

CLUSTER PECULIARITIES: Cluster (CL) Peculiarities represent groups of Peculiarities (both Advantages and Disadvantages) that generally make sense for certain types of characters (e.g., any “Electronic” character might be expected to have all of the Peculiarities in the “Electronic” cluster). As a result, Cluster Peculiarities have a significantly lower overall cost (i.e., it would cost more Peculiarity Levels to take all of the same Peculiarities separately). Note: Even though a Cluster may include one or more Peculiarity Disadvantages, such Disadvantages do not count against the character’s five Disadvantage slots.

CL: Conjuration	Type	Cost
Level 1	X	None
<p>Conjurations are short-lived creatures that are merely manifestations of their creator's will. As a result, they have no independent thought or identity (similar to an Automaton). Because they seldom last for more than a few minutes, Peculiarities such as “Resistant to Aging,” “Resistant to Starvation and Dehydration,” and “Sleep Master (3)” are rarely significant (even though they are technically true). Conjurations cannot take any Disadvantage, other than “Quadruped,” but may buy any Advantage that is not “NPC-Only,” “PC-Only,” “Race-Only,” “Game-Changing,” or an “Attribute Modifier.” Conjurations automatically have the following Peculiarities: Cannot be Raised; Cannot Wear Armor; Chemically Disadvantaged (2); Low-Tech (2); No Mana; Non-Universal Sexuality; Cannot be Crippled; Deceptive Appearance (2); Hard to Kill; Resistant to Aging; Resistant to Bio-Toxic Pulse; Resistant to Cold (2); Resistant to Disease (2); Resistant to Fatigue; Resistant to Fear (2); Resistant to Heat (2); Resistant to Poison (2); Resistant to Radiation (2); Resistant to Starvation and Dehydration (2); Resistant to Stun (1); Resistant to Winded; Respiration (3); Sleep Master (3), and Unusual Substance (Magic). A successful Dispel Magic (at the appropriate PL) will instantly destroy all linked Conjurations.</p>		

CL: Construct	Type	Cost
Level 1	M	5C+4NC
<p>“Construct” generally describes characters that are made of some substance other than flesh, blood, and bone (but are not “Electronic”), such as golems. Unless he has some form of “Deceptive Appearance,” a Construct character will immediately be recognizable as such and may face significant prejudice. All Construct characters suffer -1 Athletics and automatically have the following Peculiarities: Chemically Disadvantaged (2); Hard to Kill; Heal/Harm as Object; Non-Mutant Augmentation; Resistant to Aging; Resistant to Bio-Toxic Pulse; Resistant to Cold (2); Resistant to Disease (2); Resistant to Heat (2); Resistant to Poison (2); Resistant to Pressure; Resistant to Radiation (2); Resistant to Starvation and Dehydration (2); Resistant to Vacuum; Respiration (3); and Unusual Substance (Inorganic or Organic). <i>Construct characters should also consider taking “Resistant to Fear (2)” and either “Sleep Master (3)” or “Sleepless” as separate Peculiarities.</i></p>		

CL: Electronic	Type	Cost
Level 1	M	5C+4NC
<p>“Electronic” describes characters that are not made of flesh, blood, and bone, but rather circuitry, motors, and other electronic systems (or the equivalent thereof), such as robots and androids. Unless he has some form of “Deceptive Appearance,” an Electronic character will immediately be recognizable as such and may face significant prejudice. All Electronic characters automatically have the following Peculiarities: Chemically Disadvantaged (2); Vulnerable to EMP; Hard to Kill; Heal/Harm as Object; Non-Mutant Augmentation; Resistant to Aging; Resistant to Bio-Toxic Pulse; Resistant to Cold (2); Resistant to Disease (2); Resistant to Heat (2); Resistant to Poison (2); Resistant to Pressure; Resistant to Radiation (2); Resistant to Starvation and Dehydration (2); Resistant to Vacuum; Respiration (3); and Unusual Substance (Organic or Inorganic). <i>Electronic characters should also consider taking “Resistant to Fear (2)” and either “Sleep Master (3)” or “Sleepless” as separate Peculiarities.</i> Note: Electronic should not be applied to flesh-and-blood characters with electronic enhancements (such as cybernetics).</p>		

CL: Supernatural	Type	Cost

Level 1	M	5C+4NC
<p>"Supernatural" generally describes characters that are composed of energy or magic, such as spirits or elementals. Unless he has some form of "Deceptive Appearance," a supernatural character will immediately be recognizable as such and may face significant prejudice. All supernatural characters automatically have the following Peculiarities: Chemically Disadvantaged (1); Hard to Kill; Non-Mutant Augmentation; Resistant to Aging; Resistant to Bio-Toxic Pulse; Resistant to Cold (2); Resistant to Disease (2); Resistant to Heat (2); Resistant to Poison (2); Resistant to Pressure; Resistant to Radiation (2); Resistant to Starvation and Dehydration (2); Respiration (3); and Unusual Substance (Energy, Liquid, or Magic). <i>Supernatural characters should also consider taking "Amorphous," "Cannot be Raised," "Cannot Wear Armor," "Limited Vulnerability (Silver & Magic)," "Resistant to Fear (2)," "Resistant to Vacuum," and either "Sleep Master (3)" or "Sleepless" as separate Peculiarities.</i></p>		

CL: Undead	Type	Cost
Level 1	M!!!	6C+3NC
<p>"Undead" generally describes characters that were once flesh and blood creatures, but are no longer completely "alive" (i.e., they no longer have meaningful respiratory, circulatory, or digestive systems). Unless he has some form of "Deceptive Appearance," an Undead character will immediately be recognizable as such and will generally face significant prejudice. All Undead characters automatically have the following Peculiarities: Chemically Disadvantaged (1); Resistant to Aging; Resistant to Bio-Toxic Pulse; Resistant to Cold (2); Resistant to Heat (2); Resistant to Poison (2); Resistant to Disease (2); Resistant to Radiation (2); Resistant to Starvation and Dehydration (2); Repulsive (1); Respiration (3). <i>Undead characters should also consider taking "Repulsive (1 or 2)," "Resistant to Fear (2)," "Resistant to Stun (1); Unusual Substance (Organic); and either "Sleep Master (3)" or "Sleepless" as separate Peculiarities.</i></p>		