

To use the creation tables simply select a base creature type on the top vertical row, then slide your finger down to whatever subtype you'd like to add to your creature. Then add the costs to the base creature costs of the type you've selected from the vertical row(**bold**). You may do this as many times as you like, each time simply adding both the DC modifiers and the Experience point costs to get your totals for the successful creation attempt at the end of the incubation period. If all you desire to do is create a basic type of creature, the numbers listed in **bold** are your total DC ratings and costs. Costs for creature types listed in **red** should generally be considered RESTRICTED, GM permission only. They would not be permitted under the NPC rules.

THE MODIFIERS or MIX AND MATCH (this section is open game content)

Most modifiers are added to a base creature instead of adding a subtype template. Where it does not conflict with type or subtype features, you can add any of these features. Some features only add to the final DC rating of the success check, others may add experience point costs and some will add both or have other modifiers or restrictions.

Size Class Modifiers

You can increase or decrease the size of your base type creature. Apply the following modifiers from the size class modifiers table

Size Class	DC Mod
-4 or more	+4
-3	+3
-2	+2
-1	+1
Base Size Class	+0
+1	+1
+2	+2
+3	+3
+4 or more	+4

To get the starting base size class of the creature when applying multiple types and subtypes, simply average the size classes of all the types and subtypes if they are different. If using a single creature type without applying a subtype template, just use that creature types base size class as is.

Increasing Hit Die

You can increase the HD of the creature and make it tougher using the following basic formula: HD cost = +1DC and +500 experience per +1 HD. Adding HD is the same as adding an NPC class

If a genegener desires to grant his creature access to the Combatant designation, which grants additional hit points and more favorable attack matrixes, it costs a base +4 DC and +2000 exp.

Adding Class Levels

A character may only add a player character class level from a class in which he himself has class levels. In the MOTE setting, there is but one PC class, Explorer. By selecting a creature Type, and increasing it's HD, the creator is actually increasing the creatures basic NPC class. The following formula is used to calculate modifiers and costs of adding class levels to your creation.

Each Class level = +1000 exp and adds +2 DC to the creation attempt

Creatures that do not have their class or HD levels increased begin play with a single HD, unless noted in their type or subtype descriptions.

Adding Skills and Feats

A genegener may only add skills and feats for which they themselves have experience in, unless they possess some special piece of equipment that can teach their creations. The costs to add skills or feats are: Each skill or feat = +200 exp

Creature feats may be freely added without restriction by paying their experience cost (+200 ea). Simply select the desired creature feats from the Creature Feats table below.

Ability Modifiers

Each base Ability array costs a base amount, which is then modified up or down by increases or decreases in the creature's ability scores. At any time, a creator may lower a base ability score to increase another without penalty or cost.

Base Ability Arrays

Basic (cost-1xbase experience cost): Monsters are assumed to have completely average (or standard) ability scores, a 10 or an 11 in each ability, as modified by their racial bonuses.

Non-Elite(cost-1.5xbase experience cost): The non-elite array is 13, 12, 11, 10, 9, 8 arranged in any order desired.

Elite(cost-2xbase experience cost): The elite array is 15, 14, 13, 12, 10, 8 arranged in any order desired.

Increase physical ability = +1 DC and +100 exp each

Increase a mental ability = +2 DC and +200 exp each

Special Abilities

These abilities are in addition to any associated with the creatures base type. Most creature types possess their own innate abilities. Where those abilities conflict with the assigned abilities, assigned abilities are not allowed and/or innate abilities have precedence.

Creature Abilities			Tr = Trivial	Mn = Minor	Mj = Major
Ability	Cost	Tr/Mn/Mj	Ability	Cost	Tr/Mn/Mj
Alternate Form	+1000	Mj	Movement Mode	+250	Tr
Blindsense	+500	Mn	Mutation Immunity	+500	Mn
Blindsight	+500	Mn	Mutation Resistance	+1000	Mj
Breath Weapons	+1000	Mj	Mutated	+1000	Mj
Change Shape	+1000	Mj	Natural Armor	+500	Mn
Charm and Compulsion	+1000	Mj	Natural Weapons	+250	Tr
Cold Immunity	+250	Tr	Paralysis	+500	Mn
Constrict	+500	Mn	Poison	+1000	Mj
Damage Reduction	+500	Mn	Pounce	+250	Tr
Dark Vision	+500	Mn	Powerful Charge	+500	Mn
Disease	+1000	Mj	Rake	+500	Mn
Evasion and Improved Evasion	+500	Mn	Regeneration	+1000	Mj
Fast Healing	+500	Mn	Resistance to Energy	+500	Mn
Fire Immunity	+250	Tr	Rooting	+250	Tr
Flight	+500	Mn	Scent	+250	Tr
Frightful Presence	+500	Mn	Sonic Attacks	+500	Mn
Gaze Attack	+1000	Mj	Summon	+1000	Mj
Healing Stamina	+250	Tr	Swallow Whole	+500	Mn
Improved Grab	+500	Mn	Telepathy	+250	Tr
Invisibility	+1000	Mj	Trample	+500	Mn
Low-Light Vision	+250	Tr	Tremorsense	+500	Mn
Manufactured Weapon	+250	Tr	Vampiric Drain	+1000	Mj

DC modifiers:

For each Trivial Ability +2

For each Minor Ability +4

For each Major Ability +6

Creature Feats

Creature Feats			
Feat	Cost	Feat	Cost
Ability Focus	+200	Improved Natural Attack	+200
Awesome Blow	+200	Increased Hit Die	+200
Empower Mutation	+200	Multi-Attack	+200
Flyby Attack	+200	Multi-Dexterity	+200
Hover	+200	Multi-Weapon Fighting	+200
Improved Natural Armor	+200	Quicken Mutation	+200

Time To Create

Each creature, regardless of type or subtype takes a minimum of 4 weeks to produce plus a number of days equal to the total DC penalty in the creatures build cost table above.

REPAIRING GENETIC ABERRATIONS (this section is NOT open game content)

A genegener may repair most genetic aberrations, usually in the forms of defects or mutations, but could be any genetic disorder, often more commonly referred to in terms of a medical illness. Diseases, defects, unwanted mutations or penalties of a genetic nature may all be lumped together under the term debilitating.

The Process

A genegener must study each individual debilitating condition separately and with the same resources available that it would take to create new life. This is called the diagnosis period. The time to perform this process is one day + the level of the patient for each debilitating condition. At the end of this period, the genegener makes his first Repair skill check against a GM assigned DC (typically DC 15 or greater). If successful, the genegener understands the basic nature of the genetic problem and can then plan the best course of treatment to follow. Failure indicates that the genegener is stymied and must make another diagnosis attempt from scratch.

Once the genegener determines the best remedy, it takes two weeks + 1 day for each debilitating condition – the genegener's level in days to fabricate or setup the lab and/or treatment which is then applied (minimum of two days). Once the treatment is started the patient must make a Fortitude check vs DC30 – genegener's level. If successful the treated debilitating conditions no longer exist in the patient. A normal failure indicates the treatment was not effective and that the genegener must begin the diagnosis and treatment periods over again.

The cost to perform the cure procedure is equal to 20xlevel of the patient in experience, paid by both the recipient and the treater, each time.

A critical failure not only indicates failure of the treatment, but that the treatment itself caused an additional debilitating condition to manifest. Roll randomly on the most appropriate defects charts to see what defect is applied.

All medical treatment penalties due to genotype apply when attempting this procedure.

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