

# TMKT

by Mike Berkey ([michael.berkey@gmail.com](mailto:michael.berkey@gmail.com)), Copyright 2008-2010. For more Microlite20 awesomeness, head over to the Microlite20 website at <http://www.microlite20.net>.

Teenage Mutated Kung Fu Tortoises, of course. ;-)

This is a supplement for SpyLite. Differences are noted below, as necessary. The design is intentionally modular, however, so the key bits (the mutations) should be fairly compatible with other Microlite20 systems, with a bit of nudging.

The only difference not listed below is that in combat Dexterity bonus is used to modify to-hit rolls and not Strength. This is a design consideration to keep large characters from dominating the game.

## CHARACTER CREATION

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### STATS

TMKT uses three stats: **Strength**, **Dexterity**, and **Mind**. Roll 3d6 for each score. Reroll the lowest score, keeping the higher of the two rolls. Your stat bonuses are **(STAT-10)/2, rounded down**.

For compatibility reasons, substitute any references to Intelligence or Charisma with "Mind".

### CLASSES

There is one class—Hero. Characters begin at Level 1. Non-player characters use a special class, NPC.

All classes can use any weapon, armor or equipment, including vehicles.

### BACKGROUND

Roll d20 on the table below...or pick one.

#### d20 Result

- 1-3 **Genetic Drift.** You're the mutated child of normal parents, or perhaps the most recent of a line of mutants. +2 to an ability score of your choice, or one more BioP.
- 4-8 **Lab Rat.** You were the result of a laboratory experiment. You escaped, and have been living on the fringes of society ever since. Take either +2 to an ability score or another Trained Skill.
- 9-12 **Secret Experiment.** You were the result of a government, military or corporate experiment. Trained for a specific purpose, you managed to escape your handlers. Or have you? You gain one more Talent. As an additional option, you can still be on good terms with your agency.
- 13-14 **Survivor.** You strove and overcame all obstacles. Through sheer willpower alone, you evolved into what you are now. From now on, whenever you roll for hit points, roll twice, taking the higher of the two rolls.
- 15-19 **Toxic Spill.** You were an innocent creature who stumbled across a pool of toxic waste, causing you to mutate heavily. **Roll d6:**
  - 1-3 **Freakish Mutation.** In exchange for one obvious mutant feature—say, albinism, or an extra eye, etc—you gain another 1d4 BioP. The feature has to be severe enough to impair you in some minor way or otherwise mark you as a freak.
  - 4-6 **Adopted by a Mentor.** You were discovered at an early age by a mentor, adopted and trained. Gain either +2 to a stat of your choice or another Talent.

- 20 **Unstable DNA.** Your body is evolving at an alarming rate. Start out with 1 BioP less than your species indicates, but you gain an additional BioP every even level (2, 4, 6, 8, etc). At every level evenly divisible by 4, you can spend your BioP points on any mutant ability, including ones that your species wouldn't normally be able to acquire. These points can be "stored" and used at a future point.

## SPECIES

Roll d20 on the table below or pick one.

d20	Type
1	Aardvark
2	Bat
3	Bear
4	Cat, Domestic
5	Donkey
6	Elephant
7	Frog
8	Horse
9	Lion
10	Monkey
11	Moose
12	Mouse
13	Opossum
14	Porcupine
15	Rat
16	Rhino
17	Squirrel
18	Turtle
19	Wild Bird
20	Wolf

See the section on Mutant Creatures for more detail. You can also make your own animals—see the end of the Species list for details. A more comprehensive list is also in the Appendix.

## SKILLS

There are five skills : **Communication**, **Knowledge**, **Physical**, **Science**, and **Subterfuge**. The player chooses one as Trained, initially.

## TALENTS

Talents work the same as in SpyLite. Substitute any references to "Intelligence" or "Charisma" with "Mind". This game uses Gear Points, so any Talents that involve Gear Points are in play.

You get 2 Talents at first level and an extra one every 2 levels thereafter. Some Talents may be taken more than once—in that case, the effects stack. If they can be stacked, it will say so in the description.

**Brawler.** Brawler does not increase the die size of natural weapons; it adds +1 to damage for each time it has been taken.

**Team Bonuses.** If the PC group chooses the same animal type, mutations and background for all the characters, then they get a free Talent at first level. Call it cross-training.

## NEW TALENT DESCRIPTIONS

**Block.** Once per encounter, you can make a Phys + DEX roll vs a successful incoming melee attack. The DC is equal to the damage taken +10. If successful, that attack is avoided. Taking this Talent again allows multiple uses.

**Escape.** This represents training in wrestling or other grappling styles. It offers improved skills with maintaining or escaping grabs: it gives +2 on all rolls to maintain or escape grabs, with an additional +2 bonus every 5 levels. This bonus only applies for the strength check and not to-hit rolls.

You also gain one additional benefit: if you roll 10 points or more than your opponent during any check to escape a grab, you have the option of immediately throwing them to the ground as a free action, doing damage and knocking them flat.

**Sniper.** If the character is aiming with a ranged weapon, treat it as having a scope. If it has a scope, then the attack is at an additional +2 (on top of the Aim maneuver).

**Traditional Medicine.** Given access to herbs, other medicinal materials and sufficient time, you can perform great acts of healing. With several hours of care, make a MND + Know check vs a DC equal to 10 + the amount of damage that you want to heal. If successful, when the patient wakes up the next morning, he regains that many hit points.

## NEW COMBAT MANEUVERS

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**Trick Shots.** Declare what your attack is going to do—it could be anything from shooting a weapon from your opponent's hand to blowing his hat off or extinguishing a lantern. Other possibilities could be stapling the target to the wall through his clothing, tying him up, tripping him and so on.

**Make a to-hit roll at -8.**

If it's against a live opponent, then he makes a save (usually DEX or STR + Phys) against a DC equal to your attack roll (with the to hit penalty) and either drops the weapon or is intimidated, which could have effects ranging from a -2 to hit on his next action to flat-out surrender, depending on how much he failed by and what, exactly, you did.

## MARTIAL ARTS STYLES

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If a player wants, he can choose a martial arts style for his character. Each martial art has a list of Talents. If the character has a certain number of Talents from the list, they achieve mastery and gain a bonus which can be split up amongst to-hit rolls, damage, AC and certain skill bonuses (such as tumbling or sneaking around). Bonus points can only be reallocated once per round, on a character's action.

Note that some Talents may appear multiple times on the list—this is because certain Talents may be taken more than once. Each additional selection counts as a separate Talent for this purpose. If a Talent is listed only once in a style even though it can be taken more than once, then it can only be counted once for that style.

In order to advance to a higher level of mastery, the player must also seek out and challenge a practitioner of their style with that mastery level. It need not be a formal challenge or to the death, but it is a milestone in the character's martial career.

This may only be attempted once per day. It can also, at the GM's option, cure poisons and disease.

**Unconventional Fighter.** When making Trick Shots, you only take a penalty of -4 instead of -8.

**Weapon Specialist.** Choose a type of weapon: Firearms, Unarmed or Melee Weapons. From now on you're +1 to hit and damage with those types of weapons, increasing by another +1 to hit and damage every 5th level (i.e. 5, 10, 15, 20).

If he makes the save (i.e. his save roll is higher than your to hit roll), then the attack applies against his AC (again with the -8 penalty)—he still might be shot by accident.

Against an inanimate object, use a flat DC, higher for smaller objects or more difficult shots. Aim, range and cover all apply to Trick Shots.

The player can also declare himself to be a master of several martial arts, but only the highest level of mastery will count. For example, you can be a Master of Tae Kwon Do and a Grandmaster of Eagle Style Kung Fu, but only the +4 bonus would apply. They do not stack.

Creating new styles is simply a matter of typing up a list of 8 Talents that encourage the right amount of thematic specialization.

### # of Talents

From List	Level of Mastery	Bonus
2	Novice	+1
3	Skilled	+2
4	Master	+3
5	Grandmaster	+4
6	Adept	+5

**Judo.** Agile, Brawler, Defensive Roll, Escape, Judo, Specialist (Judo History or Judo Sport), Weapon Specialist (Unarmed)

**Karate.** Block, Brawler, Brawler, Durable, Martial Artist, Power Attack, Specialist (Okinawan or Japanese Culture), Weapon Specialist (Unarmed).

**Kung Fu.** Agile, Block, Brawler, Escape, Judo, Martial Artist, Traditional Medicine or Specialist

(Chinese Culture), Weapon Specialist (Unarmed).

**Ninjutsu.** Agile, Agile, Defensive Roll, Judo, Martial Artist, Specialist (in some kind of stealth or assassination-related area), Unconventional Fighter, Weapon Specialist (Melee).

## MUTANT CREATURES

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A mutant creature is defined by certain things.

The first is **BioP** (Bio-mutation Points). **BioP** are used to "build" a mutant creature, making it bigger or smaller or acquiring special abilities.

Every creature in the game has a base **size**. The size varies depending on the species and how your BioP points are spent. It modifies your ability scores and potentially affects your to-hit rolls and AC, along with a few other things.

Each creature will have its size and base BioP listed under its description, along with ability score adjustments, special bonuses or weaknesses.

Size	Example	Mod	Str	Dex	Mind	Natural AC
Diminutive	Sparrow	+4	-8	+6	-4	--
Tiny	Turtle	+2	-6	+4	-2	--
Small	Dog	+1	-2	+2	0	--
Medium	Man	0	0	0	0	--
Large	Bear	-1	+8	-2	0	+2
Huge	Elephant	-2	+16	-4	0	+5

The "Mod" column applies to hit and AC.

Mod x4 applies to checks when attempting to hide or move silently—any skill check that would be adversely or positively affected by being very large or small. In this system, this bonus does **not** apply to grappling checks—that's already factored into the Strength bonus. For example, a Large bear would apply -4 to stealth attempts.

**Increasing a character's size category costs 2 BioP per size category. Decreasing the character's size gives back 2 BioP.**

**Human Features.** Human features represent how far the creature has been moved along the evolutionary scale towards human. Improving your character's features costs 1 for Partial or 2 for Full.

**Bipedal** refers to how well the creature walks on its hind feet, leaving its hands free for other tasks. Partial Bipedalism gives the creature the ability to stand on its hind legs, but it won't be able to easily walk while doing so.

**Hands.** Creatures with no hands can not hold things very well, if at all. Think of it like your dog trying to hold a screwdriver. Partial handed creatures are like apes—no opposable thumbs. Full handed creatures have full gripping and manipulation ability, like a human.

**Looks** refer to how closely a creature can pass for a human. If none are bought then they are very clearly a mutant creature; no amount of disguising can conceal it.

**Speech.** The creature's ability to speak in a human tongue. If "none" is selected, the character automatically has the ability to speak telepathically. No other special psionic ability is gained other than projecting speech—to read minds or control others, you have to buy the appropriate abilities.

	<b>None</b>	<b>Partial</b>	<b>Full</b>
<b>Bipedal</b>	0	1	2
<b>Hands</b>	0	1	2
<b>Looks</b>	0	1	2
<b>Speech</b>	0*	1	2

\* But gives limited telepathy, which only allows speech and has a relatively short range. This sort of speech can also not be recorded by machines.

### **Other Abilities:**

The character can buy special abilities from the "possible abilities" entry in their species' write-up. These will almost always be 1 BioP each.

+/-1 size category costs or gives back 2 BioP.

Leftover BioP can be spent on stats at a 1/1 ratio or hit points at 2 hp per 1 BioP. Talents can also be bought for 2 BioP.

The GM can also adjust beginning BioP totals based on how powerful he wants starting characters to be in his campaign. +1d2 for slightly more powerful than the default, all the way up to +1d10.

Another common bonus is to allow characters their first Species special ability point for free.

## **SPECIES**

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### **Aardvark, 9 BioP**

**Size:** Medium

**Ability Modifiers:** None

**Special:** None

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Digger, Keen Hearing, Keen Smell, Natural Armor (Thick Hide)

### **Bat, 10 BioP**

**Size:** Diminutive

**Ability Modifiers:** +2 Dex

**Special:** Hands (Partial, 1 pt invested)

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Climb, Extra Limbs, Flier, Keen Hearing (Can Echolocate)

### **Bear, 4 BioP**

Includes black, brown and grizzly bears.

**Size:** Large

**Ability Modifiers:** +4 Str

**Special:** Partial Biped Free (1 pt invested)

**Weaknesses:** None

**Possible Abilities:** Climb, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Claws and Bite)

### **Cat, Domestic, 9 BioP**

**Size:** Tiny

**Ability Modifiers:** +2 Dex

**Special:** None

**Weaknesses:** None

**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapons (Bite and Claw), Nightvision.

### **Donkey, 7 BioP.**

**Size:** Medium

**Ability Modifiers:** +2 Str

**Special:** Load-bearing Creature

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapons (Hooves and Bite)

### **Elephant, 5 BioP.**

**Size:** Huge

**Ability Modifiers:** +2 Mind

**Special:** Load-bearing Creature

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Tusks), Prehensile Limb (Trunk)

### **Frog, 12 BioP.**

**Size:** Diminutive

**Ability Modifiers:** +2 Dex

**Special:** None

**Weaknesses:** Cold-blooded (gets lethargic in cold weather), Requires Water

**Possible Abilities:** Amphibious, Jump, Keen Hearing, Keen Smell, Keen Vision

### **Horse, 6 BioP.**

**Size:** Large

**Ability Modifiers:** None

**Special:** Load-bearing Creature

**Weaknesses:** None

**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapons (Hooves and Bite), Runner

**Lion, 7 BioP.****Size:** Medium**Ability Modifiers:** +2 Str**Special:** None**Weaknesses:** None**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapons (Claws and Bite), Natural Armor (Thick Hide), Nightvision**Monkey, 5 BioP.**

Includes a wide variety of monkeys: baboons, rhesus, macaque, howler monkeys, mandrills and whatnot. The larger varieties are size Small—adjust BioP down to 4 total. Small monkey varieties replace the +2 Dex bonus with +2 Str.

**Size:** Tiny**Ability Modifiers:** +2 Dex, +2 Mind**Special:** Partial Biped (1 pt invested), Partial Hands (1 pt invested), Partial Looks (1 pt invested)**Weaknesses:** None**Possible Abilities:** Climb, Jump, Keen Smell, Noise Attack, Natural Weapon (Bite), Prehensile Limb (Tail)**Moose, 7 BioP.**

Also includes elk. Elk, do not have the Poor Eyesight weakness—reduce the BioP total to 6.

**Size:** Large**Ability Modifiers:** None**Special:** Load-bearing Creature**Weaknesses:** Poor Eyesight**Possible Abilities:** Keen Hearing, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Antlers and Hooves), Runner**Mouse, 11 BioP.**

Also includes other diminutive rodents such as gerbils and hamsters.

**Size:** Diminutive**Ability Modifiers:** +2 Mind**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Nightvision**Opossum, 11 BioP.****Size:** Tiny**Ability Modifiers:** None**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Digger, Feign Death, Nightvision, Prehensile Limb (Tail), Strong Constitution.**Porcupine, 10 BioP.****Size:** Small**Ability Modifiers:** None**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Digger, Natural Weapons (Bite and Claws), Quills, Strong Constitution**Rat, 11 BioP.****Size:** Tiny**Ability Modifiers:** None**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapon (Bite), Nightvision, Strong Constitution**Rhinoceros, 6 BioP.****Size:** Huge**Ability Modifiers:** +2 Str, -2 Dex**Special:** Natural Armor (Thick Hide, 1 pt invested)**Weaknesses:** Poor Eyesight**Possible Abilities:** Natural Armor (Thick Hide), Natural Weapon (Horn)**Squirrel, 8 BioP.**

Also includes chipmunks.

**Size:** Diminutive**Ability Modifiers:** +2 Dex**Special:** Partial Biped (1 pt invested), Partial Hands (1 pt invested)**Weaknesses:** None**Possible Abilities:** Climb, Flier, Jump, Keen Vision**Turtle, 10 BioP.****Size:** Tiny**Ability Modifiers:** None**Special:** Natural Armor (Shell, 1 pt invested)**Weaknesses:** Cold-blooded (gets lethargic in cold weather)**Possible Abilities:** Amphibious, Natural Armor (Shell), Natural Weapons (Bite and Claw)**Wild Birds, 8 BioP.**

Includes most small non-predatory birds, including budgies, chickadees, parakeets, pigeons, finches and so on.

**Size:** Diminutive**Ability Modifiers:** +2 Dex**Special:** Biped (2 pts invested)**Weaknesses:** None**Possible Abilities:** Extra Limbs, Flier, Keen Vision, Mimic, Natural Weapons (Beak and Claws), Navigation**Wolf, 8 BioP.****Size:** Medium**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapon (Bite), Runner

## BUILDING OTHER SPECIES

All animals start out with 8 BioP, adjusted by their size.

Size Category	BioP mod
Diminutive	+3
Tiny	+2
Small	+1
Medium	0
Large	-1
Huge	-2

Stat bonuses cost 1 BioP for every +2.  
Stat penalties give back 1 BioP for every -2

Special abilities or weaknesses cost (or give back) 1 BioP each.

Finally, give a short list of possible abilities that the base species possesses. If you want all characters of that species to start out with any of these, then "pre-buy" them under "Special".

## SPECIAL ABILITIES AND WEAKNESSES

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Some of these abilities can be taken multiple times —if they can, the ability's description will say so.

**Amphibious.** The character is adapted to living in the water. +4 to swim rolls, and they can hold their breath a very long time. Taken again, the bonus goes up to +6 and the character can breathe underwater.

**Camouflage.** The character has a natural coloration that provides +4 to all stealth rolls in the proper settings (i.e. panthers at night, polar bears in snowy environments), allowing them to blend into their environment provided they are not wearing much clothing. Occasionally, this level is free instead of prepaid since it can be rather situational.

Taken twice, they can change their coloration at will, increasing the bonus to +8 and making them virtually invisible in the right conditions.

**Climb.** The character is a natural climber. +4 to Climb rolls, and they can cling to surfaces with ease.

**Constrictor.** The creature can grapple extremely well. +4 to all grappling checks and does another +2 damage when squeezing.

**Digger.** The character can dig extremely well. +4 to any rolls involved with moving earth. Can make burrows and holes in record time. They also gain +2 to damage when using their claws in combat.

**Electrolocation.** This creature has the ability to sense the direction and strength of magnetic fields when submerged. In nature, it's mostly used to track other creatures by sensing the contraction of muscle tissue. It typically has a fairly short range.

**Extra Limbs.** Winged creatures who've bought the full hands feature can buy this ability. It gives them a full pair of arms, ending in hands in addition to their wings.

**Extreme Environment.** The character is adapted to a specific environment making them highly resistant to its special features (no damage from extreme cold, heat, pressure, needing less water than most creatures, etc).

**Feign Death.** The character is very good at pretending to be dead, to the point of stiffening up, drooling and passing out. This state will last a few minutes up to an hour. Attempts to see through the ruse will be at +5 to the DC.

**Flier.** Taken once, the character can glide. Taken twice, the character can fly.

**Heat-sensing.** Some creatures can track prey by the heat they give off.

**Jump.** The character can jump very far. +4 to Jump rolls. Taken again, +8.

**Keen Hearing.** The character has very sharp ears. +4 to listen checks. They may also be able to hear sounds outside of human range (dog whistles or impending earthquakes, for example).

**Keen Smell.** The character has a keen sense of smell. +4 to smell things, and some can even track by smell alone.

**Keen Touch.** Some creatures, such as moles, have keen senses of touch that allow them to sense their surroundings and detect other creatures through the vibrations that their movements cause. +4 bonus to detecting vibrations and other such details.

**Keen Vision.** +4 to spot things at a distance or discern detail.

**Load-bearing Creature.** This creature has evolved to be capable of lifting and carrying great weights. They can carry twice as much as another creature of similar strength and size. Whenever a skill roll comes up that might be helped by great lifting strength, they get an additional +2.

**Mimic.** The creature has a gift for mimicking noises, ranging from specific voices to sounds like fire alarms and other random environmental noises. +4 to appropriate rolls.

**Natural Armor.** The character has a thick hide, protective scales, a thick shell, whatever. +2 to AC, +5 to AC if taken again.

**Natural Weapons.** Usually claws or a bite, but these aren't the only options. 1d6 damage for medium or smaller characters. 1d8 for large. 1d10 for huge. Taken again, they can make an additional attack per round with no penalty so long as that additional attack is with one of their natural weapons.

**Navigation.** Some creatures have an unerring sense of direction and never get lost. In many cases, this is a combination of instinct and the ability to detect magnetic fields.

**Nightvision.** The character can see in low-light conditions fairly well.

**Noise Attack.** The creature is capable of making a devastating noise once per encounter. 1d6 damage to anybody within close earshot, plus they have to save vs DC 15 or be stunned for 1d3 rounds.

**Poison, Deadly.** Often delivered by a bite or poisoned claw, this poison is relatively fast-acting and painful. If the save is failed, it causes 1d4 Str damage every round until the save is made or the victim dies. Save DC is equal to the creature's Str score + 10. Depending on the creature, the venom can be faster or slower-acting.

**Poison, Paralyzing.** Usually delivered by a bite or poisoned claw. The target must save or be paralyzed for a span of hours. Save DC is equal to the creature's Str score + 10.

**Poor Eyesight.** The character takes a -4 to any skill roll involving vision. Their other senses can take up the slack in combat, however, so there is no to-hit penalty unless the character is trying to perform a ranged attack.

**Poor Hearing.** The character takes a -4 to any skill roll involving hearing.

**Prehensile Limb.** The character has a prehensile limb that can act as an extra limb or possibly even a spare hand. Examples include monkey's tails, elephants trunks and even a chameleon's tongue.

**Quills.** The character is covered by a coat of quills. It provides +1 AC, and also adds +2 damage to any unarmed melee attacks. The character can also detach quills and throw them as darts. Any attacker that tries to hit a character covered with quills with an unarmed attack and fails by 4 points or more will take 1d4 damage.

**Regeneration.** This creature can regenerate lost limbs and damage. Taken once, the creature heals 1 hp per hour. Twice, 1 hp per 10 minutes.

**Requires Water.** The character needs to stay wet constantly or they begin to dry out. After an hour or so without water, -all stats are at -2. After several hours, the character begins to take 1d6 damage per half hour until rehydrated.

**Runner.** This creature can run twice as fast as a human. Taken again, four times as fast.

**Stench.** This creature can project a potent stench at one nearby target. Make an attack roll—if successful the victim has to save or be nauseated for several rounds with a persistent smell that lasts for days. The save DC is the creature's Str + 10. If the attack roll misses, there's a 50% chance the fluid will drench a nearby target.

Nauseated targets are at -4 to most skill and attack rolls and may, if they fail their save spectacularly, be incapacitated from nausea for a few rounds.

**Strong Constitution.** These creatures are hardy and fecund. They are rarely affected by poisons or diseases and can usually eat just about anything. +4 to checks against poison, diseases and other such things.

**Spit.** The creature can spit. Make an attack roll—if successful the victim has to save or be blinded for several rounds. The save DC is the creature's Str + 10.

**Tall.** This creature is unusually tall. They can easily reach things that other creatures can not. This ability is usually "free" since it doesn't give a huge advantage. If you track such things in your game, this character will probably have better combat reach.



# PSIONIC POWERS

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Psionic powers can be used at will. Only one power can be used per round and it takes up a standard action. The only exceptions are "Iron Will" and "Battle Mind", which give a persistent bonus.

Any effect that requires overcoming a target's willpower will require an opposed MIND + Level roll between the target and the attacker.

Psionic powers cost 1 BioP each. Some can be taken multiple times. If so, it will say so in the power's description.

At the GM's option, a new psionic power can be chosen every fifth level, if the player already has psionic abilities.

## Aura Sense

**Range:** Line of Sight

**Effect:** Divulges one piece of information about the target—level, mutations, general background, a vague description of intent. The target doesn't need to be aware of the attempt to make a save.

## Battle Mind

**Effect:** Gives the attacker a +4 bonus when making opposed rolls for psionic abilities.

## Beast Mind

**Range:** Line of Sight

**Effect:** Allows the character to communicate with animals of their own base stock. Animals will regard the character as one of their own. If taken again, this applies to all animals.

## Control Animal

**Range:** Line of Sight

**Effect:** Can give a single command to an animal that it will carry out to the best of its ability. It can attempt to resist. When the command is finished, it reverts back to normal. If the command takes longer than a few minutes, it gets another roll to resist every 5 minutes or so with a cumulative +1 every subsequent roll. Only works on the same animal type as the character's base stock. If taken again, this applies to all animals.

## Evil Eye

**Range:** Eye Contact

**Effect:** Gives a curse of some sort. Blindness, Clumsiness, Deafness, Mute, Numbness, Pain, Stun, whatever. The effect must be chosen when the power is first taken. Each time the power is taken again, another effect must be chosen.

Typically, a curse will give a -4 to all skill or to-hit rolls affected by the condition or simply make certain things impossible. Duration is 10 minutes,

at which point the victim can save again, this time at +1. Every additional 10 minutes allows another save, with a cumulative +1.

## Hypnosis

**Range:** Eye Contact

**Effect:** Works like "Control Animal", except with intelligent creatures. At the GM's option, more elaborate commands can be given if extra time (and several extra rolls) are taken.

## Illusion

**Range:** Eye Contact

**Effect:** Imprisons the target within its own mind. The attacker can control what the target sees or experiences for the duration. Inflicting damage within the illusion will allow another roll to resist (and snap out of it) and does 1d4+1 point per level. The target also gets to resist after the first combat round. Subsequent resist rolls take place every minute and are at a cumulative +1.

## Iron Will

**Effect:** +4 to saves against psionics or, indeed, anything requiring willpower to overcome.

## Mental Awareness

**Range:** A few hundred yards

**Effect:** When used, allows the detection of psionic power usage and intelligent life forms. If the other parties don't want to be found, then roll to resist.

## Prophecy

**Effect:** The character has prophetic dreams. Not only does it give the GM a plot device tool, the character can also roll to see if he "remembers" the events of the day. In game terms, it lets him reroll any dice roll, taking the better of the two rolls. The first time in an adventure he does it, the DC to use this ability is 10. Every subsequent use adds another +5 to the DC.

## Scry

**Effect:** The character can see distant events, although not with completely reliable detail. The DC varies depending on how close the scried event is: DC 10 for right next door all the way up to DC 35 for the other side of the planet. It picks up images, but no sound. Mentally aware targets (possessing Mental Awareness, or other appropriate powers such as Hypnosis, Illusion or Telepathy) can roll to detect the scrying.

## Telekinesis

**Range:** Mind score + Level in feet

**Effect:** Mind score + Level in pounds can be lifted. Effects are limited to basic manipulation—an object can be lifted and carried, a lever may be thrown, a

button pressed, but typing a password into a keyboard would be out of the question. Taking this ability again adds fine manipulation.

### **Telekinetic Bullet**

**Range:** Mind score + Level in yards

**Effect:** Grabs a pebble or other small object and hurls it at an enemy. Requires an attack roll. Does 1d4+level in damage. Taking this ability again upgrades it so several objects can be thrown at once—the attack becomes a small 10' diameter area of effect.

### **Telepathy**

**Range:** Line of Sight or unlimited if the target is known (might require a roll versus a variable DC to "find" the target).

**Effect:** Can talk to or read another mind. If the mind is unwilling, an opposed roll is required. Probing deeper in the mind to get at information will require several opposed rolls, some of which the target might get a bonus on, depending on the GM.

## **APPENDIX: MORE CRITTERS**

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Tables!

### **d20 Table**

1-4	Farm Animals
5-8	Pets
9-12	Urban
13-16	Wilderness
17-20	Zoo

### **d100 Farm Animals**

01-08	Cat, Domestic
09-15	Chicken
16-25	Cow (Bull)
26-35	Dog
36-38	Donkey
39-43	Duck (see Wild Fowl)
44-49	Goat
50-54	Goose (see Wild Fowl)
55-64	Horse
65-66	Llama
67-68	Mink
68-70	Ostrich
70-80	Pig
80-88	Rabbit
89-95	Sheep
96-100	Turkey (see Chicken)

### **d100 Pets**

01-5	Budgie (see Wild Bird)
06-15	Cat, Domestic
16-18	Chameleon
19-35	Dog
36-38	Pig
39-40	Gecko
41-45	Gerbil (see Mouse)
46-50	Guinea Pig
51-55	Hamster (see Mouse)
56-60	Horse
61-70	Monkey
71-77	Mouse
78-82	Parrot
83-88	Rabbit
89-94	Rat
95-100	Turtle

### **d20 Urban**

1-2	Bat
3-5	Cat, Domestic
6-8	Dog
9-10	Mouse
11-12	Pigeon (see Wild Bird)
13-14	Raccoon
15-16	Rat
17-18	Sparrow (see Wild Bird)
19-20	Squirrel

### **d100 Wilderness**

01-02	Badger
03-04	Bat
05-08	Bear
09-11	Beaver
12-13	Bobcat
14-17	Chipmunk (see Squirrel)
18-19	Cottonmouth (see Snake)
20-22	Cougar (see Cat, Big)
23-26	Coyote
27-30	Crow or Raven
30-33	Deer
34-35	Eagle (see Predatory Birds)
36-38	Ferret
39-40	Fox (see Coyote)
41-43	Frog
44-46	Groundhog
47-48	Hawk (see Predatory Birds)
49-50	Mink
51-53	Mole
54-55	Moose
56-58	Mouse
59-60	Muskrat
61-62	Opossum
63-64	Owl
65-67	Porcupine
68-70	Rabbit
71-74	Raccoon
75-76	Rattlesnake (see Snake)
77-79	Skunk
80-83	Squirrel
84-86	Turtle

87-88 Weasel (see Ferret)  
89-92 Wild Bird  
93-96 Wild Fowl  
97-98 Wolf  
99-100 Wolverine

## **d20 Zoo**

01-05 Alligator  
06-10 Ape  
11-15 Bear  
16-17 Bear, Polar  
18-22 Boa (see Snake)  
23-25 Cheetah  
26-30 Cobra (see Snake)  
31-35 Elephant  
36-37 Gila Monster  
38-42 Giraffe  
43-47 Hippopotamus  
48-52 Koala  
53 Komodo Dragon  
54-58 Leopard (See Cat, Big)  
69-63 Lion  
64-73 Monkey  
74-75 Ocelot  
76-77 Panda  
78-82 Panther (See Cat, Big)  
83-87 Parrot  
88-92 Rhino  
90-94 Tiger (See Cat, Big)  
95-00 Roll again on Wilderness

### **Armadillo, 8 BioP.**

**Size:** Small

**Ability Modifiers:** None

**Special:** Natural Armor (Bony Plates, 1 pt invested)

**Weaknesses:** None

**Possible Abilities:** Amphibious, Digger, Keen Smell, Natural Armor (Bony Plates), Strong Constitution

### **Alligator, 7 BioP.**

Also includes crocodiles and other similar creatures.

**Size:** Large

**Ability Modifiers:** None

**Special:** Natural Armor (Scales, 1 pt invested)

**Weaknesses:** Cold-blooded (gets lethargic in cold weather)

**Possible Abilities:** Amphibious, Keen Hearing, Keen Smell, Natural Armor (Scales), Natural Weapons (Bite), Nightvision

### **Ape, 3 BioP.**

For simplicity's sake includes all number of apes, including chimpanzees, gibbons, gorillas, mandrills and orangutans.

**Size:** Medium

**Ability Modifiers:** +4 Str

**Special:** Partial Biped (1 pt invested), Partial Hands (1 pt invested), Partial Looks (1 pt invested)

**Weaknesses:** None

**Possible Abilities:** Climb, Jump

### **Badger, 9 BioP.**

**Size:** Small

**Ability Modifiers:** +2 Str

**Special:** None

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Climb, Digger, Keen Smell, Natural Weapons (Claws and Bite)

### **Bear, Polar, 5 BioP.**

**Size:** Large

**Ability Modifiers:** +2 Str

**Special:** Camouflage (in snowy conditions, free), Partial Biped Free (1 pt invested)

**Weaknesses:** None

**Possible Abilities:** Amphibious, Extreme Environment (Cold), Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Claws and Bite)

### **Beaver, 8 BioP.**

**Size:** Small

**Ability Modifiers:** +2 Mind

**Special:** Partial Hands (1 pt invested)

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Amphibious, Digger, Keen Hearing, Keen Smell, Natural Weapon (Bite)

### **Boar, 8 BioP.**

**Size:** Medium

**Ability Modifiers:** +2 Str

**Special:** None

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Keen Hearing, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Tusks), Strong Constitution

### **Buffalo, 4 BioP.**

**Size:** Large

**Ability Modifiers:** +4 Str

**Special:** Load-bearing Creature

**Weaknesses:** None

**Possible Abilities:** Keen Hearing, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Horns), Runner (mostly for charging)

**Camel, 6 BioP.****Size:** Large**Ability Modifiers:** None**Special:** Load-bearing Creature**Weaknesses:** None**Possible Abilities:** Extreme Environment (Desert), Keen Smell, Runner, Spit**Cat, Big, 7 BioP.**

Includes big cats such as leopards, jaguars, panthers, tigers and cougars. Panthers must automatically spend 1 point to gain the first level of Chameleon.

**Size:** Medium**Ability Modifiers:** +2 Dex**Special:** None**Weaknesses:** None**Possible Abilities:** Chameleon, Climb, Keen Hearing, Keen Smell, Natural Weapons (Claws and Bite), Nightvision**Cat, Wild. 8 BioP**

Covers smaller wild cats, such as lynxes, bobcats, ocelots and so on.

**Size:** Small**Ability Modifiers:** +2 Dex**Special:** None**Weaknesses:** None**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapons (Bite and Claw), Nightvision.**Chameleon, 11 BioP.****Size:** Diminutive**Ability Modifiers:** None**Special:** Chameleon (2 pts invested)**Weaknesses:** Cold-blooded (gets lethargic in cold weather), Poor Hearing**Possible Abilities:** Climb, Keen Sight, Night Vision, Prehensile Limb (its tongue is sticky and can be used to grab and retrieve objects at a fair distance), Regeneration**Cheetah, 6 BioP.****Size:** Medium**Ability Modifiers:** +2 Dex**Special:** Runner (1 pt invested)**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapons (Claws and Bite), Nightvision, Runner**Chicken, 7 BioP.**

Turkeys are similar, except they start out as Small, but with one less BioP.

**Size:** Tiny**Ability Modifiers:** -2 Mind**Special:** Full Biped (2 pts invested)**Weaknesses:** None**Possible Abilities:** Extra Limbs, Flier, Natural Weapons (Claws and Beak), Navigation**Cow (Bull), 5 BioP.****Size:** Large**Ability Modifiers:** +2 Str**Special:** Load-bearing Creature**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapons (Horns), Runner (mostly for charging)**Coyote, 9 BioP.**

Also includes foxes and jackals.

**Size:** Small**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapon (Bite), Runner**Crow, 6 BioP.**

Also includes Ravens.

**Size:** Tiny**Ability Modifiers:** +2 Mind**Special:** Partial Speech (1 pt invested), Full Biped (2 pts invested)**Weaknesses:** None**Possible Abilities:** Extra Limbs, Keen Hearing, Keen Vision, Mimic, Natural Weapons (Claw and Beak), Flier**Deer, 7 BioP.**

Also includes gazelle, antelope and other similar creatures.

**Size:** Medium**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Antlers and Hooves), Runner**Dog, 8 BioP.**

Dogs are a breed with widely varying features. Breed size can vary from Tiny all the way up to Medium. Adjust the BioP total accordingly (+1 for Small, +2 for Tiny).

**Size:** Medium**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapon (Bite), Runner**Ferret, 9 BioP.**

Also includes mongooses and weasels.

**Size:** Tiny**Ability Modifiers:** +4 Dex**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapons (Bite), Nightvision

**Gecko, 12 BioP.****Size:** Diminutive**Ability Modifiers:** None**Special:** None**Weaknesses:** Cold-blooded (gets lethargic in cold weather)**Possible Abilities:** Chameleon, Climb (can stick to walls), Extreme Environment (arid deserts), Keen Vision, Nightvision, Regeneration**Gila Monster, 12 BioP.****Size:** Tiny**Ability Modifiers:** -2 Dex**Special:** Natural Armor (Scales, 1 pt invested)**Weaknesses:** Cold-blooded (gets lethargic in cold weather), Poor Eyesight**Possible Abilities:** Deadly Poison, Extreme Environment (arid desert), Keen Smell, Natural Armor (Scales), Natural Weapons (Bite)**Giraffe, 7 BioP.****Size:** Large**Ability Modifiers:** None**Special:** Tall (free)**Weaknesses:** None**Possible Abilities:** Extreme Environment (arid plains), Keen Eyesight, Keen Hearing, Natural Weapons (Hooves), Runner**Goat, 7 BioP.****Size:** Medium**Ability Modifiers:** +2 Mind**Special:** None**Weaknesses:** None**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Keen Vision, Natural Weapon (Horns), Runner, Strong Constitution**Groundhog, 8 BioP.****Size:** Small**Ability Modifiers:** None**Special:** Partial Biped (1 pt invested)**Weaknesses:** None**Possible Abilities:** Climb, Digger, Keen Hearing, Keen Vision, Natural Weapon (Bite and Claws)**Guinea Pig, 12 BioP.****Size:** Tiny**Ability Modifiers:** -2 Dex**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Keen Hearing, Keen Smell**Hippopotamus, 5 BioP.****Size:** Huge**Ability Modifiers:** +2 Str**Special:** None**Weaknesses:** None**Possible Abilities:** Amphibious, Keen Hearing, Keen Smell, Keen Vision, Natural Armor (Thick Hide), Natural Weapons (Bite)**Koala, 9 BioP.****Size:** Small**Ability Modifiers:** +2 Str, -2 Dex**Special:** Partial Hands (1 pt invested)**Weaknesses:** Poor Eyesight**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Natural Weapons (Claws)**Komodo Dragon, 8 BioP.****Size:** Medium**Ability Modifiers:** +2 Str**Special:** Natural Armor (Scales, 1 pt invested)**Weaknesses:** Cold-blooded (gets lethargic in cold weather), Poor Hearing**Possible Abilities:** Deadly Poison (checks are made daily instead of by round), Extreme Environment (hot, arid environments), Keen Smell, Natural Armor (Scales), Natural Weapons (Bite)**Llama, 7 BioP.**

Alpaca are similar but start out as Medium. Add +1 BioP.

**Size:** Large**Ability Modifiers:** None**Special:** None**Weaknesses:** None**Possible Abilities:** Extreme Environment (high elevations), Load-bearing Creature, Spit**Mink, 9 BioP.**

Also includes martens and fishers.

**Size:** Tiny**Ability Modifiers:** +2 Dex**Special:** None**Weaknesses:** None**Possible Abilities:** Amphibious, Climb, Keen Hearing, Keen Smell, Natural Weapon (Bite)**Mole, 12 BioP.****Size:** Diminutive**Ability Modifiers:** +2 Mind**Special:** None**Weaknesses:** Poor Eyesight**Possible Abilities:** Digger, Keen Hearing, Keen Smell, Keen Touch, Paralyzing Poison**Muskrat, 12 BioP.****Size:** Tiny**Ability Modifiers:** None**Special:** Partial Hands (1 pt invested)**Weaknesses:** Poor Eyesight**Possible Abilities:** Amphibious, Digger, Keen Hearing, Keen Smell, Natural Weapon (Bite)

**Ostrich, 6 BioP.**

Also includes emus, cassowaries, rheas and other large and aggressive flightless birds.

**Size:** Medium

**Ability Modifiers:** None

**Special:** Full Biped (2 pts invested)

**Weaknesses:** None

**Possible Abilities:** Extreme Environment (arid conditions), Jump, Keen Hearing, Keen Sight, Natural Weapons (Claws), Runner

**Otter, 7 BioP.**

**Size:** Small

**Ability Modifiers:** +2 Dex

**Special:** Partial Hands (1 pt invested)

**Weaknesses:** None

**Possible Abilities:** Amphibious, Extreme Environment (cold aquatic), Keen Hearing, Keen Smell

**Owl, 8 BioP.**

**Size:** Tiny

**Ability Modifiers:** None

**Special:** Full Biped (2 pts invested)

**Weaknesses:** None

**Possible Abilities:** Extra Limbs, Flier, Keen Vision, Natural Weapons (Beak and Talons), Nightvision

**Panda, 6 BioP.**

**Size:** Medium

**Ability Modifiers:** +2 Str

**Special:** Partial Biped Free (1 pt invested), Partial Hands (1 pt invested)

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Keen Smell, Natural Armor (Thick Hide), Natural Weapons (Claws and Bite)

**Parrot, 6 BioP.**

**Size:** Tiny

**Ability Modifiers:** +2 Mind

**Special:** Full Biped (2 pts invested), Partial Speech (1 pt invested)

**Weaknesses:** None

**Possible Abilities:** Extra Limbs, Flier, Keen Vision, Mimic, Natural Weapons (Beak and Talons)

**Pig, 8 BioP.**

**Size:** Medium

**Ability Modifiers:** +2 Mind

**Special:** None

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Keen Hearing, Keen Smell, Strong Constitution

**Platypus, 10 BioP.**

**Size:** Tiny

**Ability Modifiers:** None

**Special:** None

**Weaknesses:** None

**Possible Abilities:** Amphibious, Deadly Poison (males only, hind claws), Electrolocation, Keen Hearing, Keen Sight

**Prairie Dog, 7 BioP.**

Gophers are similar but start out as Diminutive. Add +1 BioP.

**Size:** Tiny

**Ability Modifiers:** +2 Mind

**Special:** Partial Biped (1 pt invested), Partial Hands (1 pt invested)

**Weaknesses:** None

**Possible Abilities:** Digger, Keen Hearing, Keen Vision

**Predatory Birds, 7 BioP.**

Includes eagles, hawks, falcons, ospreys, etc.

**Size:** Tiny

**Ability Modifiers:** +2 Str

**Special:** Full Biped (2 pts invested)

**Weaknesses:** None

**Possible Abilities:** Extra Limbs, Flier, Keen Vision, Natural Weapons (Beak and Talons)

**Rabbit, 8 BioP.**

**Size:** Tiny

**Ability Modifiers:** +2 Dex

**Special:** Partial Biped (1 pt invested)

**Weaknesses:** None

**Possible Abilities:** Jump, Keen Hearing, Keen Smell, Runner

**Raccoon, 5 BioP.**

**Size:** Small

**Ability Modifiers:** +4 Mind

**Special:** Partial Biped (1 pt invested), Partial Hands (1 pt invested)

**Weaknesses:** None

**Possible Abilities:** Climb, Keen Hearing, Keen Smell, Nightvision

**Sheep, 9 BioP.**

**Size:** Medium

**Ability Modifiers:** -2 Mind

**Special:** None

**Weaknesses:** None

**Possible Abilities:** Keen Hearing, Keen Smell, Natural Weapons (Horns), Runner

**Skunk, 11 BioP.**

**Size:** Tiny

**Ability Modifiers:** None

**Special:** None

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Keen Hearing, Keen Smell, Nightvision, Stench

**Snake, 9 BioP.**

Covers a wide variety of snakes, including asps, boas, cobras, cottonmouths, mambas, rattlesnakes, coral snakes and so on, as well as the more harmless varieties such as copperbellies and garter snakes. Size varies widely, from Diminutive to Medium (garter snake up to boa constrictor)—adjust BioP accordingly.

**Size:** Small

**Ability Modifiers:** +2 Dex

**Special:** None

**Weaknesses:** Cold-blooded (gets lethargic in cold weather)

**Possible Abilities:** Amphibious, Climb, Constrictor, Deadly Poison, Digger, Heat-sensing, Keen Smell, Natural Armor (Scales), Natural Weapons (Bite), Paralyzing Poison, Runner, Spit

**Wild Fowl, 8 BioP.**

Includes such birds as ducks, geese, pheasants and so on. Bigger birds, such as geese, can be Small—subtract 1 BioP.

**Size:** Tiny

**Ability Modifiers:** None

**Special:** Full Biped (2 pts invested)

**Weaknesses:** None

**Possible Abilities:** Amphibious, Extra Limbs, Flier, Keen Vision, Natural Weapons (Claws and Beak), Navigation

**Wolverine, 8 BioP.**

**Size:** Small

**Ability Modifiers:** +4 Str

**Special:** None

**Weaknesses:** Poor Eyesight

**Possible Abilities:** Extreme Environment (arctic), Keen Hearing, Keen Scent, Natural Armor (Thick Hide), Natural Weapons (Bite and Claws), Strong Constitution