

Amoeboid

You are a giant single-celled organism who grew from microscopic to human size due to a combination of a healthy appetite and a steady dose of radiation. Strangers have a hard time looking you in the eyes, but that might be because they keep moving around all the time.

Mutant Type: Constitution; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Nature checks.

No Vital Organs (Level 1): Gain resist 5 physical (increase to resistance 5 + half your level if you have resist physical from another origin).

High Viscosity (Level 1): Take a -1 penalty to speed. You can make a saving throw to avoid the effects of any forced movement (push, pull, or slide) or being knocked prone.

Amoeboid Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target is slowed until the end of its next turn..

PSEUDOPOD PUNCH (Amoeboid Novice)

Who punches a guy with giant foot-like organelle? You do!

At-Will * Bio, Physical

Standard Action * Melee 1

Target: One creature

Attack: Constitution + your level vs. Reflex

Hit: 1d10 + Constitution modifier + your level physical damage. If the target is no more than one size larger than you, it is grabbed until the end of your next turn.

Sustain minor: The grab persists until the end of your next turn.

MUTANT MITOSIS (Amoeboid Utility)

You split into two just like the holovid you saw in science class. Hopefully this time you remember whether metaphase comes before or after prophase.

Encounter * Bio

Standard Action * Personal

Effect: You create a duplicate of yourself in an unoccupied square adjacent to you. The duplicate acts in the initiative order directly after you and can take all the actions that you can take, except that it can't use Alpha Mutations, Omega Tech, or any power that would create additional duplicates. Its statistics are the same as yours, except that it has only 1 hit point. Your duplicate disappears when it drops to 0 hit points or after 5 minutes. While you are adjacent to the duplicate, you or the duplicate can use a minor action to swap places.

ENGULF (Amoeboid Expert)

You wrap yourself around a foe, melting the poor sap with your mutant enzymes.

Encounter * Acid, Bio

Standard Action * Melee 1

Target: One creature

Attack: Constitution + your level vs. Fortitude

Hit: 2d10 + Constitution modifier + twice your level acid damage, and the target is weakened and takes 5 ongoing acid damage (save ends both).

Miss: Half damage.

Gaseous

You are a sentient gathering of water vapor, smoke, or other gas. You've heard 'em all. "Why such a cloudy disposition?" "You're just full of hot air!" "Hey, where's the fire?" You'll show them for making puns at your expense!

Mutant Type: Dexterity; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Incorporeal (Level 1): On your turn, if you move 3 or more squares from where you started your turn, you gain partial concealment until the end of your next turn.

Light as the Air (Level 1): You gain a +4 bonus to Athletics checks made as part of a jump, and you are always considered to have a running start when you jump. You take no damage from falls and always land on your feet when you fall. You can stand on and move across a liquid surface as if it was solid ground.

Gaseous Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you take half damage from all physical attacks until the end of your next turn.

DUST UP (Gaseous Novice)

You blow out some dust, soot, or smoke, irritating your foes.

At-Will * Dark, Physical

Standard Action * Close blast 2

Target: All enemies in blast

Attack: Dexterity + your level vs. Reflex

Hit: 1d8 + Dexterity modifier + your level physical damage and the target takes a -2 penalty to attack rolls until the end of your next turn.

DISPERSE (Gaseous Utility)

You vanish into the atmosphere, only to reappear where you are least expected.

Encounter * Dark

Minor Action * Personal

Effect: You become invisible and gain a fly speed equal to your walking speed until you attack or the end of your next turn. When flying, you may pass through an occupied square as long as you end your flight in an unoccupied square.

Sustain standard: You remain invisible and retain your flight speed until the end of your next turn.

SUFFOCATE (Gaseous Expert)

You reach in and tickle your foe in the lungs, central CPU, or other vital spot.

Encounter * Dark, Poison

Standard Action * Melee 1

Target: One creature

Attack: Dexterity + your level vs. Fortitude

Hit: 2d6 + Dexterity modifier + twice your level poison damage, and the target is dazed and takes 10 ongoing poison damage (save ends both).

Miss: Half damage.

Infernal

Either through a secret pact with dark entities or an unfortunate branch of your family tree, you have been tainted with the blood of demons.

(Thanks to Chandrak from the WotC forums for the foundation of this origin.)

Mutant Type: Charisma; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Conspiracy checks.

Defense Bonus (Level 1): Gain a +2 bonus to Fortitude.

Darkvision (Level 1): You can see without any source of light. You ignore all concealment due to normal darkness.

Infernal Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes 5 ongoing fire damage (save ends).

HELLFIRE WHIP (Infernal Novice)

You lash out with a whip of dark fire, dragging your prey closer to you.

At-Will * Dark, Fire

Standard Action * Melee 3

Target: One creature

Attack: Charisma + your level vs. Reflex

Hit: 1d10 + Charisma modifier + your level fire damage, and you pull the target 1 square. Increase to 1d10 + Charisma modifier + twice your level fire damage if the target is bloodied.

WINGS OF THE BAT (Infernal Utility)

Black, leathery wings sprout out of your back. They are functional and a big hit at parties.

Encounter * Dark

Minor Action * Personal

Effect: You gain a fly speed of 6 (or increase an existing fly speed by 1) and resist 10 fire until the end of your next turn. While flying you take a -2 penalty to all attack rolls. If this power ends while you are still in the air, you fall to the ground.

Sustain standard: This power lasts until the end of your next turn.

CURSE OF DAMNATION (Infernal Expert)

You place a debilitating curse on your enemies, leaving them more vulnerable to your allies' attacks.

Encounter * Dark, Psychic

Standard Action * Area burst 1 within 10 squares

Target: All enemies in burst

Attack: Charisma + your level vs. Will

Hit: 1d10 + Charisma modifier + your level psychic damage, and the target is blinded and gains vulnerable 5 to all damage until the start of your next turn.

Miss (all targets): You can choose to take 5 damage and make this attack again as a free action.

Jinxed

Fortune follows you wherever you go. Misfortune stays close by to harass everyone else around you. People always ask if you feel blessed or cursed, but why do you have to choose?

Mutant Type: Wisdom; Psi; +2 to psi overcharge.

Skill Bonus: Gain a +4 bonus to Acrobatics checks.

Defense Bonus: Gain a +2 bonus to Reflex.

Luck is One of Your Skills: Once per encounter you can re-roll any one d20 roll you make as part of an ability check, attack, saving throw, or skill check. You must use the second result, even if it is lower.

Jinxed Critical: When you score a critical hit, the attack deals 1d10 extra damage, and the target takes a -2 penalty to attack rolls until the end of its next turn.

JINX SHOT (Jinxed Novice)

You cross your fingers and take a shot, hoping for some luck. The luck might be for you or maybe for the other guy.

At-Will * Psi, Weapon

Standard Action * Melee or Ranged weapon

Target: One creature

Attack: Wisdom + your level + weapon accuracy vs. AC

Hit: 1[W] + Wisdom modifier + twice your level damage.

Effect: If your attack roll was an even number, you or one ally within 5 squares can make a saving throw or shift one square. If your attack roll was an odd number, you grant combat advantage until the start of your next turn.

AMPLIFY LUCK (Jinxed Utility)

"Who feels lucky tonight?"

Encounter * Psi

Minor Action * Close burst 5

Effect: The burst creates a zone of amplified luck that lasts until the end of your next turn. When within the zone, any time a creature rolls a d20 as part of an ability check, attack roll, saving throw, or skill check, a die roll of 11-19 is considered to be a 20 (any attack that would not have been a critical hit otherwise does not become a critical hit), and a roll of 2-10 is considered to be a 1.

WHEEL OF MISFORTUNE (Jinxed Expert)

Someone is about to get screwed over! Better cross your fingers!

Encounter * Psi

Immediate Interrupt * Ranged 20

Trigger: An enemy hits you with an attack, but does not score a critical hit

Target: The attacking enemy

Attack: Wisdom + your level vs. Will

Hit: The attack misses you, and the target is dazed until the end of its next turn.

Miss: The attack becomes a critical hit, and you regain use of this power.

Lincolloid

A few years ago, a mix of government agents, mad scientists, and civil war reenactors joined together to form a secret cabal classified under the name Project Gettysburg. Their purpose: to take body tissue from former President Lincoln and then clone and hybridize him to create the perfect leader for the broken world. Hordes of half-Lincolns, demi-Lincolns, and quasi-Lincolns were abandoned and now rampage across the globe. Some are kind, many are monstrous, but all of them look great in a black stovepipe hat.

Mutant Type: Charisma; Bio; +2 to bio overcharge.

Skill Bonus: Gain a +4 bonus to Interaction checks.

Defense Bonus: Gain a +2 bonus to Fortitude.

Long Legs: You ignore up to one square of difficult terrain when you move or shift.

Lincolloid Critical: When you score a critical hit, the attack deals 1d10 extra damage and you can make a saving throw.

STOVEPIPE HAT TOSS (Lincolloid Novice)

You throw your signature hat like a deadly boomerang.

At-Will * Bio, Physical

Standard Action * Ranged 5

Target: One or two creatures

Attack: Charisma + your level + 3 vs. AC. Make one attack against each target.

Hit: 1d8 + Charisma modifier + your level physical damage.

MUTATION EMANCIPATION (Lincolloid Utility)

You free one of your allies from the bondage of an unwanted mutation.

Encounter * Bio

Minor Action * Close burst 5

Target: You or one ally within burst

Effect: The target discards one readied Alpha Mutation then draws a replacement from the DM's Alpha Mutation deck.

Special: A creature targeted by this power cannot be targeted by it again until after it has taken an extended rest.

GAMMASBURG ADDRESS (Lincolloid Expert)

You give a commanding speech, halting your foes in their tracks as they listen in awe in the face of your presidential stature.

Encounter * Bio, Psychic

Standard Action * Close burst 10

Target: All enemies within burst

Attack: Charisma + your level vs. Will

Hit: The target is stunned (save ends).

Aftereffect: The target is slowed (save ends).

Serpentine

You are a big mutant snake. You might have evolved or mutated from a boa, rattlesnake, or viper, or maybe you just like to crawl around on your belly and hiss a lot.

Mutant Type: Dexterity; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Stealth checks.

Defense Bonus (Level 1): Gain a +2 bonus to Reflex.

Slithering Mobility (Level 1): Take a -1 penalty to speed, but gain a climb and swim speed equal to your walking speed.

Serpentine Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes 5 ongoing poison damage (save ends).

SERPENT'S STRIKE (Serpentine Novice)

You dart forward with a venomous bite, catching your opponent unaware.

At-Will * Bio, Poison

Standard Action * Melee 2

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 1d10 + Dexterity + your level poison damage, and you shift 1 square.

SHED YOUR SKIN (Serpentine Utility)

Sometimes you just have to move on, literally.

Encounter * Bio

Move Action * Personal

Effect: You may discard one readied Alpha Mutation, then replace it from the DM's mutation deck. You then move your speed and can make a saving throw. Any square you leave during this movement is difficult terrain for everyone but you until the end of the encounter.

CONSTRICING COILS (Serpentine Expert)

You wrap yourself around your foe, crushing the life out of its eyes.

Encounter * Bio, Physical

Standard Action * Melee 1

Target: One creature

Attack: Dexterity + your level vs. Fortitude

Hit: 2d8 + Dexterity + twice your level physical damage and the target is immobilized and takes 10 ongoing physical damage (save ends both). These effects end when you are no longer adjacent to the target.

Miss: Half damage.

Two-Dimensional

You might come from an alternate universe where the third dimension was lost in a bet with some cosmic entity, or maybe you are a cartoon brought to life. You get annoyed when your friends ask if they can fly you like a kite.

Mutant Type: Dexterity; Dark; +2 to dark overcharge.

Skill Bonus (Level 1): Gain a +4 to bonus to Stealth checks.

Defense Bonus (Level 1): Gain a +2 bonus to Reflex.

Flatlander (Level 1): You can fit through any gap large enough for a single sheet of paper. While you are prone, you gain total concealment from all creatures not adjacent to you.

Two-Dimensional Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and the target takes 5 ongoing physical damage (save ends).

SIDEWAYS STRIKE (Two-Dimensional Novice)

You turn just the right way to hit your opponent and then disappear from view.

At-Will * Dark, Weapon

Standard Action * Melee weapon

Target: One creature

Attack: Dexterity + your level + weapon accuracy vs. AC

Hit: 1[W] + Dexterity modifier + your level damage, and you are invisible to the target until the start of your next turn.

SLIDE RIGHT ON BY (Two-Dimensional Utility)

When an enemy makes the wrong move, you twist and turn like a leaf on the wind into a better position.

At-Will * Dark

Immediate Reaction * Personal

Trigger: An adjacent enemy misses you an attack

Effect: Shift 2 squares. You must end your shift in a square adjacent to the attacking enemy.

VORPAL PUNCH (Two-Dimensional Expert)

Your sharp-edged fists are ready to snicker-snack the head off of any unlucky cyborg, mutant, or bandersnatch that dares get in your way.

Encounter * Dark, Physical

Standard Action * Melee 1

Target: One creature

Attack: Dexterity + your level vs. Reflex

Hit: 3d8 + Dexterity modifier + twice your level damage.

Special: When making this attack, you score a critical hit on an attack roll of 17-20.

Two-Headed

Two heads are better than one, especially when they manage to get along. Your extra head makes you more resistant to attacks against your mind and lets you focus on multiple foes at once.

(Thanks to GlimmTheGnome from the WotC forums for the foundation of this origin.)

Mutant Type: Intelligence; Bio; +2 to bio overcharge.

Skill Bonus (Level 1): Gain a +4 bonus to Perception checks.

Defense Bonus (Level 1): Gain a +2 bonus to Will.

Look Both Ways (Level 1): You do not grant combat advantage when you are flanked.

Two-Headed Critical (Level 2 or 6): When you score a critical hit, the attack deals 1d10 extra damage, and you or an ally within 5 squares of you gains a +2 bonus to attack rolls until the end of its next turn.

DOUBLE HEADBUTT (Two-Headed Novice)

When you have two hammers, everything looks like even more like a nail. You slam both your foreheads into your foe.

At-Will * Bio, Physical

Standard Action * Melee 1

Target: One creature

Attack: Intelligence + your level vs. Fortitude. Make the attack two times.

Hit (one attack): 1d6 + Intelligence modifier + your level physical damage.

Hit (both attacks): 2d6 + Intelligence modifier + twice your level physical damage, and the target is dazed until the end of its next turn.

Miss (both attacks): You grant combat advantage until the start of your next turn.

PAY ATTENTION! (Two-Headed Utility)

One of your heads shouts at the other to shake off the effects of that last hit.

Encounter * Bio

Immediate Interrupt * Personal

Trigger: You become dazed, dominated, or stunned

Effect: You are no longer dazed, dominated, or stunned.

DIDN'T THINK I WAS LOOKING? (Two-Headed Expert)

Just when your opponent sees an opening, your extra set of eyes pays off and you perform a devastating counter attack.

Encounter * Bio, Weapon

Immediate Interrupt * Melee or Ranged weapon

Trigger: You are attacked by a creature within range

Target: The attacking creature

Attack: Intelligence + your level + weapon accuracy vs. AC

Hit: 2[W] + Intelligence modifier + twice your level damage.

Effect: You gain a +2 bonus to all defenses against the triggering attack.

Normal Human

Type: No primary ability (+2 to all randomly rolled ability scores); no mutant type; no bonus to overcharge.

Skill Bonus (Level 1): Gain a +3 bonus to all skill checks.

Defense Bonus (Level 1): Gain a +2 bonus to Fortitude, Reflex, and Will.

Resilient (Level 1): You gain 5 additional hit points and a +2 bonus to all saving throws.

Non-Mutant (Level 1): You cannot ready mutations or experience Alpha Surge.

Tech Affinity (Level 1): Gain a +2 bonus to checks to see if your Omega Tech burns out. You salvage Omega Tech as if you were one level higher.

Normal Human Critical (Level 2): When you score a critical hit, the attack deals 2d6 extra damage.

Normal Human Utility (Level 3): Gain either Third Wind or One in the Chamber as a utility power.

Self-Improvement (Level 4): Increase your lowest ability score by 2.

Normal Human Expert (Level 5): Gain either Ricochet or Last Stand as an expert power.

Normal Human Critical (Level 6): When you score a critical hit, the attack deals 2d6 extra damage (4d6 total extra damage), and if the attack was made with a gun, the attack does not consume ammo.

Normal Human Utility (Level 7): Gain the utility power you did not choose at level 3.

Combat Veteran (Level 8): While you are bloodied, you can score a critical hit on an attack roll of 19-20.

Normal Human Expert (Level 9): Gain the expert power you did not choose at level 5.

HEROIC ATTACK (Normal Human Novice)

A pretty basic attack.

At-Will * Weapon

Standard Action * Melee or Ranged weapon

Target: One creature

Attack: Your level + 4 + weapon accuracy vs. AC

Hit: 1[W] + twice your level damage. Increase damage to 2[W] + twice your level while you are bloodied.

Special: This power can be used as a basic attack.

UNORTHODOX TACTICS (Normal Human Novice)

Most people don't care for your methods. They don't seem to care for your results either.

At-Will * Weapon

Standard Action * Melee or Ranged weapon

Target: One creature

Attack: Your level + 2 + weapon accuracy vs. Fortitude, Reflex, or Will (your choice)

Hit: 1[W] + your level damage, and you slide the target 1 square, knock the target prone, or shift 1 square as a free action.

THIRD WIND (Normal Human Utility)

Or your second second wind, depending on how you look at it.

Encounter

Minor Action * Personal

Effect: You regain the use of your Second Wind for this encounter.

ONE IN THE CHAMBER (Normal Human Utility)

You lovingly pat a piece of Omega Tech. In a whisper, you ask it to hold out for one more charge.

Encounter

Minor Action * Personal

Effect: A piece of salvaged Omega Tech in your possession becomes functionally Charged again. At the end of the encounter it's gone - no Omega Charge check, no salvage.

RICOCHET (Normal Human Expert)

"I meant to do that!"

Encounter * Physical, Weapon

Free Action * Melee or Ranged Weapon

Trigger: You miss with a melee or ranged attack

Target: One creature within range that was not a target of the original attack

Effect: Repeat the attack against the new target with a +2 bonus to the attack roll.

LAST STAND (Normal Human Expert)

You rally your allies to your side in battle. If you die during the encounter, rename this power Blaze of Glory.

Encounter

Standard Action * Close burst 5

Target: All allies in burst

Effect: You and all allies in the burst can make a saving throw then make a basic attack.

Special: You must be bloodied to use this power.