

<b>Phase</b>
<p>You become incorporeal, appearing as an insubstantial being where only the contours of your body is visible. You can:</p> <ul style="list-style-type: none"> <li>• Move through walls no thicker than 3 feet. Costs 1 MP.</li> <li>• Avoid injury by Phasing just as the blow hits. Every MP spent reduces damage by one.</li> <li>• Damage electronic gear (including robots) by phasing through them, dealing 1 damage for each MP spent.</li> </ul>

<b>Beak</b>
<p>Instead of lips, you were blessed with a hard beak. Great for Grub, even better for pecking. You can:</p> <ul style="list-style-type: none"> <li>• Attack with your beak at Arm's Length, dealing 1 damage for each MP spent. .</li> <li>• Crack open mechanical locks, containers etc. Cost 1 MP.</li> <li>• Dig up insects and roots with your beak. Spend 1 MP instead of eating one ration of Grub.</li> </ul>

<b>Technokinesis</b>
<p>Your mind has the ability to short-circuit modern technology. You can:</p> <ul style="list-style-type: none"> <li>• Sense robots or electronic gear within Short range. Cost 1 MP.</li> <li>• Cause electronic gear, artefacts and robots to malfunction, dealing 1 damage for each MP spent. Range Near.</li> <li>• Control the next action of a robot or remote activate a piece of electronics. Costs 1 MP.</li> </ul>

<b>Gravity Control</b>
<p>You have the ability to control gravitation. You can:</p> <ul style="list-style-type: none"> <li>• Reduce falling damage. Every MP spent reduces damage taken by one (R).</li> <li>• Cause an enemy to be thrown into the air. Falling damage is equal to MP spent.</li> <li>• Grapple a foe. Short range. 1 MP.</li> </ul>

<b>Mental Shield</b>
<p>Your mind can protect yourself or others against mental influence. You can:</p> <ul style="list-style-type: none"> <li>• Cancel other mental powers used within Short range. Costs an equal amount of MP as the MPs used. (R)</li> <li>• Protect yourself and others within Near range from Confusion and Doubt. Cost 1 MP per trauma suffered.</li> </ul>

<b>Force Field</b>
<p>Your mind has the ability to surround yourself with a transparent force field. You can:</p> <ul style="list-style-type: none"> <li>• Protect yourself from damage. Every MP spent reduces damage by one. (R).</li> <li>• Levitate up to 100'. Costs 1 MP.</li> </ul>

<b>Breathtaker</b>
<p>You have the ability to control oxygen. You can:</p> <ul style="list-style-type: none"> <li>• Suck air from a victim's lungs. Arm's Length. The enemy takes a total amount of fatigue equal to the number of MPs spent.</li> <li>• Breathe underwater for a few minutes. Cost: 1 MP</li> <li>• Extinguish a fire. Costs 1 MP or more (for larger fires).</li> </ul>

<b>Twist of Fate</b>
<p>You have the ability to severely alter the odds in any given situation. Range: Near. You can:</p> <ul style="list-style-type: none"> <li>• Grant an automatic success (1 MP)</li> <li>• Remove successes. Cost 1 MP per success removed.</li> </ul>

### **Mimic**

Your skin and cellular structure allows you to change your appearance. You can:

- Change into any other humanoid appearance. You can alter height and weight somewhat. Cost: 1 MP for a few minutes.
- Mimicking a specific person might not hold up to scrutiny from friends, who can roll Sense Emotion to suspect something is wrong. For every MP spent, you remove a success.

### **Plant Control**

You have the ability to control plant and other vegetation. As long as there is any type of vegetation nearby, you can:

- Entangle an opponent within Short range. Costs 1 MP. Extra MPs can be spent to give the target a -2 on the Fight roll to escape.
- Turn grass into thorns, forcing all up to Short range to spend twice the amount of maneuvers to move. Cost: 1 MP
- Grow a wall of thorny plants to allow your escape. You can escape from a conflict without rolling to Move. Costs 1 MP.

### **Fugue State**

Your mind has the ability to remove pieces of others mind . You can:

- Make others forget what's going on, making them miss their next action. Only works on humanoids. Costs 1 MP per victim.
- Permanently remove a portion of others memories. Costs 1 MP for a few minutes, 3 MPs for a day. More at GM's discretion.

### **Psychic Link**

You can establish a psychic link with one or more willing subjects. Establishing the link costs 1 MP. Then you can:

- Communicate telepathically with the subject. Cost: 1 MP for a couple of minutes.
- See through the subject's eyes. Cost: 2 MP per minute.
- Speak through the subject's mouth, but with your voice. Cost: 1 MP for a short conversation.

### **Tentacles**

You have tentacles instead of arms. This does not impede your ability to perform any actions. You can:

- Elongate your tentacle arms to interact with objects within Near range (1 MP)
- Grapple opponents within Near range (1 MP) and inflict 1 damage on subsequent rounds (1 MP)
- Automatically escape a conflict by climbing (1 MP)

### **Entangling Hair**

Your long hair is extremely strong, flexible and controllable. You can:

- Elongate your hair to interact with objects within Near range (1 MP)
- Grapple opponents within Near range (1 MP) and inflict 1 damage on subsequent rounds (1 MP)
- Perform an extra action in the same turn, as long as it is conceivable that your hair can do it. 1 MP.

### **Teleportation**

You can move through space without travelling the corresponding distance. You can:

- Instantly move yourself and up to 2 willing subject to Short (1 MP), Long (2 MP) or Distant (3 MP) range. The costs are per person.

### **Projection**

You can create an astral projection of yourself that moves unseen while your body sleeps. You can:

- Recognize PSI mutants within Long range. 1 MP.
- Locate a well-known subject. 1 MP.
- Travel to a previously visited place for a few minutes. The mutant sees things like a photo negative. 2 MP.

### **Weather Control**

You can control weather. You can:

- Lower/increase temperature within Short range, removing penalties for rough weather or cold/warm conditions. Costs 1 MP for one hour.
- Protect yourself from weather-related zone phenomena. Every MP spent reduces damage by one. Non-damaging effects are ignored at 1 MP.
- Conjure winds pushing away targets within Arm's Length and Near range to Short. Cost 1 MP per target.

### **Invisibility**

You can turn yourself and other things invisible. You can:

- Automatically succeed in Sneak rolls. Attacks against you are performed as in total darkness. Cost 1 MP.
- Automatically get out of a dangerous situation by disappearing. 1 MP.
- Cause objects, no larger than you, to become invisible. 1 MP.

### **Metal Body**

Your skin is momentarily replaced by metal. You can:

- Absorb damage from external attacks. Every MP spent reduces the damage by one. (R).
- Turn your hands into lethal weapons. Weapon damage from unarmed attacks is 3. Cost: 1 MP per round.

### **Poisonous spikes**

You have bone-like, poisonous knives sticking out of your wrist. You can:

- Attack an enemy at Arm's Length, inflicting 1 damage (1 MP) and 1 fatigue pr. extra MP spent.
- Your body is resistant to poison. Every MP spent reduces damage by poison by one.

### **Living Hive**

You have a small swarm of insects that live inside of your body, ready to help you when their home is threatened.

. You can:

- Sustain yourself from the insects. Spend 1 MP instead of eating one ration of Grub.
- Summon a swarm of insects. Strength 3, +1 per extra MP spent.
- Make insects of all varieties ignore you. 1 MP.

### **Arachnid**

Your biology is that of a spider, able to spin webs and sustain like one of the arachnid realm.

. You can:

- Spin webs that Grapple opponents within Short range (1 MP)
- Automatically escape a conflict by climbing. 1 MP.
- Grab objects weighing no more than you within Short range, and pull them towards you. 1 MP.

### **Ragdoll**

Your body, joints and limbs are hyperflexible and you can bend and compress yourself in inhuman ways.

. You can:

- Contort your body to push yourself through a hole or passage only a few inches wide or to fit into a space only a few cubic feet in size. Cost 1 MP
- Automatically escape from any grapple, shackles or bindings. 1 MP.
- Reduce damage taken in close combat. Every MP spent reduces the damage taken by one. (R)