverse®, Nightbane®, The Mechanoids®, The Mechanoid Invasion®, Coalition Wars® and After the Bomb® are Registered Trademarks of Palladium Books Inc. Heroes Unlimited, Beyond the Supernatural, and other published book titles, names, slogans and likenesses are trademarks of Palladium Books Inc. and Kevin Siembieda.

Nightlands™, Heroes Unlimited™, Villains Unlimited™, Powers Unlimited™, Aliens Unlimited™, Beyond the Supernatural™, Boxed Nightmares™, Dead Reign™, Warpath: Urban Jungle™, Ninjas & Superspies™, Mystic China™, Triax™, Arzno™, MercTown™, Mindwerks™, Vampire Kingdoms™, Federation of Magic™, Juicer Uprising™, Phase World™, Wormwood™, Psyscape™, Cyber-Knight™, Glitter Boy™, Juicer™, Mind Melter™, Psi-Stalker™, Coalition States™, Northern Gun™, Dog Boy™, SAMAS™, Wilk's™, Erin Tarn™, Emperor Prosek™, Naruni™, Naruni Enterprises™, Splugorth™, Mega-Damage™, M.D.C., S.D.C.™, I.S.P.™, P.P.E.™, O.C.C., R.C.C., is a trademark owned and licensed by Palladium Books, Inc. and Kevin Siembieda.

Contents

Foreword	3
Additional Mutant Animals	4

Foreword

I thought the first 3 volumes would be enough to cover everything Heroes Unlimited. Then I saw how much space just the extra mutant animals section would take up, and realized we would need a fourth book. So here we go. What follows are a lot of additional animals missing from After the Bomb and Heroes Unlimited.

None of these were written by me. They have been taken from various now defunct websites from around the net.

Aardvark

Description: Aardvark (Afrikaans for “earth pig”) also called an Antbear, is a burrowing ant-eating mammal. It is found south of the Sahara to the Cape of Good Hope. It lives in burrows and feeds primarily on ants and termites mainly at night. It has chisel-shaped claws to break open termite nests, a tapering tail, and 20 cylindrical rootless teeth.

Size Level: 9

Length: 44 inches

Weight: 132 to 176 lbs

Build: Short

Mutant Changes and Costs

Total BIO-E: 40

Attribute Bonuses: PS. +2, P.P. +1, P.E. +2

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None, mule-like ears stick straight out from the head, the round snout is very long, dark fur covered legs, long slender head, thick greyish skin with sparse coarse hair, and a long naked tail.

5 BIO-E for Partial, ears are large and stick above the head, slender head, colour is ashen or greyish, there is a noticeable snout, hair is patchy and coarse except on the legs, and there is still a short naked tail.

10 BIO-E for Full, ears are larger than normal and stick out, jaw and lips protrude, upturned nose, small round teeth, hairy legs, pale hairless and tailless body.

Natural Weapons

5 BIO-E for Digging Claws on forefeet only that does 1D6 damage, -10% to prowl if None or Partial Biped.

Mutant Animal Powers

5 BIO-E for Digging

10 BIO-E for Tunnelling

5 BIO-E for Brute Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Advanced Hearing

Vestigial Disadvantages

-5 for Diet Insectivore

-5 BIO-E for Nocturnal

-10 BIO-E for Poor Sight

-5 BIO-E for Prey Eyes

-5 BIO-E for Reptile Brain Prey

-5 BIO-E for Vestigial Tail

Aardvark: Muhanga (Purebred)

Description: Muhanga is the Swahili name for Aardvarks and for a small group of purebred Aardvark soldiers that have some mysterious connection to Talichiland. They are most often encountered around the Horn of Africa (modern day Somalia, Ethiopia,

and Djibouti) down to Tanzania as mercenaries. They easily resemble their Aardvark cousins. They have managed to breed out their poor eyesight while keeping their keen hearing.

Size Level: 8 (Size min 7, max 10)

Length: 40 inches

Weight: 140 lbs

Build: Short

Mutant Changes and Costs

Total BIO-E: 35

Attribute Bonuses: PS. +5, P.P. +1, P.E. +2

Human Features

Hands: Full

Biped: Full

Speech: Partial

Looks: Partial, ears are large and stick above the head, slender head, colour is ashen or greyish, there is a noticeable snout, hair is yellow and coarse except on the legs, and there is a short naked tail.

Natural Weapons

Digging Claws on forefeet only that does 1D6 damage.

Mutant Animal Powers

Automatically gets Digging

Automatically gets Advanced Hearing

5 BIO-E for Brute Strength

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

Vestigial Disadvantages

-5 for Diet Insectivore

-5 BIO-E for Nocturnal

-5 BIO-E for Reptile Brain Prey

-5 BIO-E for Vestigial Tail

Albino Sewer Gator (Purebred)

Description: For the longest time humans have had the almost genetic need to acquire newborn alligators to keep as pets, when the effect of this instinctive imperative has passed, most would dispose of their now unwanted pet, by sacrificing it to the drainage and sewer systems. The underground network of tunnels has been more than accommodating to the little reptiles with very few predators and a large enough food supply. Over the centuries these poor rejects have evolved and adapted to their new homes. Albino Sewer Gators come in two varieties, the "lesser" or "midget" gators, who reach a maximum height of around 1.5 metres, and the "greater" or "overlord" gators which can reach heights of up to 3 metres; there are also rumour of a third larger offshoot with a more animalistic behaviour, both feared and venerated by the other two types of mutant gators, so far not one of these giants has ever been seen. After The Crash the sewer gators built their civilization expanding the sewer and subway systems of most major cities; it is only natural that these endeavours have brought them into conflict with

various underground cities of the moles. Their civilization is mostly tribal, in constant raids and wars with whoever happens to be their neighbours. The Overlords or Greater gators tend to be the ruling elite and bully the smaller gators into servitude.

Size Level: Lesser: 8 (Minimum 6, Maximum 10) Greater: 12 (Minimum 8, Maximum 16)

Build: Lesser: Short Greater: Long

Mutant Changes & Costs

Total BIO-E (for Psionics, Size Level and Animal Powers Only!): Lesser: 35 Greater: 15

Attribute Bonuses: Lesser: +2 PS. brute strength, +5 P.E. Greater: +5 PS. beastly strength, +5 P.E.

Human Features

Hands: Full

Biped: Partial

Speech: Partial

Looks: None. A bipedal albino alligator, with large milky white eyes

Natural Weapons

Automatically gets Teeth that do 2D4 damage (2D6 for greater sewer gators).

Mutant Animal Powers

Automatically gets Light Natural Body Armour, A.R.: 9 SDC.: +20, and Hold breath 5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Mental Endurance Lesser Albino Sewer Gator only

10 BIO-E to replace Light Natural Body Armour for Medium Natural Body Armour, A.R. 11, and SDC.: +40

5 BIO-E for Predator Burst Greater Albino Sewer Gator only

10 BIO-E for Alligator Quick Run, same as mutant Alligator/Crocodile (AtB pg. 77)

Vestigial Disadvantages

Automatically gets Diet: Carnivore, Nocturnal Metabolism: although not really nocturnal, the mutant sewer gators are not really used to being under direct sunlight, the same penalties apply, except that the character does not feel sleepy during the day.

Automatically gets Agoraphobic when confronted with wide open spaces, the character must roll vs Insanity (12) or be overcome with fear, if he fails the saving throw roll reduce number of attacks per melee round, combat bonuses and Spd by half for 2D6 minutes.

- 5 BIO-E for taking Colour Blindness

- 5 BIO-E for taking Vestigial Tail

- 10 BIO-E for taking Reptile Brain: Predator

Ape: Baboon

Description: There are five species or subspecies of Baboon. All of the different Baboons are very similar differing only in size and minor colour variations. They have long dog-like muzzles, close-set eyes and powerful jaws. Thick fur covers their bodies except on their muzzles. They all have short tails and rough bottoms for sitting comfortably. While they are omnivorous, they prefer a vegetarian diet. Hamadryas males are often twice as large as females with a silver-white fur and large white mane. Females are brown and maneless. Both have red faces. They prefer semi-desert areas, savannahs and rocky area of northeast Africa and southwest Arabia. They are also called Sacred Baboons.

Guinea Baboons range over Guinea, Senegal, Gambia, Mauritania and Mali. They are reddish brown with a dark-violet or black face surrounded by a small mane. Olive Baboon also called the Anabas Baboon range from Mali to Ethiopia down to Tanzania. Some isolated troops can be found in mountainous regions of the Sahara. It prefers savannahs, steppes and forest. Their skin is olive-green with a black face. Males have a mane and larger canines. Yellow Baboon is slim body with yellowish-brown fur. Their hairless face is black with white sideburns. They have a long tail almost the length of their body. They are found from Kenya to Tanzania to Zimbabwe and Botswana. Chacma Baboon is dark brown or grey, maneless and the largest of the Baboons.

Size Level: Hamadrayas males 5, females 4. Guinea and Yellow males 7. Olive and Chacma males 6. All other females 5.

Length: Hamadrayas 24-30in. Guinea 27in. Olive 30in males, 24in females. Yellow 33in males, 24in females. Chacma 59in males, 43in females.

Weight: Hamadrayas 40lbs males, 20lbs females. Guinea 50-90lbs males, 28-50lbs females. Olive 55lbs males, 31lbs females. Yellow 59-97lbs males, 31-37lbs females.

Chacma 73lbs males, 33lbs females.

Build: Short

Mutant Changes and Costs

Total BIO-E: Hamadrayas, Olive and Chacma 45. Guinea and Yellow 35.

Attribute Bonuses: I.Q. +1D4, M.E. +1, P.E. +4, Spd. +2

Human Features

Hands: Automatic Partial, 5 BIO-E for Full

Biped: Automatic Partial, 5 BIO-E for Full

Speech: 5 BIO-E for Partial, 10 BIO-E for Full

Looks: None, Long dog-like muzzle, fur covered body with hairless palms and muzzle, long slender arms and lengthy tail, brown or black eyes.

5 BIO-E for Partial, Long muzzle, hairy body with thick head fur, slender arms and shorter tail (about quarter of body length), brown eyes.

10 BIO-E for Full, Large nose and prominent chin, thick head hair and sideburns, narrow hips and broad shoulders, have a human looking dog face.

Natural Weapons

5 BIO-E for 1D6 Bite.

10 BIO-E for 2D6 Bite.

5 BIO-E for 1D4 Razor Fingernails

Mutant Animal Powers

10 BIO-E for Advanced Vision

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extraordinary Speed

5 BIO-E for Advanced Touch

Vestigial Disadvantages

-5 BIO-E for Nearsightedness

-5 BIO-E for Vestigial Tail

New Vestigial Disadvantages:

Poor Sight

-10 BIO-E

The character suffers from poor eyesight. Unlike nearsightedness the character can see far and near with colour vision. Vision is dull and slightly blurred, objects lack detail and some become nothing more than shapes. The animal has been known to run into bushes, trees and walls when fleeing or running. The character suffers -1 to strike with projectile weapons and -2 parry. Also suffers -5% to skill that require detailed sight like Electrical Engineering, but not Identify Plants & Fruits which can rely on both smell and taste.

Characters can also have Colour Blindness, Nearsighted and/or Prey Eyes all with cumulative effect. They can not take any heightened sight powers.

Ape: Mandrill and Drill

Description: Mandrill and Drill are closely related to baboons and share some similarities. Mandrills have a olive collared fur with yellow beards. Male have a colourful face and rump of red and blue. Often heavier males with have a mane or cape at the shoulders. Mandrill are found in tropical rainforests of west Africa (Nigeria, Cameroon, Gabon and Congo). They are omnivores eating various plants, insects and small animals. Drills are found in lowland, coastal and riverine forests of west Africa. They are look very much like a Mandrill but instead of the colourful face theirs is jet black except for their bright red lower lip. Their rumps are a bright red.

Size Level: 6

Length: 24-30 inches (61-76cm)

Weight: 55 lbs. (25kg) males, 25 lbs. (11.5kg) females.

Build: Short

Mutant Changes and Costs

Total BIO-E: 40

Attribute Bonuses: I.Q. +2, M.E. +1, PS. +1, P.E. +4

Human Features

Hands: Automatic Partial, 5 BIO-E for Full

Biped: Automatic Partial, 5 BIO-E for Full

Speech: 5 BIO-E for Partial, 10 BIO-E for Full

Looks: None, Long dog-like (colourful for Mandrills or black for Drills) muzzle, fur covered body with hairless palms and muzzle, large colourful rump, long slender arms and stubby tail, brown eyes.

5 BIO-E for Partial, Long (colourful for Mandrills or black for Drills) muzzle, hairy body with thick head fur, slender arms, smaller colourful rump, brown eyes.

10 BIO-E for Full, Large nose and narrow chin, thick head hair and sideburns, narrow hips and broad shoulders, skin tends to have a blue or a red tint.

Natural Weapons

5 BIO-E for 1D4 Bite.

10 BIO-E for 2D4 Bite.

Mutant Animal Powers

10 BIO-E for Advanced Vision

10 BIO-E for Advanced Smell

5 BIO-E for Extra Intelligence Quotient
5 BIO-E for Extra Mental Affinity
10 BIO-E for Extra Mental Endurance
5 BIO-E for Brute Strength
10 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Physical Endurance
10 BIO-E for Advanced Touch
Vestigial Disadvantages
-5 BIO-E for Nearsightedness
-5 BIO-E for Musk Glands

Ape: Orang-utan

Description: Orang-utans are the only great ape that lives in Asian, specifically Borneo and Sumatra. The two populations are separate species. They live in tropical forests and many adults will never touch the ground being so well adapted and finding water in tree holes. They are omnivorous with their favourite food being fruit, by about age 10 most will have learned to identify over 200 different food plants. Orangs prefer to spend their time alone coming together only to mate. Males are very territorial. They have a thin shaggy coat of reddish brown, sloping forehead and a bulging snout. Their arms are much longer (up to eight feet for some males) than their short weak legs. Adult males sport large cheek pads that continue to growing for much of their life. Their feet are often used as hands

Size Level: 9 males, 8 females

Length: 5 feet (1.5m)

Weight: 110-198 lbs (50-90kg) males, 66-110 lbs (30-50) females

Build: Medium

Mutant Changes and Costs

Total BIO-E: 25

Attribute Bonuses: I.Q. +1d6, M.E. +2, Brute Strength, PS. +4

Human Features

Hands: Automatically Full

Biped: Automatically Partial or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None, High sloping forehead with bulging nose, dark eyes, shaggy brown or orange fur with hairless palms. Shoulders seem to slope and arms hang or reach the ground. Legs are short and weak. Males have a large round face with cheek pads.

5 BIO-E for Partial. Flat features with large forehead, wide nose and dark eyes. Shaggy but thin body hair of orange or brown colour. Shoulders are sloped and broad with very long arms that hang past the knees. Short weak legs with a slight swing to walk. Males tend to be balding with a full beard and have a very round and chubby face.

10 BIO-E for Full. Facial features are slightly flat with a with nose and dark eyes. Body hair is thin and most are bald with sideburns. Males have chubby cheeks and often a full beard. Arms are slightly long often to the knees. Legs are short compared to the rest of the body.

Natural Weapons

None

Mutant Animal Powers
5 BIO-E for Advanced Vision
5 BIO-E Prehensile Feet
5 BIO-E for Extra Intelligence Quotient
10 BIO-E for Extra Mental Affinity
10 BIO-E for Extra Mental Endurance
5 BIO-E for Beastly Strength
10 BIO-E for Crushing Strength
10 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Physical Endurance
5 BIO-E for Advanced Touch
Vestigial Disadvantages
-5 BIO-E for Diet: Herbivore
-10 BIO-E for Nearsightedness

Argentodon

Description: The biggest flying bird ever. Argentodon looked like a huge vulture and lived by hunting.

Size Level: 11

Length: Wingspan of up to 25 feet

Weight: to 245 pounds

Build: Medium

Mutant Changes and Costs

Total BIO-E: 35

Attribute Bonuses: PS: +3

Human Features:

Hands: 5 BIO-E for Partial (on the wings)

10 BIO-E for Full (on the wings)

20 BIO-E for separate Full hands and arms

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None. Vulture like head with beak and crooked neck. Large body with powerful legs and splayed feet.

5 BIO-E for Partial. Prominent hunchback face with beak, crooked neck, feathers and birdlike legs and feet.

10 BIO-E for Full. Head with big hooked nose, and large round eyes. Long neck, bent forward, with huge shoulders. Thick body with lean legs.

Natural Weapons

5 BIO-E for 1D6 Talons on hands.

10 BIO-E for 2D6 Talons on hands.

5 BIO-E for 1D6 Talons on feet only.

10 BIO-E for 2D6 Talons on feet only.

5 BIO-E for 1D4 damage Beak

10 BIO-E for 2D4 damage beak.

Mutant Animal Powers

10 BIO-E for Glide
 15 BIO-E for Basic Flight
 20 BIO-E for Soaring Flight
 5 BIO-E for Extra PE
 10 BIO-E for Advanced Hearing
 10 BIO-E for Advanced Smell
 10 BIO-E for Internal Compass
 Vestigial Disadvantages
 -10 BIO-E for Diet: Carnivore
 -10 BIO-E for Reptile Brain: Predator
 -10 BIO-E for Nearsightedness
 -10 BIO-E for Vestigial Wings; wings that do not work.
 -20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Aye-Aye

Description: The Aye-Aye is an arboreal, nocturnal primate native to eastern Madagascar. It is the largest nocturnal primate noted for its rodent-like teeth and long, thin middle finger. The teeth are used to chew holes in wood then the middle finger is inserted into the hole to pull grubs out, though Aye-Ayes are omnivorous. Aye-Ayes have dark brown or black fur with white 'guard hairs' at the neck as well as a bushy, squirrel-like tail. The face bears a resemblance to a rodent or racoon, with beady, bright, luminous eyes.

Size Level: 2

Length: 11.8-14.6 inches (30-37 cm) with a 17.3-20.9 inch (44-53 cm) long tail.

Weight: 4-6 lbs (2.2 to 2.7 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +3 to I.Q., +2 to M.E., and +3 to P.P.

Human Features

Hands: Automatically partial or 5 BIO-E for full.

Biped: Automatically partial or 5 BIO-E for full.

Speech: 5 BIO-E for partial; 10 BIO-E for full.

Looks: None. Looks like the basic animal, although probably considerably larger.

5 BIO-E for partial. Humanoid with somewhat more human face with a slight muzzle, pointed nose, widely spaced bright eyes, small pointed ears on top of head, short thick neck, thick body with short arms and legs. May have a long, prominent fluffy tail.

10 BIO-E for full. Human shape, pointed nose, sharp facial features, slightly pointed ears, powerful build and thick crop of bushy hair on head (dark brown or black with white tips).

Natural Weapons:

5 BIO-E for biting Teeth that do 1D6 damage.

5 BIO-E for 1D6 damage Climbing Claws.

10 BIO-E for Rodent Gnawing Teeth (as per Rodent, ATB2, page 130) that do 2D4 damage.

10 BIO-E for 1D6 damage Razor-Sharp Nails.

Mutant Animal Powers:

5 BIO-E for Nightvision.

5 BIO-E for Prehensile Feet; use as partial hands.

5 BIO-E for Advanced Touch.

5 BIO-E for Leaping: Rodent.

10 BIO-E for Advanced Vision.

10 BIO-E for Leaping: Feline.

15 BIO-E for Righting Reflex.

15 BIO-E for Extra Limb: Fluffy Tail; (as per Squirrel, ATB2, page 135).

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Tail

-10 BIO-E for Nocturnal.

-10 BIO-E for taking Diet: Carnivore.

Badger (Mammal/Carnivore/Weasel)

Description: Badgers are squat, carnivorous animals who spend most of their time digging into the underground nests of their prey.

Size Level: 4

Length: 25-28 inches

Weight: 12-16 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

PS. +3

P.P. +1

P.E. +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, heavy fur, prominent white stripe starting at nose and running straight back, snouted face, heavy body and limbs, short furry tail.

5 BIO-E for Partial, white and black face markings, heavy fur, large squat body.

10 BIO-E for Full, white streak in hair and heavy white sideburns, heavy, powerful build, strong features.

Natural Weapons: 5 BIO-E for 1D6 Bite damage

5 BIO-E for IDS Claw damage

Powers:

5 BIO-E for Digging

10 BIO-E for Tunnelling
5 BIO-E for Nightvision (50 feet)

Bandicoot

Description: The Rabbit-Eared Bandicoot, sometimes called a “bilby,” looks like a cross between a rabbit and a rat. They are actually possum-like creatures that live on insects and small animals, as well as vegetables. They come in long and short nosed varieties, with a total of at least 17 different species. They burrow like rabbits.

Size Level: 2

Length: to 22 inches

Weight: to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Long head, tapering down to a long nose at the end the snout. Huge rabbit ears. Long, silky hair and a bristly tail.

5 BIO-E for Partial. Narrow snout with a long nose. Large ears at top of the head. Fur covered body with thin arms and legs.

10 BIO-E for Full. A long, pointy nose and large pointy ears. Body will be well-muscled, with a slim upper body and somewhat larger hips.

Natural Weapons:

5 BIO-E for 1D6 Claws: Standard

Mutant Animal Powers:

10 BIO-E for Digging

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Prehensile Tail (as Partial Hand)

Vestigial Disadvantages:

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Vestigial Tail
-5 BIO-E for Vestigial Ears.

Barracuda

Description: These long, silvery fish are more feared than sharks in many areas. Their reputation is earned more from their habit of following divers than actually attacking them.

Size Level: 15

Length: to 10 feet long

Weight: to 450 lbs.

Build: long

Mutant Changes and Costs

Total BIO-E: 15

Attribute Bonuses: None

Human Features:

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: None. No legs at all, simply a long tail, character will be able to crawl at 1/4 maximum speed while on dry land, but gets +2 to parry and dodge while underwater and can swim twice as fast as normal

10 BIO-E for Partial. Rear fins have mutated into simple limbs.

15 BIO-E for full: rear fins have mutated into perfect legs

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: none: long, very thin body with short arms, silver scales, long face with large, round eyes and large, pointed mouth filled with sharp teeth, small dorsal fin in middle of back, webbed fingers and toes

5 BIO-E for Partial: long, thin body, short arms, mouth extends forward noticeably, large eyes, silvery skin, small ridge in middle in back, slight webbing between fingers and toes

10 BIO-E for Full: very thin body, arms are slightly shorter than average, wide mouth filled with sharp teeth, small ridge for nose, shiny skin, large eyes, slight webbing between toes

Natural Weapons

5 BIO-E for 1D8 Teeth

10 BIO-E for 2D8 Teeth

Mutant Animal Powers

5 BIO-E for Breathe Underwater

5 BIO-E for Swim Skill equal to 90%

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Vision

10 BIO-E for Brute Strength

10 BIO-E for Nightvision

10 BIO-E for Advanced Vision

Vestigial Disadvantages

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Reptile Brain: Predator

- 10 BIO-E for Nearsightedness
- 10 BIO-E for Prey Eyes
- 15 BIO-E for Aquatic Vestigial Skin (must keep skin moist or it will dry out. Suffers heat exposure for every half hour it is out of water.
- 15 BIO-E for Aquatic Respiratory System (breathes water)
- 10 BIO-E Temperature Sensitivity: mutant suffers exposure to heat and cold twice as fast as normal. Takes double damage from heat and cold attacks
- 5 BIO-E for Webbed Hands and Feet (only if character has both hands and feet)

Bat: Disk-Winged Bat

Description: Like other bats, the disk-winged bat is a flying mammal. They are unique in that they possess special suction cups, little, flexible sucker disks at the bases of their thumbs and ankles. These allow them to climb smooth surfaces with ease. Unlike other bats, who perch upside-down, hanging from their feet, the Disk-Winged Bat sleeps in an upright position, using its suction cups to cling to “bed.” Bed in usually the inside of a curled-up banana leaf that hasn't opened yet. Unlike other bats, baby disk-winged bats are carried everywhere by their mothers until they've reached half their adult weight.

Size Level: 1

Length: body to 2 inches, tail to 1.25 inches, wingspan to 9.75 inches.

Weight: under 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

I.Q.: +1

M.A.: +1

P.P.: +1

Spd.: +1

HUMAN FEATURES

Wings: Unless the character buys Extra Limbs to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial, at the end of the wings (applicable even with arms and hands)

10 BIO-E for full, at the end of the wings (applicable even with arms and hands)

20 BIO-E for Extra Limbs, a set of fully developed arms and hands.

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Body is a bushy ball of brown fur, with a white belly. Squashed-in face, like a miniature pug dog, with large, leaf shaped, pointed ears. Uprturned nose and snout.

Arms and legs are long and skinny.

5 BIO-E for Partial: Big ears on top of a small, snouted head. Pig-like nose and mouth, with widely spaced eyes. Arms and long and skinny, ending in gaunt, thin hands. Legs are skinny and bowed. Thick fur on head, face, and body.

10 BIO-E for Full: Pug-nosed, with small bright eyes, a wide mouth, and oversized, slightly pointed ears. Bristly brown hair on head. Body is rounded and short, with long arms and legs.

Natural Weapons:

5 BIO-E for 1D6 Teeth.

10 BIO-E for Razor Fingernails that do 1D6 damage.

Mutant Animal Powers:

5 BIO-E for Sonar

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Glide

10 BIO-E for Basic Flight

20 BIO-E for Acrobatic Flight

20 BIO-E for Silent Flight

5 BIO-E for Advanced Smell

5 BIO-E for Hibernation

10 BIO-E for Large Suction Cups. These are located on the wrists and ankles and allows the character to stick to virtually any surface, to walk across walls, and to even stick to the ceiling. Of course, they can also be used for sticking onto other things, or for grabbing. Attaching and releasing can done automatically. Occasionally, if the surface is too dry, the character will have to wet the suction cups in order to get a good grip, usually by licking the palms, and then touching hands to feet. The suction cups are nearly the full width of the palm, and are difficult to conceal. Each suction cup can handle a load roughly equivalent to the character's PS. Lifting ability.

15 BIO-E for Small Suction Cups. These are located on the fingers and toes, and are similar to the larger version. These suction cups are easier to conceal, mostly because of their size, just the size of a fingerprint or toeprint. Each cup can handle a load equal to about a quarter of the character's PS. Lifting ability.

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Prey

-10 BIO-E for Diet: Insectivore

-5 BIO-E for Colour Blindness

-5 BIO-E for Nearsightedness

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Vestigial Wings; wings that do not work.

Bat: False Vampire Bat (Linneaus' False Vampire)

Description: The largest of American bats, the false vampire is not a blood sucker, but is a hunting carnivore. Their major prey is small animals like mice, birds, and other bats. Instead of attacking from the air, the false vampire lands before striking. Using its nimble legs and folded arms, it scurries quickly, but stealthily, towards its intended target. Then the killing stroke is always a leaping pounce, delivering enough force to cause a fatal blow to the head or neck.

Size Level: 2

Length: body to 5.25 inches, wingspan to 42 inches.

Weight: to two pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

I.Q.: +1

M.A.: +1

PS.: +1

P.P.: +1

HUMAN FEATURES

Wings: Unless the character buys Extra Limbs to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial, at the end of the wings (applicable even with arms and hands)

10 BIO-E for full, at the end of the wings (applicable even with arms and hands)

20 BIO-E for Extra Limbs, a set of fully developed arms and hands.

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Very long, snouted head, similar to a horse head. Huge, rounded ears, and up-turned, leaf of flesh that sticks up on top of the nose. Thick fur on the back of the skull and on the body. Long arms, twice the length of the legs. Arms and legs are thin but muscular. Hands and feet are lean and bony.

5 BIO-E for Partial: Horse-shaped appearance, with flap of loose skin at the tip of the nose. Thick neck and body, with overlong arms and relatively short legs. Bristly fur on top and back of head and covering the torso.

10 BIO-E for Full: Long face, with high forehead and widely spaced eyes. Slight bulbous knob at the end of the nose. Oversized ears and mouth. Body is lean and muscular. Arms are very long and lean. Bristly reddish hair.

Natural Weapons:

5 BIO-E for 1D6 Teeth.

5 BIO-E for Razor Fingernails that do 1D6 damage.

10 BIO-E for Razor Fingernails that do 2D6 damage.

Mutant Animal Powers:

5 BIO-E for Sonar

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

5 BIO-E for Extra Physical Prowess

10 BIO-E for Glide

20 BIO-E for Basic Flight

5 BIO-E for Advanced Smell

5 BIO-E for Hibernation

5 BIO-E for Predatory Burst

5 BIO-E for Leaping: Rodent

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Carnivore

- 5 BIO-E for Colour Blindness
- 5 BIO-E for Nearsightedness
- 10 BIO-E for Nocturnal Metabolism
- 10 BIO-E for Vestigial Wings; wings that do not work.

Bat: Fisherman Bat

Description: A bat, one of the family of flying mammals, but adapted specifically for locating and catching fish. Their sonar sense is even more developed than other bats, allowing them to detect fish in the water. Their other major adaptation is their long, clawed toes, which they use for scooping their prey out of the water.

Size Level: 1

Length: body to 3.25 inches, tail to 2.5 inches, wingspan to 12.5 inches.

Weight: up to 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

I.Q.: +1

M.A.: +1

P.P.: +2

HUMAN FEATURES

Wings: Unless the character buys Extra Limbs to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial, at the end of the wings (applicable even with arms and hands)

10 BIO-E for full, at the end of the wings (applicable even with arms and hands)

20 BIO-E for Extra Limbs, a set of fully developed arms and hands.

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Relatively small head, but with enormous pointed ears on top, a huge upturned nose, wide mouth, and round, bright, forward-pointing eyes. Body tapers from wide shoulders to slender hips. Arms and legs are long, and very skinny. Hands and feet are long and bony. Soft, thick fur, red on top of head, golden on the rest of the torso, with none on arms and legs.

5 BIO-E for Partial: Ears dominate a snouted head, with a big fleshy nose and large features. Body is muscular, but with noticeably large rib cage and bones. Arms and legs are very long and thin. Fuzzy red hair on head, thick blond hair on the chest, shoulders, and back.

10 BIO-E for Full: Big ears, with points, and a long, pointed nose. Body builder shoulders and upper arms, but slim hips and undersized lower arms and legs. Red hair on top of head, but blond hair on body.

Natural Weapons:

5 BIO-E for 1D6 Teeth.

10 BIO-E for 2D6 Foot Claws.

Mutant Animal Powers:

5 BIO-E for Sonar

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Glide

20 BIO-E for Basic Flight

5 BIO-E for Hibernation

20 BIO-E for Advanced Sonar. Means that character has very large, flexible ears, at least as large as a hand. Beyond the abilities of regular sonar, it also allows the character to actually get a sense of what lies beyond certain surfaces. With water, that means detecting the motions of objects several feet beneath the surface without entering or touching the water. How deep the advanced sonar will detect something depends on the relative sizes and movements of underwater objects, as well as how calm the water is. Generally, in still water, moving objects of size level 10 or less can be spotted up to 25 feet (7.6 m) down. Larger moving objects, like whales or submarines, are noticeable up to 150 feet (46 m) down. Wind-blow water cuts the range by 75%, and in rain or stormy weather, only objects just below the surface, about one yard/meter, will be sensed. This ability also works for detecting motion and figures behind thin, or very rigid surfaces, such as glass, metal or plywood, so long as there is noise or vibration on the other side. For example, if the bat character wanted to find out the contents of a car with mirrored windows, and if there was some noise coming from inside, such as the engine running or the radio playing, then it would be possible to detect the exact number, position and shape of all the objects inside the car, just by sensing the vibrations on the window glass. The same tricks works to detect movement and objects through single layers of most substances that vibrate easily. Does not work through plaster, wood, brick, cinder block, or stone.

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Prey

-15 BIO-E for Diet: Carnivore (Fish Only)

-10 BIO-E for Nearsightedness

-5 BIO-E for Colour Blindness

-5 BIO-E for Nearsightedness

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Vestigial Wings; wings that do not work.

Bat: Vampire Bat

Description: Vampire bats are the only mammals classified as parasites. That's because they are completely dependent on other creatures for their only food, blood. They approach their prey first by flying overhead. Then, when they've sniffed out a likely target, they land nearby. At that point they use their agile legs and folded-up wings to run and leap up to their target, usually a large mammal like a cow. Making a tiny incision in the skin with their four razor-sharp canine teeth, they proceed to suck the blood out of the victim, rolling up their tongue to use as a straw. Although the actual blood loss is too small to do much damage, the danger is from contracting rabies, a disease that vampire bats transmit all too easily.

Note on Blood Loss (expansion by me, not in the book): the blood loss is small in the natural size of the vampire bat, but upon gaining any amount of size levels, vampire bats can be deadly. The damage from blood loss is determined by the size level. The damage is the characters size level per melee round. So a size level 7 vampire bat does 7 damage direct to Hit Points from blood loss, per melee round. Depending on how hungry the bat is, the blood loss could continue for 1D6 melee rounds.

Size Level: 1

Length: body to 3.5 inches, wingspan to 7 inches.

Weight: to 3 ounces

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

M.E.: +2

P.P.: +1

Spd.: +1

HUMAN FEATURES

Wings: Unless the character buys Extra Limbs to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial, at the end of the wings (applicable even with arms and hands)

10 BIO-E for full, at the end of the wings (applicable even with arms and hands)

20 BIO-E for Extra Limbs, a set of fully developed arms and hands.

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Head like a bulldog, with large, leaf-shaped, pointed ears, and round, bright eyes. The snouts upper part is a fleshly, large nose with the tip upturned all the way above the eyes, and the lower lip is also fleshy, but split in two and hanging down below the chin. Body is rounded, with a hunchback appearance. Arms are very long, capable of touching the ground while upright, and both arms and legs are long and skinny. Entire body, except for the arms, legs, and the nose and lips, is covered with thick black fur, splotched with white on the underbelly.

5 BIO-E for Partial: Prominent pointed ears on top of the head. Big, upturned nose, and big, downturned lower lip. Muscular, barrel-like body, with very long arms, and thin arms and legs. Thick black hair, with white highlights, on head, chest, shoulders and back.

10 BIO-E for Full: Pug-nosed, with bright eyes, a wide mouth with thick lips, and oversized, pointed, ears. Bristly black hair with streaks of grey. Body is muscular and broad shouldered, with long arms and legs.

Natural Weapons:

5 BIO-E for 1D8 Teeth.

10 BIO-E for Razor Fingernails that do 1D6 damage.

Mutant Animal Powers:

5 BIO-E for Sonar

10 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Endurance

5 BIO-E for Beastly Strength
 5 BIO-E for Extra Physical Prowess
 5 BIO-E for Extra Speed
 10 BIO-E for Glide
 20 BIO-E for Basic Flight
 5 BIO-E for Advanced Smell
 5 BIO-E for Hibernation
 5 BIO-E for Predator Burst
 5 BIO-E for Leaping: Rodent
 15 BIO-E for Thermo-Imaging Vision. A unique, short range sense that enables the natural bat to actually see the warmth of the blood coursing through the largest veins and those closest to the surface of his victim's skin. In game context, the mutant can see heat emanations from nearby individuals and objects, such as a warm car engine or somebody hiding a few feet away behind a bush. Range is limited to about five feet (1.5 m).
 Vestigial Disadvantages:
 -5 BIO-E for Reptile Brain: Predator
 -20 BIO-E for Diet: Carnivore (Blood Only)
 -5 BIO-E for Colour Blindness
 -5 BIO-E for Nearsightedness
 -10 BIO-E for Nocturnal Metabolism
 -10 BIO-E for Vestigial Wings; wings that do not work.

Bear: Giant Short-Faced

Description: *Arctodus simus* was the largest bear to ever have lived and is from the Ice Age. It has longer limbs and is more slender than modern bears. They have a short broad muzzle with powerful jaws. They are pure carnivores and scavengers unlike their cousin bears. They also do not have the ability to hibernate, but can stand on its hind legs.

Size Level: 19

Length: 59+ inches (1.5+ m)

Weight: 1500 lbs (680 kg)

Build: Short

Mutant Changes and Costs

Total BIO-E: 0

Attribute Bonuses: PS. +1D6+8, Brute Strength, P.E. +4, SDC. +3D6

Human Features

Hands: 5 BIO-E for Partial, 10 BIO-E for Full

Biped: Automatically Partial, 5 BIO-E for Full

Speech: 5 BIO-E for Partial, 10 BIO-E for Full

Looks: None. Large bear with a short broad muzzle, small eyes, thick fur, small tail, long limbs.

5 BIO-E for Partial. Bear-like face with a broad muzzle, large head, small eyes, thick fur, long muscled limbs, hunched over slightly.

10 BIO-E for Full. Dark circles around small eyes, wide nose, thick hair, plenty of body hair, barrel chest, well muscled limbs.

Natural Weapons

5 BIO-E for 2D4 Heavy Claws

10 BIO-E for 2D6 Heavy Claws
5 BIO-E for 1D6 Teeth
10 BIO-E for 2D6 Teeth
Mutant Animal Powers
5 BIO-E for Advanced Sight
5 BIO-E for Extra Mental Endurance
5 BIO-E for Beastly Strength
10 BIO-E for Crushing Strength
5 BIO-E for Extra Physical Endurance
5 BIO-E for Advanced Hearing
5 BIO-E for Advanced Smell
10 BIO-E for Predator Burst
10 BIO-E for Hold Breath
Vestigial Disadvantages
Automatically gets Colour Blindness
-10 BIO-E for Diet: Carnivore
-10 BIO-E for Musk Glands
-5 BIO-E for Nearsightedness
-5 BIO-E for Reptile Brain: Predator
Note: Giant Animals can sell I.Q. & M.E. and/or P.P. & Speed to get extra BIO-E points without sacrificing size.

Bear: Giant Panda

Size Level: 11

Length: 4-6 feet (1.2 to 1.8 m).

Weight: 220-250 lbs (135 to 180 kg).

Build: Medium.

Mutant Changes & Cost

Total BIO-E: 25

Attribute Bonuses: +3D6 SDC, +4 to PS, Brute Strength, +3 PE, +3 PB and +4 Spd.

Human Features

Hands: Automatically partial or 5 BIO-E for full.

Biped: Automatically partial or 5 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. The giant panda, a black-and-white bear, has a body typical of bears. It has black fur on ears, eye patches, muzzle, legs, and shoulders. The rest of the animal's coat is white.

5 BIO-E for partial. Has the general characteristics similar to a mutant bear (small, humanoid in appearance, defined snout and heavy fur, and massive build) but is distinguished by its black-and-white coat.

10 BIO-E for full. Humanoid with dark circles around small beady eyes; broad or nose; large round dark ears; a lot of thick body hair (dark on the arms, legs, and upper back); powerful build and barrel chest.

Natural Weapons

5 BIO-E for 2D4 damage Heavy Claws.

10 BIO-E for 2D6 damage Heavy Claws.

5 BIO-E for 1D6 damage Teeth.

10 BIO-E for 2D6 damage Teeth.

Mutant Animal Powers

Automatically gets Advanced Sight (can be traded away for colour blind).

10 BIO-E for Bestly Strength.

20 BIO-E for Crushing Strength.

5 BIO-E for Extra Physical Endurance.

10 BIO-E for Extraordinary Speed.

5 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell.

10 BIO-E for Predatory Burst.

10 BIO-E for Hold Breath.

Vestigial Disadvantages

-5 BIO-E for Colour Blindness.

-5 BIO-E for taking Nearsightedness.

-10 BIO-E for taking Vestigial "pseudo thumb" (Special). Over the centuries, Giant Pandas have evolved a "pseudo thumb" formed by an elongated and enlarged wrist bone covered with a fleshy pad of skin. Now this "thumb" gets in the way and reduces the Panda's manual dexterity (-10% on skills requiring manual dexterity).

-10 BIO-E for taking Reptile Brain: Predator.

-10 BIO-E for Musk Glands.

-10 BIO-E for Diet: Carnivore.

-10 BIO-E for Diet: Herbivore.

-15 BIO-E for Diet: Bamboo (Special). Giant pandas are biologically unique. They are closely related to bears and have the digestive system of a carnivore, but they have adapted to a vegetarian diet and depend almost exclusively on bamboo as a food source. Not designed to process plant matter, the panda's digestive system cannot easily break down the cellulose in bamboo, so pandas must eat huge amounts - as much as 83 pounds or about 40 kg, and for up to 14 hours, each day.

NOTES & MORE INFO:

- Unlike other bears, pandas do not hibernate.

- There is on-going debate as to whether this creature is truly a bear or more related to the raccoon, or perhaps in a class of its own, rather than to a bear.

Bear: Tsar Zmedyed (Purebred Brown Bear)

Description: The greatest of the Bears, Tsar Zmedyed (English: King Bear) is a huge and arrogant. They originated from Siberia but have moved and now habit lands from the Urals to the Baltics. Expect to be leaders and expect everyone else to bowing, scrape and promise loyalty to them.

Size Level: 16 (Minimum 14, Maximum 18)

Build: Medium

Mutant Changes and Costs

Total BIO-E: 0

Attribute Bonuses: PS. +12, Brute Strength, P.E. +3

Human Features

Hands: Partial

Biped: Full

Speech: Partial

Looks: None. A large intelligent bear, with round, blunt snout, small eyes, furry ears on top of head, thick fur, short legs and large arms ending with large claws, and small furry tail.

Natural Weapons

Automatically gets 2D6 damage Heavy Claws

5 BIO-E for 1D6 damage Teeth

10 BIO-E for 2D6 damage Teeth

Mutant Animal Powers

Automatically gets Advanced Sight

Automatically gets Winter Topor

5 BIO-E for Beastly Strength

10 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

Vestigial Disadvantages

Automatically gets Diet: Carnivore

-10 BIO-E for Reptile Brain: Predator

-5 BIO-E for Nearsightedness

Beaver

Description: Dam-building rodents with wide, flat tails. They are natural engineers and are very family oriented.

Size Level: 6

Length: to 48 inches

Weight: 40-60 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 40

Attribute Bonuses:

I.Q. +5

M.E. +1

PS. +3

P.E. +1

HUMAN FEATURES

Hands: 5 fingered, Partial Automatic

5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full Looks: None, animal snout, thick, bulky body, webbed fingers and toes, large flat tail, with a thick fur pelt.

5 BIO-E for Partial, snout and pouchlike cheeks, and small eyes and ears, bulky and furry body.

10 BIO-E for Full, large features, powerful build and heavy head and body hair.
Natural Weapons: 5 BIO-E for Teeth that do 1D6 damage.

Powers:

10 BIO-E for Beaver ability to chop wood with the teeth. A character with these kind of teeth can chew through any kind of hardwood or tree trunk at about an inch per melee.

Plastic and metals are not applicable.

5 BIO-E for Advanced Hearing

10 BIO-E for Hold Breath

Note: Swimming must be a learned skill.

Bird: Cassowary

Description: Impressive bird with long, hairlike quills that protect it from underbrush. Three-toed, sharp-clawed feet. Bright blue neck, bright red wattles, and a horny casque (works like a protective horn on the top of the head). Large beak and ear holes.

Size Level: 8

Length: to 5 feet tall.

Weight: to 120 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses:

PS.: +2

P.E.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Note: Unlike other birds, the Cassowary can not gain the power to fly! Thus the Vestigial Wings that are natural to the Cassowary are used to form the hands for the Cassowary.

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; An outlandish head, with bright red wattles (those are the things that hang down from a rooster's or turkey's neck), a bright blue neck and a horn-like cap on top. Other head features include a large, dark beak pierced by two large nose holes, large eyes and ear holes. The body is thick and hunchbacked. Legs are long and muscular, ending in three-toed, sharp-clawed feet.

5 BIO-E for Partial: Bright red face and blue neck, with a brown-black, bony beak. Body is thick and hunchbacked, with long, muscular legs and large feet.

10 BIO-E for Full: Character's face is always flushed/bright red, with the rest of the body being covered in a blue skin. Large featured, thick muscular body, and oversized feet.

Natural Weapons:

5 BIO-E for 1D8 Talons on feet only.

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Endurance
 5 BIO-E for Extra Physical Prowess
 5 BIO-E for Extra Speed
 15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Cassowary to run up to 30 mph for extended periods, and in bursts of speed up to 45 mph (can maintain maximum speed for up to six minutes). +3 to Strike while running, +3 to Dodge while running, +2 to Damage per 20 mph of running speed.
 5 BIO-E for Advanced Vision
 10 BIO-E for Advanced Hearing
 10 BIO-E for Internal Compass
 5 BIO-E for Leaping: Standard
 10 BIO-E for Leaping: Rodent
 5 BIO-E for Light Armour: A.R.: 10, SDC.: +20. Regardless of Looks, the character will be covered with dense black feathers.
 5 BIO-E for Horn Casque that does 1D6 damage in "heat butting" attacks. Also acts as a natural helmet that protects the head, with A.R.: 14 and SDC.: +15 (for attacks that target the head only).
 Vestigial Disadvantages:
 Automatically gets Vestigial Wings (can not fly)
 -15 BIO-E for Diet: Herbivore (Fruit)
 -10 BIO-E for Diet: Herbivore
 -10 BIO-E for Reptile Brain: Predator

Bird: Condor

Description: The largest flying animal in the Americas is a carrion eater like its vulture relatives. The huge Condor never attacks a living creature. Thick feathers, especially in the ruff around the neck, to protect it from the cold of its high altitude homeland.

Size Level: 5

Length: to 50 inches

Weight: to 30 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

PS.: +4

P.E.: +1

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; large body with large wings, scaly head with hooked beak and eyes on the side of the head, long crooked neck, talons on feet.

5 BIO-E for Partial: Prominent hunchback, face with beak, crooked neck, feathers, bird-like legs and feet.

10 BIO-E for Full: Head with sharp features and no hair, long neck, slight hump in back, and huge shoulders; short, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full "looks."

10 BIO-E for Razor Fingernails that do 2D4 damage.

10 BIO-E for 1D6 Talons on hands.

15 BIO-E for 2D6 Talons on hands.

5 BIO-E for 1D6 Talons on feet only.

10 BIO-E for 2D6 Talons on feet only.

5 BIO-E for 2D4 damage Beak

10 BIO-E for 2D6 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Glide

10 BIO-E for Basic Flight

15 BIO-E for Soaring Flight

20 BIO-E for Raptor Flight

5 BIO-E for Advanced Vision

5 BIO-E for Night Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Internal Compass

5 BIO-E for "Terrain Awareness" is a hard power to describe. Condors commonly fly in rough mountain terrain in the middle of dense fog without running into anything. There are numerous reports of hikers hearing the rattling of the Condor's wings (they are very noisy fliers) as they pass overhead by less than three feet. Thus, this power is a sort of psionic, intuitive sense of jutting objects while flying and the ability to avoid bumping into that object even when visually impaired. Adds +2 to dodge while in flight.

Vestigial Disadvantages:

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Wings; wings that do not work.

-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird Chicken

Description: Domestic animal bred for food and egg-laying. Chickens are some of the only known creatures who can see into the ultra-violet.

Size Level: 3

Length: 8 to 12 inches

Weight: 4 to 10 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full Looks: None, small, beaked head, large round body with heavy plumage, thin legs and bird feet.

5 BIO-E for Partial, round head with small beak, large body, thin legs and bird-like feet.

10 BIO-E for Full, light-collared feathers in place of hair, thick body and thin legs.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Ultra-violet Vision

Bird Crow

Description: These clever scavengers live off human crops. They are very intelligent and social. In North America, there are two common species, the Common Raven and the Fish Crow.

Size Level: 4

Length: to 24 inches

Weight: 8 to 15 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

I.Q. +3

M.E. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, beaked head with round eyes on the sides, all black feathers, oval body, thin scaly legs, long tail feathers and birdlike feet.

5 BIO-E for Partial, small beak, thick neck, rounded body, thin legs and large feet.
10 BIO-E for Full, large mouth, small black feathers in place of hair, powerful body, slim legs.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

Bird: Dodo

Description: The Dodo is an extinct bird from Mauritius. It was hunted for its plumage and seemed to have no fear of man.

Size Level: 32 inches tall

Weight: to 45 lbs.

Build: Short

Mutant Changes and Costs

Total BIO-E: 40

Attribute Bonuses: +2 PE, +2 PP, +1 SPD

Human Features:

Hands: All Dodos have vestigial wings

5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None.

5 for Partial.

10 for Full.

Natural Weapons

5 BIO-E for 1d6 damage beak

10 BIO-E for 1d6 damage Talons (feet only)

Mutant Animal Powers

10 BIO-E for Extra PE

10 BIO-E for Extra Spd

5 BIO-E for Brute Strength

10 BIO-E for Internal Compass

5 for Advanced Vision

Vestigial Disadvantages

Automatically has Vestigial Wings that do not function

10 BIO-E for Diet: Herbivore

5 BIO-E for Prey Eyes

10 BIO-E for Reptile Brain: Prey

Birds Duck

Description: There are dozens of separate species of Aquatic birds including ducks, geese, swans and many others. Most are migratory and spend most of their time either flying or on the water. Ducks can Hold Breath.

Size Level: 3

Length: to 24 inches

Weight: to 15 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs

Note: Hands grow on the wing, much like a bat, unless Extra Limbs (arms and hands) are purchased.

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full Looks: None, round head with wide, flat beak, long, flexible neck, very large, feathers, round body, long tail feathers, short legs with webbed feet.

5 BIO-E for Partial, small wide beak, flexible neck, feathers in place of hair, large body, short legs with webbing between fingers and toes.

10 BIO-E for Full, small head, long neck, large round body, slight webbing between fingers and toes.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

10 BIO-E for Float, this is not a swim skill, but the ability to float on the water.

15 BIO-E for insulating water repellent feathers. Cold does 1/2 damage; + 10 SDC.

Bird: Emu (Galaya)

Description: The world's second largest bird after the ostrich. Flightless, they live in small groups, constantly migrating across Australia. Their double feathers are more like hairs than real feathers.

Size Level: 8

Length: to 6 feet tall.

Weight: to 120 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses:

P.E.: +2

Spd.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial
10 BIO-E for Full

Note: Unlike other birds, the Emu can not gain the power to fly! Thus the Vestigial Wings that are natural to the Emu are used to form the hands for the Emu.

Biped: Automatic Full

Speech: 5 BIO-E for Partial
10 BIO-E for Full

Looks: None; Orange eyes on side of head, beak with large nostril holes. Body is round, with long legs ending in taloned feet.

5 BIO-E for Partial: Bony face with widely-spaced orange eyes. Thick body, covered with long hair-like feathers. Long legs and large feet.

10 BIO-E for Full: Large orange eyes, long pointed nose, and long, stringy hair. Long legs with large feet.

Natural Weapons:

5 BIO-E for 1D8 Talons on feet only.

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

25 BIO-E for Bestly Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Cassowary to run up to 30 mph for extended periods, and in bursts of speed up to 45 mph (can maintain maximum speed for up to six minutes). +3 to Strike while running, +3 to Dodge while running, +2 to Damage per 20 mph of running speed.

5 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Internal Compass

10 BIO-E for Leaping: Standard

Vestigial Disadvantages:

Automatically gets Vestigial Wings (can not fly)

-10 BIO-E for Diet: Herbivore

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Prey Eyes

Bird: Flamingo

Description: Gangly in appearance, with outrageously long legs and neck, the flamingo is a specialist in extracting small shrimp and other aquatic life directly from the water. They do this by filling their large beaks with water, then after straining out the water through thousands of tiny teeth, swallowing the creatures that are stuck inside. Their pink colouring comes from the colour of their prey, so the more shrimp they eat the darker red they become. If shrimp are scarce, the flamingo will fade to a lighter pink, and eventually turn completely white.

Size Level: 3

Length: to 4 feet tall (1.2 m), wingspan to 6 feet (1.8 m)

Weight: to 10 pounds (4.5 kg).

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

None

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Note: Hummingbirds cannot hold things in their wings and fly at the same time!

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Small, round head, with downturned beak longer than the head itself. The neck is longer than the legs, thick and flexible. Rounded, humped, back. Legs are ridiculously long and skinny, ending in wide, knobby feet. Covered in plumage that varies from white to pink to bright red, depending on how much seafood the character has been eating.

5 BIO-E for Partial. Rounded head with prominent beak and tiny, rounded eyes. Ears and nose are just holes. Neck is thick and twice the length of the head. Thick, rounded body, with long, thin, knobby legs. Downy feathers on top of head, back of neck, and covering the torso.

10 BIO-E for Full. A dark, oversized beak of a nose, with little eyes and tiny ears. The head is relatively small, and the neck is just as long as the head. Body is squat and wide, with overlong legs. In place of hair there is a covering of downy feathers ranging from white to red, depending on diet.

Natural Weapons:

None

Mutant Animal Powers:

10 BIO-E for Glide

20 BIO-E for Flight: Basic

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed.

Vestigial Disadvantages:

-20 BIO-E for Vestigial Wings

-15 BIO-E for Diet: Carnivore (Seafood Only)

-10 BIO-E for Nearsightedness

Bird: Goose

Description: Large, strong aquatic birds, geese come in many different species and plumage. The most common in Britain are greylag geese, with some white-fronted, pink-footed and Canadian geese among them. Note: Geese were originally covered in TMNT and Other Strangeness under “duck.”

Size Level: 4

Length: 18-36 inches (up to 0.8 m)

Weight: 10-15 pounds (up to 6.8 kg)

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

M.A.: +2

P.E.: +1

Spd.: +1

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Partial Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Small head with prominent flat beak on long neck, very large body with obvious feathers, feathered tail, thin legs with large webbed feet.

5 BIO-E for Partial. Small wide beak, flexible neck, about three times longer than a normal human, short feathers instead of a head of hair, large plump body, webbing between toes.

10 BIO-E for Full. Small head, lock neck (about twice as long as a normal human), large body, slight, but noticeable webbing between the toes.

Natural Weapons:

10 BIO-E for 1D6 Beak

Mutant Animal Powers:

5 BIO-E for Internal Compass

5 BIO-E for Hold Breath

10 BIO-E for Advanced Hearing

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed

10 BIO-E for Float. This is not a swim skill, but the ability to float effortlessly, even while sleeping, on the water. Characters with Flight will be able to take off directly from the surface of the water. Those with Glide or Flight can come down into the water, directly to a floating position.

10 BIO-E for Glide.

20 BIO-E for Basic Flight.

15 BIO-E for Insulating Water Repellent Feathers. Resistant to Cold, Snow, and Rain.

Adds a bonus of +10 to SDC.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Webbed Hands and Feet

-10 BIO-E for Vestigial Wings

-15 BIO-E for No bird tail and wings at all -or- -20 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Gull

Description: Seabirds, with wings and bodies built for soaring and spending long periods on the wing, as well as diving into water from a good height. They have a very light bone structure with a “honeycomb” inside it, giving each bone tremendous strength. Most gulls are white or light grey, with small black areas, but they vary in size from terns and common gulls to such species as the albatross.

Size Level: 3 average, albatross is Size Level 5.

Length: up to 28 inches (0.62 m)

Weight: up to ten pounds (4.5 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 80 (60 for Albatross)

Attribute Bonuses:

PS.: +1

P.P.: +2

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Partial Automatic

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; White plumage, round head with prominent pointed beak, no neck, long round body, thin legs, webbed feet.

5 BIO-E for Partial. Small beak, small, thick neck, rounded body, thin legs, webbed toes.

10 BIO-E for Full. Large mouth, white feathered in place of head of hair, powerful body and arms, thin legs.

Natural Weapons:

5 BIO-E for 1D6 Beak

Mutant Animal Powers:

5 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Brute Strength

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed

15 BIO-E for Reduced Weight. The gull's bones are light, reducing its bodyweight by 25%. This gives the bird an extra +1 to P.P. And +4 to Spd. The bird also gains Leaping: Standard.

10 BIO-E for Float. This is not a swim skill, but the ability to float effortlessly, even while sleeping, on the water. Characters with Flight will be able to take off directly from the surface of the water. Those with Glide or Flight can come down into the water, directly to a floating position.

10 BIO-E for Glide.

15 BIO-E for Basic Flight.

20 BIO-E for Soaring Flight

15 BIO-E for Insulating Water Repellent Feathers. Resistant to Cold, Snow, and Rain. Adds a bonus of +5 to SDC.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Carnivore

-10 BIO-E for Webbed Hands and Feet

-10 BIO-E for Vestigial Wings

-15 BIO-E for No bird tail and wings at all -or- -20 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Heron

Description: Heron are tall, thin wading birds with long legs. Their plumage is mostly brown and they move with a deliberate stepping motion that looks almost pompous. They have a very long narrow head with a sharp pointed beak designed for catching fish. They have a loud booming call that can be heard a great distance away.

Size Level: 3

Length: up to 30 inches (0.7 m)

Weight: up to 15 pounds (6.8 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

I.Q.: +2

P.P.: +1

Spd.: +2

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow

on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Very tall and slim, with a long neck and head, and elongated beak.

Complete plumage including tail-feathers. Very long thin legs with clawed feet.

5 BIO-E for Partial. Humanoid but still obviously a bird with beak, beady eyes, long neck, thin body, long powerful legs.

10 BIO-E for Full. Looks fairly human although feathers replace hair and extend down the back. Tall elegant body, powerful legs.

Natural Weapons:

5 BIO-E for 1D6 Beak

Mutant Animal Powers:

10 BIO-E for Advanced Vision. In addition to the usual powers of this ability, herons can see clearly through surfaces and substances that usually refract and distort light rays, such as water.

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed

20 BIO-E for Booming. This is the Heron's loud call, literally a booming sound. It can be heard at ranges up to two miles (3.2 km). If performed outside, everyone within 20 feet (6 m) must make a saving throw of 13 or higher or be stunned for one melee round (15 seconds). If performed in an enclosed space, even the heron must make a saving throw against its own attack. Booming can be done once per minute (every four melee rounds).

10 BIO-E for Glide.

20 BIO-E for Basic Flight.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Carnivore

-10 BIO-E for Vestigial Wings

-15 BIO-E for No bird tail and wings at all -or- -20 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Hummingbird

Description: These tiny birds feed mainly on flower nectar and pollen. Their incredible flying speed makes them invulnerable to most predators. Their feathers are multicoloured and seem to change constantly in the light. Black-Chinned and Calliope Hummingbirds are common the west coast.

Size Level: 1

Length: to four inches without tail

Weight: ranging to less than one ounce.

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

P.P.: +3

Spd.: +20 for Flight

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Note: Hummingbirds cannot hold things in their wings and fly at the same time!

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; long, pointy beak; eyes on the side of the head; thick, brightly feathered body, talons on feet.

5 BIO-E for Partial: Face with beak and large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full: Sharp features, hair that is actually very thin feathers, powerful upper body, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

25 BIO-E for Perfect: Body and facial features look completely human (+2 to P.B.), except for the wings (which may work or not). Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full or perfect "looks."

10 BIO-E for 1D6 Talons on hands.

10 BIO-E for 1D6 Talons on feet only.

10 BIO-E for 1D4 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

10 BIO-E for Winter Torpor

5 BIO-E for Basic Flight

10 BIO-E for Soaring Flight

15 BIO-E for Acrobatics Flight

5 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Internal Compass

20 BIO-E for Advanced Flight: Hummingbird's fly like nothing else. They can hover in mid-air, fly backwards or upside down, and stop or turn instantly. Most birds have long, rigid wings that can also be used for gliding. Hummingbirds cannot glide because they have short, stubby wings that can rotate or flex completely around. Hummingbirds are NOT quiet in flight, with wing flaps of 50 to 75 beats per second; at Size Level one they put off a steady hum. This noise doubles with each increase in size, at Size Level ten they're as loud as airplane engines (in other words, forget about Prowling in Flight). Maximum flying speed is 160 mph. Bonuses in Flight: +3 to Strike, +1 Attack per melee round, +4 to Automatic Dodge at all times, with an additional +1 to Automatic Dodge per 40 mph of speed. Regular dodge bonuses do not apply to this Automatic Dodge, only P.P. bonuses apply. No bonus to parry or damage in flight.

Note: Like the Weasel's Increased Metabolic Rate, a Hummingbird with Advanced Flight is also hyperactive. They eat constantly, sleep in short naps and are easily bored.

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Prey

-10 BIO-E for Diet: Nectar and Pollen.

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Wings; wings that do not work.

-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird: Kookaburra

Description: The kookaburra is a member of the kingfisher family, although they'll eat almost anything. When excited, they send out a noisy, laugh-like call.

Size Level: 1

Length: to 18 inches

Weight: under one pound

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

M.A.: +1

P.P.: +3

Spd.: +1

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; it has a stocky body, a large head and a short neck. Large beak, as long as the rest of the head, tilted slightly upward. Mostly white with blue-grey wings and brown-grey markings.

5 BIO-E for Partial: Large rounded head with a long beak. Thick covering of feathers in bright white and blue. Round body with short, skinny legs.

10 BIO-E for Full: Sharp nosed, with round eyes, a rounded head and body. A thick matting of fine feathers (in place of hair) covers the head and body; mostly white, but with bluish growth on the arms and/or wings. Can not take Beak weapon. See Vestigial Disadvantages for NO wings at all.

25 BIO-E for Perfect: Body and facial features look completely human (+2 to P.B.), except for the wings (which may work or not). Can not take Beak weapon. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beak is NOT available to characters with full or perfect "looks."

5 BIO-E for 1D6 damage Beak

10 BIO-E for 1D10 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

10 BIO-E for Extra Speed

10 BIO-E for Glide

20 BIO-E for Basic Flight

25 BIO-E for Soaring Flight

25 BIO-E for Raptor Flight

25 BIO-E for Silent Flight

5 BIO-E for Advanced Vision

5 BIO-E for Night Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Internal Compass

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Wings; wings that do not work.

-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial

Tail is kept. Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird: Magpie

Description: Magpies are medium-sized birds with striking black and white plumage, long black tails, a raucous cry and a great deal of superstitious lore surrounding them. Magpies are traditionally thought of as thieves, and superstitious people believe to be generally a bad omen. It is said to be unlucky to see one solitary magpie. Even the mutant magpies are viewed with suspicion and a certain amount of dread.

Size Level: 2

Length: up to 18 inches (0.4 m)

Weight: 2 pounds (0.9 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

I.Q.: +2

P.P.: +1

M.E.: +2

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Beaked head with large eyes on the sides, body covered in black feathers, long tail-feathers, thin scaled legs and clawed feet.

5 BIO-E for Partial. Small beak, thick neck, stocky but well-formed body, thin legs and large feet, feather covered.

10 BIO-E for Full. Black and white feathers instead of hair, small nose, strong body, thin legs.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Advanced Hearing

5 BIO-E for Internal Compass

10 BIO-E for Glide.

20 BIO-E for Basic Flight.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Carnivore

-10 BIO-E for Vestigial Wings

-15 BIO-E for No bird tail and wings at all -or- -20 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Osprey

Description: The Osprey (*Pandion haliaetus*), also known colloquially as fishhawk, seahawk or fish eagle, is a medium-large fish-eating bird of prey. The upper body is a deep, glossy brown, while the breast is white and sometimes streaked with brown, and the underparts are pure white. The head is white with a dark mask across the eyes, reaching to the sides of the neck. The irises of the eyes are golden to brown. The bill is black, with a blue cere, and the feet are white with black talons. A short tail and long, narrow wings with four long "finger" feathers (and a shorter fifth) give it a very distinctive appearance.

Size Level: 3

Height: 21-24 inches (54-60 cm) long, with a 5-5.9 foot (1.5-1.8 m) wingspan.

Weight: 3.1-4.4 pounds (1.4-2 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: +6 to PS., +3 to P.P., and +2 to Spd.

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT fly or glide) unless the character buys the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 5 BIO-E for partial, on the wings (not available if Extra Limbs is taken). 10 BIO-E for Full, on the wings (not available if Extra Limbs is taken).

15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons).

Biped: Automatically full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Has wings (may work or not), sharp, curved beak, eyes on the side of the head, feathers (with colour and pattern of the original bird), long body with tail feathers, skinny legs with taloned feet.

5 BIO-E for Partial; Has wings (may work or not), small beak, large round eyes, feathered body, thin bird-like legs and feet. Can take Talons for feet and hands too.

10 BIO-E for Full; Thick feathered hair on the head, light body hair (none on legs), sparkling eyes (probably gold, brown, or golden brown), sharp facial features, hawkish nose or pointed chin, powerful upper body, thin human legs, but still has wings and tail. Can not take Talons or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beak and Talons are NOT available to characters with full "looks."

5 BIO-E for 2D6 damage Talons on feet only.

5 BIO-E for 3D4 damage Beak.

10 BIO-E for Razor Fingernails that do 2D4 damage.

10 BIO-E for 2D6 damage Talons on hands.

10 BIO-E for 3D6 damage Talons on feet only.

10 BIO-E for 3D6 damage Beak.

15 BIO-E for 3D6 damage Talons on hands

Mutant Animal Powers:

5 BIO-E for Brute Strength

5 BIO-E for Extra Physical Prowess

5 BIO-E for Advanced Vision

5 BIO-E for Hold Breath

5 BIO-E for Glide

10 BIO-E for Saltwater Survival (90)

10 BIO-E for Basic Flight

10 BIO-E for Bestly Strength

10 BIO-E for Extra Physical Endurance

10 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Internal Compass

15 BIO-E for Soaring Flight

20 BIO-E for Raptor Flight

Vestigial Disadvantages:

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Vestigial Wings

-15 BIO-E for Diet: Piscivore (fish)

-20 BIO-E for NO bird tail and wings at all -or- -15 BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (at all).

Bird: Owl

Description: Owls are predatory birds that operate primarily at night. There are quite a few varieties, ranging in size and abilities.

Size Level: 4

Length: to 5 foot wing-span

Weight: to 25 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.P. +4

Spd. +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs (pair of arms with Human Hands)

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, round face with huge round eyes, small hooked beak, full feathers, short thick body with powerful taloned legs.

5 BIO-E for Partial, large eyes, small beak, thick neck, rounded body, thick legs and large feet.

10 BIO-E for Full, small mouth, large eyes, round face, short, powerful build.

Natural Weapons: 10 BIO-E for 2D6 Claws

Powers:

5 BIO-E for Nightvision (60 feet)

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

10 BIO-E for Glide

10 BIO-E for Flight

Bird: Peacock

Description: Peacocks are large, stunningly attractive birds with long necks, small crests of feathers on their heads and a fan-like tail display with an eye-like pattern on it. They are related to pheasants. Both sexes of mutant peacocks have the characteristic blue-green plumage and fan-like tail although the female's feathers are a little more subdued.

Size Level: 4

Length: To 36 inches, not including tail-feathers.

Weight: To 20 pounds.

Build: Medium.

Mutant Costs and Changes

Total BIO-E: 60

Attribute bonuses:

MA: +3

PB: +4

Human Features

Hands: 5 BIO-E for Partial (on the wings)

10 BIO-E for Full (on the wings)

20 BIO-E for separate Full hands and arms

Biped: Full automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None. Bird-like head with short beak and small crest of feathers; long neck and large body covered with small green-blue feathering, prominent and long fan tail-feathers with characteristic "eye" patterning, long scaly legs with bird-like feet.

5 BIO-E for Partial. Large mouth, beady eyes, long neck, powerful body, long legs and large feet. Bright feathers cover skin except on face and hands. Tail-feathers.

10 BIO-E for Full. Simply stunningly attractive. Dark eyes with long eye lashes, blue-green feathers in place of hair and extending down long, elegant neck, long powerful legs. Also an air of insufferable arrogance.

Natural Weapons: None

Mutant Animal Powers

10 Bio-E for Night Vision

10 BIO-E for Glide

20 BIO-E for Basic Flight

10 BIO-E for Extra Speed (runner)

5 BIO-E for Advanced Vision

Vestigial Disadvantages

-10 BIO-E for or taking Prey Eyes

-10 BIO-E for taking Reptile Brain: Prey

-5 Bio-E for Vestigial Tail

-10 BIO-E for taking Vestigial Wings that do not work

-15 Bio-E for NO bird wings and tail at all - or - -20% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Parrot

Description: There are over 300 species of parrot, each with a more colourful plumage than the next. Some parrots raised in captivity can be taught to imitate human voices.

Size Level: 2

Length: 8 to 24 inches tall

Weight: to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: Partial Automatic

5 BIO-E for Full

Looks: None, beaked head with large round eyes on the sides, brightly collared feathers (as original animal), oval body, long scaly legs, long tail feathers, and three-toed, birdlike feet.

5 BIO-E for Partial, prominent beak, thick neck, bright feathers, round body, long thin legs and large feet.

10 BIO-E for Full, large mouth, small feathers in place of hair, powerful upper body, slim legs.

Natural Weapons: 5 BIO-E for 1D6 Claws, (climbing)

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Advanced Vision

Bird: Pet

Description: There are several varieties of tropical songbirds kept as pets. Parakeets and budgies are the most popular.

Size Level: 1

Length: 4 to 12 inches

Weight: Under 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, beaked head with small round eyes on the sides, feathers (colour to match original bird), oval body, thin scaly legs, long tail feathers and birdlike feet.

5 BIO-E for Partial, small beak, thick neck, rounded body, thin legs and large feet.

10 BIO-E for Full, large mouth, small feathers in place of hair, powerful upper body, slim legs.

Natural Weapons: 5 BIO-E for 1D6 Claws on feet only, (climbing)

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Advanced Vision

Bird: Pigeon

Description: Pigeons have adapted completely to city life. They are scavengers with a life style that makes them a serious health hazard.

Size Level: 2

Length: to 13 inches long

Weight: to 3 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, beaked head with small round eyes on the sides, grey or brown feathers (colour to match original bird), oval body, thin scaly legs, long tail feathers, and bird-like feet.

5 BIO-E for Partial, small beak, thick neck, rounded body, thin legs and large feet.

10 BIO-E for Full, large mouth, small feathers in place of hair, powerful upper body, slim legs.

Natural Weapons: 5 BIO-E for 1D4 Claws on Feet

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

Bird: Puffin

Description: Puffins are small, dumpy sea-birds with mostly dark plumage, long legs and webbed feet. They have a large head with a white face and large dark eyes and a large, strong and brightly-collared bill, giving them an often clown-like appearance. In the wild they live in burros which they dig themselves.

Size Level: 2

Length: to 14 inches (0.4 m)

Weight: to three pounds (1.4 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

None

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Large round head with obvious triangular bill, face is white, with black feathers starting at the top of the head and covering the rest of the stout body. Short tail-feathers. Thin short-legs, large webbed feet.

5 BIO-E for Partial. Large head, small beak, thick neck, rounded body, white face with black feathers replacing hair and extending down back, large webbed feet.

10 BIO-E for Full. Large mouth, feathers replace hair, stout, round body build, slim stubby legs, large feet with webbing between toes.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Internal Compass

5 BIO-E for Advanced Vision. In addition to the usual powers of this ability, puffins can see clearly through surfaces and substances that usually refract and distort light rays, such as water.

10 BIO-E for Tunnelling

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Speed

10 BIO-E for Float. This is not a swim skill, but the ability to float effortlessly, even while sleeping, on the water. Characters with Flight will be able to take off directly from the surface of the water. Those with Glide or Flight can come down into the water, directly to a floating position.

10 BIO-E for Glide.

20 BIO-E for Basic Flight.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Carnivore

-10 BIO-E for Webbed Hands and Feet

-10 BIO-E for Vestigial Wings

-15 BIO-E for No bird tail and wings at all -or- -20 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Road Runner

Description: As the name and cartoon character suggests, these birds are great runners. They eat mostly insects and fruit, but will also attack fairly large reptiles.

Size Level: 2

Length: to 18 inches without tail.

Weight: to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

P.P.: +2

Spd.: +4

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; sharp beak; eyes on the side of the head, feathers, talons on feet.

5 BIO-E for Partial: Face with beak and large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full: Sharp features, hair that is actually very thin feathers, powerful upper body, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

25 BIO-E for Perfect: Body and facial features look completely human (+2 to P.B.), except for the wings (which may work or not). Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full or perfect "looks."

10 BIO-E for Razor Fingernails that do 2D4 damage.

10 BIO-E for 1D6 Talons on hands.

15 BIO-E for 2D6 Talons on hands.

5 BIO-E for 1D6 Talons on feet only.

10 BIO-E for 2D6 Talons on feet only.

5 BIO-E for 2D4 damage Beak

10 BIO-E for 2D6 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Road Runner to run up to 45 mph for extended periods, and in bursts of speed up to 60 mph (can maintain maximum speed for up to six minutes). +3 to Strike while running, +3 to Dodge while running, +2 to Damage per 20 mph of running speed.

10 BIO-E for Glide

20 BIO-E for Basic Flight. Note: Road Runners are lousy fliers, maximum flying speed is only 40 mph. Maximum +2 to dodge while flying. No bonus to damage.

5 BIO-E for Advanced Vision

5 BIO-E for Night Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Internal Compass

Vestigial Disadvantages:

-10 BIO-E for Diet: Insectivore

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Wings; wings that do not work.

-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird: Sparrow

Description: The common House Sparrow is actually related to finches. This bird was imported from Europe and has become a commonplace in urban and suburban area.

Size Level: 1

Length: 5-7 inches

Weight: under 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

Spd. +5

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, beaked head with round eyes on the sides, grey feathers, oval body, thin scaly legs, long tail feathers, and birdlike feet.

5 BIO-E for Partial, small beak, thick neck, rounded body, thin legs and large feet.

10 BIO-E for Full, small grey feathers in place of hair, powerful upper body, slim legs.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

5 BIO-E for Advanced Vision

Bird: Swallow

Description: Swallows are small birds with long, narrow wings and a long forked tail.

Their flight is very agile and fast, with a high stalling speed: they cannot hover or fly slowly and if they land on the ground they have problems becoming airborne again. Their plumage is mostly blue-black, with a pinkish breast. They construct nests of dried mud, usually built under the eaves of houses. The heading "swallow" also includes swifts and house-martins which are similar.

Size Level: 1

Length: 5-7 inches

Weight: Under one pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

M.A.: +1

P.P.: +1

Spd.: +6

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Small beak, small beady eyes on either side of head, no neck, dark feathers cover slim but elegant body, long tail-feathers, thin legs with bird-like feet.

5 BIO-E for Partial. Round head, small mouth, thick neck, slim body, forked tail-feathers, large feet.

10 BIO-E for Full. Feathers replace hair, beady eyes, thin legs, slim elegant body.

Natural Weapons:

5 BIO-E for 1D4 Damage Clawed Feet

Mutant Animal Powers:

5 BIO-E for Night Vision

5 BIO-E for Internal Compass

5 BIO-E for Advanced Vision.

5 BIO-E for Mental Affinity

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Glide.

15 BIO-E for Basic Flight.

20 BIO-E for Soaring Flight

20 BIO-E for Acrobatic Flight

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Vestigial Wings

-5 BIO-E for Prey Eyes

-15 BIO-E for No bird tail and wings at all -or- -20 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Swan

Description: Large elegant white birds, with a long curved neck and surprisingly short temper. They have a large body, strong wings and long legs with large webbed feet.

Size Level: 4

Length: To 24 inches (0.7 m)

Weight: To 20 pounds (9 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses:

M.E.: +1

M.A.: +2

PS.: +2

P.B.: +3

Spd.: +2

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Large beak on small bird-like head, long sinewy neck, complete white plumage, ovoid body, short but strong legs with large webbed feet, tail-feathers.

5 BIO-E for Partial. Small beak, long neck (about four times longer than a normal humans), large upper body, partial plumage with short tail-feathers, thin legs and large webbed feet.

10 BIO-E for Full. Large mouth, large dark eyes, white feathers replace hair, strong torso and upper limbs, thin legs, webbing between toes.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Internal Compass

5 BIO-E for Advanced Vision.

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

15 BIO-E for Brute Strength

10 BIO-E for Float. This is not a swim skill, but the ability to float effortlessly, even while sleeping, on the water. Characters with Flight will be able to take off directly from the surface of the water. Those with Glide or Flight can come down into the water, directly to a floating position.

5 BIO-E for Hold Breath

10 BIO-E for Glide.

15 BIO-E for Basic Flight.

20 BIO-E for Soaring Flight

15 BIO-E for Run Across Water. The swan retains its large webbed feet with this mutation, and as a result, can run across calm water surfaces (waves no higher than twelve inches/0.3 m) without sinking. To do this it must start the run from dry land, with a run-up of at least ten yards/meters. If the bird misses its footing, trips, slows down or is distracted or hit while running across water it will immediately fall with a large splash.

15 BIO-E for Insulating Water Repellent Feathers. Resistant to Cold, Snow, and Rain.

Adds a bonus of +10 to SDC.

Vestigial Disadvantages:

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Vestigial Wings
-10 BIO-E for Webbed Hands and Feet
-15 BIO-E for No bird tail and wings at all -or- -20 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Tancho (Red-crowned Crane)

Description: The Red-crowned Crane is a large crane typically found in marshes and swamps which eats small amphibians, insects, and plants.

Size Level: 5

Height: up to 53 inches

Weight: 20-30 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses: +1 to P.P., +1 to P.S. and +2 to Spd.

Human Features

Hands: Full, on wings

Biped: Full

Speech: Full

Looks: Partial. Winged humanoid covered in snow-white feathers. Head is more human-like but the creature still has an elongated beak, beady eyes, a red patch on top of the head, long neck, thin body, long powerful legs.

Natural Weapons:

5 BIO-E for 1D6 damage Beak

Mutant Animal Powers:

10 BIO-E for Advanced Vision (MiA, 14)

5 BIO-E for Glide

15 BIO-E for Basic Flight

20 BIO-E for Soaring Flight

5 BIO-E for Hold Breath

25 BIO-E for Karmic Power (HU2, 278-279)

Vestigial Disadvantages:

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Vestigial Tail

-10 BIO-E for Vestigial Webbed Hands & Feet

-5 BIO-E for Vestigial Skin (The skin becomes bright red when the crane becomes angry or excited.)

Bird: Toucan

Description: Why do toucans have such huge beaks? No one knows! Their brightly collared beaks account for about half their body weight, even with an efficient honeycomb of bone, but seem to have no useful function. Of course, they use their beaks for eating, for defence and for display, but plenty of other birds manage the same

functions without investing in such huge beaks. In spite of that, there are almost forty species of toucan through Central and South America.

Size Level: 2

Length: to two feet tall (0.6 m)

Weight: to 5 pounds (2.25 kg).

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

I.Q.: +1

M.E.: +1

M.A.: +1

P.P.: +1

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Huge beak with narrow head that seems almost like a handle for the beak. The body is short and squat, with the chest sticking out as if the creature were constantly over-inflated. Short, knobby knees. If there are wings, they'll be rounded and fairly short. Covered in either black, or brightly collared feathers with dramatic markings under the chin, at the tail, along the sides of the face, and along the beak.

5 BIO-E for Partial: Short, thick body, with caved-in back, and puffed-out chest. Legs are short and thin. The head is squat, atop a thick neck, and the beak is as long as the head. Brightly collared feathers, especially at the top of the head, on the chest and the upper arms (or wings).

10 BIO-E for Full: Protruding chest bone on a thick, short body. Narrow hips, long, skinny legs. Enormous nose, with large, round eyes, small mouth and ears. Features will tend to be strongly collared, with very red lips, find black feathers in place of hair, white skin in some places, dark yellow or grey in others.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

10 BIO-E for 1D8 Beak.

Mutant Animal Powers:

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed
10 BIO-E for Glide
20 BIO-E for Basic Flight
5 BIO-E for Advanced Vision
10 BIO-E for Advanced Taste
10 BIO-E for Internal Compass
Vestigial Disadvantages:
-5 BIO-E for Prey Eyes
-5 BIO-E for Reptile Brain: Prey
-10 BIO-E for Diet: Herbivore.
-10 BIO-E for Vestigial Wings; wings that do not work.
-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird Turkey

Description: The domestic turkey is a flightless, running bird that has been domesticated as a food animal. Wild turkeys are much leaner and faster.

Size Level: 5

Length: 36-48 inches

Weight: to 40 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, small, bald, round head with beak, eyes on side of head, long, flexible neck, feathers; round body, long tail feathers, long legs with bird feet.

5 BIO-E for Partial, small beak, flexible neck, small feathers in place of hair, large body, long legs some tail feathers.

10 BIO-E for Full, small head, long neck, small feathers in place of hair, large round body, powerful legs.

Natural Weapons: 5 BIO-E for 1D4 Clawed Feet

Powers:

10 BIO-E for Glide (domestic)

25 BIO-E for Flight (Wild Turkey Only)

5 BIO-E for Advanced Hearing

Bird: Wild Fowl

Description: These are birds that spend most of their time on the ground hunting seeds and insects. These are also known as game birds because of their popularity with hunters. They tend to be heavier and poorer flyers than other wild birds, included are Grouse, Partridge, Pheasant, and Quail.

Size Level: 3

Length: 9 inches (Quail) to 35 inches (Pheasants)

Weight: 4-15 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

20 BIO-E for Extra Limbs with Human Hands

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, small, round, birdlike head, complete plumage with long tail feathers, strong, thin legs and clawed feet.

5 BIO-E for Partial, small, round head with small beak, plump body with feathers, prominent tail feathers.

10 BIO-E for Full, small, round head with large eyes, plump, round body, light feathers instead of hair and thin, powerful legs.

Natural Weapons: None

Powers:

10 BIO-E for Glide

20 BIO-E for Flight

Bird: Woodpecker

Description: Small woodland birds, often with bright plumage, adapted to climbing trees. They have a long beak designed to probe for insects, and feet that give a good grip on vertical surfaces.

Size Level: 1

Length: To 9 inches (0.2 m)

Weight: Under one pound (0.45 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

I.Q.: +2

M.E.: +1

P.E.: +1

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow

on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken). Partial hands have two fingers pointed forwards and two thumbs pointed backwards.

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Bird-like head with pointed beak and widely spaced eyes. Thick bird-like body, long pointed tail-feathers, short legs ending in claws.

5 BIO-E for Partial. Small beak, small head, widely spaced eyes, thick neck, strong upper torso, small tail-feathers, thin arms and legs with large four-toed feet.

10 BIO-E for Full. Large mouth, bright cap of feathers instead of hair on head, strong body, thin legs.

Natural Weapons:

5 BIO-E for 1D6 Beak (also, see Powers)

5 BIO-E for 1D6 Claws: Climbing

Mutant Animal Powers:

5 BIO-E for Internal Compass

5 BIO-E for Advanced Vision.

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Physical Endurance

10 BIO-E for Glide.

20 BIO-E for Basic Flight.

30 BIO-E for Acrobatic Flight

20 BIO-E for Jackhammer Beak. The woodpecker can use its sharp beak to repeatedly strike a static target (alive or inanimate) up to ten times in very quick succession. This will do one point of damage per strike to a soft target (like skin, cloth or padding) but on a hard object, such as stone or concrete, it has a jackhammer effect, doing 1D6 per strike, for a total of 10-60 (1D6x10) damage. The woodpecker can use this ability only as its first melee attack and it take the place of all other attacks that melee. That means only one melee attack with the Jackhammer attack is used regardless of the normal number of attacks per melee (even if 5 or 6). Parry and dodge are not possible for the mutant woodpecker when a jackhammer attack is in progress. Note: The character must also spend 5 BIO-E to take Beak as a Natural Weapon to have this ability.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-5 BIO-E for Prey Eyes

-10 BIO-E for Vestigial Wings

-15 BIO-E for No bird tail and wings at all -or- -20 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Vulture

Description: Carrion eaters who feed exclusively on dead bodies and the remains left by other predators. Both Turkey Vultures and King Vultures are found in the western U.S. They will fly in circles over a dying creature while waiting for their next meal.

Size Level: 4

Length: to 50 inches

Weight: to 20 pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

M.E.: +2

P.E.: +3

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; large body with large wings; leathery, red head with beak and eyes on the side of the head, long crooked neck, talons on feet.

5 BIO-E for Partial: Prominent hunchback face with beak, crooked neck, feathers, bird-like legs and feet.

10 BIO-E for Full: Head with sharp features and no hair; flushed, red skin, long neck, slight hump in back and huge shoulders; short, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full or perfect "looks."

5 BIO-E for 1D6 Talons on hands.

10 BIO-E for 2D6 Talons on hands.

5 BIO-E for 1D6 Talons on feet only.

10 BIO-E for 2D6 Talons on feet only.

5 BIO-E for 1D4 damage Beak

10 BIO-E for 2D4 damage beak.

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Glide

20 BIO-E for Basic Flight
25 BIO-E for Soaring Flight
25 BIO-E for Silent Flight
30 BIO-E for Acrobatics Flight
5 BIO-E for Advanced Vision
10 BIO-E for Advanced Hearing
10 BIO-E for Advanced Smell
10 BIO-E for Internal Compass
Vestigial Disadvantages:
-5 BIO-E for Prey Eyes
-5 BIO-E for Reptile Brain: Prey
-10 BIO-E for Diet: Carnivore.
-10 BIO-E for Nearsightedness
-10 BIO-E for Vestigial Wings; wings that do not work.
-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird of Prey: Buzzard

Description: There's a common misconception (the result of a certain Hollywood cartoon character) that Buzzard's are similar to vultures. Wrong! Buzzards are actually predatory birds (vultures are scavengers) who look pretty much like hawks.

Size Level: 3

Length: 18 to 22 inches

Weight: to 18 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

PS.: +2

P.P.: +3

Spd.: +2

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; sharp, hooked beak; eyes on the side of the head, feathers, talons on feet.

5 BIO-E for Partial: Face with beak and large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full: Sharp features, hair that is actually very thin feathers, powerful upper body, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

25 BIO-E for Perfect: Body and facial features look completely human (+2 to P.B.), except for the wings (which may work or not). Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full or perfect "looks."

10 BIO-E for Razor Fingernails that do 2D4 damage.

10 BIO-E for 2D6 Talons on hands.

15 BIO-E for 3D6 Talons on hands.

5 BIO-E for 2D6 Talons on feet only.

10 BIO-E for 3D6 Talons on feet only.

5 BIO-E for 3D4 damage Beak

10 BIO-E for 3D6 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Glide

10 BIO-E for Basic Flight

15 BIO-E for Soaring Flight

20 BIO-E for Raptor Flight

20 BIO-E for Silent Flight

5 BIO-E for Advanced Vision

5 BIO-E for Night Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Internal Compass

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Wings; wings that do not work.

-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird of Prey: Falcons, Kestrels, and Merlins

Description: These predatory birds primarily differ from hawks in that they prefer to attack prey with their beaks rather than their talons. The American Kestrel is also known as the Sparrow Hawk, which is unrelated to the Eurasian Sparrowhawk. The Merlin or

Merlin Falcon was once known as the Pigeon Hawk. The Peregrine Falcon is also known as the Duck Hawk. The largest of the falcons is the Gyrfalcon/Gyr Falcon/Gerfaclon, pronounced with a soft G.

Size Level: 2

Height: Kestrel: 8-15 inches (20-38 cm) long, with a wingspan of 21-32 inches (53-80 cm).

Merlin: 9.5-13 inches (24-33 cm) long, with a wingspan of 21-27 inches (53-69 cm).

Falcon: 9-24 inches (23-61 cm) long, with a wingspan of up to 27 inches (69 cm).

Weight: Kestrel: 4-12 ounces (111-334 g).

Merlin: 5.8-8 ounces (165-230 g).

Falcon: Up to 4.6 lbs (2100 lbs).

Build: Long

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +3 to P.P., +5 to Spd.

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT fly or glide) unless the character buys the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section.

Hands: 5 BIO-E for partial, on the wings (not available if Extra Limbs is taken). 10 BIO-E for Full, on the wings (not available if Extra Limbs is taken).

15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons).

Biped: Automatically full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Has wings (may work or not), sharp, curved beak, eyes on the side of the head, feathers (with colour and pattern of the original bird), long body with tail feathers, skinny legs with taloned feet.

5 BIO-E for Partial; Has wings (may work or not), small beak, large round eyes, feathered body, thin bird-like legs and feet. Can take Talons for feet and hands too.

10 BIO-E for Full; Thick feathered hair on the head, light body hair (none on legs), sparkling eyes (probably gold, brown, or golden brown), sharp facial features, hawkish nose or pointed chin, powerful upper body, thin human legs, but still has wings and tail. Can not take Talons or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beak and Talons are NOT available to characters with full "looks."

5 BIO-E for 2D6 damage Talons on feet only.

5 BIO-E for 3D6 damage Beak.

10 BIO-E for 2D6 damage Talons on hands.

10 BIO-E for 3D6 damage Talons on feet only.

Mutant Animal Powers:

5 BIO-E for Brute Strength

5 BIO-E for Extra Physical Prowess

5 BIO-E for Advanced Vision

5 BIO-E for Hold Breath

5 BIO-E for Glide

10 BIO-E for Basic Flight

10 BIO-E for Extra Physical Endurance
 10 BIO-E for Internal Compass
 10 BIO-E for Ultraviolet Vision
 10 BIO-E for Advanced Flight: Hover (usually by flying into the wind or using up-currents from ridges)
 15 BIO-E for Advanced Flight: Power Dive (The Peregrine Falcon is the fastest animal on the planet in its hunting dive, the stoop, in which it soars to a great height, then dives steeply at speeds of over 322 km/h (200 mph) hitting one wing of its prey, so as not to harm itself on impact.)
 20 BIO-E for Raptor Flight
 Vestigial Disadvantages:
 -10 BIO-E for Reptile Brain: Predator
 -10 BIO-E for Diet: Carnivore
 -10 BIO-E for Vestigial Wings
 -15 BIO-E for Diet: Insectivore
 -20 BIO-E for Diet: Cannibalism
 -20 BIO-E for NO bird tail and wings at all -or- -15 BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (at all).

Boar

Description: Dangerous wild pigs which were imported to the U.S. as a game animal. Boars are quick and dangerous with large, sharp tusks protruding from sides of the mouth.

Size Level: 11

Length: 4 to 5 feet long

Weight: 200-300 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 30

Attribute Bonuses:

PS. +2

P.P. +1

P.E. +1

Spd. +1

HUMAN FEATURES

Hands: None, two clawed, large toes on each foot

5 BIO-E for Partial, three clawed fingers and a thumb

10 BIO-E for Full, Three fingers and a thumb

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, large ears, tiny eyes, big head with downturned snout, obvious tusks, large hairy body and small limbs, a short tail.

5 BIO-E for Partial, heavy head with small eyes and large ears, thick hairy body and small arms and legs.

10 BIO-E for Full, large head with powerful looking body.

Natural Weapons: 5 BIO-E for small Tusks that do 1D6 damage.

10 BIO-E for large Tusks that do 2D6 damage.

Powers:

5 BIO-E for Advanced Smell

Buffalo

Description: These huge grazing animals were virtually exterminated by hunters in the west.

Size Level: 19

Length: 9-11 feet long

Weight: 1,500-2,000 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, huge head with small eyes on the sides, heavy black hair on neck and shoulders, small arms and legs, huge body.

5 BIO-E for Partial, very large head with small eyes and thick neck, large body with heavy upper body hair.

10 BIO-E for Full, big head, well developed shoulders, neck and arms, heavy body hair.

Natural Weapons: 5 BIO-E for Horns that do 1D8 damage

Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for 10 SDC.

Camel

Description: These large desert grazing animals have been used in the Middle East as beasts of burden for centuries. In spite of their long contact with man they remain vicious and short tempered. Camels (and camel characters) can go for several days without food or water. They can lose up to 25% of their body weight and gain it all back ten minutes after drinking water (sometimes up to 25 gallons.)

Size Level: 18

Length: 9 to 11 feet long

Weight: to 1,000 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

PS. +1

P.E. +4

HUMAN FEATURES

Hands: None, two-fingered paws with leathery pads and small, blunt claws.

5 BIO-E for Partial

10 BIO-E for Full, two fingers and a short thumb

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, long snouted face with large nostrils, large cleft lips, round bodies with hump on back, yellow fur and long arms and legs.

5 BIO-E for Partial, pointed ears on top of head, short yellow fur, large hump between shoulders, long, thin arms and legs.

10 BIO-E for Full, dark skin with yellow hair, large facial features, thick body with long arms and legs.

Natural Weapons: 5 BIO-E for 1D8 Teeth

Powers:

5 BIO-E for Spit; a foul smelling saliva, range: 12ft, +2 to strike; if spit into eyes, victim is temporarily blinded for 1D4 melees.

10 BIO-E for Water Storage; can survive without water for 2 days per each gallon of water drunk. 10 gallon maximum can be drunk within 12 minutes.

Camelid

Description: Camelids are herbivorous even-toed ungulates (along with swine and ruminants), however they have some notable differences, especially in that they have two-toed feet with leather pads instead of hooves. The main species of camelids are the two existing species of camels and four species of llamas. The llama species in particular are noted for making a wide variety of noises to communicate. Additionally, many of the llamas are found in the high altitude regions of South America.

LLAMA: These intelligent social creatures usually live in a herd, and were used from ancient Incan times as pack animals. While generally curiously and friendly, they establish their ever-changing position within each herd by picking small fights with each other. Despite these positional contests, llamas will look out for the entire herd.

ALPACA: Unlike Llamas, Alpaca are not beasts of burden, but rather, like sheep, domesticated for their wool. These herd animals are inquisitive, intelligent, and observant.

GUANACO: These relatives of the llama are generally undomesticated, and are notable for their fine wool. Like Llamas they engage in wrestling, kicking, and spitting (or biting) to establish their place within a herd.

VICUNA: Undomestic (at least in the time prior to the Crash) cousins of the Alpaca, these camelids are noted for having some of the finest wool in the world. They are generally characterized as shy, but vigilant.

Size Level: Llama 13 Guanaco 10 Alpaca 8 Vicuna 7

Height: Llama 5.5-6 feet (1.6-1.8m) tall. Guanaco 3.5 feet (1.06m) tall Alpaca about 3 feet (1 m) tall. Vicuna about 5 feet (1.45-1.6 m) tall.

Weight: Llama 280-450 pounds (127-204 kg) Guanaco 200 pounds (90kg). Alpaca 100-180 pounds (45-82 kg). Vicuna under 77-143 pounds (35-65 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: Llama 20 Guanaco 35 Alpaca 45 Vicuna 50

Attribute Bonuses: +2 to I.Q., +2 to M.A., +2 to P.E., +1 to P.P.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : Automatically gets Partial or 5 BIO-E for Full.

Looks:

LLAMA: None; An intelligent version of the animal with a long snouted face with large nostrils, large cleft lips, large, banana-shaped ears, round body with long, thick neck, long white, brown, or piebald (occasionally grey or black) fur, short tail, and long arms and legs.

5 BIO-E for Partial; Somewhat humanoid in appearance with a cameloid head, shorter but still long neck, long, thin arms and legs and a body covered by short white, brown, or piebald (occasionally grey or black) fur.

10 BIO-E for Full; Humanoid with white or brown (occasional grey or black) skin, brown hair, large flabby lips, warm brown eyes with long eyelashes, thick body with long, thin (but muscular) arms and legs. Four thin fingers, thumbs and toes.

GUANACO: None; An intelligent version of the animal with a long snouted grey face with large nostrils, large cleft lips, small, straight ears, round body with long, thick neck, light brown to dark cinnamon fur with white underneath, short tail, and long arms and legs.

5 BIO-E for Partial; Somewhat humanoid in appearance with a grey cameloid head, shorter but still long neck, long, thin arms and legs and a body covered by short light brown to dark cinnamon fur with a white collared fur belly.

10 BIO-E for Full; Humanoid with brown skin, brown hair, greyish face, large flabby lips, warm brown eyes with long eyelashes, thick body with long, thin (but muscular) arms and legs. Four thin fingers, thumbs and toes.

ALPACA: None; The basic animal, although probably larger. Resembles a sheep in appearance, but is larger with a long, erect neck. Straight ears and a stubby tail. The head is more like that of a camels.

5 BIO-E for Partial; A humanoid covered in long white, brown, or piebald (occasionally grey or black) fur, a cameloid head, shorter but still long neck, long, thin arms and legs.

10 BIO-E for Full; Humanoid with white, brown, or piebald (occasionally grey or black) fur, large flabby lips, warm brown eyes with long eyelashes, thick body with long, thin (but muscular) arms and legs. Four thin fingers, thumbs and toes.

VICUNA: None; An intelligent version of the animal; long snouted face with large nostrils, large cleft lips, large, short ears which are slightly longer than a guanaco's, short tail, widely spaced eyes, long, thick neck, powerful body with long, thin legs.

5 BIO-E for Partial; A humanoid covered with in long tawny light brown fur with a white collared fur belly, neck and underarms, cameloid head, shorter but still long, thick neck, small ears, thick body with thin arms and legs.

10 BIO-E for Full; A lean, muscular humanoid with brown skin, and long legs. Face is human-looking with warm brown eyes with long eyelashes, small ears, thick neck and powerful build.

Natural Weapons:

5 BIO-E for 1D4 damage Teeth

10 BIO-E for 1D6 damage Fighting Teeth (Alpaca only)

10 BIO-E for Wrestling Neck (+15 SDC.) Neck Block does 1D6 damage plus bonuses.

Mutant Animal Powers:

5 BIO-E for Spit (as per Camel, page 92)

5 BIO-E for Brute Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Bestly Strength

10 BIO-E for Extra Speed (5 BIO-E for Guanaco)

10 BIO-E for High Altitude Adaptation

10 BIO-E for Warm Coat (Vicuna only)

Vestigial Disadvantages:

-5 BIO-E for Vestigial Ears (Llama only)

-5 BIO-E for Musk Glands

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Prey Eyes

-10 BIO-E for Diet: Herbivore

-10 BIO-E for taking Domestication (Llama & Alpaca only)

-10 BIO-E for Poison Susceptibility (Alpaca only, many plants are poisonous to Alpaca)

Candiru

Description: The Candiru, also known as the Canero or Vampire Catfish, is a small, parasitic fish that feeds on the blood of other fish. It has backward-facing spines on its gills, which it uses to attach itself to the gills of its victims. It draws blood both with its spines and long, sharp teeth, and feeds rapidly, gorging itself on the blood and soft gill tissue, often swelling up to two to three times its normal size in as little as 30-145 seconds. It then sinks to the bottom of the river and burrows into the sand or mud to digest its meal.

The Candiru is found mostly in the Amazon and Orinoco rivers in Brazil and Venezuela. It is a notorious and highly feared fish, even more so than the piranha, despite its small size (no more than 6.7 inches/17 cm, although 1 inch/2.5 cm is average). The terrible reputation comes from the fact that the Candiru finds its victims by tasting the water to find the water stream coming from a fish's gills. Once it detects a stream, it follows it to the source and imbeds its head into the opening. Unfortunately for both humans and other animals, the Candiru can not easily distinguish between the stream of nitrates from coming from the gills, and that coming from a urinating animal or human. The Candiru

has been known to imbed itself into the urethra of swimmers, causing great pain to its host as it extends its spines, slashes at the walls of the urethra with its teeth, and swells up as it feeds. Swollen up with spines extended, it is unable to remove itself from a human and will eventually die, leading to a severe infection and even more pain as it slowly decays. It can only be effectively removed via surgery. While numerous folk remedies exist that claim to kill and dissolve the fish, these remedies—or even worse, just yanking the fish out—can result in even greater pain, infection and even death.

The Candiru has a small, eel-shaped body, with skin ranging from a light, fleshy pink, to a pale bluish grey, to nearly transparent. It has tiny eyes, small fins, and up to four tiny barbels around its mouth. The teeth of its upper jaw are long and thin, and can protrude from its mouth. It has two tiny, retractable hooked spines at the top and bottom of its gill flaps, and as many as four more even smaller spines lining the edge of each gill.

Mutant Candiru are exceedingly rare, and very seldom found outside of the Amazon region. If recognized as a Candiru, mutants are often killed on sight, which just adds to their scarcity. Player characters will have a difficult time among others, especially if their true nature is discovered, and would do best to avoid any areas from the Yucatan south.

Size Level: 1

Length: to 6.7 inches (17 cm), although 1 inch (2.5 cm) long and 0.13 inches (3.5 mm) wide is average.

Weight: less than 1 pound

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 115

Attribute Bonuses: None.

HUMAN FEATURES

Hands: None: A pair of fins used for swimming.

10 BIO-E for Partial: Fins become “lobe-fins,” or fins on the ends of limbs. Stronger, more developed fins that branch apart at the end to form a non-opposable thumb.

15 BIO-E for Full: Fully developed arms. Fins branch apart in three places to form fingers and an opposable thumb.

Biped: None: No legs, just a tail for swimming and a pair of rear fins. Helpless on land, unless alternative means of movement can be found. If the character has arms then he will be able to drag himself on land at a speed of 1, or slither on his belly at one quarter his Spd. attribute. Can swim three times faster than other mutants.

10 BIO-E for Partial: Tail splits into a pair of legs. Character can now function on land by running on all fours, and will be most comfortable when on all fours. Will only stand up on the hind legs when necessary.

15 BIO-E for Full: Character gains a fully developed set of legs. Equal to human.

Speech: 5 BIO-E for Partial, or 10 BIO-E for Full

Looks: None. Long, eel-like body with a very long neck, tiny, somewhat flattened, oval head, and very short limbs. Skin is pale and smooth with no scales, and light to almost transparent in colour. Tiny eyes and a small mouth with sharp, thin teeth, and four tiny, whisker-like barbels at the corners.

5 BIO-E for Partial. Tall, skinny humanoid with a thin, elongated torso and neck, short limbs, and a small, oval head. Small facial features, with a fleshy, thin moustache and long, sharp teeth.

10 BIO-E for Full. Extremely tall, skinny human with an exceptionally long neck, slender limbs and a pale complexion. Narrow, oval head with small facial features, tiny, fleshy whiskers at the corners of the mouth, and small, hooked spines at the corners of the jaw, and in front of the ears.

Natural Weapons:

5 BIO-E for 1D6 damage Teeth.

5 BIO-E for 1D4 damage Gill Spines (Special). The character has tiny, hooked spines lining his gills (or jaw, if Human Looks: Full). These are designed to anchor the character into a host more than to cause damage, and can not be used offensively. In order to anchor himself into a victim, the character can be no more than 10% the size of the victim, and must have clear access to an opening in the unsuspecting victim's body.

Inserting one's head into a victim, whether gills or some other opening, requires a called shot at a small target, and even then carries an additional penalty of -2 to strike. The only exception would be if the victim was unconscious. Once anchored, the character extends his spines doing 1D4 points of damage direct to Hit Points, and is free to feed, but can only remain imbedded in the victim as long as he is able to hold his breath. Unlike the natural fish, mutant Candirus can retract their spines and remove themselves from a mammalian victim. Pulling the Candiru out is a dangerous and risky option, doing 2D6 points of damage direct to Hit Points if attached to the gills, and 4D6 points of Hit Point damage if attached anywhere else.

10 BIO-E for Blood Drinking Bite (must purchase Teeth and/or Gill Spines). A bite or spine attack from this character will do one Hit Point of damage in addition to the normal damage, plus one additional Hit Point of damage per melee action/attack. The attack can be maintained as long as the character can hold his breath, but generally lasts no longer than 2D4 melees. An opponent can be drained dry fairly quickly, although the character can not drain more than 5 Hit Points per Size Level in a single attack. Drinking the maximum amount of blood leaves the character bloated. Reduce speed, Parry & Dodge bonuses, and attacks per melee by half until the character can digest the meal, which takes 3D4x10 minutes.

Mutant Animal Powers:

Automatically gets Aquatic Swimming at 75%.

10 BIO-E for Lateral Line.

10 BIO-E for Barbels (Special). The character has 4 whisker-like sensory barbels around their mouth, which provide them the equivalent of Advanced Taste and Advanced Smell, and allow them to operate in total darkness or while blinded with half the normal penalties. If the character also has Ampullae of Lorenzini and Lateral Line, they receive no penalties from blindness or total darkness.

5 BIO-E for Aquatic Advanced Taste (Special). The character has an advanced sense of taste, and can track by taste while underwater. This is essentially the same as the track by smell ability, although the character gets a +5% bonus if they have Barbels, and a +10% bonus if their target is bleeding, or if they urinate in the water.

10 BIO-E for Extra Mental Endurance.

10 BIO-E for Extra Physical Endurance.

10 BIO-E for Digging.

5 BIO-E for Water Breathing: Freshwater

15 BIO-E for Water Breathing: Dual Environment

Vestigial Disadvantages:

-5 BIO-E for Colour Blindness

-10 BIO-E for Nearsightedness

-10 BIO-E for Prey Eyes.

-10 BIO-E for Reptile Brain: Predator.

-20 BIO-E for Diet: Hemavore: Character must drink blood to survive. Needs a number of pints of blood equal to size level each week. No other food will suffice for this character. Without blood the character will starve to death.

-10 BIO-E for Temperature Sensitivity.

-5 BIO-E for Webbed Hands and Feet (only if character has Hands AND Feet).

-15 BIO-E for Aquatic Vestigial Skin.

-15 BIO-E for Aquatic Respiratory System.

Canine/Dog: Lundehund (Purebred)

Description: The fox-sized Lundehund, has been known as a purebred to man since at least the XVIth century. Able to scabble up cliffs and crawl into caves, hauling out the birds nesting there for their owners. Many of the Lundehund's most unusual features relate directly to the demands of their job.

To enhance traction on slippery rocks, and gripping in tight places, the Lundehund is a polydactyl (multi-toed) dog. Instead of the normal four toes a foot, the Lundehund has six toes, all fully formed, jointed and muscled. The dog uses these extra toes to gain purchase and haul itself along in positions where only the sides of its legs are touching the rock, a fairly common occurrence while wiggling through tight spots. They also help the dog gain additional traction while scrambling around on steep, often slippery cliffs.

Also helpful when getting into and out of small caves is the Lundehund's extraordinary flexibility. The Lundehund's forelegs can bend outwards far enough for the dog to lay flat on its chest, with the legs in an approximation of the human arm position.

Size Level: 3 (Minimum 3, Maximum 5)

Build: Medium

Mutant Changes & Costs

Total BIO-E (for Psionics and Size Level Only!): 30

Attribute Bonuses: +2 I.Q., +1 M.A., +5 P.P., +10 Spd

Human Features

Hands: Partial

Biped: Partial

Speech: Partial

Looks: None. Appears as the original animal, maybe larger than usual.

Natural Weapons

Automatically gets Teeth that do 1D6 damage.

Automatically gets Running Claws that do 1D4 damage.

Mutant Animal Powers

Automatically gets Night Vision, Advanced Hearing and Advanced Touch

Rock Climbing (Special Skill) automatic at no BIO-E cost. Lundehunds learn to climb up the cliffs around their homes since early childhood, to get to the birds nesting in them, as they have been doing since time immemorial, their specially evolved fingers and toes helped them greatly at the task. Automatically gets the Climbing skill, not rappelling,

without the usual penalties for Partial Hands, and a +10% bonus to the base score (due to flexibility, see below).

Flexible automatic at no BIO-E cost. The unique bone structure of the Lundehunds makes them one of the slipperiest creatures on earth. The character is able to squeeze through small openings, bend and twist in unique ways, and can even turn his head to look completely back wards, this result in a variety of bonuses; +10% to Acrobatics, Dance, Escape Artist, Gymnastics, Palming and Prowl skills.

Vestigial Disadvantages

Automatically gets Lundehund Syndrome. A set of digestive disorders, hereditary to the whole race, tends to cause an overgrowth of bacteria in the character's digestive system, leading to many complications down the road. The most immediate of which is the inability to extract nutrients from the ingested food. Tough incurable the condition can be controlled through medication, and all Lundehund settlements have at least one member capable of preparing the needed medicine.

All characters are assumed to begin play with at least enough doses of the medicine to last comfortably for a month. Extra doses can be bought for about 5 Bucks per week of dosage at a Lundehund settlement, if the formula is made available to other people, they can duplicate the medicine at the cost of 1 Buck per dose.

Going without their medicine can lead to starvation and death, no matter the amount of food that the mutant ingest, as the bacteria in his digestive system, absorb the nutrients before the host has the opportunity to assimilate them. Every day that the character is unable to ingest his medication, he must roll a saving throw vs his digestive system, needing a roll of 16 or more, P.E. bonuses apply; if the roll is successful the character continues on as normal, but if the saving throw failed, the character was unable to receive enough nutrients from his meal, for the next day the character is at -1 to all physical attributes and combat bonuses, furthermore he is unable to recuperate any lost Hit Points. The effects of the malnutrition are cumulative from day to day. If the character's PE reaches 0 he falls into a coma, normal chances to survive the coma apply.

If the character manages to get his medication or a successful meal, for half as many days as he's been starving, he makes a full recovery.

Canine: Fox (Mammal/Canine/Carnivore)

Description: There are two major kinds of foxes in North America, the red (a furred fox) and the grey (a haired fox). Both are small, clever carnivores. There is also a white Arctic Fox with the same characteristics.

Size Level: 3

Length: to 40 inches long

Weight: 9-10 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

I.Q. +2

M.E. +8

Spd. +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, triangular head with large, pointed ears and a pointed snout, thick fur, long bushy tail, compact body and thin arms and legs.

5 BIO-E for Partial, noticeable snout, pointed ears on top of head, fur, short tail, lean body and limbs.

10 BIO-E for Full, small sharp facial features, reddish or greyish thick hair, lean, tight body.

Natural Weapons: 5 BIO-E for 1D6 Teeth

10 BIO-E for 1D8 Teeth

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

NOTE: All the Dogs in the above illustration have:

Partial Bipedal Stance Growth Levels (steps)

Full Human Hands Vary With Each

Partial or No Human Features

Canines: Wild

Description: Coyotes and Wolves are carnivores who hunt in highly organized packs.

They are intelligent and very social.

Size Level: Coyote — 5, Wolf — 6

Length: Coyote — 4-5 feet long Wolf — 5-6 feet long

Weight: Coyote — 25-30 pounds Wolf — 60-75 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: Coyote — 55, Wolf — 50

Attribute Bonuses:

I.Q. +4

M.E. +2

M.A. +2

P.P. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, full snout, pointed ears on top of head, clawed feet and hands, long tail and heavy fur.

5 BIO-E for Partial, prominent snout, pointed ears, fur, powerful, squat build.

10 BIO-E for Full, slightly pointed ears, large features, thick hair and beard, powerful build.

Natural Weapons: 5 BIO-E for 1D6 Claws

5 BIO-E for 1D8 Teeth

10 BIO-E for 2D6 Teeth

Powers:

5 BIO-E for Advanced Smell

Cattle: Cape Buffalo (Purebred Cattle)

Description: The Cape or African Buffalo is not likely to win many beauty contests. But what it lacks in beauty, it more than makes up for in viciousness.

Known as one of the "Big Five" in Africa, a phrase coined by big game hunters referring to the five large mammals that were sought in Africa. The other members of the Big Five are the lion, the African elephant, the leopard and the black rhinoceros, chosen for the difficulty in hunting them, not their size, which is why the leopard is on the list and the enormous hippopotamus is not.

Widely regarded as a very dangerous animal, Cape Buffalo are sometimes reported to maul and kill more people in Africa than any other animal, although the same claim is sometimes made of Hippopotami or Crocodiles. Notably, big game hunters have been killed by African buffalo than by any other African animal. Wounded Cape Buffalo are reputed to circle around and begin to stalk the hunter, waiting for an opportunity to ambush the hunter, charging to gore with its sharp horns.

Other than humans, the Cape Buffalo have few natural predators. A very powerful creature, they demand respect from even lions, since it typically takes multiple lions to bring down a single adult. The leopard and spotted hyena are a threat only to newborn calves. The Cape Buffalo has never been domesticated.

Usually considered nocturnal, but herds protected from hunting spend night and day almost equally, feeding at all seasons. The Cape Buffalo is non-territorial and extremely sociable, living in large, mixed herds that inhabit exclusive, traditional home ranges. Their eyesight and hearing is quite poor but their sense of smell is excellent.

Cape Buffalo occur from open savannah to thickly wooded country, and wallow when the opportunity presents itself. They are found in Sudan, Ethiopia, Somalia, Zambia, Zimbabwe, Namibia, Botswana, Mozambique, South Africa, Kenya and Tanzania, mostly in the savannas of eastern Africa.

After the Bomb world note: The current range of the Cape Buffalo herds is north of Zambiziland (167).

Size Level: 19 (Minimum 16 Maximum 22)

Height: up to 9 feet (1.8 m) tall.

Weight: 1323-1984 pounds (600-900 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +2 to I.Q., +10 to PS., Brute Strength, and +5D6 to SDC.

Human Features

Hands: Automatically full.

Biped: Automatically full.

Speech: Automatically partial.

Looks: None; A vaguely humanoid looking steer that stands upright. The legs are those of an animal, the arms and hands thin, but more human-like, the head that of a minotaur. The first, most noticeable thing about Cape Buffalo is their long (up to 40 inches (100 cm) across; length along curve 48 to 50 in (117-150 cm)), curving horns, ending in a deadly tip on each side. The body seems to match, from the solid cloven hooves, to the beefy upper body with a short fur coat in darker shades of grey, black, brown, or reddish-brown.

Natural Weapons:

Automatically gets a pair of long, curved, wickedly pointed horns that do 3D6 damage from either goring or head butts (+PS. attribute and combat skill bonuses).

10 BIO-E for 2D6 damage Hoofed Feet (3D6 if a bull/male), plus PS. damage bonus.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Endurance

10 BIO-E for Bestly Strength

20 BIO-E for Crushing Strength

Vestigial Disadvantages:

-5 BIO-E for Vestigial Ears

-5 BIO-E for Vestigial Tail

-5 BIO-E for Musk Glands

-10 BIO-E for Prey Eyes

-10 BIO-E for Nocturnal

-10 BIO-E for Diet: Ruminant

-15 BIO-E for Reptile Brain: Uncontrolled Aggression

Notes: Don't forget that a Giant Animal can sell I.Q. & M.E. and/or P.P. & Speed attribute points to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of ATB2 under Growth Steps.

Chimaera

Description: Chimaeras are a cartilaginous fish similar to rays and sharks, so similar that they are commonly called ghost sharks. While they do resemble sharks in some ways, they have several differences, primarily in the structure and shape of the jaw. Most Chimaera have smooth skin which lacks scales, two large pectoral fins, a prominent primary dorsal fin and a smaller secondary dorsal fin, along with two anal fins, and a long, finned or whip-like tail. Some have long, trunk-like snouts, others have very short snouts. Coloration ranges from black through silvery-grey to brownish grey or pale brown. Among the more notable species of Chimaera are the Australian Ghost Shark, Dark Ghost Shark, Deep-Water Chimaera, Narrow-nose Chimaera, Pale Ghost Shark, and Spotted Ratfish.

Size Level: 5

Height: 1 foot to 4 feet long (40-150 cm)

Weight: Varies

Build: Long

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +4 to M.E., +2 to P.E.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: None. Anal Fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech: 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks similar to a shark, thick body, flat arms and legs, generally dark skin, and a fish-shaped face, with eyes on the side of the elongated head.

5 BIO-E for Partial; Elongated head which may or may not have an elongated snout, eyes on side of head; thick, dark skin; short arms & legs.

10 BIO-E for Full; Slightly piscine features; hairless, dark skin.

Natural Weapons:

15 BIO-E for 1D4 damage Venomous Spine (for poison effects, see MDU, page 23, under Deadly Poison Venom)

5 BIO-E for 1D4 damage Light Denticles

Mutant Animal Powers:

Automatically gets Breathing[/b]: Gills

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Hearing

5 BIO-E for Electroreception (Detect Electrical Fields)

5 BIO-E for Sense Movement - Similar to Sensor Whiskers, but no air usage.

5 BIO-E for Master Swimming

5 BIO-E for Nightvision

10 BIO-E for Sense Electromagnetic Radiation

10 BIO-E for Light Natural Armour

10 BIO-E for Breathing: Lungs

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Medium Natural Armour

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hand and Feet

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Prey Eyes

Coati

Description: If anything looks like a cross between a raccoon and an opossum its the Coati. Their furry tails are as long as the rest of their bodies and are always kept fully upright, as if they were carrying flagpoles around.

Size Level: 5

Length: to 21 inches of actual body (42 inches from nose to tail tip).

Weight: to 25 pounds.

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

I.Q. +2

M.E.: +1

M.A.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; pointed, triangular head with upturned nose. Lean bodied with long tail.

5 BIO-E for Partial. Short tail, brown fur, and pointed features.

10 BIO-E for Full. Very sharp features, brown hair with white highlights, lean body.

Natural Weapons:

None

Mutant Animal Powers:

10 BIO-E for Advanced Taste

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

10 BIO-E for Prehensile Tail. Use as Partial Hand.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Prey Eyes.

-10 BIO-E for Diet: Insectivore.

Coelacanth

Description: Known as the "living fossil", this fish was once thought to have gone extinct more than 60 million years ago, until a live specimen was caught off the east coast of South Africa off the Chalumna River in 1938. It's thick, slimy body has eight fins, six of these are at the ends of leglike extremities ("lobe-fins") that can move in any direction. It's head is protected by a shield of bony plates and it has a unique hinged jaw that is found only on others of it's kind enabling it to move it's top & lower jaws to swallow larger prey. It continues to live in the ocean at depths of 650 feet, in numerous locations around Africa & Indonesia, numbering only in the low hundreds. After the crash, the

numbers of the Coelacanth began to slowly increase as mutations made them self-aware enough to avoid capture. plus the humans who caught them to sell as lab specimens were all wiped out. Very rarely do any mutant coelacanth come to the surface, and most sightings of them are from other ocean-going mutants. Due to the "freaky" appearance & coloration of the Coelacanth, the site of one silently emerging from the ocean depths (or coming across one under water) at night is enough to un-nerve almost anybody.

Size Level: 9

Length: to 6 feet

Weight: to 175 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 50

Attribute Bonuses:

PS. +5

P.E. +3

HUMAN FEATURES

Hands: None: A pair of fins (the "high pectoral fins") used for swimming.

5 BIO-E for Partial: High pectoral "lobe-fins" become stronger & slightly more developed that branch apart at the end to form a non-opposable thumb.

10 BIO-E for Full: Fully developed arms. "High Pectoral Lobe-Fins" branch apart in three places to form arms with fingers and an opposable thumb at the ends.

Biped: None: No legs, just a long eel-like tail for swimming and a pair of rear fins.

Helpless on land, unless alternative means of movement can be found. If the character has arms then he will be able to drag himself on land at a speed of 1. Can swim ten times faster than other mutants.

5 BIO-E for Partial: It's 4 "lobe-fins" (the high pectoral fins & ventral fins) mutated into primitive legs capable of walking on land. Character can run at half of it's maximum speed while on dry land.; gets +2 to dodge while underwater and can swim twice as fast as normal.

10 BIO-E for Full: Ventrals fins have fully developed into a set of legs equal to a human's.

Speech: 5 BIO-E for partial

10 BIO-E for full

Looks: None: greyish-blue, tough skin, mouth encircles half the head, wide-set eyes, very wide, pointed head with no neck, large sail-like dorsal fin on back with a second lobe-fin dorsal fin near the tail, webbed fingers and toes, bulbous 3-lobed tail, powerful build, gill slits on sides of head, no nose but has small nostrils.

5 BIO-E for partial: very wide head and mouth, wide-set eyes, powerful build, no hair, small sail-like dorsal fin on back, grey-blue skin, webbed fingers and toes, gill slits on side of head, large, pointed nose with small nostrils.

10 BIO-E for full: bald, large head, wide mouth with jagged teeth, pointed nose with no nostrils, greyish complexion, long bump in centre of back, slight webbing between fingers and toes, short, fat neck with small gill slits on each side.

Natural Weapons:

5 BIO-E for 1D6 Teeth

10 BIO-E for 1D8 Teeth

5 BIO-E for Bony Head Plates: Butting with head does 1D6 damage. Also acts as a natural Helmet that protects the head with A.R. 10 and SDC. +25.

Mutant Animal Powers:

5 BIO-E for Swim skill equal to 70%; 80% if Multi-directional fins are taken.

5 BIO-E for Breathe underwater

5 BIO-E for Night vision (40 feet)

10 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Multidirectional fins: Character has complete control over it's Epicaudal (second tail fin), Anal & second Dorsal lobe-fins. These fins help the character move in any direction and grant a +4 to dodge rolls while underwater.

5 BIO-E for Jelly Filled Gland: Located under the nasal cartilage, that is served by numerous sensory organs, similar to a shark's Ampullae of Lorenzini. This gland enables the character to detect the weak electrical field given off by living creatures. Range is 5 feet (1.5 m), double underwater.

10 BIO-E for Unique Swim Bladder: Swim bladder is filled with an oily, fatty tissue that remains in the bladder at all times. Instead of adjusting to different depths like a gas-filled swim bladder, the fat-filled bladder balances out the density of the characters bones and tissues without changing. The character naturally hovers at the same depth underwater unless it actively swims up or down.

15 BIO-E for Slimy Body: Adds +10 to Speed attribute while swimming- character will taste particularly disgusting & opponent will become mildly nauseous for 1D4 rounds after biting the character.

15 BIO-E for Light Natural Body Armour: AR: 8, SDC: +20

20 BIO-E for Medium Natural Body Armour: AR: 10, SDC: +40

15 BIO-E for Pressure Resistance: Allows the character to resist the effects of water pressure, up to 600 ft deep (+100 ft every 3rd level), without worry of such ailments as damage to blood vessels and decompression sickness. Since most Coelacanth live at depths of 650 feet (200 meters), their bodies have evolved (before mutation) to survive at such depths without any negative consequences. To keep this ability, the player must spend points on it.

(Vestigial Disadvantages):

-5 BIO-E for Reptile Brain: Predator

-15 BIO-E for Aquatic Vestigial Skin

-15 BIO-E for Aquatic Respiratory System

-5 BIO-E for Webbed Hands and Feet (only if character has Hands AND Feet)

-10 BIO-E for Diet: Carnivore

-20 BIO-E for Vestigial Decompression Vulnerability: Coelacanths live underwater at depths of 650 feet & only by mutation are they able to survive going closer to the surface. By taking this vestigial trait, the mutant Coelacanth will not be able to go to the surface for more then a few minutes without running the risk of dying due to decompression.

(Note: It is highly suggested that players who want mutant Coelacanths to be able to interact with the surface world, NOT to take this vestigial trait. Otherwise your character's visit to the surface would be short-lived; literally.)

Colossal Squid

Description: The colossal squid is the largest and heaviest squid in the world, it lives near the polar regions. The colossal squid is an intelligent active and vicious hunter of the deep ocean trenches.

Size Level: 22

Length: to 50 feet

Weight: 10 tons

Build: Long

Mutant Changes & Cost:

Total BIO-E: 0

Attribute Bonuses: +8 PS., +4 P.E., +2 Speed

Human Features:

Hands: Tentacles function as Hands: Partial

5 BIO-E for Full: Tentacles develop fully functional fingers just as capable as a humans.

Note: You must pay 5 BIO-E for every pair of Full Hands, to a maximum of four pairs (or five if the mutant has no legs).

Biped: Automatically None

10 BIO-E for Partial: "The jet-sack" develops into two lumpy semi-movable stubs, with a "knee" in the middle for locomotion.

15 BIO-E for Full: A pair of tentacles become the legs with full human-like movability. The mutant now has a human-like torso as well.

Speech: Automatically None

5 BIO-E for Partial

10 BIO-E for Full

Looks: None: Large triangular head with ten tentacles and suckers filled with "claws" (less if the mutant has arms and legs) the head ends in a sack with a beak between the tentacles. Large round, black eyes that shine in the light. Red leathery skin.

10 BIO-E for Partial: Head is large and there is beak where the mouth should be. The tentacles that are not used for arms or legs are all clustered around the beak.

Full Human Looks is not possible.

Natural Weapons:

10 BIO-E for 2D4 Beak

15 BIO-E for 2D6 Beak

5 BIO-E for 2D4 Tentacle Claws

15 BIO-E for 2D6 Tentacle Claws

Mutant Animal Powers:

Automatically gets Nightvision

5 BIO-E for Advanced Vision

10 BIO-E for Multi-Limb Coordination (must be purchased for each pair of arms). Gives the mutant the Ambidexterity and Paired Weapons skills automatically, and +1 to attack.

10 BIO-E for Suction Cups: This lets the mutant grab objects with strength equal to Supernatural PS. It also gives the mutant the equivalent of the Minor Power: Adhesion.

5 BIO-E Ink Spray: Underwater, this gives the mutant the ability to release enough ink to fill a 10x10x10 area (opponents are -8 to strike, parry and dodge) On the surface it just drips down the mutant creating a nasty black puddle.

10 BIO-E Jet Propulsion: A system of swimming in which the water is taken in through a pair of glands, and forced out in a stream. +20 to Speed. On land this just makes a weird wheezing sound.

15 BIO-E Camouflage Skin: The skin of the squid is able to blend in with its surroundings and gives it a +30% to Camouflage skill. The squid cannot do complex patterns like checker boards or flannel.

Vestigial Disadvantages:

-30 BIO-E for Aquatic Respiratory System (they cannot breath out of the water)

-15 BIO-E for Aquatic Vestigial Skin

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Reptile Brain: Predator

-5 BIO-E for each pair of Vestigial Tentacles (they just hang there and get in the way of manual tasks, -20% to skills that require the hands).

Cow and Bull

Description: Domesticated cattle bred for meat or milk production. There are dozens of specialized breeds, each with different sizes and characteristics.

Size Level: 16

Length: 6 to 8 feet long

Weight: to 2,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses: Cow: None

Bull: PS. +2

Spd. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, large muzzled head, long, rounded ears, eyes on side of head, very thick neck, fur, massive body, skinny tail and short arms and legs.

5 BIO-E for Partial, noticeable muzzle, large flat teeth, protruding ears, large neck and body, short, thick hair and short arms and legs.

10 BIO-E for Full, widely spaced eyes, large protruding ears, powerful neck and shoulder muscles.

Natural Weapons: 5 BIO-E for 2D12 Horns (Bulls Only)

Powers: Cow — None

Bull: 5 BIO-E for +15 SDC.

Coypu

Description: Coypu are rodents, that resemble a small beaver or a large water-rat with an attitude problem. Their fur is brownish-red, they have large teeth, short legs and a long

thin tail. Originally imported from South America for their fur, some escaped and went wild in East Anglia (Note: the plural of “coypu” is “coypu”).

Size Level: 3

Length: Two feet (0.6 m)

Weight: 5-10 pounds (up to 4.5 kg)

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

I.Q.: +2

P.P.: +2

P.E.: +1

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Short and squat, with animal snout and white whiskers, no neck, small ears on top of head, webbed hind feet and a long tail. Legs are very short. Covered in rather handsome fur.

5 BIO-E for Partial. Prominent nose and whiskers, short tail.

10 BIO-E for Full. Large, blunt nose and what appears to be a large white moustache.

Rounded body, short arms and legs.

Natural Weapons:

5 BIO-E for 1D8 Claws: Digging

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Hold Breath

10 BIO-E for Tunnelling

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

5 BIO-E for Leaping: Standard

10 BIO-E for Leaping: Rodent

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Vestigial Musk Glands

-5 BIO-E for Nearsightedness

Cuscus

Description: The Cuscus is the closest thing to a monkey among the marsupial animals. Lives in trees and eats leaves, fruit and any small animals or insects that happen by.

Size Level: 4

Length: body to 24 inches, tail to 20 inches

Weight: to 16 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.P.: +3

P.E.: +4

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Fur in colours from pure white to cream, to tan, to red-brown. Females have no markings, but males always come with red or brown splotches. Long, naked tail that easily coils up like a spring. The face is dominated by large round eyes (with cat-like vertical slits) and a wrinkled, fleshy nose. No visible ears. Body is sleek and smooth.

5 BIO-E for Partial. Round head with protruding nose and large, luminous eyes. Long, muscular body with short arms and legs. Short, naked tail.

10 BIO-E for Full. Large round eyes, and a face with a strangled wrinkled nose. Males with have heavy freckles all over. Short thick, hair. Powerful build.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Night Vision

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Rodent

5 BIO-E for Prehensile Tail (as Partial Hand)

10 BIO-E for Prehensile Feet (As Partial Hand)

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Vestigial Tail

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Poor Hearing

Crab: Anomura

Description: Unlike some animal orders, there is a fairly wide variation of body types among the Anomura. Four superfamilies of animals compose the order of Anomura; Galatheoidea (consisting of squat lobsters, porcelain crabs and others), Hippoidea (sand crabs and mole crabs), Lomisoidea (hair stone crab), and Paguroidea (hermit crabs, king crabs, and stone crabs, among others). General notable differences from other decapods are that the fifth pair of pereopods is generally under-developed and found inside the gill chamber and they generally have a developed telson, which can be used for swimming, digging, or holding the body inside a gastropod shell.

Size Level: 1 for all varieties except King Crabs which are SL 7

Height: Varies, generally small, but up to 8 feet (2.5 m) for King Crabs

Weight: Varies

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80 for most varieties, 50 for King Crab

Attribute Bonuses: +6 to PS., Brute Strength, +4 to P.E.

Human Features

Hands: 10 BIO-E for Partial Humanoid Arms & Hands (MiO, page 42)

15 BIO-E for Full Humanoid arms and Hands (MiO, page 42)

15 BIO-E for Clawed hands and feet (MiO, page 42)

Biped: 2 BIO-E for Three legs for walking (MiO, page 42)

5 BIO-E for Three legs for running (MiO, page 42)

5 BIO-E for Two-legged Biped (MiO, page 42)

10 BIO-E for Two-legged Biped with a second pair of partial limbs used as both arms and legs (MiO, page 42)

15 BIO-E for Two-legged Biped with a third pair of partial limbs used both as arms and legs

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a large crab (or small lobster) with six "legs", two pincer-arms, and a hard carapace. Face generally consists of small feeding arms for the mouth, antennae, and stalked eyes.

10 BIO-E for Partial; Likely centauroid in appearance (multiple legs), with crab claws instead of regular hands, a hard carapace, stalked eyes, and mandible-style mouth.

20 BIO-E for Full; Yeah, pretty much looks like Zoidberg of Futurama.

Natural Weapons:

2 BIO-E for 1D4 damage Small Maxillipeds

2 BIO-E for 2D4 damage Small Chelipeds (Claws)

5 BIO-E for Single 3D6 damage Crushing Cheliped

10 BIO-E for 1D6 damage Large Maxillipeds

10 BIO-E for Two 3D6 damage Crushing Chelipeds

Mutant Animal Powers:

0 BIO-E for Superior Taste (MiO, page 42)

0 BIO-E for Compound Eye: 180 degree area of sight (MiO, page 42)

0 BIO-E for Antennae: Motion Sensing/Hearing Power [Antennae Combat Bonuses] (MiO, page 43)

0 BIO-E for Antennae: Motion Sensing/Hearing Power [Communicate with ultrasonic sound] (MiO, page 43)

0 BIO-E for Antennae: Motion Sensing/Hearing Power [Hear ultrasonic sounds/Keen hearing] (MiO, page 43)

0 BIO-E for Antennae: Motion Sensing/Hearing Power [Feel the vibrations] (MiO, page 43)

0 BIO-E for Antennae: Touch Power [Accurately identify common, known objects/substances] (MiO, page 43)

2 BIO-E for Compound Eye: Ultraviolet Vision (MiO, page 42)

2 BIO-E for Antennae: Smelling Power [Remember & identify a specific unusual scent] (MiO, page 43)

2 BIO-E for Compound Eye: Polarized Sight (MiO, page 43)

2 BIO-E for Antennae: Touch Power [Identify temperature] (MiO, page 43)

2 BIO-E for Antennae: Smelling Power [Identify common, known smells] (MiO, page 43)

5 BIO-E for Light Exoskeleton Body Armour (MiO, page 43)

5 BIO-E for Antennae: Motion Sensing/Hearing Power [Track by sound] (MiO, page 43)

5 BIO-E for Compound Eye: Hard Eye (MiO, page 43)

5 BIO-E for Compound Eye: 360 degree area of sight (MiO, page 42; in decapods this is accomplished by having rotating eye stalks)

5 BIO-E for Antennae: Motion Sensing/Hearing Power [Motion Detection] (MiO, page 43)

5 BIO-E for Antennae: Smelling Power [Track & manoeuvre by smell alone] (MiO, page 43)

5 BIO-E for Breathing: Gills or Breathing: Lungs (Must select one or Dual Breathing.)

10 BIO-E for Retractable Eye-Stalks

10 BIO-E for Sensing Hairs

10 BIO-E for Camouflage Pattern

10 BIO-E for Compound Eye: Advanced Eye (MiO, page 43)

10 BIO-E for Compound Eye: Optics Bonus (MiO, page 43)

10 BIO-E for Medium Exoskeleton Body Armour (MiO, page 43)

10 BIO-E for Light Exoskeleton Spine Armour (MiA, page 14)

15 BIO-E for Multi-limb Coordination (RH, page10)

15 BIO-E for Digging Telson

15 BIO-E for Swimming Telson

15 BIO-E for Breathing: Dual Breathing

20 BIO-E for Heavy Exoskeleton Body Armour (MiO, page 43)

20 BIO-E for Medium Exoskeleton Spine Armour (MiA, page 14)

20 BIO-E for Shell-holding Telson

20 BIO-E for Toxin Resistance

30 BIO-E for Heavy Exoskeleton Spine Armour (MiA, page 14)

Vestigial Disadvantages:

-5 BIO-E for No Lungs OR No Gills (Can only select one.)

-5 BIO-E for Colour Blindness

- 5 BIO-E for Nearsighted
- 10 BIO-E for Nocturnal
- 10 BIO-E for Vestigial Legs (can be purchased up to twice)
- 15 BIO-E for Dehydration: Severe

Crab: Brachyura

Description: True Crabs are decapod crustaceans from the order Brachyura. Notable crab species include Arrow Crab, Black Crab, Blue Crab, Circular Crab, Dungeness Crab, Edible Crab, Fiddler Crab, Ghost Crab, Halloween Crab, Horse Crab, Japanese Spider Crab, Masked Crab, Pea Crab, Sand Crab, Shame-faced Crab, Snow Crab, Swimming Crabs, and Thumbnail Crab, among others. True Crabs are distinguished from other decapods by having short tails and four pair of walking periopods.

Size Level: Small Crabs = SL 1, Medium Crabs = SL 3, & Large Crabs = SL 5

Height: Varies from as little as a few millimetres, to 4 meters wide legs-span

Weight: Varies.

Build: Medium

Mutant Changes & Costs

Total BIO-E: Small Crabs = 80, Medium Crabs = 70, and Large Crabs = 60

Attribute Bonuses: +4 to PS., Brute Strength, +4 to P.E., +10 to Speed

Human Features

Hands: 10 BIO-E for Partial Humanoid Arms & Hands (MiO, page 42)

15 BIO-E for Full Humanoid arms and Hands (MiO, page 42)

15 BIO-E for Clawed hands and feet (MiO, page 42)

Biped: 2 BIO-E for Four legs for walking (MiO, page 42)

5 BIO-E for Four legs for running (MiO, page 42)

5 BIO-E for Two-legged Biped (MiO, page 42)

10 BIO-E for Two-legged Biped with a second pair of partial limbs used as both arms and legs (MiO, page 42)

15 BIO-E for Two-legged Biped with a third pair of partial limbs used both as arms and legs

20 BIO-E for Two-legged Biped with a fourth pair of partial limbs used as both arms and legs

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a large crab with eight "legs", two pincer-arms, and a hard carapace. Face generally consists of small feeding arms for the mouth, antennae, and stalked eyes.

10 BIO-E for Partial; Likely centauroid in appearance (multiple legs), with crab claws instead of regular hands, a hard carapace, stalked eyes, and mandible-style mouth.

20 BIO-E for Full; Yeah, pretty much looks like Zoidberg of Futurama.

Natural Weapons:

2 BIO-E for 1D4 damage Small Maxillipeds

2 BIO-E for 2D4 damage Small Chelipeds (Claws)

10 BIO-E for 1D6 damage Large Maxillipeds

Mutant Animal Powers:

0 BIO-E for Superior Taste (MiO, page 42)

0 BIO-E for Compound Eye: 180 degree area of sight (MiO, page 42)

0 BIO-E for Antennae: Motion Sensing/Hearing Power [Antennae Combat Bonuses] (MiO, page 43)
 0 BIO-E for Antennae: Motion Sensing/Hearing Power [Communicate with ultrasonic sound] (MiO, page 43)
 0 BIO-E for Antennae: Motion Sensing/Hearing Power [Hear ultrasonic sounds/Keen hearing] (MiO, page 43)
 0 BIO-E for Antennae: Motion Sensing/Hearing Power [Feel the vibrations] (MiO, page 43)
 0 BIO-E for Antennae: Touch Power [Accurately identify common, known objects/substances] (MiO, page 43)
 2 BIO-E for Compound Eye: Ultraviolet Vision (MiO, page 42)
 2 BIO-E for Antennae: Smelling Power [Remember & identify a specific unusual scent] (MiO, page 43)
 2 BIO-E for Compound Eye: Polarized Sight (MiO, page 43)
 2 BIO-E for Antennae: Touch Power [Identify temperature] (MiO, page 43)
 2 BIO-E for Antennae: Smelling Power [Identify common, known smells] (MiO, page 43)
 5 BIO-E for Light Exoskeleton Body Armour (MiO, page 43)
 5 BIO-E for Antennae: Motion Sensing/Hearing Power [Track by sound] (MiO, page 43)
 5 BIO-E for Compound Eye: Hard Eye (MiO, page 43)
 5 BIO-E for Compound Eye: 360 degree area of sight (MiO, page 42; in decapods this is accomplished by having rotating eye stalks)
 5 BIO-E for Antennae: Motion Sensing/Hearing Power [Motion Detection] (MiO, page 43)
 5 BIO-E for Antennae: Smelling Power [Track & manoeuvre by smell alone] (MiO, page 43)
 5 BIO-E for Breathing: Gills or Breathing: Lungs (Must select one or Dual Breathing.)
 10 BIO-E for Retractable Eye-Stalks
 10 BIO-E for Compound Eye: Advanced Eye (MiO, page 43)
 10 BIO-E for Compound Eye: Optics Bonus (MiO, page 43)
 10 BIO-E for Medium Exoskeleton Body Armour (MiO, page 43)
 10 BIO-E for Digging/Tunnelling
 15 BIO-E for Hibernation
 15 BIO-E for Multi-limb Coordination (RH, page10)
 15 BIO-E for Breathing: Dual Breathing
 20 BIO-E for Heavy Exoskeleton Body Armour (MiO, page 43)
 Vestigial Disadvantages:
 -5 BIO-E for No Lungs OR No Gills (Can only select one.)
 -5 BIO-E for Colour Blindness
 -5 BIO-E for Nearsighted
 -10 BIO-E for Nocturnal
 -10 BIO-E for Vestigial Legs (can be purchased up to three times)
 -15 BIO-E for Dehydration: Severe
 -20 BIO-E for Diet: Cannibalism

Cuttlefish

Description: Cuttlefish are marine animals belonging to the Cephalopoda class (which also includes squid, octopuses, and nautilus). Despite their common name, cuttlefish are not fish but molluscs. Cuttlefish eat small molluscs, crabs, shrimp, fish and other cuttlefish. Their predators include dolphins, sharks, fish, seals and other cuttlefish.

Size Level: 1-4

Height: up to 20 inches (50 cm)

Weight: up to 23 pounds (10.5 kg)

Build: Short

Mutant Changes & Costs

Total BIO-E: SL 1 = 80, SL 2 = 75, SL 3 = 70, SL 4 = 65

Attribute Bonuses: +5 to I.Q., +4 to Spd

Human Features

Hands: Partial hands are automatic, because the tentacles are the equivalent of partial hands.

5 BIO-E for Full. The tentacles have developed three branches at the end of each which serve as two fingers and a thumb.

15 BIO-E for Full Humanoid arms and Hands (MiO, page 42) Note: must be bought for EACH Extra Pair of Arms for full use.

Biped: None; Crawls along with arms.

2 BIO-E for Four legs for walking (MiO, page 42).

5 BIO-E for Four legs for running (MiO, page 42).

5 BIO-E for Two-legged Biped (MiO, page 42).

10 BIO-E for Two-legged Biped with a second pair of partial limbs used as both arms and legs (MiO, page 42).

15 BIO-E for Two-legged Biped with a third pair of partial limbs used both as arms and legs (MiO, page 42).

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; huge head with loose, bulbous back (see picture); large eyes; brown, leathery skin.

5 BIO-E for Partial; Huge head and thick neck; long, flexible body; multiple arms protrude from upper torso, humanoid legs and body form; clearly not human!

Full Human Looks are NOT available.

Natural Weapons:

5 BIO-E for 1D4 damage Beak.

10 Bio-E for 1D4 damage Denticled Suckers (The suckers of all decapods have horny rings. These rings often carry sharp claw-like teeth and in some species these have been modified into hooks. The advantages of hooks are uncertain. They could be designed for sinking into soft-bodied prey, such as other squid, or they could act as grappling hooks for hard-body spiny prey where suckers would be ineffective)

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic.

5 BIO-E for Advanced Vision

5 BIO-E for Powerful Suction Cups per pair of arms. (RH, 10)

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Buoyancy: Neutral

5 BIO-E for Brute Strength

5 BIO-E for Hold Breath (in the air)
10 BIO-E for Breathing: Lungs
10 BIO-E for Black Ink Spray. (RH, 10)
10 BIO-E for Swimming: Master
15 BIO-E for Multi-Limb Coordination. (RH, 10)
20 BIO-E for Breathing: Dual Breathing
20 BIO-E for Chameleon Camouflage Power. (RH, 10)
20 BIO-E for Lethal Poison (Tetradotoxin)
Vestigial Disadvantages:
-5 BIO-E for Reptile Brain: Prey
-5 BIO-E for Colour Blindness
-5 BIO-E for No Gills
-5 BIO-E for Vestigial Tentacles
-10 BIO-E for Diet: Carnivore.
-10 BIO-E for Prey Eyes
-10 BIO-E for Nocturnal
-10 BIO-E for Light Sensitive
-10 BIO-E for Vestigial Arm
-20 BIO-E for Dehydration: Extreme
-20 BIO-E for Soft Body (½ normal SDC.)

Deer

Description: Woodland grazing animal whose primary defence against predators is speed. There are a large variety of deer, all with roughly the same characteristics.

Size Level: 13

Length: to 6 feet long

Weight: to 400 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 20

Attribute Bonuses:

PS. +1

P.E. +1

Spd. +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, triangular head with large ears at the upper corners, widely spaced eyes, thick neck, powerful body with long, thin arms and legs.

5 BIO-E for Partial, muzzled head, large ears, thick body with thin arms and legs.

10 BIO-E for Full, large, fluid eyes, large ears, thick neck, powerful build.

Natural Weapons: 5 BIO-E for Small Antlers 1D6

10 BIO-E for Large Antlers 2D6

Powers:

5 BIO-E for Advanced Hearing

Dhole

Description: The dhole is a canine from south Asia its the size of a dingo with rusty red fur, large ears (twice the size of a normal dogs), black tipped bushy tail, and fore-toed hairless paws. The jaw is exceptionally thick and blunt allowing for powerful bites.

Size Level: 8

Length: 5 feet (1.5m) long does not include tail

Weight: 70-100 lbs (32 to 45 kg)

Build: Medium

Mutant Changes & Cost

Total BIO-E: 40

Attribute Bonuses: Brute Strength, +1 P.P., +2 P.E., +4 Spd

Human Features:

Hands: 5 BIO-E for partial or 10 BIO-E for full

Biped: 5 BIO-E for partial or 10 BIO-E for full

Speech: 5 BIO-E for partial cannot take full speech

Looks: None 0 BIO-E. An intelligent four-legged canine with large black eyes, hairless paws, black tipped tail, pointy ears, clawed feet and wiry thick fur

Looks: Partial 5 BIO-E. Humanoid with a somewhat canine head, small thick snout, strong build.

Looks: Full 10 BIO-E. Looks like a normal human, but has short thin rusty red fur that becomes black near the hind end. Looking somewhat like the 1930's wolf-man.

Natural Weapons:

5 BIO-E for 1D4 claws

5 BIO-E for 1D8 canine teeth

*10 BIO-E for 1D6+4 canine teeth

*15 BIO-E for 2D6+4 canine teeth

Note those marked with * cannot be used with Human Looks: Full

Mutant Animal Powers:

Automatically has Advanced Vision

Automatically has Advanced Smell

5 BIO-E Advanced Hearing

5 BIO-E Nightvision

10 BIO-E Predator Burst

10 BIO-E Beastly Strength

10 BIO-E Extra Physical Endurance

10 BIO-E Extra Physical Prowess

10 BIO-E Extra Intelligence Quotient

10 BIO-E Extra Mental Endurance

Vestigial Disadvantages:

-5 BIO-E for Colour Blindness

-5 BIO-E for Vestigial Ears

-5 BIO-E for Vestigial Tail

- 10 BIO-E for Nearsightedness
- 10 BIO-E for Nocturnal (cannot be combined with diurnal)
- 10 BIO-E for diurnal (cannot be combined with nocturnal)
- 10 BIO-E for Diet: Carnivore
- 10 BIO-E for Reptilian Brain: Predator
- 10 BIO-E for Domestication
- 20 BIO-E for Subservience (cannot be combined with domestication)

Dog: Dingo

Description: Native dog that hunts in packs. Aboriginal lore has it that dingoes are capable of detecting evil spirits or strangers with evil intentions. In modern times, many attempts have been made to exterminate the dingo (hunting and poisoning), none with any real success. Dingo puppies are easily domesticated.

Size Level: 6

Length: to 6 feet (with tail)

Weight: to 65 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

I.Q.: +2

M.E.: +3

M.A.: +3

PS.: +1

P.P.: +2

P.E.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; point ears on top of head, clawed hands and feet, and long tail. Dingoes are uniformly collared, with either yellow, cream, or white fur.

5 BIO-E for Partial. Prominent snout, pointed ears, fur, and powerful, muscular build.

10 BIO-E for Full. Slightly pointed ears, large features, thick blond hair and beard, and powerful build.

Natural Weapons:

10 BIO-E for 1D6 Bite.

5 BIO-E for 1D4 Claws: Standard

10 BIO-E for 1D6 Claws: Standard

Mutant Animal Powers:

Automatically gets Advanced Vision (can trade it away for Colour Blindness)

5 BIO-E for Advanced Smell

10 BIO-E for Advanced Hearing

5 BIO-E for Extra Intelligence Quotient
5 BIO-E for Extra Mental Affinity
5 BIO-E for Extra Mental Endurance
10 BIO-E for Brute Strength
15 BIO-E for Bestly Strength
30 BIO-E for Crushing Strength
5 BIO-E for Extra Physical Prowess
10 BIO-E for Extra Physical Endurance
5 BIO-E for Extra Speed
5 BIO-E for Leaping: Rodent
10 BIO-E for Predator Burst
Vestigial Disadvantages:
-5 BIO-E for Colour Blindness
-10 BIO-E for Nocturnal Metabolism
-10 BIO-E for Diet Restriction: Carnivore
-10 BIO-E for Reptile Brain: Predator
-5 BIO-E for Nearsightedness
-5 BIO-E for Vestigial Tail

Dolphin

Description: Perhaps the most social of the cetaceans, dolphins can typically be found in pods, and even superpods of over a thousand dolphins. However, their sociology is much closer to humans in that they have been observed in fights with other dolphins over mates or disputes. Also like humans, dolphins are known to engage in sexual intercourse for reasons other than reproduction.

Size Level: 14

Height: to 16 feet.

Weight: to 400 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 15

Attribute Bonuses: +5 to I.Q., +5 to M.E., +4 to M.A.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.

Looks: None; Rounded head and body with thick, greyish skin; awkward, flat legs and arms.

5 BIO-E for Partial; Rounded head with bottlenose snout, eyes on the side of the head, thick, grey skin, short arms and legs.

10 BIO-E for Full; Rounded features, hairless, pale skin, fat-looking.

Natural Weapons:

10 BIO-E for 2D4 damage Bite
 10 BIO-E for Sonic Stun Blat
 20 BIO-E for Sonic Blast
 Mutant Animal Powers:
 Automatically receives Hold Breath: Basic Cetacean and Swimming: Basic
 5 BIO-E for Sonar
 5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 SDC.
 5 BIO-E for Extra Intelligence Quotient
 5 BIO-E for Electroreception: Passive (Detect Electrical Fields)
 5 BIO-E for Swimming: Acrobatic
 10 BIO-E for Extra Mental Endurance
 10 BIO-E for Nightvision
 10 BIO-E for Sonic Echo-Location
 10 BIO-E for Swimming & Surfacing: Dolphin
 15 BIO-E for Ultrasonic Probe
 Vestigial Disadvantages:
 -5 BIO-E for Vestigial Dorsal Fin (treat as vestigial tail)
 -5 BIO-E for Webbed Hands & Feet
 -5 BIO-E for Limited Buoyancy
 -10 BIO-E for Diet: Carnivore
 -10 BIO-E for Reptile Brain: Predator
 -15 BIO-E for No Sense of Smell
 -15 BIO-E for Dehydration: Severe

Donkey

Description: Also called an “Ass” or “Burro”, they are distant relatives of horses. Although horses and donkeys can interbreed the result is a sterile Mule.

Size Level: 12

Length: to 54 inches at the shoulder

Weight: 200 to 400 pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 25

Attribute Bonuses:

M.E.: +2

P.E.: +5

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; large, long head with large, tubular ears on top; short hair, large rounded body; tail with tuft on end; short, bristly mane; long, thin legs.

5 BIO-E for Partial. Large, muzzled face, large ears on top of head, mohawk-style hair going all the way down the back, short tail, thin arms and legs.

10 BIO-E for Full. Short, bristly mohawk-style hair; large, pointed ears; stocky, powerful build.

Natural Weapons: 5 BIO-E for Hoofed Hands, punches do 2D4+2 damage.

5 BIO-E for Hoofed Feet, kick does 2D6 damage.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard.

20 BIO-E for Leaping: Rodent.

5 BIO-E for Brute Strength

10 BIO-E for Bestly Strength

Vestigial Disadvantages:

-10 BIO-E for Domestication.

-5 BIO-E for Vestigial Hooves

-5 BIO-E for Vestigial Tail

-10 BIO-e For Prey Eyes

-10 BIO-E for Diet: Herbivore.

Eagle Rays

Description: Eagle Rays are a group of large rays typically found living in the open ocean instead of the bottom of the sea. There are eight notable species of eagle rays, the bat rays, bonnet rays, bull rays, common eagle rays, cownose rays, devil rays, manta rays, and smooth-tail eagle rays. The general anatomical layout of eagle rays is as follows: two large, broad pectoral fins with pointed tips, rounded, two narrow pelvic fins, one small dorsal fin, a long, whip-like tail (which may or may not have stinging barbs), and often, a caudal fin. Coloration varies widely and can include a spotted pattern consisting of white rings with a black centre, blue with white spots, brown with an off-white belly, brown-grey dorsally with a white belly, dark brown, olive-green, or yellow dorsal surface with pale grey or blue spots and a white belly, dramatically spotted with white, blue-white, green, pearl, or yellow spots against a brown, black, or dark grey background, reddish-brown with white spots, uniform grey, or white ventrally and blue or black dorsally.

Size Level: Small Ray = SL 5, Medium Ray = SL 10, Large Ray = SL 20

Height: Small Ray = 1.2-4 feet (45-120 cm)

Medium Ray = 5-8.2 feet (up to 2.5m)

Large Ray = up to 16 feet (up to 5 m)

Weight: Varies

Build: Short

Mutant Changes & Costs

Total BIO-E: Small Ray = 60, Medium Ray = 35, Large Ray = 0

Attribute Bonuses: +2 to I.Q. and +2 to PS.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: None. Pelvic Fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; An intelligent ray.

10 BIO-E for Partial; A mutant that looks to be half-man, part-bat with an almost shark-like head and face, short legs, bat-like wings, and a stout, thick-skinned body with a whip-like tail.

20 BIO-E for Full; A human-looking character with very large bat-like wings. The nose is generally small, the mouth wide with thin lips, piercing eyes, and may or may not have horns. Hairless, though may have a noticeable tail.

Natural Weapons:

5 BIO-E for 2D4 damage Barbed Tail

10 BIO-E for 2D6 damage Crushing Teeth

10 BIO-E for 1D4 damage Light Denticles

10 BIO-E for Weak Poison Tail Requires a successful tail attack (1D4 damage) and the poison does 1D4 damage, direct to hit points. A successful save means that no damage occurs from the poison.

15 BIO-E for 1D6 damage Feeding Horns (Devil Rays & Manta rays only)

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

5 BIO-E for Hold Breath (in the air)

10 BIO-E for Leaping: Standard

10 BIO-E for Digging

10 BIO-E for Breathing: Lungs

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-10 BIO-E for Total Blindness

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Vestigial Tail

-20 BIO-E for Dehydration: Extreme

Eel: Conger

Description: Conger eels are among the largest of eels.

Size Level: 13

Height: up to 10 feet (3m) long.

Weight: up to 350 pounds (159 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses: +4 to PS., +2 to P.E.

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by

Prehensile Tail.

5 BIO-E for Partial Hands. The eel develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant eel a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute. The character can rear up on the upper part of the body while continuing to slither with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long body, at least five times as long as it is wide, entirely covered with smooth and slimy skin. Head is short with one nostril on top and gills to either side, with the mouth being notably large and round. The eyes are fairly large. One or two dorsal fins will be present.

5 BIO-E for Partial; Body is long and sleek. Head is smooth, with a large, rounded mouth.

10 BIO-E for Full; Entirely bald, with smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin

Natural Weapons:

5 BIO-E for 2D4 damage Teeth

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Nightvision

5 BIO-E for Hold Breath (in the air)

10 BIO-E for Breathing: Lungs

10 BIO-E for Bestly Strength

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hands & Feet

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Dehydration: Mild

Eel: Freshwater

Description: Freshwater eels comprise several species. The name itself is misleading as these eels are catadromous, meaning they spend their lives in freshwater rivers and return to the ocean to spawn.

Size Level: 4

Height: 2-5 feet (60-150 cm) long.

Weight: 13-45 pounds (6-20.5 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: +2 to P.E., +2 to P.P., +6 to Spd.

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial Hands. The eel develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant eel a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute. The character can rear up on the upper part of the body while continuing to slither with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long body, at least five times as long as it is wide, entirely covered with smooth and slimy skin. Head is short with one nostril on top and gills to either side, with the mouth being notably large and round. The eyes are fairly large. One or two dorsal fins will be present.

5 BIO-E for Partial; Body is long and sleek. Head is smooth, with a large, rounded mouth.

10 BIO-E for Full; Entirely bald, with smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin

Natural Weapons:

5 BIO-E for 1D4 damage Teeth

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Master

5 BIO-E for Nightvision

5 BIO-E for Hold Breath (in the air)

10 BIO-E for Breathing: Lungs

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hands & Feet

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Dehydration: Mild

Eel: Gulper

Description: The gulper eel is a deep sea fish that superficially resembles an eel, to which it is completely unrelated. They also have no scales, pelvic fins, or swim bladder. The jaws are quite large, and several types are notable for being able to consume fish larger than themselves.

Size Level: 3

Length: up to 4 ft long (1 m)

Weight: up to 20 lbs.

Build: long

Mutant Changes & Cost:

Total BIO-E: 60

Attribute Bonuses: +1 PS., +4 P.E., +5 to underwater Speed, -4 P.B.

Human Features:

Hands: Automatically None. The character is long with no fins a smooth slimy body and a large mouth that takes up 1/3 of his body.

15 BIO-E for Partial. The character develops stubby and heavy short fingers.

20 BIO-E for Full. Three fingered hands with fully developed thumbs and joints.

Biped: Automatically None. The mutant has a long skinny "tail"

10 BIO-E for Partial. Tail becomes two thick and stubby legs

15 BIO-E for Full. Character develops fully functional human-like legs.

Speech: Automatically None.

5 BIO-E for Partial

10 BIO-E for Full.

Looks: Automatically None. The character has slick slimy damp skin, a huge pelican-like pouch attached to a large mouth and small beady black eyes.

5 BIO-E for Partial. Body is more human-like, with smooth scale less skin. The character now resembles the "Creature from the Black Lagoon"; he may pass for a human in bad or low light.

10 BIO-E for Full. The mutant cannot take Full Looks.

Natural Weapons:

5 BIO-E for 2D4 teeth

10 BIO-E for 2D6 teeth

15 BIO-E for Gulper Mouth. The mouth is loosely-hinged, and can be opened wide enough to swallow an animal much larger than the character. The characters stomach can stretch and expand to accommodate large prey animals or even items. The mutant may hide strong acid resistant items and equipment in his stomach for a number of days equal to his P.E., after which the items must be removed or they will begin to hurt the mutant's capabilities of digesting food. The mutant may not stuff anything into his mouth or stomach wider than he is long, or longer than three times his length.

Mutant Animal Powers:

Automatically has Water Breathing.

Automatically has Aquatic Swimming. The mutant can survive depths at 8,000 feet. The character gets the Swimming skill at 98%.

10 BIO-E Brute Strength

15 BIO-E Beastly Strength
5 BIO-E for Advanced Vision
5 BIO-E for Nightvision
10 BIO-E for Predator Burst
Vestigial Disadvantages:
-5 BIO-E for Reptile Brain: Predator
-10 BIO-E for Prey Eyes
-15 BIO-E for Aquatic Vestigial Skin
-20 BIO-E for Aquatic Respiratory System
-5 BIO-E for Webbed Hands and Feet: An additional -5% to manual skills. And -10% to Speed.
-10 BIO-E for Diet: Carnivore

Eel: Moray

Description: While largely maligned as vicious, ill-tempered eels, moray eels are actually secretive & shy ambush predators. While they can excrete a poisonous slime or mucus which acts to protect their skin, moray eel bites are not poisonous per se. However, because of the bacteria found in their mouths, the bite of a moray eel can have additional detrimental effects. Also of note is their unique set of secondary jaws, known as pharyngeal jaws, which are found in the back of the throat and, like the xenomorph aliens from Alien, be projected forward to further grasp prey, which is then dragged down the esophagus for swallowing.

Size Level: 8

Height: typically 5 feet (1.5m) long.

Weight: up to 154 pounds (70 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 45

Attribute Bonuses: +2 to M.E., +3 to PS., +2 to P.P.

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial Hands. The eel develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant eel a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute. The character can rear up on the upper part of the body while continuing to slither with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long body, at least five times as long as it is wide, entirely covered with smooth and slimy skin. Head is short with one nostril on top and gills to either side, with

the mouth being notably large and round. The eyes are fairly large. One or two dorsal fins will be present.

5 BIO-E for Partial; Body is long and sleek. Head is smooth, with a large, rounded mouth.

10 BIO-E for Full; Entirely bald, with smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin

Natural Weapons:

5 BIO-E for 2D6 damage Grasping Teeth

10 BIO-E for 3D6 damage Pharyngeal Bite (already includes Grasping Teeth bite & damage)

20 BIO-E for Diseased Bite (food poisoning equivalent damage)

25 BIO-E for Paralytic Poison Slime: If exposed skin comes into contact with the slime, as in the case of hand to hand combat, the victim must save vs Non-Lethal Poison to avoid paralyzation for 1D6 melee rounds.

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Master

5 BIO-E for Nightvision

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Predator Burst

10 BIO-E for Breathing: Lungs

10 BIO-E for Camouflage Pattern

10 BIO-E for Advanced Smell

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hands & Feet

-5 BIO-E for Nearsightedness

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Vestigial Head (flares like a cobra's hood when angry or excited)

-10 BIO-E for Dehydration: Mild

Eel Electric

Description: Not actually an eel at all, this is actually a fish, notable for being capable of generating electrical discharges with its tail. Unlike many fish however, these bottom-dwelling hunters actually breathe air and surface roughly every ten minutes to get more air.

Size Level: 6

Height: up to 8 feet (2.4 m long).

Weight: up to 44 lbs (20 kgs).

Build: Long

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: +4 to P.P.

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial Hands. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant snake a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute. The character can rear up on the upper part of the body while continuing to slither with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long body, at least five times as long as it is wide, with an olive, brown, or greenish back and yellowish belly. Head is flattened, with a blunt snout. Smooth skin with tiny scales. Long tail with slightly developed fins.

5 BIO-E for Partial; Body is long and sleek. Head is smooth, with no hair.

10 BIO-E for Full; Entirely bald, with shiny, smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin

Natural Weapons:

5 BIO-E for Stun Discharge

10 BIO-E for Paralyzing Discharge

20 BIO-E for Kill Discharge

Mutant Animal Powers:

Automatically gets Breathing: Lungs and Swimming: Basic

5 BIO-E for Electroreception: Passive

5 BIO-E for Swimming: Master

10 BIO-E for Hold Breath

10 BIO-E for Light Natural Armour

10 BIO-E for Breathing: Gills

15 BIO-E for Electroreception: Active

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Medium Natural Armour

Vestigial Disadvantages:

-5 BIO-E for No Lungs

-5 BIO-E for Colour Blindness

-5 BIO-E for Nearsightedness

-10 BIO-E for Total Blindness

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Dehydration: Mild

Electric Ray

Description: Electric Rays, also known as Torpedo Fish, are a group of rays with rounded wings which can generate an electrical discharge. They are typically grey or light brown in colour and may or may not have dark spots.

Size Level: 7

Height: 1 to 6 feet (33-180cm).

Weight: up to 97 lbs (44 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: 50

Attribute Bonuses: +3 to P.P. and +2 to P.E.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: None. Pelvic Fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; An intelligent ray.

10 BIO-E for Partial; A mutant that looks to be half-man, part-ray with an almost shark-like head and face, short legs, round wings, and a stout, thick-skinned body with a whip-like tail.

20 BIO-E for Full; A human-looking character with very large round wings. The nose is generally small, the mouth wide with thin lips, and piercing eyes. Hairless, though may have a noticeable tail.

Natural Weapons:

5 BIO-E for Stun Discharge

10 BIO-E for 2D8 damage Crushing Teeth

10 BIO-E for Paralyzing Discharge

20 BIO-E for Kill Discharge

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

5 BIO-E for Hold Breath (in the air)

10 BIO-E for Neutral Buoyancy

10 BIO-E for Camouflage Skin Pattern (MotY, 18)

10 BIO-E for Breathing: Lungs

15 BIO-E for Electroreception: Active

15 BIO-E for Predator Burst

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-10 BIO-E for Total Blindness

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Vestigial Tail

-20 BIO-E for Dehydration: Extreme

Elephant

Description: This is the world's largest land animal. The elephant is used as a circus performer throughout the world. It is a useful worker with tremendous strength and a trunk that serves as a flexible (partial) human hand.

Size Level: 20

Length: to 10 feet tall

Weight: to 10,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

PS. +2

Spd. +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, huge head with prominent lumps on top, small eyes, huge floppy ears, loose, leathery skin with sparse hair, massive body, trunklike arms and legs, skinny tail.

5 BIO-E for Partial, huge head with a nose that will hang below the chin, wrinkled, leathery skin that sags over most of the body, bald, powerful body and limbs.

10 BIO-E for Full, large head with bone ridge over the eyes, very large nose, large ears, bald, prominent facial wrinkles, thick neck and body, powerful arms and legs.

Natural Weapons: 10 BIO-E for Tusks

Powers:

10 BIO-E for Prehensile Trunk that can serve as an additional (Partial) hand. This trunk will be long enough for the character to touch ground without bending

5 BIO-E for Advanced Hearing

5 BIO-E for Thick Skin; +20 SDC

Elk

Description: These large, northern grazing animals are the second largest kind of deer. They are very social animals with the herds moving to the mountains in summer and the valleys in winter.

Size Level: 18

Length: to 9 feet long

Weight: to 1,100 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

P.P. +1

PS. +2

HUMAN FEATURES

Hands: 10 BIO-E for Partial

15 BIO-E for Full

Biped: 10 BIO-E for Partial

15 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, triangular head with large ears at the upper corners, widely spaced eyes, thick neck, powerful body with long, thin arms and legs.

5 BIO-E for Partial, muzzled head, large ears, thick body with thin arms and legs.

10 BIO-E for Full, large fluid eyes, large ears, thick neck, powerful build.

Natural Weapons: 5 BIO-E for 1D8 Antlers

Powers:

5 BIO-E for Advanced Smell

False Killer Whale

Description: Also known as False Pilot Whales, these creatures are actually members of the dolphin family. Like orcas, they are generally dark in colour. These fast, active swimmers are quite social.

Size Level: 21

Height: 14-20 feet (4.3-6 m) long.

Weight: up to 3300 lbs (1500 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +3 to M.A., +4 to PS., Brute Strength

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.

Looks: None; Rounded head and body with thick, black skin; awkward, flat legs and arms.

5 BIO-E for Partial; Rounded head with bottlenose snout, eyes on the side of the head, thick, black skin, short arms and legs.

10 BIO-E for Full; Rounded features, hairless, black skin, fat-looking.

Natural Weapons:

10 BIO-E for 2D6 damage Bite

10 BIO-E for Sonic Stun Blat

Mutant Animal Powers:

Automatically receives Hold Breath: Basic Cetacean and Swimming: Basic

5 BIO-E for Sonar
 5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 SDC.
 5 BIO-E for Extra Intelligence Quotient
 5 BIO-E for Electroreception: Passive (Detect Electrical Fields)
 10 BIO-E for Extra Mental Endurance
 10 BIO-E for Nightvision
 10 BIO-E for Sonic Echo-Location
 10 BIO-E for Swimming & Surfacing: Dolphin
 15 BIO-E for Ultrasonic Probe
 Vestigial Disadvantages:
 -5 BIO-E for Vestigial Dorsal Fin (treat as vestigial tail)
 -5 BIO-E for Webbed Hands & Feet
 -5 BIO-E for Limited Buoyancy
 -10 BIO-E for Diet: Carnivore
 -10 BIO-E for Reptile Brain: Predator
 -15 BIO-E for No Sense of Smell
 -15 BIO-E for Dehydration: Severe

Feline: Cheetah

Description: A large, spotted feline that looks somewhat doglike. Cheetahs are the fastest land mammals in the world and use their speed for hunting.

Size level: 8

Length: 48-56 inches

Weight: 80-140 pounds

Build: Long

Mutant Changes and Costs

Total BIO-E: 50

Attribute Bonuses: + 4 PP and +10 Spd

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Small round face with white muzzle, thick fur, long legs, and a long striped tail.

5 BIO-E for Partial. Broad nose, large yellow eyes, round ears on the side, roundish head, long body, spotted fur and a short tail.

10 BIO-E for Full. large prominent freckles, yellowish eyes, yellow hair, long lean body.

Natural Weapons

5 BIO-E for 1D6 damage Running Claws

5 BIO-E for 1D6 damage Teeth

Mutant Animal Powers

Automatically gets Advanced Vision and Righting Reflex

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed

5 BIO-E for Leaping: Rodent
10 BIO-E for Leaping: Feline
10 BIO-E for Predator Burst
20 BIO-E for Heightened Speed (Special). This is an advanced form of Predator Burst (in other words, you can't take both). It bestows the following benefits:
+4 to Initiative on the first round of combat and +2 on the second round.
+2 attacks for the first melee round of combat and +1 attack on the second melee round of an attack. All that follow are normal, even if a different opponent is engaged.
Double normal speed for a maximum of four rounds.
*See Predator Burst for limitations.
Vestigial Disadvantages
-5 BIO-E for taking Colour Blindness
-5 BIO-E for taking Vestigial Tail
-10 BIO-E for taking Diet: Carnivore
-10 BIO-E for taking Reptile Brain: Predator

Feline Domestic

Description: There are a wide variety of cat breeds, but all have roughly the same characteristics. Cat characters can have spotted, striped, persian or calico body markings.

Size Level: 3

Length: 12 to 24 inches

Weight: to 10 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

M.E. +2

P.P. +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, cat-like head with ears on top and large slitted eyes, long fur, heavy thighs, long furry tail.

5 BIO-E for Partial, large ears on top of head, large, slitted eyes, prominent whiskers, fur, small tail, large thighs, narrow shoulders, slim build.

10 BIO-E for Full, large eyes and ears, thick hair, large thighs, narrow shoulders, slim build.

Natural Weapons: 5 BIO-E for 1D8 Teeth

5 BIO-E for 1D8 Retractable Claws (climbing)

10 BIO-E for 2D6 Retractable Claws (climbing)

Powers:

5 BIO-E for Nightvision (50 feet), eyes will be cat like.

Feline: Jaguarondi

Description: Although a member of the feline family, the jaguarondi looks more like a weasel than a cat. This is due to its shape, having a long, thin body, and much shorter legs than other cats. Coat is thin and smooth, with hairs being light at the base and darker at the ends. While most jaguarondi are a solid dark grey-brown, almost black, about 25%, sometimes even in the same litter, are a bright red colour. They prefer hunting and living on the ground, usually sleeping under a nest of grass.

Size Level: 5

Length: to 52 inches long (1.3 m)

Weight: to 32 pounds. (14.5 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

PS.: +1

P.P.: +2

Spd.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Cat-like head, but with wider forehead and broader, more compact nose.

Eyes have round pupils, not the slitted type common in most cats. Covered in short fur, with no markings other than some light patches on the face. Long, lean body with short, stubby legs. Broad hands and feet. Long tail, about half the body's length.

5 BIO-E for Partial. Rounded head, with ears sticking out on top, and with a broad forehead. Eyes and nose are large and rounded. Body is long and muscular, covered in light fur. A short, stubby tail, and short arms and legs.

10 BIO-E for Full. Face is dominated by a prominent forehead and large eyes. Short, thinning hair, either of grey or red. Ears stick out somewhat and are a bit oversized. Body is long and lean, contrasting with shorter than average arms and legs.

Natural Weapons:

10 BIO-E for 1D8 Claws: Retractable

5 BIO-E for 1D8 Teeth

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

10 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Predator Burst

10 BIO-E for Righting Reflex

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Carnivore

Feline: Margay

Description: Although it looks a lot like other cats, especially the Ocelot, the Margay is unique in that it is the only arboreal feline. Living exclusively in trees, it is a superb acrobat, able to run on branches, or even walk under them, holding on to the upside-down portions with its strong claws. Nocturnal, the Margay hunts squirrels, monkeys, birds, and other tree dwellers. Margays are also the best-looking of all cats, matching the best domestic cats in markings, fine features, large eyes, and shapely bodies.

Size Level: 3

Length: to 40 inches long (1 m), including a 22 inch body and an 18 inch tail, to 12 inches (0.3 m) tall at the shoulder

Weight: to 9 pounds (4 kg).

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

I.Q.: +1

PS.: +2

P.P.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Rounded triangle of a head, with snout at the bottom, and rounded ears at the upper corners. Graceful, muscular, lean body. Powerful arms and legs, with padded hands and feet. Eyes are large and forward facing. Covered with luxurious fur patterned with black spots and stripes on a creamy gold background. Tail nearly as long as the body.

5 BIO-E for Partial. Take an additional +1 to P.B. Large ears and eyes on a slightly snouted head. Lean, well muscled body, ending in short tail. Thick hair, with leopard pattern.

10 BIO-E for Full. Take an additional +3 to P.B. Eyes are large and luminous. Somewhat flattened nose, but with nicely shaped ears and mouth. Lean, smoothly muscled body, with perfectly proportional arms and legs. Hair is a golden blond, with streaks of black at the temples and over the ears.

Natural Weapons:

10 BIO-E for 1D8 Claws (Climbing, Retractable)

15 BIO-E for 2D6 Claws (Climbing, Retractable)

5 BIO-E for 1D8 Teeth

10 BIO-E for 2D6 Teeth

Mutant Animal Powers:

Automatically gets Advanced Vision and Leaping: Rodent

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Night Vision

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

15 BIO-E for Bestly Strength

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Beauty

10 BIO-E for Extra Speed.

10 BIO-E for Righting Reflex

10 BIO-E for Predator Burst

5 BIO-E for Leaping: Feline

10 BIO-E for Natural Acrobatics. 70% base ability to perform jumps, leaps, back flips, perform feats of balance and movement in trees, walk on branches and similar arboreal skills. No bonuses from this ability.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nocturnal

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Carnivore

Feline: Mountain Lion

Description: Found throughout North America, Mountain Lions have been called Cougars, Panthers, Pumas and other names. While smaller than lions and tigers, they are very agile and bring down deer and other prey much larger than themselves. A typical Mountain Lion will kill a deer every week.

Size Level: 9

Length: 7-8 feet long

Weight: 100-175 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 40

Attribute Bonuses:

P.P. +3

Spd. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, small head with large ears on top, chubby muzzle and large eyes, long fur, heavy thighs, long furry tail, long, lean body.

5 BIO-E for Partial, large ears on top of head, large eyes prominent whiskers, fur, small tail, large legs, clawed hands and feet.

10 BIO-E for Full, large eyes and ears, broad nose, thick hair, slim, powerful build.

Natural Weapons: 10 BIO-E for 2D6 Retractable Claws

Powers:

5 BIO-E for Nightvision (50 feet)

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

Feline: Snow Leopard

Description: The snow leopard lives high in the Himalayas. This feline is rarely seen by man. The snow leopard is a nocturnal predator with extraordinary leaping abilities. The snow leopard looks very similar to the Central and South African leopard only its off white thick arctic fur and slightly larger size set it apart.

Size Level: 13

Length: 6 to 7 feet long (1.8 to 2.1 m)

Weight: 300 to 400 lbs (135 to 180 kg)

Build: Medium

Mutant Changes & Cost:

Total BIO-E: 30

Attribute Bonuses: +8 PS (Brute Strength), +4 P.P., +3 P.B.

Human Features:

Hands: Automatically None

5 BIO-E for Partial

10 BIO-E for Full

Biped: Automatically None.

5 BIO-E for Partial

10 BIO-E for Full

Speech: Automatically None

5 BIO-E for Partial

10 BIO-E for Full

Looks: None. Character looks like a large white and black spotted predatory cat. Massive jaws, whiskers, thick powerful body, long tail and ears on the top of the head.

5 BIO-E for Partial: A humanoid with a cats head, thick white fur. Long tail, whiskers, and a powerful build.

10 BIO-E for Full: Human looking with a lean, muscular build. Large powerful arms and legs with black spots over skull-white skin, small pointy ears and thick hair on the head.

Natural Weapons:

10 BIO-E for 2D6 Retractable Climbing Claws

15 BIO-E for 3D6 Retractable Climbing Claws

5 BIO-E for 2D4 Teeth

10 BIO-E for 2D6 Teeth

15 BIO-E for 3D6 Teeth

Mutant Animal Powers:

Automatically has Nightvision and Leaping: Standard

10 BIO-E for Bestly Strength

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Beauty

10 BIO-E for Extra Speed

5 BIO-E for Advanced Smell

5 BIO-E for Leaping: Feline

15 BIO-E for Predator Burst

5 BIO-E for Advanced Hearing

15 BIO-E for Extra Physical Endurance

15 BIO-E for Arctic Fur: The character is resistant to the effects of the coldest weather.

Any non magical cold based attack on the character deals 1/4 normal damage. This fur tends to make the character look very puffy.

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Tail

-10 BIO-E for taking Nocturnal

-10 BIO-E for taking Reptile Brain: Predator

-10 BIO-E for taking Diet: Carnivore

-20 BIO-E for taking Low Heat Tolerance: The character cannot take temperatures above 60* Fahrenheit (20* C) for more than an hour at a time before he or she succumbs to fatigue and exhaustion. Character must save versus poison or suffer -4 to strike, parry and dodge, -6 to Speed and -4 to PS. and P.P. This effect will last for one hour for every point that the roll failed on a save.

Feline: (Wild) Tiger

Size level: 15

Length: 6-9.5ft

Weight: up to 500 pounds.

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 15

Attribute Bonuses: +2 IQ, Brute Strength, +10 to PS,+2 to PP,+4 to Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A large, wide head, massive jaws, broad nose, wide set eyes and ears on top. Thick fur with black and orange stripes. The body is long and lean, with a powerful build, and a long tail.

5 BIO-E for partial. Humanoid with a cat's head or strong feline features: muzzled face, whiskers, striped fur, long, flexible body, tail, powerful arms and legs.

10 BIO-E for full. Human shape with a lean, muscular build, large hands and feet, with dark stripes all over bronze skin. The face has sharp features, strong jaw and cheek bones,

wide flat nose, almond shaped eyes, small slightly pointed ears, and short thick hair on head: light hair on the body, mainly the arms, legs and chest.

Natural Weapons

5 BIO-E for 2D6 damage Retractable Climbing Claws

10 BIO-E for 3D6 damage Retractable Climbing Claws

5 BIO-E for 2D6 damage teeth

10 BIO-E for 3D6 damage teeth

Mutant Animal Powers:

Automatically gets Righting Reflex and Advanced Vision

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Bestly Strength

15 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed

5 BIO-E for Leaping: Feline

10 BIO-E for Predatory Burst

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Night vision

5 BIO-E for Swimming +15% (must still take the skill)

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-5 BIO-E for Musk Glands

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for taking Diet: Carnivore

Fish: General

Description: This is a generic template for fish, and can be used for most bony fish. Three generic sizes of fish will be covered, even though fish can range from under one pound to roughly 5000 pounds, with a variety of builds.

Small Medium Large

Size Level 6 15 21

Height: 2-3 feet 7-8 feet to 15 feet

Weight: 50 lbs 500 lbs 5000 lbs

Build: Short Medium Long

Mutant Changes & Costs

Total BIO-E: 55 10 0

Attribute Bonuses: +1 to I.Q., +2 to P.E., +4 to Spd.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the pelvic fins.

10 BIO-E for Full pelvic fins developed into legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a fish, however due to the wide range of species, the body can range from spherical to elongated and compressed (flatfish). They generally have caudal fins, dorsal fins, anal fins, and pectoral fins. They may or may not have adipose fins or pelvic fins.

5 BIO-E for Partial; Rounded head with a flatish snout, large eyes on the side of the head, thick skin, short arms and legs.

10 BIO-E for Full; Rounded features, hairless, dark skin, fat looking.

Natural Weapons:

None

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Master

5 BIO-E for Nightvision

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Lateral Line

5 BIO-E for Swim Bladder (Neutral Buoyancy)

10 BIO-E for Breathing: Lungs

10 BIO-E for Beastly Strength

10 BIO-E for Advanced Smell

10 BIO-E for Advanced Taste

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Swimming: Acrobatic

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Colour-blindness

-5 BIO-E for Nearsighted

-5 BIO-E for Webbed Hands and Feet

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Prey

-20 BIO-E for Dehydration: Extreme

Fish: Anglerfish

Description: Anglerfish are bony fish, named for their characteristic mode of predation, wherein a fleshy filament from the fish's head (the esca) acts as a lure; this is considered analogous to angling. The filament is movable in all directions, and the esca can be wiggled so as to resemble a prey animal, and thus to act as bait to lure other predators close enough for the anglerfish to devour them whole. The jaws are triggered in automatic reflex by contact with the tentacle.

Anglerfish are both pelagic and benthic fishes of the abyss and the continental shelf.

Deep sea anglerfish live mainly in the oceans' aphotic zones, where the water is too deep for sufficient sunlight to penetrate for photosynthesis to occur, therefore their predation relies on the esca being bioluminescent. Some species of angler fish are notable for extreme sexual dimorphism where the males are merely 10% of the size of females, producing a parasitic relationship where the male attaches to and feeds off female's blood.

Size Level: Small Female Anglerfish: SL 2 Large Female Anglerfish SL 6 All Male Anglerfish SL1

Height: Small Females average about 4-10 inches (10-25 cm), Large Females can reach up to 6 feet (2 m). Males are approximately 10% of the adult female size.

Weight: Can get up to 60 pounds (27 kg) for large females.

Build: Long

Mutant Changes & Costs

Total BIO-E: Small Female: 75 Large Female: 55 Males: 80

Attribute Bonuses: +2 to M.E., +4 to PS., Brute Strength

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: Automatically receives Partial Biped from highly modified, leg-like pectoral fins, or 5 BIO-E for Full Biped where the pectoral fins have developed into two legs.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a fish, however due to the wide range of species, the body can range from spherical to elongated and compressed (flatish). They generally have caudal fins, dorsal fins, anal fins, and pectoral fins. They may or may not have adipose fins or pelvic fins. Colouring widely ranges, typically from a uniform black, brown or grey with no markings to complexly or multicoloured patterns. The most notable features are the long filaments projecting from their head which contains a bioluminescent lure known as an esca and a wide mouth full of long, pointed teeth, which extends all around the front of the head.

5 BIO-E for Partial; Rounded head with a flatish snout, large eyes on the side of the head, thick skin, short arms and legs.

10 BIO-E for Full; Rounded features, hairless, dark skin, fat looking.

Natural Weapons:

5 BIO-E for 2D4 damage Teeth.

15 BIO-E for Distending Jaws (The anglerfish is able to distend both its jaw and its stomach to enormous size, allowing it to swallow prey up to twice as large as its entire body. The teeth are angled inwards to prevent objects from escaping the mouth.)

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Advanced Smell (males only)

5 BIO-E for Nightvision

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

10 BIO-E for Esca (bioluminescent lure)

10 BIO-E for Breathing: Lungs

10 BIO-E for Beastly Strength

10 BIO-E for Camouflage Pattern

15 BIO-E for Camouflage Flaps

20 BIO-E for Breathing: Dual Breathing
20 BIO-E for Crushing Strength
Vestigial Disadvantages:
-5 BIO-E for No Gills
-5 BIO-E for Colour-blindness
-5 BIO-E for Nearsighted
-5 BIO-E for Webbed Hands and Feet
-5 BIO-E for Limited Buoyancy
-10 BIO-E for Light Sensitive
-10 BIO-E for Nocturnal
-10 BIO-E for Diet: Carnivore
-10 BIO-E for Reflexive Jaw (closes when Esca is touched)
-20 BIO-E for Dehydration: Extreme
-20 BIO-E for Diet: Parasitic Vampire (male only, attaches to and feeds off female's blood)

Fish: Barracuda

Description: Barracudas are long, fearsome appearing fish with powerful jaws.

Size Level: 6

Height: up to 6 feet (1.8m) long.

Weight: up to 85 pounds (39 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: +3 to PS., +2 to P.E., +6 to Spd.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the pelvic fins.

10 BIO-E for Full pelvic fins developed into legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a fish, the body is longish, with the lower jaw protruding past the upper jaw. They generally have caudal fins, two dorsal fins, anal fins, and pectoral fins.

5 BIO-E for Partial; Rounded head with a elongated snout, large eyes on the side of the head, thick skin, short arms and legs.

10 BIO-E for Full; Rounded features with a pointed nose and protruding lower jaw, hairless, dark skin, thin looking.

Natural Weapons:

5 BIO-E for 1D6 damage Teeth

10 BIO-E for 2D6 damage Teeth

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Master

5 BIO-E for Nightvision
5 BIO-E for Hold Breath (in the air)
5 BIO-E for Lateral Line
5 BIO-E for Swim Bladder (Neutral Buoyancy)
5 BIO-E for Predator Burst
10 BIO-E for Breathing: Lungs
10 BIO-E for Beastly Strength
10 BIO-E for Advanced Smell
10 BIO-E for Advanced Taste
20 BIO-E for Breathing: Dual Breathing
Vestigial Disadvantages:
-5 BIO-E for No Gills
-5 BIO-E for Colour-blindness
-5 BIO-E for Nearsighted
-5 BIO-E for Webbed Hands and Feet
-10 BIO-E for Diet: Carnivore
-10 BIO-E for Reptile Brain: Predator
-20 BIO-E for Dehydration: Extreme

Fish: Bream

Description: As I'm doing this for the Japanese fish known as "Tai," this actually covers the Red Seabream and Blackspot Seabream species of fish.

Size Level: 4

Height: 2.3-3.3 feet (70-100cm) long.

Weight: 9-21 pounds (4-9.7kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: +1 to PS., +2 to P.E.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the pelvic fins.

10 BIO-E for Full pelvic fins developed into legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a fish, the body is generally flatish vertically. They generally have caudal fins, an elongated dorsal fin, anal fins, pelvic fins, and pectoral fins.

5 BIO-E for Partial; Flatish head with a flatish snout, medium eyes on the side of the head, thick skin, short arms and legs.

10 BIO-E for Full; Flatish features, hairless, dark skin, thin looking.

Natural Weapons:

5 BIO-E for 1D4 damage Teeth.

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Master

5 BIO-E for Nightvision

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Lateral Line

5 BIO-E for Swim Bladder (Neutral Buoyancy)

10 BIO-E for Breathing: Lungs

10 BIO-E for Beastly Strength

10 BIO-E for Advanced Smell

10 BIO-E for Advanced Taste

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Swimming: Acrobatic

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Colour-blindness

-5 BIO-E for Nearsighted

-5 BIO-E for Webbed Hands and Feet

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Reptile Brain: Predator

-20 BIO-E for Dehydration: Extreme

Fish: Carp

Description: Yeah, see Koi Breeds

Size Level: 6

Height: up to 5 feet (1.5 m) long.

Weight: up to 80 pounds (37.3 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses:

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the pelvic fins.

10 BIO-E for Full pelvic fins developed into legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a fish, however due to the wide range of species, the body can range from spherical to elongated and compressed (flatfish). They generally have caudal fins, dorsal fins, anal fins, and pectoral fins. They may or may not have adipose fins or pelvic fins.

5 BIO-E for Partial; Rounded head with a flatish snout, large eyes on the side of the head, thick skin, short arms and legs.

10 BIO-E for Full; Rounded features, hairless, dark skin, fat looking.

Natural Weapons:

None

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Master

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Lateral Line

5 BIO-E for Swim Bladder (Neutral Buoyancy)

10 BIO-E for Breathing: Lungs

10 BIO-E for Beastly Strength

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Colour-blindness

-5 BIO-E for Nearsighted

-5 BIO-E for Webbed Hands and Feet

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Prey

-15 BIO-E for Dehydration: Severe

Mutant Koi breed appearance table:

Step 1: Major Types: 01-30 Gin Rin (scales), 31-60 Butterfly (long fins), 61-90 Doitsu (no scales); 91-00 Ghost Koi (koi bred with wild carp to produce different offspring; roll on Ghost Koi Variety Table)

Step 2: Major Varieties (roll on sub-table of major variety to determine specific variety):

01-10 * Kohaku - a white-skinned Koi, with a red pattern

01-20 Tancho Kohaku - A Kohaku with only a single Maruten spot for a pattern

21-40 Nidan Kohaku: A two step pattern.

41-60 Sandan Kohaku: A Kohaku with a three step pattern.

61-80 Yondan Kohaku: A Kohaku with a four step pattern.

81-00 Inazuma Kohaku: A Kohaku with a lightning strike pattern.

11-16 * Taisho Sanshoku (Sanke) - a white-skinned Koi with a red and black pattern

01-33 Tancho Sanke - A Sanke where the only Hi pattern is a Maruten spot

34-66 Yamato Nishiki - A metallic Sanke

67-00 Tancho Yamato Nishiki - The Tancho Yamato Nishiki have the regular stepping stone Sumi pattern, but their Hi pattern is only a Maruten spot on their head.

17-22 * Showa Sanshoku (Showa) - a black-skinned Koi with a red and white pattern

01-33 Kin Showa - A metallic Showa (see Hikarimoyo)

34-66 Tancho Showa - A Showa where the only Hi pattern is a Maruten spot.

67-00 Tancho Kin Showa - A metallic showa with the only Hi pattern being a Maruten spot.

23-24 * Asagi - a Koi with light blue/grey scales on its top and red scales on its bottom

01-50 Asagi

51-00 Hi Asagi - An Asagi with a red base

25-26 * Shusui - the partially scaled version of an Asagi

01-50 Shusui

51-00 Hi Shusui - An all red Shusui

27-32 * Bekko - a white, red, or yellow-skinned Koi with a black pattern

- 01-33 Shiro Bekko - White with a black pattern
 34-66 Ki Bekko - Yellow with a black pattern
 67-00 Aka Bekko - Red with a black pattern
- 33-38 * Utsurimono - a black Koi with a red, white, or yellow pattern
 01-33 Shiro Utsuri - A black koi with a white pattern
 34-66 Ki Utsuri - A black Koi with a yellow pattern
 67-00 Hi Utsuri - A black koi with a red pattern
- 39-40 * Goshiki - a mostly black Koi with grey, red, white, brown, and blue accents
 01-50 Goshiki
 51-00 Tancho Goshiki - Tancho Goshiki have their red pattern on the maruten spot, the pattern on the head. The rest of the fish should have the regular goshiki net pattern. The maruten spot should sit between and slightly behind, the eyes.
- 41-48 * Ogon (Hikarimono) - a Koi that is one solid colour, can be regular or metallic; known colours - red, orange, platinum, yellow and cream
 01-25 Nezu Ogon - They are a metallic collared dark grey Koi. Nezu Ogons have a dark area on the centre of their heads. This has caused many breeders and Koi keepers to affectionately nickname them Helmet Head. The dark area almost looks like a maruten spot, but is it usually not very uniform in colour and does not have sharp edges.
 26-50 Orenji Ogon - They are a metallic collared orange koi.
 51-75 Purachina (Platinum) Ogon - Platinum Ogons are metallic white and are one of the most popular Ogons. The colour should be as white as fresh mountain snow.
 76-00 Yamabuki Ogon - Yamabuki Ogons are a metallic yellow Koi.
- 49-56 * Koromo - Koi with areas of blue-edged scales aligned neatly
 01-25 Ai Goromo - Ai Goromo have a Hi pattern like a Kohaku, but there is a dark shading on the Hi. A good Ai Goromo will have a red maruten spot on its head without any shading on it.
 26-50 Budo Goromo - Budo Goromo are a Goromo with shading that completely covers the Hi, creating a purple colour. Budo means grape in Japanese.
 51-75 Sumi Goromo - Sumi Goromo have a black shading instead of a blue shading over their Hi pattern.
 76-00 Tancho Goromo - Tancho Goromo are just like regular Goromo, but they only have a pattern on their maruten spot, the pattern on the head. The skin should be very white and the maruten spot should be symmetrical. The maruten spot should sit between and slightly behind the eyes.
- 57-62 * Matsuba - White, yellow, or red koi with a black net pattern.
 01-33 Shiro Matsuba - Shiro Matsuba are a white Koi with a black net pattern.
 34-66 Ki Matsuba - The Ki Matsuba is a metallic yellow Koi with a black net pattern.
 67-00 Aka Matsuba - Aka Matsuba are a red Koi with a black net pattern.
- 63-86 * Kawarimono (kawarigo) - Miscellaneous types of Koi
 01-08 Ochiba Shiguri - Ochiba Shiguri are made by breeding a Chagoi with a Soragoi. Look for a nice Kohaku-like brown pattern. DGB
 09-17 Kumonryu - Kumonryu are one of the strangest Koi. They have no scales

and their pattern actually changes throughout the year Kumonryu are usually black in the winter and the white usually appears in the spring and summer. DB only

18-26 Beni Kumonryu - Beni Kumonryu are a rare form of Kumonryu, they have red along with the black and white. They have no scales and their pattern actually changes throughout the year. Beni Kumonryu are usually black in the winter. The white and red usually appears in the spring and summer. DB only

27-35 Kin Kumonryu - A metallic Kumonryu. DB only

36-43 Benigoi - Benigoi or Higoï are Koi that are solid red. DGB

44-51 Karasugoi - Karasugoi are Koi that are solid black. DGB

52-59 Hajiro - Hajiro are Koi that are solid black with white tipped fins. DGB

60-67 Akahajiro - Aka Hajiro are Koi that are solid red with white tipped fins. DGB

68-75 Chagoi - Chagoi are a non-metallic brown collared Koi. DGB

76-83 Kigoï - Kigoï are Koi that are solid yellow. The most prized Kigoï have red eyes.

84-92 Midorigoi - Midorigoi are Koi that are solid green. GB only

93-00 Soragoï - Soragoï are a solid grey Koi. DGB

87-00 * Hikarimoyo - Koi with collared patterns over a metallic base, and koi in two metallic colours

01-25 Doitsu Hariwake - Doitsu Hariwake are like a Kikusui, but they have a metallic yellow pattern instead of a metallic red one.

26-50 Hariwake - Have a metallic red pattern on a metallic white background

51-75 Kikusui - Kikusui are a scaleless version of a Hariwake.

76-00 Kujaku - Kujaku are a metallic Koi with a Kohaku pattern and a net pattern on it's scales. (roll on Kohaku subtable; i.e. Tancho Kujaku, Nidan Kujaku, etc. for 5 sub-varieties)

Note1: Where GB only, DB only, or something similar is listed, that means the sub-variety only exists in those listed types, otherwise the entry is DGB (Doitsu, Gin Rin, Butterfly). In other words, Kumonryu, Beni Kumonryu, and Kin Kumonryu have only Doitsu (scaleless) and Butterfly variants, whereas the Midorigoi has only Gin Rin (scaled) and Butterfly variants.

Note2: Tancho refers to any koi with the only red being in a circle on its forehead.

Ghost Koi Variety Table

01-20 White Ghost Koi

21-40 Gold Ghost Koi

41-60 Red Ghost Koi

61-80 Orange Ghost Koi

81-00 Yellow Ghost Koi

Fish: Catfish

Description: This fish family includes a wide variety of species, including the infamous candiru, mekong giant catfish, wels catfish, and many others

Small Medium Large

Size Level 1 5 16

Height: up to 6 inches (15 cm) 3.9-5.2 feet (1.2-1.6 m) up to 9 feet (2.7 m)

Weight: Less than one pound 33-44 pounds (15-20 kg) up to 646 pounds (293 kg)

Build: Short Long Long

Mutant Changes & Costs

Total BIO-E: 80 60 5

Attribute Bonuses: +1 to I.Q., +2 to P.E., +4 to Spd.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the pelvic fins.

10 BIO-E for Full pelvic fins developed into legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a fish, however due to the wide range of species, the body can range from spherical to elongated and compressed (flatish). They generally have caudal fins, dorsal fins, anal fins, and pectoral fins. They may or may not have adipose fins or pelvic fins.

5 BIO-E for Partial; Rounded head with a flatish snout, large eyes on the side of the head, thick skin, short arms and legs.

10 BIO-E for Full; Rounded features, hairless, dark skin, fat looking.

Natural Weapons:

10 BIO-E for Entangling Suction

20 BIO-E for Paralytic Poison Spines: A successful attack means the victim must save vs Non-Lethal Poison to avoid paralyzation for 1D8 melee rounds.

30 BIO-E for Deadly Poison Spines: Requires a successful spine attack (1D4 damage) and the poison does 5D4 damage, direct to hit points, each minute for 1D8 minutes. The poison is so toxic that the character must roll to save vs lethal poison each minute he/she is affected. A successful save means that no damage occurs that minute.

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Master

5 BIO-E for Nightvision

5 BIO-E for Electroreception: Passive

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Lateral Line

5 BIO-E for Swim Bladder (Neutral Buoyancy)

10 BIO-E for Breathing: Lungs

10 BIO-E for Beastly Strength

10 BIO-E for Advanced Smell

10 BIO-E for Advanced Taste

10 BIO-E for Chemoreceptors

10 BIO-E for Advanced Hearing

10 BIO-E for Light Natural Armour Plating

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

- 5 BIO-E for No Gills
- 5 BIO-E for Colour-blindness
- 5 BIO-E for Nearsighted
- 5 BIO-E for Webbed Hands and Feet
- 5 BIO-E for Vestigial Swim Bladder
- 10 BIO-E for Prey Eyes
- 10 BIO-E for Reptile Brain: Prey
- 15 BIO-E for Dehydration: Severe
- 20 BIO-E for Diet: Vampire (Candiru)

Fish: Goldfish

Description: There are several different species of goldfish. This write up deals with the "common pond goldfish". The large ones people often see in large aquariums.

Size Level: 2

Length: Up to 2 feet (.6 m)

Weight: A few pounds (up to 2 km)

Build: Medium

Mutant Changes and Cost:

Total BIO-E: 80

Attribute Bonuses: +2 M.E., +1 M.A. +4 to swimming Speed.

Human Features:

Hands: Automatically None

5 BIO-E Partial: Character gains "lobe-fins" at the end of it's arms. The lobe-fins have a non-opposable thumb.

10 BIO-E Full: Fully developed arms and hands capable of fine manual movement like a humans.

Biped: Automatically None.

5 BIO-E Partial: The tail becomes a pair of rigid legs. Character can now walk or run erect on land for 1D4 minutes.

10 BIO-E Full: Character now has a set of fully developed human-like legs.

Speech None

5 BIO-E for Partial.

10 BIO-E for Full.

Looks: Automatically None. The character looks like a calmly and relaxed goldfish.

Shiny golden-orange scales on the top, deep yellow scales on the belly. A fin runs down the back from head to tail.

5 BIO-E for Partial: The character has a humanoid form. Body is still extremely fish-like. The hands and feet are webbed.

10 BIO-E for Full: Large dark eyes set deep within the sockets. Big thick lips. Rough skin and no body hair.

Mutant Animal Powers:

Automatically has Advanced Swimming at 90% and a depth tolerance of 3000 ft.

5 BIO-E for an additional +10 to swimming speed

10 BIO-E for an additional +20 to swimming speed

5 BIO-E Water Breathing

20 BIO-E Brute Strength

10 BIO-E Extra Physical Endurance
10 BIO-E Extra Physical Prowess
10 BIO-E Extra Intelligence
10 BIO-E Extra Mental Endurance
10 BIO-E Extra Mental Affinity
10 BIO-E Extra Physical Beauty
10 BIO-E Nightvision
Vestigial Disadvantages:
-5 BIO-E for Reptile Brain: Prey
-10 BIO-E for Prey Eyes
-15 BIO-E for Aquatic Vestigial Skin
-20 BIO-E for Aquatic Respiratory System
-5 BIO-E for Webbed Hands and Feet: An additional -5% to manual skills. And -10% to Speed.
-10 BIO-E for Diet: Herbivore

Fish: Hagfish

Description: The Hagfish is a distasteful, horrid little scavenger that exudes copious amounts of slimy mucous to more easily allow it to burrow into the rotting carcasses it consumes on the sea floor. They have long, veinous, jawless bodies, with a paddle-like tail. They range in colour from pink to bluish-grey, and may have black or white mottling. They are extremely primitive vertebrates, with a cartilaginous skeleton, vestigial or no eyes, and six sensory barbels around the mouth. They lack both jaws and teeth, but have two pairs of jagged, tooth-like rasps on top of their extendable, tongue-like structure, which they use to dig into the flesh of their prey. Despite their reputation as carrion-eaters and scavengers, Hagfish will prey upon living fish and whales, burrowing into their skin and eating them from the insides out.

Their reputation as the most disgusting creatures in the ocean is come by honestly. On top of their repellent appearance, Hagfish have the nauseating ability to produce massive amounts of a fibre-filled mucous. This lubricates their body as they burrow into others. They can use their mucous as a defence mechanism, unleashing massive, revolting globs of it at potential predators from glands near the stomach. They also have the unique ability of tying themselves into a knot to give them additional leverage as they force their way through the skin, rip off chunks of flesh, and helps them to clean their slimy secretions from their skin.

These blind, appalling creatures' two main eyes are either absent or useless, as is their vestigial third eye in the centre of their forehead. Their skin is covered in keen, taste bud-like organs that give that allows them to detect their prey in even the darkest or murkiest of conditions, while their sensory barbels further detect taste and motion. Hagfish also have highly developed nasal organs, giving them an exceptional sense of smell. Though little is known of their reproductive habits, they are serially hermaphroditic, able to change gender numerous times throughout their lengthy life. They prey upon numerous fish and mammal species, and are themselves eaten by humans and harbour seals. They can be found in oceans throughout the world, from tropical to cold waters, and from shallow seas to over 2,000 feet (609 m) deep.

Mutant Hagfish are even more despised than their normal cousins. These muculent mutants are universally reviled and shunned, due both to their scavenging ways, and their slubbulent profusity. They are plentiful in number, and are generally found on the outskirts of communities, in garbage dumps, near cemeteries, and anywhere else they might be able to happen upon the sick, dying and dead. The vast majority of them come from a feral background. While it is possible for them to have a more civilized background and apprenticeship, live will be hard on such creatures, with discrimination against them not only approved of but encouraged by others.

Size Level: 4

Length: to 50 inches (127 cm) long

Weight: to 15 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 115

Attribute Bonuses: +2 PS., Brute Strength, +4 P.E.

Attribute Penalties: Reduce P.B. by two thirds.

HUMAN FEATURES

Eyes: Hagfish have vestigial or no eyes, and no sense of vision; however, their other senses compensate for this. Their skin is their primary sensory organ, covered with unique, taste bud-like organs that allow them to detect any nearby creatures or prey. They have an exceptional sense of smell, and their sensory barbels detect taste and vibrations, giving them the equivalent of a decent sense of hearing. Eyeless characters do not suffer any penalties for blindness, but will not be able to perform any skills requiring eyes, nor use any long-range weaponry effectively.

10 BIO-E for a set of eyes. The eyes will appear as a set of black, glassy eyes on the sides of the head. Grants sight equal to full human vision.

15 BIO-E for Non-vestigial Eyes. The character has three normal eyes—two on the sides of the head, and one on the forehead. This provides them with Advanced Vision at twice the normal range, and a bonus of +1 to Initiative.

Hands: None. The character has no arms or hands whatsoever. Any objects will have to be manipulated by the mouth (treat as Partial Hand).

10 BIO-E for Partial. The Hagfish develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

15 BIO-E for Full. Gives the mutant Hagfish a full pair of hands, arms, and narrow shoulders.

Biped: None. Character has no legs or fins, and swims via his undulating body movements and paddle-like tail. Can slither along on dry surfaces at up to half his normal Spd. Can swim three times as fast as other mutants. Human Looks: Full is impossible to combine with Biped: None.

10 BIO-E for Partial. Character develops a pair of short, stubby legs, and can now function on land by running on all fours, and will be most comfortable when on all fours. Will only stand up on the hind legs when necessary.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial, or 10 BIO-E for Full

Looks: None. Long, eel-like, slimy body, with a paddle-like tail and wrinkled pink to purplish grey skin. Head is tapered, with a tube-like, funnel-shaped mouth surrounded by

six tentacle-like barbels, and containing a tongue-like structure topped with two pairs of wicked, jagged teeth-like growths. Any limbs resemble the main body, with loose skin draped over powerful muscles.

10 BIO-E for Partial. Humanoid structure with a more defined torso and head, thick limbs, and a long tail. Mouth is more humanoid and surrounded by six short whiskers, though still lacks a jaw, and speech is often gurgly and hard to understand. Any eyes are less glassy, and more human in appearance.

20 BIO-E for Full. Loose-fitting skin hanging off a powerful frame. Head is bald and rounded, with a pointed nose, and a poorly defined jaw with a massive underbite. Lacks hair, but appears to have the hint of a moustache. Skin has a sickly pallor, and is constantly covered with a gleam of thick, slimy sweat.

Natural Weapons:

5 BIO-E for 2D4 damage Boring Tongue.

10 BIO-E for 2D6+2 damage Boring Tongue.

10 BIO-E for 2D4 damage Extra Limb: Tail. A large, flexible tail, at least as long as the character's body. Does 2D4 damage, plus PS. bonus, but does not provide an additional attack per melee.

15 BIO-E for Eject Slime (Special). The character can exude a huge amount of fibre-filled, slimy mucous, up to twelve times per day. The character can choose to eject it from their mouth, their wrists, or from a pair of glands located near the stomach. The slime has a range of 20 feet (6.1 m), and covers an area up to 30 square feet (9.1 m). The character gets a +2 to Strike with the slime, plus any P.P. bonus. Victims struck by, or who fall or step in the slime become stuck, entangled in the slimy mess and grasping fibers. Freeing any stuck character requires a combined PS. of 50, or a Crushing PS. of 30. Characters or objects who can not be pulled free will have to wait until the slime dissolves in 6D6+4 minutes.

Mutant Animal Powers:

Automatically gets Advanced Taste and Advanced Smell.

5 BIO-E for Nightvision (must have complete set of three eyes).

5 BIO-E for Advanced Touch.

5 BIO-E Advanced Hearing.

20 BIO-E for Lateral Line. Hagfish have a primitive form of Lateral Line, not quite as developed as other fish, and must spend additional BIO-E to acquire one.

10 BIO-E for Extra Mental Affinity.

10 BIO-E for Beastly Strength.

20 BIO-E for Crushing Strength.

10 BIO-E for Extra Physical Endurance.

10 BIO-E for Digging.

20 BIO-E for Tunnelling (Automatically gets the ability to tunnel through flesh).

5 BIO-E for Water Breathing: Saltwater.

15 BIO-E for Water Breathing: Dual Environment.

15 BIO-E for Horror Factor of 1D4+9.

10 BIO-E for Knotting Body (Special, must have a tail). The Hagfish can tie its body into a knot. This provides extra leverage when burrowing into a body or performing feats of strength. When knotted up, the character's bite does an additional 1D6 points of damage, and they receive a bonus of +1D4+4 for any feats of strength. Also, if the character has

been coated in his own slime, or the slime of another Hagfish, he can get out of it without a strength roll by knotting then unknotting. The knotting action “squeegees” the slime off the character’s body. It takes one melee action to knot and another to unknot, or twice as long if the character has Human Looks: Full. Purchasing this power requires the character to have a tail. Characters with Human Looks: Full can still purchase this power, but will never be mistaken for human.

10 BIO-E for Cartilage Skeleton: Gives the character a lightweight and flexible skeleton. Character will never suffer from a broken bone, and is +2 to roll with punch/fall, but is -10 to SDC.

30 BIO-E for Change Gender (Special). Hagfish are serially hermaphroditic, and can switch genders at will. It takes 1D4 weeks for the character to change completely. Female Hagfish are just as hideous as males, and there are no bonuses associated with one gender over another.

Vestigial Disadvantages:

-10 BIO-E for Prey Eyes.

-5 BIO-E for Webbed Hands and Feet (only if character has Hands AND Feet).

-10 BIO-E for Vestigial Tail.

-15 BIO-E for Aquatic Respiratory System.

-15 BIO-E for Aquatic Vestigial Skin.

-10 BIO-E for Reptile Brain: Predator

-15 BIO-E for Diet: Scavenger.

Fish: Pufferfish

Description: The Tetraodontidae is a family of primarily marine and estuarine fish. The family includes many familiar species which are variously called puffers, balloonfish, blowfish, bubblefish, globefish, swellfish, toadfish, and toadies. The scientific name, Tetraodontidae, refers to the four large teeth, fused into an upper and lower plate, which are used for crushing the shells of crustaceans and mollusks, their natural prey. They are most diverse in the tropics and relatively uncommon in the temperate zone and completely absent from cold waters. Puffers are mostly found in coastal regions though some are oceanic or live in the deep sea. A large number of puffers are found in brackish and fresh waters.

Size Level: up to Size Level 4

Height: up to 48 inches (120 cm).

Weight: Up to 12 pounds.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 65 at SL 4

Attribute Bonuses: +6 to P.P., -6 to Spd.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the pelvic fins.

10 BIO-E for Full pelvic fins developed into legs and feet.

Speech: 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a fish, with a dorsal fin, pectoral fins, anal fins, and a caudal fin.

Coloration varies widely by species.

5 BIO-E for Partial; Rounded head with a rounded snout, small mouth, large eyes on the side of the head, thick skin, short arms and legs.

10 BIO-E for Full; Rounded features, small mouth hairless, thin looking.

Natural Weapons:

5 BIO-E for 1D4 damage Teeth

40 BIO-E for Lethal Poison (Tetradotoxin): Found in Pufferfish species and the Blue-Ringed Octopus. Pufferfish must be ingested, even if only partially. For each successful bite attack against the character, the attacker must make a saving throw vs lethal poison or take 5D8 damage, direct to hit points, each melee round for 1D10 melee rounds. The poison is so toxic that the character must roll to save vs lethal poison each melee he/she is affected. A successful save means that no damage occurs that melee.

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Lateral Line

10 BIO-E for Breathing: Lungs

15 BIO-E for Independent Eye Movement

15 BIO-E for Aquatic Self-Inflate

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Swimming: Acrobatic

20 BIO-E for Chameleon Camouflage Power. This is the power to change the pattern and colour of the skin to blend in with the surroundings. Character can change at will with simple colour changes taking under a minute, stripes or mottled patterns requiring as much as five minutes. So long as the character remains motionless there is only a 5% chance of being detected. Although this power is no substitute for the Prowl Skill, it does give the character a 20% bonus to Prowl.

20 BIO-E for Poison Immunity (Tetradotoxin)

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Colour-blindness

-5 BIO-E for Nearsighted

-5 BIO-E for Webbed Hands and Feet

-10 BIO-E for Nocturnal

-15 BIO-E for Territorial

-20 BIO-E for Dehydration: Extreme

Fish: Scorpionfish

Description: Also known as "lionfish," "stonefish," "firefish," "turkeyfish," "barbfish," and "stingfish." The various species of scorpionfish have a wide variety of coloration, typically either brightly collared splotched or striped patterns, or more natural-looking splotched colours which aid in camouflage and/or serve as a warning that the fish is poisonous.

Size Level: 3

Height: up to 6.2 feet (1.9 m) long, though generally smaller than 35 inches (90 cm).

Weight: up to 200 pounds (90 kg), but generally about 6.6 pounds (3 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses:

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the pelvic fins.

10 BIO-E for Full pelvic fins developed into legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like a fish, the body is generally compressed appearing. They have caudal fins, dorsal fins, anal fins, and pelvic fins. The dorsal, anal, and pelvic fins are notable for having elongated spines, often widely separated from each other. Several have ridges and/or spines which give their body a rough appearance.

5 BIO-E for Partial; Rounded head with a flatish snout, large eyes on the side of the head, thick skin, short arms and legs.

10 BIO-E for Full; Rounded features, hairless, dark skin, fat looking.

Natural Weapons:

5 BIO-E for 1D4 damage Teeth

20 BIO-E for Paralytic Poison Spines: A successful attack means the victim must save vs Non-Lethal Poison to avoid paralyzation for 1D8 melee rounds.

30 BIO-E for Deadly Poison Spines Requires a successful spine attack (1D4 damage) and the poison does 3D8 damage, direct to hit points, each minute for 1D8 minutes. The poison is so toxic that the character must roll to save vs lethal poison each minute he/she is affected. A successful save means that no damage occurs that minute.

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Master

5 BIO-E for Nightvision

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Lateral Line

10 BIO-E for Swim Bladder (Neutral Buoyancy)

10 BIO-E for Breathing: Lungs

10 BIO-E for Camouflage Pattern

10 BIO-E for Poison Immunity (Scorpionfish)

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hands and Feet

-10 BIO-E for Nocturnal

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Reptile Brain: Predator
-20 BIO-E for Dehydration: Extreme

Frog

Description: There are hundreds of different kinds of frogs in North America alone. Some are purely aquatic but others have adapted to living on the ground or in trees. Most are insects eaters who rely on their sticky tongue.

Size Level: 2

Length: to 12 inches long

Weight: to 3 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

P.P. +1

Spd. +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, huge, bulbous eyes at the top of the head, short, thick neck, naked, greenish, smooth skin, round body with long thin arms and legs, three long fingers on each limb.

5 BIO-E for Partial, bulging eyes at top of head, wide mouth, smooth skin, round body with long thin arms and legs.

10 BIO-E for Full, bulging eyes, bald, smooth skin, flat nose and ears, short neck, powerful body with skinny arms and legs, three fingered hands and three toed feet.

Natural Weapons: None

Powers:

5 BIO-E for Nightvision (25 feet)

5 BIO-E for Leaping Ability that doubles the normal distance for Jumps & Leaps

15 BIO-E for swimming equal to competitive swim skill

10 BIO-E for Hold Breath

Giant Anteater

Description: Large, toothless, ground-dwelling creatures that live exclusively on the insects they scoop up with their long, sticky tongues (up to 3 feet long). The giant anteater walks on the knuckles of its front feet, keeping the razor-sharp, six-inch-long claws tucked safely in and upward. Using the claws to break into hard-packed dirt or nests, the anteater feeds exclusively on hive insects like ants and termites.

Size Level: 6

Length: to 4 feet long (1.2 m), tail to 22 inches

Weight: to 130 pounds (59 kg).

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 45

Attribute Bonuses:

PS.: +4

P.E.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Snouted head, with small mouth, widely spaced eyes and small, donkey-like ears. Thick, humped back covered with scaly bumps. Short, but massively muscled arms and legs. Oversized hands and feet, bigger than the head. Thick tail, nearly as long as the body.

5 BIO-E for Partial. Long nose, small mouth, and weak chin. The back of the head merges with the back. Thick, muscular body, arms and legs. Hunched-over look, with thick, stubby tail. Bumpy skin with a hard, rigid appearance.

10 BIO-E for Full. With the appearance of a professional football linebacker, complete with small head with no neck, broad shoulders, massive build and huge hands and feet. Only a light touch of wispy hairs on the head. Thick, fleshy bumps under the years and on the backs of the hands.

Natural Weapons:

5 BIO-E for 1D6 Claws: Digging

10 BIO-E for 1D10 Claws: Digging

Mutant Animal Powers:

5 BIO-E for Digging

10 BIO-E for Tunnelling

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

15 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-5 BIO-E for Colour Blindness

-10 BIO-E for Poor Hearing

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Nocturnal Metabolism

Giant Armadillo

Description: In spite of its size and natural armament, the Giant Armadillo specializes in eating insects, mostly underground ants, termites, and worms. Using its huge claws, measuring up to eight inches long, the creature burrows after food and digs long tunnels for shelter. It can also stand on its rear legs while digging or fighting, and often runs in a bipedal stance.

Size Level: 8

Length: to 4 feet long (1.2 m), tail to 22 inches

Weight: to 130 pounds (59 kg).

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 45

Attribute Bonuses:

PS.: +4

P.E.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Snouted head, with small mouth, widely spaced eyes and small, donkey-like ears. Thick, humped back covered with scaly bumps. Short, but massively muscled arms and legs. Oversized hands and feet, bigger than the head. Thick tail, nearly as long as the body.

5 BIO-E for Partial. Long nose, small mouth, and weak chin. The back of the head merges with the back. Thick, muscular body, arms and legs. Hunched-over look, with thick, stubby tail. Bumpy skin with a hard, rigid appearance.

10 BIO-E for Full. With the appearance of a professional football linebacker, complete with small head with no neck, broad shoulders, massive build and huge hands and feet. Only a light touch of wispy hairs on the head. Thick, fleshy bumps under the years and on the backs of the hands.

Natural Weapons:

5 BIO-E for 1D6 Claws: Digging

10 BIO-E for 1D10 Claws: Digging

Mutant Animal Powers:

5 BIO-E for Digging

10 BIO-E for Tunnelling

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

15 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Light Natural Body Armour; A.R. 8, SDC.: +25

10 BIO-E for Medium Natural Body Armour: A.R. 10, SDC.: +50

20 BIO-E for Heavy Natural Body Armour: A.R.: 13, SDC.: +75
35 BIO-E for Extra Heavy Natural Body Armour: A.R. 15, SDC.: +100
Vestigial Disadvantages:
-10 BIO-E for Vestigial Tail
-5 BIO-E for Nearsightedness
-5 BIO-E for Colour Blindness
-10 BIO-E for Diet Restriction: Insectivore
-10 BIO-E for Nocturnal Metabolism

Giant Tortoise

Description: Giant land turtles.

Size Level: 16

Height: Up to 6 feet (2 m) in length.

Weight: Averages 551 pounds (250 kg), but some have been known to get up to 793 pounds (360 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: 5

Attribute Bonuses: +4 to P.E., +1 to P.P., +1 to P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Pretty much looks like a humongous turtle. While exact looks will vary with species, there are only two known forms of shell, the standard dome-style, and a saddle-back style which accommodates longer legs and neck.

5 BIO-E for Partial; Vaguely humanoid with a bald head and tiny bumps and two holes for a nose, scaly skin, long, retractable neck, round body and a hard outer shell.

10 BIO-E for Full; Humanoid with a thick, stout body, squat build, leathery skin, large green or black eyes, button nose, hairless body. Outer shell may look like an armadillo's plates or some modern suit of body armour.

Natural Weapons:

5 BIO-E for 2D6 damage Digging Claws (hands and feet)

Mutant Animal Powers:

5 BIO-E for Hold Breath

5 BIO-E for Brute Strength

10 BIO-E for Swimming (138)

10 BIO-E for Advanced Smell

10 BIO-E for Beastly Strength

10 BIO-E for Extra Physical Endurance

15 BIO-E for Medium Body Armour

15 BIO-E for Extra Physical Prowess

15 BIO-E for Water Storage (92)

20 BIO-E for Crushing Strength

20 BIO-E for Poison Immunity (Manchineel tree/Poison Apple (Hippomane mancinella))

25 BIO-E for Heavy Body Armour

35 BIO-E for Extra-Heavy Body Armour

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness

-5 BIO-E for Webbed Feet

-10 BIO-E for Diet: Herbivore

-10 BIO-E for Vestigial Shell (138)

Giraffe

Description: Giraffes are the tallest of all land creatures. They have long legs and a long neck which enables them to reach leaves at the top of most trees. While normally passive, the horns and hooves a giraffe are capable of killing an adult lion.

Size level: 20

Length: up to 20 feet (6 m)

Weight: Up to 2800 pounds

Build: Long

Mutant Changes and Costs

Total BIO-E: 0

Attribute Bonuses: +2 PS, +4 PE, and +10 Speed.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. A triangular head with long ears at the upper corners, large wide spaced eyes, long neck, short spotted body with long legs.

5 BIO-E for Partial. A humanoid body that has tan fur with darker spots, giraffe like head and long limbs

(including the neck).

10 BIO-E for Full. A lean, muscular human with olive skin and long legs. Face is human looking with large

fluid eyes, large ears, long neck, and powerful build.

Natural Weapons

5 BIO-E for 2D6 damage Hooves

5 BIO-E for 1D6 damage Horns

Mutant Animal Powers

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed (use horse speed bonus)

10 BIO-E for Sleepless (special). With this power, the character only needs to sleep for 30 minutes a day to be completely rested.

Vestigial Disadvantages

-5 BIO-E for taking Vestigial Ears

-5 BIO-E for taking Colour Blindness

-5 BIO-E for taking Vestigial Tail

- 5 BIO-E for taking Musk Glands (similar to the Elephant)
- 5 BIO-E for taking Diet: Herbivore (pick either Herbivore or Ruminant, not both).
- 10 BIO-E for taking Diet: Ruminant
- 10 BIO-E for taking Vestigial Horns
- 10 BIO-E for taking Reptile Brain: Prey

Note: Don't forget that a Giant Animal can sell IQ & ME and/or PP & Speed attribute points to get BIO-E points with out sacrificing size. See Giant Animals in the creation section of the book under Growth Steps.

Goat

Description: A domesticated animal used for milk or meat the world over. Goats are valued because of their ability to survive in harsh climates and on relatively little food.

Size Level: 6

Length: to 40 inches long

Weight: to 75 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses:

I.Q. +2

P.E. +4

Spd. +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, triangular shaped head with widely spaced eyes and large tubular ears, thick hair, large body, shaggy tail, long, thin limbs, cleft hoof on feet.

5 BIO-E for Partial, muzzled face, large ears on top of head, widespaced eyes, long nose, goatee, hairy body, powerful build, thin arms and legs, three toes and fingers.

10 BIO-E for Full, a small beard under the chin, long nose, widely spaced eyes, pointed ears, thick neck and powerful body.

Natural Weapons: 5 BIO-E for 1D8 Horns

Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Toxic Resistance, +5 to save vs. poisons, +3vs. drugs

Greater Glider and Sugar-Glider

Description: Like flying squirrels, these arboreal possums (marsupials) use furry membranes for gliding from tree branch to tree branch. They also have Prehensile Tails they can use for carrying things while in flight. The Greater, or Dusky, Glider with its huge ventral membranes fully extended, actually looks like a parachute.

Size Level: 1

Length: Body to 18 inches, Tail to 21 inches.

Weight: under 1 pound.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

P.P.: +1

Spd.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Short head, tapering into a small nose. Large, widely spaced, dark eyes and rounded ears. Brown or grey fur with white fur underneath. Muscular body with a band of loose skin along each side, from armpit to ankle.

5 BIO-E for Partial. Triangular head, with ears on top, and ending in a small muzzle.

Body is lean and muscular, with loose skin flaps from armpit to ankle on each side.

10 BIO-E for Full. Small nose and mouth, with large round ears and big dark eyes. Lean body, but with some loose skin under the armpits and along the sides.

Natural Weapons:

5 BIO-E for 1D4 Claws: Climbing

Mutant Animal Powers:

10 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

10 BIO-E for Glide

10 BIO-E for Prehensile Tail. Use as Partial Hand.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Prey Eyes.

-10 BIO-E for Diet: Insectivore.

Hedgehog

Description: A small, rather plump mammal with a sharp pointed face, short legs and a thick coat of prickly spines instead of fur. Although the hedgehog resembles a tiny porcupine, its spines do not detach and the hedgehog cannot use them as an offensive weapon. They are for defence only. Hedgehogs can roll into a tight ball with only the sharp spines pointed outward, which makes incredibly difficult and painful for a predator

to bite. The spines also act as shock-absorbers, reducing damage if the animal falls any distance. Hedgehogs tend to be nocturnal, and hibernate during the winter.

Size Level: 2

Length: 7 to 15 inches (up to about 0.3 m)

Weight: 5 pounds (2.3 kg).

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Black beady eyes on either side of a long, pointed nose, tiny ears are hidden, short stocky body covered with soft thin spines between eight inches to one foot long, short legs (about a shirt as large as a humans), soft white or tan fur on the face and underbelly.

5 BIO-E for Partial. Prominent nose, short neck, short legs (half the side of a humans), short brown hair on the head, still has short white fur on the neck, chest, and torso. Spines are more like stiff, coarse hair on the back of the head and back (about six inches long).

10 BIO-E for Full. Spikes replaced with normal hair on head and back, large nose, stocky build, short legs.

Natural Weapons:

None

Mutant Animal Powers:

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Physical Endurance

10 BIO-E for Night Vision

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

15 BIO-E for Hibernation

5 BIO-E for Winter Torpor (cannot be combined with Hibernation)

5 BIO-E for Light Spine Armour. This gives the character an A.R. of 8. Attacks if they fail to roll above the A.R. take 1D4 damage from a spine. A roll above the A.R. means a successful strike doing damage. Note that this is not a Natural Armour Rating, so bullets, energy weapons and similar still damage the character with a successful strike above four. The same rule applies to all Spine Armours.

15 BIO-E for Medium Spine Armour. This gives the character an A.R. of 12. In addition, the hedgehog can roll itself into a ball, hiding all its vulnerable soft spots, and increases its A.R. to 14. White rolled up, the character can not attack or make any action except to unroll. The spines inflict 2D6 damage whenever the spines are struck (the attacker rolls below the A.R.). If the hedgehog falls any distance while rolled in a ball, damage is

automatically half (a successful Roll with Punch/Fall/Impact will further reduce the damage by half). Note: Characters may only select one of the Spine Armour types. 20 BIO-E for Heavy Spine Armour. This gives the character an A.R. of 14 or an A.R. of 16 when rolled into a ball. All other aspects are the same as the Medium Spine Armour.

Vestigial Disadvantages:

- 5 BIO-E for Diet Restriction: Insectivore
- 5 BIO-E for Nearsightedness
- 10 BIO-E for Nocturnal
- 10 BIO-E for Reptile Brain: Prey

Hippopotamus

Description: A huge, grey, bulky body with a huge head. It's facial features resemble those of a pig. Hippos spend most of their time in the water

Size Level: 20

Length: 13'-15', 5 feet tall at shoulder

Weight: 4,000 to 8,000 pounds

Build: Short

Mutant Changes & costs

Total BIO-E: 0

Attribute Bonuses: none

Human Features

Hands: 10 BIO-E for partial or 15 BIO-E for full

Biped: 5 BIO-E for partial or 10 BIO-E for full

Speech: 5 BIO-E for partial or 10 BIO-E for full

Looks: None, wide muzzle, enormous cheeks, powerful jaws, small, valved nostrils, tiny eyes and small round ears on top of head, thick, leathery loose skin, thick neck and body, short small tail, powerful arms and legs

5 BIO-E for partial, huge head with massive jaws, small eyes and ears, leathery skin, huge neck and body, short limbs

10 BIO-E for full, large head with large jaw, wide nose, small eyes and ears, bald, muscular neck and body

Natural Weapons:

5 BIO-E for 2D6 damage Teeth

Mutant Animal Powers:

15 BIO-E for Light Natural Body Armour; AR 9, SDC +30

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Advanced Hearing

5 BIO-E for Hold Breath

Vestigial Disadvantages:

-5 BIO-E for Diet: Herbivore (Pick either Herbivore or Ruminant, not both).

-10 BIO-E for Diet: Ruminant.

-15 BIO-E for Dehydration (special): A hippos skin dries out quickly, therefore they need twice the water intake as someone the same size as they are. Dehydration applies any time the character is out of the water.

Honey Badger (Also Known as Ratel)

Description: A small but ferocious animal, with large claws on the front legs and fur that is lighter on top than on the bottom. They are found endemically in the Kalahari desert, but can adapt to live anywhere. They are known for killing snakes and bees, and are one of the few animals to have no natural predators. Female honey badgers are typically smaller than males, but not overwhelmingly so.

Size Level: 5

Length: to three feet (1 m) long

Weight: to 32 pounds (14 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

P.P.: +2

P.E.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Squat head with brown eyes and long nose, with white fur on the top of the head. Short, powerful legs, with long claws, greyish fur on the top of the back, with a long tail.

5 BIO-E for Partial. Squat head with brown eyes and a noticeably long nose, short arms and legs, powerful upper body, squat appearance, with a short tail. A strip of lightly coloured hair goes down the centre of the back.

10 BIO-E for Full. Small head with brown eyes, nose seems rather obvious, powerful arms and legs. Upper body is strong but lean, with a short appearance, and a small bit of discoloured hair runs down the characters back.

Natural Weapons:

5 BIO-E for 1D6 Bite.

10 BIO-E for 1D8 Bite.

5 BIO-E for 1D6 Claws: Digging

10 BIO-E for 1D8 Claws: Digging

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Digging

10 BIO-E for Tunnelling

10 BIO-E for Brute Strength

20 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Leaping: Standard

5 BIO-E for Righting Reflex

10 BIO-E for Predator Burst

10 BIO-E for Loose Skin. This adds +20 S.D.C. to the character. Grappling moves against the character suffer a -2 penalty, and there is no additional A.R. assigned for the Honey Badger.

Vestigial Disadvantages:

-10 BIO-E for Diet: Insectivore

-5 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Nearsightedness

Honey Possum

Description: This tiny marsupial is so specialized that it feeds exclusively on the nectar from flowers. Like a miniature acrobat, the honey possum dangles upside down from its prehensile tail, gripping the flower, and extended a long tongue (a full third of the length of the body) deep into the nectar.

Size Level: 1

Length: Body to 3 inches, Tail to 4 inches.

Weight: under 1 pound.

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 95

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Enormous eyes dominate the face of the creature. A long, narrow snout contains the long tongue. Body is round and compact, ending in a long, skinny tail.

5 BIO-E for Partial. Round head with huge eyes and rounded ears. Round, thick body, short arms and legs, and short tail.

10 BIO-E for Full. Very large, luminous eyes, and tiny features that make the character look incredibly innocent, like the big-eyed children in some paintings. Body is tubby and round, with strong arms and legs.

Natural Weapons:

5 BIO-E for 1D4 Claws: Climbing

Mutant Animal Powers:

10 BIO-E for Advanced Vision

5 BIO-E for Night Vision

10 BIO-E for Advanced Smell

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty
10 BIO-E for Extra Speed
10 BIO-E for Leaping: Rodent
10 BIO-E for Prehensile Tail. Use as Partial Hand.
10 BIO-E for Prehensile Tongue. Use as Partial Hand.
Vestigial Disadvantages:
-5 BIO-E for Vestigial Tail
-10 BIO-E for Prey Eyes.
-15 BIO-E for Diet: Herbivore (Fruit and Pollen).
-10 BIO-E for Nocturnal Metabolism
-10 BIO-E for Torpid

Horse: Pony

Description: Ponies resemble horses, to whom they are related, but are smaller and stouter. They roam wild in various parts of Britain.

Size Level: 14

Length: 32 to 52 inches at the shoulder (up to 1.3 m)

Weight: To 800 pounds (360 kg)

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 20

Attribute Bonuses:

P.S.: +1

P.E.: +2

Spd.: +5

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Long thin horse face with large widely-spaced eyes, large tubular ears on top of head, thick hair including tail and mane, large and slightly tubby body, powerful legs, hooves on feet.

5 BIO-E for Partial. Long muzzled face nose, wide mouth with prominent teeth, large eyes and ears, no hair except mane and small tail, thick muscled torso, large hindquarters, three toes and fingers.

10 BIO-E for Full. Large nose, mohawk-style crest of hair, buck teeth, obviously powerful figure.

Natural Weapons:

5 BIO-E for Hoofed Feet: Kick does 1D6 damage.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity
5 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Physical Endurance
5 BIO-E for Extra Speed
5 BIO-E for Brute Strength
15 BIO-E for Bestly Strength
10 BIO-E for Leaping: Standard
5 BIO-E for an extra +5 S.D.C.
Vestigial Disadvantages:
-10 BIO-E for Diet Restriction: Herbivore
-5 BIO-E for Vestigial Tail
-10 BIO-E for Domestication
-5 BIO-E for Vestigial Hooves
-10 BIO-E for Prey Eyes

Horse: Shire Horse

Description: Shire horses are much larger and have a heavier build than average horses. As a result they are considerably stronger and are often used for pulling or transporting heavy burdens.

Size Level: 19

Length: 72 inches at the shoulder (1.8 m)

Weight: To 2000 pounds (one US ton)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: Zero

Attribute Bonuses:

M.E.: +1

P.S.: +3

P.E.: +1

Spd.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Long narrow head and muzzle with the eyes on either side, long ears on top of head, thick hair, very large, rounded and obviously strong body, long mane and tail, long legs, hooves on feet covered by “feathers” of long hair.

5 BIO-E for Partial. Long muzzled face, large mouth, large pointed eyes, long mane stretches from top of head down back, short tail, large hindquarters, very powerful legs.

10 BIO-E for Full. Long face, buck teeth, long mane of hair, strong build, three fingers and toes ending each limb.

Natural Weapons:

5 BIO-E for Hoofed Feet: Kick does 1D12 damage.

Mutant Animal Powers:

Automatically gets Brute Strength

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

5 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed

5 BIO-E for Beastly Strength

15 BIO-E for Crushing Strength

10 BIO-E for Leaping: Standard

5 BIO-E for an extra +15 S.D.C.

10 BIO-E for an extra +25 S.D.C. (may not be combined with above S.D.C. Bonus; it's one or the other)

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-5 BIO-E for Vestigial Tail

-10 BIO-E for Domestication

-5 BIO-E for Vestigial Hooves

-10 BIO-E for Prey Eyes

Horse: Zebra

Description: Zebras are white with black stripes. It has a greater stamina than the horse but is slower. There are three species, plains zebra the most common, mountain zebra of southwest Africa, and Grevy's zebra the largest. They commonly travel in large herds and mingle with other grazing animals. Plains zebras are found south of Ethiopia to South Africa and are mid-sized with short legs. Mountain zebras tend to have a sleek coat with a white belly and narrow stripes. Grevy's zebra or the Imperial Zebra is found in Kenya, Somalia and Ethiopia is more similar to wild donkeys or onagers than zebras except in coloration with a distinctive chevron on the hind quarters.

Size Level: 16

Length: 4-5 feet at the shoulder (1.25-1.6 m)

Weight: 510-990 lbs (230-450 kg)

Build: Medium

Mutant Changes and Costs

Total BIO-E: 15

Attribute Bonuses: P.S. +1, P.E. +3, Spd. +6

Human Features

Hands: 10 BIO-E for partial, 15 BIO-E for full

Biped: 10 BIO-E for partial, 15 BIO-E for full

Speech: 5 BIO-E for partial, 10 BIO-E for full

Looks: None, black and white striped fur, long, narrow head and muzzle, long, thin limbs, mohawk-like mane running along head and halfway down back, feet are solid hooves, long tail ending in a tuft of hair.

5 BIO-E for partial: three toes and fingers, long face, black and white stripes in skin, large eyes and ears, thin limbs, short tail, mohawk running across head and down back.
10 BIO-E for full: long face, thin limbs, powerful body, pointed ears, thick, black hair with white streaks running down it, ridge of hair runs across top of head and down neck.

Natural Weapons

5 BIO-E for Hoofed Hands, punches do 1D6 damage

5 BIO-E for Hoofed Feet, kick does 1D8 damage

Mutant Animal Powers

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Endurance

15 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

10 BIO-E for Extraordinary Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Brute Strength

10 BIO-E for Bestly Strength

Vestigial Disadvantages

-5 BIO-E for Diet: Herbivore

-10 BIO-E for Diet: Ruminant

-5 BIO-E for Vestigial Hooves

-10 BIO-E for Prey Eyes

-5 BIO-E for Vestigial Tail

Horse: Zeedonk

Description: Zeedonks or Zonkeys are hybrid crosses between zebras and donkeys. They are very rare and will only be found where both zebras and donkey are found in proximity to each other. Like mules they are often sterile, with a very rare case of one zeedonk that bred with a bay mare. Donkeys have 44 chromosomes and zebra have 62. Most often it has to be the zebra sire with a donkey mare. The date from as far back as 1815. Often they will look like a donkey in almost every aspect except that they will have a black-white striped Mohawk mane and black-white striped legs or socks.

Size Level: 14

Length: 4 feet at the shoulder (1.25 m)

Weight: 350-700 lbs (160-320 kg)

Build: Medium

Mutant Changes and Costs

Total BIO-E: 15

Attribute Bonuses: M.E. +1, P.E. +4, Spd. +3

Human Features

Hands: 10 BIO-E for partial, 15 BIO-E for full

Biped: 10 BIO-E for partial, 15 BIO-E for full

Speech: 5 BIO-E for partial, 10 BIO-E for full

Looks: None, black and white striped Mohawk and legs, long head and muzzle, long thin limbs, feet are solid hooves, long tail ending in a tuft of hair.

5 BIO-E for Partial, three toes and fingers, long muzzled face, black and white striped mohawk, large ears, thin limbs, short tail.

10 BIO-E for Full, long face, thin limbs, stocky build, pointed ears, thick, black hair with white streaks running down it.

Natural Weapons

5 BIO-E for Hoofed Hands, punches do 2D4+2 damage.

5 BIO-E for Hoofed Feet, kick does 2D6 damage.

Mutant Animal Powers

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

15 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

10 BIO-E for Extraordinary Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

Vestigial Disadvantages

-10 BIO-E for Domestication.

-5 BIO-E for Diet: Herbivore

-5 BIO-E for Vestigial Hooves

-10 BIO-E for Prey Eyes

-5 BIO-E for Vestigial Tail

Horse: Zorse

Description: Zorse are zebroid hybrid crosses between zebras and horses. They are rare and will only be found where both zebras and horses are found in proximity to each other. Like mules they are sterile. Horses have 64 chromosomes and zebra have 62. Most often it has to be the zebra sire with a horse mare. Often they will look like a horse in almost every aspect except that they will have a black-white striped Mohawk mane and faint black stripes on the body and legs. If the mare was brown or chestnut, the Zorse is often called a Golden Zebra due to coloration.

Size Level: 17

Length: 4-5 feet at the shoulder (1.25-1.6 m)

Weight: 650-1200 lbs (295-545 kg)

Build: Medium

Mutant Changes and Costs

Total BIO-E: 10

Attribute Bonuses: P.S. +2, P.E. +1, Spd. +9

Human Features

Hands: 10 BIO-E for partial, 15 BIO-E for full

Biped: 10 BIO-E for partial, 15 BIO-E for full

Speech: 5 BIO-E for partial, 10 BIO-E for full

Looks: None, black and white striped fur, long, narrow head and muzzle, long, thin limbs, mohawk-like mane running along head and halfway down back, feet are solid hooves, long tail ending in a tuft of hair.

5 BIO-E for Partial, three toes and fingers, long face, black and white stripes in skin, large eyes and ears, thin limbs, short tail, mohawk running across head and down back.

10 BIO-E for Full, long face, thin limbs, powerful body, pointed ears, thick, black hair with white streaks running down it, ridge of hair runs across top of head and down neck.

Natural Weapons

5 BIO-E for Hoofed Hands, punches do 2D4 damage

5 BIO-E for Hoofed Feet, kick does 2D6 damage

Mutant Animal Powers

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Endurance

15 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Extraordinary Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Brute Strength

10 BIO-E for Bestly Strength

Vestigial Disadvantages

-10 BIO-E for Domestication

-5 BIO-E for Diet: Herbivore

-5 BIO-E for Vestigial Hooves

-10 BIO-E for Prey Eyes

-5 BIO-E for Vestigial Tail

Hutia

Description: Hutias are coypu- or guinea pig-like rodents primarily found in the Caribbean Islands. Most species are herbivores, however some do eat small animals or lizards. They do not burrow, though only a few species are arboreal. Most Hutia are diurnal, but some species are nocturnal. They are also known as banana rats and commonly live in male-female pairs or small groups.

Size Level: 4

Height: 8-24 inches (20-60 cm) long.

Weight: 2.2-20 pounds (1-9 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: +2 to I.Q., +2 to M.A., +2 to P.P., and +1 to P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Stout, stocky body with short legs, large head and tail. Covered in thick, coarse black, brown, or reddish brown fur.

5 BIO-E for Partial; Humanoid with rodent's head and face, pointed nose, widely spaced dark eyes, small round ears, short thick neck, thick body with short arms and legs.

10 BIO-E for Full; Rat face, long pointed chin and nose, small or large dark eyes, and small round ears. Wide mouth with small teeth, thin lips (if any). Stout, squat body, powerful build, but small delicate hands. Coarse black, brown, or reddish brown hair covers the body except for the hands, feet, face, neck, and belly.

Natural Weapons:

5 BIO-E for 1D6 damage Climbing Claws.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Leaping: Rodent

10 BIO-E for Advanced Smell

10 BIO-E for Prehensile Tail

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-5 BIO-E for Musk Glands

-10 BIO-E for Diet: Herbivore

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Nocturnal

Iguana

Description: The largest reptiles in the Americas, up to 600 different species of Iguanas are found on offshore islands and throughout Central and South America. Most will eat just about anything, including rodents, rabbits, insects, and birds. Some of the specialists of these lizards include the Marine Iguanas, diving animals that live on seaweed, Forest Iguanas, the most arboreal, and the Chuckwalla, a desert dweller who can store water in the folds of its skin. We'll concentrate on the Common Iguana here.

Size Level: 6

Length: to 7 feet long (2.1 m)

Weight: to 70 pounds (31.7 kg).

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

P.S.: +1

P.P.: +1

P.E.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round, tubular body, with sharp spines running along the back. Arms and legs are short, hands and feet have long, flexible fingers and toes. Large head with huge mouth and jaw. Long tail, thick at the base, but tapering to a point, nearly the length of the body. Covered with green, black, and white scales.

5 BIO-E for Partial. Round, long body, with short arms and legs. Shiny scales in place of head and body hair. Skinny tail, at least as long as an arm. Eyes are wide apart and slightly protruding, capable of swivelling up, down, back, and forward.

10 BIO-E for Full. Bald, with flat facial features, widely spaced eyes, and no ears (just ear holes). Body is long and lean, with corded muscles visible in the arms and legs.

Fingers and toes are long and lean.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

5 BIO-E for 1D8 Teeth

10 BIO-E for 1D6 Whipsaw Tail. Counts as one extra attack per melee round, the top of the tail is covered with razor-sharp serrations, like the blade of a steak knife, and inflicts 1D6 damage per strike, plus P.S. Bonus.

Mutant Animal Powers:

10 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Speed.

15 BIO-E for Light Natural Body Armour; A.R. 9, S.D.C.: +25

30 BIO-E for Medium Natural Body Armour: A.R. 12, S.D.C.: +40

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail (can not be combined with Whipsaw Tail, above)

-10 BIO-E for Diet Restriction: Carnivore

-10 BIO-E for Nocturnal Metabolism

New Vestigial Disadvantages:

Poor Hearing: The character suffers from poor hearing. The character can only hear really loud noises up to 30 feet (10 m) away, and will have difficulty hearing anything nearby (conversations can be especially troublesome). The actual effects in combat will vary, but at most result in a -1 to parry or dodge, and the character never has initiative when sound is a factor.

Impala

Description: Impalas are antelope with brown fur and a white underbelly. They are extremely agile and graceful and are known for leaping great distances. They form herds and can be found grazing through most of East Africa. They are a common prey for most predators.

Size Level: 8

Length: to five feet (1.5 m)

Weight: to 150 pounds (67 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 30

Attribute Bonuses:

P.S.: +1

P.P.: +3

Spd.: +10

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round body, with long legs and neck, males have lyre-shaped horns, with a brown coat of fur with a white underbelly. Dark eyes on the side of the head with ears on top. Short tail.

5 BIO-E for Partial. Oval-shaped body, with short arms and long legs, males have horns on top of head, long neck, brown fur on top body with a white belly. Dark eyes on side of narrow face with an almost non-existent tail.

10 BIO-E for Full. Long narrow face, athletic, lean body, with short arms and powerful long legs, males have horns on top of head, brown hair covers body with white hair on the chest. Dark eyes on side of face with no tail at all.

Natural Weapons:

5 BIO-E for Hoofed Hands: 1D6 Punch.

5 BIO-E for Hoofed Feet: 1D6 Kick.

10 BIO-E for Hoofed Feet: 2D6 Kick.

5 BIO-E for 1D6 Horns (males only).

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Vision

10 BIO-E for Brute Strength

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed (note: uses second bonus).

5 BIO-E for Leaping: Rodent

10 BIO-E for Leaping: Feline

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

- 10 BIO-E for Prey Eyes.
- 10 BIO-E for Reptile Brain: Prey
- 5 BIO-E for Vestigial Hooves
- 5 BIO-E for Vestigial Horns (male only)
- 5 BIO-E for Vestigial Tail (not available with Full Looks)
- 10 BIO-E for Vestigial Musk Glands

Indri

Description: These active, Lemur-like animals live on the coastal areas of Madagascar since their mountain homes have been destroyed through deforestation. They look similar to the sloths of South America, but with much stronger arms.

Size Level: 4

Height: to two and a half feet

Weight: to 20 lbs

Build: medium

Mutant Changes and Costs

Total BIO-E: 50

Attribute Bonuses:

IQ +2

ME +2

MA +2

PP +1

PE +2

Spd +1

Human Features

Hands: Partial Automatic

5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: none: human-like torso, strong-looking arms and legs, long toes, smallish, round head, thick neck, round ears, yellow eyes, dog-like muzzle, short fur is white with black patches on face, back of neck, shoulders, upper back, hands, thighs, knees, and feet, 2 inch tail

5 BIO-E for Partial: strong-looking arms and legs, round head, thick neck, round ears, pale eyes, small muzzle, thick body hair varying in colour as above

10 BIO-E for Full: strong looking individual with light eyes, white hair, round head and ears, and black facial hair (if any)

Natural Weapons:

5 BIO-E for 1D6 Claws (climbing)

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Prehensile Feet (treat as a partial hand)

10 BIO-E for Shrieking Ability: by inflating a large air sac in his throat, an Indri can

make a booming howl that can be heard from up to three miles away, any character standing within 10 ft of the Indri and is in its line of sight during the howl, will have to save (13 or higher) or be temporarily deafened for 1D4 melees (3 to strike, parry, and dodge, -4 to initiative), howl can only be used once every two minutes

5 BIO-E for Leaping: Feline

Vestigial Disadvantages:

-5 BIO-E for taking Diet: Herbivore

Ivory-billed woodpecker

Description: The Ivory-billed Woodpecker is a very large and extremely rare woodpecker (it once thought to be extinct). Ivory-billed woodpecker is a Lazarus species, a species that is rediscovered after being considered extinct. The ivory-billed woodpecker has black feathers, a red face and white markings from its head to its wings running down the flanks of the body.

Size Level: 1

Length: up to 1 ft (30 cm)

Weight: 1/4 a lb

Build: Medium

Mutant Changes & Cost:

Total BIO-E: 70

Attribute Bonuses: +1D4 P.B., +1 M.A., +2 M.E.

Human Features:

Hands: Automatically None

5 BIO-E for Partial. Hands grow on the tips of the wings, but are covered in a lot of feathers.

10 BIO-E for Full. Unfeathered hands with an opposable thumb grow on the tips of the wings.

15 BIO-E for Multiple Limbs: Wings. A full pair of feathered hands grow separately from the wings. The hands are capable of complete human movement.

Biped: Automatically Partial. The bird has a pair of underdeveloped legs

5 BIO-E for Full. The mutant can now stand fully erect like a human, and is capable of walking for long distances on only two legs.

Speech: Automatically None

10 BIO-E for Partial

15 BIO-E for Full

Looks: Automatically None. A large woodpecker with black feathers and red head with a crest going fully down the neck, and white stripes marking the back.

5 BIO-E for Partial. Tall, lanky and thin with a large beak. Fine tiny feathers cover the humanoid body.

10 BIO-E for Full. Looks very human, however the character has a large nose and narrow black eyes are set close to the nose. Character is either bald or balding.

Natural Weapon:

5 BIO-E for 1D6 beak

10 BIO-E for 2D6 beak

15 BIO-E for 3D6 beak

20 BIO-E for 4D6 beak (cannot be purchased with partial or full human looks)

Mutant Animal Powers:

Automatically gets Advanced Vision

Automatically gets Wings and Basic Flight

-- 5 BIO-E for Soaring Flight

-- 5 BIO-E for Silent Flight

-- 10 BIO-E for Acrobatic Flight

10 BIO-E for an additional +10 to flying speed

5 BIO-E for Headcrest. Add +2 to P.B., and M.A.

5 BIO-E for Nightvision

5 BIO-E for Extraordinary Physical Endurance

5 BIO-E for Extraordinary Physical Prowess

Vestigial Disadvantages:

Automatically has some form of Phobia or Psychosis. Roll on the appropriate tables.

-5 BIO-E for taking Diurnal

-10 BIO-E for Annual Moulting. Feathers get everywhere and the character is easy to track down (+20%) if he doesn't take a lot of precautions. Plus, it is just plain annoying. Flight speed during this time of the year is reduced by 20%, due to constant feather loss.

-5 BIO-E for Nearsightedness

-5 BIO-E for taking Reptile Brain: Prey

-10 BIO-E for taking Vestigial Wings

-10 BIO-E for Vestigial Tail

-10 BIO-E for taking Diet: Insectivore

Jellyfish

Description: Jellyfish consist of a bell-shaped body which contains a stomach pouch and which tentacles may dangle from. Jellyfish are invertebrates that live in the ocean and are 94% water. They have a bell-shaped body with several dozen tentacles coming out that exist as a defence mechanism and also help in hunting. There are many species of jellyfish, some more dangerous than the others. All are poor swimmers (except for the Box Jellyfish) and rely on ocean currents for movement. Note that the Box Jellyfish has the most deadly poison sting of all Jellyfish (and one of the most venomous marine animals period), and is responsible for a number of human fatalities each year.

Important Note: Because of the character's lack of spine and central nervous system, both strength and pain are not registered the same as a normal character. The P.S. Maximum is 12 regardless of bonuses (only roll 1D6 for P.S.) and the character automatically gets a +6 bonus to save vs. pain.

Size Level 5, 8 or 13

Height: 1 foot (30cm) tentacles 10 feet (3 m) 3 feet (1 m)

tentacles 20 feet (6 m) 8 feet (2.5m)

tentacles 120 feet (40m)

Weight: 50 pounds 150 pounds 330 pounds (150 kg)

Build: Small Small Small

Mutant Changes & Costs

Total BIO-E: 60 45 20

Attribute Bonuses: +4 to M.E., +4 to M.A.

Human Features

Hands: 5 BIO-E for Prehensile Tentacles. Note: must be bought for EACH Extra Pair of Tentacles for full use.

10 BIO-E for Partial Hands. The tentacles have developed three branches at the end of each which serve as two fingers and a thumb. Note: must be bought for EACH Extra Pair of Tentacles for full use.

15 BIO-E for Full Humanoid arms and Hands (MiO, page 42) Note: must be bought for EACH Extra Pair of Tentacles for full use.

Biped: None; cannot move unless in water.

2 BIO-E for Four legs for walking (MiO, page 42)

5 BIO-E for Four legs for running (MiO, page 42)

5 BIO-E for Two-legged Biped (MiO, page 42)

10 BIO-E for Two-legged Biped with a second pair of partial limbs used as both arms and legs (MiO, page 42)

15 BIO-E for Two-legged Biped with a third pair of partial limbs used both as arms and legs

20 BIO-E for Two-legged Biped with a fourth pair of partial limbs used as both arms and legs

Speech: None, because the mouth isn't designed for communication and no vocal apparatus is present.

10 BIO-E for Partial; Primitive vocal cords develop in the creature.

20 BIO-E for Full; The vocal cords have evolved to a humanoid level.

Looks: None; Looks like an amorphous blob with limbs.

10 BIO-E for Partial; Only possibly if partial hands and biped are purchased. The creature appears to be some form of poorly developed humanoid, with long, thin arms and legs.

FULL HUMAN LOOKS ARE NOT POSSIBLE.

Natural Weapons:

15 BIO-E for Irukandji Syndrome: On a successful attack, the victim must make a saving throw vs non-lethal poison or suffer the following penalties, P.S. and P.P. reduced by half, all combat bonuses, attacks per melee, and hit points re also reduced by half, -20% on skill performance for 4D6 hours. If the character exerts themselves they must make a saving throw vs lethal poison or take 1D10 damage for 6D6 melee rounds. A successful saving throw (either) reduced effects by half.

20 BIO-E for Paralytic Poison Sting: A successful attack means the victim must save vs Non-Lethal Poison to avoid paralyzation for 1D8 melee rounds.

30 BIO-E for Deadly Poison Sting (Standard Jellyfish): Requires a successful attack and does 3D10 damage, direct to hit points, each minute for 1D8 minutes. The poison is so toxic that the character must roll to save vs lethal poison each minute he/she is affected.

A successful save means that no damage occurs that minute

40 BIO-E for Lethal Poison Sting (Box Jellyfish): Requires a successful attack and does 5D6 damage, direct to hit points, each melee round for 1D10 melee rounds. The poison is so toxic that the character must roll to save vs lethal poison each melee he/she is affected. A successful save means that no damage occurs that melee.

Mutant Animal Powers:

Automatically receives Simple Eyes (normally a vestigial disadvantage)

5 BIO-E for Breathing: Gills

5 BIO-E for Advanced Touch
 5 BIO-E for Hold Breath (in the air), can only be purchased if Gills are purchased.
 5 BIO-E for Basic Head and Simple Eyes (Part of the central body develops into a basic head-like structure, with no neck, containing a pair of simple eyes and the mouth.)
 10 BIO-E for Swimming: Basic
 10 BIO-E for Breathing: Lungs
 10 BIO-E for Simple Head and Prey Eyes (The head becomes more developed along with the eyes, though no neck is present.)
 10 BIO-E for Advanced Smell
 20 BIO-E for Breathing: Dual Breathing
 20 BIO-E for Humanoid Head and Prey Eyes (While the jellyfish has developed a humanoid head and neck, the eyes are still at the sides of the head.)
 30 BIO-E for Humanoid Head and Predator Eyes (This head and neck are quite developed, with forward facing eyes instead of eyes at the side of the head. While no hair is generated, several tentacles or oral arms .)
 Vestigial Disadvantages:
 -5 BIO-E for No Gills
 -5 BIO-E for Webbed Hands and Feet
 -10 BIO-E for Diet: Carnivore
 -10 BIO-E for Reptile Brain: Predator
 -10 BIO-E for No Sense of Smell
 -10 BIO-E for Total Blindness
 -10 BIO-E for Deafness
 -20 BIO-E for Dehydration: Extreme
 -20 BIO-E for Ectoplasmic Skin (No breathing, but takes double damage from poisons, gases, etc. and reduce S.D.C. to 1/4.)

Jellyfish: Tiburonia Granrojo, or “Big Red”

Description: Big Red is the sole member of a genus of jellyfish discovered near the dawn of the 21st century. With a dark, velvety skin, four to seven thick, oral arms and no tentacles or sting, it is unlike any other jellyfish. Considered one of the largest jellies in the ocean, Big Red is an imposing predator who uses his short, thick arms to capture prey. He is found nearly a mile deep (2,100 to over 4,900 feet/640-1500 m), and can be found throughout the Pacific, from California, to Mexico, to Japan.

Mutant Big Reds are not exceedingly rare, but one may not realize they are in the presence of one. Big Reds are one of the few invertebrates who are capable of full human looks. These humanoid jellies prefer the land to the sea, and can even be found far inland as the Free Cattle regions and the Midwest. Although they're clearly not normal humans, one would never know from looking at them that they are mutant jellyfish. Several dozen to several hundred of these mutants can be found throughout North America, with similar numbers likely showing up in other regions around the world. The non-humanoid mutants can be found in or near many of the larger populated areas undersea, although they are most common at the lower depths.

Size Level: 8

Length: to 3.3 feet (1 m) in diameter

Weight: to 150 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 135

Attribute Bonuses: +4 P.S., Brute Strength, +6 P.E.

Attribute Penalties: Reduce I.Q., M.A. & M.E. by two thirds.

HUMAN FEATURES

Intelligence: 20 BIO-E for Human Intelligence. Mutant Big Reds normally suffer significant penalties to their mental attributes. If this option is purchased, the character has full human intelligence, and receives no penalties to their I.Q., M.E. or M.A. Without human intelligence, characters will only be able to learn such rudimentary skills as opening doors and turning on lights. They will be able to speak, but their vocabulary will be limited to about three dozen words, and they will only be able to speak in short one to three word phrases. They will be semi-intelligent creatures of instinct, driven only by a need to survive. The only O.C.C. available is the feral mutant animal R.C.C., and the character will not receive any skill bonuses, or any secondary skills.

Purchasing human intelligence will put the character on the same mental level as all other normal characters. The character can be of any O.C.C. available to mutant animals, can speak normally (as long as Speech: Full is purchased), and can learn any skill, O.C.C. permitting. Big Reds can only purchase/acquire psionics if they have human intelligence.

Eyes: Big Reds have simple eyes, capable of detecting changes in light and dark only.

The character is -4 to strike, parry and dodge, and unable to use ranged weapons, or any skills that require vision.

5 BIO-E for Full. Character has developed a pair of fully functioning eyes.

Other Senses: 10 BIO-E for Hearing. Big Reds have no sensory organs in the traditional sense, although they do have an excellent sense of touch, and keen chemoreceptors that give them an excellent sense of taste and smell by which they hunt their prey. Mutant characters will be completely deaf, but will have a sense of smell, taste, and touch. Deaf characters are -6 to Parry or Dodge attacks from behind, -3 to Parry and Dodge all other attacks, and -4 to Initiative. If they wish to function normally, they will have to purchase a sense of hearing. While the character does not grow ears, they develop small, sensory hairs on their bell that provide them with the equivalent of normal human hearing.

Hands: Automatically Partial. The character's oral arms function as partial hands.

10 BIO-E for Full. The tentacles branch off at the end, forming two fingers and a thumb (or five digits, if the character has Human Looks: Partial or Full). Must be bought for EACH extra pair of tentacles for full use. Up to five of a character's arms can be converted to Full Human Hands, or seven if the character has Biped: None. Characters with an odd number of arms can convert the last arm to Full for a cost of 5 BIO-E. Any extra limbs not purchased as full arms wither away and disappear. The character can not have a mix of full and partial limbs.

Biped: Automatically Partial. The character uses his arms as partial legs.

10 BIO-E for Full. Two of the character's arms have developed into fully functioning legs.

Speech: 10 BIO-E for Partial, or 20 BIO-E for Full.

Looks: None. Body consists of a reddish-grey, velvety bell, and 1D4+3 thick arms with a digestive opening in the centre. Any eyes will be small, and located at the base of the bell, between two of the arms.

10 BIO-E for Partial. Body has taken on a somewhat humanoid form, with a bell-shaped head, thick, billowing torso, two powerful legs, and 2-5 thick, muscular arms. Round, red eyes are located in the centre of the “face,” while the oral opening is located beneath the lip of the bell. Clearly NOT human.

25 BIO-E for Full (must also have full Intelligence, Eyes, Hands and Biped). The character has a fully humanoid form and appearance, except the skin is a dark red colour, and has a plush, velvety feel. Thick head of hair is actually the character’s sensory hairs, and are capable of providing an excellent sense of hearing. Stocky, powerful frame, with as many as seven muscular limbs. Despite the full human appearance, the character still has no skeleton, and is quite flexible. Receives a bonus of +3 M.A., and +2 P.B.

Natural Weapons: None.

Mutant Animal Powers:

Automatically gets Aquatic Swimming at 80% proficiency, and swims at five times the normal rate.

Automatically gets Gelatinous Body (Special). The Big Red’s body is soft and gelatinous, providing it with resistance to most physical attacks. Blunt attacks, such as punches, kicks, impacts and falls inflict one quarter damage. Stabbing and piercing attacks inflict half their normal damage.

10 BIO-E for Nightvision

15 BIO-E for Advanced Hearing (must have Human Looks: Full)

5 BIO-E for Advanced Taste.

5 BIO-E for Advanced Smell.

5 BIO-E for Advanced Touch.

10 BIO-E for Extra Mental Affinity (must have full Human Looks & Intelligence)

10 BIO-E for Bestly Strength.

20 BIO-E for Crushing Strength.

10 BIO-E for Extra Physical Endurance.

15 BIO-E for Extra Physical Beauty.

5 BIO-E for Water Breathing: Saltwater.

10 BIO-E for Water Breathing: Dual Environment.

10 BIO-E for Breathing Skin (Special). The character can breathe through his skin. While this makes him twice as susceptible to gasses, it also makes him very difficult to suffocate or drown. As long as part of his skin is exposed to air, he can not be suffocated or drowned.

10 BIO-E for Predator Burst.

15 BIO-E for Multi-Limb Coordination. The ability to use more than one pair of limbs per melee. Provides one additional attack or action per melee and +1 to Strike and +1 to Parry. Can be bought once if the character has three or four arms, or a second time if the character has a fifth arm (provides one additional attack per melee, and an additional +1 to Strike and Parry). Can be purchased a third time if the character has Biped: None, and six or seven arms for an additional bonus of +1 to Strike and Parry, but does not provide an additional attack per melee.

Vestigial Disadvantages:

-5 BIO-E for Colour Blindness

-10 BIO-E for Nearsightedness

-15 BIO-E for Aquatic Vestigial Skin.

-20 BIO-E for Aquatic Respiratory System.
-10 BIO-E for Reptile Brain: Predator

Kangaroo

Description: This grazing animal relies on speed and leaping abilities to escape predators. Tail is used for support, as a handy “chair” and for balance in combat. Kangaroos fight by kicking out with the hind legs while propped up on the thick tail. Or, they move out into the water where they grab their attackers and hold them under to drown them. The most common Kangaroos are the taller Red Kangaroo, and the heavier Grey Kangaroo. All Kangaroos have the ability to go without water for long periods of time.

Size Level: 8

Height: to six feet tall.

Weight: to 150 pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 40

Attribute Bonuses:

I.Q.: +1

M.A.: +1

P.S.: +2

Spd.: +3

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Head with muzzle, topped with donkey-like ears. The upper body is slim with narrow arms and shoulders. Legs are very large, with huge feet almost as long as the legs. Thick, muscular tail, even longer than the legs.

5 BIO-E for Partial. Snouted head, with ears on top. Narrow shoulders, wide hips, and huge feet. Thick tail that reaches all the way to the floor.

10 BIO-E for Full. Large nose, large ears and widely spaced eyes. Legs tend to be long, with outrageously large feet.

Natural Weapons:

5 BIO-E for 1D6 Hand Razor Sharp Fingernails

5 BIO-E for 1D10 Claws: Running (Foot only). In this case, the middle toe will have a large protruding claw that can be used in kick attacks.

Mutant Animal Powers:

Automatically gets Leaping: Rodent

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

10 BIO-E for Brute Strength

15 BIO-E for Bestly Strength
10 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Physical Beauty
5 BIO-E for Extra Speed
5 BIO-E for Leaping: Feline

15 BIO-E for Advanced Hopping Ability. A “rubber band” muscle in the Kangaroo's legs allow for incredible leaping abilities and efficient long-distance travel at high speeds. The mutant Kangaroo can hop along at 35 mph for hours without getting tired. Speeding up to a maximum of 60 mph is possible, but the time is limited by the characters P.E. Triple normal distance for leaps and jumps. +4 to Dodge while Hopping, +6 to Damage from Leap and Jump Attacks only.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail
-5 BIO-E for Vestigial Ears
-10 BIO-E for Prey Eyes.
-10 BIO-E for Diet: Herbivore.

Kinkajous

Known locally as “Nightwalkers”

Description: Although the Kinkajou is closely related to the raccoon, it looks more like some kind of tree lemur, with luminous eyes, and solid brown fur. They are particularly active at night, and, when illuminated with a flashlight, their eyes take on a bright green shine. They stay in the trees most of their lives, eating mostly fruit.

Size Level: 3

Length: to 23 inches (0.6 m), tail to 11 inches

Weight: to 6 pounds (2.9 kg).

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

I.Q.: +1

M.E.: +2

P.P.: +1

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round head tapers to a narrow, fox-like snout. Ears are round, not particularly large, but stick straight out from the sides of the head. Eyes are large and round. Body is long and lean, covered with rich, golden fur. Arms and legs are relatively short, ending in strong hands and feet. The tail is as long as a leg, and also covered in thick fur.

5 BIO-E for Partial. Rounded head with prominent round features. Body is long and flexible, and covered with brownish-gold fur. Short, stubby tail.

10 BIO-E for Full. Sharp nose and chin, with large round eyes, and protruding, undersized ears. Body is lean and muscular, with somewhat short arms and legs. Hair is golden brown, thick and straight.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

5 BIO-E for 1D8 Teeth

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Night Vision

5 BIO-E for Advanced Smell

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed.

5 BIO-E for Feet as Partial Hands

5 BIO-E for Prehensile Tail

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail (can not be combined with Prehensile Tail, above)

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Nocturnal Metabolism

Kirigashiu-Koumori (Horseshoe-nose Bat)

Description: This sub-species of bat is known for leaf-like or horseshoe-shaped protuberance on their nose which emits echolocation calls.

Size Level: 1

Height: Varies

Weight: Varies

Build: Short

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +2 to I.Q., +1 to M.E. and +1 to Spd.

Human Features

Wings: Unless the character buys Extra Limb to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial hands at the end of the wings (applicable even with arms and hands).

10 BIO-E for full hands at the end of the wings (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a full set of developed arms and hands.

Biped: Automatically full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; A giant, intelligent bat.

5 BIO-E for Partial; A mutant that looks to be half-man, half-bat with a bat-like head and face, large pointed ears, short legs, bat wings and stout, fur covered body. Fur is generally light or dark brown with the ears, nose, and wings generally dark grey.

10 BIO-E for Full; A human-looking character with large bat wings. The nose is either leaf-like or horse-shoe shaped, the mouth wide with thin lips, piercing dark eyes, and large, rounded, ears. Hair grows thickest on the head, arms, legs, chest and back are hairy.

Natural Weapons:

5 BIO-E for 1D6 damage Teeth.

10 BIO-E for 1D6 damage Razor Fingers.

15 BIO-E for 2D4 damage Climbing Claws.

Mutant Animal Powers:

5 BIO-E for Sonar

5 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Glide

10BIO-E for Basic Flight

15 BIO-E for Acrobatic Flight

5 BIO-E for Hibernation

5 BIO-E for Advanced Smell

10 BIO-E for Advanced Sonar (MotY, page 10, the only differences are the sensory organ is located in the nose, not the ears, and this species of bat does not get the water-related abilities).

Vestigial Disadvantages:

-5 BIO-E for Colour Blindness

-5 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Wings

-10 BIO-E for Nocturnal

-10 BIO-E for Diet: Insectivore

Kitsune (Japanese Red Fox)

Description: Kitsune are a purebred subspecies of Red Fox, with some subtle genetic modifications.

Size Level: 7

Height: 5-6 feet

Weight: 90-130 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 25

Attribute Bonuses: +2 to I.Q., +2 to M.E. and +2 to P.B.

Human Features

Hands: Full

Biped: Full

Speech : Full

Looks: Partial & Weird; Furry humanoid with a fox's head, lean muscular body and short legs. Colouring is typically red, ranging from crimson to gold, though some species

appear in silver and occasionally a black stripe across the shoulders and down the centre of the back, forming a "cross" pattern is seen. Due to the unique DNA manipulations, Kitsune have from one to nine tails.

Natural Weapons:

- 5 BIO-E for 1D6 damage Teeth
- 10 BIO-E for 1D8 damage Teeth
- 5 BIO-E for 1D4 damage Running Claws

Mutant Animal Powers:

- 5 BIO-E for Advanced Vision
 - 5 BIO-E for Advanced Hearing
 - 5 BIO-E for Advanced Smell
 - 5 BIO-E for Extra Limb: Additional Tail (for each additional tail, up to a total of nine, vestigial tail OR Fluffy Tail must be purchased for each tail).
 - 10 BIO-E for Extra Mental Endurance
 - 10 BIO-E for Extra Physical Prowess
 - 10 BIO-E for Extra Physical Beauty
 - 10 BIO-E for Extraordinary Speed
 - 10 BIO-E for Predator Burst
 - 10 BIO-E for Digging
 - 10 BIO-E for Nightvision
 - 5 BIO-E for Leaping: Standard
 - 15 BIO-E for Leaping: Feline
 - 10 BIO-E for Extra Limb: Fluffy Tail (134)
 - 5 BIO-E for Winter Coat.
- Vestigial Disadvantages:
- 5 BIO-E for Vestigial Ears
 - 10 BIO-E for Nocturnal
 - 10 BIO-E for Diet: Carnivore
 - 10 BIO-E for Reptile Brain: Predator
 - 10 BIO-E for Vestigial Tail

Kiwi

Description: The kiwi is a small flightless nocturnal bird. They eat small insects and berries and hunt by pushing their beaks into the soil and sniffing out their prey. All kiwi are pear-shaped, flightless, mostly nocturnal birds, related to the same family as the ostrich & other flightless birds. They possess one of the most bizarre, un-birdlike adaptations: a extremely acute sense of smell. Unlike most birds, Kiwi nostrils are located on the tip of their long beaks, making it easy for them to sniff out food along the ground. They are completely tailless, with tiny stubs of vestigial wings hidden beneath their spiky, fur-like plumage. After the Crash, mutant kiwi began to take control over their homeland of New Zealand & reclaimed dominance over it after kicking out all non-native creatures. After several hundred years, the kiwi were finally back in charge of things, which suits them fine so long as they stay out of each other's territory.

Size level: 3

Length: 45cm

Weight: male: 2.4kg., female: 3.3kg.

Build: short

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: None

Human Features

Hands: 10 BIO-E for full pair of human arms and hands in the place of wings.

Biped: Automatically full

Speech: 5 BIO-E for partial or 10 BIO-E for full

Looks: None. The Kiwi is about the size of the average domestic chicken. The Kiwi has small rounded useless wings on the side of the body and no tail. A small rounded body coated with coarse, bristly feathers in shades ranging from light brown to black. They have their nostrils are at the tip of a long slender beak to aid in the search of food. Their feet are three pronged

5 BIO-E for partial. Feathered humanoid with rounded head and body, shortened beak, eyes human shaped but almost black, with bird legs and feet.

Natural Weapons:

5BIO-E for Talons (feet only) that inflict 1D6 damage.

Mutant Animal Powers:

5 BIO-E for Advanced kiwi sense of Smell: the Kiwi's specially designed beak allows for it to sniff out food, small insects and worms underground. While it no good for tracking. It can be used to detect movement or animal/insects underground up to 10ms away.

5 BIO-E for Nightvision

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

Vestigial Disadvantages:

-5 BIO-E for Diet: Insectivore

-10 BIO-E for Nocturnal

Koala

Description: Three varieties: Queensland (thin fur, lighter colour), New South Wales (dark grey coat), and Victoria (thick and shaggy, darker fur, and larger). The Koala is the only animal able to eat Eucalyptus leaves (which are mostly poisonous); it has a specialized section of its intestine filled with symbiotic bacteria. A Koala in a bad mood will start making a loud "ticking" sound.

Size Level: 5

Length: to three feet.

Weight: to 30 pounds.

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.S.: +2

P.P.: +1

P.E.: +2

HUMAN FEATURES

Hands: Partial Automatic, with two thumbs and three fingers on each hand.

5 BIO-E for Full; two thumbs and three fingers on each hand.

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round head with large, soft nose, and huge rounded ears on top. Body is round and somewhat flabby, with thick arms and legs. Completely covered with thick, insulating fur.

5 BIO-E for Partial. Round head with large nose and ears. Thick fur. Heavy body and large arms and legs.

10 BIO-E for Full. Chinless face with large nose and ears. Body is well muscled and stocky.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity

10 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Beauty

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Prehensile Feet. Use as Partial Hands.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Ears

-10 BIO-E for Prey Eyes.

-15 BIO-E for Diet: Herbivore

-25 BIO-E for Diet: Herbivore (Eucalyptus Leaves only)

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Chronic Sleeper. The character must sleep at least 10+1D4 hours a day otherwise his or her movement will be impaired. -1 Attack per melee, -1 on all combat bonuses and skill performance is reduced 15% unless the character gets enough sleep; sleep deprivation and fatigue affect this character 25% quicker than a normal character. If the character does not get enough sleep, then it will take 1D4 extra hours to catch up, cumulative per day.

Lamprey

Description: Lampreys, often called lamprey eels, are jawless fish with circular, sucking mouths, typically used to bore into the flesh of other flesh in order to drink blood (though not all lampreys are blood drinkers, some eat flesh instead). They can be found in both

fresh- and saltwater. Coloration is dark dorsally, typically brown, grey, or black, and lighter ventrally, typically white or light grey.

Size Level: 2

Height: 24-30 inches (61-76cm)

Weight: averages about one pound (2.2 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +3 to P.E. and +6 to Spd.

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial Hands. The lamprey develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant lamprey a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute. The character can rear up on the upper part of the body while continuing to slither with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long body, at least five times as long as it is wide, entirely covered with smooth and slimy skin. Head is short with one nostril on top and gills to either side, with the mouth being notably large and round. The eyes are fairly large. One or two dorsal fins will be present.

5 BIO-E for Partial; Body is long and sleek. Head is smooth, with a large, rounded mouth.

10 BIO-E for Full; Entirely bald, with smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin

Natural Weapons:

10 BIO-E for Leeching Bite (This allows the character to stick to virtually any surface. Of course, the primary method of use is to leech onto another creature in order to drain blood. The strength of the suction action is equivalent to the character's P.S. This bite does little damage (1D4) by itself, but is used to drain the affected creature of it's blood. Blood draining does hit point damage to the target, with creatures Size Level 4 and under losing a single point per melee round, Size Level 5-9 creatures losing 1D4 hit points per melee round, and creatures larger than Size Level 10 losing 1D6 hit points per melee round.)

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Electroreception: Passive

5 BIO-E for Swimming: Master

5 BIO-E for Hold Breath (in air)

10 BIO-E for Predator Burst

10 BIO-E for Breathing: Lungs
20 BIO-E for Breathing: Dual Breathing
Vestigial Disadvantages:
-5 BIO-E for No Gills
-5 BIO-E for Colour Blindness
-5 BIO-E for Nearsightedness
-10 BIO-E for Total Blindness
-10 BIO-E for Diet: Carnivore
-20 BIO-E for Diet: Vampirism
-20 BIO-E for Dehydration: Extreme

Lancelet

Description: The Lancelet is a small, primitive, fishlike creature found in shallow, temperate marine waters throughout the world. They grow to a maximum of two inches (5 cm) in length, have no brain or eyes, and no distinct head or fins. Their body is lined with gill slits, although these are primarily used to filter food and not oxygen from the water (breathing is done through the porous skin). They have small sensory tentacles around their oral opening which can detect motion and vibration, giving them a rudimentary equivalent to a sense of hearing, and possess chemoreceptors that give them a primitive sense of taste and smell. They also help to filter the water that passes through the body. Their body is tapered at both ends, and some have an oar-like tail. They can swim through the water and wet sand, although they usually remain buried with just their head and tentacles sticking out. They have a central nervous chord, but instead of an actual spine, they have a notochord—a protective, cylindrical rod. They are an species and believed to be the ancestor of all vertebrates.

Mutant Lancelets are typically mindless, primitive creatures, and are often farmed as a simple, reliable food source. They are a primary export of Maldivia, which is home to vast fields of mud flats where the 20 pound mutants are raised. The occasional intelligent Lancelet can be found, but they are often discriminated against due to their primitive origins and lowly place in society. As a result, most mutant Lancelets are short-tempered loners, and are more apt than other aquatic mutants to seek out a life on land.

Size Level: 1

Length: to 2 inches long

Weight: under a pound (to 1 g)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 175

Attribute Bonuses: None.

Attribute Penalties: Reduce I.Q., M.E. & M.A. by one third.

HUMAN FEATURES

Intelligence: 10 BIO-E for Human Intelligence. Mutant Lancelets normally suffer significant penalties to their mental attributes. If this option is purchased, the character has full human intelligence, and receives no penalties to their I.Q., M.E. or M.A. Without human intelligence, characters will only be able to learn such rudimentary skills as opening doors and turning on lights. They will be able to speak, but their vocabulary will be limited to about three dozen words, and they will only be able to speak in short one to

three word phrases. They will be semi-intelligent creatures of instinct, driven only by a need to survive. The only background available is the feral background, and the character will not receive any secondary skills.

Purchasing human intelligence will put the character on the same mental level as all other normal characters. The character can be of any background or apprenticeship, can speak normally (as long as Speech: Full is purchased), and can learn any skill, background and apprenticeship permitting. Lancelets can only purchase/acquire psionics if they have human intelligence.

Eyes: None: Lancelets have no eyes, or sense of vision. Characters will be effectively blind unless they purchase a set of eyes. Blind characters are -10 to strike, parry and dodge, and will not be able to perform any skills requiring eyes, nor use any long-range weaponry effectively.

10 BIO-E for a set of eyes. The eyes will appear as a set of round, black or dark red dots on the front of the head. Grants sight equal to full human vision.

Hands: None. The character has no arms or hands whatsoever. Any objects will have to be manipulated by the oral tentacles (treat as Partial Hand).

10 BIO-E for Partial. The Lancelet develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

15 BIO-E for Full. Gives the mutant Lancelet a full pair of hands, arms, and narrow shoulders.

Biped: None. Character has no legs or fins, and swims via his wavy, undulating body movements. Helpless on dry surfaces, unless alternative means of movement can be found. If the character has arms then he will be able to drag himself on land at a speed of 1. Can swim twice as fast as other mutants. Human Looks: Full is impossible to combine with Biped: None.

10 BIO-E for Partial. Tail splits into a pair of legs. Character can now function on land by running on all fours, and will be most comfortable when on all fours. Will only stand up on the hind legs when necessary.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 10 BIO-E for Partial, or 20 BIO-E for Full. Mouth is surrounded by tentacles, giving the character's voice a slobbery, gurgling quality.

Looks: None. Streamlined body with a small, tapered head and pointed, oar-shaped tail. Skin ranges in colour from drab tan, to yellow or blood-red. Body is lined with gill slits, and limbs, if any, are flabby, tentacle-like structures. Mouth is comparatively large and round, and surrounded with up to two dozen short, thin tentacles.

10 BIO-E for Partial. Basic humanoid form with a narrow head, small eyes, and a round mouth surrounded by tentacles. Neck and sides are lined with gill slits, and the rest of the body is pasty and featureless. Skin is peach to red in complexion, and has an odd, clammy feel.

20 BIO-E for Full. Bald human with small facial features and a forgettable, plain appearance. Close inspection shows the neck lined with gill slits, but the character is otherwise totally unremarkable.

Natural Weapons: None.

Mutant Animal Powers:

Automatically gets Water Breathing: Dual Environment, and Aquatic Swimming at 80% efficiency. Note: The mutant Lancelet can swim through wet sand just as quickly as through water.

10 BIO-E for Advanced Taste.

10 BIO-E for Advanced Smell.

10 BIO-E for Advanced Touch (tentacles only).

10 BIO-E for Extra Physical Endurance.

5 BIO-E for Digging.

10 BIO-E for Tunnelling.

15 BIO-E for Damage Reduction. The Lancelet has no skeleton. All blunt attacks, including hard impacts like bullets, do half damage. Does not work for cutting attacks or energy attacks.

10 BIO-E for Breathing Skin (Special). The character can breathe through his skin. While this makes him twice as susceptible to gasses, it also makes him very difficult to suffocate or drown. As long as part of his skin is exposed to air, he can not be suffocated or drowned.

Vestigial Disadvantages:-5 BIO-E for Colour Blindness

-10 BIO-E for Nearsightedness

-15 BIO-E for Aquatic Vestigial Skin.

-10 BIO-E for Temperature Sensitivity.

-10 BIO-E for Prey Eyes.

-5 BIO-E for Webbed Hands and Feet (only if character has Hands AND Feet).

-5 BIO-E per pair for Vestigial Oral Tentacles

Leopard Seal

Description: Considered the most ferocious seal in the world, Leopard seals are found among the pack ice. The only seal to prey on other seal species, there are many tales from early explorers about harrowing encounters with Leopard seals. The body is dark grey above and light grey below and they have white throats with black spots. These distinctive spots are what give the Leopard seal its name. These characteristics combined with excellent sight, smell and ferocious canines have established them as one of the consummate predators of the Antarctic.

Size Level: 8

Length: 4 and 1/2 feet (1.3 m)

Weight: up to 200 lbs (88 kg)

Build: Medium

Mutant Changes & Cost:

Total BIO-E: 30

Attribute Bonuses: +2 P.S. Brute, +3 P.P., +8 Swimming Speed, -3 M.A.

Human Features:

Hands: Automatically Partial

5 BIO-E for Full

Biped: Automatically Partial

5 BIO-E for Full

Speech: Automatically None

5 BIO-E: for Partial

10 BIO-E: for Full

Looks: None. Looks like the animal. Triangular dog-like head with large pointy ears, thin whiskers, large sharp canines, thin coarse fur, thick folds of blubber, two pairs of large flippers.

5 BIO-E for Partial: Thin coarse fur, thick blubber, large humanoid like body with large floppy ears, thick black nose and large black eyes.

10 BIO-E for Full: Looks almost completely human, but with leopard spots.

Natural Weapons:

5 BIO-E for 2D6 canine teeth

10 BIO-E for 3D6 canine teeth

15 BIO-E for 4D6 canine teeth

Mutant Animal Powers:

Automatically has Advanced Swimming at 90% and a depth tolerance of 3000 ft.

Automatically gets Advanced Vision

Automatically gets Advanced Smell

5 BIO-E for Nightvision

10 BIO-E for Advanced Hearing

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Swimming Speed

5 BIO-E for Extra Physical Prowess

10 BIO-E for Brute Strength

10 BIO-E for Predator Burst

Vestigial Disadvantages:

-5 BIO-E for Vestigial Ears

-5 BIO-E for Nearsightedness

-5 BIO-E for Colour Blindness

-10 BIO-E for Prey Eyes

-10 BIO-E for Musk Glands

-10 BIO-E for Nocturnal

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Reptilian Brain: Predator

Lemming

Description: Lemmings are small, herbivorous, rodents typically found in arctic conditions. While they have many things in common with other rodents, they do not hibernate in winter, preferring to remain active.

Size Level: 1

Height: About 2.75 to 6 inches (7-15 cm) long.

Weight: 1 to 4 ounces (30-112 g).

Build: Small

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +1 to M.E., +3 to P.P., and +6 to Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Looks like the basic animal, although probably considerably larger.

5 BIO-E for Partial; Humanoid with rodent's head and face or somewhat more human face with a slight muzzle, pointed nose, widely spaced dark eyes, very small round ears, short thick neck, thick body with short arms and legs. Except for the face, hands, feet and belly (typically light grey, reddish-grey, grey, pale grey or silver grey), lemmings are covered in short grey, brownish-grey, brown, or reddish-brown fur AND may have a pale brown, reddish, or rust-coloured collar across their chest, with occasional "racing" stripes of red, black, yellow, or dark grey. Additionally, some have red patch behind their ears. May have a short naked tail too. Exact looks vary with species of lemming.

10 BIO-E for Full; Rat face: long pointed chin and nose, small dark eyes, and very small round ears. Wide mouth with small teeth, thin lips (if any). Stout, squat body, powerful build, but small delicate hands. Coarse brown or grey hair covers the body except for the hands, feet, face, neck and belly.

Natural Weapons:

5 BIO-E for 1D6 damage Climbing Claws

5 BIO-E for biting Teeth that do 1D6 damage

10 BIO-E for 2D4 damage Razor Fingernails

10 BIO-E for Rodent Gnawing Teeth (130)

Mutant Animal Powers:

5 BIO-E for Advanced Vision (otherwise Colour Blind)

5 BIO-E for Advanced Hearing

5 BIO-E for Leaping: Rodent

10 BIO-E for Digging

10 BIO-E for Advanced Smell

10 BIO-E for Seasonal Coat !

15 BIO-E for Extraordinary Speed

20 BIO-E for Tunnelling

20 BIO-E for Leaping: Rodent

Vestigial Disadvantages:

-5 BIO-E for Diet: Herbivore

-5 BIO-E for Nearsightedness

-5 BIO-E for Reptile Brain (prey)

-10 BIO-E for Reptile Brain (suicidal)!

Notes: Yes, in real life Lemmings do NOT act suicidally, however, I decided I liked the inclusion of the vestigial disadvantage.

Liger

Description: A crossbreed resulting from the union of a male lion and a female tiger, it resembles a large lion with faded stripes. The mane on males is less prominent than a lion's. The liger tends to be sterile. The female is usually larger than the male.

Size Level: 17

Length: 10 feet long

Weight: 700 lbs.

Build: Medium

Mutant Changes and Costs

Total BIO-E: 5

Attribute Bonuses: +2 IQ, +2 MA, +12 PS, Brute Strength, +2 PP, and +5 Spd.

Human Features:

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None.

5 for Partial.

10 for Full.

Natural Weapons

5 BIO-E for 2D6 damage Retractable Climbing Claws.

10 BIO-E for 3D6 damage Retractable Climbing Claws.

5 BIO-E for 2D6 damage teeth.

10 BIO-E for 3D6+2 damage teeth.

Mutant Animal Powers

Automatically gets Advanced Vision

5 BIO-E for Extra PE

10 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Internal Compass

10 BIO-E for Extra IQ

10 BIO-E for Righting Reflex

10 BIO-E for Swimming Ability equal to the Basic Swimming skill at 80%

10 BIO-E for Extraordinary Speed

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength (females only)

5 BIO-E for Leaping: Rodent

10 BIO-E for Leaping: Feline

5 BIO-E for Extra PP

10 BIO-E for Predator Burst

5 BIO-E for Night Vision

Vestigial Disadvantages

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Reptile Brain: Predator

-5 BIO-E for Vestigial Tail

-5 BIO-E for Musk Glands

Lizards (Typical)

Description: There are an enormous variety of lizard species in just about any colour imaginable. They are generally insect eaters.

Size Level: 1

Length: to 12 inches

Weight: to one pound.

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 100

Attribute Bonuses:

P.P.: +2

Spd.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; long, skinny body with tail of equal length; wedge-shaped head with protruding eyes, luminescent scales of bright colour.

5 BIO-E for Partial. Long, thin body with skinny arms and legs; short tail, large head and eyes, bright scales.

10 BIO-E for Full. Bald, wrinkled skin that shines with highlights of lizard colour, slender build, long fingers.

Natural Weapons: 5 BIO-E for 1D6 Claws: Climbing.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Standard.

10 BIO-E for Leaping: Rodent.

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

15 BIO-E for Light Natural Body Armour; A.R. 9 and +30 to S.D.C.

30 BIO-E for Medium Natural Body Armour; A.R. 13 and +45 to S.D.C.

25 BIO-E for Accelerated Dodge, the ability to dart back and forth with blinding quickness. +4 to Automatic Dodge (only P.P. Bonuses and Automatic Dodge bonuses apply, no others), and +6 to Spd.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Insectivore.

Lizards: Agama

Description: Agamas are small long-tailed insect-eating lizards of Africa, southeastern Europe and central India. The best known species is the red-headed rock agama of sub-

Sahara. They form groups of ten to twenty with the leader being an old male with females and young males. They are dark brown at night, but after dawn the colours of the dominant male will change, the body becomes light blue with the head and tail bright orange. Females are entirely brown. This lizard can climb rocks and walls. While they are predators, they do exhibit many prey characteristics.

Size Level: 1

Length: 12 to 18 inches

Weight: to one pound.

Build: Long

Mutant Changes and Costs

Total BIO-E: 95

Attribute Bonuses: M.A. +1, P.P. +3, P.B. +2, and Spd. +4

Human Features

Hands: 5 BIO-E for Partial, 10 BIO-E for Full

Biped: 5 BIO-E for Partial, 10 BIO-E for Full

Speech: 5 BIO-E for Partial, 10 BIO-E for Full

Looks: None, long, skinny body with tail of equal length; narrow wedge-shaped head with protruding eyes, light to dark dull colour with specks of green or white. Males can have bright orange, red or yellow heads and/or tails with blue, green or brown bodies.

5 BIO-E for Partial. Long, thin body with skinny arms and legs; short tail, large head and eyes, light to dark scales with spots. Males can have bright orange, red or yellow heads and/or tails with blue, green or brown bodies.

10 BIO-E for Full. Bald, wrinkled skin that shines with highlights of natural colour, slender build, long fingers and toes.

Natural Weapons

5 BIO-E for 1D6 Claws: Climbing.

Mutant Animal Powers

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

5 BIO-E for Advanced Touch

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Extraordinary Speed

5 BIO-E for Leaping: Standard

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

10 BIO-E for Light Natural Body Armour; A.R. 9 and +20 to S.D.C.

20 BIO-E for Medium Natural Body Armour; A.R. 11 and +40 to S.D.C.

15 BIO-E for Climbing Claws (Special!): Can walk up or down walls and surfaces if there is some rough areas for a toe hold like brick, concrete, wood and rough metal.

Cannot climb on glass, polished plastic or smooth metal surfaces. Speed is one half normal land speed for walking.

Vestigial Disadvantages

Note: If taking both Reptile Brain: Prey and Predator, character only get -15 BIO-E.

-5 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Prey
-10 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet: Insectivore.
-5 BIO-E for Temperature Intolerance (Special!): While the climate or temperature will not kill the animal it will drive them to migrate to a better climate or find a place of warmth to hold up. Temperature Intolerance of Cold climates below 45° F (7.2° C). Gains penalties of -1 Strike, Parry and Dodge while condition lasts in addition to any other normal effects.

Lizard: Anole

Description: A subspecies of iguana known for their chameleon ability and ability to run up walls. Coloration is typically brown or green, with some blue species.

Size Level: 1

Height: Up to 2 feet (61 cm) long.

Weight: Up to 3 ounces (84 g).

Build: Long

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: +1 to P.S., +2 to P.P. and +1 to P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long, skinny body with tail of equal length, wedge-shaped head with protruding eyes, scales of bright or regular colours.

5 BIO-E for Partial; Long, thin body with skinny arms and legs, large head and eyes.

10 BIO-E for Full; Bald, wrinkled skin that shines with highlights, slender build, long fingers.

Natural Weapons:

5 BIO-E for 1D6 damage Climbing Claws

10 BIO-E for 1D8 damage Teeth

Mutant Animal Powers:

5 BIO-E for Advanced Vision

10 BIO-E for Automitizing Limbs

10 BIO-E for Leaping: Lizard (can leap 10 feet high and 10 feet long; no running start required, and a running start does not increase the distance).

10 BIO-E for Prehensile Tail

10 BIO-E for Prehensile Sticky Tongue

10 BIO-E for Non-Skid Palms (MDU, 22)

15 BIO-E for Radiation Immunity (135)

15 BIO-E for Light Natural Body Armour

15 BIO-E for Camouflage Skin Pattern

15 BIO-E for Independent Eye Movement

25 BIO-E for Chameleon Camouflage Power (RH, 9)

30 BIO-E for Medium Natural Body Armour

Vestigial Disadvantages:

- 10 BIO-E for Diet: Insectivore
- 10 BIO-E for Reptile Brain: Prey
- 10 BIO-E for Vestigial Tail

Lizard: Armadillo Lizard

Description: A South African lizard, transplanted to Australia, covered with thick, spiny protective scales. It is capable of rolling itself into an armoured ball when threatened.

Size Level: 1

Length: to eight inches

Weight: to one pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 95

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Has a thick, flattened body, covered with bands of shiny brown scales.

Short arms and legs. Blunt head with bands of tubular nostrils. Long, squashed-looking tail.

5 BIO-E for Partial. Shiny brown skin with little spurs. Thick body, wider than it is deep, short arms and legs. Stubby tail.

10 BIO-E for Full. Shiny brown skin, thick tubular body with short arms and legs. Wide, dark-featured head with deep-set eyes, flattened nose and a massive jaw.

Natural Weapons:

5 BIO-E for 1D4 Claws: Climbing

Mutant Animal Powers:

5 BIO-E for Advanced Smell

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Hold Breath

10 BIO-E for Digging

10 BIO-E for Medium Natural Body Armour. A.R. 8 and +25 S.D.C. (Note: Cannot be taken with Armoured Spine Defence)

25 BIO-E for Heavy Natural Body Armour. A.R. 12 and +40 S.D.C. (Note: Cannot be taken with Armoured Spine Defence)

20 BIO-E for Armoured Spine Defence. This is a kind of Natural Body Armour; A.R. 12 and S.D.C.: +15. A physical attack directed against the lizard that rolls 12 or less will result in contact with the spines, and they in turn do 1D6 damage to the attacker. The

Armadillo Lizard can also use the spines to attack using a Body Block that will inflict 2D6 damage and counts as one melee attack that round. Note that unlike quills, the Armadillo Lizard's spines do not come out of the lizards body. Non-physical attacks, such as guns, just need to beat the A.R. to hurt the character.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-5 BIO-E for Vestigial Tail

-10 BIO-E for Colour Blindness

-10 BIO-E for Reptile Brain: Predator

Lizard: Basilisk

Description: Basilisks are lizards similar to iguanas, with a large crest-like sail on their head, back and tail. They are colloquially known as "Jesus Christ Lizards" because of their ability to run on water due to the folding webbing between their toes.

Size Level: 1

Height: 1-2.4 feet (25-75 cm) long

Weight: 0.4-1.3 pounds (200-600 g).

Build: Long

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: +2 to P.S., +1 to P.P. and +6 to Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: Automatically has Partial Biped or 5 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Round, tubular body, with a fin-like projection on the head, some species also have a dinosaur-like sail running along the spine. Arms and legs are short, hands and feet have long, flexible fingers and toes. Large head with huge mouthy and jaw. Long tail, thick at the base, but tapering to a point, nearly the length of the body. Covered in green or brown scales.

5 BIO-E for Partial; Round, long body, with short arms and legs. Shiny scales in place of head and body hair. Skinny tail, at least as long as an arm. Eyes are wide apart and slightly protruding.

10 BIO-E for Full; Bald, with flat facial features, widely spaced eyes, and no ears (just ear holes). Body is long and lean, with corded muscles visible in the arms and legs.

Fingers and toes are long and lean.

Natural Weapons:

10 BIO-E for 1D6 damage Running Claws

Mutant Animal Powers:

10 BIO-E for Hold Breath: Advanced

10 BIO-E for Extra Speed

10 BIO-E for Master Swimming (135)

10 BIO-E for Extra Limb: Prehensile Sticky Tongue

15 BIO-E for Light Natural Body Armour

15 BIO-E for Camouflage Skin Pattern

15 BIO-E for Running on Water (Avalon, 18)

30 BIO-E for Medium Natural Body Armour

Vestigial Disadvantages:

-10 BIO-E for Diet: Insectivore

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Vestigial Tail

-10 BIO-E for Webbed Feet

Lizard: Chameleon

Description: These lizards are not native to North America, but frequently have been imported as pets.

Size Level: 2

Length: to 12 inches

Weight: to two pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial; an unusual hand with three fingers on one side and two thumbs on the other.

10 BIO-E for Full; three fingers and two thumbs; one thumb on each side of the palm.

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; a fat body with loose, leathery skin covered with bumps. Legs and arms are bony and covered in loose skin; long tail equal to the length of the body. Huge, straight mouth; loose skin under chin, leather bumps all over face.

5 BIO-E for Partial. Bloated body with skinny arms, legs, and tail, ugly lizard face.

10 BIO-E for Full. Large facial features, wart-like bumps covering the skin, thick body, thin arms and legs.

Natural Weapons: 5 BIO-E for 1D6 Claws: Climbing.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Leaping: Standard.

10 BIO-E for Brute Strength

5 BIO-E for Advanced Vision. Note that taking this power also means that the eyes looks like a chameleon's eye, i.e., more like a rotating camera lens than a regular eyeball.

10 BIO-E for Prehensile Tail

20 BIO-E for Chameleon Camouflage Power. This is the power to change the pattern and colour of the skin to blend in with the surroundings. Character can change at will with simple colour changes taking under a minute, stripes or mottled patterns requiring as

much as five minutes. So long as the character remains motionless there is only a 5% chance of being detected. Although this power is no substitute for the Prowl skill, it does give the character a +20% bonus to prowl.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Insectivore.

Lizard: Frilled Lizard

Description: When confronted by a threat, the Frilled Lizard opens its mouth wide, hisses violently, and pops up an umbrella-like frill of skin from around its neck. This gives the creature the appearance that its of a much greater size, not to mention ferocity, than it actually is.

Size Level: 3

Length: to 26 inches, with tail of to 17 inches

Weight: to 10 pounds.

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

M.A.: +2

Spd.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Long, skinny body with tail of equal length. Wedge-shaped head with protruding eyes. Character has a "cape" of loose skin around the shoulders that can be extended, like an umbrella, into a huge rigid collar.

5 BIO-E for Partial. Loose wrinkled skin, covered with scales. Body is long and thin, with skinny arms and legs. Short tail, huge head and eyes.

10 BIO-E for Full. Bald, with loose skin hanging all over the body. Slender build, with extremely long fingers and toes.

Natural Weapons: 5 BIO-E for 1D4 Claws: Running.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

15 BIO-E for Heightened Speed. This is an increase in running speed that lets the character run at up to 30 mph for extended periods, and in bursts of speed up to 45 mph (limited by P.E.). +2 Strike, +4 Dodge.

15 BIO-E for Light Natural Body Armour; A.R.: 8 and S.D.C.: +20.

10 BIO-E for Leaping: Standard.

10 BIO-E for Brute Strength

10 BIO-E for Prehensile Tail

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Insectivore.

-10 BIO-E for Nearsightedness

Lizard: Gecko

Description: Small to medium-sized lizards. They are known for their chirping vocalizations.

Size Level: 1

Height: Up to 15 inches (40 cm) long.

Weight: Up to 10 oz (300g).

Build: Long

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: +1 to P.P. and +3 to P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long, skinny body with tail of equal length, wedge-shaped head with protruding eyes, scales of bright or regular colours.

5 BIO-E for Partial; Long, thin body with skinny arms and legs, large head and eyes.

10 BIO-E for Full; Bald, wrinkled skin that shines with highlights, slender build, long fingers.

Natural Weapons:

5 BIO-E for 1D6 damage Climbing Claws

10 BIO-E for 1D8 damage Teeth

10 BIO-E for 2D4 damage Digging Claws

Mutant Animal Powers:

5 BIO-E for Advanced Taste

5 BIO-E for Brute Strength

10 BIO-E for Nightvision

10 BIO-E for Automitizing Limbs

10 BIO-E for Digging

10 BIO-E for Leaping: Lizard (can leap 10 feet high and 10 feet long; no running start required, and a running start does not increase the distance).

10 BIO-E for Extra Limb: Prehensile Sticky Tongue

10 BIO-E for Non-Skid Palms (MDU, 22)

15 BIO-E for Light Natural Body Armour
15 BIO-E for Camouflage Skin Pattern
30 BIO-E for Medium Natural Body Armour
Vestigial Disadvantages:
-10 BIO-E for Nocturnal
-10 BIO-E for Crepuscular
-10 BIO-E for Diet: Insectivore
-10 BIO-E for Reptile Brain: Prey
-10 BIO-E for Vestigial Tail

Lizard: Gila Monster

Description: Gila Monsters are carnivorous desert dwellers. They are the only venomous lizards. A related species, the Mexican Beaded Lizard is similar.

Size Level: 2

Length: to 24 inches

Weight: to three pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; round, tubular body; scales with bright, mottled, yellow and brown pattern; blunt, triangular head; short, stubby arms and legs; long, fat tail.

5 BIO-E for Partial. Thick, round body; short arms and legs; bright coloured scales in place of hair.

10 BIO-E for Full. Thick features, short, powerful arms and legs; bald with slightly mottled skin.

Natural Weapons:

5 BIO-E for 1D6 Claws: Digging

10 BIO-E for 2D4 Claws: Digging

5 BIO-E for 2D4 Bite (Poison Paralysis must be purchased separately)

10 BIO-E for 2D6 Bite (Poison Paralysis must be purchased separately)

Mutant Animal Powers:

5 BIO-E for Digging

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Standard.

5 BIO-E for Brute Strength
10 BIO-E for Beastly Strength
15 BIO-E for Paralytic Poison Bite. The poison comes from the poison sacks in the lower jaw, along grooves in the teeth and into the victim. Victims must save vs. non-lethal poison to avoid being paralyzed. The poison does an additional +2 damage on top of the bite, even if the person saves against the paralysis.
Vestigial Disadvantages:
-5 BIO-E for Vestigial Tail
-10 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet: Carnivore.

Lizard: Goanna

Description: Large reptiles found all over Australia. They eat rodents, rabbits, insects and especially birds. They are well camouflaged, coming in colours and patterns that blend in well with their environment.

Size Level: 5

Length: to 6 feet.

Weight: to 50 pounds.

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

P.S.: +3

P.P.: +1

P.E.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round, tubular body, with sharp spines running along the back. Large head with huge mouth and jaw. Long, fat tail, covered in scales.

5 BIO-E for Partial. Round body, short arms and legs, and shiny scales in place of hair.

10 BIO-E for Full. Bald, with large features, widely spaced eyes, and no ears (just ear holes). Body is long and lean, with corded muscles visible in the arms and legs.

Natural Weapons: 5 BIO-E for 1D6 Claws: Climbing.

10 BIO-E for 1D6 Teeth

10 BIO-E for 2D6 Whipping Tail. Use as an extra hand to hand attack per melee round.

The top of the tail is covered with a razor-sharp serration, like the blade of a steak knife.

Mutant Animal Powers:

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength
5 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Physical Endurance
5 BIO-E for Extra Speed.
5 BIO-E for Leaping: Standard.
15 BIO-E for Leaping: Rodent
10 BIO-E for Prehensile Tail
25 BIO-E for Chameleon Camouflage Power. This is the power to change the pattern and colour of the skin to blend in with the surroundings. Character can change at will with simple colour changes taking under a minute, stripes or mottled patterns requiring as much as five minutes. So long as the character remains motionless there is only a 5% chance of being detected. Although this power is no substitute for the Prowl skill, it does give the character a +20% bonus to prowl.
Vestigial Disadvantages:
-5 BIO-E for Vestigial Tail
-10 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet: Insectivore.
-10 BIO-E for Nearsightedness

Lizard: Komodo Dragon

Description: Includes both Komodo Dragons, found on several Pacific islands, and Gould's Monitors, found in Australia. These are predatory reptiles, similar to extinct dinosaurs, but with snake-like forked tongues. They are the world's largest surviving land reptiles.

Size Level: 13

Length: to 10 feet long

Weight: to 350 pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 30

Attribute Bonuses:

P.S.: +2

P.P.: +2

P.E.: +2

Spd.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Wide-snouted head with massive jaw. Wide, scaled body, with powerful arms and legs, and a long, thick tail.

5 BIO-E for Partial. Definite snout, no external ears, scales, and a wide, powerful body.

10 BIO-E for Full. Dark skinned and bald, with large jaw and wide features. Heavy, muscled body and limbs.

Natural Weapons:

5 BIO for 1D8 Claws: Heavy

5 BIO-E for 1D10 Teeth

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Taste

5 BIO-E for Brute Strength

10 BIO-E for Bestly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

5 BIO-E for Speed

5 BIO-E for Predator Burst

10 BIO-E for Light Natural Body Armour; A.R.: 6 and S.D.C.: +20

20 BIO-E for Medium Natural Body Armour; A.R.: 8 and S.D.C.: +30

30 BIO-E for Heavy Natural Body Armour; A.R. 10 and S.D.C.: +40

15 BIO-E for Bacterial Bite. The Teeth Natural Weapons must be taken before this can be selected. On a successful bite attack, the Komodo Dragon has a 1-60% chance of injecting in the victim a deadly bacteria. This bacteria attacks the P.E. of the victim, and the victim must make a save vs. lethal poison each four hours to avoid further damage. On a successful save, the victim remains shaken and sick, but does not suffer any penalties. On a failed save, the victim loses one point of P.E. and gains a -1 to save on the next roll. When the P.E. reaches zero, the character dies, with no hope of recovery. Only a hospital, magic, or psionic healing can destroy the bacteria present in the characters body.

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness

-10 BIO-E for Colour Blindness

-10 BIO-E for Poor Hearing

-10 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet Restriction: Carnivore

Lizard: Thorny Devil or Moloch

Description: Desert reptiles that live on ants. Covered with spines (or thorns, or spikes, or however you want to describe them), the Moloch is usually coloured with patterns of contrasting shades of brown. The creature's bony surface is covered with tiny capillary grooves that funnel the moisture from dew in its mouth.

Size Level: 1

Length: 8.5 inches

Weight: to 1 pound

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 95

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round, chunky body with a covering of hard, bony plates. Sharp geometric pattern of two colours, light brown and dark brown. Eyes are on the side of the head.

Short stubby legs and arms, with a tail that tapers into a sharp point.

5 BIO-E for Partial. Thick, round body, short arms and legs, with bony plates covering the body. Coloured in a bright pattern of tan and dark brown.

10 BIO-E for Full. Bald, with hard and glossy skin covering the whole body. Facial features are outlined in dark brown, the rest of the body is coloured a pale tan colour.

Natural Weapons:

5 BIO-E for Horn Projections on head; butting does 1D6 damage.

5 BIO-E for Hand Spikes that do 1D6 damage.

10 BIO-E for Spiked Tail; also provides an extra attack per melee round, a swipe with the tail's spikes (1D6 damage)

Mutant Animal Powers:

10 BIO-E for Digging

20 BIO-E for Tunnelling

5 BIO-E for Advanced Smell

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

5 BIO-E for Prehensile Tongue (As Partial Hand)

10 BIO-E for Light Natural Body Armour. A.R.: 8 and S.D.C.: +15. (Note: Cannot be taken with Spine Defence)

20 BIO-E for Spine Defence. This is a kind of Natural Body Armour. A.R.: 14 and S.D.C.: +35. A physical attack directed against the thorny lizard that rolls 14 or less will result in contact with the spines, and they in turn do 2D6 damage (3 points per spine) to the attacker. The Moloch can also use the spines to attack using a Body Block that will inflict 3D6 damage. Note that unlike quills, the Moloch's spines cannot be easily removed.

10 BIO-E for Capillary Skin. This unique skin structure allows the character to survive indefinitely in desert conditions. It works by collecting the morning dew and channelling it to the lips, providing enough water for survival.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Nocturnal

-10 BIO-E for Nearsightedness

Lobster

Description: Lobsters, or, more specifically, Clawed Lobsters (family Nephropidae) are a group of large decapod crustaceans. Unlike other decapods, lobster generally have poor vision due to the convex retina of their eyes. Their blood is colourless, developing a bluish tint when exposed to oxygen. Lobsters are notable for moulting, a process which occurs differently for each species, and throughout their life cycle. Coloration includes blue, blue-green, calico, dusty orange, green-brown, grey, light yellow, red, yellow, and white. Spots or bi-coloration may also exist.

Size Level: Small Lobster - SL 1, Medium Lobster = SL 2, Large Lobster = SL 6

Height: Small Lobsters are about 6 inches (15 cm) long, Medium Lobsters are about 9 inches (23 cm) long, and Large Lobsters can get up to 3 feet (1 m) long.

Weight: Small Lobsters weigh about 1 lbs (500 g), Medium Lobsters range from 1.5-2 lbs (600-2200 g), Large Lobsters can get up to 44.4 lbs (20.14 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: Small Lobster = 80, Medium Lobster = 75, Large Lobster = 55

Attribute Bonuses: +2 to P.S., Brute Strength, +2 to P.P., +3 to Spd.

Human Features

Hands: 10 BIO-E for Partial Humanoid Arms & Hands (MiO, page 42)

15 BIO-E for Full Humanoid arms and Hands (MiO, page 42)

15 BIO-E for Clawed hands and feet (MiO, page 42)

Biped: 2 BIO-E for Four legs for walking (MiO, page 42)

5 BIO-E for Four legs for running (MiO, page 42)

5 BIO-E for Two-legged Biped (MiO, page 42)

10 BIO-E for Two-legged Biped with a second pair of partial limbs used as both arms and legs (MiO, page 42)

10 BIO-E for five pairs of Pleopods (swimming legs)

15 BIO-E for Two-legged Biped with a third pair of partial limbs used both as arms and legs

20 BIO-E for Two-legged Biped with a fourth pair of partial limbs used as both arms and legs

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Decapod crustaceans, particularly lobsters are notable for having 19 body segments grouped into two main body parts. The Cephalothorax contains the head (consisting of antennules, antennae, mandibles, and two sets of maxillae, along with two, usually stalked, compound eyes) and the Thorax or Pereon (consisting of three sets of maxillipeds - modified mouth parts, and five sets of pereopods - walking legs, of which the first set is often referred to as a cheliped, as they have chelae (claws). The Abdomen or Pleon contains the rest of the body, including five pairs of pleopods (swimmerets or swimming legs) and a tail fan which contains a pair of uropods (steering legs), anus and the telson (a segment which acts as a caudal fin).

10 BIO-E for Partial; The pleon shrinks and becomes more tail-like while the rest of the body retains a centauroid appearance (multiple legs), with claws instead of regular hands, a hard carapace, stalked eyes, and manible-style mouth.

20 BIO-E for Full; Yeah, pretty much looks like Zoidberg of Futurama.

Natural Weapons:

- 2 BIO-E for 1D4 damage Small Maxillipeds
- 2 BIO-E for 2D4 damage Small Chelipeds (Claws)
- 5 BIO-E for Single 3D6 damage Crushing Cheliped
- 10 BIO-E for 1D6 damage Large Maxillipeds
- 10 BIO-E for Two 3D6 damage Crushing Chelipeds

Mutant Animal Powers:

Automatically gets Breathing: Gills

- 0 BIO-E for Superior Taste (MiO, page 42)
- 0 BIO-E for Compound Eye: 180 degree area of sight (MiO, page 42)
- 0 BIO-E for Antennae: Motion Sensing/Hearing Power [Antennae Combat Bonuses] (MiO, page 43)
- 0 BIO-E for Antennae: Motion Sensing/Hearing Power [Communicate with ultrasonic sound] (MiO, page 43)
- 0 BIO-E for Antennae: Motion Sensing/Hearing Power [Hear ultrasonic sounds/Keen hearing] (MiO, page 43)
- 0 BIO-E for Antennae: Motion Sensing/Hearing Power [Feel the vibrations] (MiO, page 43)
- 0 BIO-E for Antennae: Touch Power [Accurately identify common, known objects/substances] (MiO, page 43)
- 2 BIO-E for Antennae: Smelling Power [Remember & identify a specific unusual scent] (MiO, page 43)
- 2 BIO-E for Compound Eye: Polarized Sight (MiO, page 43)
- 2 BIO-E for Antennae: Touch Power [Identify temperature] (MiO, page 43)
- 2 BIO-E for Antennae: Smelling Power [Identify common, known smells] (MiO, page 43)
- 5 BIO-E for Light Exoskeleton Body Armour (MiO, page 43)
- 5 BIO-E for Antennae: Motion Sensing/Hearing Power [Track by sound] (MiO, page 43)
- 5 BIO-E for Compound Eye: Hard Eye (MiO, page 43)
- 5 BIO-E for Compound Eye: 360 degree area of sight (MiO, page 42; in decapods this is accomplished by having rotating eye stalks)
- 5 BIO-E for Antennae: Motion Sensing/Hearing Power [Motion Detection] (MiO, page 43)
- 5 BIO-E for Antennae: Smelling Power [Track & manoeuvre by smell alone] (MiO, page 43)
- 10 BIO-E for Retractable Eye-Stalks
- 10 BIO-E for Medium Exoskeleton Body Armour (MiO, page 43)
- 10 BIO-E for Breathing: Lungs
- 15 BIO-E for Swimming Uropods
- 15 BIO-E for Swimming Telson (swimming fan; allows the character to swim backwards at ½ their normal swimming rate)
- 15 BIO-E for Multi-limb Coordination (RH, page 10)
- 20 BIO-E for Limb Regeneration
- 20 BIO-E for Heavy Exoskeleton Body Armour (MiO, page 43)
- 20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

- 5 BIO-E for No Gills
- 5 BIO-E for Colour Blindness
- 5 BIO-E for Nearsighted
- 5 BIO-E for Annual Moulting
- 10 BIO-E for Semi-Annual Moulting
- 10 BIO-E for Reptile Brain: Predator
- 10 BIO-E for Nocturnal
- 10 BIO-E for Vestigial Pereiopods (can be purchased up to three times)
- 10 BIO-E for Vestigial Pleopods
- 10 BIO-E for Vestigial Uropods (identical to Vestigial Tail)
- 10 BIO-E for Dehydration: Mild
- 15 BIO-E for Quarterly Moulting
- 20 BIO-E for Advanced Moulting
- 20 BIO-E for Diet: Cannibalism

Manatee

Description: Although shaped like a seal, the Manatee is purely aquatic; it is born in the water and never leaves it. It is related only to other Manatees and Dugongs, not to any other mammals. They live in tropical seas and eat all manner of aquatic vegetation.

Size Level: 19

Length: to 15 feet (4.5 m)

Weight: to 1500 pounds (680 kg).

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 5

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round, thick-skinned body. Elongated head with bulbous, wrinkled snout.

Small, slitted eyes. Tiny arms and legs, flattened and thin. Rounded, flat tail.

5 BIO-E for Partial. Rounded body. Thick neck and head. Short limbs. Covered in thick, wrinkled skin.

10 BIO-E for Full. Powerful, thick body, with thick neck. Eyes have a sleepy, half open look, and the ears are just holes. Arms and legs have a flat, unfinished look to them.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Advanced Touch

5 BIO-E for Advanced Smell

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity
10 BIO-E for Extra Mental Endurance
5 BIO-E for Brute Strength
10 BIO-E for Extra Physical Endurance
5 BIO-E for Hold Breath
10 BIO-E for Thick Flesh. Add +20 to S.D.C. And A.R.: 8
10 BIO-E for Natural Swimming Ability equal to basic swim skill of 70%.
Vestigial Disadvantages:
-10 BIO-E for Vestigial Tail
-10 BIO-E for Diet Restriction: Herbivore
-20 BIO-E for Vestigial Disadvantage: Environment: Marine (requires to be in water to survive)

Marsupial Mole

Description: A marsupial mole that, unlike placental moles, has completely lost its eyes. They travel constantly through the earth (leaving no tunnels), continuously searching for food. The Marsupial Mole's entire body, from its smooth, metallic coat and shovel-like hands to its ram-prow nose, is designed for underground travel.

Size Level: 2

Length: to six inches.

Weight: to 2 pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

P.S.: +6

HUMAN FEATURES

Eyes (Special!): Marsupial Moles, have no eyes. So, unless they are modified with BIO-E, they will be completely blind. Here are the choices:

None. The character is blind, but has Advanced Hearing and Advanced Smell automatically. This allows the character to function close to normally, even in hand to hand combat within a limited range (25 feet). Of course, being blind, the character can not read or actually see objects/people. Blindness penalties: -20% on all skills, -2 to strike, parry, and dodge, -2 on Initiative. Reduce speed by half.

20 BIO-E for Full Human Sight. Provides for normal human vision, including being able to see colours and in depth.

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; The body tapers all the way down to a neckless head and continues tapering to its hard, round nose. The arms are short and powerful, and like the legs, are held close to the body. Covered in shiny fur except for the nose, fingers and toenails, and a stubby, naked tail.

5 BIO-E for Partial. Thick, furry body, with short arms and legs. Head is bullet shaped, with a hard nose and tiny features.

10 BIO-E for Full. Rounded head, thick neck, and tiny features. Body is round, with short arms and legs.

Natural Weapons:

5 BIO for 1D8 Claws: Digging

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Digging

5 BIO-E for Internal Compass

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Physical Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

20 BIO-E for Increased Metabolic Rate. This power adds +4 to Strike, +4 Parry, +4 Dodge, +3 to Damage, and adds one additional attack per melee. Combined with the Digging ability, this doubles the character's normal rate of travel while digging through the earth. Note: This high/metabolic rate must be supported with frequent naps and constant eating. The character will have to consume more than his/her own weight in concentrated protein (meat!) every day. The character will also be extremely hyper, in constant motion.

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness (unless totally blind)

-5 BIO-E for Colour Blindness (unless totally blind)

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Diet Restriction: Carnivore

Marten and Mink

Description: Beautiful, foxfaced animals with gorgeous fur. Great climbers, incurably curious . . . (Fishers and Minks have similar characteristics).

Size Level: 2

Length: 24-30 inches long

Weight: 23 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

I.Q. +2

M.E. +1

P.P. +2

Spd. +5

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, dark heavy fur, triangular face with small snout and large ears on top, long, slim body, short legs and long bushy tail.

5 BIO-E for Partial, snouted head with ears on top, thick fur, long, flexible body, short limbs, small furry tail.

10 BIO-E for Full, small sharp facial features, large pointed ears, slender, muscular build.

Natural Weapons: 5 BIO-E for 1D6 Claws (Climbing)

5 BIO-E for 1D8 Teeth

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

Meerkat

Description: The meerkat is a small animal with a long slender body and limbs. It has a long thin tail ending in a black or reddish coloured pointed tip. Its face tapers coming to a point at the nose which is brown. The eyes always have black patches around them and it has small, black, crescent shaped ears that can close when digging. Like cats, meerkats have binocular vision, a large peripheral range, and eyes on the front of their faces. Each limb has four digits, each with a 2cm claw that is used primarily for digging and occasionally for climbing. The coat is usually fawn coloured peppered with grey, tan, or brown with a silver tint. They have short parallel stripes across their backs, extending from the base of the tail to the shoulders. The underside of the meerkat has no markings but the belly has a patch which is only sparsely covered with hair and shows the black skin underneath.

Size Level: 1

Height: 10 to 14 Inches plus tail (another 7 to 10 inches)

Weight: 1.58 to 1.61 Pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +2 I.Q.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for Full

Biped: Automatically Partial or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. 5 BIO-E for partial, 10 BIO-E for Full or 15 BIO-E for Perfect.

Natural Weapons

5 BIO-E for 1D6 damage Digging Claws

10 BIO-E for 2D6 damage Digging Claws

5 BIO-E for 1D6 damage Teeth

10 BIO-E for 2D6 damage Teeth

Mutant Animal Powers

10 BIO-E for Tunnelling

15 BIO-E for Excavating

5 BIO-E for Advanced Smell
20 BIO-E for Venom Immunity
5 BIO-E for Leaping: Standard
10 BIO-E for Extra M.A.
10 BIO-E for Extra P.P.
Vestigial Disadvantages
-5 BIO-E for taking Vestigial Tail
-10 BIO-E for taking Diet: Insectivore
-15 BIO-E for taking Reptile Brain: Prey

Mole

Description: This animal is completely adapted to a burrowing existence. Moles can Hold Breath.

Size Level: 1

Length: to 6 inches

Weight: to 1 pound

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, tiny eyes, dense fur, large, fleshy nose, smooth rounded body with short, powerful scaly limbs, long naked tail.

5 BIO-E for Partial, pointed head with long nose, thick, furry body, short tail, short, scaly arms and legs.

10 BIO-E for Full, large round head with small eyes and ears, large fleshy nose, rounded body with short muscular arms and legs.

Natural Weapons: 5 BIO-E for 1D6 Claws

Powers:

10 BIO-E for Digging

20 BIO-E for Tunnelling

30 BIO-E for Excavating

5 BIO-E for Advanced Smell

Momonga (Dwarf Flying Squirrel)

Description: This Japanese flying squirrel can only be found in the Japanese islands.

Size Level: 1

Height: 14-20cm does not include tail

Weight: 150-220g

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +2 to P.P. and +1 to P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Basically the animal, although probably larger.

5 BIO-E for Partial; Humanoid with a definite muzzle, small pointed ears on top of the head, body covered in silver to buff grey dorsal fur and buffy white ventral fur. Haunches and legs may be animal/squirrel-like or more human.

10 BIO-E for Full; Compact and muscular build, sharp facial features, small pointed or button nose, brown eyes, tiny pointed ears, thick hair on head, long narrow feet.

Natural Weapons:

5 BIO-E for 1D4 damage Razor Nails

10 BIO-E for 1D6 damage Climbing Claws

Mutant Animal Powers:

Automatically gets Glide

10 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Beauty

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Hibernation

10 BIO-E for Advanced Touch

15 BIO-E for Extraordinary Speed

5 BIO-E for Leaping: Rodent

5 BIO-E for Righting Reflex

10 BIO-E for Camouflage

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-5 BIO-E for Colour Blindness

-5 BIO-E for Nearsightedness

-10 BIO-E for Diet: Herbivore

-10 BIO-E for Nocturnal

Mongoose

Size level: 2

Length: 12-18 inches long plus tail (roughly the same size as the body).

Weight: 1-8 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses: +2 MA, +5 PP, and +5 Spd

Human Features

Hands: Automatically partial or 5 BIO-E for full

Biped: 5 BIO-E for partial or 10 BIO-E for full
Speech: 5 BIO-E for partial or 10 BIO-E for full
Looks: None.
5 BIO-E for partial
10 BIO-E for full
Natural Weapons:
5 BIO-E for 1D6 damage Digging Claws
10 BIO-E for 2D6 damage Digging Claws
5 BIO-E for 1D6 damage Teeth
10 BIO-E for 2D6 damage Teeth
Mutant Animal Powers:
5 BIO-E for Advanced Smell
15 BIO-E for Advanced Touch
10 BIO-E for Extra Intelligence Quotient
10 BIO-E for Extra Mental Affinity
10 BIO-E for Extra Physical Prowess
10 BIO-E for Digging
15 BIO-E for Tunnelling
5 BIO-E for Leaping: Standard
15 BIO-E for Leaping: Rodent
15 BIO-E for Righting Reflex
20 BIO-E for Advanced Toxin Resistance (special). This power allows the character to digest any animal poison without any ill effects.
Vestigial Disadvantages
-5 BIO-E for taking Vestigial Tail
-10 BIO-E for taking Diet: Carnivore
-5 BIO-E for taking Diet: Insectivore
NOTE: only one Diet restriction can be taken.

Monkey

Description: There are at least a dozen different kinds of monkeys kept as pets or research animals in the U.S. Although the markings and fur may differ, the animal characteristics are the same. All the monkeys are tree dwellers with prehensile tails.

Size Level: 4

Length: 8 to 20 inches long

Weight: 5 to 20 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 45

Attribute Bonuses:

I.Q. +3

M.E. +1

M.A. +1

P.P. 2

P.E. +1

Spd. +2

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: Partial, face leathery, arms and legs are long and skinny, feet are long and flat, and the characters will have a lot of body hair.

5 BIO-E for Full, will be only slightly shaggier than a normal human.

Natural Weapons: None

Powers:

10 BIO-E for Prehensile Tail; Use as Partial Hand

15 BIO-E for Prehensile Feet; Use as Partial Hand

MOOSE

ORIGINAL ANIMAL CHARACTERISTICS

Description: These huge animals graze in the swamps and marshes of the northern U.S. and Canada. Moose during rutting season or guarding young are very dangerous.

Size Level: 19

Length: to 8 feet at the shoulder

Weight: to 1,500 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 0

Attribute Bonuses:

P.S. +4 P.E.. +1

HUMAN FEATURES

Hands: 10 BIO-E for Partial

15 BIO-E for Full

Biped: 10 BIO-E for Partial

15 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, still appear to be a moose, huge long head with long donkey-like ears, powerful body with long, thin, arms and legs, short, stubby tail.

10 BIO-E for Partial, muzzled head, large ears, thick body with thin arms and legs.

15 BIO-E for Full, large, fluid eyes, large ears, thick neck, powerful build.

Natural Weapons: 10 BIO-E for 2D6 Antlers

Powers:

5 BIO-E for Advanced Hearing

Mulgara

Description: Uniquely equipped to handle desert conditions, the marsupial Mulgara can go through its entire life without a drink.

Size Level: 2

Length: Body to 8.5 inches, tail to 5 inches.

Weight: to 2 pounds.

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

P.E.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Muzzled head with pointed nose, widely spaced eyes, large round ears on top of head, long bushy tail, and thick body.

5 BIO-E for Partial. Slightly muzzled head, round ears on top of head, thick neck and body, short tail.

10 BIO-E for Full. Sharp nose and protruding ears. Bristly hair and rounded body.

Natural Weapons:

5 BIO for 1D4 Claws: Digging

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Touch

10 BIO-E for Brute Strength

20 BIO-E for Bestly Strength

10 BIO-E for Extra Physical Endurance

10 BIO-E for Recycling Kidneys. Gives the character the ability to live indefinitely without water or other liquids. Can survive simply by eating normally. Can survive without food or water for up to two weeks. It has specialized kidneys that retain almost all of the water in the creature's system. It never drinks, gaining all of its fluids from its prey/food.

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness

-10 BIO-E for Prey Eyes

-10 BIO-E for Vestigial Tail.

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Nocturnal Metabolism

Musasabi (Giant Flying Squirrel)

Description: The Japanese Giant Flying Squirrel is a herbivore that can only be found on the Japanese islands.

Size Level: 3

Height: 25-50cm; does not include tail

Weight: 700-1500g

Build: Medium

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +2 to P.P. and +1 to P.S.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Basically the animal, although probably larger.

5 BIO-E for Partial; Humanoid with a definite muzzle, small pointed ears on top of the head, body covered in black, brown, chestnut or yellow-grey fur and a prominent white face with black "mask like" patches over eyes. May have a larger, prominent fluffy tail.

Haunches and legs are typically longer than non-gliding squirrels.

10 BIO-E for Full; Compact and muscular build, sharp facial features, dark circles around the eyes, small pointed or button nose, brown eyes, tiny pointed ears, thick hair on head, long narrow feet.

Natural Weapons:

5 BIO-E for 1D6 damage Razor Nails

10 BIO-E for 2D4 damage Climbing Claws

Mutant Animal Powers:

Automatically gets Glide

10 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Beauty

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Advanced Touch

15 BIO-E for Extraordinary Speed

5 BIO-E for Leaping: Rodent

5 BIO-E for Righting Reflex

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-5 BIO-E for Colour Blindness

-5 BIO-E for Nearsightedness

-10 BIO-E for Diet: Herbivore

-10 BIO-E for Nocturnal

Muskrat

Description: Muskrats are common throughout North America and Europe. They are river dwelling vegetarians and scavengers. Although not as talented as Beavers they do build dens with underwater entrances.

Size Level: 2

Length: 22 to 25 inches long

Weight: 14 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 70

Attribute Bonuses:

I.Q. +3

M.E. +1

M.A. +1

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, large head with animal snout and pouch-like cheeks, small eyes and ears, thick, bulky neck and body, short arms and legs, long naked tail and thick fur pelt.

5 BIO-E for Partial, noticeable snout, small eyes and ears, pouchlike cheeks, short tail, bulky, furry body.

10 BIO-E for Full, small facial features, small delicate hands, short, thick hair, powerful build.

Natural Weapons: None

Powers:

5 BIO-E for Advanced Touch

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath

Naked Mole-Rat

Description: Naked mole-rats, also called sand puppies, spend the majority of their lives in the total darkness of underground burrows. They continually dig tunnels in search of sporadic food supplies and evade the deadly jaws of snakes. Within this formidable environment, they have broken many mammalian rules and evolved a eusocial (“truly social”) structure. They are in fact neither moles nor rats. Instead they are more closely related to porcupines and guinea pigs. Thirty-seven species are referred to as mole-rats but only have superficial similarities to the Bathyergidae family which naked mole-rats belong to.

What makes naked mole-rats so unique are many fold. They are the only mole-rat species that lacks typical rodent fur. Much like ants, termites and bees, they live in large colonies dominated by a queen and a few select males breed while the rest of the colony, all members of the same family, work to raise young and maintain the colony. Only the Damaraland mole-rats are also eusocial. Unlike other mammals, they are not capable of physiologically regulating their body temperatures, the only known mammals like this. Their burrows are dark and stuffy, low-oxygen, high-carbon-dioxide environments. Their metabolic rate is less than half that of a typical rodent. Their eyes are more useful as sensors of moving air currents, than for sight. They are very sensitive to vibrations in the ground, warning of danger.

The colonies are organized into strict hierarchical castes. At the top is the queen, followed by the queen’s harem of one to three males. Beneath these breeders are soldiers, both male and females, who defend the colony against predators and foreign mole-rats. Odours distinguish friends from foes. Extremely xenophobic, they will fiercely attack

unfamiliar intruders that may be encountered when one colony breaks into the burrow of another. At the bottom of the social structure and smallest in size, are the workers, who are responsible for maintain the burrow, finding food, and caring for the queen and her pups. So dependent are naked mole-rats on their social lifestyle that individuals kept in isolation will die. Colony members are so closely related that their DNA is virtually identical.

The ordered world of naked mole-rats rapidly disintegrates into chaos when a colony's queen weakens or dies. High-ranking females, often of the warrior caste, gain weight and begin fighting for ascension to the throne, sometimes to the death. They shove, bite and fence with their large incisors. The battle may go on for week or moths before one female vanquishes all her adversaries and emerges as the new queen. A new colony is established when a few naked mole-rats that are fatter and lazier than the rest with an urge to travel leave the colony, travelling by night up to a mile away in search of a partner to mate with.

Size Level: 1

Length: 3 to 4 inches, tail up to 3 inches long.

Weight: 1 to 1.8 ounces

Build: Short

Mutant Changes and Costs

Total BIO-E: 85

Attribute Bonuses: P.S. +10 (applies only to jaw strength for pulling or damage bonuses),

P.E. +2, M.A. -1

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Almost hairless except for whiskers, yellowish or pinkish in colour, wrinkle skin, small eyes, enormous incisors sticking out from mouth, coarse hairs between toes, earless.

5 BIO-E for Partial. A short wrinkled humanoid with a round head, pinkish in colour, small eyes, large incisors, hairy feet, hairless body, nose at the end of a snout.

10 BIO-E for Full. Short human with a round head, small dark eyes, hairless body, large front teeth, wrinkle skin giving an aged appearance, small round ears.

Natural Weapons

5 BIO-E for 1D6 damage Incisors

10 BIO-E for 2D6 damage Incisors (Special!): Same ability as Beaver Gnawing Teeth, AtB2 pg 81.

Mutant Animal Powers

Automatically gets Reduced Metabolism (Special!): Naked mole-rats can reduce their metabolism requiring less food during droughts and famine by up to 25%. Effectively they require only $\frac{3}{4}$ of normal food intake, and draw all their water needs from the foods they eat. Additionally they require only $\frac{1}{2}$ of the oxygen needs as an animal of the same size.

5 BIO-E for Digging

10 BIO-E for Tunnelling

15 BIO-E for Excavation

10 BIO-E for Brute Strength
 20 BIO-E for Beastly Strength
 5 BIO-E for Advanced Smell
 10 BIO-E for Advanced Hearing
 5 BIO-E for Nightvision
 10 BIO-E for Internal Compass
 10 BIO-E for Extra Intelligence Quotient
 10 BIO-E for Extra Physical Endurance
 5 BIO-E for Chemical Trail (same and insect power of the same name)
 10 BIO-E for No Pain Receptors (Special!): Naked mole-rats lack the normal pain receptors all other mammals have. They can ignore all effects of pain, automatically succeeding at all pain save rolls; they still take damage as normal.
 10 BIO-E for Vibration Sense (Special!): With their long whiskers and 100 or so hairs on the body they can detect air currents and ground vibrations in their tunnels. This removes all penalties due to lighting and they can tell which direction objects and air currents are. However, penalties from Poor Sight, if taken, still apply. Additionally they receive a bonus to Strike and Parry when underground of +1.
 Note: Even if lacking the strength in the jaws, naked mole-rats can chew and 'tunnel' through concrete, but not metals.
 Vestigial Disadvantages
 Note: Can combine Nearsightedness and Poor Sight, effectively making the character blind beyond the Nearsighted range and blurred vision in that range.
 -5 BIO-E for Colour Blindness
 -10 BIO-E for Nearsightedness
 -10 BIO-E for Poor Sight
 -5 BIO-E for Vestigial Tail
 -5 BIO-E for Vestigial Claws
 -5 BIO-E for Musk Glands
 -5 BIO-E for Diet: Radicivore (Special!): Naked mole-rats eat tubers and roots. Attempts to eat meat will make the character violently ill, same as Diet: Herbivore. Additionally vegetables and fruits will provide water needs but no other nutritional value. Vegetables that grow in the ground are acceptable such as potatoes and carrots, other vegetables like squash that grows above ground are not.
 -15 BIO-E for Temperature intolerance (Special!): Prefers temperatures of 82 to 89° F. Temperatures of 60° F or below cause -1 penalty to Strike, Parry and Dodge, plus 1D6 damage per day while conditions last. Temperatures below 40° F cause double these effects.

Native Cat or Tiger Cat

Description: Talk about a deceptive name! The Native Cat isn't a cat at all, it's a marsupial related to possums and the Tasmanian Devil. It doesn't even look like a cat, more like a fat weasel. Its other name, the Tiger Cat, is just as deceptive, since it doesn't have stripes, it has random white spots. A common predator, it signals surprise by blowing hissing noises out of its nose.

Size Level: 3

Length: to 30 inches long

Weight: to 7 pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

M.E.: +1

P.P.: +2

P.E.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Its head is more weasel-like than cat-like. Brown fur with small white spots of different sizes and shapes. Seems to slant down to the ground in the front since its forelegs are shorter than its hind legs.

5 BIO-E for Partial. Pointed muzzle with a pink nose. Furry body, covered with brown fur and white spots of various sizes. Short furry tail.

10 BIO-E for Full. Sharp features, with pointed nose and ears. Powerful body, with dark skin and white splotches.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

5 BIO-E for 1D8 Teeth

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Night Vision

5 BIO-E for Extra Mental Affinity

15 BIO-E for Brute Strength

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Leaping: Standard

10 BIO-E for Predator Burst

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Vestigial Tail.

-10 BIO-E for Diet Restriction: Carnivore

Nautiloid

Description: Nautiloids are a group of marine mollusks in the Cephalopod class, subclass Nautiloidea, all of which possess an external shell. Nautilus are free swimming animals that possess a head with two simple lens-free eyes, and as many as 90 tentacles are arranged in two circles around jaws which are horny and beak-like. Their body fills the last chamber of their smooth shell. The other chambers are usually filled with an inert gas

similar to air but with more nitrogen and less oxygen) making the animal buoyant in the water. As they grow, they detach their body from the walls of the shell, moving forward into a new section of shell, known as the living chamber. They are typically found in the south west Pacific Ocean, from Samoa to the Philippines, and the in the Indian Ocean off of the coast of Australia and are usually found in waters between 328 and 2300 feet (100-700 m). Nautilus propel themselves by jet propulsion, expelling water from an elongated funnel called the hyponome, which can be pointed in different directions to control their movement. They live mainly on crustaceans. However, due to the very little energy they devote to swimming, they need only eat once a month. They do not have good vision or an ink sac like other cephalopods.

Size Level: 1

Height: 6-8 inches (16-21 cm).

Weight: up to 1.5 pounds (347-648 g).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: +4 to P.S., Brute Strength

Human Features

Hands: Partial hands are automatic, because the tentacles are the equivalent of partial hands.

5 BIO-E for Full. The tentacles have developed three branches at the end of each which serve as two fingers and a thumb.

15 BIO-E for Full Humanoid arms and Hands (MiO, page 42) Note: must be bought for EACH Extra Pair of Tentacles for full use.

Biped: None; cannot move unless in water.

2 BIO-E for Four legs for walking (MiO, page 42)

5 BIO-E for Four legs for running (MiO, page 42)

5 BIO-E for Two-legged Biped (MiO, page 42)

10 BIO-E for Two-legged Biped with a second pair of partial limbs used as both arms and legs (MiO, page 42)

15 BIO-E for Two-legged Biped with a third pair of partial limbs used both as arms and legs

20 BIO-E for Two-legged Biped with a fourth pair of partial limbs used as both arms and legs

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; huge head with hard, shelled back; large eyes; white, leathery skin.

5 BIO-E for Partial; Huge head wearing what appears to be a helmet and thick neck; long, flexible body; multiple arms protrude from upper torso, humanoid legs and body form; clearly not human!

Full Human Looks are NOT available.

Natural Weapons:

10 BIO-E for 1D4 damage Beak

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic.

2 BIO-E for Positive Buoyancy

5 BIO-E for Advanced Smell

5 BIO-E for Nightvision
 5 BIO-E for Hold Breath (in the air)
 10 BIO-E for Breathing: Lungs
 10 BIO-E for Beastly Strength
 15 BIO-E for Jet Propulsion
 15 BIO-E for Medium Body Armour (138)
 20 BIO-E for Breathing: Dual Breathing
 20 BIO-E for Retreat into Shell
 20 BIO-E for Minimal Diet
 25 BIO-E for Heavy Body Armour (138)
 35 BIO-E for Extra-Heavy Body Armour (138)
 Vestigial Disadvantages:
 -5 BIO-E for No Gills
 -5 BIO-E for Colour-blindness
 -5 BIO-E for Nearsighted
 -5 BIO-E for Vestigial Tentacles, per 10 tentacles.
 -10 BIO-E for Simple Eyes
 -10 BIO-E for Diet: Carnivore
 -20 BIO-E for Dehydration: Extreme
 -20 BIO-E for Vestigial Shell

Newt

Description: Newts are small amphibians, living mostly in water although they can survive for long periods on dry land. They resemble elongated frogs with long tails, and have widely-splayed legs with small “fingers” on their feet. Their backs are black-brown, with an orange underbelly and white spots on their flanks. Some (Crested Newts) have a slight ridged crest along their back.

Size Level: 1

Length: to six inches (0.15 m)

Weight: Under one pound (0.25 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

P.S.: +1

P.E.: +1

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Large, flat head with large mouth, large round, bulbous, black eyes on top of head, soft clammy skin, long, round, lizard-like body, short legs, and long, thick, fleshy tail.

5 BIO-E for Partial. Large mouth, bulging eyes, no ears, smooth skin with discoloured patches, powerful body, although flesh is soft and clammy. Tail still prominent.

10 BIO-E for Full. Bulging eyes, soft, smooth skin, large blunt nose, strong body with thin arms and short legs, three fingered hands/three toed feet, completely hairless. Skin colour is usually tan or brown; may have mottled colours of white, tan, brown or red.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Night Vision

5 BIO-E for Advanced Smell

10 BIO-E for Hold Breath

10 BIO-E for Climb. Equal to a skill of 50%.

10 BIO-E for Brute Strength

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

15 BIO-E for Bio-Regeneration. This regeneration enables the newt to recover one hit point or S.D.C. Per ten minutes, and can slowly regenerate limbs. It takes one week to regenerate a finger or toe, one month to regenerate an arm, leg or tail. Heads cannot be regenerated.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-10 BIO-E for Nocturnal

Nihon-Ookami (Japanese Wolf)

Description: Also known as Shamanu, Honshu Wolf, Shamainu, and Yamainu, Japanese Wolves were widely believed to be extinct by the end of the 20th century. They were commonly held to be dwarf versions of the grey wolf.

Size Level: 5

Height: About four feet.

Weight: About 26-40 pounds.

Build: Long

Mutant Changes & Costs

Total BIO-E: 35

Attribute Bonuses: +4 to I.Q., +1 to M.A., +3 to M.E., Brute Strength, +3 to P.S., +2 to P.P. and +6 to Spd.

Human Features

Hands: Full

Biped: Partial

Speech : Full

Looks: Partial. Humanoid with a wolf's head and grey fur covered body; powerful, squat build.

Natural Weapons:

5 BIO-E for 1D6 damage Running Claws

5 BIO-E for 1D8 canine Teeth

10 BIO-E for 2D6 damage canine Teeth

Mutant Animal Powers:

Automatically gets Advanced Vision

5 BIO-E for Advanced Smell

10 BIO-E for Advanced Hearing

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed

5 BIO-E for Predator Burst

10 BIO-E for Leaping: Standard

10 BIO-E for Camouflage Pattern (A unique colouring pattern that generally allows the character to blend in to their background. In the right environment, or in near darkness (only starlight, or dim torchlight), as long as the character remains motionless, there is only a 30% chance of being detected. This power is no substitute for the Prowl skill, but gives the character a +10% Prowl bonus in the right environment.)

Vestigial Disadvantages:

-5 BIO-E for Colour Blindness

-5 BIO-E for Vestigial Ears

-5 BIO-E for Vestigial Tail

-10 BIO-E for Nocturnal

-10 BIO-E for Diet: Carnivore

-20 BIO-E for Girigatai (Sense of Duty. This is a conceptual form of repayment where the character is bound to repay gifts, as well as perform their job to the best of the ability. Familial obligations are also important to the character. If a situation occurs where the character is obligated to perform a service, or repay a gift, they will do so to the utmost of their abilities.)

Nihonzaru (Japanese Macaque/Snow Monkey)

Description: The Japanese Macaque, or Snow Monkey, is a monkey species native to Japan. It is the most northern-living primate.

Size Level: 4

Height: 2.5-3.2 feet

Weight: 12-30 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 45

Attribute Bonuses: +4 to I.Q., +2 to M.A., +1 to P.P., and +3 to P.E.

Human Features

Hands: Full

Biped: Full

Speech: Full

Looks: Partial. Mutants are likely to be larger than normal and a bit more humanoid. Key characteristics are brown-grey fur, red face, hand, & bottom and a short tail.

Natural Weapons:

None

Special Skill: Language Dialects

Mutant Animal Powers:

5 BIO-E for Advanced Vision

15 BIO-E for Advanced Touch

5 BIO-E for Prehensile Feet; use as partial hands.

15 BIO-E for Extra Limb: Prehensile Tail

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Beauty

10 BIO-E for Brute Strength

10 BIO-E for Righting Reflex

Vestigial Disadvantages:

-10 BIO-E for Diet: Herbivore

-5 BIO-E for Vestigial Tail (can not be Prehensile)

Nousagi (Japanese Hare)

Description: Purebreed of Hare exclusive to Japan. (Non-purebreed versions are found in China, Korea, and Russia, use standard Rabbit stats.)

Size Level: 3

Height: 12-18 inches

Weight: 5 to 10 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 35

Attribute Bonuses: +3 to M.E., and +2 to P.E.

Human Features

Hands: Full

Biped: Partial

Speech :Full

Looks: Partial; Humanoid with rabbit ears, small round eyes, slight muzzle, thick neck and body. Powerful human legs with thighs bulging with muscles and large, wide four-toed feet - or - haunches and legs may be rabbit-like. Fur covers the body except for the face and bottoms of hands and feet.

Natural Weapons:

None.

Mutant Animal Powers:

5 BIO-E for Leaping: Rodent

10 BIO-E for Leaping: Feline

5 BIO-E for Advanced Hearing

5BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Bestly Strength
20 BIO-E for Crushing Strength
10 BIO-E for Extraordinary Speed
10 BIO-E for Righting Reflex
10 BIO-E for Camouflage Pattern (A unique colouring pattern that generally allows the character to blend in to their background. In the right environment, or in near darkness (only starlight, or dim torchlight), as long as the character remains motionless, there is only a 30% chance of being detected. This power is no substitute for the Prowl skill, but gives the character a +10% Prowl bonus in the right environment.)
25 BIO-E for Chameleon Camouflage Power (RH, 9)
Vestigial Disadvantages:
-5 BIO-E for Vestigial Ears
-10 BIO-E for Prey Eyes
-5 BIO-E for Diet: Herbivore
-10 BIO-E for Reptile Brain: Prey
-10 BIO-E for Nocturnal

Numbat or Banded Anteater

Description: This is a marsupial anteater, adapted to feeding on insects with its long, sticky tongue. It's marked like a raccoon, with white and black stripes along the back.

Size Level: 3

Length: to 16 inches, tail to 6.75 inches

Weight: to 130 pounds (59 kg).

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Very brightly coloured head with a mask like a raccoon's, long and tapering to a point at the nose. Body is covered with reddish fur, with white stripes across its back. Long, bristly tail. Has a flattened rump like a lizard.

5 BIO-E for Partial. Long, lean body, with short arms and long legs. The head is a long muzzle with pointed ears on top. Striped fur.

10 BIO-E for Full. Pointed features, including a long, sharp nose and pointed ears. Slim body with muscular limbs.

Natural Weapons:

5 BIO-E for 1D6 Claws: Digging

Mutant Animal Powers:

5 BIO-E for Prehensile Tongue. Use as Partial Hand.

10 BIO-E for Digging
5 BIO-E for Advanced Smell
10 BIO-E for Extra Mental Endurance
10 BIO-E for Brute Strength
10 BIO-E for Extra Physical Endurance
Vestigial Disadvantages:
-10 BIO-E for Vestigial Tail
-5 BIO-E for Nearsightedness
-5 BIO-E for Colour Blindness
-10 BIO-E for Poor Hearing
-10 BIO-E for Diet Restriction: Insectivore

Octopus

Description: Octopuses are characterized by their eight arms (not tentacles), usually bearing suction cups. Unlike most other cephalopods, the majority of octopuses have almost entirely soft bodies with no internal skeleton. They have neither a protective outer shell like the nautilus, nor any vestige of an internal shell or bones, like cuttlefish or squids. This enables them to squeeze through very narrow slits between underwater rocks, which is very helpful when they are fleeing from morays or other predatory fish. Three defensive mechanisms are typical of octopuses: ink sacs, camouflage, and autotomising limbs. This ink cloud dulls smell, which is particularly useful for evading predators that are dependent on smell for hunting, such as sharks. When under attack, some octopuses can detach their own limbs, in a similar manner to the way skinks and other lizards detach their tails. They have also been observed changing the texture of their mantle in order to achieve a greater camouflage. The mantle can take on the spiky appearance of seaweed, or the scraggly, bumpy texture of a rock, among other disguises. The primary prey of octopuses are molluscs and crustaceans, occasionally fish. They have also been known to catch and kill some species of sharks.

Size Level: Large SL 9 Common SL 5 Blue-Ringed SL 1

Height: Large 14-30 feet (4.3-9 m). Common up to 3 feet (1.2 m). Blue-Ringed up to 8 inches (20 cm).

Weight: Large 33-165 pounds (15-75 kg). Common 7-22 pounds (3-10 kg). Blue-Ringed up to 4 ounces (10-100 g).

Build: Medium

Mutant Changes & Costs

Total BIO-E: Large 40 Common 60 Blue-Ringed 80

Note: Large Octopus applies to the Seven-Armed Octopus, North Pacific Giant Octopus, Southern Giant Octopus, other members of the *Enteroctopus* genus, and *Cirroteuthis mülleri*. Except for the Blue-Ringed Octopus, all other octopi use the common octopus size.

Attribute Bonuses: +2 to I.Q., +3 to P.S., Brute Strength

Human Features

Hands: Partial hands are automatic, because the arms are the equivalent of partial hands. 5 BIO-E for Full. The arms have developed three branches at the end of each which serve as two fingers and a thumb.

15 BIO-E for Full Humanoid arms and Hands (MiO, page 42) Note: must be bought for EACH Extra Pair of Arms for full use.

Biped: None; Crawls along with arms.

2 BIO-E for Four legs for walking (MiO, page 42).

5 BIO-E for Four legs for running (MiO, page 42).

5 BIO-E for Two-legged Biped (MiO, page 42).

10 BIO-E for Two-legged Biped with a second pair of partial limbs used as both arms and legs (MiO, page 42).

15 BIO-E for Two-legged Biped with a third pair of partial limbs used both as arms and legs (MiO, page 42).

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; huge head with loose, bulbous back (see picture); large eyes; grey, leathery skin.

5 BIO-E for Partial; Huge head and thick neck; long, flexible body; multiple arms protrude from upper torso, humanoid legs and body form; clearly not human!

Full Human Looks are NOT available.

Natural Weapons:

5 BIO-E for 1D6 Beak.

40 BIO-E for Lethal Poison (Tetradotoxin): Found in Pufferfish species and the Blue-Ringed Octopus. Blue-Ringed Octopi require a successful bite attack (1D4 damage), and the poison does 5D8 damage, direct to hit points, each melee round for 1D10 melee rounds. In either case, the poison is so toxic that the character must roll to save vs lethal poison each melee he/she is affected. A successful save means that no damage occurs that melee.

10 BIO-E for Constrictive Tentacle Muscle. All squeezing, whether from wrapping a flexible body around a victim, or from wrapping around arms or legs in a wrestling-style lock/hold, is stronger and quicker because of the special design of the character's muscles. The character can use these muscles with either a Body Hold, Arm Hold, Leg Hold, or Crush/Squeeze. The Holds and Crush/Squeeze attacks require a successful roll to Strike. If successful and not dodged (because of all the tentacles, parrying is impossible) then the attacker has grabbed into the victim. Once a Hold is applied it can be held as long as the octopus likes. The Crush/Squeeze requires that the victim make a save vs. blackout (14 or better, with either P.S. or P.E. bonuses added in). Failure means victim goes unconscious. The P.S. Bonus is used when the victim is struggling to escape, the P.E. Bonus is used when the victim is just struggling to breathe and stay awake. While the Crush/Squeeze continues, the victim is helpless, and the attacker can continue indefinitely, doing damage (1D6 for Normal Strength and Brute Strength, 2D6 for Bestly Strength, and 4D6 for Crushing Strength) per melee round attack. The victim cannot reduce the damage with a Roll with Punch/Fall/Impact.

Escape from a Constrictive Hold: Victims held by constrictive tentacle muscles can only get out with brute strength, or if released by the attacker. Several people struggling to free the victim, including the victim and any helpful friends, can try to break the hold by rolling a pure strength strike (20 sided and P.S. Bonus only). The character doing the hold then rolls to Parry (20 sided, plus P.S. Bonuses, plus bonus to Parry). Note that Brute Strength adds +5 to the attackers roll, Bestly Strength adds +10 to the roll, and Crushing Strength is so strong that it can only be beaten by another Crushing Strength involved.

Mutant Animal Powers:

- 5 BIO-E for Extra Intelligence Quotient
 - 10 BIO-E for Extra Mental Endurance
 - 5 BIO-E for Extra Physical Prowess
 - 5 BIO-E for Extra Physical Endurance
 - Automatically gets Breathing: Gills and Swimming: Basic.
 - 5 BIO-E for Advanced Vision
 - 5 BIO-E for Brute Strength
 - 10 BIO-E for Swimming: Master
 - 5 BIO-E for Extra Physical Endurance
 - 5 BIO-E for Extra Physical Prowess
 - 5 BIO-E for Extra Intelligence Quotient
 - 5 BIO-E for Powerful Suction Cups per pair of arms. (RH, 10)
 - 5 BIO-E for Hold Breath (in the air)
 - 10 BIO-E for Breathing: Lungs
 - 10 BIO-E for Black Ink Spray. (RH, 10)
 - 10 BIO-E for Extra Mental Endurance
 - 10 BIO-E for Bestly Strength (and must be at least Size Level 4).
 - 10 BIO-E for Predator Burst
 - 10 BIO-E for Advanced Touch
 - 10 BIO-E for Neutral Buoyancy (Tuberculate Pelagic Octopus only)
 - 15 BIO-E for Multi-Limb Coordination. (RH, 10)
 - 20 BIO-E for Crushing Strength (and must be at least Size Level 6).
 - 20 BIO-E for Poison Immunity (Portuguese Man-O-War; Blanket Octopus only)
 - 20 BIO-E for Breathing: Dual Breathing
 - 20 BIO-E for Chameleon Camouflage Power. (RH, 10)
 - 20 BIO-E for Jet Propulsion
 - 25 BIO-E for Squeeze Through Small Spaces (not combinable with Defensive Shell and requires Soft Body)
 - 25 BIO-E for Transparency (Glass Octopus only) (131)
 - 30 BIO-E Mimic Other Predator (Mimic Octopus only)
 - 30 BIO-E for Autotomising limbs
 - 35 BIO-E for Defensive Shell (A.R. 9, 25 S.D.C.; Argonauta octopi only)
 - 40 BIO-E for Lethal Poison (Blue-Ringed Octopus only)
- Vestigial Disadvantages:
- 5 BIO-E for Reptile Brain: Prey
 - 5 BIO-E for Colour Blindness
 - 5 BIO-E for No Gills
 - 5 BIO-E for Limited Buoyancy
 - 10 BIO-E for Diet: Carnivore.
 - 10 BIO-E for Prey Eyes
 - 10 BIO-E for Nocturnal
 - 10 BIO-E for Light Sensitive
 - 10 BIO-E for Poison Susceptibility (Copper)
 - 10 BIO-E for Vestigial Arms (per pair of arms)
 - 10 BIO-E for Webbed Hands and Feet (suborder Cirrina only)

- 15 BIO-E for Deafness
- 15 BIO-E for Total Blindness (Cirrothauma murrayi only)
- 15 BIO-E for No Sense of Motion (they can't tell they're moving)
- 20 BIO-E for Dehydration: Extreme
- 20 BIO-E for Diet: Cannibalism
- 20 BIO-E for Soft Body (½ normal S.D.C.)

Okapi

Description: This smaller, forest-dwelling relative of the giraffe is notable for the zebra-like stripes on its hind legs and the lack of a long neck. The function of the stripes are still being debated, with the primary school of thought being that the stripes are a way to aid the young in following the mother through the rainforest, another being that the stripes are camouflage. The Okapi only requires 5 minutes of sleep per 24 hours to remain alert. Okapi typically eat tree leaves and buds, with the occasional grass, ferns, fruit, and fungi.

Size Level: 16

Length: to 6.5 feet at the shoulder

Weight: to 550 lbs.

Build: Short

Mutant Changes and Costs

Total BIO-E: 25

Attribute Bonuses:

Human Features:

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None.

5 BIO-E for Partial.

10 BIO-E for Full.

Natural Weapons

5 BIO-E for 2D4 damage Hooves

5 BIO-E for 1D4 damage Horns

Mutant Animal Powers

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Vision

15 BIO-E needs only 5 minutes of sleep a day to be well-rested

5 BIO-E for Extra PE

10 BIO-E for Extra Speed

Vestigial Disadvantages

10 BIO-E for Diet: Herbivore

5 BIO-E for Vestigial Horns

10 BIO-E for Prey Eyes

10 BIO-E for Reptile Brain: Prey

15 BIO-E for Vestigial Scent Glands on feet: these glands leave behind a tar-like substance that gives off a scent unique to each Okapi; trackers receive a +15% to track this character

Ookamouri (Fruit Bat)

Description: This sub-species of bat is known as the Megabat.

Size Level: 2

Height: Varies

Weight: Varies

Build: Short

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +2 to P.P., +2 to P.S., +4 to Spd.

Human Features

Wings: Unless the character buys Extra Limb to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial hands at the end of the wings (applicable even with arms and hands).

10 BIO-E for full hands at the end of the wings (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a full set of developed arms and hands.

Biped: Automatically full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; A giant, intelligent bat.

5 BIO-E for Partial; A mutant that looks to be half-man, half-bat with a bat-like head and face, large pointed ears, short legs, bat wings and stout, fur covered body. Fur is generally light or dark brown with the ears, nose, and wings generally dark grey.

10 BIO-E for Full; A human-looking character with large bat wings. The nose is either leaf-like or horse-shoe shaped, the mouth wide with thin lips, piercing dark eyes, and large, rounded, ears. Hair grows thickest on the head, arms, legs, chest and back are hairy.

Natural Weapons:

5 BIO-E for 1D6 damage Teeth.

10 BIO-E for 1D6 damage Razor Fingers.

15 BIO-E for 2D4 damage Climbing Claws.

Mutant Animal Powers:

Automatically receives Advanced Smell.

5 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed

10 BIO-E for Beastly Strength

5 BIO-E for Glide

10BIO-E for Basic Flight

15 BIO-E for Acrobatic Flight

5 BIO-E for Hibernation

5 BIO-E for Nightvision

Vestigial Disadvantages:

- 5 BIO-E for Colour Blindness
- 5 BIO-E for Nearsightedness
- 10 BIO-E for Vestigial Wings
- 10 BIO-E for Nocturnal
- 10 BIO-E for Diet: Frugivore (This variation of Herbivore feeds on fruits and flower nectar exclusively, otherwise identical to Herbivore.)

Orca

Description: Commonly known as killer whales, orcas belong to a group of cetaceans known as the 'blackfish', all of which are actually dolphins! Of the cetaceans, they have the most diverse behaviour, generally falling into one of three categories; resident, transient, and offshore. Resident orcas have a complex matriarchal society where both sexes live with their mothers in pods, all speaking the same dialect, these pods (typically 5-25 individuals) will further form clans in which all the pods in a geographical area speak with a similar dialect, and lastly, the clans sometimes form together into a community. Transient orcas tend to form smaller pods of 1-7 individuals and hunt using less echolocation because their prey tends to be other aquatic mammals spread over a larger area. Offshore orca tend to travel in groups of 25-60 individuals and live in the open sea rather than closer to shore as their brethren do, also they tend to use echolocation to search for their prey more often.

Size Level: 23

Height: 16-30 feet

Weight: to 20,000 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +5 to I.Q., +5 to M.A., +4 to P.S., Brute Strength.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.

Looks: None; Rounded head and body with thick, black skin; awkward, flat legs and arms.

5 BIO-E for Partial; Rounded head with bottlenose snout, eyes on the side of the head, thick, black skin, short arms and legs.

10 BIO-E for Full; Rounded features, hairless, black skin, fat-looking.

Natural Weapons:

10 BIO-E for 3D6 damage Bite

Mutant Animal Powers:

Automatically receives Hold Breath: Basic Cetacean and Swimming: Basic

5 BIO-E for Sonar

5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 S.D.C.

- 5 BIO-E for Extra Intelligence Quotient
- 5 BIO-E for Electroreception: Passive (Detect Electrical Fields)
- 10 BIO-E for Extra Mental Endurance
- 10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.
- 10 BIO-E for Nightvision
- 10 BIO-E for Sonic Echo-Location
- 10 BIO-E for Predator Burst
- 10 BIO-E for Swimming & Surfacing: Orca
- 15 BIO-E for Ultrasonic Probe
- Vestigial Disadvantages:
- 5 BIO-E for Masked Face (in this case, a reversal of the racoon, a white mask around the eyes)
- 5 BIO-E for Vestigial Dorsal Fin (treat as vestigial tail)
- 5 BIO-E for Webbed Hands & Feet
- 5 BIO-E for Limited Buoyancy
- 10 BIO-E for Diet: Carnivore
- 10 BIO-E for Reptile Brain: Predator
- 15 BIO-E for No Sense of Smell
- 15 BIO-E for Dehydration: Severe
- 20 BIO-E for Diet: Cannibalism

Ostrich

Description: Ostriches are large flightless birds, native to Africa. The feathers of adult males are mostly black, while the females are greyish-brown with a bit of white. The feathers are also soft and serve as insulation unlike flying birds. The eyes of ostriches and their thick black eyelashes are the biggest eyes of all living land animals.

Size Level: 10

Length: to 6 feet, six inches tall (160 cm)

Weight: to 215 pounds (97 kg).

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 35

Attribute Bonuses:

P.S.: +1

P.P.: +1

P.E.: +2

Spd.: +10

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Note: Unlike other birds, the Ostrich can not gain the power to fly! Thus the Vestigial Wings that are natural to the Ostrich are used to form the hands for the Ostrich.

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round, feathered body, long neck and very little feathers on the neck and head; long, smooth legs that end in two toes; huge eyes and eyelashes; small wings.
5 BIO-E for Partial. Round body, with a noticeably long neck, smooth close feathers around neck and head, legs that are long and powerful, short arms that are covered in feathers. Face is smooth with a large nose in the centre and two enormous eyes on top; no opening for ears or nose.

10 BIO-E for Full. Facial features tend to be wide and flat, especially the nose and also has noticeably big eyes. Body is round while the arms are short and the legs are long. The neck is also long and the body is covered in a long hair, while the rest of the body is smooth.

Natural Weapons:

5 BIO-E for 1D8 Beak.

5 BIO-E for 2D6 Kick.

10 BIO-E for 3D6 Kick.

15 BIO-E for 4D6 Kick.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Vision

5 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed (note: uses second bonus).

10 BIO-E for Leaping: Standard

10 BIO-E for Natural Kicking Ability. The Ostrich can perform kicks with amazing proficiency, gaining a bonus of +2 to strike with any Kick Attack. The Kick can be aimed at someone's head or stomach, and is quite powerful.

Vestigial Disadvantages:

Automatically gets Vestigial Wings. They can not be used to fly!

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Domestication

-10 BIO-E for Prey Eyes.

Otter

Description: There are two major variety of these playful creatures. River Otters are found throughout North America. Sea Otters are much larger and live on the pacific coast.

Size Level: River Otter — 4, Sea Otter — 6

Length: River Otter — 45-55 inches long

Sea Otter — 48-53 inches long

Weight: River Otter — 15-20 pounds

Sea Otter — 45-60 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: River Otter — 50, Sea Otter — 40

Attribute Bonuses:

I.Q. +3

M.E. + 2

M.A. +3

P.P. +4

Spd. +3

HUMAN FEATURES

Hands: Partial (five-fingered) Automatic

5 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, small head with ears on top, thick, flexible neck, long body, heavy fur pelt, short arms and legs, long furry tail.

5 BIO-E for Partial, small head with slight snout, long furry body, furry tail, short arms and legs with webbed fingers and toes.

10 BIO-E for Full, wide, flat nose, pointed ears, lean powerfully built body, slight webbing between fingers and toes.

Natural Weapons: None

Powers:

5 BIO-E for Whiskers that can detect vibration in darkness and underwater.

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Touch

5 BIO-E for Hold Breath

Note: Swimming must be a learned skill.

Pandemelon or Quokka

Description: A tiny wallaby, the size and shape of a rabbit, that eats grass and leaves, and lives in mazes of thick scrub. Stocky and similar to wallaby, they are good desert survivors and intelligent enough to adapt to human dumps. This tiny macropod can scent fresh water up to two miles away. Hunted by man for their pelts, which are used to make carpets.

Size Level: 3

Length: body to 31 inches, tail to 18 inches

Weight: to 10 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

M.A.: +1

P.P.: +1

Spd.: +3

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Fat body, long tail, rabbit-like legs, short arms, dog-shaped head, and covered with brownish fur. Long, heavy tail.

5 BIO-E for Partial. Snouted head with ears on top. Thick body, with stubby tail.

10 BIO-E for Full. Face will have a naturally sleepy expression, with large ears. Chubby body, with thick legs and heavy hips.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Night Vision

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

5 BIO-E for Leaping: Rodent

10 BIO-E for Leaping: Feline

15 BIO-E for Advanced Hopping Ability. A “rubber band” muscle in the Wallaby's legs allow for incredible leaping abilities and efficient long-distance travel at high speeds. The mutant Quokka can hop along at full speed (see Spd.) for hours without getting tired.

Speeding up to a maximum of 45 mph is possible, but the time is limited by the characters P.E. Double normal distance for leaps and jumps. +3 to Dodge while Hopping, +3 to Damage from Leap and Jump Attacks only.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Prey Eyes

Penguin: Emperor Penguin

Description: A flightless aquatic bird, generally with a black back and white front, with yellow patches right behind the eyes. they are natural swimmers, but can only waddle on land. considered to be quite cute by many before the crash, they are actually very tough and intelligent beings.

Size Level: 6

Length: 4 feet (1.2 m) on average.

Weight: 75 pounds

Build: Medium

Mutant Changes and Costs:

Total Bio-E: 35

Attribute Bonuses: +2 to P.E., +1 to P.B., +1 to I.Q.

Human Features:

Hands: 5 BIO-E for partial, 10 for full

Biped: automatically full

Speech: 5 BIO-E for Partial, 10 for full

Looks:

5 for partial

10 for full

Natural Weapons:

5 BIO-E for a Medium Beak (1d4 damage, not available for characters with Full Human Looks)

5 BIO-E for Clawed Feet (1d6 damage)

Mutant Animal Powers:

5 BIO-E for hold breath

10 BIO-E for Resist Hunger (same as the Psionic power, no ISP cost)

10 BIO-E for master swimming

5 BIO-E for Insulating Water Resistant Feathers (see Duck). +8 SDC, resistant to Cold, Rain, and Snow.

5 Bio-E for leaping: Standard

10 BIO-E for Leaping: Rodent

Vestigial Disadvantages:

Automatically begins with Vestigial Wings and tail, with no BIO-E bonuses, but with out the usual penalties.

-10 BIO-E for taking Webbed Feet

Penguin: Fairy Penguin

Description: A flightless aquatic bird, generally with a black back and white front, with yellow patches right behind the eyes. they are natural swimmers, but can only waddle on land. considered to be quite cute by many before the crash, they are actually very tough and Intelligent beings.

Size Level: 2

Length: 1 feet on average.

Weight: 6 pounds

Build: Medium

Mutant Changes and Costs:

Total Bio-E: 65

Attribute Bonuses: +2 to P.E., +1 to P.B., +1 to I.Q.

Human Features:

Hands: 5 BIO-E for partial, 10 for full

Biped: automatically full

Speech: 5 BIO-E for Partial, 10 for full

Looks:

5 for partial

10 for full

Natural Weapons:

5 BIO-E for a Medium Beak (1d4 damage, not available for characters with Full Human Looks)

5 BIO-E for Clawed Feet (1d6 damage)

Mutant Animal Powers:

5 BIO-E for hold breath

10 BIO-E for Resist Hunger (same as the Psionic power, no ISP cost)

10 BIO-E for master swimming

5 BIO-E for Insulating Water Resistant Feathers (see Duck). +8 SDC, resistant to Cold, Rain, and Snow.

5 Bio-E for leaping: Standard

10 BIO-E for Leaping: Rodent

Vestigial Disadvantages:

Automatically begins with Vestigial Wings and tail, with no BIO-E bonuses, but with out the usual penalties.

-10 BIO-E for taking Webbed Feet

Penguin: Rock Hopper Penguin

Description: A flightless aquatic bird, generally with a black back and white front, with yellow feather "spikes" above the eyes. they are natural swimmers, but can only waddle on land. the toughest and strongest Type of Penguin, Rockhoppers have been known to engage in violent combats with rivals.

Size Level: 3

Length: 2 feet on average.

Weight: 25 pounds

Build: Medium

Mutant Changes and Costs:

Total Bio-E: 45

Attribute Bonuses: +3 to P.E., +4 to P.S.

Human Features:

Hands: 5 BIO-E for partial, 10 for full

Biped: automatically full

Speech: 5 BIO-E for Partial, 10 for full

Looks:

5 for partial

10 for full

Natural Weapons:

5 BIO-E for a Medium Beak (1d4 damage, not available for characters with Full Human Looks)

5 BIO-E for Clawed Feet (1d6 damage)

Mutant Animal Powers:

5 BIO-E for hold breath

10 BIO-E for Resist Hunger (same as the Psionic power, no ISP cost)

10 BIO-E for master swimming

5 BIO-E for Insulating Water Resistant Feathers (see Duck). +8 SDC, resistant to Cold, Rain, and Snow.

5 Bio-E for leaping: Standard
10 BIO-E for Leaping: Rodent
Vestigial Disadvantages:
Automatically begins with Vestigial Wings and tail, with no BIO-E bonuses, but with out the usual penalties.
-10 BIO-E for taking Webbed Feet

Pig

Description: Domesticated pigs can be fattened up to huge proportions. As a meat animal they are very efficient, producing a large amount of food relative to their consumption.

Size Level: 12

Length: 4 to 6 feet long

Weight: to 800 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 25

Attribute Bonuses:

I.Q. +3

M.E. +1

M.A. +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None, large ears, tiny eyes, big head with flexible snout, large body with sparse hair, short thick limbs, a short skinny tail.

5 BIO-E for Partial, heavy head with small eyes and large ears, thick hairless body and small arms and legs.

10 BIO-E for Full, large head, pink skin, powerful looking body.

Natural Weapons: None

Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for 10 S.D.C.

Pika

Description: Pika, also called rock rabbits or coneys, are thick furred, short eared rodents distantly related to rabbits. They look similar to a hamster with a rounded face and tailless or small knobs of tails. Pike are native to cold rocky climates and can be found primarily in Asia and North America. A few can be found in eastern European mountains.

Size Level: 2

Length: 6-9 inches (162-216 mm)

Weight: 4-6 oz. (121-176 g), some species weight more.

Build: Short

Mutant Changes and Costs

Total BIO-E: 75

Attribute Bonuses: P.E. +1, P.P. +2, Spd. +2

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None, wide spaced eyes, muzzle with whiskers, thick flexible neck, thick fur, powerful hand grip, paws and claws, small furry tail or tailless, large round ears.

5 BIO-E for Partial, small eyes, partial muzzle, thick neck and body, dexterous hands, tailless and very round ears.

10 BIO-E for Full, nearly human ears, wide flat nose, buck teeth, short body.

Natural Weapons

5 BIO-E for 1D6 Climbing Claws

10 BIO-E for 1D8 Climbing Claws

5 BIO-E for 1D4 Chisel Teeth

Mutant Animal Powers

10 BIO-E for Digging

15 BIO-E for Tunnelling

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Touch

5 BIO-E for Leaping: Rodent

10 BIO-E for Righting Reflex

Vestigial Disadvantages

-5 BIO-E for Diet: Ruminant

-5 BIO-E for Ears, Vestigial

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Prey

Piranha

Description: There are several different species of piranha. This template deals with the red-belly piranha a vicious carnivorous freshwater fish.

Size Level: 2

Length: Up to 6 inches (15 cm)

Weight: A few ounces.

Build: Medium

Mutant Changes and Cost:

Total BIO-E: 80

Attribute Bonuses: +2 P.P., +4 Spd

Human Features:

Hands: Automatically None

5 BIO-E Partial: Character gains "lobe-fins" at the end of it's arms. The lobe-fins have a non-opposable thumb.

10 BIO-E Full: Fully developed arms and hands capable of fine manual movement like a humans.

Biped: Automatically None.

5 BIO-E Partial: The tail becomes a pair of rigid legs. Character can now walk or run erect on land for 1D4 minutes.

10 BIO-E Full: Character now has a set of fully developed human-like legs.

Speech None

5 BIO-E for Partial: Words will be guttural and hard to understand.

10 BIO-E for Full.

Looks: Automatically None. The character looks like a grizzled and vicious piranha. Shiny silver scales on the top, deep red scales on the belly. A fin runs down the back from head to tail.

5 BIO-E for Partial: The character has a humanoid form. Body is still extremely fish-like. The hands and feet are webbed.

10 BIO-E for Full: Large dark eyes set deep within the sockets. Big thick lips. Small pointed teeth, rough skin and no body hair.

Natural Weapons:

5 BIO-E for 1D6 teeth

10 BIO-E for 2D4 teeth

15 BIO-E for 2D6 teeth

20 BIO-E for Frenzy Attack: When the character is down to 20% of his or her original SDC or hit points, or the characters smells or sees blood, kills an enemy, or hit by a critical strike he or she will go into a frenzy. +20 to SDC, +1 to strike and parry and +1D6 to bite attacks, character will not attempt to dodge. The effect lasts for 1D4 melee rounds.

5 BIO-E for 1D6 claws

Mutant Animal Powers:

Automatically has Advanced Swimming at 80%

5 BIO-E Water Breathing

15 BIO-E Brute Strength

20 BIO-E Beastly Strength

10 BIO-E Extra Physical Endurance

10 BIO-E Extra Physical Beauty

10 BIO-E Infrared Vision

5 BIO-E Nightvision

15 BIO-E Predator Burst

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator

-10 BIO-E for Prey Eyes

-15 BIO-E for Aquatic Vestigial Skin

-20 BIO-E for Aquatic Respiratory System

-5 BIO-E for Webbed Hands and Feet: An additional -5% to manual skills. And -10% to Speed.

-10 BIO-E for Diet: Carnivore

Platypus (Allertil or Torrongil)

Description: Beyond a doubt, the Platypus is the weirdest looking creature in the entire animal kingdom. It has a flexible duck's bill, webbed feet, a beaver-like tail and glossy fur. It is a mammal, yet it lays eggs and secretes poison. It lives in tunnels that lead directly into the water where it feeds on aquatic insects, frogs, small fish and worms.

Size Level: 2

Length: to 25 inches (with tail)

Weight: to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Head is covered with glossy fur and features a large, flexible duck's bill. Thick, rounded body, with tiny arms and legs on the sides, and each limb tipped with webbed hands or feet. Beaver-like tail, but covered with long hair.

5 BIO-E for Partial. Snout is large and leathery, tiny eyes, and almost no neck. Fat, rounded body, covered with fur. Paddle-like tail.

10 BIO-E for Full. Nose and mouth are dark and leathery. Arms and legs are short, with long fingers and toes. Thick body hair, with dark shades on the back and light shades on the chin, chest, and belly.

Natural Weapons:

5 BIO-e for 1D6 Claws: Digging

Mutant Animal Powers:

10 BIO-E for Digging

20 BIO-E for Tunnelling

5 BIO-E for Hold Breath

5 BIO-E for Internal Compass

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Night Vision

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

20 BIO-E for Poison Spurs. A special poison spike on each ankle is capable of injecting an intensely painful and damaging substance into an opponent. Victims must save vs. Pain (on P.E.) to avoid being paralyzed (lasts for 2D6 melee rounds). Small victims (Size

Level 3 or less) must Save vs. Poison to avoid fatal convulsions from this poison. If the poison is injected (during any successful kick strike) it does 1D10 damage directly to the victim's hit points; this poison damage is inflicted even if the character saves against paralysis. Injecting the poison requires a successful Kick Attack only. The damage from the spur's poison is in addition to any normal damage inflicted by the kick. Note: Injecting an opponent more than once in a single day, by the same mutant animal, does no additional damage. A poison attack by a "different" platypus will have full affect; roll vs. pain and paralysis.

10 BIO-E for Electrical Field Sensitivity. The character must have Human Looks: None and will have the typical Platypus bill. Although very short-range, less than two feet, this sense allows the character to accurately "see" the shapes of objects. It's also useful for measuring the strength and direction of electrical current.

Vestigial Disadvantages:

- 10 BIO-E for Vestigial Tail
- 5 BIO-E for Nearsightedness
- 10 BIO-E for Diet Restriction: Carnivore
- 10 BIO-E for Nocturnal Metabolism
- 5 BIO-E for Webbed Feet and Hands

Poison Frog

Description: Also called Poison Dart Frog, Poison Arrow Frog, and Dart Frog.

Size Level: 1

Height: 0.4-2.5 inches (1-6 cm) long.

Weight: 0.02-0.14 ounces (0.5-4 g).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: P.P. +2, P.E. +2

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; A frog with huge, bulbous eyes at the top of the head, short, no obvious neck, slimy skin, round body with spindly front legs/arms and long legs made for jumping. Coloration varies widely, and typically consists of bright colours and/or black, often bi-colour, skewbald, spotted, or dappled.

5 BIO-E for Partial; Barrel-chested humanoid, spotted or bi-colour skin, smooth, hairless body, large round head, no neck, bulging eyes, wide mouth, no lips, round body with long thin arms and legs.

10 BIO-E for Full; Pudgy human body, soft smooth skin that has exotic colouring tints, muscular upper legs (almost bulging), thin lower legs, large, wide feet, short thick neck, weak chin, wide mouth, thin lips, flat wide nose or barrel chest and completely hairless. Only has three fingers and opposable thumb and four toes.

Natural Weapons:

20 BIO-E for Paralytic Poison Secretion: A successful attack means the victim must save vs Non-Lethal Poison to avoid paralyzation for 1D10 melee rounds.

30 BIO-E for Hallucinogenic Poison Secretion: If the poison is consumed, or comes into contact with exposed skin, the victim must make a saving throw vs Non-Lethal Poison or be afflicted with hallucinations for 1D6x10 melee rounds, suffering the following penalties: -10 on initiative, speed and parry bonuses are reduced by half, -2 attacks per melee round, all other combat bonuses are reduced to zero and skill performance is at -30%, disoriented, no sense of direction, in addition, roll on the following table once every four melee rounds (one minute);

1 attacks nearest person

2 moans and/or screams in fear

3 laughs and shouts gleefully

4 does not recognize enemies or danger

5 doesn't recognize those around him and will not trust them (may ask for family members)

6 doesn't know where he is and tries to leave (to find friends, go home, etc)

7 relives some past event and sees everyone around him as someone else (friend or foe), nothing the character says makes any sense

8 sees monsters and villains threatening him, will scream in terror, shout warnings, run around and point to or attack things that are not there

40 BIO-E for Lethal Poison Secretion: Most creatures with this poison must be ingested, even if only partially, for the effects to occur. For each successful bite attack against the character, the attacker must make a saving throw vs lethal poison or take 5D10 damage, direct to hit points, each melee round for 1D10 melee rounds. The poison is so toxic that the character must roll to save vs lethal poison each melee he/she is affected. A successful save means that no damage occurs that melee.

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Hold Breath

5 BIO-E for Advanced Touch

5 BIO-E for Climbing Pads (no damage, otherwise identical to climbing claws)

5 BIO-E for Leaping: Rodent

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

10 BIO-E for Leaping: Feline

10 BIO-E for Righting Reflex

15 BIO-E for Master Swimming (113)

15 BIO-E for Extra Limb: Prehensile Sticky Tongue

Vestigial Disadvantages:

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Diet: Insectivore

-10 BIO-E for Vestigial Tail (as Frog, 113)

Porpoise

Description: Porpoises are the cousins of dolphins and tend to be smaller but stouter than dolphins. They are coastal predators who are primarily found in small groups of ten or less.

Size Level: 14

Height: 5-8 feet
 Weight: 65-440 pounds
 Build: Short
 Mutant Changes & Costs
 Total BIO-E: 15
 Attribute Bonuses: +4 to I.Q., +3 to M.A., +6 to Spd.
 Human Features
 Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).
 10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).
 20 BIO-E for Extra Limbs; a set of fully developed arms and hands.
 Biped: 5 BIO-E for Partial feet at the end of the fluke.
 10 BIO-E for Full fluke develops into legs and feet.
 Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.
 Looks: None; Rounded head and body with thick, dark greyish skin; awkward, flat legs and arms.
 5 BIO-E for Partial; Rounded head and body, eyes on the side of the head, thick, dark grey skin, short arms and legs.
 10 BIO-E for Full; Rounded features, hairless, dark skin, fat-looking.
 Natural Weapons:
 10 BIO-E for 2D6 damage Bite
 10 BIO-E for Sonic Stun Blat
 Mutant Animal Powers:
 Automatically receives Hold Breath: Basic Cetacean and Swimming: Basic
 5 BIO-E for Sonar
 5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 S.D.C.
 5 BIO-E for Extra Intelligence Quotient
 5 BIO-E for Electroreception: Passive (Detect Electrical Fields)
 10 BIO-E for Extra Mental Endurance
 10 BIO-E for Nightvision
 10 BIO-E for Sonic Echo-Location
 10 BIO-E for Swimming & Surfacing: Dolphin
 15 BIO-E for Ultrasonic Probe
 Vestigial Disadvantages:
 -5 BIO-E for Vestigial Dorsal Fin (treat as vestigial tail)
 -5 BIO-E for Webbed Hands & Feet
 -5 BIO-E for Limited Buoyancy
 -10 BIO-E for Diet: Carnivore
 -10 BIO-E for Reptile Brain: Predator
 -15 BIO-E for Dehydration: Severe

Possum or Phalanger

Description: There are dozens of varieties of possum in Australia, ranging from tiny (5 inch) Dormouse Phalanger to larger types, like the (3 ft long) Brush-Tail Possum. There's even a Striped Phalanger that's marked like a skunk, and even gives off a repulsive stink.
 Size Level: 3

Length: body to 14 inches, tail to 9 inches

Weight: to 8 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

None

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: 5 BIO-E for Partial

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Long, triangular head, and mouth filled with tiny sharp teeth. Large, upright ears on top of head. Thick fur covering a wide body. Short limbs and a long tail.

5 BIO-E for Partial. Thick, fur-covered body with a tail. Snout with prominent nose.

Upright ears at top of head.

10 BIO-E for Full. Large ears, buck teeth with an overbite, and a heavy growth of hair.

Well built, with delicate, agile hands and feet.

Natural Weapons:

5 BIO-E for 1D4 Claws: Climbing

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Night Vision

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Rodent

5 BIO-E for Prehensile Tail. Use as Partial Hand.

10 BIO-E for Prehensile Feet. Use as Partial Hand.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Prey Eyes

Pronghorn

Description: These grazing animals of the western plains are reputed to be the fastest animals in the Americas. Not only are they fast, but agile as well; able to take corners and come to sudden stops with surprising skill.

Size Level: 8

Length: to five feet long

Weight: to 140 pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 50

Attribute Bonuses:

P.P.: +1

P.E.: +3

Spd.: +7

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; long, snouted head with large ears at the upper corners; large, widely spaced eyes; thick neck and body with long, thin arms and legs. Straight horns that branch in two near the top.

5 BIO-E for Partial. Muzzled head, large ears, thick body with thin arms and legs.

Massive eyebrow ridge.

10 BIO-E for Full. Long nose, massive eyebrow ridge, large ears, powerful build.

Natural Weapons:

5 BIO-E for 2D4 damage Hooves.

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

10 BIO-E for Brute Strength

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Extra Physical Beauty

15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Pronghorn to run up to 45 mph for extended periods, and in bursts of speed up to 60 mph (only a couple of minutes). While Running: +1 to Strike, +4 to Automatic Dodge (only Automatic Dodge and P.P. Bonuses apply), +2 to damage for each 20 mph of speed.

Vestigial Disadvantages:

-10 BIO-E for Seasonal Antlers; 1D6 damage

-5 BIO-E for Vestigial Ears

-5 BIO-E for Vestigial Hooves

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Diet: Herbivore.

Pygmy Killer Whale

Description: Also known as slender blackfish or slender pilot whale, these are possibly the most aggressive of the cetaceans, earning the name "killer whale." Like orcas they generally have a dark coloration, though lighter patches caused by scarring may be present. In size these are roughly average for the dolphin family, which they are members of. While still social species, they travel in smaller pods of under 50.

Size Level: 13

Height: 7-9 feet (2.1-2.6 m).

Weight: 243-375 pounds (110-170 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses: +4 to I.Q., +2 to M.A., +4 to P.S.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.

Looks: None; Rounded head and body with thick, black skin; awkward, flat legs and arms.

5 BIO-E for Partial; Rounded head with bottlenose snout, eyes on the side of the head, thick, black skin, short arms and legs.

10 BIO-E for Full; Rounded features, hairless, black skin, fat-looking.

Natural Weapons:

10 BIO-E for 2D6 damage Bite

10 BIO-E for Sonic Stun Blat

Mutant Animal Powers:

Automatically receives Hold Breath: Basic Cetacean and Swimming: Basic

5 BIO-E for Sonar

5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 S.D.C.

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Electroreception: Passive (Detect Electrical Fields)

5 BIO-E for Swimming: Acrobatic

10 BIO-E for Extra Mental Endurance

10 BIO-E for Nightvision

10 BIO-E for Sonic Echo-Location

10 BIO-E for Predator Burst

10 BIO-E for Swimming & Surfacing: Orca

15 BIO-E for Ultrasonic Probe

Vestigial Disadvantages:

-5 BIO-E for Vestigial Dorsal Fin (treat as vestigial tail)

-5 BIO-E for Webbed Hands & Feet

-5 BIO-E for Limited Buoyancy

- 10 BIO-E for Diet: Carnivore
- 10 BIO-E for Reptile Brain: Predator
- 15 BIO-E for No Sense of Smell
- 15 BIO-E for Dehydration: Severe

Rat Kangaroos and Bettongs (Potoroo)

Description: The Long-Nosed Rat Kangaroo (or Potoroo) is one of the many species of tiny macropods. Bettongs, with slightly different markings, have the same attributes. Unlike other macropods, the Rat Kangaroos do not hop; instead, they run on all four legs when in a hurry. Common in Tasmania.

Size Level: 2

Length: body to 16 inches, tail to 10 inches

Weight: to 4 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

None

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Partial Automatic

5 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Rat-like face, but with exceptionally long nose and snout. Thick, rounded body, with short legs and arms. Long, hairy tail.

5 BIO-E for Partial. Long muzzled head with protruding nose. Thick neck and body, short legs and arms. Short tail.

10 BIO-E for Full. Very long protruding nose, thick grey hair and beard, and slightly rounded black eyes.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Night Vision

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Rodent

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

- 10 BIO-E for Diet Restriction: Herbivore
- 10 BIO-E for Nocturnal Metabolism
- 10 BIO-E for Reptile Brain: Prey
- 5 BIO-E for Prey Eyes

Red Panda

Description: The Red Panda, or Bear Cat, looks like a red, white and brown cross between a raccoon, cat and a Giant Panda. They have semi-retractable, razor-sharp claws, are excellent climbers, and eat bamboo primarily, although they will eat berries, fruits, mushrooms, insects, eggs, birds and other small animals when necessary. Nocturnal by nature, they are sedentary during the day, and can not tolerate warm temperatures. At night though, while searching for food, they are surprisingly swift, agile creatures. They are generally friendly creatures, but can be quite dangerous when cornered.

Size Level: 4

Length: to 2 feet long, with an additional 2 feet for the tail

Weight: to 15 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses: +3 M.A., +4 P.P., +3 P.B., +6 Spd

HUMAN FEATURES

Hands: Automatically Partial, or 5 BIO-E for Full

Biped: Automatically Partial, or 5 BIO-E for Full

Speech: 5 BIO-E for Partial, or 10 BIO-E for Full

Looks: None. Round, expressive face, with large, triangular ears and a short muzzle with a small, black nose. Body and limbs are thick, with a long tail, all covered in bushy fur. They are red to reddish-brown on the back, with black legs and stomach, yellow bands on the tail, and a white mask on the ears, muzzle, cheeks, and two white spots above the eyes.

5 BIO-E for Partial. Compact humanoid frame, covered in short, thick fur. Head is round with a slight muzzle, large ears, and distinct facial markings.

10 BIO-E for Full. Attractive human with a muscular frame. Round face with large ears and bright, round eyes. Long red hair with white or black streaks in it.

Natural Weapons:

5 BIO-E for 1D6 damage Retractable Climbing Claws

10 BIO-E for 2D6 damage Retractable Climbing Claws

5 BIO-E for 1D6 damage Teeth

10 BIO-E for 2D6 damage Teeth

Mutant Animal Powers:

Automatically gets Advanced Vision.

5 BIO-E for Nightvision.

5 BIO-E for Advanced Touch.

10 BIO-E for Advanced Taste.

10 BIO-E for Advanced Hearing.

15 BIO-E for Advanced Smell.

5 BIO-E for Extra Intelligence Quotient.

10 BIO-E for Extra Mental Affinity.
 10 BIO-E for Extra Mental Endurance.
 10 BIO-E for Brute Strength.
 10 BIO-E for Extra Physical Prowess.
 10 BIO-E for Extra Physical Beauty
 10 BIO-E for Extraordinary Speed
 15 BIO-E for Righting Reflex.
 Vestigial Disadvantages:
 -10 BIO-E for Nocturnal.
 -5 BIO-E for Musk Glands
 -10 BIO-E for Vestigial Tail.
 -10 BIO-E for Temperature Sensitivity
 -10 BIO-E for Reptile Brain: Prey
 -20 BIO-E for Diet: Red Panda. Can only eat bamboo.

Rhinoceros

Description: Aggressive grazing animals inhabiting grasslands. They are good rummers and can get up to 35mph. They are also strong enough to overturn a truck. African Black and White Rhinos have two horns while the Asian Great Indian Rhino has just one.

Size Level: 20

Length: 5-6.5 feet tall at shoulder

Weight: 3,000 to 8,000 pounds

Build: Short

Mutant Changes & costs

Total BIO-E: 0

Attribute Bonuses: +2 ME, +2 MA, Brute Strength, +12 PS, +6 Spd

Human Features

Hands: 10 BIO-E for partial or 15 BIO-E for full

Biped: 10 BIO-E for partial or 15 BIO-E for full

Speech: 5 BIO-E for partial or 10 BIO-E for full

Looks: None, huge head with massive jaws and muzzle, tiny eyes and large ears, long, massive bodies with thick, powerful legs, three toed hands and feet.

10 BIO-E for partial, strong muzzle, tiny eyes, large ears on top of head, massive body with naked, segmented skin, thick arms and legs.

15 BIO-E for full, very large jaw, nose, ears and head; small eyes, bald, powerfully built body with thick arms and legs.

Natural Weapons:

10 BIO-E for 1D10 damage Horn

20 BIO-E for 2D8 damage Horns

Mutant Animal Powers:

15 BIO-E for Light Natural Body Armour; AR 9, SDC +30

30 BIO-E for Medium Natural Body Armour; AR 11, SDC +60

45 BIO-E for Heavy Natural Body Armour; AR 14, SDC +90

60 BIO-E for Extra-Heavy Natural Body Armour; AR 16, SDC +120

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

10 BIO-E for Extra Speed
 5 BIO-E for Advanced Hearing
 5 BIO-E for Advanced Smell
 Vestigial Disadvantages:
 -5 BIO-E for Nearsightedness
 -5 BIO-E for Colour Blindness
 -5 BIO-E for Vestigial Tail
 -5 BIO-E for Musk Glands
 -5 BIO-E for Diet: Herbivore (Pick either Herbivore or Ruminant, not both)
 -10 BIO-E for Diet: Ruminant
 -10 BIO-E for Vestigial Horns
 -15 BIO-E for Reptile Brain: Charge (Special). When a Rhino fails to save vs. insanity it will immediately charge whatever is in front of it, gaining a + 2 to initiative and +2 to strike, but is unable to preform any defensive moves at all. The Rhino will continue making charge attacks until it makes a saving throw vs. insanity or every thing is dead. Note: Don't forget that a Giant Animal can sell I.Q. & M.E. and/or PP & Speed attribute points to get BIO-E points with out sacrificing size. See Giant Animals in the creation section of the book under Growth Steps.

Ringtail

Description: Related to raccoons and has the characteristic ring-striped, bushy tail. They are nocturnal predators who live on mice, insects and berries. Other names include "cacomistle," "ring-tailed cat" or "civet cat."

Size Level: 2

Length: to 16 inches without tail.

Weight: to three pounds.

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

I.Q.: +1

M.E.: +1

M.A.: +1

P.P.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; lean, cat-like body; elongated cat face with oversized ears and long nose.

Furry, ringed, floor-length tail. Black and white facial markings.

5 BIO-E for Partial. Long nosed with large ears on top of the head, stubby tail, distinct black and white markings.

10 BIO-E for Full. Long nose and features, lean build, distinct white streaks in head hair and beard.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

10 BIO-E for 2D4 Claws: Climbing

Mutant Animal Powers:

10 BIO-E for Advanced Hearing

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Rodent.

10 BIO-E for Righting Reflex.

10 BIO-E for Brute Strength

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-10 BIO-E for Nocturnal

-10 BIO-E for Vestigial Ears

-10 BIO-E for Diet: Insectivore.

Rock-Wallaby

Description: Like mountain goats, Rock-Wallabies are capable of maintaining their footing on tiny rock ledges and almost vertical cliff faces. Incredibly agile, they easily jump across gaps and can “walk” straight up tree trunks.

Size Level: 4

Length: body to 32 inches, tail to 28 inches

Weight: to 20 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

P.P.: +5

Spd.: +1

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; The head is flat and stocky, with long, pointed ears and a large nose.

Covered with pretty, richly coloured fur. Muscular body with thick and hard-muscled legs. Long tail marked by rings of contrasting fur.

5 BIO-E for Partial. Wide head with large-nosed snout and long ears. Thick, muscular body with short, powerful limbs. Short tail.

10 BIO-E for Full. Tends to have a large head, including a prominent nose. Body will be very stocky, looking fat, but actually very well muscled. Very large feet.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Night Vision

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Rodent

20 BIO-E for Leaping: Feline

10 BIO-E for No-Skid Palms. The pads of the hands and feet are covered with a granular skin that can be used to grip smooth surfaces. Character is stable even on smooth surfaces made of glass, stone, or metal. Add +15% to Climbing skill and +20% (or +4) to

Maintain Balance.

10 BIO-E for Advanced Hopping Ability. A “rubber band” muscle in the Wallaroo's legs allows for incredible leaping abilities and efficient long-distance travel at high speeds.

The mutant Wallaby can hop along at full speed (see Spd.) for hours without getting tired. Double normal distances for leaps and jumps. +3 to Dodge while hopping, +3 to Damage from Leap and Jump Attacks only.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Reptile Brain: Prey

Rodent: Kangaroo Rat/Jumping Mouse

Description: These small rodents are like kangaroos in appearance, with oversized back legs, and designed for hopping rather than running. Although the Kangaroo Rat (to 4 ounces) is much larger than the Jumping Mouse (less than 1 ounce) they are identical for the purposes of the game.

Size Level: 1

Length: to 2 inches

Weight: to 4 ounces.

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

Spd.: +5

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; oversized, muzzled head with thick neck, small arms, huge legs and feet, brown and white fur; and long, skinny tail that's longer than the rest of the body.

5 BIO-E for Partial. Large, muzzled head; thick body, huge legs and feet, tail.

10 BIO-E for Full. Thick neck, large thighs, legs, and feet.

Natural Weapons:

10 BIO-E for 1D6 Razor Sharp Nails

Mutant Animal Powers:

10 BIO-E for Digging

15 BIO-E for Tunnelling

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Rodent.

10 BIO-E for Leaping: Feline

5 BIO-E for Righting Reflex.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Vestigial Musk Glands.

Rodent: Paca and Agoutis

Description: Two of the dozen or so species distributed throughout Central and South America. Mainly running, ground-dwelling rodents. Pacas are nocturnal and solitary, while Agoutis are daytime animals who prefer to live in packs. They live on roots, fruit, and other vegetation, storing excess supplies in underground lairs.

Size Level: 3

Length: to 2 feet long (0.6 m); body to 24 inches (0.6 m), tail to 1.25 inches

Weight: Paca to 10 pounds (4.5 kg)

Agouti to 9 pounds (4 kg).

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

Spd.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Oversized head with huge snout, thick bristles on a chunky, bulbous nose, large round eyes on the sides of the head, and largish ears with curly ends. Short, skinny legs and a thick body, humped toward the rear. Thick fur, with dotted stripes running from front to back on the Paca, solid reddish-brown fur on the Agoutis. Tiny, naked tail.

5 BIO-E for Partial. Thick body, and bottom heavy. Arms and legs are excessively short and skinny. Head is hippo-like, with a fat nose bristling with whiskers. Ears and eyes are oversized and rounded. Light fur covers the body.

10 BIO-E for Full. Large hips, thick, almost fat body, with arms and legs that are disproportionately stubby. Large, wide chin, big, bulbous nose, wide, round eyes, and oddly shaped ears. Heavy whiskers on upper lip.

Natural Weapons:

10 BIO-E for 1D6 Bite.

Mutant Animal Powers:

10 BIO-E for Digging

20 BIO-E for Tunnelling

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Rodent

10 BIO-E for Natural Swimming Ability equal to basic swim skill of 60%.

Vestigial Disadvantages:

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Nearsightedness

Rodent: Pack Rat

Description: Known as the White-Throated Wood Rat, this creature is a natural thief. It will often sneak into populated areas to steal any bright shiny object that catches its fancy. They are also natural builders and will construct fortresses up to five feet tall to keep out predators.

Size Level: 1

Length: to 12 inches without tail.

Weight: to 8 ounces.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

I.Q.: +1

M.E.: +2

P.P.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; muzzled head with pointed nose, widely spaced eyes, round ears on top of head, thick fur; long, furry tail; thick body with short arms and legs.

5 BIO-E for Partial. Slightly muzzled head, ears on top of head, thick neck and body, short tail.

10 BIO-E for Full. Sharp nose and protruding ears, thick hair, rounded body.

Natural Weapons:

10 BIO-E for 1D6 Claws: Climbing

15 BIO-E for 2D4 Claws: Climbing

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Rodent.

5 BIO-E for Righting Reflex.

10 BIO-E for Natural Thieving Ability. If the character does not possess the following skills they gain them at the base level of proficiency. If already a known skill they get the following bonuses:

+25% to Prowl

+30% to Pick Pockets

+10% to Pick Locks

+20% to Palming

+20% to Card Sharp.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Vestigial Musk Glands.

Rodent: Prairie Dog

Description: Prairie Dogs are communal animals, building underground cities with up to 1000 inhabitants. They communicate using a complex code of shattering, barking, signs, and odours. White-tailed Prairie Dogs are identical except that they live at higher altitudes.

Size Level: 2

Length: to 15 inches

Weight: to 3 pounds.

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

I.Q.: +2

M.E.: +6

M.A.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; rounded, furry body with squirrel-like head; small ears; short tail.

5 BIO-E for Partial. Rounded snout, light brown fur, rather stout body.

10 BIO-E for Full. Very small ears, thick hair, round body.

Natural Weapons:

10 BIO-E for 1D6 Razor Sharp Nails

Mutant Animal Powers:

10 BIO-E for Digging

15 BIO-E for Tunnelling

25 BIO-E for Excavation

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed.

10 BIO-E for Righting Reflex

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Vestigial Musk Glands.

Saiga

Description: An antelope that once crammed the steppes of central Asia now is restricted to the Urals, Kalmykia, and Kazakhstan. They have a coat of woolly and coarse bristly hairs. A small mane is found on the underside of the neck. A bulging fleshy nose with mucous-secreting glands heats cold air and filters out dust. Their eyes appear to stand out with large bony brows. Males have slightly lyrate wax-coloured horns that grow 8-10 inches in length.

Size Level: 6

Length: 43-57 inches (108-146 cm)

Weight: 46-112 lbs. (21-51 kg)

Build: Medium

Mutant Changes and Costs

Total BIO-E: 55

Attribute Bonuses: P.S. +2, P.E. +4, P.B. -2, Spd. +12

Human Features

Hands: 5 BIO-E for Partial, 10 BIO-E for Full

Biped: 5 BIO-E for Partial, 10 BIO-E for Full

Speech: 5 BIO-E for Partial, 10 BIO-E for Full

Looks: None. Large bulbous nose with two large nostrils, dark wide spaced eyes with large eye ridges, backward facing ears, thick neck, powerful body on top spindly legs.

5 BIO-E for Partial. Bulbous nose with large nostrils, dark eyes with large eyebrow ridges, muzzled face, thick neck, thick fur, sprinter's legs.

10 BIO-E for Full. Lean body, large nose and eyebrows, thick neck, hairy appearance, strong long legs.

Natural Weapons

5 BIO-E for 2D4 Hooves

10 BIO-E for 2D6 Lyrate Horns

Mutant Animal Powers

Automatically gets Advanced Vision

5 BIO-E for Brute Strength

10 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extraordinary Speed (They are runners like cheetahs and wolves)

5 BIO-E for Cold Insulation: Has thick fur and a specialized nose that protects the character from extreme cold. Cold attacks do ½ damage, +2D6 S.D.C., add 10% to the characters weight.

Vestigial Disadvantages

-5 BIO-E for Poor Hearing

-5 BIO-E for Diet: Herbivore

-5 BIO-E for Vestigial Hooves

-5 BIO-E for Vestigial Horns

-10 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Prey

Sawfish

Description: Sawfish are the Pristiformes order of cartilaginous fish, similar to rays and sharks, but not to be confused with the sawshark (Order Pristiophoriformes), despite their similar appearance. Several species make up this order of fish, including the Common Sawfish, Dwarf Sawfish, Knifetooth Sawfish, Largetooth Sawfish (*P. microdon*), Large-tooth Sawfish (*P. perotteti*), Longcomb Sawfish, and Smalltooth Sawfish. While generally similar in appearance to sawsharks, with two pectoral fins, two dorsal fins, two anal fins, and a caudal fin, their body shape and head are flatter, with the mouth on the flat underside. The key feature of the sawfish, like the sawshark, is a long, toothy snout, called a rostrum, which is covered in teeth-like denticles and houses several electro- and motion-sensitive organs which allow sawfishes, with their poor eyesight, to hunt.

Coloration is generally brown or light grey, with ventral surfaces a lighter shade than dorsal surfaces. The smalltooth sawfish is notable for being blue-grey, green, or olive green in colour.

Size Level: 19

Height: Varies, from 4.6 feet (1.4 m) for dwarf sawfish to 25 feet (7.6 m) for smalltooth sawfish. The average length is 21 feet (6.4 m).

Weight: Varies

Build: Long

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +2 to P.S., Brute Strength, +3 to P.E.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: None. Pelvic Fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Humanoid shark with a flat head bent at a 90 degree angle, eyes on side of head; thick, grey or brown skin; flat arms and legs.

5 BIO-E for Partial; Flattened head with a saw for a snout, eyes on side of head; thick, grey or brown skin; short arms & legs.

10 BIO-E for Full; Somewhat pointed nose; hairless, grey or brown skin; thin-looking.

Natural Weapons:

5 BIO-E for 1D4 damage Light Denticles

10 BIO-E for 2D6 Saw Blade Nose

15 BIO-E for Digging Saw Blade Nose (Digging ability, page 69)

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

5 BIO-E for Hold Breath (in the air)

10 BIO-E for Breathing: Lungs

10 BIO-E for Swimming: Predator

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-5 BIO-E for Limited Buoyancy

-10 BIO-E for Total Blindness

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Vestigial Tail
-20 BIO-E for Dehydration: Extreme

Sea Dragon

Description: Sea Dragons are two species of fish related to the seahorse. The two species are Leafy Sea Dragons (*Phycodurus eques*) and Weedy Sea Dragons (*Phyllopteryx taeniolatus*). The major differences between seahorses and sea dragons are the leaf- or weed-like protrusions all over the body of the sea dragon which camouflage them from predators, and by having a tail which cannot be coiled. Like seahorses, sea dragon males carry the fertilized eggs which result from mating. Coloration of the protective, jointed-plate body which usually has dorsal spines for defence is green to yellow.

Size Level: 2

Height: up to 16 inches (41 cm) long for Leafy Sea Dragons and 18 inches (45 cm) long for Weedy Sea Dragons.

Weight: Varies

Build: Medium

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +2 to I.Q., +2 to M.A., +4 to P.E.

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand).

5 BIO-E for Partial Hands. The sea dragon develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant sea dragon a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves through the water by swimming. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long, proboscis-like siphon mouth with a protective layer of jointed plates instead of scales and spines along the dorsal ridge. A variety of leaf- or weed-like protrusions give the sea dragon the appearance of floating vegetation.

5 BIO-E for Partial; Long, thin body with short & skinny arms and legs; short tail, elongated head, bright skin.

Full Human Looks are not available!

Natural Weapons:

10 BIO-E for Defensive Dorsal Spines (See Spine Defence, MDU, page 24)

Mutant Animal Powers:

Automatically gets Breathing: Gills

5 BIO-E for Swim Bladder (Neutral Buoyancy)

10 BIO-E for Camouflage Pattern

10 BIO-E for Light Natural Armour

10 BIO-E for Breathing: Lungs

15 BIO-E for Camouflage Flaps

20 BIO-E for Breathing: Dual Breathing
20 BIO-E for Medium Natural Armour
30 BIO-E for Heavy Natural Armour
Vestigial Disadvantages:
-5 BIO-E for No Gills
-10 BIO-E for Vestigial Swim Bladder
-10 BIO-E for Diet: Carnivore
-10 BIO-E for Vestigial Tail
-20 BIO-E for Dehydration: Extreme

Sea Lion Family

Description: This family of aquatic mammals includes Sea Lions and several Fur Seals. They are distinguished from other seals in that their hind flippers can be used as legs on land, and in the water they use their front flippers for propulsion. There is a huge difference between male and female sizes; the data below represents a rough average.

Size Level: 13

Length: to 7 feet

Weight: to 350 pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 30

Attribute Bonuses:

M.E.: +1

M.A.: +3

P.P.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; round, furry body; long, thick neck with small, dog-like head; tiny ears, large eyes; long thin arms and legs; no tail.

5 BIO-E for Partial. Rounded body, thick neck, snouted head with whiskers, small ears.

10 BIO-E for Full. Powerful chest and neck, smallish head, short legs, large eyes.

Natural Weapons:

5 BIO for 1D6 Damage Bite

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Touch

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance
10 BIO-E for Brute Strength
5 BIO-E for Hold Breath
5 BIO-E for Swimming 86%
5 BIO-E for Thick Blubber. Protection against cold (½ damage) and +20 S.D.C.
Vestigial Disadvantages:
-5 BIO-E for Nearsightedness
-10 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet Restriction: Carnivore

Shark: Angel

Description: Angel sharks are from the family squatiniformes. They are known for having broad pectoral fins and flattened bodies, which gives them a strong resemblance to rays. Unlike many other sharks, they are bottom dwellers and often bury themselves in mud or sand. Coloration varies over a fairly wide range, generally with a patterned appearance. General coloration includes dull grey, light brown, brown, purplish-brown, reddish-brown, grey, greyish-brown, dark brown, blackish, bluish to ash grey, yellow-grey, dark tan, rusty or black-brown, grey-blue, light yellow-brown, and pale brown. White, dark brown, black, grey, red, or yellow spots are extremely common, ranging in size from small spots to large patches. Also of note are the ocelli (eye-like spots) found on many species of angel sharks. White or pale coloured bellies are also occasionally seen. Some species have white- or black- edged fins as well.

Size Level: 7

Height: Up to 6 feet (2 m)

Weight: Varies

Build: Medium

Mutant Changes & Costs

Total BIO-E: 50

Attribute Bonuses: Brute Strength, +6 to P.S., +4 to P.P., +6 to Swimming Spd.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: None. Pelvic Fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Humanoid shark with an upright, flat head, eyes on front of head; thick, brown skin; flat arms and legs.

5 BIO-E for Partial; Pointed head with elongated snout, eyes on side of head; thick, mottled skin; short arms & legs.

10 BIO-E for Full; Slightly pointed features; hairless, splotchy skin.

Natural Weapons:

10 BIO-E for 3D8 damage Cutting Teeth

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Predator Burst

5 BIO-E for Nightvision

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Hearing

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

10 BIO-E for Chemoreceptors

10 BIO-E for Light Natural Armour

10 BIO-E for Crushing Strength

10 BIO-E for Breathing: Lungs

10 BIO-E for Swimming: Predator

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Medium Natural Armour

20 BIO-E for Bestly Strength

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-5 BIO-E for Limited Respiration

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Predator

-20 BIO-E for Upside Down Paralysis

-20 BIO-E for Dehydration: Extreme

Shark: Bullhead/Horn

Description: Bullhead and Horn Sharks comprise the Heterodontiformes family of small, bottom-feeding sharks. Distinctive features include a mouth set farther back than usual, an anal fin, and two dorsal fins. Coloration includes brown with black spots, light grey-brown body with dark brown harness-like patches, broad black bands, and small dark dorsal fins with white streaks. These sharks are typically found in coastal regions.

Size Level: 5

Height: 1.6-6 feet

Weight: Varies

Build: Long

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: Brute Strength, +6 to P.S., +4 to P.P., +10 to Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: None. Dorsal fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Humanoid shark with a shark's head bent at a 90 degree angle, eyes on side of head; thick, dark mottled skin; flat arms and legs.

5 BIO-E for Partial; Pointed head with a blunt snout, eyes on side of head; thick, dark mottled skin; short arms & legs.

10 BIO-E for Full; Somewhat pointed features; hairless, dark skin; thin-looking.

Natural Weapons:

10 BIO-E for 3D8 damage Cutting Teeth

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Predator Burst

5 BIO-E for Nightvision

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Hearing

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

10 BIO-E for Chemoreceptors

10 BIO-E for Light Natural Armour

10 BIO-E for Crushing Strength

10 BIO-E for Breathing: Lungs

10 BIO-E for Swimming: Predator

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Medium Natural Armour

20 BIO-E for Increased Metabolic Rate (139)

20 BIO-E for Beastly Strength

30 BIO-E for Heavy Natural Armour

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-5 BIO-E for Limited Respiration

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Predator

-20 BIO-E for Upside Down Paralysis

-20 BIO-E for Dehydration: Extreme

Shark: Carpet

Description: Carpet sharks comprise the family Orectolobiforme. They are notable for having a carpet pattern coloration. Distinct features include two dorsal fins and a small mouth. Bamboo Sharks, Nurse Sharks, Whale Sharks, Wobbegongs, and Zebra Sharks are the most notable species. Coloration widely varies due to the natural camouflage

pattern of the species, with yellow, brown, dark brown, grey, and white colours. Some species have additional small flaps which look like vegetation.

Size Level: Bamboo Sharks SL 4, Whale Sharks SL 25, All others SL 20.

Height: Wobbegong 3.2 m

Bamboo Shark 46-107 cm

Nurse Sharks 3.2-4.3m

Zebra Sharks 11.5 feet

Whale Sharks up to 18 meters (59 ft)

Weight: Varies

Build: Long

Mutant Changes & Costs

Total BIO-E: Bamboo Sharks 65, All Others 0

Attribute Bonuses: Brute Strength, +10 to P.S., +4 to P.P.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: None. Dorsal fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Humanoid shark with an upright, flat head, eyes on front of head; thick, patterned skin; flat arms and legs.

10 BIO-E for Partial; Pointed head with elongated snout, eyes on side of head; thick, patterned skin; short arms & legs.

15 BIO-E for Full; Somewhat pointed features; hairless, mottled skin; doughy-looking.

Natural Weapons:

5 BIO-E for 2D6 damage Gripping Teeth

5 BIO-E for 1D6 damage Small Teeth

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Nightvision

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Hearing

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

10 BIO-E for Chemoreceptors

10 BIO-E for Light Natural Armour

10 BIO-E for Crushing Strength

10 BIO-E for Breathing: Lungs

10 BIO-E for Camouflage Pattern

10 BIO-E for Swimming: Predator

15 BIO-E for Camouflage Flaps

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Medium Natural Armour

20 BIO-E for Increased Metabolic Rate (139)

20 BIO-E for Beastly Strength

30 BIO-E for Heavy Natural Armour
Vestigial Disadvantages:
-5 BIO-E for No Gills
-5 BIO-E for Limited Buoyancy
-5 BIO-E for Webbed Hand and Feet
-5 BIO-E for Colour Blindness
-5 BIO-E for Limited Respiration
-10 BIO-E for Diet: Carnivore
-10 BIO-E for Nocturnal
-10 BIO-E for Prey Eyes
-10 BIO-E for Reptile Brain: Predator
-20 BIO-E for Upside Down Paralysis
-20 BIO-E for Dehydration: Extreme

Shark: Goblin

Description: The goblin-shark is a deep-water shark usually found near the sea bottom, at depths of around 250 meters. The most distinctive characteristic of the goblin shark is the shape of its head. It has a long, trowel-shaped, beak-like snout. The goblin-shark ranges from medium-sized to large. They are typically 6ft, but some can get up to 20 ft. Goblin sharks have the typical shark body. Their fins are not pointed and instead are low and rounded.

Size Level: 5

Length: Usually 6 feet (1.8 m)

Weight: 100 lbs (up to 42 km)

Build: Medium

Mutant Changes and Cost:

Total BIO-E: 40

Attribute Bonuses: +2 P.S., +2 P.P., -4 P.B., -3 M.A. +6 to swimming Speed.

Human Features:

Hands: Automatically None

5 BIO-E Partial: Character gains "lobe-fins" at the end of its arms. The lobe-fins have a non-opposable thumb.

10 BIO-E Full: Fully developed arms and hands capable of fine manual movement like a human.

Biped: Automatically None.

5 BIO-E Partial: The tail becomes a pair of rigid legs. Character can now walk or run erect on land for 1D4 minutes.

10 BIO-E Full: Character now has a set of fully developed human-like legs.

Speech None

5 BIO-E for Partial.

10 BIO-E for Full.

Looks: Automatically None. The character looks like an ugly shark right out of a horror film. Pink pale skin, large horn-like nose and protruding jaws with many rows of teeth. A large dorsal fin sets in the middle of the back on the spine.

5 BIO-E for Partial: The character has a humanoid form. Body is still extremely fish-like and very ugly. The hands and feet are webbed.

10 BIO-E for Full: Large dark eyes set deep within the sockets. Huge nose and lipless mouth with large sharp teeth.

Natural Weapons

5 BIO-E 2D6 teeth

10 BIO-E 3D6 teeth

5 BIO-E 1D6 horn nose jab

10 BIO-E 2D6 horn nose jab

Mutant Animal Powers:

Automatically has Advanced Swimming at 90% and a depth tolerance of 3000 ft.

10 BIO-E for Deep Sea Survivor. The character is able to survive depths up to 2 miles underwater. He can survive pressures equivalent to 3,000 pounds per square inch, and can survive temperatures of -80°F.

5 BIO-E for an additional +10 to swimming speed

5 BIO-E Water Breathing

10 BIO-E Brute Strength

15 BIO-E Bestly Strength

10 BIO-E Extra Physical Endurance

10 BIO-E Ampullae

10 BIO-E Lateral Line

10 BIO-E Cartilage Skeleton

10 BIO-E Nightvision

5 BIO-E Predator Burst

5 BIO-E Advanced Taste

5 BIO-E Advanced Hearing

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator

-10 BIO-E for Prey Eyes

-15 BIO-E for Aquatic Vestigial Skin

-20 BIO-E for Aquatic Respiratory System

-10 BIO-E for Diet: Carnivore

Shark: Hexanchiforme

Description: Hexanchiformes are the most primitive family of sharks, with only five species, the Bigeye sixgill shark, Bluntnose sixgill shark, Broadnose sevengill shark, Frilled shark and Sharpnose sevengill shark. These sharks appear fairly eel-like, have only one dorsal fin, an anal fin, and long, asymmetrical tails. Coloration includes dark brown or grey, olive, dun, and grey or brownish with spots. They are generally found in coastal areas, though the Bluntnose Sixgill shark is more often found in deep water.

Size Level: SL 6

Height: 2.5-4.5 feet

Weight: Varies

Build: Long

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: Brute Strength, +6 to P.S., +4 to P.P., +10 to Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: None. Dorsal and anal fins developed into two legs. 10 BIO-E for Partial or 15 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Humanoid shark with a shark's head bent at a 90 degree angle, eyes on side of head; thick, dark skin rounded arms and legs.

5 BIO-E for Partial; Pointed head with elongated snout, eyes on side of head; thick, dark skin; short arms & legs.

10 BIO-E for Full; Somewhat elongated features; hairless, dark skin; thin-looking.

Natural Weapons:

10 BIO-E for 3D8 damage Cutting Teeth

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Predator Burst

5 BIO-E for Nightvision

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Hearing

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

10 BIO-E for Chemoreceptors

10 BIO-E for Light Natural Armour

10 BIO-E for Crushing Strength

10 BIO-E for Breathing: Lungs

10 BIO-E for Swimming: Predator

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Medium Natural Armour

20 BIO-E for Increased Metabolic Rate (139)

20 BIO-E for Bestly Strength

30 BIO-E for Heavy Natural Armour

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Limited Buoyancy

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-5 BIO-E for Limited Respiration

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Predator

-20 BIO-E for Upside Down Paralysis

-20 BIO-E for Dehydration: Extreme

Shark: Mackerel

Description: Mackerel sharks are of the family Lamniforme. Characteristics include an anal fin, two dorsal fins, five gill slits, and a mouth that extends behind the eyes. This family of sharks include the Basking Shark, Goblin Shark, Great White Shark, Mako Shark, Megamouth Shark, Porbeagle Shark, Sand Tiger Shark and Thresher Shark.

Coloration includes black, blue or dark brown back fading to a dull white belly (Basking sharks), pink (Goblin shark), pale or dark grey with a white underbelly (Great White), blue-black with a white underside (Mako), brown-black back with a white belly (Megamouth), dark blue-grey back with white belly and dorsal fin edge (Porbeagle), and brown-, blue- or purple-grey back with lighter belly (Threshers).

Size Level: Thresher SL 17, Basking/Bone SL 25, Great White SL 21, Mako SL 20, Porbeagle SL 16, Megamouth SL 19, Goblin SL 20, Sand Tiger SL 19

Height: Thresher: 10-25 ft, Basking/Bone: 20-40 feet, Great White: 13-20 feet, Mako: 9-13 feet, Porbeagle: up to 12 feet, Megamouth: up to 14.6 feet, Goblin: 6.6-12.6 feet, Sand Tiger: 6-10 ft

Weight: Thresher: 153-767 pounds, Basking/Bone: up to 16 tons, Great White: up to 4200 lbs, Mako: up to 1750 pounds, Porbeagle: 350-550 pounds, Megamouth: up to 1650 pounds, Goblin: ?, Sand Tiger: ?

Build: Long

Mutant Changes & Costs

Total BIO-E: 45

Attribute Bonuses: Brute Strength, +6 to P.S., +4 to P.P., +10 to Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: None. Dorsal fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Humanoid shark with a shark's head bent at a 90 degree angle, eyes on side of head; thick, blue & white skin; flat arms and legs.

10 BIO-E for Partial; Pointed head with elongated snout, eyes on side of head; thick, pale front and dark back skin; short arms & legs.

20 BIO-E for Full; Somewhat pointed features; hairless; muscular-looking.

Natural Weapons:

10 BIO-E for 3D8 damage Cutting Teeth

10 BIO-E for Entangling Suction (Goblin Shark only)

10 BIO-E for 2D6 damage Whipping Tail (Thresher Sharks only)

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Predator Burst

5 BIO-E for Nightvision

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Hearing

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

10 BIO-E for Chemoreceptors
 10 BIO-E for Light Natural Armour
 10 BIO-E for Crushing Strength
 10 BIO-E for Breathing: Lungs
 10 BIO-E for Swimming: Predator
 10 BIO-E for Leaping: Standard (Mackerel Sharks only)
 10 BIO-E for Advanced Teeth Touch (Great White Only)
 20 BIO-E for Breathing: Dual Breathing
 20 BIO-E for Medium Natural Armour
 20 BIO-E for Increased Metabolic Rate (139)
 20 BIO-E for Bestly Strength
 30 BIO-E for Heavy Natural Armour
 Vestigial Disadvantages:
 -5 BIO-E for No Gills
 -5 BIO-E for Limited Buoyancy
 -5 BIO-E for Webbed Hand and Feet
 -5 BIO-E for Colour Blindness
 -5 BIO-E for Limited Respiration
 -10 BIO-E for Diet: Carnivore
 -10 BIO-E for Nocturnal
 -10 BIO-E for Prey Eyes
 -10 BIO-E for Reptile Brain: Predator
 -20 BIO-E for Upside Down Paralysis
 -20 BIO-E for Dehydration: Extreme

Shark: Requiem

Description: Requiem Sharks are from the family Carcharhinidae and includes (among many others) cat sharks, blue sharks, bull sharks, hammerhead sharks, hound sharks, and river sharks. They are known for having nictating membranes, no anal fin and two dorsal fins. Coloration is generally bi-coloured, with a darker back and lighter belly. Back colours include dark grey, grey, grey-brown, brown, bronze, light-brown, blue, yellow-grey, deep blue, ashley blue, dusky bronze, or bronze grey. Belly colours are typically white, though cream, off-white, yellowish, pale grey, or light blue do occur. Most of requiem sharks have a patterned appearance, including patches, spots, and stripes. These include white tips and margins, black fins, bands of white on the side, black or dusky-tipped fins, prominent black margins, white patterns on the leading edge of the dorsal fin, black tips on the dorsal fin, light and dark fins and margins, golden-brown patches near the eyes, among other, similar patterns.

Size Level: 10 (an average)

Height: Varies significantly

Weight: Varies.

Build: Long

Mutant Changes & Costs

Total BIO-E: 45

Attribute Bonuses: Brute Strength, +6 to P.S., +4 to P.P., +10 to Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: None. Dorsal fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Humanoid shark with a shark's head bent at a 90 degree angle, eyes on side of head; thick, blue & white skin; flat arms and legs. Note: Hammerhead sharks have the distinctive "hammer" shaped head.

5 BIO-E for Partial; Pointed head with elongated snout (widened in the case of the hammerhead), eyes on side of head; thick, skin; short arms & legs.

10 BIO-E for Full; Somewhat pointed features (wide in the case of the hammerhead); hairless, pale skin; thin-looking.

Natural Weapons:

5 BIO-E for 2D6 damage Gripping Teeth

10 BIO-E for 3D8 damage Cutting Teeth

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Predator Burst

5 BIO-E for Nightvision

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Hearing

5 BIO-E for Electroreception (Detect Electrical Fields)

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

5 BIO for Nictating Membrane

10 BIO-E for Chemoreceptors

10 BIO-E for Light Natural Armour

10 BIO-E for Crushing Strength

10 BIO-E for Breathing: Lungs

10 BIO-E for Swimming: Predator

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Medium Natural Armour

20 BIO-E for Increased Metabolic Rate (139)

20 BIO-E for Beastly Strength

30 BIO-E for Heavy Natural Armour

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Limited Buoyancy

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-5 BIO-E for Limited Respiration

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Predator

-20 BIO-E for Upside Down Paralysis

-20 BIO-E for Dehydration: Extreme

Shark: Saw

Description: Saw sharks are from the family Pristiophoriformes and are notable for having a long, sawblade-like snout. There are only five species of this type of shark. Key features also include no anal fin and two dorsal fins. Typical coloration includes pale brown, grey-brown, pale yellow-brown, brown, and dark brown on the back and white on the belly. Also dark blotches, brown stripes or brown spots are often present.

Size Level: 6

Height: to 5.5 feet

Weight: Varies

Build: Long

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: Brute Strength, +6 to P.S., +4 to P.P., +10 to Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: None. Dorsal fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Humanoid shark with a shark's head bent at a 90 degree angle, eyes on side of head; thick, brown splotchy skin; flat arms and legs.

5 BIO-E for Partial; Pointed head with a saw for a snout, eyes on side of head; thick, brown skin; short arms & legs.

10 BIO-E for Full; Somewhat pointed features; hairless, brown skin; thin-looking.

Natural Weapons:

5 BIO-E for 1D4 damage Light Denticles (skin-teeth)

10 BIO-E for 3D6 damage Saw Blade Nose

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Predator Burst

5 BIO-E for Nightvision

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Hearing

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

10 BIO-E for Chemoreceptors

10 BIO-E for Light Natural Armour

10 BIO-E for Crushing Strength

10 BIO-E for Breathing: Lungs

10 BIO-E for Swimming: Predator

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Medium Natural Armour

20 BIO-E for Increased Metabolic Rate (139)

20 BIO-E for Bestly Strength
 30 BIO-E for Heavy Natural Armour
 Vestigial Disadvantages:
 -5 BIO-E for No Gills
 -5 BIO-E for Limited Buoyancy
 -5 BIO-E for Webbed Hand and Feet
 -5 BIO-E for Colour Blindness
 -5 BIO-E for Limited Respiration
 -10 BIO-E for Diet: Carnivore
 -10 BIO-E for Nocturnal
 -10 BIO-E for Prey Eyes
 -10 BIO-E for Reptile Brain: Predator
 -20 BIO-E for Upside Down Paralysis
 -20 BIO-E for Dehydration: Extreme

Shark: Squaliforme

Description: Squaliformes are an order of sharks consisting primarily of the Bramble Sharks (Bramble Shark & Prickly Shark), Dogfish Sharks (Mandarin dogfish, Cuban dogfish, and all Spurdogs), Gulper Sharks (Birdbeak Dogfish, rough longnose dogfish, Arrowhead dogfish, & Longsnout dogfish), and Sleeper Sharks (Bareskin dogfish, Black dogfish, Cometooth dogfish, Cookiecutter shark, Granular dogfish, Greenland Shark, Hooktooth dogfish, Kitefin shark, Lanternshark, Little Sleeper Shark, Longnose velvet dogfish, Longnose pygmy shark, Pacific sleeper shark, Plunket shark, Pocket shark, Prickly dogfish, Pygmy shark, Rasptooth dogfish, Roughshark, Roughskin dogfish, Sherwood dogfish, Taillight shark, Velvet dogfish, Viper dogfish, and many others). They are notable for having no anal fin, two dorsal fins, and no nictating membranes. Some species are known for having a wide variety of denticles and several varieties have spines. All Sleeper Sharks, except for the Pacific Sleeper Shark, have luminescence or luminescent (green or pale blue-green) patches. Many are deep ocean sharks, with depth tolerances up to (2360 meters). General coloration is white, off-white, pearl-grey light grey, brown, grey, dark brown, dark grey, black, blackish-brown, or greyish-brown. Large green eyes, patches, paler bellies, white spots on the back, and white tipped, greyish, black-tipped or translucent fins are also common.

Size Level: Bramble Sharks SL 20, Dogfish Sharks SL 4, Gulper Sharks SL 5, Pygmy Sharks (Granular dogfish, Longnose pygmy shark, & Pygmy shark) SL 1, Small Sleeper Sharks SL 5, Large Sleeper Sharks (Greenland, Pacific Sleeper, Little Sleeper, Kitefin, & Roughsharks) SL 20

Height: Varies from as little as 22 cm to as large as 7.3 m.

Weight: Varies

Build: Long

Mutant Changes & Costs

Total BIO-E: Bramble Sharks & Large Sleeper Sharks 0

Dogfish Sharks 65

Gulper Sharks & Small Sleeper Sharks 60

Pygmy Sharks 80

Attribute Bonuses: Brute Strength, +4 to P.S., +3 to P.P., +10 to Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: None. Dorsal fins have developed into two legs. 10 BIO-E for Partial or 20 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Humanoid shark with a shark's head bent at a 90 degree angle, eyes on side of head; thick, greyish skin; flat arms and legs.

10 BIO-E for Partial; Pointed head with elongated or shortened snout, eyes on side of head; thick, coloured skin; short arms & legs.

15 BIO-E for Full; Somewhat pointed features; hairless, dark or pale, rough skin; thin-looking.

Natural Weapons:

5 BIO-E for 1D4 damage Light Denticles (skin-teeth)

5 BIO-E for 1D4 damage Fin Spines

10 BIO-E for 3D8 damage Cutting Teeth

10 BIO-E for 1D6 damage Moderate Denticles

15 BIO-E for 2D4 damage Heavy Denticles

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Predator Burst

5 BIO-E for Nightvision

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Hearing

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

5 BIO-E for Luminescent Patch (Sleeper Sharks, excepting Pacific Sleeper, only)

10 BIO-E for Chemoreceptors

10 BIO-E for Light Natural Armour

10 BIO-E for Crushing Strength

10 BIO-E for Breathing: Lungs

10 BIO-E for Swimming: Predator

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Medium Natural Armour

20 BIO-E for Increased Metabolic Rate (139)

20 BIO-E for Beastly Strength

30 BIO-E for Heavy Natural Armour

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Limited Buoyancy

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-5 BIO-E for Limited Respiration

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

- 10 BIO-E for Prey Eyes
- 10 BIO-E for Reptile Brain: Predator
- 20 BIO-E for Upside Down Paralysis
- 20 BIO-E for Dehydration: Extreme

Shika Deer

Description: A type of deer, closely related to the Red Deer and Wapiti, that can be found throughout East Asia. The Japanese consider the Shika a sacred being, able to perform mystical feats of the mind.

Size Level: 16

Build: Medium

Mutant Changes & Costs

Total BIO-E: 15

Attribute Bonuses: +3 to P.S., +1 to P.P., +2 to P.E. and +6 to Spd.

Human Features

Hands: Full

Biped: Full

Speech: Full

Looks: Partial; A humanoid covered in short brown fur with cream coloured fur belly, neck and underarms, muzzled head with large ears, thick body with thin arms and legs.

Natural Weapons:

5 BIO-E for 2D4 damage Hooves

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

5 BIO-E for Brute Strength

10 BIO-E for Extra Physical Endurance

15 BIO-E for Extra Physical Prowess

5 BIO-E for Extraordinary Speed

25 BIO-E for Two Minds (MC, 163)

Vestigial Disadvantages:

-10 BIO-E for 2D4 damage Seasonal Antlers

-5 BIO-E for Vestigial Ears

-10 BIO-E for Vestigial Hooves

-10 BIO-E for Musk Glands

-5 BIO-E for Diet: Herbivore

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Prey Eyes

-10 BIO-E for Nocturnal

Shrew

Description: Shrews are mouse-like mammals. Although, their appearance is generally that of a long-nosed mouse, the shrews are not rodents nor related. Shrews have five clawed toes, unlike rodents, which have four. Shrews are venomous and use echolocation. Shrews have a high metabolic rate and so must eat 90% of their own body weight daily.

Size Level: 1
 Length: up to 4 inches long (10 cm)
 Weight: Negligible
 Build: Medium
 Mutant Changes & Cost:
 Total BIO-E: 60
 Attribute Bonuses: +1 I.Q., -2 M.A., +4 P.E., +3 Spd.
 Human Features:
 Hands: Automatically Partial. 4 fingered hands on stubby short arms.
 5 BIO-E for Full. 5 fingered hands.
 Biped: Automatically None
 10 BIO-E for Partial. Legs are short and thick, but allow for clumsy movement
 20 BIO-E for Full. Character has a humanoid torso and legs capable of full human-like movement.
 Speech: Automatically None
 5 BIO-E for Partial
 10 BIO-E for Full
 Looks: Automatically None. Character looks essentially like a vicious predatory mouse.
 5 BIO-E for Partial. The mutant develops a more human-like appearance, and looks similar to a 1930's wolfman.
 10 BIO-E for Full. The character looks essentially like a very hairy human.
 Natural Weapons:
 10 BIO-E for 1D6 teeth
 15 BIO-E for 2D6 teeth
 10 BIO-E for Venomous Claws: The character has a venom duct in his thumbs on both hands. The venom is paralytic. Save vs. 14 P.E. bonuses applied or the victim is paralyzed for 2D6 days minus one hour per size level. The victim is completely helpless and cannot defend himself in this state. This venom can be used once per day.
 5 BIO-E for 1D4 claws on the hands
 10 BIO-E for 1D6 claws on the hands
 5 BIO-E for Mutation Abnormality Sabreteeth: (Requires 2D6 teeth) the character has a pair of 6 inch (15 cm) curving sabreteeth (like a sabre-toothed tiger), this deals an additional 1D6+2 damage, for a total of 3D6+2. However, this mutation is very unattractive to most shrews the character has a -2 P.B., and these mutants tend to be sterile (80%).
 Mutant Animal Powers:
 Automatically has Advanced Smell
 Automatically has Digging, Tunnelling and Excavation
 5 BIO-E for Advanced Vision
 5 BIO-E for Nightvision
 5 BIO-E for Ultraviolet Vision
 20 BIO-E for Predator Burst
 10 BIO-E for Extra Physical Endurance
 20 BIO-E for Extra Tough. Add +20 to SDC
 10 BIO-E for Echolocation (see Bat in ATB)
 Vestigial Disadvantages:

-20 BIO-E for High Metabolism: The character must eat at least 75% of his body weight a day to remain in good health. If he eats at least 50% of his body weight a day he may stave off starvation for about a week (2D4 days). Anything less and he will start the symptoms of starvation. The character will take 2D6 damage direct to P.E., and will lose -2 to all combat rolls, as well as -5% on all skills per day until he dies. If he goes without food for 3 days he must eat at least 90% of his body weight to get back to normal health. When the character is finally able to eat he will recover has normal.

-5 BIO-E for taking Colour-blindness
-10 BIO-E for taking Prey Eyes
-5 BIO-E for Diet: Insectivore
-10 BIO-E for taking Nocturnal

Skate

Description: Skates are benthic (bottom-dwelling) rays belonging to the family Rajidae. There are about 230 species of skates belonging to 14 genera. While they generally appear like rays, they have a slender, flattened tail, two distinct dorsal fins, and may have a reduced caudal fin. They lack the stinging spine of other rays. Common skates are generally similar in appearance, having distinct, wedge-shaped pectoral wings connected to a triangular head. Other skates may have a more rounded, or oval appearance with a less-elongated head. Like rays, the mouths are located ventrally with the eyes located dorsally. Coloration varies widely, with generally darker dorsal surfaces and lighter ventral surfaces. Colours include grey, brown, grey-brown, red-brown, yellow-brown, olive green, green, purple, red-grey, blue and yellow. Spotted patterns and ocelli (eye-like spots) may also be present.

Size Level: Small Skate = SL 2, Medium Skate = SL 11, Large Skate = SL 23

Height: Small Skate = 6 inches to 3 feet (14-91 cm).

Medium Skate = 4-6 feet (122-183 cm).

Large Skate = 7-11 feet (213-342 cm).

Weight: Varies

Build: Medium

Mutant Changes & Costs

Total BIO-E: Small Skate = 75, Medium Skate = 30, Large Skate = 0

Attribute Bonuses: +3 to M.E. and +3 to P.E.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: None. Pelvic Fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Wide, flat head, legs, and arms.

10 BIO-E for Partial; A mutant that looks to be half-man, part-bat with an almost shark-like head and face, short legs, wings, and a stout, thick-skinned body with a flattened tail.

20 BIO-E for Full; A human-looking character with very large wings. The nose is generally small, the mouth wide with thin lips, piercing eyes. Hairless, though may have a noticeable tail.

Natural Weapons:

10 BIO-E for 2D8 damage Crushing Teeth

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

5 BIO-E for Hold Breath (in the air)

10 BIO-E for Breathing: Lungs

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-10 BIO-E for Total Blindness

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Vestigial Tail

-20 BIO-E for Dehydration: Extreme

Sloth

Description: There are two varieties: Three-Toed and Two-Toed, each named, rather obviously, for the number of claws on their front paws (both have three claws on each rear foot). Sloths are unique in that they spend their entire lives upside-down, hanging from underneath branches of trees. The hairs of the sloth have slight grooves, just enough for tiny algae to grow in them, and therefore, giving them a greenish tinge that makes them hard to see among the other greenery. They move slowly, and feed exclusively on the leaves and buds of the trees they live in.

Size Level: 3

Length: to 2 feet (0.6 m) long

Weight: to 10 pounds (4.5 kg).

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

P.E.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Rounded head with flat, barely noticeable facial features, so the head seems to be just a round ball at the end of the body. Body is rounded, and covered in thick silver-grey hair. Arms are longer than the legs, longer than the body itself, but both arms and legs are well muscled.

5 BIO-E for Partial. Flat features, with a round face, and dark eyes. Thick grey hair covering a thick, well muscled body. Very long arms and legs, with the arms hanging down below the knees.

10 BIO-E for Full. Facial features tend to be wide and flat, especially the nose. Body is short, while the arms tend to be overlong. Silver-grey hair.

Natural Weapons:

5 BIO-E for 1D8 Claws.

Mutant Animal Powers:

5 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Natural Camouflage. Equal to a Camouflage skill of 60%. Does not increase.

Vestigial Disadvantages:

-15 BIO-E for Slow Movement. The characters P.P. is reduced by half and Spd. is reduced to 1D6+2. Attacks per melee are reduced by two and all combat abilities are -2.

-10 BIO-E for Chronic Sleeper. The character must sleep at least 10+1D4 hours a day otherwise his or her movement will be impaired. -1 Attack per melee, -1 on all combat bonuses and skill performance is reduced 15% unless the character gets enough sleep; sleep deprivation and fatigue affect this character 25% quicker than a normal character. If the character does not get enough sleep, then it will take 1D4 extra hours to catch up, cumulative per day.

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Nearsightedness

Slow Worm

Description: Slow-worms appear to be snakes, but are actually long thin lizards that have lost their limbs through a process of evolution; they have tiny claws still just visible outside their skins. They are brown on top with a black belly. They have sharp teeth, but their bite is not poisonous. Slow-worms are actually very timid, and can contract their muscles so rigidly that they cannot be moved or bent.

Size Level: 1

Length: Up to 12 inches

Weight: Up to 1 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 100

Attribute Bonuses:

P.S.: +1

P.E.: +2

HUMAN FEATURES

Hands: None. In this case, the character has no arms whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail. The hands are basically useless and can be treated as Vestigial Hands.

10 BIO-E for Partial. The slow worm develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

15 BIO-E for Full. Gives the mutant slow worm a full pair of hands, arms, and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's maximum Spd. attribute. The character can rear up the upper part of the body while continuing to slither (or climb) with the lower section. Climbing, provided that the character has the skill, can also be as quick as half the character's maximum Spd. (10 times Spd. equals yard/meters per minute). Full Human Looks is impossible to combine with Biped – None.

10 BIO-E for Partial. Character has two short stubby legs and feet that enable the character to move like a human. Reduce the characters Spd. attribute by 20%.

15 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 10 BIO-E for Partial 15 BIO-E for Full

Looks: None; Narrow, tapering head with eyes on either side, long neck, long thin sinuous, snake-like body covered in scales, no arms and legs; the hands with long, slender fingers and feet just seem to just out of the body; long tail.

5 BIO-E for Partial. Small head, long snake-like body, slightly bulbous eyes, long tail, runty arms and legs.

10 BIO-E for Full. Feathery scales replace hair on the small head, thick neck, long/tall thick and powerful body, small tail, stubby arms and legs.

Natural Weapons:

5 BIO-E for 1D6 Fangs (bite only, no poison)

Mutant Animal Powers:

10 BIO-E for Rigidity. The slow-worm can contract any or all of the muscles in its body so as to make itself effectively immovable and its grip seemingly unbreakable. While the slow-worm is doing this it can only move at one quarter (25%) of its normal speed, but its P.S. And S.D.C. Are doubled, and it can maintain its rigidity for as many minutes as it has P.E. Points. Rigidity is not possible with Full Looks.

15 BIO-E for Light Natural Body Armour; A.R.: 8 and S.D.C.: +15.

25 BIO-E for Medium Natural Body Armour; A.R.: 12 and S.D.C.: +35.

5 BIO-E for Advanced Taste

10 BIO-E for Brute Strength

20 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Predator Burst

10 BIO-E for Prehensile Tail

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Reptile Brain: Predator

- 10 BIO-E for Colour Blindness
- 10 BIO-E for Vestigial Tail

Snake General

Description: Snakes have evolved into an entirely limbless creature. With no arms or legs, they have developed long, sinewy bodies that can slither along the ground, or climb up trees with great skill. Poison venom is a common (though not universal) feature of snakes. Among the many Australian varieties of poisonous snakes are the White-Bellied Mangrove Snake (a dark aquatic snake), De Vis's Banded Snake (a cobra with dark yellow and brown stripes), and the Eastern Brown Snake (with bright purple and yellow markings).

Size Level: 4

Length: to 4 feet long

Weight: to 20 pounds

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

M.E.: +3

P.S.: +3

P.P.: +2

HUMAN FEATURES

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full. Gives the mutant snake a full pair of hands, arms, and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's maximum Spd. attribute. The character can rear up the upper part of the body while continuing to slither (or climb) with the lower section. Climbing, provided that the character has the skill, can also be as quick as half the character's maximum Spd. (10 times Spd. equals yard/meters per minute). Full Human Looks is impossible to combine with Biped – None.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Long body, entirely covered in brightly coloured, smooth scales. Head is flat and triangular. The jaw is double-hinged, and the eyes are sunk under bony ridges.

Tongue is long and forked.

10 BIO-E for Partial. Body is long and sleek. Head is smooth, covered with tiny scales in place of hair.

15 BIO-E for Full. Entirely bald, with shiny smooth skin. Body is long and lean, with smooth muscles that clearly ripple just below the skin. Jaw is double-hinged, allowing for a huge opening.

Natural Weapons:

5 BIO-E for 1D6 Fangs (bite only, no poison)

20 BIO-E for Paralytic Poison Venom (must also get fangs). A hollow track in the two front fangs can inject a special poison into an opponent. This poison causes damage and possible paralysis. Victims must make a save vs. non-lethal poison to avoid being paralyzed for 3D6 melee rounds. Any successful attack where the poison is injected also does 1D6 damage directly to the victim's hit points with no saving throw. Injecting the poison requires a successful bite attack. The damage from the poison venom is in addition to the damage inflicted by the bite. Note: Injecting an opponent more than once increases the length of the paralysis by another 1D6 melee rounds, and does another 1D4 damage direct to hit points.

35 BIO-E for Deadly Poison Venom (must also get fangs). This poison causes damage and possibly a fatal coma. Victims must save vs. lethal poison to avoid falling into a coma. The roll to save must be made every melee round, until the wound is cleaned and flushed, anti-venom administered or until ten full minutes have elapsed. A failed roll, at any point means the victim has fallen into a coma. After falling into a coma, the character must then make a save vs. lethal point every fifteen minutes to avoid fatal convulsions from this poison. Victims in a coma will be in danger of dying for six hours, or until an anti-venom solution is administered. Injecting the poison requires a successful bite attack. The damage from the bit is in addition to the poison damage. Note: Injecting an opponent more than once in a single combat does an additional 1D6 damage direct to hit points plus the damage from the bite itself, but does not increase the risk from coma or death.

Mutant Animal Powers:

15 BIO-E for Light Natural Body Armour; A.R.: 8 and S.D.C.: +15.

30 BIO-E for Medium Natural Body Armour; A.R.: 11 and S.D.C.: +30.

10 BIO-E for Advanced Tongue Touch, this ability requires the character to touch things with the tongue. Also includes Advanced Taste and Advanced Smell (again, with the tongue).

5 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

20 BIO-E for Beastly Strength

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Prehensile Tongue (As Partial Hand)

10 BIO-E for Predator Burst

5 BIO-E for Infrared Vision (25 ft range). Allows the character to “sense” objects according to their temperature, even in total darkness.

25 BIO-E for Accelerated Strike. The ability to dark forward with blinding quickness. +3 Strike, +6 to burst of Spd.

Vestigial Disadvantages:

- 10 BIO-E for Diet Restriction: Carnivore
- 10 BIO-E for Reptile Brain: Predator
- 10 BIO-E for Nocturnal
- 10 BIO-E for Nearsightedness
- 10 BIO-E for Vestigial Tail

Snake: Anaconda

Description: The name "anaconda" is derived from the Tamil word "anaikolra", which stands for "elephant killer". The early Spanish settlers used to refer to the anaconda as the "matatoro" or "bull killer". These snakes are bad-tempered.

Size Level: 15 (females), 13 (males)

Height: to 30 feet long.

Weight: to 550 pounds.

Build: Long

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: P.S. +6, Brute Strength, +4 to Spd.

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial Hands. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant snake a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute. The character can rear up on the upper part of the body while continuing to slither with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long body, at least ten times as long as it is wide, entirely covered with light scales. Head is long and narrow, tapering only slightly at the back of the neck, and with a blunt snout. The jaw is double-hinged, and the eyes are sunk under bony ridges.

Tongue is long and forked. Long tail.

5 BIO-E for Partial; Body is long and sleek. Head is smooth, covered with tiny scales in place of hair.

10 BIO-E for Full; Entirely bald, with shiny, smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin.

Natural Weapons:

5 BIO-E for 1D8 damage Fangs

10 BIO-E for 2D6 damage Fangs

10 BIO-E for Constrictive Body Muscles (MotY, 17-18)

10 BIO-E for Distending Jaws

15 BIO-E for Digestive Juices

15 BIO-E for Poisonous Musk Glands (Creatures that are 1/3 smaller Size Level than the Anaconda (rounding down) are susceptible to these poisonous glands, which require a saving throw vs lethal poison. Failure means the creature will asphyxiate after 2D6+20 minutes.)

Mutant Animal Powers:

5 BIO-E for Prehensile Tail

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Touch

10 BIO-E for Light Natural Armour

10 BIO for Hold Breath

10 BIO-E for Predator Burst

15 BIO-E for Advanced Tongue Touch (Like Advanced Touch, but with the tongue, also includes Advanced Taste and Advanced Smell).

15 BIO-E for Master Swimming (113)

15 BIO-E for Light Natural Body Armour (MotY, 18)

20 BIO-E for Medium Natural Armour

25 BIO-E for Medium Natural Body Armour (MotY, 18)

Vestigial Disadvantages:

-5 BIO-E for Colour Blindness

-5 BIO-E for Musk Glands

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Reptile Brain: Predator

-20 BIO-E for Diet: Cannibalism

Snake: Boa Constrictor and Emerald Tree Boa

Description: Boas are snakes without poison, killing machines that use their hook-like teeth and the strength of their massively muscled bodies to squeeze their prey into submission. Among the largest snakes in the world (second only to the anaconda), Boa Constrictors live in swampy rain forests and jungles, ranging from the ground to the trees. Whereas the Emerald Tree Boa lives exclusively up in the trees. Boa Constrictors are somewhat larger and coloured in a camouflage pattern of mottled brown, tan, and white. Emerald Tree Boas are a bit smaller, coloured with a green upper body, a yellowish underbelly, and a “vein” of irregular white scales along the top of the spine, a perfect colour match for the leaves of their jungle habitat.

Size Level: BOA CONSTRICTOR: 11

EMERALD TREE BOA: 6

Length: BOA CONSTRICTOR: to 20 feet long (6 m).

EMERALD TREE BOA: to 10 feet long (3 m)

Weight: BOA CONSTRICTOR: to 250 pounds (113 kg)

EMERALD TREE BOA: to 75 pounds (34 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: BOA CONSTRICTOR: 35

EMERALD TREE BOA: 60

Attribute Bonuses:

P.S.: +4

HUMAN FEATURES

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full. Gives the mutant snake a full pair of hands, arms, and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's maximum Spd. attribute. The character can rear up the upper part of the body while continuing to slither (or climb) with the lower section. Climbing, provided that the character has the skill, can also be as quick as half the character's maximum Spd. (10 times Spd. equals yard/meters per minute). Full Human Looks is impossible to combine with Biped – None.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Long, flexible body with the length at least 20 times the width, entirely covered with brightly coloured, smooth scales. Head is wide and triangular, with a double-hinged jaw, and eyes are on the sides and sunk under bony ridges. Tongue is long and forked.

10 BIO-E for Partial. Body is long and sleek, at least 10 times longer than it is wide.

Head is smooth, with a lumpy skull and forehead, wide mouth and jaw, and covered with tiny scales in place of hair. Nose and ears are flat with small holes.

15 BIO-E for Full. Entirely bald, with shiny smooth skin. Body is long and lean, with smooth muscles that clearly ripple just below the skin. Wide face, with broad, flat nose, and wide brow ridge above the eyes.

Natural Weapons:

5 BIO-E for 1D8 Fangs

10 BIO-E for 2D6 Fangs

10 BIO-E for Constrictive Body Muscle. All squeezing, whether from wrapping a flexible body around a victim, or from wrapping around arms or legs in a wrestling-style lock/hold, is stronger and quicker because of the special design of the character's muscles. The character can use these muscles with either a Body Hold, Arm Hold, Leg Hold, or Crush/Squeeze. The Holds and Crush/Squeeze attacks require a successful roll to Strike. If successful and not parried or dodged then the attacker has grabbed into the victim. Once a Hold is applied it can be held as long as the snake likes. The Crush/Squeeze requires that the victim make a save vs. blackout (14 or better, with either P.S. or P.E. bonuses added in). Failure means victim goes unconscious. The P.S. Bonus is used when the victim is struggling to escape, the P.E. Bonus is used when the victim is just struggling to breathe and stay awake. While the Crush/Squeeze continues, the victim is helpless, and the attacker can continue indefinitely, doing damage (1D6 for Normal Strength and Brute Strength, 2D6 for Beastly Strength, and 4D6 for Crushing Strength)

per melee round attack. The victim cannot reduce the damage with a Roll with Punch/Fall/Impact.

Escape from a Constrictive Hold: Victims held by constrictive body muscles can only get out with brute strength, or if released by the attacker. Several people struggling to free the victim, including the victim and any helpful friends, can try to break the hold by rolling a pure strength strike (20 sided and P.S. Bonus only). The character doing the hold then rolls to Parry (20 sided, plus P.S. Bonuses, plus bonus to Parry). Note that Brute Strength adds +5 to the attackers roll, Beastly Strength adds +10 to the roll, and Crushing Strength is so strong that it can only be beaten by another Crushing Strength involved.

Mutant Animal Powers:

Automatically gains Brute Strength

5 BIO-E for Prehensile Tail (as Partial Hand). Boa Constrictor only! Not available for Emerald Tree Boa.

15 BIO-E for Light Natural Body Armour; A.R.: 8 and S.D.C.: +20.

25 BIO-E for Medium Natural Body Armour; A.R.: 11 and S.D.C.: +30.

10 BIO-E for Advanced Tongue Touch, this ability requires the character to touch things with the tongue. Also includes Advanced Smell (again, with the tongue).

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

5 BIO-E for Beastly Strength

15 BIO-E for Crushing Strength

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Prehensile Tongue (As Partial Hand)

10 BIO-E for Predator Burst

10 BIO-E for Camouflage Scale Pattern. For Boa Constrictors this will be a mottled brown, black, and white, useful for blending in against dark objects, especially tree trunks, dark bushes, dark rocks and bare earth. Emerald Tree Boas will have a green, yellow, and white pattern that allows them to blend in with any green forest, grass, jungle or swamp environment. In the right environment, or in near darkness (only starlight, or dim torch light), as long as the character remains completely motionless, there is only a 10% chance of being detected. This power is no substitute for the Prowl skill, but it gives the character a +20% bonus to prowl in the right environment.

15 BIO-E for Death-Like Stance. Allows the snake to become absolutely motionless, to slow breathing and other body functions. In this state the character can go up to two weeks without food or water. Also, if the character is trapped in a sealed environment with limited air, the Death-Like Stance will reduce the character's oxygen consumption to only a tenth of normal (the air would last ten times as long).

While in the Death-Like Stance, a hidden characters chances of being detected are only 15%. And if combined with either artificial camouflage (clothing and appropriate make-up on exposed body parts), or if the character has the right kind of Camouflage Scale Pattern (above), then the chances of being detected while in a Death-Like Stance are reduced to 4%.

Vestigial Disadvantages:

- 10 BIO-E for Diet Restriction: Carnivore
- 10 BIO-E for Reptile Brain: Predator
- 10 BIO-E for Nocturnal
- 10 BIO-E for Nearsightedness
- 10 BIO-E for Vestigial Tail

Snake: Elapid

Description: Elapids include a variety of poisonous snakes; Cobras, Sea Snakes, Kraits, Death Adders, Mambas, Coral Snakes, Taipans, and many others.

Size Level: Krait, Death Adder, Mamba, Sea Snake, Taipan are all SL 2. King Cobra are SL 8, Spitting Cobra are SL 4.

Height:

Krait: Up to 8 feet (2.5 m) long.

Death Adder: 2-3.5 feet (60-108 cm) long.

King Cobra: 13-18 feet (3.9-5.5 m) long.

Spitting Cobra: 3-7 feet (90-220cm) long.

Mambas: average 7.8-9.8 feet (2.4-3 m); Up to 14.7 feet (4.5 m) long.

Sea Snake: average 4-5 feet (120-150 cm); up to 10 feet (3m) long.

Taipan: Up to 10 feet (3 m) long.

Weight: up to 150 pounds for King Cobras.

Build: Long

Mutant Changes & Costs

Total BIO-E: 45 for King Cobra, 65 for Spitting Cobra, 75 for all others.

Attribute Bonuses: P.P. +3, Spd +6

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial Hands. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant snake a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute. The character can rear up on the upper part of the body while continuing to slither with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long body, at least ten times as long as it is wide, entirely covered with light scales. Head is long and narrow, tapering only slightly at the back of the neck, and with a blunt snout. The jaw is double-hinged, and the eyes are sunk under bony ridges.

Tongue is long and forked. Long tail.

5 BIO-E for Partial; Body is long and sleek. Head is smooth, covered with tiny scales in place of hair.

10 BIO-E for Full; Entirely bald, with shiny, smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin.

Natural Weapons:

5 BIO-E for Fangs; bite only, no poison, 1D6 damage.

20 BIO-E for Paralytic Poison Venom (must also get Fangs): A successful attack means the victim must save vs Non-Lethal Poison to avoid paralyzation for 1D8 melee rounds.

25 BIO-E for Spitting Paralytic Poison: Range 6.5 feet (1.9 m), blindness if not immediately washed from eyes, 2D6 damage, 1D6 additional damage per each 1D4 melee rounds, successful save leaves eyes blurry (reduce sight range by half, -2 to initiative, strike, parry, and dodge).

30 BIO-E for Deadly Poison Venom (must also get Fangs): Requires a successful attack and poison does 2D10 damage, direct to hit points, each minute for 1D8 minutes. The poison is so toxic that the character must roll to save vs lethal poison each minute he/she is affected. A successful save means that no damage occurs that minute.

Mutant Animal Powers:

5 BIO-E for Prehensile Tail

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed

10 BIO-E for Predator Burst

10 BIO for Hold Breath

15 BIO-E for Master Swimming (113)

15 BIO-E for Advanced Tongue Touch (Like Advanced Touch, but with the tongue, also includes Advanced Taste and Advanced Smell).

20 BIO-E for Sleep With Eyes Open (cannot be surprised while asleep)

20 BIO-E for Accelerated Strike (MotY, 19)

Vestigial Disadvantages:

-5 BIO-E for Colour Blindness

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal (cobras; most others diurnal)

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Vestigial Hood (flares when angry or excited)

-15 BIO-E for Diet: Ophiophagy (snakes)

Snake: Habu (Viper)

Description: Habu is any one of the four species, Habu, Himehabu, Sakishima Habu, Tokarahabu, of pit vipers found in Japan (primarily the Ryukyu Islands). They are not generally aggressive, but will bite if provoked. Habu do not generally hibernate during the winter, but are less active. Scales are generally mottled in shades of brown, including tan, dark brown, and light brown.

Size Level: 5

Height: to 6 feet long.

Weight: to 25 pounds.

Build: Long

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: P.P. +4, Spd +4

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial Hands. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant snake a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute. The character can rear up on the upper part of the body while continuing to slither with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long body, at least ten times as long as it is wide, entirely covered with light scales. Head is long and narrow, tapering only slightly at the back of the neck, and with a blunt snout. The jaw is double-hinged, and the eyes are sunk under bony ridges.

Tongue is long and forked. Long tail.

5 BIO-E for Partial; Body is long and sleek. Head is smooth, covered with tiny scales in place of hair.

10 BIO-E for Full; Entirely bald, with shiny, smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin.

Natural Weapons:

5 BIO-E for Fangs; bite only, no poison, 1D6 damage.

20 BIO-E for Paralytic Poison Venom (must also get Fangs): A successful attack means the victim must save vs Non-Lethal Poison to avoid paralyzation for 1D8 melee rounds.

30 BIO-E for Deadly Poison Venom (must also get Fangs): Requires a successful attack and does 4D4 damage, direct to hit points, each hour for 1D6 hours. The poison is so toxic that the character must roll to save vs lethal poison each hour he/she is affected. A successful save means that no damage occurs that hour.

Mutant Animal Powers:

10 BIO-E for Light Natural Armour

20 BIO-E for Medium Natural Armour

15 BIO-E for Advanced Tongue Touch (Like Advanced Touch, but with the tongue, also includes Advanced Taste and Advanced Smell).

10 BIO-E for Thermoreceptors (Heat Location Pit Organs, MotY, 19).

20 BIO-E for Accelerated Strike (MotY, 19)

10 BIO-E for Camouflage Scale Pattern (Moty, 19)

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed

5 BIO-E for Prehensile Tail

Vestigial Disadvantages:

-5 BIO-E for Colour Blindness

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Nocturnal

-10 BIO-E for Reptile Brain: Predator

Snake: Python

Description: Pythons are large constrictor snakes similar to Boa Constrictors.

Size Level: 13

Height: to 30 feet long.

Weight: to 350 pounds.

Build: Long

Mutant Changes & Costs

Total BIO-E: 5

Attribute Bonuses: I.Q. +1, P.S. +4, Brute Strength

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial Hands. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full Hands. Gives the mutant snake a full pair of hands, arms and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's Spd attribute. The character can rear up on the upper part of the body while continuing to slither with the lower section.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; Long body, at least ten times as long as it is wide, entirely covered with light scales. Head is long and narrow, tapering only slightly at the back of the neck, and with a blunt snout. The jaw is double-hinged, and the eyes are sunk under bony ridges.

Tongue is long and forked. Long tail.

5 BIO-E for Partial; Body is long and sleek. Head is smooth, covered with tiny scales in place of hair.

10 BIO-E for Full; Entirely bald, with shiny, smooth skin. Body is long, with smooth muscles that clearly ripple just below the skin.

Natural Weapons:

5 BIO-E for 1D8 damage Fangs

10 BIO-E for 2D6 damage Fangs

10 BIO-E for Constrictive Body Muscles (MotY, 17-18)

10 BIO-E for Distending Jaws

Mutant Animal Powers:

5 BIO-E for Prehensile Tail

10 BIO-E for Light Natural Armour

10 BIO for Hold Breath

10 BIO-E for Thermoreceptors (Heat Location Pit Organs, MotY, 19).

10 BIO-E for Camouflage Scale Pattern (Moty, 19)

10 BIO-E for Increased Metabolic Rate (139)

15 BIO-E for Advanced Tongue Touch (Like Advanced Touch, but with the tongue, also includes Advanced Taste and Advanced Smell).

15 BIO-E for Master Swimming (113)

20 BIO-E for Medium Natural Armour
20 BIO-E for Accelerated Strike (MotY, 19)
Vestigial Disadvantages:
-5 BIO-E for Colour Blindness
-10 BIO-E for Diet: Carnivore
-15 BIO-E for Diet: Opiophagy (snakes)
-10 BIO-E for Nocturnal
-10 BIO-E for Reptile Brain: Predator
-10 BIO-E for Narcolepsy

Snake: Rattlesnake, Fer-De-Lance, and Bushmaster

Description: Pit Vipers are the foremost venomous snakes of North and South America. They are usually camouflaged with scales of brown, black, and gold. A sheath of fleshy membranes covers the fangs, and the poison venom of a pit viper causes rapid and severe internal bleeding. Pit vipers are given the name “pit” not because of pits in the ground, but because of the pits in their faces; actually heat sensors that allow them to track their warm-blooded prey.

The Bushmaster and the Fer-De-Lance, both tropical snakes, are among the most feared snakes in the world, not because of the strength of their poison, but because they are so big that they just have a lot more poison, and inject larger “doses” of poison, than other snakes. Although the most common rattlesnake in Central America is the Cascabel, there are many species of rattlesnake, including the Massasauga (up to 8 rattles), Sidewinder (the classic desert rattlesnake), and Diamondback (the largest of the rattlers).

Size Level: BUSHMASTER: 6

FER-DE-LANCE: 5

RATTLESNAKE: 4

Length: BUSHMASTER: to 12 feet long (3.6 m).

FER-DE-LANCE: to 8 feet long (2.8 m)

RATTLESNAKE: to 5 feet long (1.5 m)

Weight: BUSHMASTER: to 50 pounds (22.6 kg)

FER-DE-LANCE: to 30 pounds (13.6 kg)

RATTLESNAKE: TO 15 POUNDS (6.8 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: BUSHMASTER: 70

FER-DE-LANCE: 75

RATTLESNAKE: 80

Attribute Bonuses:

P.P.: +4

HUMAN FEATURES

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.

5 BIO-E for Partial. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full. Gives the mutant snake a full pair of hands, arms, and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's maximum Spd. attribute. The character can rear up the upper part of the body while continuing to slither (or climb) with the lower section. Climbing, provided that the character has the skill, can also be as quick as half the character's maximum Spd. (10 times Spd. equals yard/meters per minute). Full Human Looks is impossible to combine with Biped – None.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Long body, at least ten times as long as it is wide, entirely covered with dark scales. Head is long and narrow, tapering only slightly to the back of the neck, and with a blunt snout. The jaw is double-hinged, and the eyes are sunk under bony ridges. Tongue is long and forked. Long tail, and in the case of rattlesnakes, 1D6+3 rattles at the end of the tail that the character can use as a noisemaker.

10 BIO-E for Partial. Body is long and sleek. Head is smooth, covered with tiny scales in place of hair. Rattlesnakes will have a small tail with 1D4 rattles that can be used to make noise.

15 BIO-E for Full. Entirely bald, with shiny smooth skin. Body is long and lean, with smooth muscles that clearly ripple just below the skin.

Natural Weapons:

5 BIO-E for 1D6 Fangs (bite only, no poison)

20 BIO-E for Paralytic Poison Venom (must also get fangs). A hollow track in the two front fangs can inject a special poison into an opponent. This poison causes damage and possible paralysis. Victims must make a save vs. non-lethal poison to avoid being paralyzed for 3D6 melee rounds. Any successful attack where the poison is injected also does 1D6 damage directly to the victim's hit points with no saving throw. Injecting the poison requires a successful bite attack. The damage from the poison venom is in addition to the damage inflicted by the bite. Note: Injecting an opponent more than once increases the length of the paralysis by another 1D6 melee rounds, and does another 1D4 damage direct to hit points.

35 BIO-E for Deadly Poison Venom (must also get fangs). This poison causes damage and possibly a fatal coma. Victims must save vs. lethal poison to avoid falling into a coma. The roll to save must be made every melee round, until the wound is cleaned and flushed, anti-venom administered or until ten full minutes have elapsed. A failed roll, at any point means the victim has fallen into a coma. After falling into a coma, the character must then make a save vs. lethal point every fifteen minutes to avoid fatal convulsions from this poison. Victims in a coma will be in danger of dying for six hours, or until an anti-venom solution is administered. Injecting the poison requires a successful bite attack. The damage from the bit is in addition to the poison damage. Note: Injecting an opponent more than once in a single combat does an additional 1D6 damage direct to hit points plus the damage from the bite itself, but does not increase the risk from coma or death.

Mutant Animal Powers:

15 BIO-E for Light Natural Body Armour; A.R.: 8 and S.D.C.: +15.

30 BIO-E for Medium Natural Body Armour; A.R.: 11 and S.D.C.: +30.
 10 BIO-E for Advanced Tongue Touch, this ability requires the character to touch things with the tongue. Also includes Advanced Taste and Advanced Smell (again, with the tongue).
 5 BIO-E for Advanced Taste
 10 BIO-E for Extra Mental Endurance
 10 BIO-E for Extra Physical Endurance
 5 BIO-E for Extra Physical Prowess
 5 BIO-E for Extra Speed
 10 BIO-E for Leaping: Standard
 5 BIO-E for Prehensile Tongue (As Partial Hand)
 10 BIO-E for Predator Burst
 10 BIO-E for Heat Location Pit Organs. These hollow “pits” in the face allow the character to “sense” the location, size, and temperature of warm objects and creatures, just by heat. Works in any amount of light, or in total darkness, with a 50 foot (15 m) range. These heat sense organs are located just above and behind the cheekbones, spaced wide apart. Adds a bonus of +2 strike with a bite attack only.
 20 BIO-E for Accelerated Strike. The ability to dark forward with blinding quickness. +1 Strike, +8 to burst of Spd.
 10 BIO-E for Camouflage Scale Pattern. Mottled or striped brown, black, grey, orange and white, useful for blending in with the ground, tree trunks, roots and other dark or shadowy areas. In the right environment, or in near darkness (only starlight, or dim torch light), as long as the character remains completely motionless, there is only a 15% chance of being detected. This power is no substitute for the Prowl skill, but it gives the character a +10% bonus to prowl in the right environment.

Spiny Anteater or Echidna

Description: Looks like a little porcupine, but with badger-like digging claws and a long, naked snout, out of which comes a long, sticky tongue (up to 8 inches long). Like its own known relative, the Platypus, the Echidna is an egg-laying mammal. One of the creature's major talents is that of digging, a skill that allows it to burrow straight down and out of sight of predators.

Size Level: 4

Length: to 18 inches

Weight: to 13 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

P.S.: +2

P.E.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Head tapers into a long, narrow, naked snout at the end of which is a small, slitted mouth, with a long, sticky tongue. Body is wide and thick, and covered with dense fur. Both the stubby arms and legs splay out to the sides and have toes and fingers that are almost all nail.

5 BIO-E for Partial. Head is narrow and tapers to a tiny mouth. Body is very wide and round, with short, thick arms and legs.

10 BIO-E for Full. The face looks small compared to the body, with a small nose, tiny eyes, almost invisible ears, but with protruding lips. Feet point outward and the legs are bowed. Thick hair that stands straight up. Very large fingernails and toenails.

Natural Weapons:

5 BIO-E for 1D6 Claws: Digging.

Mutant Animal Powers:

10 BIO-E for Digging

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

5 BIO-E for Prehensile Tongue (As Partial Hand)

15 BIO-E for Quill Defence. This is a kind of Natural Body Armour; A.R.: 10. A physical attack directed against the Spiny Anteater that rolls a 10 or less will result in painful contact with the quills, they in turn do 3D6 damage (3 per quill) to the attacker. The Spiny Anteater can also use the spines to attack using a "Body Block" (4D6 damage) or with the "back of the arm" (2D6 damage per blow). The quills are NOT shot out from the body. However, a Spiny Anteater character can use quills as daggers, pulling them out and "throwing" or "thrusting" them for 1D4 damage.

20 BIO-E for Poison Spurs. A special poison spike on each ankle is capable of injecting an intensely painful and damaging substance into an opponent. Victims must Save vs.

Pain (on P.E.) to avoid being paralyzed for 2D6 melee rounds. Small victims (Size Level 3 or less) must Save vs. Lethal Poison to avoid fatal convulsions from this poison.

Successful kick attacks do 1D10 damage (from poison) directly to the victim's hit points with no saving throw. Injecting the poison requires a successful Kick Attack only. The damage from the spur's poison is in addition to any normal damage inflicted by the kick.

Note: Injecting an opponent more than once in a single day, by the same attacker, does no additional damage.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Nocturnal

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Tail

Squid

Description: Squid are a large, diverse group of marine cephalopods. Like all cephalopods, squid are distinguished by having a distinct head, bilateral symmetry, a mantle, and arms. Squid, like cuttlefish, have eight arms and two tentacles arranged in pairs.

The main body mass of the squid is enclosed in the mantle, which has two swimming fins along each side. It should be noted that these fins, unlike in other marine organisms, are not the main source of ambulation in most species. At the front of the mantle cavity lies the siphon, which the squid uses for locomotion via precise jet propulsion. This is done by sucking water into the mantle cavity and quickly expelling it out of the siphon in a fast, strong jet. The direction of the siphon can be changed in order to suit the direction of travel. The mouth of the squid is equipped with a sharp horny beak mainly made of chitin. The eyes, found on either side of the head, each contain a hard lens. The lens is focused by moving, much like the lens of a camera or telescope, rather than changing shape like a human eye. Giant squid and some other large squid species maintain neutral buoyancy in seawater thanks to the ammonium chloride solution which flows throughout their body and is lighter than seawater.

Size Level: Average Squid 2 Giant Squid 20 Colossal Squid 25

Height: Average Squid up to 2 feet (60 cm) long. Giant Squid 33-46 feet (10-14 m) long. Colossal Squid 39-60 feet (12-18) long.

Weight: Average Squid up to 1 pound (453 g). Giant Squid up to 221-606 pounds (100-275 kg). Colossal Squid up to 661-1047 pounds (300-495 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: Average Squid 80 None for Giant Squid & Colossal Squid

Note: For specific species abilities and vestigial traits listed below, the character must be an average squid for any entry other than giant and/or colossal squid.

Attribute Bonuses: +1 to I.Q., +6 to P.S., Brute Strength

Human Features

Hands: Partial hands are automatic, because the tentacles are the equivalent of partial hands.

5 BIO-E for Full. The tentacles have developed three branches at the end of each which serve as two fingers and a thumb.

15 BIO-E for Full Humanoid arms and Hands (MiO, page 42) Note: must be bought for EACH Extra Pair of Arms for full use.

Biped: None; Crawls along with arms.

2 BIO-E for Four legs for walking (MiO, page 42)

5 BIO-E for Four legs for running (MiO, page 42)

5 BIO-E for Two-legged Biped (MiO, page 42)

10 BIO-E for Two-legged Biped with a second pair of partial limbs used as both arms and legs (MiO, page 42)

15 BIO-E for Two-legged Biped with a third pair of partial limbs used both as arms and legs

20 BIO-E for Two-legged Biped with a fourth pair of partial limbs used as both arms and legs

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; huge head with elongated, cone-shaped head; large eyes; dark, leathery skin.

5 BIO-E for Partial; Huge head and thick neck; long, flexible body; multiple arms protrude from upper torso, humanoid legs and body form; clearly not human!

Full Human Looks are NOT available.

Natural Weapons:

5 BIO-E for 1D8 damage Beak.

10 Bio-E for 1D6 damage Denticled Suckers (The suckers of all decapods have horny rings. These rings often carry sharp claw-like teeth and in some species these have been modified into hooks. The advantages of hooks are uncertain. They could be designed for sinking into soft-bodied prey, such as other squid, or they could act as grappling hooks for hard-body spiny prey where suckers would be ineffective)

20 BIO-E for 2D8 damage Tentacle Clubs (these are effectively the widened area at the end of the tentacles).

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic.

5 BIO-E for Advanced Vision

5 BIO-E for Brute Strength

5 BIO-E for Swimming: Master

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Powerful Suction Cups per pair of arms. (RH, 10)

5 BIO-E for Hold Breath (in the air)

10 BIO-E for Breathing: Lungs

10 BIO-E for Black Ink Spray. (RH, 10)

10 BIO-E for Extra Mental Endurance

10 BIO-E for Bestly Strength (and must be at least Size Level 4).

10 BIO-E for Predator Burst

10 BIO-E for Nightvision

10 BIO-E for Camouflage Skin Pattern

10 BIO-E for Neutral Buoyancy

10 BIO-E for Bioluminescent Patches (Glass Squid, Colossal Squid)

10 BIO-E for Extra-Long Arms (Bigfin Squid; doubles length of arms)

15 BIO-E for Multi-Limb Coordination. (RH, 10)

15 BIO-E for Photophores (Armhook Squid, Whip-lash squid)

15 BIO-E for Jet Propulsion (not available to Whip-lash Squid)

15 BIO-E for Large Swimming Fin (Whip-Lash Squid)

20 BIO-E for Swimming: Predator

20 BIO-E for Crushing Strength (and must be at least Size Level 6).

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Chameleon Camouflage Power. (RH, 10)

20 BIO-E for Chromatophore Communication [Caribbean Reef Squid only]

25 BIO-E for Transparency (Glass Squid only) (131)

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Prey

- 5 BIO-E for Colour Blindness
- 5 BIO-E for No Gills
- 5 BIO-E for Vestigial Tentacles
- 10 BIO-E for Diet: Carnivore.
- 10 BIO-E for Prey Eyes
- 10 BIO-E for Nocturnal
- 10 BIO-E for Total Blindness
- 10 BIO-E for Vestigial Arms (per pair of arms)
- 15 BIO-E for Diet: Cannibalism
- 20 BIO-E for Soft Body (½ normal S.D.C.)
- 20 BIO-E for Dehydration: Extreme

Notes: Don't forget that a Giant Animal can sell I.Q. & M.E. and/or P.P. & Speed attribute points to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of ATB2 under Growth Steps.

Starfish

Description: Also known as sea stars, these creatures are essentially five arms radiating from an central indistinct disc with radial symmetry. Unlike most of the mutant animals which have been developed, starfish are very primitive, requiring much more mutation to approach humanoid levels. The majority of sensory organs also have to be developed, in addition to developing a true brain from the

Size Level: 3

Height: up to 4.5 feet (1.4 m) across.

Weight: up to 13 pounds (6 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: -2 to I.Q., +6 to P.E., +4 to P.S.

Human Features

Hands: None; Crawls along with arms.

10 BIO-E for Partial; The arms have developed three branches at the end of each which serve as two fingers and a thumb.

20 BIO-E for Full; The arms have developed five branches at the end of each which serve as four fingers and a thumb.

Biped: None; Crawls along with arms.

10 BIO-E for Partial; Two arms have developed into rudimentary legs and feet.

20 BIO-E for Full; Two arms have developed into legs and feet.

Speech: None, because the mouth isn't designed for communication and no vocal apparatus is present.

10 BIO-E for Partial; Primitive vocal cords develop in the creature.

20 BIO-E for Full; The vocal cords have evolved to a humanoid level.

Looks: None; Looks like an amorphous body with five limbs.

15 BIO-E for Partial; Only possibly if partial hands and biped are purchased. The creature appears to be some form of poorly developed humanoid, with short, thick arms and legs. The fifth arm of the starfish may develop into a head or a tail.

30 BIO-E for Mostly Full; Only possibly if full hands and biped are purchased. The creature appears to be basically humanoid, with thick legs and arms, hands and feet.
Natural Weapons:

5 BIO-E for 1D4 damage Defensive Spines

10 BIO-E for Ballooning Cardiac Mouth (Technically not a mouth, but an external stomach, this attack allows the creature to expand their mouth, allowing them to digest prey much larger than normally possible. A target (1/4, 1/5, 1/6, or 1/10th) of the attacker's size can be swallowed on a successful strike. Targets who are swallowed take damage as per Digestive Fluid.)

20 BIO-E for Proboscoid Cardiac Mouth (This special version of the cardiac mouth allows the creature to inject their mouth into another creature in order to feed. Because of the hydraulic nature of the attack, it can be used to penetrate hard shells or exoskeletons. On a successful roll above the creature's A.R., their shell or exoskeleton has been pierced, causing 1D4 damage. Unfortunately for that creature, the character can now feed on their soft internal flesh and organs, doing 1D6 damage per melee attack used to feed.)

Mutant Animal Powers:

Automatically gets Breathing: Gills and Simple Eyes (normally a Vestigial Disadvantage)

5 BIO-E for Advanced Touch

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Brute Strength

5 BIO-E for Basic Head and Simple Eyes (Part of the central body develops into a basic head-like structure, with no neck, containing a pair of simple eyes and the mouth.)

10 BIO-E for Beastly Strength

10 BIO-E for Swimming: Basic

10 BIO-E for Breathing: Lungs

10 BIO-E for Camouflage Pattern

10 BIO-E for Olfactory Sense (This is the basic sense of smell.)

10 BIO-E for Simple Head and Prey Eyes (The head becomes more developed along with the eyes, though no neck is present.)

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Crushing Strength

20 BIO-E for Humanoid Head and Prey Eyes (While the starfish has developed a humanoid head and neck, the eyes are still at the sides of the head.)

30 BIO-E for Autotomising limbs

30 BIO-E for Humanoid Head and Predator Eyes (This head and neck are quite developed, with forward facing eyes instead of eyes at the side of the head. While no hair is generated, the tube feet of the water vascular system do appear on the head in the place of hair, giving the starfish a punk-style haircut appearance similar to extremely short dreadlocks.)

Vestigial Disadvantages:

-5 BIO-E for Water Vascular System (This represents the starfish's normal system of "muscles" used for locomotion (in fact, any movement of the limbs), respiration, digestion, and excretion. Without water to use in the system the character will be incapable of moving, breathing, eating, and just about every other activity, making them completely helpless and liable to die in 1D4x10 minutes.)

-5 BIO-E for Webbed Hands and Feet

- 5 BIO-E for Vestigial Tail (actually the fifth arm of the starfish)
- 10 BIO-E for Diet: Carnivore
- 10 BIO-E for Reptile Brain: Predator
- 10 BIO-E for No Sense of Smell
- 10 BIO-E for Dehydration: Mild
- 15 BIO-E for Diet: Detritivore
- 15 BIO-E for Deafness
- 15 BIO-E for Total Blindness

Notes: Technically, starfish don't have gills per se, instead they have a water vascular system for locomotion and other functions. It is treated here as gills for simplicity, as they need water to function properly, unless the equivalent of air-breathing lungs or a dual system is purchased.

Stingray

Description: Stingray is the common name of the Dasyatidae family of rays, though it is generally applied to any ray with a stinging tail. This family of rays contains six genera containing 72 species. There are two general types of stingrays however, the most common are benthic (bottom) stingrays, with pelagic (swimming) being the other type. In the family Dasyatidae, there is actually only one type of pelagic ray, the Pelagic Stingray (*Pteroplatytrygon violacea*), the rest of the "pelagic" stingrays are actually eagle rays.

Noted features of benthic stingrays are the diamond-, oval-, rhomboid-, rounded-, triangular, or wedge-shaped pectoral wings and their stinging tail. Like all rays they have a generally short snout, eyes on their dorsal surface, and mouths on their ventral surface. Most benthic rays can be found blended into the ocean, river, or lake bottom while feeding, with generally only the eyes and tail visible. Coloration is highly varied with generally a darker dorsal surface and lighter ventral surface. Dorsal colours and patterns include black or nearly black, blue-grey, blue-green, brown, dark olive green, dark brown, dark purple, grey-brown, grey, olive-green, red-brown, yellow, or yellow-brown. Spots or patches, including brilliant yellows, vibrant blues, and whites are also commonplace. Ventral coloration is typically white, though grey and purple hues do exist.

Size Level: Small Stingray = SL 3, Medium Stingray = SL 7, Large Stingray = SL 17

Height: Short Stingray = 4 inches to 3 feet (10-100 cm) long.

Medium Stingray = 3-6.5 feet (100-200 cm) long.

Long Stingray = 6.5-14 feet (200-430 cm) long.

Weight: Varies, up to 770 lbs (350 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: Small Stingray = 70, Medium Stingray = 50, Large Stingray = 0

Attribute Bonuses: +1 to P.S. and +2 to P.P.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the pectoral fins (applicable even with arms and hands).

10 BIO-E for full hands at the end of the pectoral fins (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: None. Pelvic Fins have developed into two legs. 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; An intelligent ray.

10 BIO-E for Partial; A mutant that looks to be half-man, part-bat with an almost shark-like head and face, short legs, wings, and a stout, thick-skinned body with a whip-like tail.

20 BIO-E for Full; A human-looking character with very large wings. The nose is generally small, the mouth wide with thin lips, piercing eyes, and may or may not have horns. Hairless, though may have a noticeable tail.

Natural Weapons:

5 BIO-E for 2D4 damage Barbed Tail

10 BIO-E for 2D6 damage Crushing Teeth

10 BIO-E for 1D4 damage Light Denticles

10 BIO-E for Weak Poison Tail (requires Barbed Tail): Requires a successful tail attack and the poison does 1D4 damage, direct to hit points. A successful save means that no damage occurs from the poison.

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic

5 BIO-E for Electroreception: Passive

5 BIO-E for Lateral Line

5 BIO-E for Swimming: Master

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Advanced Smell

10 BIO-E for Breathing: Lungs

20 BIO-E for Breathing: Dual Breathing

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Webbed Hand and Feet

-5 BIO-E for Colour Blindness

-10 BIO-E for Total Blindness

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Prey

-20 BIO-E for Dehydration: Extreme

Tanuki (Raccoon Dog)

Description: The racoon dog is a canine often confused with raccoons or badgers. Tanuki are omnivores, with their diet typically consisting of berries, birds, crabs, frogs, invertebrates, lizards, rodents, seeds, and scavenged marine life.

Size Level: 4

Height: to 2 feet

Weight: 9-22 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: +1 to I.Q., +2 to M.A., Brute Strength and +4 to Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; It is a dog that for all argument looks just like a raccoon, raccoon markings and body structure in all. It has a very thick body, stout legs, small rounded ears, and bushy tail. Their thick, short fur is a grizzled grey in colour, with dark areas around the eyes, the legs and the tip of the tail, and lighter areas on the muzzle and underneath their tail. The canine teeth are small.

5 BIO-E for Partial; Furry humanoid with a prominent grey face with black "mask like" patches over eyes, long tail, lean muscular body and short legs.

10 BIO-E for Full; Humanoid with small sharp facial features, dark circles around the eyes, pointed nose and ears, grey thick hair, lean tight body and no tail (unless a Vestigial one is taken).

Natural Weapons:

5 BIO-E for 1D6 damage Teeth

10 BIO-E for 1D4 damage Running Claws

Mutant Animal Powers:

5 BIO-E for Advanced Vision (otherwise colour blind)

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Winter Torpor (80)

10 BIO-E for Ability to Play Dead (124)

10 BIO-E for Digging

Vestigial Disadvantages:

-5 BIO-E for Vestigial Ears

-15 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Vestigial Testicles (These extremely large reproductive organs make life difficult for the character. They generally get in the way and tend to be extremely sensitive. Reduce running speed by 30% and make a saving throw vs pain for every 50 yards travelled (at any speed).)

-10 BIO-E for Nocturnal

Tapir

Description: Tapirs are solitary creatures that cover huge territories, wandering through the jungle from one water hole or mud wallow to the next. They've been described as a

strange cross between a pig, a horse, and an elephant. They can extend or retract their short trunk, and use it for plucking fruit and rooting up aquatic plants.

Size Level: 16

Length: to 6.5 feet (2 m) long, tail to six inches

Weight: to 600 pounds (270 kg).

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 20

Attribute Bonuses:

P.S.: +1

P.E.: +2

Spd.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Rounded body, with thick neck and head that narrows down to a tubular, flexible nose. Rounded ears on top of head, and small eyes on the sides of the head. Short tail. Arms and legs are relatively lean, knobby, and muscular. Hands and feet have three toes, each tipped with huge, white nails. Thick, bristly, but very short-cropped dark hair. 5 BIO-E for Partial. Lumpy body, with lean arms and legs. Thick, long head, with nose hanging over the mouth. Eyes and ears rounded and set far apart. Large jowls under the chin, overhanging belly.

10 BIO-E for Full. Long, high forehead with broad, very long, very thick nose, small eyes, round ears. Thick body and hips, with undersized arms and legs. Bristly hair, forming crest at the top of the skull and extending back to the neck. Thick hands, with broad, thick fingernails.

Natural Weapons:

5 BIO-E for 1D6 Bite.

10 BIO-E for 1D10 Bite.

Mutant Animal Powers:

5 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed.

10 BIO-E for Prehensile Trunk in place of nose (Partial Hand)

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Hold Breath

Vestigial Disadvantages:

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Prey

- 10 BIO-E for Diet Restriction: Herbivore
- 10 BIO-E for Nearsightedness

Tasmanian Devil

Description: Tasmanian Devils are the marsupial equivalents of wolverines, vicious predators that are capable of attacking prey much larger than themselves. This marsupial carnivore looks like it's mostly made of jaw and teeth.

Size Level: 5

Length: body to 32 inches, tail to 11 inches

Weight: to 26 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 65

Attribute Bonuses:

P.S.: +3 (Brute Strength)

P.P.: +2

P.E.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Huge head with massive muzzle. Strong teeth and powerful jaws, capable of crushing bone. Black fur with white markings, and pale skin. Body is wider at the shoulders and tapers down to the hips. Short limbs and bristly tail.

5 BIO-E for Partial. Large head with muzzle filled with teeth. Black fur with white markings. Body thicker at the shoulders than at hips. Short, furry tail.

10 BIO-E for Full. A weight lifters build, with oversized shoulders tapering down to narrow hips. Large head with large teeth, covered with black hair and marked by white sideburns.

Natural Weapons:

5 BIO-E for 1D8 Teeth.

10 BIO-E for 2D6 Teeth.

20 BIO-E for 3D6 Teeth.

Mutant Animal Powers:

10 BIO-E for Night Vision

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

10 BIO-E for Bestly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Rodent
5 BIO-E for Righting Reflex
5 BIO-E for Predator Burst
Vestigial Disadvantages:
-10 BIO-E for Diet Restriction: Carnivore
-10 BIO-E for Nocturnal
-10 BIO-E for Nearsightedness
-5 BIO-E for Colour Blindness
-10 BIO-E for Reptile Brain: Predator
-10 BIO-E for Musk Glands

Toad

Original Animal Characteristics

Description: A distinction is often made between frogs and toads by their appearance, prompted by the convergent adaptation among so-called toads to dry environments, which often entails a brown skin for camouflage which is also dry and leathery for better water retention. Many so-called toads also burrow.

Size Level: 2

Height: Up to 15 inches (38 cm) long.

Weight: Up to 5.84 pounds (2.65 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +2 to PS.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full.

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; A toad, probably many times its normal size, with huge bulbous eyes at the top of the head, stocky, no obvious neck, thick and warty dry skin, round body with short front legs/arms and short legs that are poor at jumping. Wide, webbed feet.

5 BIO-E for Partial; Barrel-chested humanoid, brown or spotted skin, lumpy, hairless body, large round head, no neck, bulging eyes, wide mouth, no lips, round body with short thick arms and legs.

10 BIO-E for Full; Pudgy human body, hard lumpy skin that has a brown tint to it, muscular legs, large, wide feet, short thick neck, weak chin, wide mouth, thin lips, flat wide nose, large (slightly bulging) eyes, tiny ears, barrel chest and completely hairless. Only has three slightly webbed fingers and toes.

Natural Weapons:

30 BIO-E for Hallucinogenic Poison: If the poison is consumed, or comes into contact with exposed skin, the victim must make a saving throw vs Non-Lethal Poison or be afflicted with hallucinations for 1D6x10 melee rounds, suffering the following penalties: -10 on initiative, speed and parry bonuses are reduced by half, -2 attacks per melee round, all other combat bonuses are reduced to zero and skill performance is at -30%, disoriented, no sense of direction, in addition, roll on the following table once every four melee rounds (one minute);

- 1 attacks nearest person
- 2 moans and/or screams in fear
- 3 laughs and shouts gleefully
- 4 does not recognize enemies or danger
- 5 doesn't recognize those around him and will not trust them (may ask for family members)
- 6 doesn't know where he is and tries to leave (to find friends, go home, etc)
- 7 relives some past event and sees everyone around him as someone else (friend or foe), nothing the character says makes any sense
- 30 BIO-E for Deadly Poison Secretion: Most creatures with this poison must be ingested, even if only partially, for the effects to occur. For each successful bite attack against the character, the attacker must make a saving throw vs lethal poison or take 3D10 damage, direct to hit points, each minute for 1D8 minutes.
- Mutant Animal Powers:
- 5 BIO-E for Nightvision
- 5 BIO-E for Advanced Vision
- 5 BIO-E for Advanced Smell
- 5 BIO-E for Hibernation
- 10 BIO-E for Hold Breath
- 10 BIO-E for Master Swimming (113)
- 10 BIO-E for Digging
- 15 BIO-E for Extra Limb: Prehensile Sticky Tongue
- 15 BIO-E for Camouflage Skin Pattern
- Vestigial Disadvantages:
- 5 BIO-E for Webbed Feet
- 5 BIO-E for Dehydration: Simple
- 10 BIO-E for Reptile Brain: Prey
- 10 BIO-E for Nocturnal
- 10 BIO-E for Diet: Insectivore

Tree Climbing Anteaters

Description: Toothless and tree-dwelling, both the Tamandua and two-toed tree-climbing anteaters live exclusively on the insects they scoop up with their long, sticky tongues. Both prey on hives of ants and termites that make nests in trees. The major difference between the Tamandua and the Two-Toed Anteater is in size. However, there are four minor differences. First, the Tamandua's tail is naked on the underside, allowing for a better gripping surface. Second, where the Two-Toed Anteater is covered in uniform light brown fur, the Tamandua has varied markings, with a dark area on the body as if the creature were wearing a vest, and with mottled patches of dark and light fur on the tail. Third, the Tamandua has three claws on its forelegs, where the Two-Toed Anteater, obviously, has but two. Finally, the Tamandua has a tiny mouth at the end of its snout, like the Giant Anteater, but unlike the Two-Toed Anteater which has a mouth with jaws that partially split the snout..

Size Level: TAMANDUA: 3

TWO-TOED ANTEATER: 1

Length: TAMANDUA: body to 24 inches (0.6 m), tail to 22 inches.

TWO-TOED ANTEATER: body to 7 inches (0.2 m), tail to 8 inches.

Weight: TAMANDUA: to 10 pounds (4.5 kg)

TWO-TOED ANTEATER: to 1 pound (0.45 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: TAMANDUA: 85

TWO-TOED ANTEATER: 95

Attribute Bonuses:

P.P.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Covered in a thick fur with a long body; long face with a long snout; short arms and a long tail; long tongue that is sticky, eyes are small and dark.

5 BIO-E for Partial. Thick fur with a long, slender body; face is long and horse-like with a long nose and mouth, eyes are small and dark, arms and legs are relatively short, tongue is exceptionally long dexterous.

10 BIO-E for Full. Facial features are really long, especially mouth and nose, thick hair all over the body, body is very thin and lanky, arms and legs are short but well defined, eyes are dark and small, tongue is long.

Natural Weapons:

5 BIO-E for 1D8 Claws: Climbing.

Mutant Animal Powers:

10 BIO-E for Digging

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Rodent

5 BIO-E for Prehensile Tongue (As Partial Hand)

5 BIO-E for Prehensile Tail

5 BIO-E for Righting Reflex

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Nocturnal

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Tail

Tree Kangaroo

Description: This kangaroo has evolved into a purely tree-dwelling leaf eater. It actually looks more like a bear than a kangaroo. Unlike other kangaroos, the tree kangaroo has rear legs that are shorter than the forearms. They can also leap great distances (up to 30 feet) and jump down from heights as high as sixty feet.

Size Level: 5

Length: Body is up to 30 inches long, tail up to 31 inches long

Weight: to 35 pound

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 55

Attribute Bonuses:

P.S.: +2

P.P.: +3

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Triangular head with snub snout, widely spaced eyes, and rounded ears on the top of the head. Thick body, with long powerful arms and short legs. Long, dangling tail with rings.

5 BIO-E for Partial. Slightly snouted head with protruding ears. Long, powerful arms and short legs. Soft brown fur, with lighter markings on the face and belly. Stubby furred tail.

10 BIO-E for Full. Good looks, with thick brown hair (streaked with blond), large features. Powerfully built body with muscular arms that dangle down to the knees. Big feet and somewhat bow-legged.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

Mutant Animal Powers:

Automatically gets Leaping: Rodent

5 BIO-E for Advanced Hearing

10 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Feline

10 BIO-E for Nonskid Palms. The pads of the hands and feet are covered with a granular skin that can be used to grip most smooth surfaces. Character is stable and will not slip, even on smooth surfaces made of glass or metal.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

- 10 BIO-E for Diet Restriction: Ruminant (must pick either Herbivore or Ruminant, can not choose both)
- 10 BIO-E for Nocturnal
- 10 BIO-E for Nearsightedness
- 10 BIO-E for Reptile Brain: Prey

Tree Porcupine

Description: Totally adapted to living in trees, with long, curved claws for climbing, able to swing from its prehensile tail, and it is covered in a thick set of quills. The Tree Porcupine eats mostly leaves and tree buds.

Size Level: 3

Length: to 2 feet long (0.6 m), tail to 18 inches long

Weight: to 10 pounds (4.5 kg).

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 85

Attribute Bonuses:

P.P.: +1

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Covered in thick fur (or quills, if Quill Defence is selected) that covers most of the head and body. Sticking out, and of darker colour are the end of the snout, the hands and feet, and the end of the tail. Its the eyes that are really strange; since they are surrounded by more normal-looking skin, it makes the whole creature is inside a porcupine costume. Thick tail, almost as long as the rest of the body.

5 BIO-E for Partial. Blunt head, with broad nose and mouth, wide, round eyes, and small, round ears. Body is somewhat humpbacked, with wide shoulders and hips. Short tail, long fingers and toes. Very thick hair everywhere except on the hands, feet, tail tip, and face.

10 BIO-E for Full. Thick body, large head and neck. Round eyes with a perpetual “surprised” look. Thick, bristly hair. Long, strong hands and fingers.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

5 BIO-E for 1D6 Teeth.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed
 10 BIO-E for Leaping: Standard
 10 BIO-E for Prehensile Tail. Use as Partial Hand.
 15 BIO-E for Quill Defence. This is a kind of Natural Body Armour; A.R. 12 and S.D.C.: +30. A physical attack directed against the Tree Porcupine that rolls 12 or less will result in contact with the quills, and they in turn do 2D6 damage (2 points per quill) damage to the attacker. The Tree Porcupine can also use the quills to attack, either (1) a Body Block that will inflict 3D6 damage, (2) a Backhand Strike that does 2D6 damage or (3) a Tail Strike that does 2D6 damage. Another possibility is for the Tree Porcupine to use the quills as daggers, pulling them out and throwing them at opponents for 1D4 damage each.
 Vestigial Disadvantages:
 -10 BIO-E for Diet Restriction: Herbivore
 -10 BIO-E for Prey Eyes.
 -10 BIO-E for Reptile Brain: Prey
 -5 BIO-E for Nearsightedness
 -5 BIO-E for Vestigial Tail
 -10 BIO-E for Musk Glands
 -10 BIO-E for Nocturnal

True Seals

Description: True seals have no external ears and cannot use their rear flippers on land. In the water they use the back flippers and pull themselves on land with the front flippers.

Size Level: 11

Length: to 6 feet

Weight: to 250 pounds.

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 40

Attribute Bonuses:

M.E.: +2

M.A.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; round, furry body; long, thick neck with small, dog-like head; large eyes; stubby, narrow arms and legs, no tail.

5 BIO-E for Partial. Rounded body, thick neck, smallish head, short legs, large eyes.

10 BIO-E for Full. Powerful chest and neck, smallish head, short legs, large eyes.

Natural Weapons:

5 BIO for 1D6 Damage Bite

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing
 5 BIO-E for Advanced Touch
 5 BIO-E for Extra Intelligence Quotient
 5 BIO-E for Extra Mental Affinity
 10 BIO-E for Extra Physical Prowess
 5 BIO-E for Extra Physical Endurance
 5 BIO-E for Hold Breath
 5 BIO-E for Swimming 86%
 5 BIO-E for Thick Blubber. Protection against cold (½ damage) and +20 S.D.C.
 Vestigial Disadvantages:
 -5 BIO-E for Nearsightedness
 -10 BIO-E for Reptile Brain: Predator
 -10 BIO-E for Diet Restriction: Carnivore

Tsukinowaguma (Asiatic Black Bear)

Description: Basically a nocturnal variant of the American Black Bear, somewhat smaller in size.

Size Level: 12

Height: 4.25-6.25 feet

Weight: 240-330 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 10

Attribute Bonuses: +2D6 to S.D.C, +2D6 to P.S., Brute Strength, +2 to P.E. and +4 to Spd.

Human Features

Hands: Full

Biped: Partial

Speech: Partial

Looks: Partial; Smaller and humanoid in general appearance. Has a definite snout, large head, heavy fur, short legs and massive build, stands hunched over a bit.

Natural Weapons:

5 BIO-E for 2D4+2 damage Heavy Claws

10 BIO-E for 2D6+2 damage Heavy Claws

5 BIO-E for 1D6 damage Teeth

10 BIO-E for 2D6 damage Teeth

Mutant Animal Powers:

10 BIO-E for Bestly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extraordinary Speed

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Smell

5 BIO-E for Hibernation

15 BIO-E for Predator Burst

10 BIO-E for Nightvision

Vestigial Disadvantages:

-5 BIO-E for Colour Blindness

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Nocturnal

Tube Squid

Description: The chameleon squid is a medium ocean going predator. It appears has an ordinary squid, until one looks closer and notices the small holes throughout its bullet-shaped body and a pair of large tubes near the head. The holes positioned in a line from the middle of the "torso" to the tail are ink jets, which allows the squid to make complicated manoeuvres while escaping predators. The large tubes near that just under the eyes (they do not obstruct the squids view) are large hollow jets that release a flechette-like bone shards that are covered in poison, which allow them to catch prey. Has a consequence of relying on the jet tubes for food, the squids to main grabber tentacles have atrophied and are no larger than its other tentacles.

Size Level: 13

Length: up to 10ft (3 m)

Weight: 200 lbs (90 kg)

Build: Medium

Mutant Changes & Cost

Total BIO-E: 20

Attribute Bonuses: +4 I.Q., +2 P.S., +20 Spd underwater, +9 Spd on land

Human Features:

----Note: must pay for each pair of arms.

Hands: Automatically None

5 BIO-E for Partial. The tentacles become somewhat less manoeuvrable and more rigid.

The tentacle splits into three fingers at the end and a small thumb.

10 BIO-E for Full. The thumb enlarges to "normal proportions" becomes more opposable and offers better manual abilities.

Biped: Automatically None. The mutant must use all of its tentacles to move on land. In combat it has only a pair of tentacles to fight with, anymore and the mutant will lose balance.

5 BIO-E for Partial. The long streamlined body splits into two rigid legs like structures near the end, which offer bipedal movement, albeit slow and awkward.

10 BIO-E for Full. The leg-like structures lose their rigidity where a human's knees and ankles would be allowing for faster and more dexterous movements.

Speech: Automatically None

5 BIO-E for Partial

10 BIO-E for Full

Looks: Automatically None. Looks very much like a squid with the tubes going across the sides of the body, multi-coloured slimy skin and 12 tentacles.

5 BIO-E for Partial. The body becomes more compact and less bullet shaped, a torso, neck and pelvis start to define themselves giving the squid mutant a more human-like body structure.

Full. N/A.

Natural Weapons:

5 BIO-E for 2D6 Beak

10 BIO-E for Dart Tubes. Right under the squids eyes and just above the breathing tubes on each of the head are small dart tubes. This tube is connected to an internal organ which takes the calcium from its preys bones and solidifies them into flechette-like darts. The squid will use these poison darts to stun prey, instead of relying on speed or stealth. Damage only 1D4 at a +3 to strike, however the victim must save vs Stun at 17 or higher (P.E. bonuses counting) or become stunned and unable to defend himself for 2D4 melee rounds. Payload: Each tube has room for only 2 darts. It takes 4 hours to create each dart.

Mutant Animal Powers:

Automatically has Advanced Swimming at 98% and a depth tolerance of 3,000 ft.

Automatically has Advanced Vision

5 BIO-E for Ink: Underwater, this gives the mutant the ability to release enough ink to fill a 10x10x10 area (opponents are -8 to strike, parry and dodge) On the surface it just drips down the mutant creating a nasty black puddle.

10 BIO-E for Jet Propulsion: A system of swimming in which the water is taken in through a pair of glands, and forced out in a stream. +20 to Speed. On land this just makes a weird wheezing sound.

10 BIO-E for Manoeuvre Tubes. Jet tubes align the entire side of the mutant allowing for exceptional acrobatic movement underwater. Each pair of tubes is directionally positioned just slightly different than the last. This allows the squid to move in many various directions at one time, like out of control fireworks. Gives the mutant a +4 to parry and +6 to dodge underwater, may be used once every 12 hours as this is exhaustive for the mutant. This power is useless on land. Prerequisite: Jet Propulsion.

5 BIO-E for Nightvision

5 BIO-E for an additional +10 to swimming speed

10 BIO-E for Multi-Limb Coordination (must purchase for each pair of arms). Gives the mutant Paired Weapons skill and an additional attack, and +1 to parry

10 BIO-E for Suction Cups. This lets the squid grasp and hold on to objects (but, not pull, crush, lift or push) has if he had Crushing P.S. The character is +10 to maintaining a hold on these objects.

10 BIO-E Brute Strength

15 BIO-E Beastly Strength

10 BIO-E Extra Physical Endurance

5 BIO-E Predator Burst

5 BIO-E for Advanced Digestive System

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator

-10 BIO-E for Prey Eyes

-15 BIO-E for Aquatic Vestigial Skin

-20 BIO-E for Aquatic Respiratory System

-5 BIO-E for each pair of Vestigial Tentacles

-10 BIO-E for Diet: Carnivore.

Turtle: Sea

Description: The two main varieties are the Leatherback and the Green Turtle. Both are deep water animals that range all over the world. Their armour is more leather, and thicker than a land turtles.

Size Level: 17

Length: to 5 feet

Weight: to 800 pounds.

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 5

Attribute Bonuses:

P.E.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; small head on a round body; large, flat arms and legs; mottled, green, brown and white pattern on leathery skin.

5 BIO-E for Partial. Bald head with large nose, leathery neck, round body and soft shell.

10 BIO-E for Full. Thick, leathery skin, green eyes, bald, and powerful build.

Natural Weapons:

5 BIO for 1D6 Damage Bite

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Speed.

10 BIO-E for Brute Strength

5 BIO-E for Hold Breath

5 BIO-E for Swimming 86%

10 BIO-E for Light Natural Body Armour; A.R. 9, +30 S.D.C.

20 BIO-E for Medium Natural Body Armour; A.R. 11, +50 S.D.C.

30 BIO-E for Heavy Natural Body Armour; A.R. 13, +75 S.D.C.

40 BIO-E for Extra Heavy Natural Body Armour; A.R. 15, +100 S.D.C.

Note that Heavy and Extra Heavy Natural Body Armour must have a Size Level at least 10 and Looks: Partial maximum.

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Predator

-20 BIO-E Vestigial Disadvantage: Environment: Marine (requires to be in water to survive)

Vampire Squid

Description: The Vampire Squid (*Vampyroteuthis infernalis*, lit. "vampire squid from hell") is a small, deep-sea cirrate cephalopod found throughout the temperate and tropical oceans of the world. Its gelatinous body varies in colour between velvety jet-black and pale reddish, depending on location and lighting conditions. A webbing of skin connects its eight arms, each lined with rows of fleshy spines or cirri; the inside of this "cloak" is black. Only the distal half (farthest from the body) of the arms have suckers. Its limpid, globular eyes appear red or blue, also depending on.

Mature adults have a pair of ear-like fins projecting from the lateral sides of the mantle. These fins serve as the adult's primary means of propulsion: Vampire Squid are said to "fly" through the water by way of flapping their fins. Their powerful beak-like jaws are as white as ivory. Within the webbing are two pouches wherein the tactile velar filaments are concealed. The filaments are analogous to a true squid's tentacles, extending well past the arms, however, they are a different arm pair than the squid's tentacles. Instead, the filaments are the same pair that were lost by the ancestral octopuses.

The Vampire Squid is covered entirely in light-producing organs called photophores. The animal has great control over the organs, capable of producing disorienting flashes of light for fractions of a second to several minutes in duration. The intensity and size of the photophores can also be modulated. Appearing as small white discs, the photophores are larger and more complex at the tips of the arms and at the base of the two fins, but are absent from the underside of the caped arms. Two larger white areas on top of the head were initially believed to be photophores too, but have turned out to be photoreceptors. The Vampire Squid is an extreme example of a deep-sea cephalopod, thought to reside at aphotic (lightless) depths from 600-900 metres (2,000-3,000 feet) or more. Within this region of the world's oceans is a discrete habitat known as the oxygen minimum zone (OMZ). Within the OMZ oxygen saturation is too low to support aerobic metabolism in most higher organisms. Nonetheless, the Vampire Squid is able to live and breathe normally in the OMZ at oxygen saturations as low as 3%; a feat no other cephalopod--and few other animals--can claim.

In order to cope with life in the suffocating depths, vampire squid have developed several radical adaptations. Of all deep-sea cephalopods, their mass-specific metabolic rate is the lowest. The animals have weak musculature but maintain agility and buoyancy with little effort thanks to sophisticated statocysts (balancing organs akin to a human's inner ear) and ammonium-rich gelatinous tissues closely matching the density of the surrounding seawater.

At the shallower end of the Vampire Squid's vertical range, the view from below is like the sky at twilight: The highly sensitive eyes of deepwater denizens are able to distinguish the silhouettes of other animals moving overhead. To combat this, the vampire squid generates its own bluish light (bioluminescence) in a strategy called counterillumination: The light diffuses the animal's silhouette, effectively "cloaking" its presence from the watchful eyes below. Its own large eyes detect even the faintest of gleams. A pair of photoreceptors are located on top of its head, perhaps alerting the animal to movements above.

Like other deep-sea cephalopods, Vampire Squid lack ink sacs. If threatened, instead of ink, a sticky cloud of bioluminescent mucus containing innumerable orbs of blue light is ejected from the arm tips. This luminous barrage, which may last nearly 10 minutes, is

presumably meant to daze would-be predators and allow the Vampire Squid to disappear into the blackness without the need to swim far. The display is made only if the animal is very agitated; regenerating the mucus is costly from a metabolic point of view.

With their long velar filaments deployed, Vampire Squid have been observed drifting along in the deep, black ocean currents. If the filaments contact an entity, or if vibrations impinge upon them, the animals investigate with rapid acrobatic movements. They are capable of swimming at speeds equivalent to two body lengths per second, with an acceleration time of five seconds. However, their weak muscles limit stamina considerably.

Unlike their relatives living in more hospitable climes, deep-sea cephalopods cannot afford to expend energy in protracted flight. Given their low metabolic rate and the low density of prey at such depths, Vampire Squid must use innovative predator avoidance tactics in order to conserve energy. Their aforementioned bioluminescent "fireworks" are combined with the writhing of glowing arms, erratic movements and escape trajectories, making it difficult for a predator to home in.

In a threat response called "pumpkin" or "pineapple posture", the Vampire Squid inverts its caped arms back over the body, presenting an ostensibly larger form covered in fearsome-looking though harmless spines (called cirri). The underside of the cape is heavily pigmented, masking most of the body's photophores. The glowing arm tips are clustered together far above the animal's head, diverting attack away from critical areas. If a predator were to bite off an arm tip, the Vampire Squid can regenerate it.

Copepods, prawns and cnidarians have all been reported as prey of Vampire Squid. Little else is known regarding their feeding habits, but considering their environment, a fussy palate is unlikely. Vampire Squid have been found among the stomach contents of large deepwater fish, deep diving whales and pinnipeds such as sea lions.

Size Level: 1

Height: Up to 1 foot (30cm)

Weight: 1D6 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: +1 to I.Q., +2 to P.S., +8 to Spd.

Human Features

Hands: Partial hands are automatic, because the arms are the equivalent of partial hands. 5 BIO-E for Full. The arms have developed three branches at the end of each which serve as two fingers and a thumb.

15 BIO-E for Full Humanoid arms and Hands (MiO, page 42) Note: must be bought for EACH Extra Pair of Arms for full use.

Biped: None; Crawls along with arms.

2 BIO-E for Four legs for walking (MiO, page 42).

5 BIO-E for Four legs for running (MiO, page 42).

5 BIO-E for Two-legged Biped (MiO, page 42).

10 BIO-E for Two-legged Biped with a second pair of partial limbs used as both arms and legs (MiO, page 42).

15 BIO-E for Two-legged Biped with a third pair of partial limbs used both as arms and legs (MiO, page 42).

Speech : 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None; huge head with loose, bulbous back (see picture); large eyes; red or black, leathery skin.

5 BIO-E for Partial; Huge head and thick neck; long, flexible body; multiple arms protrude from upper torso, humanoid legs and body form; clearly not human!

Full Human Looks are NOT available.

Natural Weapons:

5 BIO-E for 1D6 Beak.

Mutant Animal Powers:

Automatically gets Breathing: Gills and Swimming: Basic.

5 BIO-E for Shadow Concealment

5 BIO-E for Hold Breath (in the air)

5 BIO-E for Powerful Suction Cups per pair of tentacles. (RH, 10)

10 BIO-E for Luminescent Patch

10 BIO-E for Sensor Filament

10 BIO-E for Breathing: Lungs

10 BIO-E for Predator Burst

15 BIO-E for Pineapple Posture Defence

15 BIO-E for Photophore (the glowing eyes)

15 BIO-E for Multi-Limb Coordination. (RH, 10)

15 BIO-E for Swimming: Acrobatic

15 BIO-E for Neutral Buoyancy

20 BIO-E for Retractable Sensor Filaments (trip wire)

20 BIO-E for Low Oxygen Requirement

20 BIO-E for Breathing: Dual Breathing

20 BIO-E for Luminescent Distraction Pattern

25 BIO-E for Luminescent Cloud Spray

30 BIO-E for Luminescent Hypnosis

35 BIO-E for Luminescent Blinding Pattern

Vestigial Disadvantages:

-5 BIO-E for No Gills

-5 BIO-E for Light Sensitivity

-5 BIO-E per pair for Vestigial Disadvantage: Arms

-10 BIO-E for Simple Eyes

-10 BIO-E for Prey Eyes (may be combined with Simple Eyes, above)

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Webbed Hands and Feet

-15 BIO-E for Low Metabolic Rate

-20 BIO-E for Soft Body (½ normal S.D.C.)

-20 BIO-E for Dehydration: Extreme

Wallace's Flying Frog

Description: This tiny frog is bright green with red markings. Its tiny body, arms and legs are dwarfed by huge hands and feet. Between the fingers and toes are broad webs, which the creature can actually use for gliding through the air. Found only in Southeast Asia.

Size Level: 1

Length: To 4 inches

Weight: under 1 pound

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 90

Attribute Bonuses:

P.P.: +2

Spd.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Shiny, wet-looking skin, mostly bright emerald green but with large blood vessels of bright red. Thin, little body, with ribs and other features clearly outlined. Long, lean arms and legs, both longer than the body. Hand and feet have long fingers with wide pads at the tips. Frog face with protruding eyes spread wide across the head.

5 BIO-E for Partial. Skinny body and bony head. Long legs with very broad hands and feet. Green with red veins.

10 BIO-E for Full. Thin, bony appearance, with rib cage and skull features showing clearly through thin, greenish tight skin. Long, skinny arms and legs, but with very large hands and feet. Eyes are bulbous and protruding. Shoulder and hips are very narrow.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Standard

10 BIO-E for Leaping: Rodent

5 BIO-E for Hold Breath

10 BIO-E for Righting Reflex

10 BIO-E for Glide

30 BIO-E for Basic Flight

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-5 BIO-E for Webbed Hands and Feet

-10 BIO-E for Prey Eyes

-10 BIO-E for Reptile Brain: Prey

Wallaroo

Description: Large Kangaroo-type creatures, but with a heavier look and a shaggy coat.

Wallaroes also tend toward furry noses. Smaller than kangaroos, but more heavily built

and much more aggressive. They live in small packs in forest areas, and rely on their dark fur for concealment.

Size Level: 7

Height: to 6 feet tall

Weight: to 100 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 45

Attribute Bonuses:

P.S.: +4 (Brute)

P.P.: +1

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: Full Automatic

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Hairy, muzzled snout, with donkey-like ears. The upper body is slim, with narrow arms and shoulders. Legs are very large, with huge feet almost as long as the legs. Thick, muscular tail, even longer than the legs.

5 BIO-E for Partial. Snouted head, with ears on top. Wide hips and huge feet. Thick tail that reaches all the way to the floor.

10 BIO-E for Full. Large nose, large ears and widely spaced eyes. Shaggy, long hair and beard. Legs tend to be long, with outrageously large feet.

Natural Weapons:

5 BIO-E for 1D8 Claws (Hand): Climbing

5 BIO-E for 1D10 Claws (Foot): Climbing. In this case, the middle toe will have a large protruding claw that can be used in kick attacks.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Speed

5 BIO-E for Leaping: Rodent

15 BIO-E for Advanced Hopping Ability. A “rubber band” muscle in the Wallaroo's legs allows for incredible leaping abilities and efficient long-distance travels at high speeds.

The mutant Wallaroo can hop along at 35 mph for hours without getting tired. Speeding up, a maximum of 60 mph is possible, but the time is limited by the character's physical endurance (P.E.). Double normal distance for leaps and jumps. +3 to Dodge while Hopping, +4 to Damage from Leap and Jump attacks only.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Nocturnal

- 10 BIO-E for Nearsightedness
- 10 BIO-E for Vestigial Tail

Walrus

Description: Like Sea Lions, Walruses can use their back flippers for walking on dry land, and like True Seals, have no exterior ears. Their heavy whiskers are used to feel for food in the dark. Tusks are used both for fighting and for dredging the bottom of the ocean for food.

Size Level: 18

Length: to 10 feet

Weight: to 1200 pounds.

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 5

Attribute Bonuses:

None

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; round, wrinkled body; thick neck with small, dog-like head; and huge, whiskered upper lip.

5 BIO-E for Partial. Rounded body, thick neck, snouted head with whiskers; thick, wrinkled skin.

10 BIO-E for Full. Powerful chest and neck, smallish head, short legs; heavy, handlebar moustache.

Natural Weapons:

5 BIO for 1D6 Tusks

10 BIO-E for 2D6 Tusks

15 BIO-E for 3D6 Tusks

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Touch

10 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Hold Breath

5 BIO-E for Swimming 86%

5 BIO-E for Thick Blubber. Protection against cold (1/2 damage) and +30 S.D.C.

Vestigial Disadvantages:

- 5 BIO-E for Nearsightedness
- 10 BIO-E for Reptile Brain: Predator
- 10 BIO-E for Diet Restriction: Carnivore

Water Buffalo

Description: These beasts are of Asian descent, and can be found in South Asia including Pakistan, India, Nepal, Bhutan and Myanmar.

Size Level: 20

Length: to 8-10 feet long (2.4 to 3 m), Five and a half feet (1.7 m) at the shoulder

Weight: to 2000 pounds (900 kg) for males, 1600 pounds (720 kg) for females

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: Zero

Attribute Bonuses:

P.S.: +5 (Brute Strength)

P.E.: +5

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round body, with long legs and neck, horns that curve after they extended outward on each side of the head. Long, narrow face has dark eyes and small ears. Body is covered in dark fur with a short tail.

5 BIO-E for Partial. Round body with powerful arms and legs and a slightly hunchbacked body. Narrow face has dark eyes and nearly normal ears. Short tail.

10 BIO-E for Full. Round body with powerful arms and legs, narrow face with dark eyes, slightly hunchbacked body. Short tail and ears just slightly larger than a humans.

Natural Weapons:

5 BIO-E for Hoofed Hands: 1D6 Punch

5 BIO-E for Hoofed Feet: 1D8 Kick.

10 BIO-E for Hoofed Feet: 2D8 Kick.

5 BIO-E for 1D6 Horns

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Beastly Strength

10 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Prey Eyes.

-10 BIO-E for Reptile Brain: Prey

- 5 BIO-E for Vestigial Hooves
- 5 BIO-E for Vestigial Horns
- 10 BIO-E for Vestigial Musk Glands

Waterfowl: Coot

Description: Coots are small black waterfowl, smaller than ducks, with long legs and feet with four toes, not fully webbed. Coots have a white beak and a small white patch above their eyes. A similar species, moorhens, look almost identical apart from a red patch in the same place. Coots move quickly and jerkily and are able to swim and dive.

Size Level: 2

Length: up to 12 inches (0.3 m)

Weight: up to two pounds (0.9 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 75

Attribute Bonuses:

Spd.: +2

HUMAN FEATURES

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 20 BIO-E for Extra Limbs: Pair of Human Arms and Hands

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Looking a little ridiculous with a large rounded torso on thin scaly legs. Black feathers still cover the body, apart from the white or red flash on the forehead. A short beak, eyes the side of the head. Large feet with long toes.

5 BIO-E for Partial. A very small beak, normal looking head and neck, apart from the white or red and black forehead feathers which are still present. The mutant looks top-heavy, with a plump torso and big feet.

10 BIO-E for Full. Black feathers resemble a head of hair, with a streak down the middle (in either red or white). A strong upper torso, broad shoulders and powerful legs.

Natural Weapons:

10 BIO-E for 1D6 Beak

Mutant Animal Powers:

10 BIO-E for Advanced Hearing

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed

5 BIO-E for Prehensile Toes. The character can pick up and manipulate objects with its feet as if they were Partial Hands.

10 BIO-E for Float. This is not a swim skill, but the ability to float effortlessly, even while sleeping, on the water. Characters with Flight will be able to take off directly from the surface of the water. Those with Glide or Flight can come down into the water, directly to a floating position.

10 BIO-E for Glide.

20 BIO-E for Basic Flight.

15 BIO-E for Insulating Water Repellent Feathers. Resistant to Cold, Snow, and Rain.

Adds a bonus of +5 to S.D.C.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Webbed Hands and Feet

-10 BIO-E for Vestigial Wings

-15 BIO-E for No bird tail and wings at all -or- -20 BIO-E if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Water-Vole

Description: A small reddish-brown rodent, often mistakenly called a “Water-Rat” since they do resemble their land-based cousins. They tend to live in burrows near water (usually rivers or streams) and in their natural state can swim with ease, both on the surface and under water.

Size Level: 1

Length: Up to 12 inches (0.3 m)

Weight: 1-2 pounds (0.9 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 95

Attribute Bonuses:

I.Q.: +1

P.P.: +1

Spd.: +2

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Rodentoid face with small black eyes and a pointed nose, large mouth, small ears on top of head, fur covers body, long bare tail, short arms and legs.

5 BIO-E for Partial. Prominent nose, small ears, thick neck, stout body covered with fine hairs, short tail, short thin legs.

10 BIO-E for Full. Sharp facial features, large torso, skinny legs and arms.

Natural Weapons:

5 BIO-E for 1D6 Claws: Digging

10 BIO-E for 1D4 Bite

Mutant Animal Powers:

- 5 BIO-E for Advanced Touch
 - 5 BIO-E for Advanced Smell
 - 5 BIO-E for Extra Intelligence Quotient
 - 5 BIO-E for Extra Physical Prowess
 - 10 BIO-E for Extra Physical Endurance
 - 5 BIO-E for Extra Speed
 - 5 BIO-E for Leaping: Standard
 - 10 BIO-E for Leaping: Rodent
 - 10 BIO-E for Hold Breath
 - 15 BIO-E for Tunnelling
 - 20 BIO-E for Natural Swimming. The character can swim with a skill of 75% twice as long as an ordinary human.
- Vestigial Disadvantages:
- 10 BIO-E for Diet Restriction: Herbivore
 - 5 BIO-E for Vestigial Tail
 - 10 BIO-E for Prey Eyes
 - 10 BIO-E for Reptile Brain: Prey

Water Opossum

Description: Also known as Yapok, it is the only known aquatic marsupial, ranging from Mexico, south to Argentina. Uses its super-long tail and broad-webbed hind feet for swimming. Has a muscle lining its pouch that keeps the young completely water-tight. Looks like a long-legged rat, with lots of spindly whiskers.

Size Level: 3

Length: body is to 13 inches (0.3 m), tail is to 16 inches

Weight: to 8 pounds (3.6 kg)

Build: Long

MUTANT CHANGES & COSTS

Total BIO-E: 80

Attribute Bonuses:

P.E.: +3

Spd.: +2

HUMAN FEATURES

Hands: Partial Automatic

5 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Built like a very long-legged rat, with a long, slightly upturned snout, and a lean body. Very long, leathery tail, only furry about a quarter of the way down. Dark fur on back and head, light grey on belly and chin. Protruding pink ears and nose. Webbed rear feet.

5 BIO-E for Partial. Long, sinewy body, with long arms and legs. Prominent tail, little round ears, long, narrow face.

10 BIO-E for Full. Long legs and arms with a smooth long body. Large feet and large nails on both fingers and toes. Narrow, sharp-featured face.

Natural Weapons:

5 BIO-E for 1D6 Claws: Standard

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Hold Breath

5 BIO-E for Whiskers. These whiskers can detect vibrations in the darkness and underwater, so the character suffers half penalties in total darkness.

5 BIO-E for Swimming at 65%. Does not increase.

5 BIO-E for Prehensile Tail (as Partial Hand)

Vestigial Disadvantages:

-10 BIO-E for Nearsightedness

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Prey Eyes.

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Vestigial Tail

-5 BIO-E for Webbed Hands and Feet

Whale: Beaked

Description: This category of toothed whale includes Cuvier's, Arnoux's, Baird's, Shepherd's, Longman's, Hector's, True's, Gervais', Sowerby's, Gray's, Pygmy, Andrews', Bahamonde's, Hubbs' Gingo-toothed, Stejneger's, Layard's, Blainville's, and Perrin's Beaked Whales.

Size Level: 23

Height: up to 43 (13 m) long.

Weight: 7-10 tons (14,000-20,000 lbs/6350-9072 kg)

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +3 to M.E., +3 to M.A.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.

Looks: None; Rounded head with bulging forehead and thin body with thick, greyish skin; awkward, flat legs and arms.

5 BIO-E for Partial; Rounded head with bottlenose snout and bulging forehead , eyes on the side of the head, thick, grey skin, short arms and legs.

10 BIO-E for Full; Rounded features and bulging forehead , hairless, pale skin, thin-looking.

Natural Weapons:

5 BIO-E for 1D10 Bite

10 BIO-E for Sonic Stun Blat

Mutant Animal Powers:

Automatically receives Hold Breath: Advanced Cetacean and Swimming: Basic Recognize Family Heritage (Whales can recognize their family relatives and descendants through song, appearance/physical traits, and markings, without ever having seen them before. Base Skill: 53%+3% per level of experience. Automatically gets this ability.)

5 BIO-E for Sonar

5 BIO-E for Thick Blubber (protection against cold, 1/2 damage) and +40 S.D.C.

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Electroreception: Passive (Detect Electrical Fields)

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.

10 BIO-E for Nightvision

10 BIO-E for Sonic Echo-Location

10 BIO-E for Swimming & Surfacing: Whale

20 BIO-E for Expanded Lifespan

Vestigial Disadvantages:

-5 BIO-E for Webbed Hands & Feet

-5 BIO-E for Limited Buoyancy

-5 BIO-E for Nearsighted

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Reptile Brain: Predator

-15 BIO-E for Dehydration: Severe

Whale: Beluga

Description: Also known as the sea canary or white whale.

Size Level: 21

Height: 9.75-16.5feet (3-5 m) long.

Weight: 800-3500 pounds (363-1588 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +4 to M.E., +6 to M.A.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic, and belugas are the most talkative of the cetaceans. 2 BIO-E for Full Speech.

Looks: None; Mellon-shaped head and rounded body, tiny eyes, thick white skin, awkward, flat legs and arms.

5 BIO-E for Partial; Thick melon-shaped head, small eyes on side of head, thick, white skin, short, fat arms & legs.

10 BIO-E for Full; Rounded features, hairless, white skin, short stubby arms & legs.

Natural Weapons:

5 BIO-E for 1D8 Bite

10 BIO-E for Water Spray (Belugas are well know for spitting large amounts of water at each other, as well as other people. While relatively harmless, this ability can be used to temporarily blind an opponent for 1D4 melee attacks/actions.)

Mutant Animal Powers:

Automatically receives Hold Breath: Basic Cetacean and Swimming: Basic

Recognize Family Heritage (Whales can recognize their family relatives and descendants through song, appearance/physical traits, and markings, without ever having seen them before. Base Skill: 53%+3% per level of experience. Automatically gets this ability.)

5 BIO-E for Sonar

5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 S.D.C.

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Electroreception: Passive (Detect Electrical Fields)

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.

10 BIO-E for Sonic Echo-Location

10 BIO-E for Swimming & Surfacing: Whale

Vestigial Disadvantages:

-5 BIO-E for Webbed Hands & Feet

-5 BIO-E for Limited Buoyancy

-5 BIO-E for Nearsighted

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Reptile Brain: Predator

-15 BIO-E for Dehydration: Severe

Whale: Blue

Description: Blue whales are notable for being the largest animals who have ever lived.

Size Level: 27

Height: up to 110 feet (33.5 m) long.

Weight: up to 200 tons (400,000 lbs/181,000 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +4 to M.E., +4 to M.A., Brute Strength

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.
 Biped: 5 BIO-E for Partial feet at the end of the fluke.
 10 BIO-E for Full fluke develops into legs and feet.
 Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.
 Looks: None; Rounded head and body, tiny eyes, thick bluish skin, awkward, flat legs and arms.
 5 BIO-E for Partial; Thick rounded head, small eyes on side of head, thick, blue skin, short, fat arms & legs.
 10 BIO-E for Full; Rounded features, hairless, dark skin, short stubby arms & legs.
 Natural Weapons:
 10 BIO-E for Sonic Stun Blat
 Mutant Animal Powers:
 Automatically receives Hold Breath: Advanced Cetacean and Swimming: Basic
 Recognize Family Heritage (Whales can recognize their family relatives and descendants through song, appearance/physical traits, and markings, without ever having seen them before. Base Skill: 53%+3% per level of experience. Automatically gets this ability.)
 5 BIO-E for Sonar
 5 BIO-E for Thick Blubber (protection against cold, 1/2 damage) and +40 S.D.C.
 5 BIO-E for Extra Intelligence Quotient
 5 BIO-E for Electroreception: Passive (Detect Electrical Fields)
 10 BIO-E for Extra Mental Endurance
 10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.
 10 BIO-E for Nightvision
 10 BIO-E for Sonic Echo-Location
 10 BIO-E for Swimming & Surfacing: Whale
 Expanded Lifespan (true whales only)
 Vestigial Disadvantages:
 -5 BIO-E for Webbed Hands & Feet
 -5 BIO-E for Limited Buoyancy
 -5 BIO-E for Nearsighted
 -10 BIO-E for Diet: Filter Feeding (Baleen Whales)
 -15 BIO-E for Dehydration: Severe

Whale: Gray

Description: Also known as devil fish due to their fighting behaviour, grey whales are primarily known for performing the longest migrations of any whales. They are also quite active for whales.

Size Level: 24

Height: up to 52 feet (16 m) long.

Weight: up to 36 tons (72,000 pounds/32,660 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +4 to M.A., +3 to P.E.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).
 10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).
 20 BIO-E for Extra Limbs; a set of fully developed arms and hands.
 Biped: 5 BIO-E for Partial feet at the end of the fluke.
 10 BIO-E for Full fluke develops into legs and feet.
 Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.
 Looks: None; Rounded head and body, tiny eyes, thick dark-greyish skin, awkward, flat legs and arms.
 5 BIO-E for Partial; Thick rounded head, small eyes on side of head, thick, dark grey skin, short, fat arms & legs.
 10 BIO-E for Full; Rounded features, hairless, dark skin, short stubby arms & legs.
 Natural Weapons:
 10 BIO-E for Sonic Stun Blat
 Mutant Animal Powers:
 Automatically receives Hold Breath: Advanced Cetacean and Swimming: Basic
 Recognize Family Heritage (Whales can recognize their family relatives and descendants through song, appearance/physical traits, and markings, without ever having seen them before. Base Skill: 53%+3% per level of experience. Automatically gets this ability.)
 5 BIO-E for Sonar
 5 BIO-E for Thick Blubber (protection against cold, 1/2 damage) and +40 S.D.C.
 5 BIO-E for Extra Intelligence Quotient
 5 BIO-E for Electroreception: Passive (Detect Electrical Fields)
 10 BIO-E for Extra Mental Affinity
 10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.
 10 BIO-E for Nightvision
 10 BIO-E for Sonic Echo-Location
 10 BIO-E for Swimming & Surfacing: Whale
 Vestigial Disadvantages:
 -5 BIO-E for Webbed Hands & Feet
 -5 BIO-E for Limited Buoyancy
 -5 BIO-E for Nearsighted
 -10 BIO-E for Diet: Filter Feeding
 -15 BIO-E for Dehydration: Severe

Whale: Humpback

Description: Humpback whales sing the most complex songs of any animal. They are natural show-offs, though they have been known to be aggressive during mating season.

Size Level: 25

Height: 40-50 feet (12.2-15.2 m) long.

Weight: up to 40 tons (80,000 lbs/36,290 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +2 to M.E., +3 to M.A.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).
 10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).
 20 BIO-E for Extra Limbs; a set of fully developed arms and hands.
 Biped: 5 BIO-E for Partial feet at the end of the fluke.
 10 BIO-E for Full fluke develops into legs and feet.
 Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.
 Looks: None; Rounded head and body, tiny eyes, thick greyish skin, awkward, flat legs and long arms.
 5 BIO-E for Partial; Thick rounded head, small eyes on side of head, thick, grey skin, long arms and short, fat legs.
 10 BIO-E for Full; Rounded features, hairless, pale skin, long arms and short stubby legs.
 Natural Weapons:
 10 BIO-E for Sonic Stun Blat
 Mutant Animal Powers:
 Automatically receives Hold Breath: Basic Cetacean and Swimming: Basic
 Recognize Family Heritage (Whales can recognize their family relatives and descendants through song, appearance/physical traits, and markings, without ever having seen them before. Base Skill: 53%+3% per level of experience. Automatically gets this ability.)
 5 BIO-E for Singing Skill at 98%
 5 BIO-E for Sonar
 5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 S.D.C.
 5 BIO-E for Extra Intelligence Quotient
 5 BIO-E for Electroreception: Passive (Detect Electrical Fields)
 5 BIO-E for Swimming: Acrobatic
 10 BIO-E for Extra Mental Endurance
 10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.
 10 BIO-E for Nightvision
 10 BIO-E for Sonic Echo-Location
 10 BIO-E for Swimming & Surfacing: Whale
 Expanded Lifespan (true whales only)
 Vestigial Disadvantages:
 -5 BIO-E for Vestigial Dorsal Fin (treat as vestigial tail)
 -5 BIO-E for Webbed Hands & Feet
 -5 BIO-E for Limited Buoyancy
 -5 BIO-E for Nearsighted
 -10 BIO-E for Diet: Filter Feeding
 -15 BIO-E for Dehydration: Severe

Whale: Minke

Description: Also known as Pikehead, Little piked whale, Little finner, Lesser finback, and Lesser Rorqual. Minke whales are the most solitary of the whales.
 Size Level: 23
 Height: 22-35 feet (6.7-10.7m) long.
 Weight: 4-14 tons (8000-28,000 pounds/3629-124,600 kg).
 Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +4 to M.E., Brute Strength.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.

Looks: None; Rounded head and body, tiny eyes, thick greyish skin, awkward, flat legs and arms.

5 BIO-E for Partial; Thick rounded head, small eyes on side of head, thick, grey skin, short, fat arms & legs.

10 BIO-E for Full; Rounded features, hairless, dark skin, short stubby arms & legs.

Natural Weapons:

10 BIO-E for Sonic Stun Blat

Mutant Animal Powers:

Automatically receives Hold Breath: Basic Cetacean and Swimming: Basic

Recognize Family Heritage (Whales can recognize their family relatives and descendants through song, appearance/physical traits, and markings, without ever having seen them before. Base Skill: 53%+3% per level of experience. Automatically gets this ability.)

5 BIO-E for Sonar

5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 S.D.C.

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Electroreception: Passive (Detect Electrical Fields)

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.

10 BIO-E for Nightvision

10 BIO-E for Sonic Echo-Location

10 BIO-E for Swimming & Surfacing: Whale

Vestigial Disadvantages:

-5 BIO-E for Vestigial Dorsal Fin (treat as vestigial tail)

-5 BIO-E for Webbed Hands & Feet

-5 BIO-E for Limited Buoyancy

-5 BIO-E for Nearsighted

-10 BIO-E for Diet: Filter Feeding

-15 BIO-E for Dehydration: Severe

Whale: Narwhal

Description: The narwhal, also known as the moon whale or reamfish, is an arctic whale notable for its extraordinarily long tusk. A few even have two tusks.

Size Level: 21

Height: 23-26 feet (7-8 m) long, not counting the tusk which adds up to 10 more feet (3 m).

Weight: 2200-3500 pounds (998-1588 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +4 to M.A., +1 to P.P.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.

Looks: None; Rounded head and body, tiny eyes, thick mottled grey skin, awkward, flat legs and arms.

5 BIO-E for Partial; Thick rounded head, small eyes on side of head, thick, mottled grey skin, short, fat arms & legs.

10 BIO-E for Full; Rounded features, hairless, mottled grey skin, short stubby arms & legs.

Natural Weapons:

5 BIO-E for 1D8 Bite

10 BIO-E for 1D10 damage Forehead Tusk

20 BIO-E for 2D10 damage Double Forehead Tusks.

Mutant Animal Powers:

Automatically receives Hold Breath: Basic and Swimming: Basic

Recognize Family Heritage (Whales can recognize their family relatives and descendants through song, appearance/physical traits, and markings, without ever having seen them before. Base Skill: 53%+3% per level of experience. Automatically gets this ability.)

5 BIO-E for Sonar

5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 S.D.C.

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Electroreception: Passive (Detect Electrical Fields)

5 BIO-E for Swimming: Acrobatic

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.

10 BIO-E for Sensory Forehead Tusk (It is widely believed that the long tusk of the narwhal also acts as a chemoreceptor, allowing the narwhal to detect temperature, salinity, pressure, and the particulate makeup of the water in which they are swimming.)

10 BIO-E for Swimming & Surfacing: Whale

Vestigial Disadvantages:

-5 BIO-E for Webbed Hands & Feet

-5 BIO-E for Limited Buoyancy

-5 BIO-E for Nearsighted

-10 BIO-E for Diet: Carnivore

-10 BIO-E for Reptile Brain: Predator

-15 BIO-E for Dehydration: Severe

Whale: Right

Description: Right whales are known for having huge callosities (callus growths) on their head.

Size Level: 23

Height: 35-60 feet (10.7-18.3 m) long.

Weight: 60-100 tons (120,000-200,000 pounds/ 54,430-90,720 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +3 to M.A., +1 to P.P.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.

Looks: None; Rounded head and body, tiny eyes, thick dark-greyish skin, awkward, flat legs and arms.

5 BIO-E for Partial; Thick rounded head, small eyes on side of head, thick, dark grey skin, short, fat arms & legs.

10 BIO-E for Full; Rounded features, hairless, dark skin, short stubby arms & legs.

Natural Weapons:

10 BIO-E for Sonic Stun Blat

Mutant Animal Powers:

Automatically receives Hold Breath: Basic Cetacean and Swimming: Basic

Recognize Family Heritage (Whales can recognize their family relatives and descendants through song, appearance/physical traits, and markings, without ever having seen them before. Base Skill: 53%+3% per level of experience. Automatically gets this ability.)

5 BIO-E for Sonar

5 BIO-E for Thick Blubber (protection against cold, 1/2 damage) and +40 S.D.C.

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Electroreception: Passive (Detect Electrical Fields)

5 BIO-E for Swimming: Acrobatic

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.

10 BIO-E for Nightvision

10 BIO-E for Sonic Echo-Location

10 BIO-E for Swimming & Surfacing: Whale

Vestigial Disadvantages:

-5 BIO-E for Webbed Hands & Feet

-5 BIO-E for Limited Buoyancy

-5 BIO-E for Nearsighted

-10 BIO-E for Diet: Filter Feeding (Baleen Whales)

-15 BIO-E for Dehydration: Severe

Whale: Sperm

Description: Also known as the Common Catchalot. Sperm Whales are the deepest diving mammals in the world, and able to hold their breath for up to two hours.

Size Level: 25

Height: 40-60 feet (12-18 m) long.

Weight: 55,000-110,000 pounds (24,950-49,900 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +4 to I.Q., +2 to M.E., +3 to M.A., Brute Strength.

Human Features

Hands: 5 BIO-E for Partial hands at the end of the flippers (applicable even with arms and hands).

10 BIO-E for full hands at the end of the flippers (applicable even with arms and hands).

20 BIO-E for Extra Limbs; a set of fully developed arms and hands.

Biped: 5 BIO-E for Partial feet at the end of the fluke.

10 BIO-E for Full fluke develops into legs and feet.

Speech: Partial Speech is automatic. 5 BIO-E for Full Speech.

Looks: None; Squared head and body, tiny eyes, thick greyish skin, awkward, flat legs and arms.

5 BIO-E for Partial; Thick squared head, small eyes on side of head, thick, grey skin, short, fat arms & legs.

10 BIO-E for Full; Squared features, hairless, pale skin, short stubby arms & legs.

Natural Weapons:

5 BIO-E for 1D10 Bite

10 BIO-E for Sonic Stun Blat

Mutant Animal Powers:

Automatically receives Hold Breath: Sperm Whale and Swimming: Basic

Recognize Family Heritage (Whales can recognize their family relatives and descendants through song, appearance/physical traits, and markings, without ever having seen them before. Base Skill: 53%+3% per level of experience. Automatically gets this ability.)

5 BIO-E for Sonar

5 BIO-E for Thick Blubber (protection against cold, ½ damage) and +40 S.D.C.

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Electroreception: Passive (Detect Electrical Fields)

5 BIO-E for Spermaceti Case (provides Neutral Buoyancy)

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Thick Skin (protection against cold, 1/4 damage) and +60 S.D.C.

10 BIO-E for Sonic Echo-Location

10 BIO-E for Swimming & Surfacing: Whale

15 BIO-E for Ambergris Production (Sperm whales with this ability can produce ½ oz (14 g) per day of ambergris in their stomachs. In the stomach it is used to aid in the passage of hard, sharp objects, which means this character could inadvertently eat small metal, stone, keratin, chitin, shell, bone or cartilage objects, including things like nails, shuriken, needles, claws, teeth, small bits of shell, etc. without suffering undo damage.

Once secreted from the body, ambergris has a wide variety of functions, making it a trade

good of sorts. It can be used in perfumes, to make incense, to flavour food, as a medical treatment for some ailments, and can even be moulded, dried, decorated and worn as jewellery.)

Vestigial Disadvantages:

- 5 BIO-E for Webbed Hands & Feet
- 5 BIO-E for Limited Buoyancy
- 5 BIO-E for Nearsighted
- 10 BIO-E for Diet: Carnivore
- 10 BIO-E for Reptile Brain: Predator
- 15 BIO-E for Dehydration: Severe

Wildebeest

Description: Wildebeests are large horned ungulates that exist primarily on the Serengeti. They are a large and exist primarily in herds that they use to help defend themselves from predators with.

Size Level: 15

Length: to seven feet (2.1 m)

Weight: to 600 pounds (67 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: 20

Attribute Bonuses:

P.S.: +2

P.E.: +3

Spd.: +4

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round body, with long legs and neck, horns that curve after they extended outward on each side of the head. Long, narrow face has dark eyes with a black beard under the mouth. Long, horse like tail with a mane that goes from the top of the neck to the “hump” on the back. Long ears.

5 BIO-E for Partial. Round body, with a linebacker-type physique; powerful legs with an even more powerful upper body. Narrow face has dark eyes, a less pronounced whiskered chin with a mane running up from the neck to the middle of the shoulder blades. Short tail and less pronounced ears.

10 BIO-E for Full. Round body with powerful arms and legs, narrow face with dark eyes, slightly hunchbacked body with a mane just on the top of the neck. Short tail and ears just slightly larger than a humans.

Natural Weapons:

5 BIO-E for Hoofed Hands: 1D6 Punch

5 BIO-E for Hoofed Feet: 1D8 Kick.

10 BIO-E for Hoofed Feet: 2D8 Kick.
5 BIO-E for 1D6 Horns
Mutant Animal Powers:
5 BIO-E for Advanced Hearing
5 BIO-E for Advanced Vision
5 BIO-E for Advanced Smell
5 BIO-E for Brute Strength
10 BIO-E for Beastly Strength
5 BIO-E for Extra Physical Endurance
5 BIO-E for Extra Speed
15 BIO-E for Extra Speed that uses second bonus (cannot be combined with above)
10 BIO-E for Leaping: Standard
Vestigial Disadvantages:
-10 BIO-E for Diet Restriction: Herbivore
-10 BIO-E for Prey Eyes.
-10 BIO-E for Reptile Brain: Prey
-5 BIO-E for Vestigial Hooves
-5 BIO-E for Vestigial Ears
-5 BIO-E for Vestigial Horns
-5 BIO-E for Vestigial Tail
-10 BIO-E for Vestigial Musk Glands

Wombat

Description: The most intelligent of all marsupials, Wombats look like beavers that are missing their tails. They live in elaborate tunnels that they are continuously changing and expanding. Other than an occasional display of huffing and growling, they are completely non-aggressive, even to the point of tolerating exploration of their tunnels by children.

Size Level: 7

Length: to 4 feet tall

Weight: to 90 pounds

Build: Short

MUTANT CHANGES & COSTS

Total BIO-E: 60

Attribute Bonuses:

I.Q.: +4

M.A.: +3

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; The head is flat and stocky, with short ears and a large nose. Covered in dark hair. Barrel-shaped body with short but very thick and hard-muscled legs.

5 BIO-E for Partial. Wide head with large-nosed snout. Thick, muscular body with short, powerful limbs.

10 BIO-E for Full. Tends to have a large head, including a prominent nose. Body will be very stocky, looking fat, but actually very well muscled.

Natural Weapons:

5 BIO-E for 1D6 Teeth

5 BIO-E for 1D6 Claws: Digging

Mutant Animal Powers:

10 BIO-E for Digging

15 BIO-E for Tunnelling

20 BIO-E for Excavating

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

5 BIO-E for Brute Strength

10 BIO-E for Bestly Strength

20 BIO-E for Crushing Strength

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Beauty

10 BIO-E for Extra Speed

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Nocturnal

-10 BIO-E for Nearsightedness

Yak

Description: Yaks are beasts of burden that live in Central Asia, ranging from Mongolia to Tibet. They live in nomadic packs ranging in size from 10-30 animals.

Size Level: 20

Length: 9-11 feet long (2.7 to 3.3 m); up to six feet (2.0 m) at the shoulder

Weight: 800 to 1000 pounds (360 to 450 kg)

Build: Medium

MUTANT CHANGES & COSTS

Total BIO-E: Zero

Attribute Bonuses:

P.S.: +5 (Brute Strength)

P.E.: +7

HUMAN FEATURES

Hands: 5 BIO-E for Partial

10 BIO-E for Full

Biped: 5 BIO-E for Partial

10 BIO-E for Full

Speech: 5 BIO-E for Partial

10 BIO-E for Full

Looks: None; Round body, with short legs with upward curving horns. Long, narrow face has dark eyes and a slight hump on the back. Ears are small, with dark fur and a white stripe on the underbelly. Tail is short.

5 BIO-E for Partial. Round body, with a linebacker-type physique; powerful legs and arms with an even more powerful upper body. Narrow face has dark eyes, short tail and almost normal human ears.

10 BIO-E for Full. Round body with powerful arms and legs, narrow face with dark eyes, slightly hunchbacked body. Short tail and ears just slightly larger than a humans.

Natural Weapons:

5 BIO-E for Hoofed Hands: 1D6 Punch

5 BIO-E for Hoofed Feet: 1D8 Kick.

10 BIO-E for Hoofed Feet: 2D8 Kick.

5 BIO-E for 1D6 Horns

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Insulating Fur. This fur provides the character with Resistance against Cold, Wind, Rain, and Snow. Plus it provides +15 to S.D.C.

15 BIO-E for Extra S.D.C. The character gains +20 to S.D.C. May be combined with Insulating Fur.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Nearsightedness

-10 BIO-E for Prey Eyes.

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Vestigial Hooves

-5 BIO-E for Vestigial Horns

-5 BIO-E for Vestigial Tail

-10 BIO-E for Vestigial Musk Glands