

Chameleon

Psychometabolist

"The character has control over his coloration, manipulating both his pigmentation and texture through epidermal control. As his skin successfully obeys his mental control, he can affect it to appear of darker or lighter color or even to mimic the terrain he stands near in an attempt to hide from view."

Power level	Stealth rolls	Theivery rolls
1	+10%	+10%
2	+20%	+20%
3	+30%	+30%
4	+40%	+40%
5	+50%	+50%
6	+60%	+60%

* stealth allows a character to remain hidden while theivery disguises.

FRONTIER SPACE™

Density

Psychometabolist

"The character is able to modify his body's molecular density by increasing his density or decreasing it. There is no visible difference to the molecularly modified mentalist, but there are several game differences."

Power level	Effective mass*	Gravity offset	Effective falling distance
1	+/- 10%	+/- 0.2g	-5m
2	+/- 20%	+/- 0.4g	-10m
3	+/- 30%	+/- 0.8g	-15m
4	+/- 40%	+/- 0.8g	-20m
5	+/- 50%	+/- 1.0g	-25m
6	+/- 60%	+/- 1.2g	-30m

* also affects effectiveness of leaping and vaulting.

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Enhance Agility

Psychometabolist

"The character with this discipline is able to increase the efficiency of his fine motor skills. His muscles react more quickly to the messages of his mind. His coordination improves, as does his balance and grace. He finds himself able to run faster and move more fluidly."

Power level	Init	Running	Skill checks	Ability checks
1	+1	+3 m/turn	+5%	+10%
2	+2	+6 m/turn	+10%	+20%
3	+3	+9 m/turn	+15%	+30%
4	+4	+12 m/turn	+20%	+40%
5	+5	+15 m/turn	+25%	+50%
6	+6	+18 m/turn	+30%	+60%

* skill and ability checks refer only to those based on ALG or DEX.

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Enhance Physique

Psychometabolist

"The mentalist who has this discipline is able to enhance the power of his muscles. He not only looks past the pain of his own exertion, he actually enhances his body's ability to lift, punch, leap, or endure pain. Other people looking at the character that has enhanced his physique see a powerful character complete with enhanced corded muscles and advanced durability."

Power level	Walk	Hourly	STR	BP	Skill checks	Ability checks
1	1m	0.5kph	+1	+5	+5%	+10%
2	2m	1.0kph	+2	+10	+10%	+20%
3	3m	1.5kph	+3	+15	+15%	+30%
4	4m	2.0kph	+4	+20	+20%	+40%
5	5m	2.5kph	+5	+25	+25%	+50%
6	6m	3.0kph	+6	+30	+30%	+60%

* skill and ability checks refer only to those based on END or STR.

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Enhance Senses

Psychometabolist

"The mentalist with this discipline is able to enhance his perceptive ability to sense things around him more dramatically. He broadens his awareness to the limits of natural ability and far beyond."

Power level	Special ability	Skill checks	Ability checks
1	Low-light vision	+5%	+10%
2	Infra red vision	+10%	+20%
3	All-around vision	+15%	+30%
4	Remote listening	+20%	+40%
5	Remote speech	+25%	+50%
6	Remote vision	+30%	+60%

* skill and ability checks refer only to those based on PER.

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Healing

Psychometabolist

"The character with this discipline is able to generate a damage leeching field around his hands. When he physically touches a target, he absorbs the creature/character's damage into himself (effectively healing the target). Doing this causes the character to actually feel and sustain the damage himself, and can even kill the mentalist if he absorbs more than he can take."

Power level	Healing effect
1	Awaken (absorbs unconsciousness)
2	Minor (absorbs 1d5BP per turn)
3	Detoxify (absorb toxin in one turn)
4	Major (absorbs 1d10BP per turn)
5	Cure (absorb diseases in one turn)
6	Great healing (absorbs 2d10BP/turn, all toxins & diseases)

* make a psychometabolist skill check or be stunned for 1d10 turns.

FRONTIER SPACE™

Hyper Movement

Psychometabolist

"The psychometabolist with this discipline can push his body to move faster than a normal person could move. He can run faster and leap farther. His movement rate increases 50% per power level, as summarized on the table below."

Power level	Movement/leaping modifier
1	x1.5
2	x2.0
3	x2.5
4	x3.0
5	x3.5
6	x4.0

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Regeneration

Psychometabolist

"This discipline allows the psychometabolist to enhance his body's natural immune system, allowing his body to rapidly recover from damage. Wounds will heal quickly, leaving very little (if any) scarring. The regeneration is so total that – given enough time – he might even be able to regenerate a lost finger, toe, hand, foot, or even an arm or leg."

Power level	Body points	Body part*	Other
1	1BP/hour	Toe	Scars
2	1BP/15 min	Finger	Burns
3	1BP/2 min	Foot	Toxins
4	1BP/5 turns	Hand	Diseases
5	1BP/turn	Leg	Radiation
6	5BP/turn	Arm	Aging

* mentalist spends 1 week & makes a psychometabolist skill check to heal the body part

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Resistance

Psychometabolist

"With use of this powerful discipline, the psychometabolist can make himself impervious to things which might harm or kill normal people. It does not help him against normal damage, but makes him all but immune to certain other types of effects."

Power level	Resistance
1	Immune to stun effects
2	Immune to fatigue/sleep
3	Immune to extreme heat/cold
4	Immune to starvation/thirst
5	Immune to toxins/diseases
6	Immune to radiation

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