



M&M
SUPERLINK

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POWER

CORRUPTED

PERNA '03
OUTLAW!





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A b i l i t y S h i f t

Cost: 3

Action: Half

Range: Personal

Duration: Concentration

Saving Throw: Will

You can shift your abilities around, not to increase your total power but to change your attributes to meet different situations. By decreasing one ability or power, you gain the appropriate number of power points for that decrease, which can then be spent on raising another ability or power. The number of ranks you have in Ability Shift is your limit for raising or lowering powers and abilities. The shift remains as long as concentration is steady. The normal power bonus limitations remain when using this power. You cannot gain ranks in new powers using Ability Shift, only increase your ranks in existing powers. You must still abide the limits on power ranks imposed by your power level.

Example: *Strongarm has Ability Shift +9, Super Strength +6, and an Intelligence of 12. Wanting an extra bit of raw muscle when combating his arch nemesis, he spends a half action and decreases his Intelligence by 8. By doing do, he gains 8 power points he then spends to raise his Super Strength by 2 ranks to +8. He could not decrease his Intelligence by 10 because that would be higher than his Ability Shift power rank.*

E x t r a :

Affect Others: You can use Ability Shift on other people with a range of touch. Unwilling targets receive a Will save to resist the effect of this power. You decide how to rearrange the target's abilities.

F l a w :

Limited Abilities: You can only switch points between two specific abilities chosen when this power is taken.

A b s o r b K n o w l e d g e

Cost: 2

Action: Half

Range: Touch

Duration: Concentration

You are able to absorb information from physical recordings almost instantaneously. You can read magnetic discs, optical storage devices, or even entire encyclopedias with a touch and a few seconds of concentration. You gain a Knowledge skill for the subject of the absorbed information with a rank equal to your power rank. This skill lasts as long as you keep the power active. You can absorb one source of information at a time with this power. Absorbing a second source of information forces you to lose the Knowledge skill for the first subject. This power does not affect the target.

P o w e r S t u n t :

Multiple Subjects: You are able to absorb information from one additional source for each time you take this power stunt, allowing you multiple Knowledge skills from this power. When actually absorbing the information, you must be in contact with each information source or the source must be in contact with another source you are absorbing, such as absorbing a set of books on a bookshelf.

E x t r a s :

Personal Knowledge: You are able to absorb information from living sources. This requires a normal melee attack against the target. The target receives a Will saving throw, DC 10 + your power rank. If the target fails the save, you gain a single Knowledge skill of the target with a rank up to your power rank. If the target has no Knowledge skills or succeeds in the Will save, you learn nothing.

Active Use: You can gain skills besides Knowledge skills if your gamemaster approves. For example you might gain Repair from absorbing the information in a book on car repair.

F l a w :

Limited Medium: You are able to absorb information only from one medium, such as books, which you choose when you take this power.

A d d i c t i v e M e t a b o l i s m

Cost: 2

Action: Half

Range: Special

Duration: Instant

Saving Throw: Will

You are able to addict others to the byproducts of your metabolism. Blood, sweat, or saliva are suitable byproducts, and you choose your specific carrier or carriers when this power is chosen. When someone ingests your addictive substance, you and the target make an opposed check, your power rank against the target's Will save. If you win, the target enters a euphoric state for one hour, during which the victim feels very happy. The target is thereafter addicted to the byproducts of your metabolism.

Each day a victim goes without imbibing one of these metabolic byproducts, the target makes a Will save against DC 10 + your power rank to resist the addiction. If this check is successful, the victim fights off the addiction without ill effect; if the save is unsuccessful, the victim gains a -1 penalty to all ability checks, skill checks, attack rolls, and power checks that day unless he gets another dose of your metabolism's byproducts.

The victim makes another check every day he does not have access to your metabolic substance, and the penalties gained through failed checks are cumulative. If the penalty ever increases to -10, the victim dies of withdrawal.

Even after several days, a single successful check allows a victim to fight off the addiction. The penalties accrued from the addiction then decrease by one point per day until the victim returns to normal.

Proper medical care grants the victim a +2 bonus to his Will save. Characters can also remove the addiction with a Healing power check, DC 15 + your rank in Addictive Metabolism.

Extras:

Contact: Your power works on anyone coming into physical contact with you, including unarmed combat. You gain the range of touch for this power.

Delayed Effect: You can delay the onset of the addictive effects of your metabolism by one day per power rank.

Flaw:

Permanent: You cannot turn off the affects of your metabolism. Anyone you kiss or share a drink with may become addicted to your metabolism's byproducts.

Adhesion

Cost: 3

Action: Half

Range: Personal

Duration: Sustained

You secrete a sticky substance from your body on command, enabling you to climb walls with ease, confound those who grapple you, and glue together objects with a touch. This power grants you the following powers at your power rank:

- You can climb walls and ceilings with ease, granting you the Clinging power.
- You add your power rank to all grapple checks.
- You can glue objects together by touching them, granting you the Snare power with a range of touch.
- You may add your power rank to Disarm checks performed with your bare hands.

Extra:

Automatic Adhesion: When a melee attack strikes you, the attacker must make a Strength check against DC 10 + your power rank or the attacking weapon is stuck to you. The attacker may choose to let go of the weapon or continue each round to pull it free. You can automatically let the weapon fall free as a free action. If the attack is unarmed, the creature's limb is stuck to you and cannot be used to attack until freed. The attacker in this case can still initiate a grapple.

Anatomical Separation

Cost: 2

Action: Half

Range: Personal

Duration: Sustained

You can split off parts of your body and have them remain functional. This process inflicts no damage on you but is possibly disconcerting to others. You can separate one portion of yourself per power rank, and removing each part requires a half action. The parts removed from you remain functional, meaning you can remove your eye, place it somewhere, and still see through that eye. Limbs will still move when separated, and you can even separate your head from your body. Movement of separated parts is greatly limited, with most parts having only 1/10th your normal movement.

Each portion can still use your powers up to your rank in Anatomical Separation, but only as long as it makes sense for the separated body part to use the power. A separated eyeball might use sensory powers, for example, but an arm or a foot could not. Separated portions resist attacks and powers as normal for your abilities. Any separated parts have a number of hits equal to your own hits when the part is detached. When a part is reattached, any additional damage it has suffered transfers to you.

Reattaching a separated portion requires a half action.

Example: Junkbot has Anatomical Separation +5. He can split off five portions of his body, each of which remains functional. Junkbot also has Telescopic Sense (Vision) +4 and Energy Blast +8 that originates from his hands. If Junkbot separates one of his eyes, he can still see through it and use Telescopic Sense (Vision) through it, but the eye cannot use Energy Blast. If Junkbot separates his arm, it cannot use Telescopic Sense (Vision), but it could use Energy Blast at +5 (his rank in Anatomical Separation).

If Junkbot suffers 3 hits and separates his arm, the arm is treated as suffering 3 hits as well. If the arm receives another 2 hits while separated, this additional damage transfers to Junkbot when the arm is reattached.

Extras:

Breakable: Any time you are disabled or knocked unconscious, this power automatically activates, breaking you into one piece per power level. You are not disabled or unconscious, but you must make a power check every round, DC 15 + the number of hits you have suffered, to reassemble yourself. Attempting to reassemble yourself is a full action, and you can take no other actions until you are back together. If you are again disabled while broken, you are both disabled and in pieces, requiring a power check to reassemble yourself once you are healed.

Example: Junkbot gets blasted with enough force to knock him unconscious and breaks into 5 pieces. He has already suffered 5 hits in this battle. He is not unconscious, but the only action he can take is a full action to reform, requiring a power check, DC 20. Once reformed, he may move as normal. If disabled or knocked unconscious while in pieces, he must wait until he is healed until reforming.

Fast Movement: Your separated portions can move at your normal movement rate.



Flaw :

Fragile: This flaw functions as breakable except you must make a power check, DC 15 + the number of hits you have suffered, to stay together each time you take a hit. If you fail this check, you break into pieces and still take the hit. You must reform before you can take other actions.

Animal Affinity

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You have a special gift for dealing with animals. You gain a bonus equal to your power rank to all skill checks involving animals. You may also communicate verbally with animals, conversing with them as easily as any intelligent being. Unfortunately animals are not very intelligent and rarely have topics to discuss besides food, the weather, and any predators or prey in the area.

Extras :

Shared Sense: You are able to look through the sense of animals, gaining the Sensory Link power at your power rank.

Summon: You are able to call animal allies to your side, gaining the Summon power at your power rank. You may only summon animals from the surrounding area. If there are no animals nearby, such as in deep space or the arctic, you cannot summon anything.

Flaw :

Limited Animal Type: You can use this power only with creatures from a particular environment, such as sea creatures, or creatures of a specific animal family, such as mammals.

Armory

Cost: 5

Action: Half

Range: By Power

Duration: By Power

Saving Throw: By Power

You have a large supply of high-tech gear to equip your minions with, granting them all the Gadget power at your power rank. The minions cannot change the power the gadgets are currently configured for, only you can. You become fatigued by the effort of changing this power as per normal for Gadget. This means each minion will have only one power active at a time.

Extra :

Extra Power: Your minions can have two powers active through

Armory instead of one. Both follow the normal rules for the Gadget power.

Flaw:

Elite Gear: Your lowest level minions do not receive the benefit of this power.

Astral Trap

Cost: 5

Action: Full

Range: Normal

Duration: Permanent (See below)

Saving Throw: Will

You have the ability to trap the astral essence — the mind, spirit, or life force — of your victims in physical objects. Assuming the physical objects remain intact, you can keep your victims captive with little hope of escape. Using this power requires a full round action and a successful ranged attack against the target. The target gets a Will save, DC 10 + your power rank, to avoid the attack. If this save fails, the target's astral essence is captured within a physical object of your choosing.

The objects you use for trapping astral essences must be special to your character, such as a set of rare gems or voodoo dolls. Creating a new astral trap item requires 24 hours of uninterrupted time. These items have a hardness equal to your power rank and are Tiny in size.

You can only have one being per power rank trapped at a time.

Once trapped, astral essence can be released only by destroying the astral trap item containing it. If the gamemaster wishes, trapped characters may also try to free themselves by spending a hero point and making another Will save, DC 10 + your power rank.

The physical body of trapped astral essence collapses and remains motionless except for basic bodily functions, such as breathing. The body will die of starvation if not properly cared for. If its body is slain, a released being must find another suitable body (such as a clone) or become a ghost, gaining the Astral Projection power at its power level and with a permanent duration. Characters who escape an astral trap can move into their living bodies instantaneously.

Power Stunt:

Hard Trap: The hardness of your astral trap item increases by +1 each time you take this feat.

Flaw:

Weakening Prison: For each day a being is trapped, it receives another Will save to escape.

Atomic Mastery

Cost: 9

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Damage

You can control atoms and sub-atomic particles. Atomic Mastery grants you the following abilities at your power rank:

- You can use Create Object by rearranging atoms into whatever forms and compounds you desire.
- You can surround yourself with a field of super-dense particles, as per the power Force Field.
- You can rip the atoms of targets apart, as per the Disintegration power.
- You are immune to all forms of radiation.
- You can use Shape Matter on existing matter to change it into different forms.
- You can split atoms to create powerful explosions as per the Energy Blast (radiation) power with the Explosive Blast extra.
- You can start or stop nuclear reactions, such as those inside nuclear power plants, within your range.
- You can sense nuclear reactions or read the molecular structure of matter with a Spot check (DC set by the GM). You can see what type of atoms make up any substance within your line of sight. The base range increment is 10 feet, doubled for every power rank. You suffer a -1 penalty to your Spot checks for each range increment between you and the reaction or matter.

Power Stunts:

You can gain any of the following powers as power stunts of Atomic Mastery: Animation, Clinging, Corrosion, or Immovability.

Flaws:

Missing Effect: For each base effect of Atomic Mastery that you cannot use, you can apply a flaw to the power.

Radiation Aura: You continually emit low levels of radiation. Anyone who stays within your immediate vicinity for more than 24 hours must make a Fortitude save, DC 5 + your power rank, and treat the result as a lethal Damage save. Preventative measures against radiation, such as protective suits, prevent this damage.

Radiation Leak: During any round you use Atomic Mastery, you emit low levels of radiation. Anyone within ten feet of you must make a Fortitude save, DC 10 + your power rank, and treat the result as a lethal Damage save. Preventative measures against radiation, such as protective suits, prevent this damage.

Bane

Cost: 4

Action: None

Range: Personal

Duration: Permanent

You are gifted when fighting certain types of creatures such as vampires, zombies, or aliens. When you choose this power, you select one template against which this power applies. Any time

you enter combat with a creature of that template, you receive a bonus to your attack rolls, the opponent's Damage save DC, and your Defense equal to your power rank. These bonuses only apply against creatures with the specified template.

You also receive a bonus equal to your power rank to all Gather Information, Knowledge, Listen, Search, and Spot checks concerning creatures with your designated template. Constructs may be chosen as a template for purposes of this power.

E x t r a s :

Power Source: At your Gamemaster's discretion, you may choose a certain power source instead of a template to gain the bonuses of this power against creatures possessing powers with that power source.

Second Template: You may choose a second template against which your bonuses apply.

F l a w :

Driven: You must violently confront any creature you encounter that has your specified template. You may resist this compulsion with a Will save, DC 20, but failure means you will use the quickest method available to attack the creature.

B a n i s h

Cost: 2

Action: Half

Range: Normal

Duration: Instantaneous

Saving Throw: Will

You can force summoned creatures, teleported creatures, or dimensional travelers back to where they came from. You can target creatures called using the Summon power or someone using the Teleportation or Dimensional Travel powers, but only within five rounds of the power's being used to enter your power range. To banish someone, you make an opposed power check, your Banish power against the appropriate power of the target (for Teleportation or Dimensional Travel) or the target's summoner (for Summon). If you succeed, you force the target back to its previous location (for Teleportation or Dimensional Travel) or its point of origin (for Summon). This power already contains the flaw Others Only.

P o w e r S t u n t s :

Dimensional Blackout: Each purchase of this power stunts prevents someone from using one of the following powers — Dimensional Shunt, Dimensional Travel, Personal Dimension, Summon, or Teleportation — in your range without first beating you in an opposed power check. Each power stunt blacks out one of the listed powers. You can take this power stunt multiple times.

Grounded: You have a tie to a very specific location, chosen when you take this extra. If removed from your home dimension, you can return yourself to that point with a half action. You affect only yourself with this power, and you must spend a hero point to activate it.

Limited Proscribe: You can keep summoned creatures away from you in addition to banishing them, as per the Proscribe power.

E x t r a s :

Affect Time: Your power affects temporal as well as physical travelers. In addition to your normal targets, you can affect users of Time Travel.

Close Portal: You can close active dimensional or teleportation portals with an opposed power check.

F l a w :

Limited Banish: You can only counter one kind of dimensional power: Dimensional Travel, Teleportation, or Summon.

B e s t o w

Cost: 4 + PL adjustment of the template

Action: Half

Range: Touch

Duration: Permanent

Saving Throw: Will

You are able to grant a specific template, chosen when this power is selected, to those you touch. This power affects only other, living beings. Using this power on an unwilling victim requires a successful melee attack against the target. If the target is struck, it receives a Will save, DC 10 + your power rank, to resist the power. Failure means the victim begins a transformation into the specified template. The transformation takes one hour, during which time the victim may still act normally. The process may be halted during this time with a Healing power versus Bestow opposed power check. At the end of the hour, the victim gains the specified template, including all its feats, powers, and weaknesses.

E x t r a s :

Mind Control: You are able to control those you change with this power. You gain the Mind Control power at your power rank against your victims of this power.

Natural Weapon: Your power is directed through a set of natural weapons, such as claws or teeth, granting you the Natural Weapons power at your power rank. You can use the Bestow Template power whenever you attack with your natural weapons.

Quick Change: Instead of taking one hour to change victims of your power change in one minute. If this extra is taken twice the change occurs instantaneously.

F l a w :

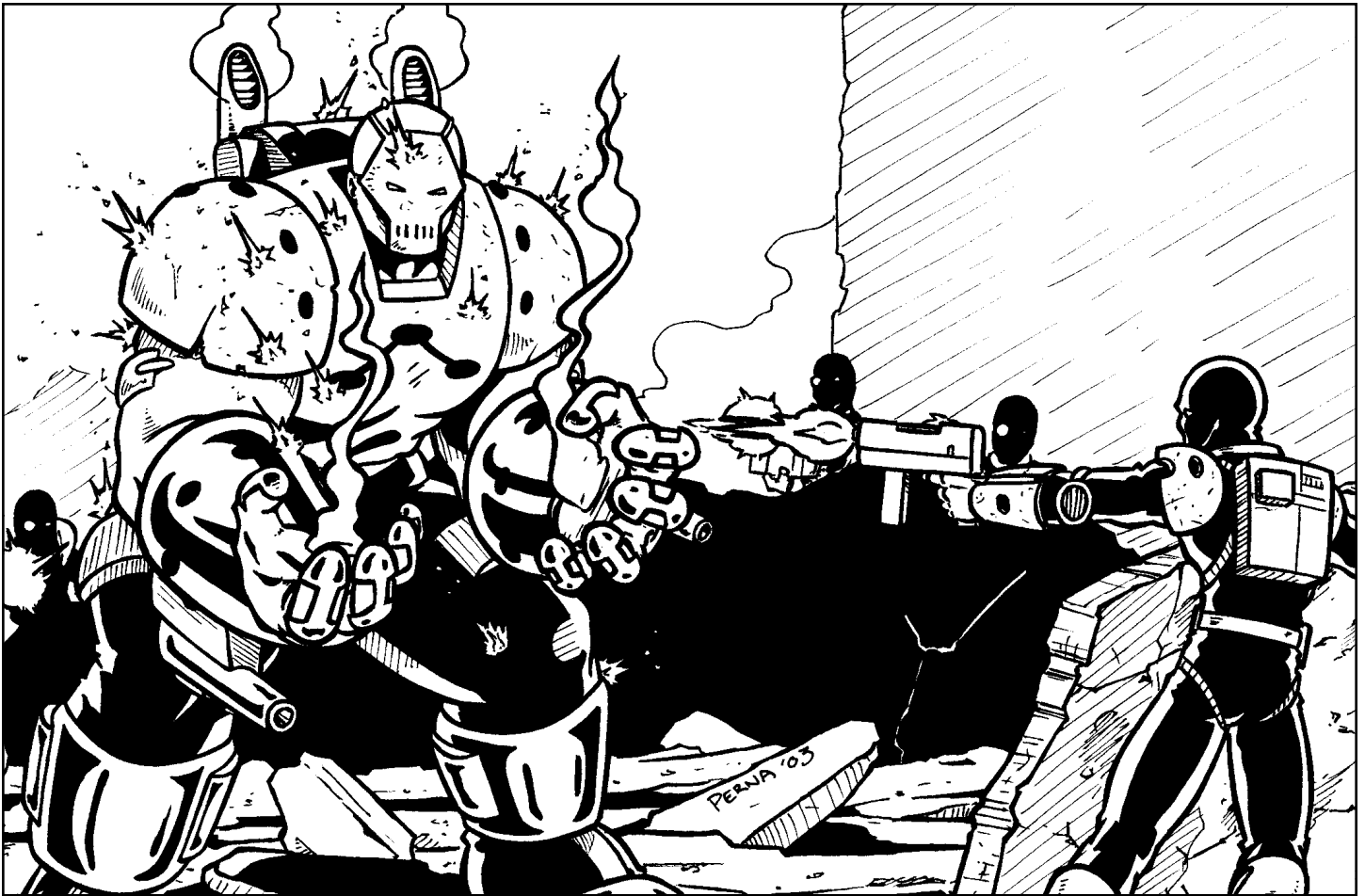
Slow Change: Victims of your power change over the course of 24 hours instead of 1 hour.

B i o - L i n k

Cost: 5

Action: Half

Range: Touch



Duration: Sustained

Saving Throw: Will

You are able to link the health of two or more people together, splitting injuries among them. Joining someone to the link requires a half action and a power check, DC 10 + the number of people already linked. You can only link a number of people equal to your power rank. Characters in the link receive a bonus to their Fortitude and Damage saves equal to the number of people in the link. If anyone in the link fails a Fortitude or Damage save, everyone in the link suffers the effect of failure.

If you wish to join an unwilling target into a Bio-Link, you must succeed in a touch attack against the target. If the attack hits, the target must make a Will save, DC 10 + your power rank, to resist joining the link. If this save fails, the target joins the link.

Example: *Hivemind has Bio-Link +12. He can link twelve people together. When he links twelve people, they all receive a +12 bonus to Fortitude and Damage saves, but if anyone in the link fails a Fortitude or Damage save, they all suffer the adverse effect.*

Power Stunt:

Group Immunity: Each time you gain this power stunt, you may choose one version of the Immunity feat that will apply to everyone in your link.

Extra:

Mind Link: Those in your link also share their mental strength, adding your power rank to their Will saves.

Flaw:

Limited Resistance: Your power only grants a bonus to Damage or Fortitude saves, not both.

Biophysical Manipulation

Cost: 5

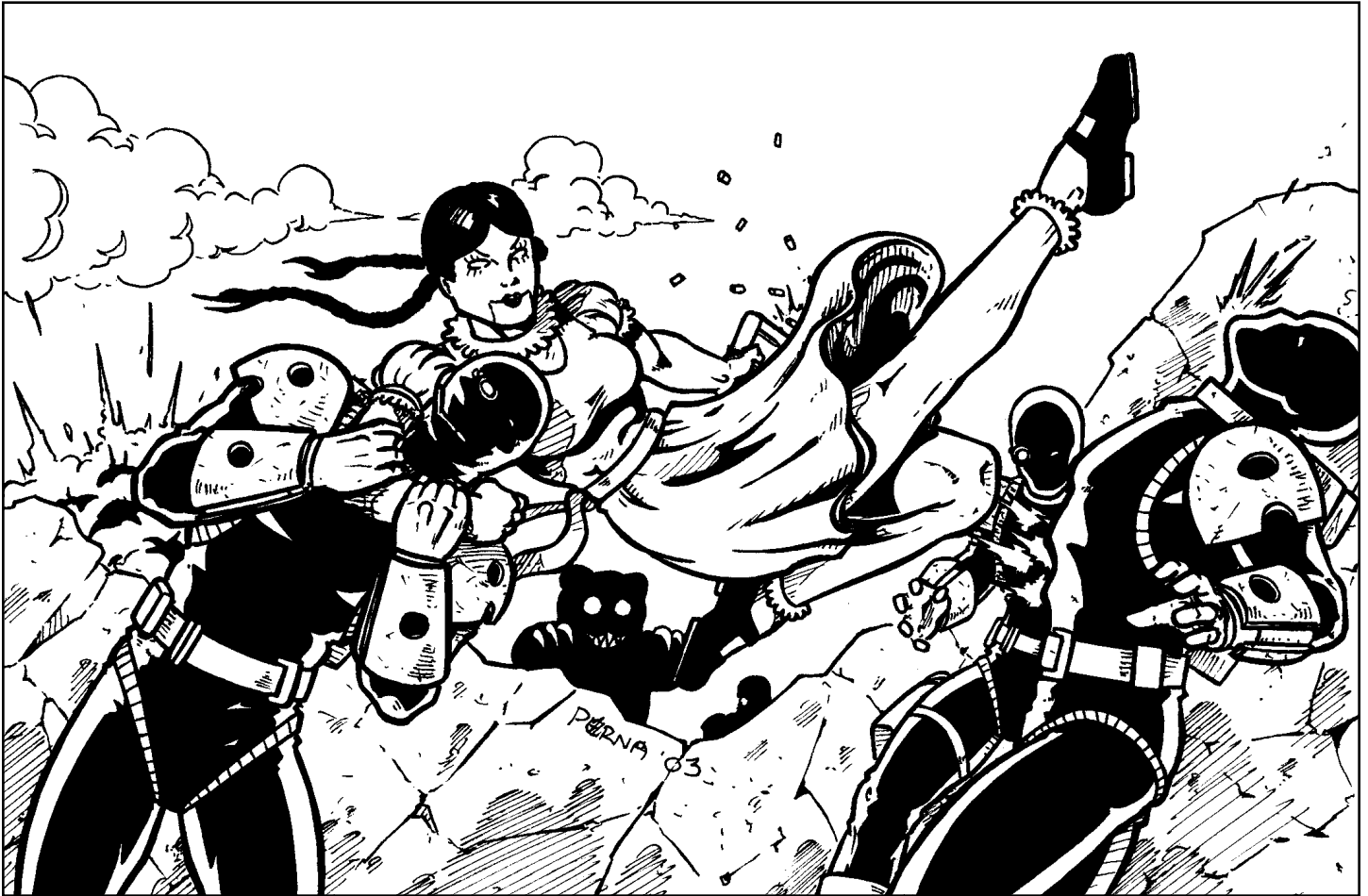
Action: Free

Range: Personal

Duration: Continuous

You are able to control your bodily functions to an amazing degree. You gain the Regeneration power at your power rank. You may also add your power rank to your Fortitude save and to any Will saves to resist powers that affect your body, such as Paralysis.

Anyone trying to track or sense you using smell must add your power rank to any DCs involved. You can slow down your bodily functions, granting you one version of the Immunity feat per power level.



P o w e r S t u n t :

Disguise: You are able to make cosmetic changes to your appearance, such as changing hair color or skin pigmentation. You may add your power rank to any Disguise checks.

E x t r a s :

Affect Others: You can use this power to affect others with a range of touch, but doing so requires a half action.

Boost: You are able to increase one of your abilities temporarily, granting you the Boost power at your power rank.

Tough: You may add your power rank to your Damage save.

F l a w :

Increased Intake: Your controlled metabolism requires more fuel to operate, meaning you must eat and drink ten times the amount of food normally required and you cannot take the Immunity (Starvation) feat. You must stop and eat for at least ten minutes within an hour of every use of this power.

B o u n c e

Cost: 3

Action: Half

Range: Personal

Duration: Permanent

Due to unusual physiology, force fields, or similar effects, you are able to bounce around like you are made of rubber. You can travel by bouncing from surface to surface at a base movement of 5 feet per power rank. You also gain the Protection power at your power rank, but each time you are struck, you must make a Reflex save against the same DC as the Damage save. If this save fails, you bounce away from the source of the attack, traveling 5 feet per point you failed the Reflex save by in the opposite direction. If you strike another object while bouncing, you bounce from object to object until you have traveled the full distance for the failed Reflex save.

E x t r a :

Damaging Bounce: Anything you run into while bouncing, either on purpose as an attack or accidentally, must make a stun Damage save, DC 15 + your power rank.

C a t a l y s t

Cost: 3

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Fortitude

You can start chemical reactions within your power range. This requires a power check with a DC based on the difficulty of starting the chemical reaction, as detailed below.

Reaction Type	DC
Simple Reaction (carbonating)	10
Moderate Reaction (fermenting, stopping a car engine)	15
Complex Reaction (manufacturing chemicals)	20

The reaction continues as long as you wish, but may continue afterward if the reaction is self sustaining, such as fire burning until it runs out of fuel. When used to inflict damage, such as igniting volatile chemicals around your target, the power inflicts damage at its power rank. This power only affects non-living substances.

In addition to starting chemical reactions, you may also end them using the same DC. This allows you to douse fires, stop cars from running, and stop sodas from fizzing. If you wish to oppose a power being used to create a chemical reaction, such as a fire-based attack, you may attempt to stop the reaction with an opposed power check, your Catalyst power against the power to be nullified. Success means the targeted power ends.

Extras:

Affect Living: You are able to affect living targets as well as non-living targets. By targeting the internal reactions of the body you can cause significant damage to living beings. This required a ranged attack against the target. If you hit, the target makes a Fortitude save against DC 10 + your power rank and treats the result as a Damage save.

Energy Blast: You can ignite the air molecules around a target to inflict damage as per the fire version of Energy Blast at your power rank.

Clarity

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You enable people to see clearly by reducing concealment in your power range. For each power rank in Clarity, you reduce normal concealment by one level. You reduce the rank of powers that create concealment by your power rank. If a power is reduced to rank +0, it is no longer effective. The reduction on concealment applies to everyone in your power range.

Power Stunt:

Selective Clarity: You can choose which sources of concealment you affect and which you leave alone.

Cleanse

Cost: 4

Action: Half

Range: Personal

Duration: Instant

You are able to eject harmful objects or presences from your body forcefully, even after they have gained a foothold. Any

time you fail a Will, Fortitude, or Reflex saving throw against an invasive power with a duration of concentration, sustained, or continuous, you may make another save against the power in the next round. The bonus for this second save is limited to your power rank in Cleanse, even if the normal save bonus is higher. If this second save fails, you may continue making saves once per round, but each round that you fail your Cleanse power is reduced by one point against that power. Once your Cleanse power reaches rank +0, you can make no additional saves against that power until it has been used on you a second time.

Example: *Feedback has Cleanse +7 and a Will save of +8. He fails a saving throw against Mind Control. The next round he gets another Will save against the Mind Control, but the save bonus is limited to +7 because of his ranks in Cleanse. If he fails this check, Feedback gets third save the following round with a +6 bonus. This continues every round until his save bonus reaches +0 or he breaks free of the Mind Control, whichever comes first.*

Extras:

Affect Others: You can use this power on others with a range of touch, allowing them additional saves.

Flaw:

Limited Cleanse: You cannot cleanse effects that require a certain type of save, such as not being able to cleanse effects that require a Reflex save.

Color Mastery

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You can change the color of objects within your power range. This can represent either changing the actual color of the object or changing the wavelength of light it reflects. With each use of this power you can affect one object of Medium size or smaller, turning it any color you wish. You may only affect a single object at a time. You may turn a person purple, for example, but their clothes remain the same color.

Characters may seek to resist this power with a Will save, DC 10 + your power rank. Inanimate items receive no saving throw.

By making colors particularly striking you can add a bonus equal to your power rank to Spot checks to see the affected object or grant a bonus equal to your power rank to Hide checks for the object by muting the object's colors.

Power Stunts:

Glowing: You can cause an object to glow brightly, eliminating any combat penalties due to darkness against that object.

Group: You can affect an attached group of objects simultaneously, such as a person and all the items they are carrying. The overall size of the group of objects cannot exceed your power's size limitation.

Size: Each time you take this power stunt, you may increase the size of the objects you may affect by one level.

C o m m a n d

Cost: 3

Action: None

Range: Special

Duration: Continuous

You are able to instill nigh-fanatical loyalty in your minions. This power does not represent Charisma, but rather an extraordinary ability to get your followers to obey your orders. You must have the Minion feat to take this power. Your power rank in this power is added to your Loyalty Score and to any Charisma-based skill checks involving your minions. Your power rank is also added to your minions' Will saves. Your minions are amazingly loyal, usually to the point of death. You do not need to be present for this power to function; your minion's loyalty is not affected by your proximity.

E x t r a s :

Henchmen: Any non-minion underlings of yours who are completely loyal to you also gain the benefits of this power. This does not affect characters with a power level equal to or higher than your own.

Mind Control: You gain the Mind Control power, but it only works on your minions.

Super-Charisma: You can purchase the Super-Charisma power as an extra.

F l a w :

Verbal: You must say a phrase like "Strength to my Scorpions!" for this power to activate. You cannot activate this power if you are gagged, incapable of speaking clearly, or in the vacuum of space. You must say the activation phrase loud enough to be heard thirty feet away.

C o m p u t e r P r o j e c t i o n

Cost: 3

Action: Half

Range: Personal

Duration: Sustained

Saving Throw: Will

You can separate your mind from your body and send your consciousness into computers and computer systems. Using this power requires you to be in physical contact with a computer. Your body goes into a death-like coma while your consciousness enters the computer. Your mind can move from one linked computer to another at a rate of one transition per round. You can enter anything that has processing power, from scientific calculators and advanced cell phones to mainframes, super computers, and high tech suits of armor. You can control only

one computer at a time, but if you take control of a central server or mainframe, you can control any computers linked into the network.

While in a computer, you may speak through speakers, listen through microphones, and see through cameras. Powers that affect the mind or soul work normally on you when using this power. You can use mind-affecting powers on others while projecting, but your effective rank with the power cannot exceed your Computer Projection rank.

You can leave your body as long as you wish although it eventually will dehydrate and starve if you are away for too long. You are unaware of what happens to your physical body while you are projecting, unless you can monitor it through surveillance equipment attached to a computer you are controlling. If your physical body is killed while you are projecting, you must make an immediate Computer Projection check (DC 30) or die immediately. If you survive, your consciousness lives on inside whatever computer you are in, and you become a ghost in the machine.

While projecting your computer consciousness, you add your Computer Projection ranks to any Computers skill checks. You can take control of most normal computer systems with a Computers skill check, DC 10 - 40, depending on the computer's security system. Once in control of a system, you can do anything you want with it within reason: view its files, see through cameras connected to it, display whatever you want on monitors, or make a robot move. If someone is actively trying to defend a system you are trying to control, you must beat the defender in an opposed Computers check each round to keep the system under your control.

You can take control of artificial intelligence systems as well. This requires a Computers skill check, DC 35. A successful check means the artificial intelligence system must make a Will save, DC 10 + your power rank. If this save fails, you gain control of the artificial intelligence system. Each time you order the artificial intelligence system to carry out an action which the system would ordinarily be opposed to, you must make a power check with a DC based on what you want to make the target do. Add the target's Will saving throw bonus to your DC.

DC	Effect
15	Actions the target is normally opposed to doing
20	Actions the target is strongly opposed to doing

Targets get an additional Will save, DC 10 + your power rank, each time you order the artificial intelligence system to carry out an action it strongly opposes.

P o w e r S t u n t :

Feedback: By overloading its circuits, you can inflict damage on any system you control. The computer or artificial intelligence system makes a Damage save, DC 15 + your power rank in Computer Projection. If you use a half action to inflict the damage, you set up a reaction that you can avoid effortlessly.

You can choose to inflict the damage using a free action, but doing so means that you must make a Will save, DC 10 + your power rank, to avoid taking damage. Failure means that you make a stun damage save, DC 15 + your power rank.

Extras:

Datalink: Your journeys into computers give you insight about their functions even when you do not project yourself into them. You gain the Datalink power as an extra.

Sabotage: Your knowledge of mechanical systems helps you disable them effectively. You gain the Sabotage power at your power rank.

Flaws:

Harmful Split: Whenever your mind leaves your body to enter a computer, you take one lethal hit.

Limited to Standard: You cannot take control of artificial intelligence systems.

Confession Burn

Cost: 3

Action: Half

Range: Normal

Duration: Instantaneous

Saving Throw: Damage

You can inflict injuries on others based on the misdeeds they have committed. This normally takes the form of an energy burst that envelopes the target and leaves wounds according to how spotted a past the target has. To use Confession Burn, make a ranged attack roll against the target in order to activate its history. If you succeed, the target must make a Damage save, DC (base damage + Confession Burn power rank). Where exactly each target falls in the spectrum of evil is up to the Gamemaster. This analysis of evil deeds should take into account the victim's actual deeds, the source of the Confession Burn power, and the moral tone of the campaign. While the Gamemaster can choose to take the character's beliefs into account, the Gamemaster should make sure such leeway is not abused.

Level of Evil	Base Damage
No evil deeds (newborn child)	0
Occasional misdeed (average person)	5
Regular misdeeds (professional crook)	10
Willfully evil (murderer)	15
Downright vile (serial killer)	20

Damage inflicted by this power is assumed to be fire damage, but other types of damage may be chosen at the Gamemaster's discretion. Confession Burn damage can be either stun or lethal damage, determined when the power is taken. You do not know the base damage inflicted on the target, only how badly the target is injured by the attack.



Example: The Inquisitor is fighting his archenemy, Mr. Villainy, a vile murderer. The Inquisitor uses Confession Burn +12 and succeeds in a ranged attack role against Mr. Villainy. The Gamemaster decides that Mr. Villainy is the worst kind of scum and the attack will do base damage of 20. This means Mr. Villainy's damage save is DC 32.

P o w e r S t u n t :

Dual Damage: Your Confession Burn can do stun or lethal damage, chosen each time you attack.

E x t r a s :

Evil Sense: You know the base damage of any target you use this power on, so you can separate the wicked from the virtuous.

Touch of Truth: When someone in physical contact with you lies, the liar must make a damage save, DC 10 + your power rank.

C o n f u s i o n

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You are able to instill confusion in others and cause them to act randomly while they are under your thrall. Targets of your power must succeed at a Will save, DC 10 + your power rank, or become confused. Victims receive another Will save each round to break free against the same DC. The target remains confused until he makes the Will save or you stop sustaining the power.

While confused, the target acts randomly. Roll on the table below each round the target is confused to determine what the target does.

Roll	Activity
1-3	Attack closest target with most powerful attack
4-8	Move maximum movement in a random direction
9-12	Do nothing and become flat-footed
13-15	Use random power on closest target
16-18	Try to increase in elevation using whatever means are at hand
19-20	Fall unconscious

P o w e r S t u n t :

Delayed Clarity: Each time you purchase this power stunt, the victim cannot make a save for one round after being confused.

E x t r a s :

Mind Control: Your ability to control minds is quite broad, granting you the Mind Control power at your power rank.

Fear: You can instill fear in addition to confusion, granting you the Fear power at your power rank.

C o n s u m e

Cost: 7

Action: Full

Range: Personal

Duration: Sustained

You can heal your wounds or increase your size by consuming either solid or liquid matter, which disappears instantly. This matter may not be living, and it may not be in motion unless you are moving at the same speed (you cannot consume a sword swung at you, but you could consume part of a vehicle on which you are riding). Consuming matter acts like the Disintegration power. Every ten points of hardness you reduce an item by allows you to make one Healing power check or use the Growth power once, which has a duration of sustained once activated. You can only use this power on yourself.

Example: Immensor has Consume +15. He spends a full action using Consume, attempting to destroy a car in order to fuel his Growth power. The car loses 15 points of hardness, destroying it, and Immensor may use Growth once, which he does immediately thereafter. He could have instead chosen to use the Healing power once.

P o w e r S t u n t :

Living Matter: You can consume living matter in addition to non-living matter. Doing so requires a melee attack against the target, which makes a Damage save, DC 15 + your power rank. You must inflict one hit to consume enough matter to make one Healing check or use the Growth power once.

Example: Immensor, who has the Living Matter power stunt, tries to use it on the villain Sokodu. Immensor makes a successful melee attack against Sokodu, who must make a damage save, DC 30, against the attack. Sokodu fails the save by 6 points and is stunned in addition to taking one hit. Immensor may use this one hit of damage to fuel his Growth power or Healing power for one use.

E x t r a :

Affect Others: This power can be used to heal or increase in size both yourself and others.

F l a w :

Limited Consumption: You can consume only a specific type of matter, like ice or metal.

C o o r d i n a t e

Cost: 2

Action: Free

Range: Normal

Duration: Sustained

Saving Throw: Will

You can create a mental link amongst willing participants. The link allows them to coordinate their combat abilities and senses to create a unified operation. You can link with one other person

for each rank you have in this power. The linking process requires a free action and cannot be done with unwilling characters.

Everyone in the link may communicate instantly with anyone else in the link and has limited access to the senses of others in the link. When attacking targets with concealment, all members of the link may use the lowest concealment miss chance of anyone in the link. All linked characters also instantly know the health of others in the link and the approximate direction and distance to their location as long as they stay in range.

If characters move outside the range of your power, they automatically leave the link.

P o w e r S t u n t s :

Long Link: Each time you take this power stunt, the range of your Coordinate power doubles. You can buy this power stunt more than once.

Wide Link: Each time you take this power stunt, the number of people you can link doubles. You can purchase this power stunt more than once. If you take this power stunt once, you can link two people for each level of your Coordinate power. If you take this power stunt twice, you can link four people per level of your Coordinate power.

E x t r a :

Combat Sense: Everyone in the link gains the Combat Sense power.

F l a w s :

Difficult Link: You must make a power check, DC 10 + the number of people in the link, when you create the link and each time you add another person to the link.

Feedback: If anyone is disabled while in the link, everyone in the link must make a stun Damage save, DC 15.

Harmful Split: When you break the Coordinate link, everyone who was in it must make a stun Damage save, DC 15.

C r e a t u r e C r e a t i o n

Cost: 5

Action: Special

Range: Special

Duration: Permanent

Saving Throw: Fortitude

Using time, proper materials, and supernatural science skills, you can create monstrous creatures using living beings as your building blocks. Using this power requires a fully equipped medical lab (characters with this power are assumed to have a properly equipped lab in their headquarters), raw organic materials (blood, body parts), and five days of work. This power allows you to create new life forms or modify existing ones.

When creating a creature, you build it as if it were a character by assigning it a power level that can be no greater than your

ranks in Creature Creation. Spend the creature's power points as normal. After five days of work, you make a power check against a DC equal to 15 + the power level of the creature created. If the check fails, the creature does not come to life and the past five days are wasted. If the check is successful, the creature comes to life. Now you must find some way to control it because this power gives you no innate influence over the creature. The creature remains alive until killed. You can only have one created or modified creature active for each rank you have in Creature Creation. All created creatures are considered minions but do not take up a minion slot from the Leadership feat.

Example: *Dr. Sortenson is creating a flying beastman to serve as a guard using Creature Creation +10. He wishes his creation to be a power level 10 creature. Dr. Sortenson spends five days in his lab working on the creature, after which he must make a power check, DC 25. If this check is successful, the beastman is created but has no special desire to serve Dr. Sortenson. If the check fails, Dr. Sortenson must start over, putting in another five days of work.*

Modifying a creature also requires five days of work, with most of the work taking the form of intensive surgery. You may reallocate the creature's power points as you see fit except for mental abilities, skills, and feats, but each time a creature undergoes this treatment, the creature loses one power level. For the transformation to succeed, you must make a power check, DC 10 + the power level of the creature you are modifying. If the transformation fails, the creature returns to its previous state at one power level lower than it was. The subject may resist the transformation with a Fortitude check, DC 15 + your Creature Creation power rank. Using this ability on an unwilling victim requires the victim to be incapacitated for the entirety of the operation. Once the operation is complete, the subject may use any new powers or abilities immediately, and the subject is fully healed. You can modify creatures several times, but each transformation reduces the creature's power level by one level. If a creature's power level ever falls below +1, the creature dies. There is no limit to the number of creatures you can modify.

P o w e r S t u n t s :

Favorite Pet: Each time you take this power stunt, you may specify one of your creatures as a regular character instead of a minion.

Horde: Each time you take this power stunt, the maximum of creatures you can have active at one time doubles.

Quick Change: Each time you take this power stunt, up to four times, you reduce the time required to use Creature Creation by one day.

E x t r a :

Mind Control: You have the Mind Control power, but it only affects creatures you have created or modified.

F l a w :

Creator Rage: Any creatures you create or modify will automatically act in a violent and hostile manner with you. They auto-



atically resent your interference in their existence. They attack you when able and try to thwart you whenever possible.

D a n g e r S e n s e

Cost: 4

Action: None

Range: Personal

Duration: Continuous

You have an uncanny ability to sense danger before it strikes. Using this power helps you to avoid ambushes and sneak attacks. When you would normally lose your dodge bonus to Defense, such as when you are surprised or flat-footed, you retain your dodge bonus equal to your Danger Sense rank. Danger Sense does not increase your normal dodge bonus.

When hit by someone using the Surprise Strike feat, you may make a power check against a DC equal to the attack roll. If successful, you are still hit, but the bonuses from Surprise Attack do not apply.

In addition to being alert to attacks, you also sense other forms of danger such as poisoned drinks or falling pianos. This is a power check requiring a free action against a DC listed on the table below.

Situation	DC
Obvious Danger (falling objects, traffic)	10
Hidden Danger (poisoned drink, pit trap)	15
Completely Concealed, Unexpected Danger (teleported explosives)	20

With a successful check you know danger is near, but not its source. Generally you have one round before the danger comes to fruition.

You also add your power rank to any Listen, Spot, or Search checks to detect sources of danger.

P o w e r S t u n t :

Exact Sense: When making power checks to sense danger, you can sense the source of the danger if the power check is successful.

E x t r a :

Danger Reaction: You add your power rank to initiative checks.

F l a w s :

Blind Spot: There is a certain type of danger, such as ambushes or poison, that you cannot detect.

Sense Linked: Your Danger Sense originates from one of your five senses, such as developing from superhuman sight or hearing. If this sense fails or falls under the effects of a power like Dazzle, you lose your Danger Sense abilities as well as the sense.

Darkness Mastery

Cost: 3

Action: Half

Range: Normal

Duration: Sustained

You are able to create small areas of absolute darkness through which no light can pass. These areas block all forms of visible electromagnetic radiation and thwart abilities that allow characters to see through darkness. This grants you the following powers at your power rank:

- You can deflect light-based attacks, gaining the Deflection power at your power rank. Laser attacks and Energy Control (Light) attacks fall under this heading.
- You can block out light in large areas, gaining the Obscure power. Darkvision will not function in these areas.
- You can subtly direct light away from you and add your power rank to your Hide skill checks.
- You may attempt to cancel out any light-producing powers or objects with an opposed power check. The power ranks for mundane light sources are listed below.

Light Source	Power Rank
Match	1
Candle	2
Flashlight	3
Lightbulb	4
Spot Light	5
Flood Light	7
Full Moon	15
Sunlight	20

Extras:

Energy Blast: You may fire energy blasts of pure darkness which cause cold damage to their target at your power rank.

Summoning: Your power stems from connection to a plane of darkness, from which you can summon shadow minions.

Density Mastery

Cost: 3

Action: Free

Range: Personal

Duration: Sustained

You are able to increase or decrease your density, granting you the following powers at your power rank:

- Immovability
- Incorporeal

You can only use one of these at a time.

You also gain the power Protection at your power rank, but it can only be used simultaneously with Immovability.

Extras:

Super Strength: You gain the power Super Strength at your power rank when using Immovability.

Dimensional Doppleganger

Cost: 4

Action: Half

Range: Personal

Duration: Sustained

You can summon slightly different versions of yourself from alternate dimensions to aid you temporarily. These duplicates are just like you, only no bonus or power rank can be higher than your Dimensional Doppleganger rank and the power points you spent on Dimensional Doppleganger may be spent on any other power. This means each duplicate will have slightly different powers and abilities than you. Your dopplegangers are considered minions, so they are easier to damage and slightly less effective than you are. Your dopplegangers have no Hero Points of their own, but you can use your Hero Points for their actions.

Summoning a doppleganger is half action. You cannot have more dopplegangers active at one time than your ranks in Dimensional Doppleganger.

Dopplegangers think and act like you for the most part, but they do have slightly different histories and attitudes. All dopplegangers are under the control of the same player. All the dopplegangers disappear if the original stops sustaining the power for any reason. The original can also make any number of dopplegangers disappear at will. Dimensional dopplegangers are also affected by powers like Banish.

Dopplegangers have their own lives back in their home dimensions but are predisposed to help you when possible. If summoned frivolously or put in heedless danger, they may become less helpful at the Gamemaster's discretion.

Extras:

Horde: Each time you take this extra, your maximum summoned number of dopplegangers doubles. This extra has no effect on the number of dopplegangers you can summon in one action.

Mental Link: You and your dopplegangers share the Mental Link feat. You are aware of their condition and general state of being regardless of distance.

Flaws:

Feedback: Any damage suffered by your doppleganger is also suffered by you. You saves against the damage separately.

Opposite: Each time you summon a doppelganger, roll a d20. On a 1, the doppelganger is from a dimension where you are the opposite of yourself. If you are good, your opposite is evil. If you are afraid of fire, your opposite loves fire. This particular version of you will do its best to kill you and thwart you at every turn.

Real Doppelgangers: If one of your duplicates dies, reduce your Dimensional Doppelganger rank by one (but don't modify your total power points for purposes of determining power level). You can restore lost ranks by spending two points as a special power stunt for each lost rank.

Dimensional Shunt

Cost: 4

Action: Half

Range: Touch

Duration: Sustained

Saving Throw: Reflex, Will

You are able to open portals to a small pocket dimension and use them to block attacks, store items or even trap opponents.

When using this power to block attacks, it acts like the Deflection power except you are not limited by your Strength in what you can block. Any attack you successfully deflect is swallowed up by your pocket dimension. For this purpose only, you can use Dimensional Shunt as a reaction instead of a half action.

As a half action you may open up a portal to your pocket dimension and place or remove an item. Your pocket dimension can hold one cubic meter of matter per rank in Dimensional Shunt. Items stored in your pocket dimension will not be damaged by deflected attacks, but time will pass normally, so food will spoil and batteries run out. There is no oxygen in the pocket dimension, so if you want to store a living being inside it, you will need to supply air or the creature will have to hold its breath.

In melee combat you can use Dimensional Shunt to send enemies into your pocket dimension as a half action. This requires a successful melee attack, after which you make a power check against your target's Reflex save. If you succeed, your target falls into your pocket dimension. If the target wins, he avoids entering your pocket dimension. Once in the pocket dimension, the target may escape using Dimensional Travel or by making a Willpower check each round against a DC equal to 10 + your ranks in Dimensional Shunt. Keeping someone trapped in your pocket dimension requires a free action each round, and you cannot use this power for anything else while keeping someone trapped. Only one person may be trapped in your pocket dimension at a time. Beings trapped in your pocket dimension will suffocate if they breathe but have no oxygen supply of their own.

Power Stunt:

Extra Storage: Each time you take this power stunt, you can trap one additional person in your pocket dimension simultaneously.

Extras:

Dimensional Control: You can use the deflection and storage aspects of Dimensional Shunt while keeping someone trapped in your pocket dimension.

Dimensional Damage: While in your pocket dimension opponents must make a Damage save, DC 15 + your power rank each round.

Personal Dimension: Your pocket dimension is larger than normal and is under your control as per the Personal Dimension power.

Dream Mastery

Cost: 4

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Will or Damage (Will)

You are able to control the dreams of others, filling their sleep with the worst nightmares or the most sublime serenity. This power only works on people who are asleep or unconscious. Some people who are technically asleep, such as coma victims, may not be reachable with this power at the Gamemaster's discretion.

You are able to communicate with anyone who is asleep within your power range. As long as you sustain this power, you may converse with the target normally. You can also conjure up visual illusions at will within the sleeper's dream.

You are also able to disrupt the dreams of a target within your power range, causing him to sleep fitfully. The target must make a Will save, DC 10 + your power rank, or gain no benefit from sleeping and awake fatigued. This power only works to disrupt the target's natural sleep cycle and has no affect on targets knocked unconscious in combat.

You can even summon up nightmares so scary that they damage the target. The target must make a Will save, DC 15 + your power rank, or take damage as a stun damage save. When you inflict damage with this power, the target wakes up unless he is knocked unconscious by the damage, at which point the target enters a temporary coma and cannot be attacked again with this power until he recovers.

In addition to creating nightmares, you can help others by letting them sleep peacefully. With a successful power check, DC 10 + the number of people you wish to aid, you can halve the time needed to get a full night's sleep. This particularly restful sleep doubles the targets' natural healing rate and allows them to recover from fatigue twice as quickly.



P o w e r S t u n t :

Extended Range: The dreams of the world are yours to command. The range of your power doubles each time you take this power stunt.

E x t r a s :

Deadly Dream: Your nightmares are able to inflict lethal damage, not just stun damage.

Dream Realm: The realms of dreams are yours to command, allowing you to bend their space to your will. You have the Personal Dimension power at your power rank, representing your ability to enter the world of dreams. You are able to enter the dimension physically as per Personal Dimension.

Dream Travel: You are able to travel from one dreamer to another. Dream Travel acts as the Teleportation power at your power rank, but you must be in physical contact with a dreaming sleeper at both the points of departure and arrival.

Example: Somnolus has Dream Mastery +10 and must flee from a late night battle in a local hospital. He steps into a room with three patients, all apparently asleep. With the feat Detect (Dreamer), Somnolus can tell that the first patient is in a coma and beyond the realm of dreams. The second patient, however, is in a deep, normal slumber. Somnolus touches the patient. With a half action he moves into the realm of dreams and can exit from any other normal sleeper within range. When he does so, he emerges in physical contact with the other sleeper.

Dreaming Memories: By sifting through targets' dreams, you can examine their memories, secrets, hopes, and fears. To use this extra, you must make a Dream Mastery power check opposed by the target's Will save. If successful, you learn one secret, past event, or ambition of the target. You may describe to the Gamemaster the item you seek in the mind of your target, but if nothing fits the description, you find nothing.

F l a w :

Master of Screams: You cannot use your powers to comfort others, only to torture them with nightmares.

E l e c t r o - m a g n e t i c P u l s e

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Damage

You are able to emit a powerful electromagnetic pulse, shutting down all electrical systems nearby. All electrical items within your range must make a stun Damage save, DC 10 + your power rank. Any items that are unimportant or not carried by a character are assumed to fail this damage save and be rendered inoperable/unconscious. This ability has no effect on living beings.

P o w e r S t u n t :

Overload: Your power can inflict lethal or stun damage, chosen when you attack. The power still only affects machines.

E x t r a :

Targeted Pulse: You can direct your power into a beam affecting a single target within your range. Doing so raises the Damage save DC to 15 + your power rank.

F l a w :

Broken Touch: Your power affects any electrical device you touch. The power has the Permanent flaw.

E n e r g y F o r m P r o j e c t i o n

Cost: 5

Action: Full

Range: Personal

Duration: Continuous



You are able to form an energy body outside of your normal one and leave your unconscious body behind. Your consciousness is projected into the energy body, and your normal body slips into a coma while your mind is elsewhere. While in the energy form, you gain the Alternate Form (Energy or Shadow) power equal to your power rank. Your energy form has all your powers, but none of them can be higher in rank than your power rank in Energy Form Projection.

You can leave your body as long as you wish although it eventually will dehydrate and starve if you are away for too long. You are unaware of what happens to your physical body while you are in energy form. If your physical body is killed while you are in energy form, you must make an immediate Energy Form Projection power check (DC 30) or die immediately. If you survive, you remain in your energy form.

P o w e r S t u n t :

Multiple Bodies: Each time you take this power stunt, you can create one additional energy form. These extra energy forms have your abilities, but no powers other than Alternate Form (Energy or Shadow) at your power rank. All additional forms are considered minions.

E x t r a s :

Conscious Projection: You can project your energy body while remaining conscious and able to act normally. When you do so, your energy form is considered a minion.

Growth: Your energy is larger than your physical body, granting you the Growth power at your power rank when in your energy form.

F l a w :

Harmful Split: Each time you enter your energy form, your normal body takes one lethal hit.

E n t h r a l l

Cost: 2

Action: Half

Range: Normal

Duration: Concentration

By performing some action, you are able to attract the attention of everyone in your vicinity. This action can be anything from singing to simply tapping your foot, but the action requires a half action of time. Each person in range must make a Will save, DC 10 + your power rank, or be completely enthralled by your activity. Each round the victims get another save against the same DC.

The victims of this power ignore all actions in the vicinity except for obvious threats, such as a gun pointed at them. Targets of Entrall are flat-footed, but they break free of the effect if touched. The victims suffer a penalty equal to your power rank on Listen and Spot checks and are unable to make Search checks while under the effect of this power.

E x t r a :

Stunning Show: Your Enthrall power makes victims stunned. They lose their Dexterity bonus to Defense and can take no actions. Opponents gain a +2 bonus to hit stunned characters.

E n t r o p y P r o j e c t i o n

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You are able to exaggerate the forces of entropy, increasing the chaos prevalent in the universe. While this power is active, all characters in range have their rolls modified by this power. Rolls of 1-10 suffer a penalty equal to your power rank, while rolls of 11-20 receive a bonus equal to your power rank. You affect all people in range with Entropy Projection, including yourself.

P o w e r S t u n t :

Spared Chaos: Each time you take this power stunt, you can spare one person within range from being affected by this power.

E x t r a :

Controlled Chaos: You can choose to affect either rolls of 1-10 or 11-20 instead of affecting all rolls. Changing your focus is a half action.

F l a w :

Extreme Chaos: You subtract your power rank from rolls of 1-15 instead of 1-10.

E n v i r o n m e n t a l S p e c i a l t y

Cost: 10

Action: None

Range: Personal

Duration: Continuous

You are well trained or in tune with a specific environment, allowing you to thrive in the most dangerous conditions. Possible environments include space, arctic, jungle, underwater, or even urban conditions. Gamemasters must approve any environment that Environmental Specialty applies to.

You are able to survive in your chosen environment without assistance. This may include such abilities as being able to breathe water and survive the cold and pressure of the ocean deep, ignore the sub-zero temperatures of the arctic, or even withstand the vacuum of space. Any saving throws against the rigors of your environment receive a bonus equal to your power rank. If you are attacked by a power that mimics your chosen environment, such as a character with the arctic version of this power getting hit with a cold blast, you receive a bonus to any saving throws equal to your power rank.

You receive a bonus equal to your power rank to your Dexterity, Constitution, Wisdom, and Strength while in your chosen environment.

E x t r a s :

Animation: While in your chosen environment, you are able to bring objects to life, granting you the Animation power at your power rank.

Clinging: If appropriate to your chosen environment, you may take this extra to gain the Clinging power at your power rank.

Flight: If appropriate to your chosen environment, you may take this extra to gain the Flight power at your power rank.

Swimming: If your chosen environment is underwater, you may take this extra to gain the Swimming power at your power rank.

Swinging: If it is suitable to your chosen environment, you are able to travel by swinging from vine to vine or cable to cable, granting you the Swinging power at your power rank.

Space Flight: If you choose space as your environment, you may take this extra and gain Space Flight at your power rank.

F l a w s :

Specific Environment: Your power only works in a specific place, such as only in one city or only in one sea.

Limited Bonus: You do not receive a bonus to one of the abilities normally affected by Environmental Specialty.

F a d e

Cost: 2

Action: Free

Range: Personal

Duration: Sustained

You are so inconspicuous, people do not see you when looking right at you. While not invisible, you seem so unimportant that people ignore you as a natural reaction. You add your power rank to the DC of any Spot, Listen, Search, or Gather Information checks to detect you or find information regarding your whereabouts. This has no affect on electronics or cameras.

E x t r a s :

Group: You can apply the Fade power to a number of people equal to your power rank as long as they remain within 10 feet per power rank.

Concealment: When you benefit from concealment, your power rank is subtracted from the miss chance DC, making you very difficult to hit.

Video Blur: Though cameras see you, you remain inconspicuous on film. You keep your Fade abilities even when in pictures, video, or other recordings.

F l a w s :

Uncontrolled: You cannot deactivate this power, meaning you will have trouble making conversation with people or attracting

attention. For people to see you (even when you are making no attempt to hide) requires them to make a Spot or Listen check against a DC equal to your power rank.

F a l s i f y

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are able to mislead people with astounding ease and are even to fool telepathic attempts to discern the truth from you. You receive a bonus equal to your power rank to all skill checks involving lying, such as Bluff checks.

When subjected to a mental power that compels you to tell the truth or tries to extract the truth directly from your brain, the user of the power must beat you in a contested power check in addition to any saving throws you receive.

P o w e r S t u n t :

False Conscience: You receive a bonus equal to your power rank to Damage saves against the Confession Burn power.

E x t r a :

Falsify Records: You receive a bonus equal to your power rank to all Forgery skill checks.

F a m i n e

Cost: 5

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Fortitude

You are able to instill an intense feeling of hunger and thirst in nearby beings, causing them to suffer from starvation and dehydration. Everyone in range must make a Fortitude save, DC 10 + your power rank, or become fatigued. Once characters are fatigued, they must make a Fortitude save each round, DC 10 + your power rank, or suffer 1 point of temporary Constitution damage. Immunity (Starvation) renders a character safe from this power.

Any food or water brought within your range while this power is active spoils and becomes inedible.

P o w e r S t u n t s :

Widespread Famine: Your ability to spoil food is dramatically increased. Each time you take this power stunt, your range for spoiling food doubles.

Wither: Any plants within your power range wither and die after ten rounds. If a plant is particularly resilient, it can make a Damage save, DC 15 + your power rank.

E x t r a :

Poisonous: Food or water in your power range becomes not only inedible, but also poisonous. Anyone eating the tainted

food must make a Fortitude save, DC 15 + your power rank, and treat the result like a lethal Damage save.

F l a w :

Taste of Ash: Any food you come into physical contact with turns to ash and provides no sustenance. You require a special form of food, such as human blood, on a daily basis or you suffer from starvation.

F e a r

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You are able to induce fear in your opponents. Targets of this power must make a Will save, DC 10 + your power rank in Fear. If successful, the target is not affected. If victims fail this save, they are affected by your power. The degree of the target's response depends on how much the target fails the save by.

Saving Throw

Fear Effect

Fails	Shaken
Fails by five or more	Frightened
Fails by ten or more	Panicked

Shaken: -2 morale penalty on attack rolls and saving throws.

Frightened: As Shaken, plus the character will make every effort to flee the area. If cornered, the target will fight.

Panicked: As Frightened, but the target also must roll an 11 or higher on d20 to keep a hold on whatever is in the target's hands. The target chooses a random path when fleeing. If cornered, the target will cower.

The fear lasts as long as you sustain the power.

P o w e r S t u n t :

Fear Immunity: Your ability to project fear makes you immune to fear effects produced by others.

E x t r a :

Fear Feedback: Targets who fail the Will saving throw must also make a Damage save, DC 15 + your power rank. Your power causes such an intense shock reaction, it actually damages the target.

F e r v o r

Cost: 7

Action: Half

Range: Special

Duration: Continuous

You are able to instill loyalty that carries your minions beyond the bounds of human endurance. By spending a half action ordering your minions to attack or carry out other similar

commands, you are able to spur them into battle. Any minions who hear your call for battle, even if it is over a radio or loud-speaker, benefit from this power. Minions affected by this power receive a bonus equal to your power rank to all attack rolls and Damage and Fortitude saves.

Example: *Scorpion Commander, leader of the dreaded Scorpion Army, has Fervor +4. By giving his trademark “Scorpions, sting!” attack order, Scorpion Commander activates his Fervor power and his minions gain a +4 bonus to attack rolls and Damage and Fortitude saves.*

Extra:

Willful: Your minions also receive a bonus equal to your power rank to all Will saves.

Flaw:

Limited Save: Your minions get a bonus only to Fortitude or Damage saves, not both.

Filth

Cost: 4

Action: None

Range: Personal

Duration: Permanent

Saving Throw: Fortitude

You are amazingly dirty. You are covered in layers of dirt and slime that make you hard to hold and that carry a number of infectious diseases. You add your power rank in Filth to any grapple checks by putting the slippery nature of your filth to good use. You also may add this power rank to any Escape Artist skill checks.

Anyone coming into physical contact with you must make a Fortitude save, DC 10 + your power rank, or become diseased. The disease incubates for 24 hours, after which it inflicts your Filth power rank in temporary Constitution damage. The diseased character continues to make a Fortitude save once each day, with failure inflicting your power rank in temporary Constitution damage each time. Two successive Fortitude saves means that the character fights off the disease. The character can receive healing effects normally during the incubation and diseased periods. The DC to heal this disease with Healing is 10 + your power rank in Filth.

Unfortunately your filth is rather unbecoming and you suffer a penalty equal to your power rank to all Charisma-based skill checks. You cannot take the Subtle extra with this power.

Power Stunt:

Clean Touch: You can avoid infecting people you touch with disease if you so choose.

Extras:

Flinging Filth: You are able to throw bits of your filth at your opponents with a range of normal. If you hit with a ranged attack, the target receives a Fortitude save, DC 10 + your power rank. A target who fails this save becomes diseased (see above).



Snare: Your slime is somewhat adhesive, granting you the Snare power at your power rank.

Tiring Disease: Victims of your disease ability feel weary from its effects. Characters you infect with disease also become fatigued, even during the disease's incubation period.

Flaw :

Stink: Your filth creates a vile stench. Any checks to detect you based on scent receive a bonus equal to your power rank.

Friction Control

Cost: 5

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Varies

This power allows you to control friction between molecules in the surrounding area. This allows you to use the following powers at your power rank:

- Clinging by increasing the friction between your hands and a surface you wish to climb.
- Slick by decreasing the friction on a surface.
- Deflection by creating a frictionless surface to block attacks with. Your Strength does not limit what you can deflect.

You can also use this power to try to decrease the rate of movement of others by increasing their friction with the surrounding area. This requires a half action and an opposed check, your Friction Control power against your target's Fortitude save. If you are successful, your target's movement rate is divided by your power rank until you stop sustaining the power.

Example: Scratch has Friction Control +8. He is fighting someone with Super Speed +10 and a base movement of 80. If Scratch spends a half action and beats the target in an opposed check, the target's base movement is divided by 8 (Scratch's Friction Control rank) and thereby reduced to 10.

Extras:

Energy Blast: By heavily increasing the friction of the air molecules around a target, you can create an intense blast of heat as per the fire version of the Energy Blast power.

Skate: By decreasing and increasing friction, you can skate along solid surfaces like an ice skater. You can move an additional 5 feet per rank as a half action, double that as a full action and quadruple that as full round action, but at the loss of your dodge bonus to Defense.

Example: Scratch has Friction Control +8, the Skate extra, and a base movement of 30 ft. As a half action, he can move 70 feet. As a full action, he can move 140 feet. Sprinting, he can move

280 ft. When he uses this aspect of his power, Scratch loses his dodge bonus to Defense.

Friendship Aura

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

Through altering the minds of others, you are able to convince them you are their friend. You do not actually befriend them or use Charisma to put them at ease; you alter their memories slightly so they think they know you. Your target acts like they have known you for some time, but they are unable to speak of things done together or other common history. Only if these gaps are pointed out will the target notice them. While the target is under the affect of this power, he will be helpful and assist you in whatever ways he can. He will not attack you unless attacked. The target will not risk life, family, or job for the character.

Using this power requires a power check against the target's Will save. If this check fails, the target assumes you are his close friend as long as the power is sustained and as long as you do not put stress on the relationship. If the lack of past history is explicitly brought up or you commit unfriendly acts toward the victim, including any type of violence, the target gets another save against your original power check. If the circumstances are particularly powerful, such as attacking the target, the victim can receive a +2 bonus to his Will save. When a target is under the effect of this power, you can add your power rank to all Charisma-based skill checks involving that target. When this power ends, the target is no longer your friend and knows you did something to his mind.

Power Stunt:

Friend of the Masses: Each time you take this power stunt allows you to affect your power rank in people with one use of this power, so if you take this power stunt twice, it allows you to affect twice your power rank in targets simultaneously. All of these targets must be in range of your power. In a multiple target situation, each target makes an individual Will save against your power check, and if they fail they are under the effect of your power.

Extras:

Fake History: In addition to your target thinking you are his friend, he subconsciously creates a history of events the two of you have shared and will continue to create new events as long as the power is active.

Lingering Friendship: When this power ends, the target continues to think favorably of you and believes no powers were used.

Tireless Aura: When active, your power affects everyone in range. Everyone in range must make a Will save, DC 10 + your power rank, or fall under your thrall.

G a s G e n e r a t i o n

Cost: 2

Action: Half

Range: Normal

Duration: Sustained

You are able to generate an opaque gas from your body. The gas fills the surrounding area and blocks vision. You may fill a number of 5-foot squares equal to your power rank with a half action. The squares filled must be in contact with the square you are in or a square that already has gas in it. The gas cannot extend beyond your power range. The targets of any attacks into or through squares containing gas receive half concealment.

Non-visual senses can penetrate through the gas without difficulty.

P o w e r S t u n t s :

Thick Gas: Each time you take this power stunt, the level of concealment created by your gas increases by one level.

Unusual Interference: Each time you take this power stunt, you may select one sense other than sight blocked by the gas.

E x t r a :

Deadly Fumes: Your gas is toxic and inflicts damage on anyone in it. Characters in a gas-filled square must make a damage save, DC 15 + your power rank, each round they are in the gassed square. This damage may either be stun or lethal damage, chosen at power creation.

F l a w s :

Thin Gas: Your gas provides only one-quarter concealment and you cannot take the Thick Gas power stunt.

Wispy: Your gas is easily dispersed by wind. In any outdoors environment, your gas dissipates 5 rounds after being created.

G e o - F o r c e

Cost: 7

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Reflex

You are able to bend the forces of the earth to your will. You can sense earthquakes, volcanic eruptions, and similar tectonic events with a power check, DC 10 + 1 per hundred miles of distance to the disturbance.

You are also able to call up magma from the earth's mantle. You can use this magma to damage your enemies by making it erupt beneath them. Each use of this power allows you to fill one 5-foot square per power rank with magma, but all these squares must be in contact with each other. This is an area attack

affecting everything touching the ground in the magma-filled squares unless it succeeds at a Reflex check, DC 10 + your power rank. If something fails the Reflex check, it must make a lethal Damage save, DC 15 + your power rank. Even if it makes the save, it avoids only the worst of the magma and must make a lethal Damage save, DC 10 + your power rank.

Example: The Mantle Lord has Geo-Force +12. He can fill twelve 5-foot squares with magma with a half action. Anyone standing in those squares must make a Reflex check, DC 22, to avoid the worst of the magma. Those who succeed must make a Damage save, DC 22, while those who fail must make a Damage save, DC 27.

If present at a fault line, volcano, or other source of violent tectonic events, you can use this source to magnify the range of your powers by 10 and increase any Damage save DCs by +5. You can fill 10 5-foot squares per power rank with magma.

Example: If the Mantle Lord were at a fault line, he could fill 120 5-foot squares with magma as a half action. Anyone standing in those squares must make a Reflex check, DC 22, to avoid the worst of the magma. Those who succeed must make a Damage save, DC 27, while those who fail must make a Damage save, DC 32.

You also gain the Tremor power at your power rank, causing your enemies to fall prone by shaking the ground beneath them.

P o w e r S t u n t :

Magma Burst: When you summon magma, it bursts to a height of 5 feet per power level, enabling you to attack flying characters. This requires a ranged attack roll. You may only produce one magma burst with each half action.

E x t r a s :

Earth Shield: You can cause dirt and rock to well up in front of you. With a single half action you can create a barrier that provides half cover for one 5-foot square per power rank. All affected 5-foot squares must be in contact with each other. A full round action will create total cover over the same number of squares. The earthen wall will have a hardness equal to your power rank.

Chasm: You can open chasms in the ground as a half action. Each chasm has an area equal to your power rank in 5-foot squares and a depth equal to your power rank x 5 feet. All the chasm squares must be in contact with each other. Each additional half action increases either the area of the chasm by your power rank in 5-foot squares or doubles the depth of the chasm.

F l a w :

Natural Only: You can use your powers only on natural surfaces, like stone or earth. Your power will not work when standing on concrete, asphalt, or similar materials.

G e s t a l t

Cost: 2

Action: Full



Range: Personal

Duration: Sustained

You are able to join with others who have this power to create a single, more powerful being. All the characters joining the gestalt form must have this power, but they may have any power rank. Combining requires all the characters to be in physical contact and then take a full round action. If a gestalt form is already active, more characters can join later by touching the gestalt and spending a full round action in assimilation.

To determine the abilities of the gestalt form, take the best of each ability from the various members (the strongest member's Strength becomes the Strength of the gestalt, the highest Energy Blast power becomes the power of the gestalt). This applies to powers, skill ranks and attributes, but all the extras, flaws and power stunts of the members carry over to the gestalt form. No one can contribute an attribute bonus or a power greater than that individual's rank in Gestalt. The gestalt's power ranks cannot be greater than the lowest Gestalt power in the group, +1 per member of the gestalt form. All saving throws should be calculated with the gestalt's abilities. If two characters are tied for the highest ability, the gestalt form's rank in that ability is equal to the highest value +1.

Example: Three characters with Gestalt +8 join together. Two of them have Super-Strength +6 while a third has Super-Strength +5. The gestalt form will have Super Strength +7. Even if any of the three has a power rank greater than +8, the gestalt's power rank is limited to +8.

Once the gestalt is formed, the characters who make it up should decide together the actions of the gestalt, which acts on the highest initiative amongst those who formed the gestalt. If the members of the gestalt disagree about a course of action, they can roll an opposed Will save between the disagreeing parties for control of the gestalt, willingly leave the gestalt as a full round action (after which they appear standing next to the gestalt), or they can try to break up the gestalt. Breaking the gestalt requires full action on the disagreeing character's part and an opposed power check amongst all the members of the gestalt. If the disagreeing member beats all the others by more than five points, he can choose to force the gestalt to break up, at which point all the characters appear in and around the space the gestalt just occupied.

If members of a gestalt are wounded when they join the gestalt, their hits are reduced by one. Unconscious or disabled characters cannot join a gestalt. If a gestalt is wounded and then splits up, all hits are divided up equally amongst the members of the gestalt, but each member receives at least one hit. If a gestalt is knocked unconscious or disabled, it immediately breaks up into its component characters, all of whom are also unconscious or disabled. When the gestalt breaks up, each member gets his or her old initiative score back.

P o w e r S t u n t :

Healing Gestalt: When you are part of a wounded gestalt that breaks up, you reduce the wounds you suffer by one.

Extra:

Large Form: As more people join a gestalt you are a member of, it grows in size. This grants the gestalt form the Growth power with a power rank equal to the lowest Gestalt rank amongst the members of a gestalt form.

Flaws:

Non-Device: None of your powers with the device flaw will be usable in gestalt form. This flaw only applies if you have at least one power with the device flaw.

Team Only: You can only form a gestalt with specific other characters, probably members of your team. This list of potential characters cannot be larger than one character per power rank.

Gravity Mastery

Cost: 8

Action: Half

Range: Normal

Duration: Sustained

You are able to control the forces of gravity created by all matter with amazing finesse, modifying even the smallest gravitational fields to produce useable energy. You have the following abilities at your power rank:

- By modifying gravitational fields to reduce their pull on you, you gain the Flight power at your power rank.
- Using a number of gravitational fields, you are able to move objects around, gaining the Telekinesis power at your power rank.
- By increasing the pull of gravity on you, you are able to root yourself to a single spot as a free action, gaining the Immovability power at your power rank.
- By modulating nearby gravitational fields, you are able to alter the course of objects, granting you the Deflection power at your power rank.
- You are able to incapacitate others by increasing the force of gravity on them, giving you the ability to grapple with them from a distance. In order to use this form of Gravity Mastery, you must succeed in a ranged attack against the target. This grapple check uses your base attack bonus plus your power ranks in Gravity Mastery. You cannot use a size modifier with this version of grapple. You can only pin a target, and you cannot inflict damage on your target.
- With a ranged attack you can increase the crush of gravity on a target, forcing the target to make a lethal Damage save, DC 10 + your power rank.
- You are able to increase or decrease the weight of an object with a ranged attack against the target. If successful, you can divide or multiply the weight of the object by your power rank. This aspect of Gravity Mastery only affects inanimate objects.

Power Stunts:

Blindsight: Your sensitivity to the gravitational fields produced by all things grants you an advanced awareness of your surroundings. You gain the Blindsight feat.

Curve Shot: By modifying the gravitational fields of nearby objects, you can reduce the amount of cover protecting the target. Each time you take this power stunt, you become more adept at this process and reduce the degree of cover your target receives by one rank.

Extras:

Singularity: Your control over gravity is so powerful that you can break certain fundamental rules of physics. You gain the Singularity power at your power rank.

Space Flight: By influencing the gravitation fields of distant celestial bodies, you are able to travel through space at amazing speeds, gaining the Space Flight power at your power rank.

Time Control: Because objects near a gravitational field pass through time more slowly than objects further from a gravitational field, you are able to affect the flow of time. You gain the Time Control power at your power rank.

Harvest

Cost: 3

Action: Free

Range: Personal

Duration: Instant

When you inflict damage on another creature, you absorb some of its life-force and are healed. Any time you inflict a hit on an opponent, you heal one hit. If you disable an opponent or knock a target unconscious, you heal a number of hits equal to the total number of hits the target suffered during the battle. The number of hits you can heal in each battle is limited by your ranks in Harvest. You can only use lethal damage to heal lethal wounds and stun damage to heal stun wounds. Wounding minions can only heal a maximum of five hits per minion. Only living beings can use this power, and they can Harvest only other living beings.

Power Stunt:

Reaper: If you kill someone, you heal a number of hits equal to the total number of hits the target suffered during the battle.

Hunch

Cost: 3

Action: Half

Range: Special

Duration: Instant

You are able to make amazingly accurate guesses with little or no information to base your guesses on. You must spend a hero point to use this power. When using this power, you ask a single question of the Gamemaster and make a power check. The DC

of the power check is based on the complexity of the question. If you make the power check, the Gamemaster must answer the question truthfully. If you fail the check, you learn nothing.

DC	Type of Question
10	Yes or no
15	Multiple choice (up to 5 choices)
20	Fill in the blank (1 word)
25	Short answer (1 sentence)

P o w e r S t u n t :

Specialized Hunches: You receive a +1 bonus to your power checks with a certain type of question, chosen when you take this power stunt.

H y p e r - B r e a t h

Cost: 1
Action: Half
Range: Normal
Duration: Concentration
Saving Throw: Strength

You are able to inhale or exhale on a monumental scale, either forcing items away from you or drawing them nearer. When exhaling, you produce gale-force winds in a cone with a length equal to your power rank x 10 feet and a width equal to your power rank x 5 feet at its end. Any inanimate objects in this cone that are not secured of Large size or smaller will be forced away from you 5 feet per power rank per half action. Creatures within the affected area can make a Strength check, DC 10 + your power rank, to avoid being pushed away. When inhaling, you reverse the process, and your victims are drawn towards you instead of pushed away.

Any fires within the affected area are snuffed out by the intense wind.

P o w e r S t u n t :

Large Lungs: Your massive lungs allow you to survive without breathing for long periods of time, granting you Immunity (Suffocation).

E x t r a s :

Barrage: Characters caught in your area of affect also take damage from flying debris, requiring a stun Damage save, DC 15 + your power rank.

Dust Storm: When using this power, you kick up a windstorm and debris field that is difficult to attack through. The target of any attack traveling through your area of affect receives half concealment.

Freezing Breath: The rapid movement of air over items in your area of affect causes the temperature to drop drastically. This inflicts cold damage on anything in this area, Damage save DC 15 + power rank.

I m b u e E n e r g y

Cost: 2
Action: Half
Range: Special
Duration: Special
Saving Throw: Varies

You are able to imbue your powers into an object so the power will be released later. Imbue Energy may occur, for example, with a gadgeteer creating limited use gadgets or a magician creating enchanted items.

Imbuing an object is a half action that causes you to become fatigued unless you spend a Hero Point to ignore the fatigue. You must have the power you wish to imbue, and you cannot imbue a power rank higher than your Imbue Energy rank. The item is imbued with one use of the chosen power, which will go off at a time determined by you when you imbue the item. Once chosen, this time may not be changed. The maximum delay can be found on the table below. The imbued item activates on the same initiative as its creator. An item may have its imbued power removed by its creator as a half action before the delay ends if the creator is in contact with the item.

Power Rank	Maximum Delay
1	1 round
2	5 rounds
3	1 minute
4	5 minutes
5	10 minutes
6	1 hour
7	2 hours
8	10 hours
9	1 day
10	5 days
11	1 week
12	1 month
13	2 months
14	1 year
15	2 years
16	10 years
17	20 years
18	100 years
19	200 years
20	1000 years

When the power activates, it works as normal for that power, centered on the imbued item or the person holding the item as applicable. Not all powers make sense to be imbued, so the Gamemaster must decide which powers he will allow to be imbued. If the imbued item is destroyed before it activates, the imbued power is lost. An item may not have more than one imbued power at the same time. This power already contains the Device flaw.

P o w e r S t u n t s :

Changeable Delay: You can change the delay on an imbued item as long as you are in contact with it. If you take this power stunt a second time, you can change the delay as long as you are within a number of feet equal to your power rank x 10.

Extra Uses: Each time you take this feat allows you to imbue an item with an extra use, creating a multi-use item. Each use may be set with a different delay.

Released Power: If someone destroys an imbued item of yours, the imbued power is immediately released rather than lost.

E x t r a s :

Imbue from Others: You can imbue the powers of others into an object. This requires you to be in physical contact with the being whose power you are using.

Imbue Others: You can imbue other beings with powers instead of just objects. If a being dies, all the imbued powers on it are lost. You and the other being must be in physical contact for this process, and you set the delay on power activation (not the imbued person). The imbued person cannot activate the power unless you also have the Usable extra.

Usable: You may imbue items that can be activated by others as a half action. The maximum delay is how long the items remain usable before the power expires.

F l a w s :

Limited Delay: Your delay is always equal to your power rank in rounds instead of the normal delay listed above.

Limited Power: You can only imbue one power, chosen when this power is taken.

Prep Time: You must prepare the item for ten minutes before imbuing it. Once an item is prepared, it remains so unless damaged.

Type of Item: You can only imbue a certain type of item or items of a certain material, such as only food or only items made of iron.

Unstoppable: Once you imbue a power with a specific delay time, you cannot change that delay time or stop the power from going off.

I n e r t i a C o n t r o l

Cost: 6

Action: Reaction, Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You are able to control the inertia of objects, speeding them up or slowing them down by modifying their inertia.

By decreasing or changing the vector of the inertia of incoming attacks, you are able to deflect them, granting you the Deflection





power at your power rank. This only applies to attacks that have mass, like bullets, missiles, and punches. You cannot deflect attacks from the electricity, light, magnetic, or radiation energy types.

With a reaction you are able to decrease the inertia of attacks within your range, but again you can affect only those attacks with physical mass. You reduce the Damage save DC of any such attack you try to stop using Inertia Control by your power rank. You can also reduce falling damage to yourself or others, reducing the Damage save DC by your power rank.

With a half action you can accelerate attacks with physical mass, adding your power rank to the DC of the Damage save. You can use this power to assist the attacks of others or you can combine it with your own attacks. Combining Inertia Control with your own attacks requires a full action (one half action for the attack, the other half action for using Inertia Control).

You are also able to slow down or speed up people as a half action. Targets you speed up have their base speed increased by 5 feet per power rank, while those you slow down have their movement reduced by 5 feet per power rank. Using this power requires a successful ranged attack against the target. Characters wishing to avoid the attack may resist your power with a Will save, DC 10 + your power rank. A successful save means the speed modification does not occur. You can use this power on yourself.

Extras:

Orbit Toss: You are able to stop the inertia imparted to objects by the movement of the earth. This requires a ranged attack against the target, who receives a Reflex save, DC 10 + your power rank. If this save fails, the character is thrown into the air and travels 100 feet per power rank to the west. When the character lands, he must make a Damage save, DC 15 + your power rank.

Uncontrolled Acceleration: When you increase the inertia of others, they do not keep control of their movement. Using this extra requires a successful ranged attack against the target. Characters wishing to avoid the attack may resist your power with a Will save, DC 10 + your power rank. If the target fails its save, the target plans out her movement for the round and multiplies each part of that movement by your power rank. If the target run into any objects, she must make a Damage save, DC 15 + your power rank. After the first impact, the target stops moving.

Flaw:

One Way Control: You can only increase or decrease inertia, not both. This means you can either slow targets down and reduce the effectiveness of attacks or speed up targets and increase the effectiveness of attacks. The Uncontrolled Acceleration extra is unavailable to characters who only decrease inertia, while Orbit Toss is unavailable to characters who only increase inertia.

In v i g o r a t e

Cost: 3

Action: None

Range: Normal

Duration: Continuous

You radiate a powerful energy field that improves the life energy of those nearby, increasing their resistance to disease, poison, and fatigue and improving the vitality of local flora and fauna. Your power rank is added to Fortitude saves against poison, disease, fatigue or other similar threats made within your power's range. Also if you stay in the same area for more than five days, any plants or animals in the area increase in fertility by 10% per power rank.

P o w e r S t u n t :

Controlled Vigor: You can choose not to affect specific creatures within the radius of your power.

E x t r a :

Bountiful Harvest: If you stay in an area for more than one month, the total harvest of nearby crops is multiplied by your power rank.

F l a w :

Blighted: Your power does not affect the fertility of plants or animals.

J a c k o f a l l T r a d e s

Cost: 5

Action: None

Range: Personal

Duration: Continuous

You are superhumanly adept at all skills known to man. You receive a bonus equal to your power rank to all skill checks.

F l a w s :

Excellence Only: You only get your bonus to skills for which the corresponding ability is 15+.

Limited Training: You do not get a bonus to the skills based on one ability, such as not getting a bonus to Strength-based skills.

K i n e t i c M a s t e r y

Cost: 8

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Damage

You are able to control the amount of kinetic energy imparted in objects. Kinetic mastery grants you the following abilities at your power rank:

- You can shoot bolts of kinetic energy, as per the Energy Blast power.
- By speeding up or slowing down molecules, you can heat up or freeze a target. You can use the cold or the heat versions of the Energy Blast power.
- By decreasing the kinetic energy of incoming attacks, you gain both the Force Field and Deflection powers, but only against attacks that have mass, heat attacks, or cold attacks.
- By imparting objects with kinetic energy, you gain the Telekinesis power.
- By imparting yourself with kinetic energy, you gain the Flight power.

E x t r a :

Friction Control: With kinetic energy you can limit the interaction between molecules, granting you the Friction Control power at your power rank.

F l a w :

Missing Effect: For each base effect of Kinetic Mastery that you cannot use, you can apply a flaw to the power.

L i g h t M a s t e r y

Cost: 9

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Damage

You are able to control photons, creating and destroying light with ease. Light mastery grants you the following abilities at your power rank:

- Energy Blast in the form of lasers.
- Protection against any light-based attacks.
- You gain the Obscure power by decreasing the light in an area.
- You may add your power rank to Hide checks by dimming nearby light sources.
- You gain the Invisibility power by stopping light from reflecting off you.
- With a burst of bright light you can stun the senses of others. You gain the Dazzle power.
- You may add your power rank to sight-based Spot and Search checks.
- You may create illumination equal to that of daylight within the range of your power.

P o w e r S t u n t :

You can gain any of the following powers as power stunts of Light Control: Illusion, Energy Field, and Microscopic Vision.

F l a w s :

Missing Effect: For each base effect of Light Mastery that you cannot use, you can apply a flaw to the power.

Source: You cannot create light; you can only control existing light. You cannot use your powers in complete darkness.

Machine Merge

Cost: 2

Action: Full

Range: Special

Duration: Special

Saving Throw: Fortitude

You are able to meld machine parts onto living beings, replacing missing or damaged limbs in moments with a mechanical equivalent. As a full round action, you can heal damage to an individual by grafting metal parts onto a living body if there are suitable mechanical parts lying around. To heal hits you can use any type of mechanical parts, but replacing specific damage, like lost limbs, requires some appropriate mechanical equivalent to that limb. Using this power requires a power check with a DC dependant on how complex the damage being repaired is.

Damage Repaired	DC
Hits	10
Disabled/Unconscious	15
Dismemberment	20
Internal Organ Damage	25

Those healed by this power gain no powers from their new mechanical parts unless they have power points they wish to spend or unless the parts used house a power with the Device flaw (see below).

If you use this power on an unwilling target, you must beat the target in a power check (your Machine Merge power against his Fortitude save) or your power fails.

You can temporarily meld a power with the Device flaw to a character, allowing the character to use it for one round per power rank in Machine Merge. Once this time is up, the character's body rejects the device. The device may be forcibly removed by inflicting a lethal hit on the target.

If this power is used ten or more times on the same target without any corrective efforts to remove past machine implants, the character must begin spending the power points he earns to buy all the Immunity feats required by a construct character before buying other powers. The character is now considered a machine instead of a living being. Use of the Healing power to heal wounds previously healed with Machine Merge will avoid this fate.

At power creation choose whether you can affect yourself or others.

Power Stunt:

Material Merge: For each time you take this power stunt, you can use Machine Merge with one material other than machine parts, such as stone or plastic.

Extras:

Armor Implant: By spending a Hero Point you can encase your target in armor, giving them the Armor power with the Ablative flaw. The armor lasts until it is destroyed.

Dual Meld: You can use Machine Merge both on yourself and others.

Machine Control: You can use Mind Control on any creature that you have healed with Machine Merge.

Regeneration: Those healed by your power also receive the power Regeneration at your power rank for one minute per power rank after they are healed.

Repair: You can use this power to repair machines as well, which suffer no problems with multiple treatments. Each hit restored heals one point of hardness.

Flaw:

Specific Material: You require a specific type of material to use this power, like plastic, or a specific type of mechanical part, like microchips or clockwork.

Match

Cost: 9

Action: Half

Range: Personal

Duration: Sustained

You are able to boost your abilities in combat, but only to the level of your opponents and no greater. To use this power, you must expend a Hero Point. As long as the power is active, you receive a bonus to attacks, saves, and Defense equal to the power level of your attacker or your power rank, whichever is lower.

Example: *Equalizer, with Match +10, is fighting Master Mole (power level 12) and his mole men (power level 5 minions). Equalizer activates Match by spending a Hero Point. Until he stops sustaining the power, Equalizer gains a +10 bonus to attacks, saves, and Defense when attacking or defending against Master Mole and a +5 bonus to attacks, saves, and Defense when attacking or defending against his minions.*

Flaw:

Overload: If you use this power against someone with a higher power level than your Match power rank, you must make a Damage save, DC 10 + the difference between your power rank and the power level of the target.

Mathematical Precision

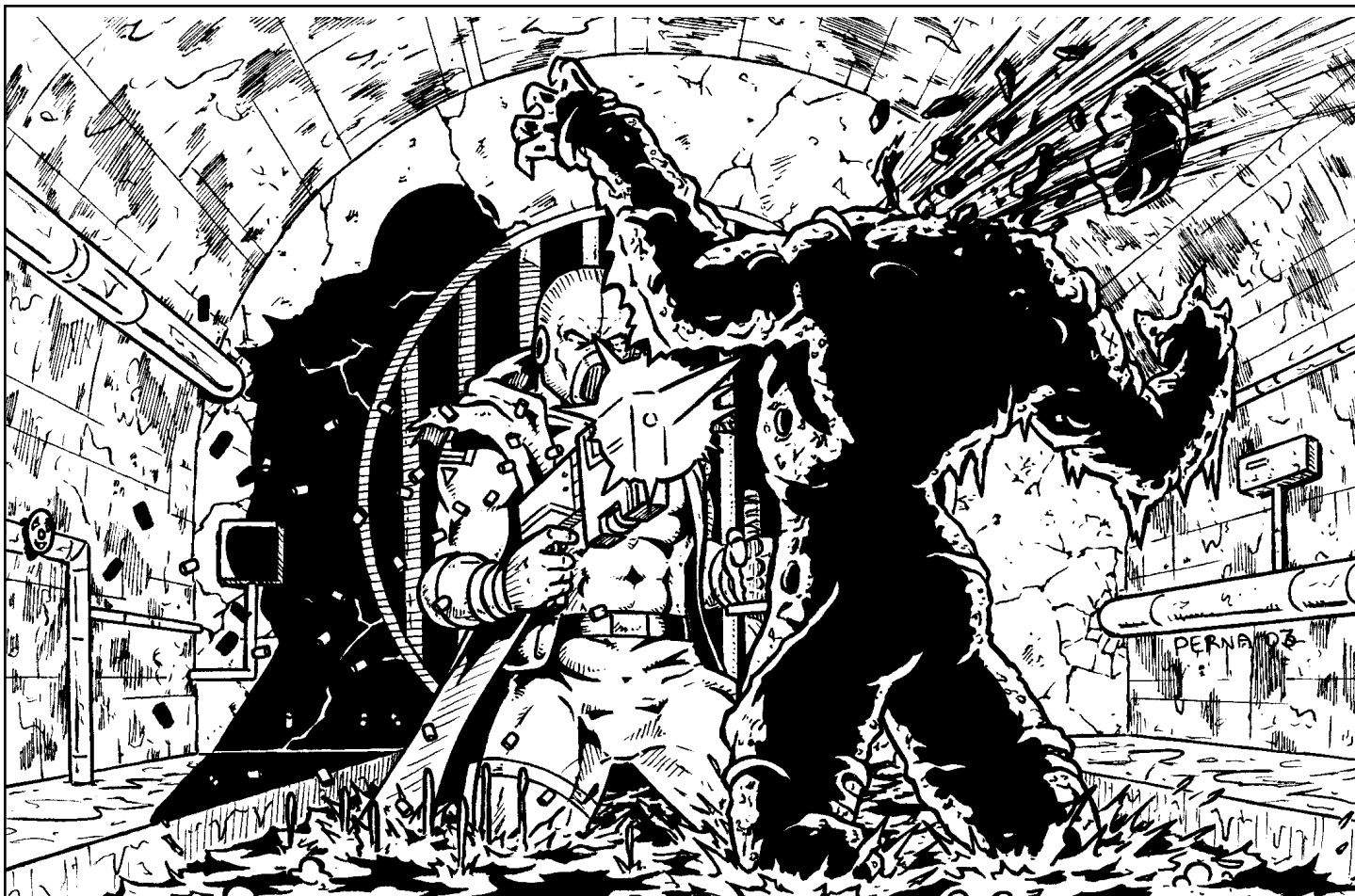
Cost: 2

Action: Free

Range: Personal

Duration: Continuous

You are able to carry out incredibly complex mathematical calculations in little to no time. With a power check, with a DC 5-20 based on the complexity of the problem, you can figure out any mathematical problem as a free action. Only the most diffi-



cult problems, such as calculating multiple gravitational effects from a black hole several dozen light years away, should even require a roll.

You also add your power rank to any skill checks that require math skills, such as math-related Science skill checks.

By doing trajectory calculations you can reduce range penalties by your power rank. You also add your power rank to the miss DC when attacking targets with concealment.

Extra:

Datalink: Able to think in binary, you are able to communicate with computers with ease. You gain the Datalink power.

Meld Creature

Cost: 3

Action: Full

Range: Special

Duration: Special

Saving Throw: Fortitude

You are able to meld organic matter onto living beings, allowing you to heal wounds or even attach limbs.

You can transfer limbs from one being to another or use tree bark to heal wounds. You need a full round action to attach organic matter to your patient in addition to however long it

takes to procure the material. Removing a limb from another creature may take a while.

To heal hits you can use any type of organic parts, but replacing specific damage, like lost limbs, requires some appropriate equivalent to that limb. Using this power requires a power check with a DC dependant on how complex the damage being repaired is.

Damage Repaired	DC
Hits	10
Disabled/Unconscious	15
Dismemberment	20
Internal Organ Damage	25

Those healed by this power gain no powers from their new parts unless they have power points they wish to spend or unless you are melding a piece of organic matter that gave its original owner powers. Powers granted by attached limbs decrease by one power level per round attached until they are gone. These levels return if the limb is reattached to its original owner again. You cannot grant powers greater than your power level in Meld Creature. It is up to the Gamemaster if any powers are conferred by an attached limb.

If you use this power on an unwilling target, you must beat the target in a power check against his Fortitude save or your power fails.



P o w e r S t u n t s :

Material Merge: Each time you take this power stunt allows you to use Meld Creature with one non-organic material, such as stone or plastic.

Power Duration: Each time you take this power stunt, you gain one round before any powers gained from implanted limbs begin to degrade.

E x t r a s :

Multiple Powers: You can instill multiple powers on a target if the implanted limb can convey more than one power.

Regeneration: Those healed by your power also receive the power Regeneration at your power rank for one minute per rank in Meld Creature after they are healed.

F l a w :

Specific Material: You require a specific type of material to use this power, like flesh.

M e n d

Cost: 3

Action: Half

Range: Touch

Duration: Instant

You are able to repair damage to inorganic objects such as constructs, buildings, or statues. You restore your power rank in hits or points of hardness with a single use of this power. You can repair a broken object with a Mend power check, DC 10. Success returns the object to the hardness rank it had just before it was broken.

You can affect yourself or others with this power.

E x t r a s :

Healing: You are able to repair organic as well as inorganic matter. You gain the Healing power at your power rank.

Rebuild: Your understanding of machines extends to internal functions. You gain your power rank in Mend as a bonus to all Repair checks.

F l a w s :

Limited Repair: You can only repair one type of inorganic material or one type of machinery.

Others Only: You can only affect others with this power.

Self Only: You can only affect yourself with this power.

M i s c o m m u n i c a t e

Cost: 2

Action: Free

Range: Normal

Duration: Sustained

Saving Throw: Will

You make it impossible to communicate within your power range. While your power is active, all types of language, including sign language, become incomprehensible. Telepathic communication is unaffected by this power. Miscommunicate affects the ability to comprehend language, not produce it. A character could type commands into a computer but could not read them once they are on the screen.

Any creature wishing to understand another creature's attempt to communicate requires the receiving character to make a Will save, DC 10 + your power rank. Failing this saving throw means the communication is not understood.

Extra:

Telepathic: You are able to interfere with telepathic communication.

Multiple Mind

Cost: 3

Action: Half

Range: Personal

Duration: Continuous

You possess an additional intellect that can control your body, allowing you a different skill set and an increased resistance to mind-affecting abilities. Only one mind can be in control at a time, and under normal circumstances all the minds work cooperatively and do not fight for control.

You build this second intellect as another character with a power level equal to your Multiple Mind power rank. The following traits of the other character must remain the same as yours: physical attributes, super-feats, and ranks in Multiple Mind. You require a half action to change minds voluntarily.

Example: *Madmind has Multiple Mind +12. This means he has a second intellect that is built like a power level 12 character. The second intellect must use power points to have the same physical abilities and power feats as Madmind, and must also purchase Multiple Mind +12.*

If you fail a Will save, you may try to switch minds on your next turn, allowing the second mind to make a Will save with a bonus equal to your power rank. This save uses the second mind's Will save. If this save is successful, your other mind takes control and the effects of the failed Will save are no longer applied. If the second mind also fails the Will save, you are still affected and the second mind is now the dominant mind.

Example: *Multiplex has Multiple Mind +8 and fails a Will save against Mind Control. On Multiplex's next turn, the second mind makes a Will save with a +11 bonus (+8 from Multiple Mind bonus and +3 from having a 16 Wisdom). If this save succeeds, Multiplex's other mind takes control of his body without being under the effect of Mind Control.*

Extra:

Extra Mind: You have yet another mind that can control your body. This extra mind is created as described above. Each additional mind gives you another chance at escaping the effect of failed Will saves by making another Will save on successive rounds until you run out of minds. This extra may be taken multiple times.

Example: *Multiplex has Multiple Mind +8 and the Extra Mind extra 3 times, giving him four extra intellects. If Multiplex fails a Will save, each intellect gets a chance to make the save with a bonus equal to his Multiple Mind power rank on his turn over the next four rounds.*

Flaw:

Cantankerous Minds: Your multiple personalities do not get along well and rarely cooperate. Choose one intellect as your main intellect. To change to another intellect from the main intellect or have the main intellect take control, you must make a power check, DC 20 + your number of minds.

Nano-Machines

Cost: 5

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Fortitude

You have a small legion of miniature machines at your beck and call, allowing you to mimic a number of powers. These machines are too numerous and small to destroy with normal means, but they can be disabled by certain area affecting powers like an explosive Energy Blast or an Electromagnetic Pulse. Any hits suffered from area affecting powers cause your nano-machines to be unusable for one round for each hit of damage you suffer as they work to repair themselves and replenish their numbers.

Active nano-machines give you the following powers at your power rank:

- The nano-machines constantly repair damage to you, granting you Regeneration.
- The machines provide Healing on anyone they touch. They can also use this power on machines, repairing one point of hardness for each hit restored.
- The nano-machines have the Datalink power with any machine nano-machines touch.

You may add a bonus equal to your power rank to all Repair checks.

Normally your nano-machines reside on your body, but you may spread them to other objects by touch. You may have one object, of Medium size or smaller, infected with nano-machines per power rank. As long as these infected objects stay in your power range, you may use your nano-machine powers on them as if you were touching them. If one of these objects suffers 1 hit from an area affecting attack, the nano-machine infestation is destroyed.

P o w e r S t u n t s :

Damage Threshold: You can ignore one round of your nano-machines being shut down by damage for each time you take this power stunt.

Large Infestation: Each time you take this power stunt, the size of object you can infest with nano-machines increases by one level.

E x t r a s :

Corrosion: You can use your nano-machines to break down matter they touch, giving you the Corrosion power at your power rank.

Gadgets: You can use your nano-machines to assemble devices on a moment's notice, giving you the Gadget power at your power rank.

Natural Weapon: You can form your nano-machines into bladed weapons or similar items, giving you the Natural Weapon power at your power rank.

Paralysis: You can use your nano-machines to interfere with the nervous systems of those you touch, giving you the Paralysis power with a range of touch at your power rank.

F l a w :

Vulnerable: Your nano-machines shut down for five rounds per hit they suffer from area affecting attacks.

N e m e s i s

Cost: 5

Action: Half

Range: Sight

Duration: Permanent

You are able to direct your ire, drive, and skills towards the defeat of a single foe so that you are able to increase your abilities drastically against your chosen adversary. To activate this power, you must spend a half action declaring your intent and name a specific creature as your nemesis by making a statement like "I will never rest until Umber is brought to justice" or "You will not escape me!" You must either know the name of your nemesis or have him within your power range to declare him as your nemesis. Declaring a nemesis requires the expenditure of a Hero Point.

Once you declare your nemesis, you receive a bonus equal to your power rank to all attack rolls, power checks, and skill checks made against your nemesis. You also receive a bonus to your Defense equal to your power rank against attacks by your nemesis. You retain your bonuses against your nemesis until one of you is dead, but you may only have one declared nemesis per power rank. You can drop a nemesis by spending a hero point and making a declaration that the character is no longer your nemesis, such as "We were once enemies, but we have a common threat to defeat."

E x t r a :

Minion Foe: You gain your nemesis bonuses against all the minions of your designated nemesis.

F l a w s :

Arch Enemy: When you declare a nemesis, your nemesis receives the benefits of this power against you at half your power rank.

Vengeance Drive: You can only use this power against characters who have already attacked you or your allies in some fashion.

N e u r a l M a n i p u l a t i o n

Cost: 5

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Will, Damage (Will)

You are able to control the nervous system of your targets, either aiding them or hindering them. You are able to block out pain receptors to allow targets to ignore penalties from hits equal to your power rank, minus one rank for each round since the power was activated. This requires a ranged attack roll against the target, who may choose to resist with a Will save, DC 10 + your power rank.

Example: *Multiplex is injured with 4 hits, therefore suffering a -4 penalty to many of his actions. Nerve, an ally with Neural Manipulation +8, uses his power to block Multiplex's pain after making a successful ranged attack against him. Because Nerve has 8 power ranks and Multiplex is suffering 4 hits, Multiplex can ignore 8 hits on the first round of Neural Manipulation's use and is able to act normally. The number of hits Multiplex can ignore drops by one rank for every round of the power's use, so on the sixth round Multiplex can ignore only 3 hits and suffers a -1 wound penalty. He suffers a -2 penalty on the seventh round, a -3 penalty on the eighth round, and on the ninth round Multiplex returns to his original -4 penalty.*

You also can increase the target's pain receptors to debilitate him with pain. This requires a ranged attack against the target, who receives a Will save, DC 10 + your power rank. If the victim fails the save, any penalties the target is suffering from hits double. Each round targets get another Will save to break free, and they gain a +1 bonus to this save every round.

You can allow a character who is disabled or unconscious to continue acting normally for one round per power level with a successful power check, DC 10 + the number of hits the target has taken. If your check is successful, the target may continue to act normally for one round per power rank. After this time you must make another power check to allow the target to act normally. Each round the target acts normally after being disabled or knocked unconscious inflicts a lethal hit on the target.



P o w e r S t u n t :

Pain Paralysis: You can incapacitate your enemies with pain, gaining the Paralysis power at your power rank.

F l a w :

Torturous: You cannot reduce pain, only increase it. You cannot reduce penalties from his or allow disabled characters to act.

N o n - D e t e c t i o n

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are able to avoid detection from those using powers or technological devices to find you. Any power that in some way determines your presence or location is opposed by this power, including seeing you in visions created by Precognition and Postcognition. Any power trying to detect you must beat you in an opposed power check or be unable to detect you. If you are successful, the power returns no information to the user. This power opposes Precognition, Postcognition, Combat Sense, Danger Sense, and any other power the Gamemaster deems appropriate.

Any attempt to find you using a technological device, such as cameras, radar or sonar, has the DC of the appropriate skill check increased by your power rank.

P o w e r S t u n t :

Blur: For each time you take this power stunt, anyone who loses the opposed power check is not able to make another attempt to find you for one minute.

E x t r a s :

Burst: Anyone who fails in the opposed power check to detect you must make a Will save against a DC 10 + your power rank or take damage as per a stun attack.

Fade: In addition to hiding from powers and devices, you are just hard to find. You get the Fade power at your power rank.

Invisible: You are able to hide from plain sight in addition to hiding from powers and devices, granting you the Invisibility power at your power rank.

F l a w :

Feedback: If you fail the opposed power check, you must make a Will save against DC 10 + the power rank of the detecting power or take damage as per a stun attack.

O a t h b i n d e r

Cost: 3

Action: Full

Range: Normal

Duration: Special

Saving Throw: Will

Those who swear oaths in your presence are bound to their word by your power if you so choose. Targets of this power must either agree to abide by an oath stated by another or state an oath of their own. Targets must agree to their oaths willingly. The target may be intimidated or coerced into the arrangement, but influence from a power like Mind Control thwarts and stops the binding process. If the target of this power ever breaks the exact wording of the oath, the oathbreaker must instantly make a Will save, DC 15 + your power rank, and treat the result as a Damage save. Armor does not protect against this damage.

P o w e r S t u n t :

Oath Knowledge: With this power stunt you instantly know if any oaths you use this power to enforce are broken.

E x t r a s :

Forced Fetter: You can invoke this power on unwilling targets by touching the target and stating an oath the target must not break. The target may resist this power with a Will save against DC 10 + your power rank. If this save fails, targets are bound to the oath and take damage as normal for this power if they break the oath.

Spirit of the Law: Your powers bind the oathmaker not only to the letter of the oath, but also to the spirit of it as well. This means trying to wheedle out of an oath by interpreting the wording differently doesn't work. The Gamemaster determines the spirit of the oath.

O r d e r

Cost: 4

Action: Free

Range: Personal

Duration: Sustained

You are able to instill order in chaos and repeat acts with precision. When you make a power check, attack roll, save roll, skill roll, or ability check, you can use one roll for future actions of the same kind, requiring a free action and the expenditure of one Hero Point. You can only lock rolls up to 10 + your power rank. You can continue to use the number you rolled on all future rolls for the same power check, attack, save, skill or ability rolls for one round per power rank or until you stop sustaining the power, whichever period is shorter. Only one roll may be locked at a time.

Example: Source has Order +8. During a fight, he rolls a 16 for an attack using his Energy Blast power. Thinking this is a good roll, he chooses to use Order to lock in that roll. For the next 8 rounds Source can use a 16 on any attack rolls with his Energy Blast power. He could not lock in a 19 because his

power rank is not high enough. He must lose his lock on the Energy Blast attack roll if he wants to lock in another roll. He cannot use the 16 for anything other than attack rolls using his Energy Blast power.

P o w e r S t u n t :

Extra Lock: You can lock in one extra roll at a time for each time you take this power stunt.

E x t r a :

Affect Others: You can affect others with this power by touch. Doing so requires a half action within one round of the roll to be locked. If used against an unwilling target, the target gets a Will save, DC 10 + your power rank, to resist the power each round. Success ends the effects of this power.

F l a w s :

High: You can only lock in numbers of 11 or higher.

Low: You can only lock in numbers of 10 or lower.

Specific Ability: You can only use this power with a specific power, attack, save, ability or skill.

P e a c e f u l A u r a

Cost: 2

Action: Free

Range: Normal

Duration: Sustained

Saving Throw: Will

You emanate an aura of calm, forcing those around you to acts of will when trying to commit violence. Those within your range who try make a violent act must succeed at a Will save against a DC 10 + your power rank or be unable to commit any violent act for one round. No powers that require saving throws may be used and no attack rolls may be used while under the effect of this power. This save must be made every round to carry out any violent act as long as the power is active. This power affects everyone in range.

E x t r a :

Focus: You may focus your power on a single target rather than affecting everyone nearby.

F l a w :

Performance: You must perform by speaking, singing, or carrying out some other calming action that requires you be able to speak and move freely. Using this power requires a Perform check, DC 15.

P e r s o n a l D i m e n s i o n

Cost: 4

Action: Full

Range: Special

Duration: Continuous

You are a master of a small dimension, tailoring its rules and layout to your whim. This personal dimension is small and probably unknown to the dimensional travelers of the world, but it makes an excellent hideout and safe house. You can travel to your personal dimension with a full action and a power check, DC 15. You can bring up to one person per power rank with you, but they all must be in physical contact with you. If you wish to bring an unwilling target to your personal dimension, you must succeed in a touch attack roll and a power check against your target's Will save.

Your personal dimension can be of any shape and any terrain with an area of up to ten square miles per power rank. Anything created in the personal dimension is perfectly real in that dimension, but it cannot leave. When you purchase this power, you design your personal dimension by gaining one major alteration for each power rank. The alterations you can choose are listed below:

Awareness: You know everything that happens anywhere in your personal dimension.

Change Rules: You can change one fundamental rule of reality, such as the speed of light or the surface tension of water. You can also alter one game rule if the Gamemaster agrees, such as allowing everyone to automatically stabilize when disabled.

Grant Power: You can grant yourself or everyone in your personal dimension one power of your choice at your power rank, such as granting everyone the Flight power.

Immunity: You are immune to all damage in your personal dimension.

Rearrange: You can alter the terrain of your personal dimension in any way as a full action.

Servant: You have one servant who exists only in your personal dimension. The servant is created as a character with a power level equal to your rank in this power. The servant is a minion.

Sustenance: Either your personal dimension creates food and drink for all who enter or it alters reality so residents do not require sustenance.

P o w e r S t u n t :

Army: Each time you purchase this feat the number of a specific type of servant of doubles. This power stunt can be purchased multiple times, giving you a small army.

E x t r a s :

Dimensional Shunt: You are able to use your personal dimension effectively in combat, granting you the Dimensional Shunt power.

Extreme Control: While in your personal dimension, you may add your power rank to all power checks, skill checks, attack rolls, and ability checks.

F l a w :

Sustained: Your personal dimension only exists while you are there

P e t r i f i c a t i o n

Cost: 5

Action: Half

Range: Normal

Duration: Continuous

Saving Throw: Fortitude

You are able to turn targets into stone, calcified bone, or other materials with a similar hardness. To do so requires a successful ranged attack against the target, who may resist the attack with a Fortitude save DC 10 + your power rank. If successful, the target is not affected by this power. If the save fails, the target is petrified and unable to move. While petrified, the target is not aware of his surroundings and gains a +5 bonus to his Damage save because of the hardness of the petrified material. A character who is petrified remains so until one of four events occurs: you voluntarily release the target; the target is healed using the Healing power, which requires a power check DC 20; someone with the Stone to Flesh extra returns the character to normal; the target spends a Hero Point to get a second Fortitude save against this power. Petrified targets do not age.

P o w e r S t u n t s :

Fissure: Targets under the effect of your power suffer a stun hit when they are cured of their petrification.

Hardened Material: The Damage save bonus of targets you petrify is increased by 1 for each time you take this power stunt.

E x t r a :

Stone to Flesh: You can return targets of petrification to normal as a half action with a range of touch.

F l a w :

Limited Duration: Your targets receive a saving throw to break out of the petrification every hour. This flaw may be taken twice, with the second flaw reducing the time between each save attempt to one minute.

P o i s o n o u s M e t a b o l i s m

Cost: 2

Action: None

Range: Personal

Duration: Continuous

Saving Throw: Damage (Fort)

Your metabolism naturally produces compounds that most other races find poisonous, making it very dangerous for others to bite, kiss, or even cut you with natural weapons. Anyone who comes into contact with any of your bodily fluids besides sweat must make a Fortitude save, DC 15 + your power rank, or take damage as per a lethal Damage save. This power will affect anyone striking you with the Natural Weapons power.



Extras:

Controllable: You can deactivate your poison producing glands, enabling you to interact with others without poisoning them.

Natural Weapon: You can pool your poisonous compounds on your hands, making you very effective in unarmed combat and granting you the Natural Weapon power at your power rank.

Poisonous Sweat: Your skin itself is poisonous, inflicting damage on anyone who comes into contact with you. You can inflict damage as above with a successful touch attack.

Power Domination

Cost: 3

Action: Half

Range: Normal

Duration: Concentration

You are able to control the powers of others, making the powers activate and deactivate at your whim instead of their owner's. You can only use this power to take control of powers you know the target possesses. To use this power, you must beat the target in an opposed power check using your Power Domination rank against the power you wish to dominate. If successful, you may take control of the target's powers, but the number of ranks you can use is limited by your ranks in Power Domination. On your

turn you may use the designated power in any way the power would normally act, including extras and power stunts. The power originates from its owner, not you. You could use the target's Flight power to make him fly away, use his Energy Blast to attack his own colleagues, or even use his Healing power to heal yourself.

The target of this power makes another power check each round against your original power check to break free of your control. While you are in control of a target's power, the target cannot use that power.

Example: Skyshark has Flight +10 and is using it to escape from Overlord, who has Power Domination +8. Overlord uses Power Domination on Skyshark's Flight power, forcing an opposed power check between Skyshark's Flight power and his Power Domination. Overlord wins. Though he can only utilize 8 ranks of Skyshark's Flight power, that is enough force to fly Skyshark back to the battleground.

You can only dominate powers that can become active. If a power's owner falls unconscious or enters a state where he would be unable to activate his power, you cannot use his power.

Power Stunts:

Extra Power: Each time you take this power, you can attempt to take control of another of the target's powers with a single half action. You may only take control of multiple powers belonging to the same target.

Free Use: Targets of this power may still use a power you are dominating during their turn if you allow it. You must make this choice when you first take control of the power.

Extra:

Feat Domination: You can also take control of the character's feats, activating or deactivating them on your action. In this case you make an opposed roll between your Power Domination power and the target's Will save.

Flaw:

Limited Domination: You are only able to control powers from a single power source, such as being able to control only mutant powers.

Power Focus

Cost: 2

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Damage

You are able to siphon energy from all your powers into one overwhelming blast of energy. Unfortunately this weakens your other powers and can leave you helpless. When you activate this power, you choose to sacrifice power ranks from other powers in order to supply this one. You can only sacrifice power ranks that have the same power source. You can sacrifice ranks from any power with a cost of 2 power points or more per level, and you can only sacrifice up to twice your rank in this power in power ranks. Any sacrificed power ranks return at a rate of one per day.

Once you have determined how many power ranks you want to sacrifice, you release them as per the Energy Blast power with a power rank equal to the sacrificed ranks. You can choose what type of energy the blast is and where it originates from your body. You must make a ranged attack roll to try to hit a target, as per normal for Energy Blast. If it hits, the blast does lethal damage.

This power allows characters to break the "no power bonuses higher than your power level" rule, meaning a power level 10 character with Power Focus 10 could sacrifice 20 power ranks from other powers and fire a +20 damage energy blast. The blast fired may not have a bonus greater than twice the character's power rank in Power Focus.

Example: Overload has Power Focus +10, Flight +8, Boost +8, and Element Control +9. In a climactic battle he decides to use Power Focus to deal a devastating blow to an alien intelligence seeking world domination. He sacrifices 3 ranks from Fight, 8 ranks from Boost, and 9 ranks from Element Control, enabling him to fire an Energy Blast +20. The sacrificed ranks return at a rate of one per day, so for the rest of this day, Overload has only Flight +3.

Extra:

Fast Recovery: Sacrificed power ranks return at rate of two ranks per day instead of one rank per day.

Flaw:

Greater Sacrifice: You can only sacrifice power ranks from powers with a cost of 3 power points or more per level.

Power Residue

Cost: 3

Action: Half

Range: Personal

Duration: Instant

You are able to sense whether powers have been used in the past in any area you enter. You can also absorb the remnants of such powers, allowing you to use the power temporarily.

As a free action you can check to see if any powers have been used within a range of normal within one year per power rank. To use this power, you make a power check, DC 20 - the power level of the power used. If you fail the check or if no powers were used in the area, you learn nothing.

Amount you

Beat the DC By

Result

0-4	You know a power was used, where, and what type of power source it had.
5-9	You know exactly how long ago the power was used and what power it was.
10+	You know the exact power rank of the power and the identity of the person using it.

If you detect a power, you may try to use that power, even if you don't know what it is. This requires a half action and a power check, DC (10 + the power level of the power to be used + the number of times you have already absorbed this residual power). Success allows you to use the residual power. Your temporary power rank in the residual power is limited by your power rank in Power Residue. The residual power you are using degrades by one rank per round until reaching +0, at which point the power fades.

Example: Forensic, who has Power Residue +10, walks into an alleyway he suspects was the site of a battle between super beings five years ago. He makes a power check, DC 11, and succeeds by 5 points. He learns the powers used in the alleyway, how long ago they were used, and their sources. One of the powers is Combat Sense +8, and Forensic tries to absorb that power. He makes a power check, DC 18, and absorbs the power. Forensic now has Combat Sense +8, but it degrades by one rank per round until it is gone whether he is using it or not. Forensic can reabsorb the power, but the power check to do so is now 19 because he absorbed it once already.

Power Stunt:

Ancient Powers: You can sense and use powers going back 10 years per power rank instead of 1 year per power rank.

Flaws:

Delayed Power: You can only use Power Residue on powers that were used at least one year ago.

Limited Power: You can only use residual powers of a specific type, such as movement powers, or of a specific power source.

Power Resistance

Cost: 1

Action: None

Range: Personal

Duration: Continuous

You are resistant to a certain type of power, such as transformation or movement powers, or you are resistant to powers with a specific power source. You receive a bonus equal to your power rank to all saves against powers you are resistant to.

Extra:

Extra Resistance: You are resistant to another category of powers or another power source.

Power Scan

Cost: 2

Action: Half

Range: Sight

Duration: Concentration

Saving Throw: Will

With a glance you are able to determine how powerful people are and what superpowers they have. With a half action you can try to assess the power level of an individual and the power sources of any powers the target has, requiring a power check DC 10 + the power level of the target. If you beat the DC by five points, you also know what powers the target has, if any. If you beat the DC by 10 points, you know the power ranks of all the target's powers.

If targets wish to keep their powers concealed, they can oppose your power check with a Will save. This Will save becomes the DC for determining how much info you gain.

Power Stunt:

Blindsight: You can sense targets accurately enough to use your power as your primary sense, allowing you fight blind effectively. You gain the Blindsight feat.

Continuous Scan: With a free action you can determine who within your range has the highest power level, but not any information other than that.

Extra:

Scan Interference: In addition to scanning the powers of others, you can interfere with others using this power, adding your power rank to the DC of their power checks.

Flaw:

Power Flash: Any time you scan a power level higher than your own, you must make a Will save, DC 10 + the power level scanned, or take stun damage as per a Damage save.

Probability Control

Cost: 5

Action: Free

Range: Personal

Duration: Instantaneous

Saving Throw: Will

You are able to control random chance, swinging probabilities in your favor. As a free action you control truly random events, like coin flipping or die rolling, with a power check, DC 10.

You can also add your power rank to skill checks that might be helped by controlling random chance, such as Profession (Gambling).

When making any type of roll, you can use this power to increase your chances of getting a beneficial roll. For each rank you have in this power, you can roll one extra d20 per power rank for a specific check and take the best result of all the dice. You may only roll one extra die per power rank per round. These dice may only be used on rolls you make.

Example: Random has Probability Control +5. During one round of combat, Random attacks an opponent and spends three of his extra d20s from Probability Control on the attack roll, rolling three extra dice (four total) and taking the best result. This leaves with him with two extra d20 during this round, which he uses later in the round for a Damage save, for which he rolls 2 extra dice (3 total) and takes the best result.

Extra:

Affect Others: You can use this power on others within your power rank x 10 in feet. You still choose which result to use, enabling you to befuddle enemies by choosing low rolls. If the target wishes, he may resist this power with a Will save against your power check.

Flaw:

Limited Control: You cannot use more than half of your dice on a single roll.

Proscribe

Cost: 2

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Will

You are able to prevent nearby creatures from approaching you. While this power is active, any creature in your range who wishes to move toward you or any creature outside your range who wishes to enter it must make a Will save, DC 10 + your power rank. Failure means the victim cannot take the move action toward you and loses that action this round. If the save is successful, the victim may move normally.

P o w e r S t u n t s :

Proscribe Mark: You may expend a Hero Point and mark a specific spot with this power, forcing everyone but you to stay back from it until you disable the mark. Disabling the mark requires a free action. You must touch the proscribe mark to disable it. As is normal for your power, a Will save allows someone to approach the mark.

Bar Doorway: You can focus your power to block anyone from crossing through a single doorway. Crossing the doorway requires a Will save as per normal for your power.

E x t r a s :

Focus: You can focus your power on a single target.

Harmful Proscribe: Instead of stopping people from approaching you, you can instead cause them damage if they approach. If targets move within your range, they must make a Damage save, DC 15+ your power rank.

Repulsion: Not only do people in your range have problems approaching you, but everyone in your range must also make a Will save, DC 10 + your power rank, or take a half action to move away from you that round. This save must be made every round the target is in range.

F l a w :

Limited: You can only affect a certain type of creature or beings whose powers stem from a certain power source.

P s y c h i c W e a p o n

Cost: 3

Action: Half

Range: Touch

Duration: Sustained

Saving Throw: Damage (Will)

You are able to form melee weapons of psychic energy, allowing you to do damage to the minds of your opponents in melee combat. It takes a half action to form your psychic weapon, and once formed, it has a duration of sustained. You make attack rolls like normal in melee combat with Psychic Weapon. On a successful attack, the psychic weapon ignores Armor and Protection. The target must make a successful Will saving throw against the damage, like a normal damage save, DC 15 + power

rank. The psychic weapon does either lethal or stun damage, chosen at power creation.

The psychic weapon's damage bonus is equal to your rank in Psychic Weapon. You add your Strength bonus to determine total damage bonus with a melee weapon. Psychic weapons have no effect on inanimate objects or mindless targets.

P o w e r S t u n t :

Dual Damage: You may do either stun or lethal damage, chosen when you attack.

E x t r a :

Energy Field: You are surrounded by a field of dangerous psychic energy, acting like the Energy Field power at your power rank. Your Energy Field ignores the Protection and Armor powers.

F l a w :

Weak Penetration: The Protection and Armor powers work against your psychic weapon.

R a g e

Cost: 6

Action: Half

Range: Touch

Duration: Special

Saving Throw: Will

You are able to instill a murderous rage in those you touch, increasing their ability to inflict and resist damage at the expense of self control. If you use the power on an unwilling target, you must succeed in a touch attack against the target, who then must make a Will save, DC 10 + your power rank. If successful, the target is not affected, but if the save is failed, the target enters a frenzied berserker rage. The target remains in the rage for one round for each point he failed the Will save by. Willing targets remain in rage for one round per point of Constitution or until they wish to end the rage.

While in this rage, the target receives a bonus to Strength, Constitution, and Will saves equal to your power rank, but also suffers a penalty to Defense equal to your power rank. While raging, the target attacks the closest target, friend or foe, until that target is incapacitated. The raged individual then moves to the next closest target. When the rage ends, the target must make a Damage save, DC 15 + your power rank. Regardless of this save, the target is fatigued at the end of the rage.

E x t r a s :

Berserker Minions: You can use this power on any of your minions with a range of sight.

Dextrous Rage: Victims of your power do not suffer a penalty to their defense.

F l a w :

Affect Self: You are only able to affect yourself with this power.

Read Opponent

Cost: 1

Action: Half

Range: Personal

Duration: Instant

You are able to evaluate the combat abilities of your opponents accurately. Doing so requires a half action and a power check, DC equal to the power level of the target. If the target knows what you are doing and wishes to try to mislead you, he can make a Bluff check to hide his fighting skills. If the target does this, you use the result of the Bluff check as your power check DC.

If your power check succeeds, you learn the attack and defense bonuses of the target, including what bonuses make up each (Dexterity bonuses, base attack bonus, and so on). You also discover any combat-oriented feats the target has.

Extra:

Body Language: Your understanding of how the body works allows you to interpret signals both consciously and unconsciously hidden. You gain a bonus equal to your power rank to all Innuendo and Sense Motive checks.

Reality Anchor

Cost: 2

Action: None

Range: Personal

Duration: Continuous

You are a solid part of reality, unable to be changed by reality warping, alterations to the timeline, or similar effects. Any time a character tries to use Time Travel, Time Control, or Reality Control against you, you reduce the power rank of the power by your Reality Anchor rank. If the attacking power rank is reduced to +0, the power does not affect you. You are also immune to any major or significant changes to reality, such as someone going back in time and drastically altering history by killing George Washington. You retain complete memory of the original timeline, though everyone else probably forgets it ever existed.

Extras:

Anchor Touch: You are able to touch others and extend your protection to them for one round per power rank. This includes granting them knowledge of any altered time lines.

Reality Perception: Not only are you resistant to significant changes in reality, but you can also perceive how those changes are occurring, granting you the Reality Perception power at your power rank.

Reality Mastery

Cost: 2

Action: Free

Range: Special

Duration: Special

Saving Throw: Varies

You are able to warp reality to your will and alter it in drastic ways to achieve your aims. This power allows you to mimic any single power for one round. In order to maintain the fabric of your reality, you must be careful in precisely how you do this. To mimic Energy Blast (Fire), you might cause gas mains to erupt around your target. You could use Telekinesis to send a car off a bridge. You cannot cause anything to happen that would cause a witness who knows you to say "Hey, you can't do that!" such as flying without assistance or shooting energy beams from your eyes.

As a free action you can set your Reality Control power to mimic any one power at your power rank, but this causes you to become fatigued. You may then use the power for one round. The duration of any power you mimic with Reality Control ends at the end of the round. You need not see or have experience with a given power to mimic it with Reality Control.

Example: *Omni-Port has Reality Control +12. While on a roof, Omni-Port needs to get away from an attacker. He spends a free action, becoming fatigued, and uses his Reality Control to mimic Protection +12. He then leaps off the building and bounces from awning to awning until he reaches the ground unharmed.*

Extra:

Extra Round: When you use Reality Control to mimic a power, the power remains with you for one extra round for each time you purchase this extra.

Reality Perception

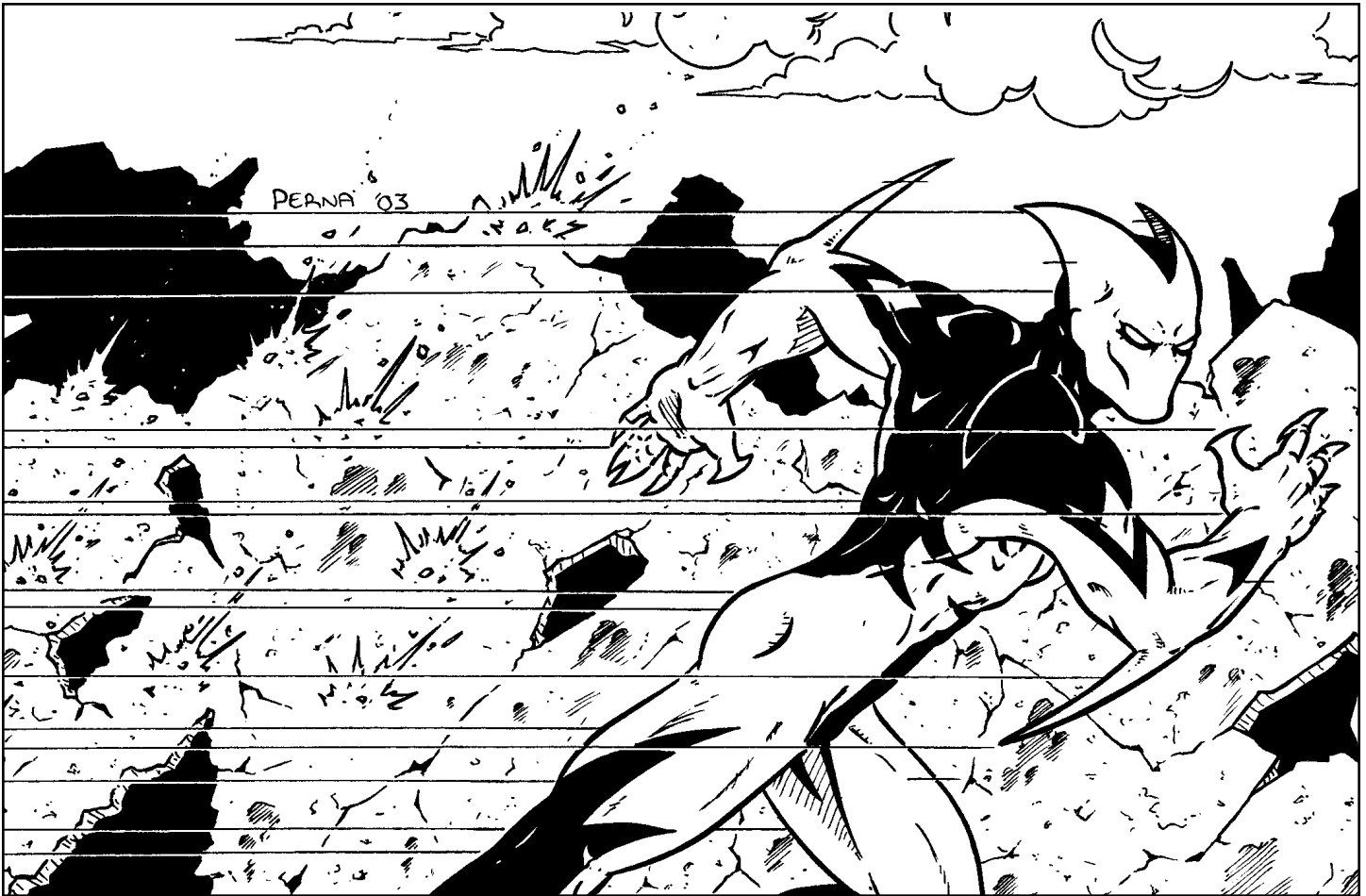
Cost: 2

Action: Free

Range: Personal

Duration: Continuous

You are able to detect changes in reality created by alternate time lines, parallel dimensions, portals to other dimensions, or characters with reality-altering powers. With a successful power check against the table below, you can correctly identify if a specific object or character is from a different reality or is altering reality. If you beat the DC by five or more points, you can see if the reality alteration is dangerous (such as rewriting history in a destructive manner through time travel). If you beat the DC by 10 or more points, you can identify how exactly the target is affecting reality.



DC Reality Alteration Perceived

10	Target from alternate dimension/timeline, dimensional portal, sense when in a dimension other than your own
15	Target from another time period, use of Reality Control power
20	Feel the time line being altered in the past

Power Stunt:

Blindsight: Your extraordinary perception of reality allows you to function even in complete darkness. You gain the Blindsight feat.

Extra:

Danger Sense: You can see reality change as people attempt to do you harm, enabling you to react to these situations even before they happen. You gain the Danger Sense power at your power rank.

Flaw:

Time Blind: You cannot see any changes or alterations to the time space continuum.

Reflect Power

Cost: 2

Action: Reaction

Range: Personal

Duration: Instant

Saving Throw: As power

You are able to reflect powers unsuccessfully used against you back at their owners. You may reflect back any power that you successfully save against. This requires an opposed power check, your Reflect Power against the power just targeted at you. If you are successful, your opponent is affected by her own power at her own power rank or your Reflect Power rank, whichever is lower. Your opponent must make whatever saving throws are required as normal. If your opponent is immune to her power, then she is not affected by the reflected attack.

Power Stunt:

Reflect Area: You are able to reflect an area attack power if you are in the area of effect. If you successfully reflect the power, its area of effect is centered on the power's owner.

Extra:

Refract: You can choose to aim the "reflected" power at another target within your power rank x 10 feet. This use of Reflect Power requires a ranged attack against the target, who saves normally.

Flaw:

Limited Reflect: You can only reflect powers with a single power source, such as only mystical powers.



S a b o t a g e

Cost: 4

Action: Half

Range: Touch

Duration: Instant

Saving Throw: Damage

You are able to break machines with a single touch, and you innately know how to shut down all kinds of machinery. To damage machines, you must succeed in a melee attack against the target, which then makes a Damage save, DC 15 + your power rank.

You receive a bonus equal to your Sabotage power rank to all Disable Device, Computers, Demolitions, Repair, and Science skill checks that involve destroying, disassembling, or deactivating a device.

You can also use your power on a device to cause it to malfunction in a specific way at a later date. This requires a power check against a DC based on the length of the delay and the complexity of the malfunction (see the table below). Success makes the item malfunction in the specified way and time.

DC	Time Delay
5	1 minute
10	1 hour
15	1 day
20	1 week
25	1 month
30	1 year

DC	Type of Malfunction
+0	Simple (engine cutoff, complete computer failure)
+5	Moderate (cause false radar images, cause a computer to erase specific files)
+10	Complex (cause a spacecraft to fly into a sun)

E x t r a s :

Explosive Destruction: Devices you destroy have a habit of exploding violently. Anyone inside such a device or within 10 feet of it must make a Damage save, DC 10 + your power rank.

Electromagnetic Pulse: Your understanding of shutting down machines extends even beyond your touch. You gain the Electromagnetic Pulse power.

S e n s e

A l t e r a t i o n

Cost: 3

Action: Half

Range: Normal

Duration: Sustained

Saving Throw: Will

You are able to inhibit or sharpen the senses of others, both normal and super-senses. You are able to affect only one sense, chosen at the time of character creation.

You are able to deaden the designated sense of your target. You must hit the target with a normal ranged attack roll. If you succeed, the target may resist with a Will save, DC 10 + your power rank. A failed save means the target's designated sense is negated. Any powers based on this sense are also inhibited. The target gets another Will save each following round with a cumulative +1 bonus to regain his inhibited sense.

Example: *Blackout has Sense Alteration (Sight) +10. To use his power to block a target's senses, he strikes the target with a ranged attack. The target gets a Will save, DC 20, but fails the save and is blinded. Because the target's Will save bonus was +4 on the round he was blinded, he gets another Will save against the Sense Alteration (Sight) power on the following round with a +5 bonus. Each round the target gets another save with this cumulative +1 bonus.*

You can also sharpen the senses of others. To do so, you must hit the target with a ranged attack. The target can choose to resist with a Will save, DC 10 + your power rank. A target affected by this power adds your Sense Alteration power rank to any skill checks or power checks involving the sense you are heightening. For example, a target with heightened sense of sight would receive a bonus to Spot checks.

Extra:

Extra Sense: You can affect one extra sense with this power.

Illusion: You can project images into the senses of your target, granting you the Illusion power at your power rank. The illusion exists only in the form of your chosen sense.

Telescopic Sense: You can expand the range of a target's sense as well as its finesse. With a successful ranged attack, you grant the Telescopic Sense power to your target at your Sense Alteration power rank.

Sensory Link

Cost: 2

Action: Half

Range: Special

Duration: Concentration

Saving Throw: Will

You are able to experience distant places through the senses of others temporarily. You can even use the enhanced senses of animals. There are three ways you can choose a being to see through, all of which require the target to be within your power range listed on the table below.

The first method is knowing your target personally, such as a friend or a well known enemy. Second you can sense through any creature within your line of sight. Third if you wish to spy on a specific location, you can select the location and try to

reach out to the senses of any creatures in the vicinity. In this third case, the kind and number of creatures present are up to the Gamemaster.

If the target of this power is willing, you can see through the creature's senses without special effort, using the creature's Spot, Search, and Listen skill levels. You also gain any other sensory abilities of the creature, such as scenting ability. Targets of this power know their mind is being invaded and have the opportunity to resist. If the target is an unwilling victim, you must beat the target in a power check against the target's Will save. If the target succeeds, you cannot make contact with that target, though you may try again. Generally animals will not resist this power.

While you are using this power, you are oblivious to your surroundings because your senses are superseded by those of your target.

Rank	Range
1	10 feet
2	100 feet
3	1000 feet
4	1 mile
5	2 miles
6	20 miles
7	200 miles
8	2,000 miles
9	20,000 miles
10	200,000 miles
11	2,000,000 miles
12	20,000,000 miles
13	200,000,000 miles
14	2,000,000,000 miles
15	20,000,000,000 miles (anywhere in the solar system)
16	Nearby star systems
17	Distant star systems
18	Anywhere in the galaxy
19	Nearby galaxies
20	Anywhere in the universe

Power Stunt:

Alert Senses: You add a +2 bonus to all Spot, Listen and Search checks when seeing through the senses of others.

Extra:

Sensory Interference: When you see through the senses of your target, you can choose to block out the target's senses so neither of you can sense anything. The target is always considered to resist this power, and the range is reduced to your power rank x 10 feet. If the target fails the opposed power check against Will save, he loses his senses but gains another save every round. If the target succeeds, you lose contact with the target.

Flaws:

Animal Sense: You can only see through the senses of animals.

Human Sense: You can only see through the senses of humans.

Singularities

Cost: 4

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Damage, Fortitude

You are able to create very small and temporary singularities, in essence creating short-term black holes that are sub-atomic in size. These singularities have immensely powerful gravitational fields, pulling everything nearby towards them.

You can place the singularity anywhere in your power range. If the target square is occupied, the creature or object occupying the square must make a Damage save, DC 15 + your power rank. Anyone in the same square with the singularity must also make a Fortitude save, DC 10 + your power rank, or be rendered unable to move by the intense gravitational forces of the singularity.

The singularity has a range of 5 feet per power rank in every direction. Anything within range of the singularity will be drawn toward it. Any unattached items of Large size or smaller will be drawn toward the singularity. Creatures may attempt a Fortitude save, DC 10 + your power rank, to resist being pulled towards the singularity. Those who fail will be drawn toward the singularity at a rate of one 5-foot square per 5 power ranks per round. Any item that enters the same square as the singularity will begin suffering damage.

Due to the contorting effect of the singularity, any number of items can fit in the square with it. If multiple items are in the same square with the singularity when the power ends, the items then expand to fill all the necessary nearby squares.

Once a singularity is created, it cannot be moved. Unless you are immune to your own power, you too will be dragged into your own singularity if you are within its range.

Power Stunt:

Singularity Bomb: You can create very small singularities that only damage a single target. Using a singularity bomb requires a ranged attack against the target, which then makes a Damage save, DC 15 + your power rank. The bomb vanishes immediately after its use.

Extras:

Master of Gravity: You are attuned to gravitation fields in general, gaining Gravity Mastery at your power rank.

Time Collapse: Those sucked into the singularity square cannot take full actions and may only take one half action per turn.

Solid Step

Cost: 1

Action: Half

Range: Personal

Duration: Sustained

You are able to walk on gaseous and liquid matter as if it were solid ground, allowing you to walk on water and leap from cloud to cloud. You may walk on any liquid as if it were solid ground and any gas other than normal air, such as clouds, smog, and fog. You may move five feet per rank as a half action, double that as a full action, and quadruple that when sprinting, all at the expense of your dodge bonus to defense. You may still take falling damage if you do not have sufficient gaseous material to step on.

Power Stunt:

Slow Fall: You automatically slow your descent when falling, reducing the damage save DC of any falling damage by 1 for each time you take this power stunt.

Extras:

Airwalk: You are able to walk on any type of gas, even normal air, as if it were solid ground.

Force Field: You are able to form gaseous matter around you in a defensive manner, gaining the Force Field power.

Obscure: You are able to control gaseous matter to obscure the area around you by moving fog, smog, and dust around to block the vision of others. You gain the Obscure power.

Flaws:

Only Gases: You can only walk on gaseous matter.

Only Liquid: You can only walk on liquid matter.

Spatial Manipulation

Cost: 9

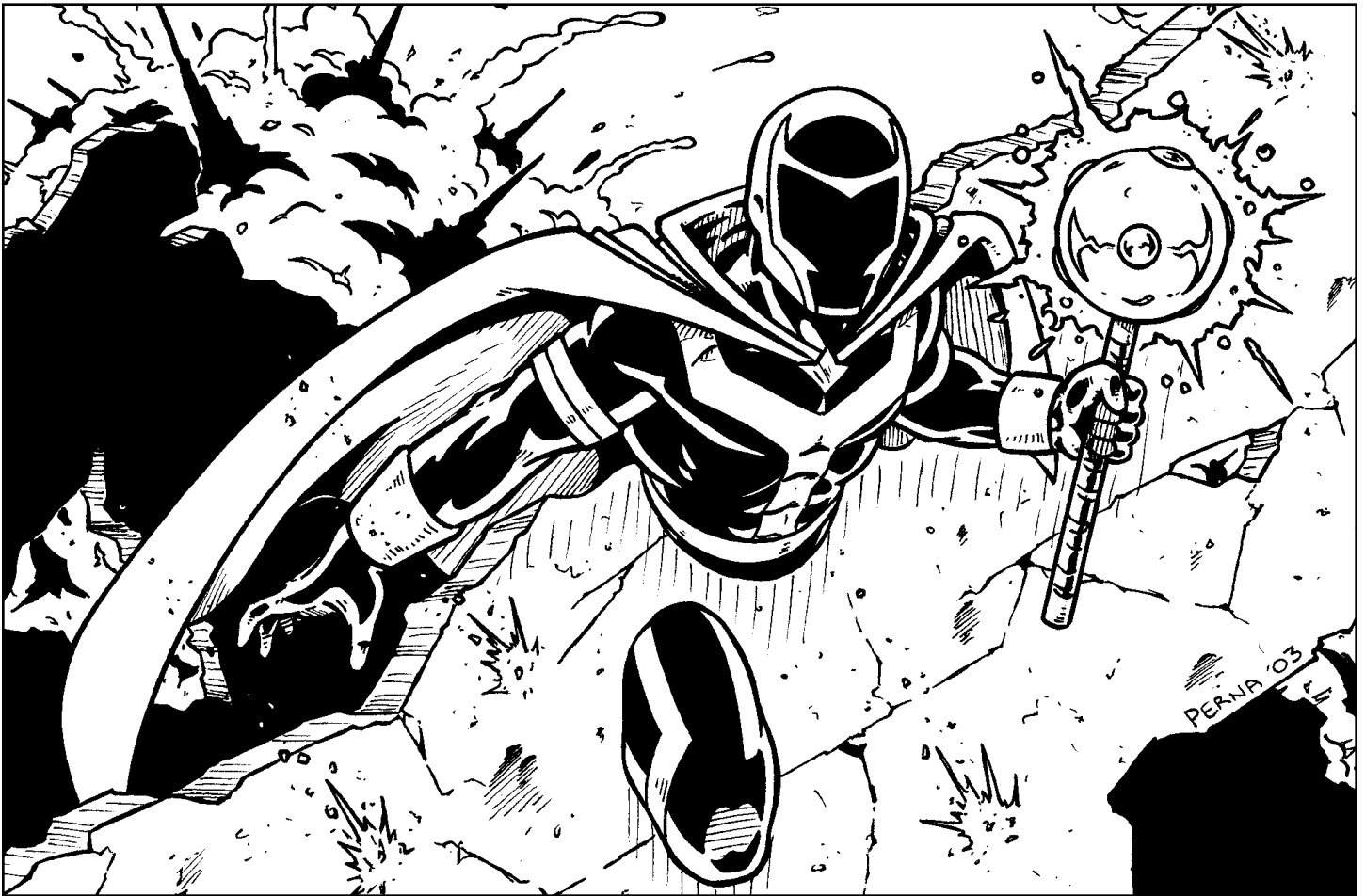
Action: Half

Range: Normal

Duration: Sustained

You are able to bend space to your will. You can temporarily eliminate the distance between two points, causing them to exist side by side regardless of the space that separates them. You gain the following powers at your power rank:

- Teleportation at your power rank by folding space between your location and the destination.
- Deflection at your power rank. This version of Deflection is not limited by your maximum carrying capacity.
- You can make melee attacks against opponents within your power range, treating them as if they were in an adjacent 5-foot square.
- By altering the space around an enemy, you can try to turn him inside out. This aspect of Spatial Manipulation requires a ranged attack against the target. If the attack hits, the target must make a Damage save, DC 15 + your power rank.
- You may increase or decrease the volume of a container, room, or similar item. You can multiply or



divide the interior size of the target item by your power rank. This can only affect inanimate objects.

- You may bypass Armor or Force Field powers. You must make an opposed power check to succeed with your bypass, and each attempt requires a half action in addition to whatever time the attack takes. With a successful opposed power check, your next attack may ignore the targeted Armor or Force Field. This spatially-manipulated attack must be the next action you make after the opposed power check or your attack loses its bypass ability.
- By shrinking distances, you can make your attacks accurate at great range. You can multiply the range increment of all your ranged attacks by your Spatial Manipulation power rank.
- By manipulating the amount of space you have to cover, you can alter your speed. You increase your base speed by 5 feet per Spatial Manipulation power rank.

P o w e r S t u n t :

Space Fold: You can fold space on an interstellar level, allowing you to teleport one light year per power rank. This requires a full round action and cannot be done within the orbit of any planetary body.

E x t r a s :

Acceleration: You can increase the speed of others in your range by bending space in their favor. Subjects must be within

your power rank x 5 feet of you. Each person you speed up drops your Spatial Manipulation by one rank, but everyone affected has his base speed increased by 5 feet per power rank.

Deceleration: By increasing the distances targets must cross, you may decrease their movement. This requires a ranged attack against the target. If your attack is successful, the target may resist with a Reflex save, DC 10 + your power rank. Failure means the target's movement is reduced by 5 feet per power rank. The target gets an additional Reflex save each round with a cumulative +1 bonus.

Increased Range: You can make the attacks of your enemies less accurate by increasing the distance the attacks must travel. This requires a ranged attack against the target. If your attack hits, the target may resist with a Reflex save, DC 10 + your power rank. If this save fails, the target's range increment is divided by your power rank. The target gets an additional save each round with a cumulative +1 bonus.

S p i r i t S e n s e

Cost: 4

Action: Varies

Range: Normal

Duration: Continuous

Saving Throw: Will

You are able to see the spirits of the dead, converse with them, and even force them away. You are always able to see recently departed spirits if they are active in an area. You can also see individuals engaged in using Astral Projection, though you cannot affect them as you can spirits. Spirits will be attracted to you because they sense that you can see them. You will often be bothered by spirits looking for help with things left undone in life or by spirits who are merely angry and wish to take that anger out on someone. If a spirit is active, you can automatically see it and converse with it. Spirits are not automatically helpful or even favorably inclined to you, but they treat you with some respect because they recognize your gifts. You can question murder victims after their deaths, discover the secrets of long dead civilizations from its inhabitants, or even interrogate the minions of a supervillain after their passing.

You can summon spirits in the location the spirit died in, a place of particular interest to the spirit (like a home), or at the location of the spirit's physical remains. Summoning a spirit requires a power check against a DC found on the table below. Summoning a spirit takes a full round action. Once a spirit is summoned, you can question it about what it knew in life, compelling it to answer one question as a half action by beating the spirit in power check against the spirit's Will save. If you win, the spirit must answer one question truthfully. A spirit may wish to return to its rest, forcing a power check against the spirit's Will save each round to keep the spirit active.

Situation	DC
Summoning an active spirit	10
Summoning a spirit at the spirit's grave	15
Summoning a spirit at the spirit's former residence	20
You have an item of extreme importance to the spirit	-5

You can force active spirits away as a half action, requiring a power check against the spirit's Will save. Forcing spirits away in such a fashion gives them two choices: leave the range of this power if they are able (location-oriented spirits may not be able) or return to their rest. Permanently trying to exorcise a spirit requires a full round action and another power check against the spirit's Will save, but the spirit receives a +5 bonus to its roll.

Extras:

Energy Blast: Using a bound spirit, you can attack a target with a flurry of poltergeist punches as per the kinetic energy type.

Ghost Touch: You are able to interact at will with incorporeal objects.

Telekinesis: You have a number of small spirits working for you that can move objects around at your will. You gain the Telekinesis power.

Flaws:

Converse Only: You cannot exorcise or force spirits away, only sense and speak with them. You can still learn to control spirits in limited ways by purchasing the Telekinesis or Energy Blast extras.

Stage Magic

Cost: 3

Action: Varies

Range: Personal

Duration: Continuous

You are trained in the arts of misdirection and sleight of hand, enabling you to hide objects on your person cunningly and perform many other skillful acts. You add your rank in Stage Magic to all Sleight of Hand, Open Lock, Escape Artist, and Disguise checks in addition to any Perform checks involving magic tricks or escapes.

For each power rank in this power, you can hide one Diminutive object on your person with no chance of it being discovered during a normal search, though extreme measures may reveal its existence. Tiny objects count as two Diminutive objects, and Small items count as four Diminutive objects. Hiding an item requires a full round action while out of sight from those who may search you. Removing the item requires a half action.

By spending one Hero Point, you can ensure that no one will find one item hidden on your person, regardless of search attempts. No use of powers, technology, or skills may find the item.

Power Stunt:

Speed Draw: You can remove items from their hiding spaces as a free action instead of a half action.

Extras:

Flash Powder: Using sparks and smoke you can shock your opponents' senses, granting you the Dazzle power at your power rank.

Misdirection: You have mastered the art of verbally directing the attention of others. You add your power rank to Bluff and Innuendo checks.

Vanish: You may add your power rank to Hide checks, and you can use Hide as a half action even when in plain sight, disappearing from view by stepping behind cover or into the shadows.

Summon

Cost: 2

Action: Half

Range: Normal

Duration: Concentration

You are able to summon creatures from other dimensions to serve you, but only for a limited time. When you purchase this power, you create the type of creature you can summon. You can give your summoned beings one power level for each rank in this power. Your summoned creatures are considered minions. They may have any powers, feats, or skills you choose to give them with the allotted power points. You may have one creature serving per power rank.

Summoning a creature takes a half action and the creature will appear anywhere you can see within your power range. The creature follows your verbal commands or gestures as best it can, including fighting to the death. Once your concentration is broken, summoned creatures return to their home dimension. Summoned creatures can be returned to their home realm as a free action.

P o w e r S t u n t s :

Chosen Creature: You can summon a specific creature that acts as a normal character instead of a minion. If this creature is killed, you must purchase this power feat again to find another creature of that caliber to summon.

Extra Creatures: Each time you take this power stunt the number of creatures you can have serving you at a single time doubles.

Varied Creatures: Each time you take this power feat you create one other creature you are able to summon. This creature has a power level equal to your power rank.

E x t r a s :

Coordinate: You are able to use the Coordinate power with one summoned creature per power rank. This extra may not be combined with the Uncontrolled flaw.

Simultaneous Summoning: Assuming you are able to summon multiple creatures, having purchased the Extra Creatures feat, you can summon one creature per power rank as a half action.

F l a w s :

Limited Numbers: Your summoned creatures are drawn from a limited pool of creatures. If a creature is slain, the total number of creatures you can have summoned at a single time is reduced by one for the next 24 hours. Multiple deaths may leave you unable to summon at all.

Ritual Summoning: You require at least one minute and several hundred dollars worth of rare summoning components, like special candles, sand, or crystals, to summon your creatures.

Uncontrolled: Your summoned creatures do not follow your instructions and instead act on their own whims, though they may be bribed into listening to you.

S u p e r S c i e n c e

Cost: 6

Action: Special

Range: Personal

Duration: Special

You are an expert in the most difficult sciences, able to rewrite the laws of physics if given enough time and equipment. Your inventions often push the boundaries of reality and would revolutionize the world if they didn't require your constant supervision to remain functional. This power requires a fully equipped high tech lab, and it is assumed if you have this power you have a lab in your headquarters.

You may add your Super Science power rank to any Science, Computers, or Repair checks.

By spending a Hero Point and one hour tinkering in your lab, you can create a device that will mimic any single power with a power rank equal to your Super Science power rank. No power may be mimicked that costs more than 6 power points per rank. Each extra or power stunt taken for a Super Science device reduces the power rank of that device by one.

This device is jury-rigged and will last for 24 hours unless you spend another Hero Point, which will keep the device functioning for another 24 hours. You can calibrate this device to take advantage of known Weaknesses of your opponents, such as Susceptible or Vulnerable. You can have more than one device functioning at a time but each device requires an individual Hero Point to operate. All products of the Super Science power have the Device flaw.

P o w e r S t u n t :

Well Built: Your devices last for 48 hours before requiring another Hero Point to keep going.

F l a w s :

Single Device: You can only have one device functioning at a time.

S u s t a i n

Cost: 3

Action: Half

Range: Touch

Duration: Concentration

Saving Throw: Fortitude

You produce a type of energy that will sustain creatures of your own species or similar species in the face of starvation, dehydration or suffocation. Any being with an anatomy compatible to your own may draw sustenance from you as long as it is contact with you. You can support one being per power rank, but you may not support yourself (purchasing Immunity feats is suggested for those with this power). This energy will fuel the affected bodies, but not prevent death due to explosive decompression, pressure, or similar environmental conditions. While continuous contact is required to prevent suffocation, you may instill enough energy to fight off hunger and thirst for one day with a full round of contact, though you may only use this on one person per day per power rank.

P o w e r S t u n t :

Different Metabolism: You are able provide energy for one type of metabolism other than your own, such as creatures that breathe methane or even machines that need electricity.

E x t r a s :

Environmental Protection: Those benefiting from this power through direct contact are also protected from environmental threats, such as the vacuum of space or the crushing pressure of the deep sea.

Invigorate: In addition to supporting the metabolisms of those around you, you also increase their resistance to pathogens, disease, and similar threats. You gain the Invigorate power at your power rank.

Produce Supporting Matter: You produce food, water, and other materials instead of just energy, enabling others to enjoy a good meal instead of merely absorbing energy.

S w a l l o w

Cost: 1

Action: Half

Range: Touch

Duration: Instant

Saving Throw: Reflex

You are able to pull your enemies into your own body by swallowing them, absorbing them into your skin, or some similar action. Swallow requires a melee attack against the target. After your attack hits, the target receives a Reflex check, DC 10 + your power rank, to avoid being swallowed. If this save fails, you absorb the target. You can hold one Medium-sized target per power rank or two targets of Small size or smaller in you at the same time. While targets are swallowed, they can take no physical actions, but they are free to take mental ones. Swallowed characters can use powers like Teleportation or Dimensional Travel, for example, to escape as per normal.

When you select this power, you must choose one of the following methods for your victims to escape: Strength check, Escape Artist check (or Dexterity check), Reflex save, or Will save. Swallowed characters attempting to escape must succeed in the selected check or save, DC 10 + your power rank. Attempting to escape requires a full round action, and successful escapees appear in any adjacent unoccupied 5-foot squares.

P o w e r S t u n t :

Large Gullet: You are able to swallow creatures of larger than normal size. Taking this power stunt once allows you to swallow Large creatures, which count as two Medium creatures. If you take this power stunt twice, you can swallow Huge creatures, but each takes up the space of four Medium creatures. Taking this power stunt a third time allows you to swallow Gargantuan creatures, but each Gargantuan creature takes up the space of eight Medium creatures.

E x t r a :

Damaging Containment: Any creatures you swallow take damage each round, requiring a Damage save, DC 15 + your power rank.

S w a r m

Cost: 3

Action: Half

Range: Personal

Duration: Concentration

Your body can transform into numerous smaller forms, such as rats or worms, making you very difficult to harm. Switching back and forth generally requires a half action, but all of your swarm components must be in contact with each other to turn back into normal form. When you select this power, you must choose which form is your natural state, swarm or standard. You change into your natural form whenever you are unconscious or disabled.

While in swarm form, you break into numerous smaller animals of Tiny size, improving your defense and your attack bonus by +2. While in your alternate form (swarm or standard), you may only use your powers at a rank equal to or below your rank in Swarm. Each hit you take renders some of your component creatures unconscious; each hit reduces your effective Swarm power rank by one but causes you no actual damage until your Swarm rank is reduced to 0. These lost points must be healed as per normal hits. Your speed remains unchanged in swarm form, but your Strength is reduced by -4. You are unable to speak in swarm form or carry out any task that requires humanoid form or opposable thumbs.

The extras attached to this power may only be used while you are in swarm form.

P o w e r S t u n t :

Diminutive: Your Swarm component creatures are Diminutive in size instead of Tiny, adding +4 to your defense and attack bonus when in Swarm form.

Solo Formation: You do not need your swarm creatures to be in contact with each other to change into humanoid form. Your humanoid form can be shaped from any of your component creatures.

Swarm Speech: You are able to speak in your swarm form.

E x t r a s :

Amazing Save (Reflex): The spread out nature of your swarm form makes it easy for you to avoid damage, granting you the Amazing Save (Reflex) power at your power rank.

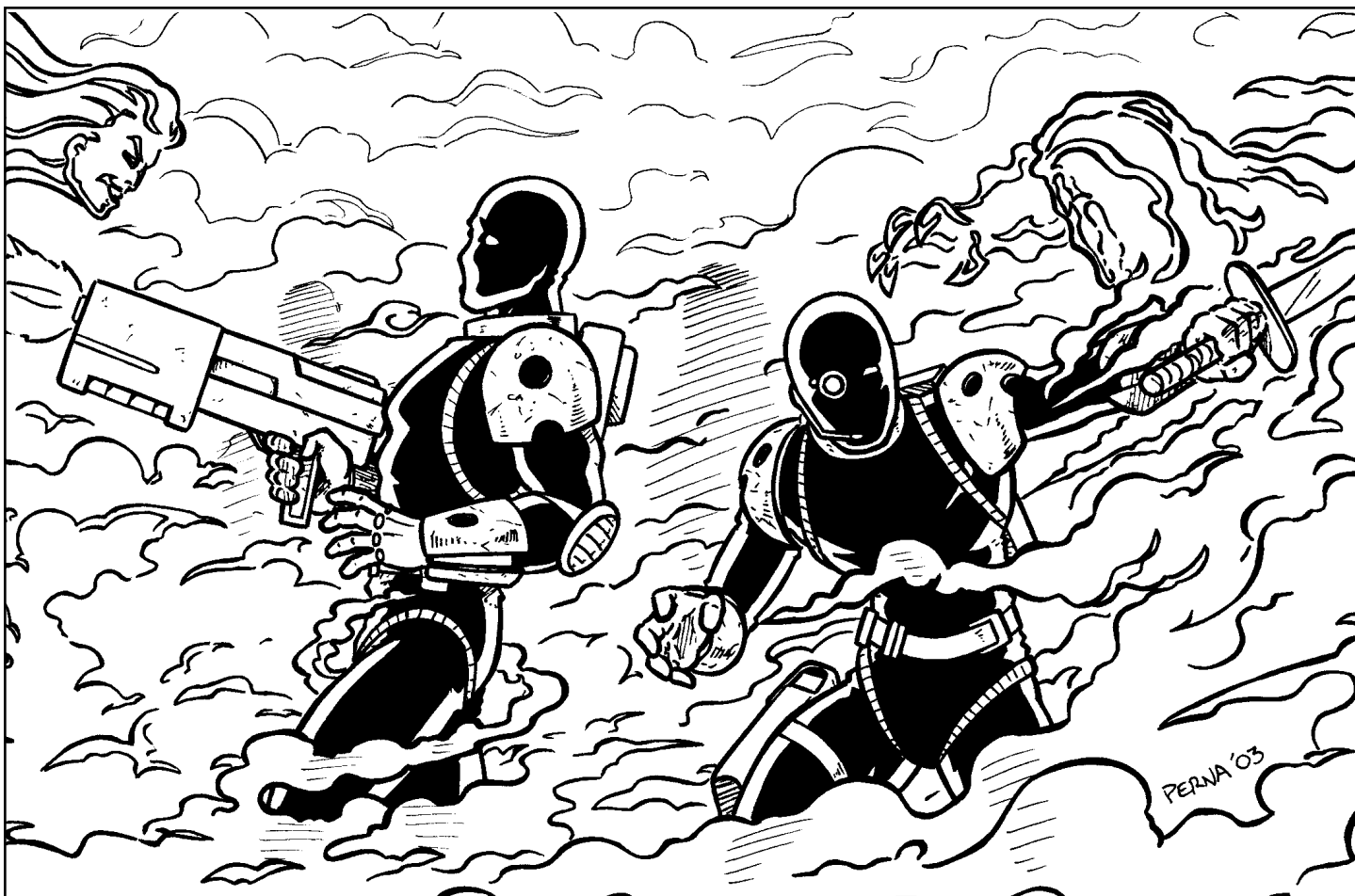
Combat Sense: With all the eyes amongst your many component creatures you are able to avoid being surprised in combat, granting you the Combat Sense at your power rank.

Flight: Your swarm form is made up of birds, insects, or other creatures that are able to fly.

Natural Weapons: Your swarm form has some form of natural weaponry, such as claws or beaks. This extra allows even animals that do not normally have weapons to develop barbs, stingers, or teeth.

F l a w s :

Swarm Only: You are always a flock of small creatures and are incapable of taking a normal, humanoid form.



S y n c h r o n i c i t y

Cost: 4

Action: Half

Range: Special

Duration: Special

You are able to alter the future in small, but possibly important ways. The more drastic the alteration or the sooner the alteration comes to pass, the more difficult the change is to create. This power is useful for arranging beneficial coincidences, such as a taxi pulling up right when you need it or an important paper ending up getting lost months in the future. Accidents and coincidences are the domain of this power.

Using this power requires a half action and the expenditure of a Hero Point. When you use this power, you tell the Gamemaster in general terms what you want to happen and the time frame in which you want the alteration to occur. Use the guidelines below to determine the power rank required for the alteration, adding together the power rank required for the situation and the elapsed time. You then spend a Hero Point. The Gamemaster describes how fate intervenes on your behalf. Only at the most powerful levels can Synchronicity be used to cause harm to others or to cause immediate effects. This power is best used with planning or to swing fate your way with very small pushes.

The Gamemaster may rule that certain uses of this power are impossible, such as being left completely alone while decom-

pressing in space and trying to use this power to escape death. The Gamemaster may spend a Villain Point to nullify a single use of this power.

Situation	Power Rank
Minor Alteration (make someone lose their house keys, lose a letter)	1
Moderate Alteration (run into a specific person on the street, have a taxi show up just when you need it)	4
Major Alteration (injure someone, lose something of vast importance)	7
Drastic Alteration (kill someone, major weather activity)	10

Elapsed Time	Power Rank
1 round	10
1 minute	9
10 minutes	8
1 hour	7
6 hours	6
1 day	5
1 week	4
1 month	3
6 months	2
1 year	1

E x t r a :

Payback: You may use this power without spending a Hero Point, but doing so means destiny will backlash against you. The backlash acts like your chosen act of Synchronicity being used against you at the same power rank. The effect is determined by the Gamemaster.

F l a w s :

Drastic Consequences: Any time you use this power to create an effect that requires more than half your power rank, you annoy fate and receive some unwanted bad luck. The Gamemaster gains one Villain Point, which he may use to activate your Synchronicity power and use it against you.

Thrashing Alteration: You must make a Will save against a DC equal to the power rank required for your use of Synchronicity and treat the result as a lethal Damage save.

T h r e s h o l d

Cost: 4

Action: Free

Range: Personal

Duration: Instant

You are able to ignore pain and injuries, so you can continue acting even in the face of grievous bodily harm. You may ignore one point of penalties from hits per power rank. If disabled or knocked unconscious, you may make a power check, DC 10 + the number of hits you have suffered, to remain mobile. If successful, you can continue to act normally for one round per power rank, after which you must make another power check to keep acting normally. Each round you act normally after being disabled or knocked unconscious or disabled inflicts a lethal hit on you.

P o w e r S t u n t :

Slow Bleeder: You may add your power rank to Fortitude saves to stabilize when dying.

E x t r a :

Unstuntable: You cannot be stunned. When a Damage save results in stunned, you take a hit instead. This only happens as long as you have sustained fewer hits than your power rank.

T r a n s m i s s i o n

Cost: 4

Action: Half

Range: Special

Duration: Concentration

You are able to receive, send, jam, and alter radio, television, infrared, and most other forms of broadcast transmissions. You can target any signal originating in your range, being received in your range, or traveling through your range with this power. Your range for Transmission is 100 miles per power rank.

You may automatically listen to any transmission in range, requiring no power check unless the signal is encrypted.

Encrypted signals require a power check opposed by the Knowledge (Encryption) or Computers skill of the signal sender. (A power like Comprehend also allows you to decrypt such signals.) If successful, you may listen to or view the broadcast. Viewing the broadcast does not require a monitor; instead you see the broadcast picture in your mind's eye.

You can broadcast radio, television, or similar transmissions within your range. This does not require any equipment. You are able to generate signals containing any image or sound you can imagine. This requires a power check based on the complexity of the broadcast.

DC Broadcast Complexity

10	Morse code
15	Radio broadcasts
20	Television broadcasts
25	High definition television

You may also jam all transmissions within your range. Anyone seeking to broadcast a signal must defeat you an opposed check of an appropriate skill (Computers, Knowledge (Radio), Science, or so on) against your Transmission power rank. If you are successful, the signal is jammed.

Last you may alter or replace transmissions with broadcasts of your own making. To replace a signal with your manufactured broadcast, you must succeed in a power check opposed against the skill check of the signal's sender.

P o w e r S t u n t :

Selective Jamming: You are able to jam only certain signals, selecting one signal to reach its destination while blocking the others. Each time you take this power stunt, you can choose to leave one signal unjammed.

E x t r a s :

Encrypt Signal: You may encrypt the signals you send. Interpreting these encrypted transmissions requires a Knowledge (Encryption), Computers, or Comprehend check, DC 10 + your power rank.

Instant Communication: You can broadcast signals instantaneously up to a distance of 1 light year per power rank.

Sensor Jamming: You also jam most forms of high tech sensors, including radar, within your power range.

F l a w :

Limited Signals: This flaw removes your ability to work with one form of transmission, such as television or radio signals. You can take this flaw multiple times.

T r a p

Cost: 2

Action: Half

Range: Special

Duration: Special

Saving Throw: Reflex

As a half action you can set traps to release an attack power under specific conditions. When you take this power, you must choose an attack power that the trap releases and the trigger for the trap. Additional attack powers and triggers can be purchased as power stunts. The trap strikes the character who activates the trigger with its attack power. If the attack power normally requires an attack roll, the victim instead makes a Reflex save, DC 10 + your power rank, to avoid getting hit with the attack power. Attack powers with the Area extra behave normally and are centered on the trap. The target then makes any saving throws as per normal for the attack power.

The following powers may be selected as the attack power for the trap: Corrosion, Dazzle, Disintegration, Energy Blast, Fatigue, Paralysis, Snare, or Stun. Any extras or power stunts for these powers can be purchased as per normal.

The following triggers may activate the trap:

- **Command Word:** The trap goes off when a specific word is said within 10 feet x your power rank.
- **Motion:** Any creature that comes within 10 feet of the trap sets it off unless they are incorporeal or succeed at a Hide check, DC 10 + your power rank.
- **Remote Detonation:** The trap can be activated as a standard action from a distance of up to your power rank x 10 miles.
- **Timer:** The trap goes off after a specified amount of time.
- **Trip Wire:** A creature entering a specified square sets off the trap (the trap need not be in the same square). Spotting the tripwire requires a Spot check, DC 10 + your power rank. The trip wire must be within 5 feet x your power rank of the trap.

Spotting a trap before it goes off requires a Spot check, DC 10 + your power rank. You can disarm a trap after it is set with a half action, but you must be in contact with the trap.

You can only have one trap set for each power rank.

P o w e r S t u n t s :

Disarm Command: You can disarm your traps from a distance with a single command word. You must be no further than 10 feet x your power rank from the trap to use this ability.

Extra Attack Power: You may choose another attack power that can be used in your traps. You may only use one power at a time unless you purchase the Multiple Powers extra below.

Extra Trigger: You can choose another trigger to use with your traps.

Stealth Trap: Spotting your traps requires a Spot check, DC 20 + your power rank.

E x t r a :

Multiple Powers: You can include two powers in your trap that both affect the victim of the trap. This extra may be purchased multiple times, each time increasing the number of powers contained in a single trap by one.

F l a w :

Disarm: Your traps can be disarmed by others with a skill check. The skill used should be Computers, Demolitions, Repair, or a suitable Knowledge skill. The skill check has a DC of 15 + your power rank.

T r e m o r

Cost: 3

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Reflex

You are able to cause violent shaking in the ground around you, throwing those nearby from their feet and inflicting serious damage on nearby buildings. All beings within your range who are standing on the ground must make a Reflex save, DC 10 + your power rank, or fall prone. As long as this power is active, everyone in range must continue to make a Reflex save every round to remain standing and make another Reflex save if they wish to try to stand up. While prone, victims of this power suffer a -4 penalty to melee attacks. Prone victims lose their dodge bonus to defense and add your power rank to the DC of any Dexterity-based skills checks, Strength-based skills checks, and Concentration checks. Individuals attacking a prone target in melee receive a +4 bonus.

Any buildings in the vicinity must make a Damage save against 15 + your power rank. Anyone inside the buildings must make the same save as falling debris rains down.

E x t r a s :

Tremor Break: Everyone in your range in contact with the ground must make a Damage save, DC 15 + power rank, as intense vibrations rip through the surrounding area.

Vibration Strike: You can cause your hand to vibrate intensely, adding your power rank to your unarmed combat damage.

T r u t h

Cost: 3

Action: Free

Range: Normal

Duration: Sustained

Saving Throw: Will

All those within range of this power must succeed at a Will save, DC 10 + your power rank, to lie. If this save fails, they must state the truth. This power does not compel people to speak or to answer questions; it simply assures that people who speak are speaking the truth. The best defense against this power is saying nothing at all.

Example: *The Marshal, possessing Truth +10, catches one of the minions of his arch-enemy Doctor Vile. He activates his Truth power and asks the minion the location of Doctor Vile's new base. The minion tries to lie and give the Marshal false directions, so he makes a Will save against DC 20 and fails.*

Instead of the false directions, the minion tells the Marshal exactly where Doctor Vile's hideout is.

P o w e r S t u n t :

Selective Truth: For each time you take this power stunt, you can spare one person from the effects of your power.

E x t r a :

Binding Truth: Your tie between spoken words and reality is so strong that you can force people to comply with what they say. You gain the Oathbinder power at your power rank.

F l a w :

Obvious: A bright light or noise accompanies the use of this power. The signal obviously originates from the power's source, and it fills the area of your range.

U n s t o p p a b l e

Cost: 4

Action: None

Range: Personal

Duration: Continuous

Saving Throw: Damage

You are very difficult to stop once you get moving. When using the ramming type of charge attack, you add your Unstoppable power rank to the damage save DC. If you destroy, knock unconscious, or disable the target of your ramming attack, you may continue your move in a straight line, until double your base movement. You can make a ramming attack against any other objects or characters in your path until you run out of movement or one of the objects or characters withstands your attack. When checking to see if you take damage after each ram, you receive a bonus equal to your power rank.

You also gain your power rank as a bonus to bull rush attacks.

E x t r a s :

Energy Field: In addition to being able to plow through objects, you are covered in a damaging field of energy. You gain the Energy Field power at your power rank.

Protection: Your ability to push your way through objects also makes you difficult to hurt. Your power grants you the Protection power at your power rank.

F l a w :

No Control: Once you begin ramming, you cannot choose to stop your movement. You only stop when something resists your damage or you run out of movement.

V a c u u m

Cost: 4

Action: Half

Range: Normal

Duration: Concentration

Saving Throw: Constitution, Damage

You are able to force the air away from the lungs of targets, which makes it impossible for them to breathe and inflicts explosive decompression on them. To use this power, you must succeed in a ranged attack against the target. A successful attack means the target begins to suffocate. The air is sucked out of the target's lungs, denying him the normal time during which he could hold his breath. The target must make a Constitution check each round, DC 10 +1 per previous successful save. If the character fails this check, he goes unconscious. During the next round, assuming the character is still affected by this power, he is dying and cannot stabilize until he is able to breathe. This facet of Vacuum will not affect a character with Immunity (Suffocation).

In addition to struggling for breath, the targeted character must resist the explosive force of decompression. This requires a Damage save every round, DC 15 + your power rank.

P o w e r S t u n t :

Controlled Vacuum: You can choose only to suffocate your target instead of suffocating and decompressing them.

E x t r a :

Extinguish: You are able to extinguish flames by drawing away the oxygen fueling the flame. With normal fires you can extinguish one 5-foot square of flame per power rank. Against fire created by a power, you must beat the power user in an opposed power check. If you win, the flame is extinguished.

F l a w :

Last Breath: Your power does not immediately pull air from the target's lungs. Your targets can hold their breath for one round per point of Constitution before having to make Constitution checks to remain conscious.

V e h i c l e P o o l

Cost: 3

Action: Special

Range: Special

Duration: Special

You have access to a number of vehicles, all of which are ready at a moment's notice at your headquarters. Each vehicle has a movement rank, hardness, and the Armor power equal to your power rank. You begin with one vehicle in your pool and each additional vehicle costs 2 points (see below). The size of the vehicle is limited by your power rank as detailed below.

Power Rank	Size
1	Small
4	Medium
7	Large
10	Huge
13	Gargantuan
16	Colossal
19	Awesome

If destroyed, one of your vehicles requires 1 week to replace.



P o w e r S t u n t s :

Additional Vehicle: You have one additional vehicle in your pool.

Auto Pilot: All your vehicles are able to drive themselves with a Drive skill bonus equal to your power rank.

E x t r a :

Additional Power: Each of your vehicles has an additional power at your power rank. The power added must cost 2 power points per level or less. This power has the device flaw, and the character using the vehicle is the one who controls the power though it originates from the vehicle.

F l a w :

Limited Availability: If you have more than one vehicle, you can only use one at a time. You can only take this flaw if you have more than one vehicle available to you.

V e r t i g o

Cost: 3

Action: Half

Range: Normal

Duration: Instant

Saving Throw: Will

You are able to make targets feel severe nausea and loss of balance, which causes them to fall to the ground. You must succeed in a ranged attack against the target, who receives a Fortitude save, DC 10 + your power rank. If he fails this save, the target becomes nauseated. The target cannot attack, make power checks, maintain powers requiring concentration, or do anything else that needs attention while nauseated. Nauseated characters are limited to one half-action move per round.

Characters who fail the Fortitude save also become dizzy and fall prone. Prone characters suffer a -4 penalty to melee attacks. Prone victims lose their dodge bonus to defense. Until the target succeeds in a Fortitude save, he remains prone, unable to stand, and unable to use any movement power that requires actual physical motion.

Targets receive a Fortitude save against this power each round, DC 10 + your power rank, with a cumulative +1 bonus. Success means the target recovers from both the nausea and prone conditions.

E x t r a :

Lingering Vertigo: After recovering from this power, your victims can only move at half their normal movement for one round per your Vertigo power level.

Extras

Cone

This power affects a cone shaped area originating at you. The cone is five feet long per power rank and its width at the end is half the length.

Different Save

This extra changes the type of saving throw used to resist the power, such as using a Reflex save instead of a Fortitude save.

Guided

This extra can only be purchased for powers that require attack rolls. Powers with this extra go around cover and other objects, reducing any bonuses from cover by half. If this extra is taken twice, targets of this power lose all benefits of cover.

Homing

This extra can only be purchased for powers that require attack rolls. Powers with this extra have some capacity for self guidance. If the attack misses, the Homing extra allows it to attack the target repeatedly until it hits or runs out of energy. Designating an attack as a Homing attack requires the character to spend an additional half action when making the attack.

A Homing attack receives its normal attack bonus during the first pass. On each round that the Homing attack tries to hit its target again, it suffers a -2 penalty to its attack bonus. This continues every round, with a cumulative attack penalty, until the attack hits or the attack bonus is reduced to +0.

Each purchase of this extra allows you to attach the Homing quality to only one attack, meaning only one homing attack may be active at a time, although you can take this extra multiple times. The Gamemaster decides if the Homing extra can apply to melee attacks.

Second Source: This extra grants a power a second power source. If the power is the target of an effect that would hinder the power because of one of its power sources, such as a Neutralize power that only affects mutations, the power is not affected unless the effect works on both power sources.

Flaws

Ability Tied

A power with the Ability Tied flaw is linked to a specific ability score of the character. The power cannot be higher in rank than the ability it is tied to, including if the ability score is drained. If the ability scored is drained below the power's power rank, the power rank is reduced to the new, drained ability score. If the drain is temporary, the power rank loss is temporary and returns along with the restored ability score.

Burning

A character with the Burning flaw makes a Damage save, DC 15 + power rank, to avoid taking damage from a spike of raw energy that accompanies the power's start. The damage save

occurs because of the power's activation, not its duration. Using a power with the Burning flaw five different times in one day would require five distinct damage save rolls. Activating a power with the Burning flaw once but sustaining it all day requires only one damage save. Armor does not stop this damage.

Drain

Use of a power with the Drain flaw drains points from another power or ability score. Each time this power is activated, the character loses one point off an ability score or power. The ability score or power drained is chosen at character creation. Drained points return only while the power is not in use at a rate of 1 per every five minutes.

Flat-Footed

A power with this flaw requires so much attention from the power's user that the user becomes flat-footed during the round that he activates this power. This condition only lasts during the turn of the power's activation, not during all the turns of the power's use.

Fuel

A power with the fuel flaw needs its user to consume a specific material for it to work. The material must be rare (magic potion, rare minerals), dangerous (radioactive material), or inconvenient (very large quantities of food). Exactly how much fuel the power requires is up to the Gamemaster. Consuming the fuel allows the power to function for the next ten rounds.

One Power

This flaw must be taken with multiple powers possessed by the same character. Of all the powers with this flaw, the character can only use one of them at a time.

Partner

A character whose power has the Partner flaw must be in physical contact with another character to start the power. The character specifies the partner when this flaw is chosen. If the power has a duration longer than instant, the character only needs to be in contact with the partner when activating the power.

Somatic

Using the power requires a specific movement on the character's part. If the character cannot make the movement, he cannot use the power.

Unreliable

A power with the Unreliable flaw shorts out occasionally. Each time a character tries to use this power, he must roll 5 or higher on a d20 or the power does not activate. Each attempt takes the normal amount of time for using the power.

Verbal

Activating this power requires the character to say a specific word or phrase. A power with the Verbal flaw cannot be used if the character is gagged, incapable of speaking clearly, or in the vacuum of space. The word or phrase must be spoken with enough volume to be heard at least thirty feet away.

W e a k n e s s e s

B e a s t F o e

Characters with this weakness evoke strong feelings of hatred and fear in all animals, provoking them to attack the character. Guard dogs will always bark at or attack the character, and the character can never ride a horse or any other sort of animal mount. Any animal the character encounters will either attack, if the animal is close to the size of the character or is a natural predator, or flee.

L i f e l i n k e d

A character with the Lifelinked weakness shares a deep connection with another character that links their life forces together. Any time the linked companion suffers damage, the Lifelinked character must make a saving throw against the same damage. If both characters take this weakness, the link works both ways. If the other character dies, a Lifelinked character must make an immediate Will save, DC 30, or die as well.

L i m i t e d A c t i o n

Due to programming, mystic control, or unshakable conscience, characters with Limited Action cannot commit certain actions under any circumstances. The player chooses some relatively important action his character will never perform, such as killing. A character with Limited Action (Killing) would never kill a person or allow someone to die because of his inaction. Other options for Limited Action include giving away a secret identity, violating a specific moral code, or betraying a particular authority figure. Characters can do nothing to overcome the compunction unless the Gamemaster decides otherwise.

T e c h n o l o g y

R e p e l l a n t

Characters with this weakness are nearly incapable of using any type of advanced technology. They suffer a -5 penalty on all Computers, Demolitions, Disable Device, Drive, Pilot, Repair, and technology-related Science skill checks. Any powers with the device flaw and a high-tech power source will break after being held by this character for one round. These broken items require a full round action and a Repair check, DC 15, to repair.

U n u s u a l M e t a b o l i s m

A character with Unusual Metabolism has unusual, bothersome biological or nutritional needs. The character requires exposure to a substance, element, or type of energy, or the character must consume a very unusual substance in lieu of food.

Characters requiring exposure must receive four hours of exposure to the specified substance, element, or energy type every 24 hours or make a Fortitude save, DC 20 + 1 for each additional 24 hours without exposure. If the character fails this save, she becomes fatigued. She takes a point of temporary Constitution damage with each additional failed save. The pattern continues until the character receives the needed exposure, which allows lost Constitution points to be regained normally, or the character reaches 0 Constitution and dies. Appropriate types of exposure are sea water, sunlight, radioactivity, or music.

Characters who have unusual nutritional requirements must consume their special form of food every 24 hours or begin starving. The pattern for consumption withdrawal is the same as for exposure withdrawal (see above). Appropriate types of food are human blood, uranium, or the dirt of a graveyard.

F e a t s

A c u t e S e n s e s

Your senses are unusually sensitive, allowing you to detect things others miss.

Prerequisite: Spot 4 ranks, Search 4 ranks, or Listen 4 ranks

Benefit: Chose one skill of the three prerequisite skills. When you fail a skill check using that skill you may retry the skill check once.

A r e a K n o w l e d g e

You are particularly knowledgeable about a specific geographic area such as a large city, a county, or an island.

Benefit: You receive a +2 bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Knowledge checks when operating in your specific area.

C a u s e

Your dedication to a cause allows you to keep going in the face of overwhelming odds when championing your cause.

Prerequisite: Will save +4

Benefit: When pursuing your cause, you gain a +1 bonus to all saving throws. The Gamemaster must approve the cause, and the circumstances for you to pursue it should only occur occasionally. Protecting an individual's life or stopping a particular criminal organization are good examples of appropriate causes.

C o v e r u p

You have friends in high places who help you keep your activities quiet even when they spill into the public eye.

Prerequisite: Connected

Benefit: Your character has support from important political, police, and media figures who automatically hush up your activities. As long as your character is not involved in city-rocking fist fights or the deaths of multiple civilians, you do not show up on the evening news or in police reports. You do not need to contact people for this feat to apply; your contacts automatically work to keep your actions under wraps.

C r i t i c a l S o l i l o q u y

You are able to speak quickly and dramatically even in the middle of combat.

Prerequisite: Charisma 13+

Benefit: As a half action you may speak up to thirty seconds of dialogue without appearing rushed or hurried.

H o t S h o t P i l o t

You are able to squeeze an extra bit of speed and maneuverability out of any vehicle you pilot.

Prerequisite: Pilot +6

Benefit: You reduce the penalties from traveling at high or top speed by half and increase the movement ranks of any vehicle you pilot by +1.



Mentor

You have a teacher who has helped you perfect your skills and powers. You probably served as the mentor's sidekick for a time, but you are now on your own.

Benefit: You have a mentor who is at least two power levels higher than you who helped train you. You operate on your own, but you can turn to your mentor if you are pressed. The mentor will not fight your battles for you, give you a blank check to use his equipment, or constantly solve your problems, but he might provide a ready ear, the occasional loaned vehicle, or a safe house in times of trouble. Contacting your mentor takes one minute, though you have no guarantee he is available to assist you.

When contacting your mentor, make a Diplomacy against the DCs listed below to determine if he is able and willing to help.

Favor	DC
Crash at mentor's hideout	10
Receive advice	10
Borrow money	15
Use headquarter's devices (labs, workshops)	15
Borrow a vehicle	20
Come save you	25

If you abuse your relationship with your mentor or act in unapproved ways, you may find yourself getting the cold shoulder.

Striking Costume

Your costume is particularly well designed and impressive.

Prerequisite: Charisma 13+

Benefit: You gain a +2 bonus to Charisma-based skill checks while in your super hero or villain costume.

Sure Grip

You are an expert at climbing and staying perched on thin ledges.

Prerequisite: Dexterity 15+

Benefit: When you fail a Balance or Climb check, you may make two additional checks to avoid falling.

Where is the Body?

You have a phenomenal talent for falling away from battle.

Prerequisite: Constitution 15+, non-minion status

Benefit: Whenever you are rendered disabled or unconscious, you may spend a Hero (or Villain) point to collapse in such a way that you fall out of immediate danger. With the effects of this feat, you might be carried away by a river, collapse on a passing truck, or fall into an open sewer. Your body is automatically carried to a distance of at least one thousand feet from the conflict at a rate of 200 feet per round, at which point you stop moving. Only extraordinary measures can catch your body before it stops.

Combo Power Stunts

Combo power stunts are power stunts that combine two powers in a specific way to create a new application of the two powers. Due to their requirements, combo power stunts are rare and usually only found amongst the most powerful characters. Combo power stunts cost 2 power points just like normal power stunts.

Having at least one rank in each base power is a prerequisite for building the combo power stunt. If either of the combo power stunt's component powers are unavailable, such as powers affected by Neutralize or Drain, the combo power stunt cannot be used. In any situation where the combo power stunt's effect requires a power check or some other level-dependant information, such as range, use the lower value of the base powers of the combo stunt.

Example: *Silvertongue is trying to talk a robot into stopping a city destroying rampage. Silvertongue has Super Charisma +10, Datalink +6, and the Computer Psychology combo power stunt. When making the power check to talk the robot into stopping its rampage Silvertongue uses the +6 rank from his Datalink power, the lower of the two.*

Sometimes the nature of a combo power stunt can allow the stunt to function beyond the normal limitations of its primary powers. The combo power stunt's description should make clear how and why this exception occurs.

Ashcloud

Base Powers: Geoforce + Gas Generation

Any squares you fill with magma you can also fill with clouds of ash as per Gas Generation without spending any additional actions. The ash has the behavior and duration as gases produced by Gas Generation.

Body and Mind

Base Powers: Duplication + Multiple Mind

When you use Duplication, you can choose to put one of your minds from Multiple Mind in the duplicates instead of your own mind. The mind from Multiple Mind returns to you when its duplicate disappears or dies.

Body Shield

Base Powers: Elasticity + Deflection

Using Elasticity, you can shape yourself into shields to block attacks. You can use Deflection on any attacks against targets within your reach based on the lower power rank of the two base powers. Doing so takes a half action of your next available turn.

Computer Psychology

Base Powers: Super-Charisma + Datalink

You are able to use Datalink on any computer system capable of understanding speech merely by speaking to it. You are able to convince computers to reprogram themselves and obey your commands verbally.

Conference Sense

Base Powers: Telepathy + Sense Share

While using Sense Share, you can make a Telepathy power check, DC 15, to share the results of Sense Share with another individual. That individual sees what you see through Sense Share. Unwilling targets may contest your Telepathy power with an opposed check, your Telepathy power and the target's Will save. You may share senses with a number of people equal to the lower power rank of the two base powers.

Critter Coral

Base Powers: Summon + Personal Dimension

The creatures you summon dwell in your personal dimension when they are not serving you in this dimension. They still obey your will while in the personal dimension, but they cannot communicate with you while you are not there.

Dexterous Deflect

Base Powers: Danger Sense + Deflection

Any time you are attacked by surprise, you can make a Danger Sense power check against the attack roll. If that check is successful, you can try to deflect the incoming attack as per normal.

Dimensional Lock Up

Base Powers: Astral Essence Trap + Personal Dimension

Victims of your Astral Essence Trap power have their essences trapped in your personal dimension, where they assume physical bodies and may act normally except they cannot use powers to escape as per the rules of Astral Essence Trap. The key to their release is still in physical form outside of the personal dimension.

Electrical Programming

Base Powers: Energy Control (electricity) + Datalink

You are able to use Datalink on any computer whose power supply you are in contact with, such as taking control of a computer while in contact with its surge protector. You can use your Datalink power normally through any electrical power lines.

Electro Whip

Base Powers: Energy Blast (electricity) + Snare

Targets hit by your Snare are electrified on the following round if they do not escape. Each additional round during which target is ensnared the target must make a Damage save, 15 + your Energy Blast (electricity) power rank. This damage requires a free action on your part.

Flying Ram

Base Powers: Flight + Energy Field

You can make a flying body block against your enemies. This counts as a bull rush attack and adds your Flight ranks to the opposed Strength check. You also inflict your Energy Field damage against your opponent.

Foe Sense

Base Powers: Power Scan + Nemesis

You can sense the direction and rough distance to anyone you have declared your nemesis if he or she is within your Power Scan range.

Fog Breath

Base Powers: Gas Generation + Hyper-Breath

When you use Hyper-Breath, you may also choose to exhale gas as per Gas Generation. You fill the appropriate number of squares with gas in a cone shape in front of you.

Fool Me Once

Base Powers: Reincarnate + Power Resistance

Any time you are killed by a power and successfully reincarnate, you gain Power Resistance at your current Power Resistance power level against the power that killed you. If you are killed again, you keep only the power resistance to the power that is responsible for your most recent death.

Example: *Sevin Toral has Reincarnate +12, Power Resistance (Transformation) + 11 and Fool me Once. He is killed by a villain using Energy Blast (Fire). He successfully reincarnates and gains Power Resistance (Energy Blast (Fire))+11. If Sevin is killed again, he loses Power Resistance (Energy Blast (Fire)) and gains Power Resistance for whatever killed him the second time.*

Ghost Objects

Base Powers: Create Object + Incorporeal

You can create objects that are incorporeal in addition to creating items that are normal. Incorporeal items do not interact with the normal world, but do interact normally with incorporeal characters.

Guess Again

Base Powers: Precognition + Hunch

You have an amazing ability to feel the flow of future events. The Gamemaster can give you warnings when you are about to make a very bad choice.

Hands on the Wheel

Base Powers: Anatomical Separation + Vehicle Pool

You can pilot vehicles from your vehicle pool using body parts you detach using Anatomical Separation. These body parts must have some ability to manipulate controls.

Limb Brained

Base Powers: Anatomical Separation + Multiple Mind

You can give control of body parts you separate to one of your minds from Multiple Mind. That mind has complete control of the limb until you reattach the body part.

Matched Damage

Base Powers: Match + Confession Burn

When using Confession Burn, you may choose to scale your damage according to the power level of your opponent. To do so lower all the Damage save DCs listed under Confession Burn by 10, but increase the Damage save DC by the power level of the target up to your Match rank.

Power Breaker

Base Powers: Neutralize + Natural Weapon or Strike

When you hit someone with your Natural Weapon or Strike powers, you can choose to use Neutralize on them as well without any extra action.

Powered Past

Base Powers: Postcognition + Power Residue

When succeed at a Power Residue power check by 10+ points, you gain a complete image of the events one minute before and one minute after the power use you are researching.

Radio Break

Base Powers: Transmission + Sabotage

You are able to use Sabotage on any device that can receive transmissions and is in your power range. This power stunt only affects the receiving and transmitting parts of the device. For example, you can blow out a computer's wireless network card, but not the computer's processor.

Share the Minds

Base Powers: Possession + Multiple Mind

If you successfully possess a target using Possession, you may choose to place one of your minds from Multiple Mind in the body instead. The mind remains in the body until the Possession ends as per normal for the Possession power.

Undying Loyalty

Base Powers: Fervor + Command

Your minions follow any command you give them, no matter how suicidal or stupid. They never question your orders and will not willingly disobey you.

Vapor Road

Base Powers: Solid Step + Gas Generation

You are able to form pathways out of gas, so you can run anywhere you can create a patch of gas. You are able to move your Solid Step movement rate through the air in any direction you choose at your Solid Step movement rate. You cannot

change altitude at more than a forty five degree angle. Using this combo power stunt takes no actions beyond the act of moving.

W e a k S p o t

Base Powers: Hunch + Combat Sense

You can determine the weaknesses of your opponents by spending a Hero Point and making a power check using the lower of the two base powers, DC 10 + the power rank of your target. If this check is successful, you learn any outstanding weaknesses of the target such as materials Protection does not stop or items the target cannot pass through when Incorporeal.

W i r e l e s s D a t a l i n k

Base Powers: Transmission + Datalink

You can use Datalink on any computer able to receive transmissions such as infra-red or radio transmissions, within your Transmission power range.

E X A M P L E C H A R A C T E R S T h e A l c h e m i s t

Born Willum Miller in England in 1229, the Alchemist began his career in the mystical sciences when he became the unwilling assistant of Roger Bacon, a noted mathematician and scientist of the day. Miller's father wanted more for his son than the life of a simple farmer and arranged for Miller to become Bacon's apprentice, but Miller did not want to leave his family and felt rankled at what he saw as slavery. Over time Miller grew to enjoy the study of science and mathematics and helped his teacher compile works such as Bacon's *Opias maius* and *Communia naturalium*. Aside from discovering an inclination for science, Miller never took to his teacher and thought of Bacon as being weak and unwilling to take the necessary risks to learn the truths of the world.

After many years of apprenticeship Miller learned of Bacon's interest in alchemy, a practice viewed suspiciously by the Catholic Church. Miller found alchemy of particular interest, so he neglected his other interests in favor of concentrating on his alchemical studies. Noting the thirst for power in his student, Bacon tried to turn Miller toward other pursuits, but Miller would have none of it. After a particularly heated confrontation, Miller sent information regarding Bacon's alchemical studies to the Vatican. Bacon was imprisoned by the Church for heresy and died in its keeping.

After stealing Bacon's alchemical apparatus, Miller traveled across Europe and Asia seeking to increase his knowledge of alchemy, mysticism, and, ultimately, sorcery. For years he spent his days studying the supernatural, which made him one of the foremost scholars of the arcane arts in the world. Though he knew he would never be a being of great power, Miller could

and did gather both knowledge and contacts in mystical communities.

As Miller grew older he began to fear death, and he pursues the secrets of immortality. After many decades he finally found a way to extend his life: the Philosopher's Stone, which he stole from a group of Rabbis in Poland who had been guarding the artifact. Using a solution of crushed diamonds and other rare ingredients along with the Philosopher's Stone, Miller was able to retard his aging process, but by this point he was already an old man. He then set out on the quest to restore his youth, a quest that continues to this day.

As more and more years passed, Miller's mind fractured. He has because a creature lacking in morality and unconcerned with the consequences of his actions. His immortality potions require a large number of high quality diamonds, which are not easy to come by in any age. To get these diamonds Miller turned to crime and adopted the guise of the Alchemist. He is always looking to steal diamonds or the money to purchase diamonds, but any magical artifacts or information of note also attract his attention. The strongest pull on him is any hint about the key to restoring his lost youth.

Quote: *"I wield the power of magic, bound by science, directed by will. Your primitive physicality will not avail you. Step aside, for I will not abide resistance."*

Personality: The Alchemist is a strict, disciplined scholar who is convinced no one can grasp the wonders of the universe he has discovered. He is dismissive of everyone except those who display magical powers in excess of his own. These beings he tries to befriend, capture, or kill depending on how much of a threat they seem to him. The Alchemist learns all he can through any means necessary.

Powers & Tactics: Knowing his old age does not make him well suited for combat, the Alchemist avoids fighting when possible. He uses his homunculi and golem minions for combat. These minions are often equipped with potions or elixirs created through Imbue Energy. The Alchemist is an infinitely patient man and never hurries into a fight. He knows that time will kill many enemies who cannot be laid low by force of arms and that his immortality is the best weapon of all.

Appearance: The Alchemist normally wears embroidered brown robes covered in arcane symbols and marks, many of which glow softly in darkness. Pouches and holsters for potions, powders, and wands cover the Alchemist's belt. He often carries a staff or cane, but this is more of a walking aide than a weapon. The Alchemist's face is worn, wrinkled, and stern, and his eyes are a fierce gray. He never smiles.

Campaign Use: The Alchemist makes an excellent enemy for mystical heroes. He might tangle with the characters while pursuing any of his three goals: arcane knowledge, diamond acquisition, or the quest for restoring youth. He might kidnap characters with mystical connections, or the heroes might be hired to save someone he had kidnapped. Though he is not himself a great combatant, the Alchemist can create a wide variety of homunculi and equip them with a wide variety of

magical items to increase their power.

Hero Option: As a hero the Alchemist could be a well meaning, bookish mystical scholar who occasionally helps the heroes with a potion or magic wand when they need some arcane back up. He might be a powerful mystical ally, or he could use his large number of connections in the arcane underworld to help the heroes. His knowledge of history, much of it witnessed first-hand, might also be a source of aide. The Alchemist would still avoid physical danger, but he might use his golems and other constructs to help friends in battle.

The Alchemist: PL 15; Init -1 (*Dex*); Defense 15 (15 *flat-footed*); Spd 30 ft.; Atk +5 melee (-1*S*, *Punch*); SV Dmg +1, Fort +1, Ref +1, Will +9; Str 8, Dex 9, Con 9, Int 20, Wis 20, Cha 12

Skills: Concentration +11, Knowledge (*Arcane Lore*) +20

Feats: Immunity (*Aging*), Iron Will

Powers: Amazing Save +2 (*Will*; *Extras: Damage, Reflex, Fortitude*; *Source: Mystical; Cost: 4pp*) Creature Creation +11 (*Flaws: Device*; *Source: Mystical; Cost: 4pp*), Imbue Energy +14 (*Power Stunts: Changeable Delay, Extra Usesx5*; *Extras: Useable*; *Flaws: Prep Time, Device*; *Source: Mystical; Cost: 1pp*), Sorcery +14 (*Mind Control, Force Field, ESP, Invisibility, Energy Blast, Animation, Teleportation*; *Flaws: Concentration Required*; *Source: Mystical; Cost: 6pp*)

Weakness: Unusual Metabolism (*diamonds*)

The Alchemist normally has a number of homunculi and golem servants under his control, usually five of each. When expecting combat he generally uses golems, reserving the homunculi for more delicate operations.

Golem (Construct): PL 10; Init +1 (*Dex*); Defense 17 (16 *flat-footed*); Spd 30 ft.; Atk +13 melee (*Pun*, +15 *L or S*); SV Dmg +10, Fort —, Ref +1, Will +0; Str 20, Dex 12, Con -, Int 4, Wis 10, Cha 1; Hardness 10

Skills: Spot +4, Search +1, Climb +9

Feats: Darkvision, Immunity (*Aging, Critical Hits, Disease, Energy (Fire), Energy (Cold), Energy (Electricity), Exhaustion, Poison, Pressure, Starvation, Suffocation*), Mental Link, See Invisible, True Sight

Powers: Energy Blast +10 (*Lightning*; *Flaws: Full power*; *Source: Mystical; Cost: 1pp*), Super Strength +10 (*Power Stunts: Lethal, Lifting x2*; *Extras: Protection*; *Source: Mystical; Cost: 5pp*)

Weakness: Disturbing

Homunculi: PL 10; Init +5 (*Dex*); Defense 30 (19 *flat-footed*); Spd 30 ft., flight 25 ft.; Atk +15 melee (*claws*, +6*L*); SV Dmg +7, Fort +7, Ref +11, Will +4; Str 12, Dex 20, Con 14, Int 13, Wis 18, Cha 9

Skills: Acrobatics +15, Balance +15, Disable Device +7, Hide +17, Knowledge (*Arcane Lore*) +6, Move Silently +17, Search

+9, Spot +12

Feats: Aerial Combat, Attack Finesse, Darkvision, Dodge, Immunity (*Aging, Disease, Poison*), Mental Link, Scent, See Invisibility, True Sight

Powers: Amazing Save +5 (*Fortitude*; *Extras: Damage*; *Source: Mystical; Cost: 2pp*), Flight +5 (*Flaws: Restricted-Wings*; *Source: Mystical; Cost: 1pp*), Natural Weapon +5 (*Source: Mystical; Cost: 2pp*) Super Dexterity +6 (*Source: Mystical; Cost: 4pp*), Shrinking +3 (*Duration: Permanent*; *Source: Mystical; Cost: 3pp*)

Weakness: Disturbing

A r b i t r a t o r

As a kid, Jared Wiles always had a knack for getting along with people, even those he had just met. He also had an amazing knack for ending fights because people near him found it very difficult to commit acts of violence against Jared or anyone else in his vicinity. Jared's powers stemmed from a genetic mutation that evoked feelings of friendship and peace in people near him, regardless of his own wishes. As a child Jared occasionally abused these powers by using them to manipulate others into doing what he wanted. When Jared was twelve, one of these manipulations accidentally led to the death of one of his friends who was crossing a street to get Jared a soda. On that day Jared swore to put his powers to good use.

Jared began using his powers to build coalitions for the causes he believed in and to stop violence when possible. Because he was a child, he had limited success, but when Jared entered college, he quickly became a powerful force in campus politics. Despite his powers, Jared left politics behind after college. He feared the temptation of using his powers for his own gain would again be too great.

After a series of failed attempts at different careers, Jared talked a suicide jumper out of killing himself. A local officer who saw Jared in action encouraged him to join the police force as a negotiator. This position lasted only a few short years before Jared gained notoriety for his accomplishments and an invitation to become an FBI negotiator. Jared accepted the position and was quickly transferred to deal specifically with super-powered crime. Now he spends his days talking super villains out of their dastardly plans and breaking up city-destroying melees with kind words and a smile. Amongst both villain and hero circles he has become known as the Arbitrator and has developed a reputation for fairness, even when dealing with super villains.

Quote: "Now, look. You can destroy the city. No one is saying you're not powerful enough to destroy the city. But why would you want to? Deep down inside, why"

Personality: A serious but good-natured young man, the Arbitrator fulfills his responsibilities earnestly. He sees his powers as a threat as well as a boon and makes every effort not to abuse them. Jared is often fearful of taking advantage of people. He tries to hide his fears with a smile and an easy going

manner, but this façade is rarely effective for long.

Powers & Tactics: The Arbitrator does not fight and rarely even carries a weapon. He relies on his powers to protect him from harm and stop others from fighting. He usually walks right into the middle of a combat situation and trusts his powers to bring the action to a halt. Once he has everyone's attention, he begins to resolve the situation using words and diplomacy instead of weapons and punches.

Appearance: The Arbitrator is nearly always well groomed and stylishly dressed. He prefers dark suits and a fedora when negotiating. The Arbitrator has blonde hair that is always cut short, and he is clean shaven. The Arbitrator usually carries no equipment besides a radio or cell phone in his pocket.

Campaign Use: The Arbitrator is an excellent character to use if your heroes get out of control or inflict collateral damage on a city. He can quickly stop or slow down most combat situations. The Arbitrator can help the characters escape or gain a temporary reprieve if they find themselves overmatched in battle. Villains are not likely to appreciate his interference, so the heroes might also be hired to protect the Arbitrator or thwart a plan designed to ruin him.

Villain Use: As a villain the Arbitrator uses his powers to fleece people of their wealth. This Jared Wiles is the ultimate con man who fully lives up to his name. He may also provide backup to other super villains by hanging out near their capers to preventing super heroes from violently stopping the villain's plan.

Arbitrator: PL 10; Init +3 (*Dex*); Defense 18 (15 *flat-footed*); Spd 30 ft.; Atk +5 melee (+0*S*, *punch*); SV Dmg +1, Fort +1, Ref +3, Will +5; Str 11, Dex 16, Con 12, Int 18, Wis 20, Cha 20

Skills: Bluff +15, Diplomacy +18, Intimidate +18

Feats: Connected, Power Immunity

Powers: Friendship Aura +10 (*Power Stunts: Friend of the Masses* x5; *Extras: Tireless Aura*; *Source: Mutation*; *Cost: 3pp*), Peaceful Aura +10 (*Source: Mutation*; *Cost: 2pp*), Super-Charisma +8 (*Source: Mystical*; *Cost: 2pp*)

The Brown Man

An ancient being of immense power, the Brown Man was a god of death and decay long ago. Because he is a harbinger of pestilence and famine, his followers eventually abandoned his worship to turn to more benevolent, understanding gods. Without followers the Brown Man was forced into a state of deep hibernation while he yearned for the power he once held. He slept for centuries, and the land above him, Death Valley, became a place nearly bereft of life.

Five years ago a group of archaeologists found the remains of the civilization that worshipped the Brown Man. While most of the scholars viewed the remains with appropriate detachment, a few became enthralled by the stories of the Brown Man. Their



interest sparked the smallest essence of consciousness in the sleeping god. He used this spark to reach out to the scholars. On one still, moonless night, he proved his existence to them by starving one of the archaeologists to death before their eyes.

The scholars, fearful of the power they had awoken, sought to appease the creature by doing its bidding. They hoped to find a way to return the ancient being to rest in the time they gained while sacrificing animals and acres of crops, but they failed to act soon enough. Within a few months the Brown Man awoke fully and crawled forth from his desolate resting place.

Although the Brown Man has only a fraction of his might, he is still a being of hideous power. He craves the worship he lost, and he has begun a slow campaign of destruction to reassert his domination over humankind. He often uses his mystical abilities to speak to people in dreams both before and after he attacks. He wants his victims and their traumatized brethren to speak of him to others because each fearful whisper increases his power. He hopes to rule this world and indulge endlessly in his hunger for death.

Quote: “*Know that you die by the hand of a god and that there is no greater honor your weak, foolish kind can achieve.*”

Personality: The Brown Man would be a megalomaniac if he were human, and he is determined to overtake and consume the modern pantheon. He speaks little, content to let his actions speak for him. Only beings who can help him are of any consequence to him, but no one remains useful to the Brown Man for long. He believes no mortal can possibly challenge him and will underestimate most foes.

Powers & Tactics: The Brown Man walks directly into any combat without fear, using his Famine power to weaken his enemies and his Harvest power to feed off their life force. He rarely uses tactics in combat and prefers open fights to ambushes. His main weakness is his lack of mobility. He does not work with other super villains.

Appearance: The Brown Man is a twelve-foot-tall humanoid that looks like a gaunt old man with dark brown skin. His clothes appear old and ragged, and he is covered completely in dust. He carries a gnarled walking stick made of oak.

Campaign Use: The Brown Man is a powerful villain who will challenge all but the strongest characters. He is best used sparingly in lower level games, though he might be a recurring villain in a high level campaign. While he may have fanatic followers, he probably has no allies of note.

Hero Option: Alternatively the Brown Man may be a god of infertility or a power than is part of the natural cycle of life and death. In these incarnations he helps nature and beings pass through a natural progression toward death and rebirth. His part in destruction would be that of a forest fire that rejuvenates the woods rather than a plague of locusts that decimates crops.

The Brown Man: PL 18; Init +3 (*Dex*); Defense 18 (15 *flat-footed*); Spd 30 ft.; Atk +10 melee (+9S, *punch*); SV Dmg +15, Fort +15, Ref +3, Will +15; Str 20, Dex 16, Con 20, Int 18, Wis

20, Cha 14

Skills: Intimidation +11, Knowledge (*Ancient World*) +8

Feats: Detect (*living*), Indomitable Will, Immunity (*age, disease, starvation, poison, suffocation, radiation*), Infamy

Powers: Famine +14 (*Power Stunts: Wither; Flaw: Taste of Ash; Source: Mystical; Cost: 4pp*), Harvest +9 (*Power Stunts: Reaper; Source: Mystical; Cost: 3pp*), Amazing Save +10 (*Will; Extras: Damage, Fortitude; Source: Mystical; Cost: 3pp*), Dream Control +4 (*Power Stunts: Extended Range x5; Flaws: Master of Screams; Source: Mystical; Cost: 3pp*), Growth +4 (*Extras: Permanent; Source: Mystical; Cost: 8pp*)

Weakness: Disturbing

C h a n c e

Professional gambler turned superhero, Chance is the hero that no one wants around. His powers are famous for causing the downfall of his comrades as well as enemies, so he has earned a bad reputation amongst most superhero circles. Despite this fact he continues undaunted. Chance is always trying to make a difference in the world, even if no one wants him to.

While the exact details of how Chance got his powers are vague, most of the stories say that he made some sort of deal with the Devil. Most accounts agree that Chance traded his soul to make his luck powerful. Unfortunately Chance was not more specific about how his luck should become powerful, so he ended up getting both good and bad luck increased in power. Furthermore, his luck now affects everyone nearby. Depending on how his luck turns, Chance is a boon or a curse to have around. With the kind of wry irony characteristic of diabolic bargains, the Devil left Chance immune to the worst of his own powers.

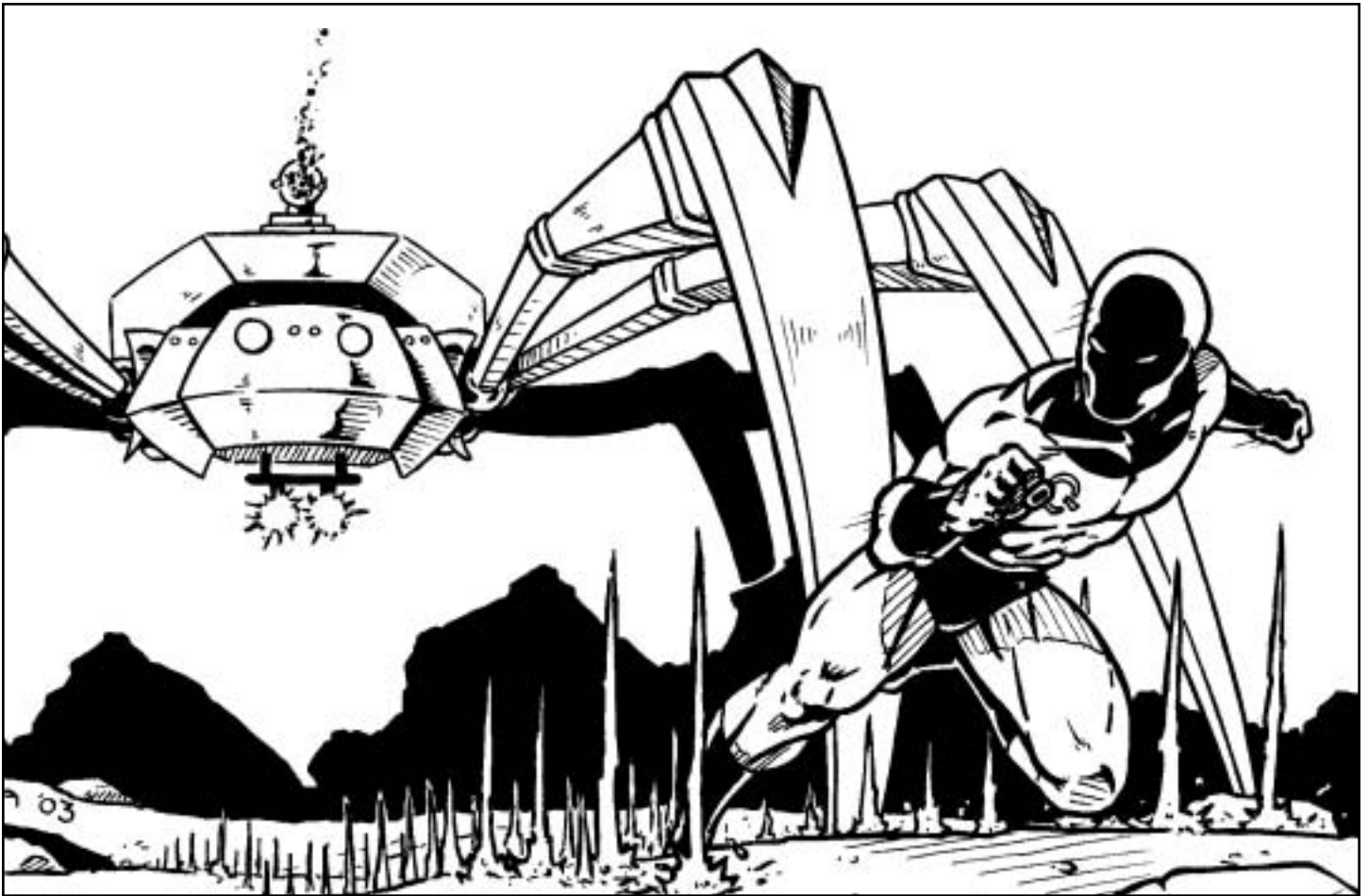
Before gaining his powers, Chance was William Roster, a professional poker player of some repute. He has avoided entering a casino since acquiring his powers for fear of what his powers will do to everyone else. Avoiding his old haunts cost Chance most of his normal friends. Combined with the shunning from the superhero community, this has left him a very lonely guy.

Quote: “*No, wait a few minutes and things will turn around. I promise.*”

Personality: Despite his problems, Chance is irrationally upbeat. He is always sure a turn of good luck is right around the corner. He will try to ingratiate himself into most superhero teams in the hopes of finding a group, but he expects to get turned away eventually. Anyone who welcomes him and lets him stay will have a loyal ally.

Powers & Tactics: Chance avoids upfront combat and relies on his pistol for defense. He normally tries to act in a support role to comrades and uses his luck to help them out when possible.

Appearance: Chance is a handsome man in his mid-thirties, always dressed in clothes of the latest fashion. He prefers suits,



but will dress to meet any occasion with style. He often wears sunglasses, though only when outside, and has a contagious grin on his face.

Campaign Use: Chance makes a good ally for the PCs, even if they don't always want him around. He's a good candidate for the victim of kidnapping plotlines because he is a genuinely nice guy. He might also seek out a group of characters to help him get his soul back. If Chance gets spurned too badly, he may become a villain with a very personal grudge against whoever pushed him over the edge.

Villain Option: Given his reputation as an albatross around the neck of any heroes he works with, Chance could easily grow bitter and turn to villainy. As a villain Chance uses his powers to amass wealth, often teaming up with other villains and embarking on wealth oriented capers. Chance is not concerned with destruction or ruling the world; he simply wants a life of leisure and luxury. He avoids killing when possible, but if given the choice between jail and freedom, he does not hesitate to kill.

Chance: PL 9; Init +3 (*Dex*); Defense 16 (13 *flat-footed*); Spd 30 ft.; Atk +3 melee (+0*S*, *punch*), +6 ranged (+9*L*, *pistol*); SV Dmg +1, Fort +1, Ref +3, Will +2; Str 10, Dex 16, Con 12, Int 14, Wis 14, Cha 18

Skills: Bluff +12, Drive +5, Gather Information +8, Innuendo +6 (+8 *to send message*), Profession (*Gambling*) +10, Sense Motive +8, Spot +4

Feats: Accurate Attack, Point Blank Shot, Power Immunity (*Entropy Projection*), Precise Shot

Powers: Entropy Projection +9 (*Source: Mystical; Cost: 2pp*), Luck +5 (*Power Stunts: Bestow Luck, Counter Luck; Extras: Fortune, Jinx; Source: Mystical; Cost: 7pp*)

Weakness: Unlucky

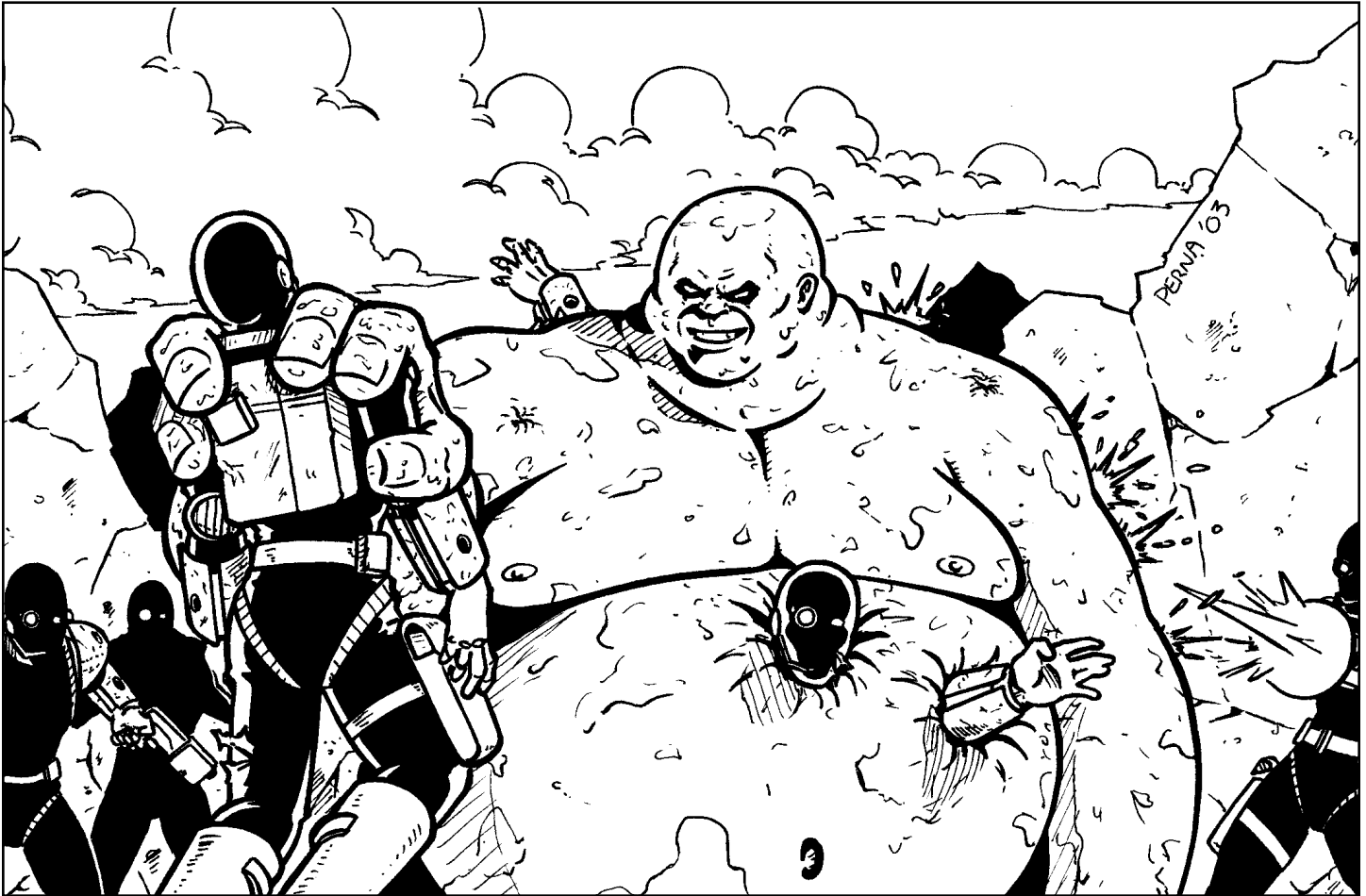
Equipment: Auto Pistol Energy Blast +9 (*kinetic*) (*Extras: Multifire; Flaws: Device, Full Strength; Source: Super-Science; Cost: 1pp*)

Optional: Because he has sold his soul, Gamemasters can rearrange Chance's stats to let him purchase Immunity (*Astral Trap*) or similar effects.

The Copper Ace

A veteran of dozens of adventures and more dog-fights than he cares to count, the Copper Ace has been to almost every corner of the world. One day fighting zombies, the next dog-fighting with air pirates in the South China seas, the Copper Ace is never content to spend two days in the same place. With a smile and a thumbs up sign to signal his readiness for action, the Copper Ace is a hero from a bygone age.

The Copper Ace, known to his friends as Claude Hawkins, dreamed of flying ever since he saw his first plane in 1920. He



built his first plane in 1936, and by War World II he was buzzing around Europe in his trademark Copper Eagle, a jet-propelled craft unmatched by any but the best German aircraft. Before and after the war, the Copper Ace spent most of his time traveling the globe. Adventures seemed a part of his blood, and he spent many years finding lost cities, exploring ancient ruins, and foiling occult conspiracies. His wide variety of skills and his lucky Confederate penny, given to him by his grandfather, never led him astray.

While the Copper Ace somehow managed to retain his youth, most of his stalwart companions did not, and the world changed without consideration for the Copper Ace. As the decades passed, the Copper Ace found himself more and more out of tune with the world around him. Believing that the world had run out of mysteries, the Copper Ace eventually retired from active adventuring and lived off the substantial fortune he had collected in his day.

After many years of boredom, the Copper Ace received a mysterious letter. Written in an ancient dialect and without a return address, the letter contained only one, brief command: return. Intrigued, the Copper Ace has decided to polish his lucky penny and see if the world really is out of secrets to be found.

Quote: *"Don't worry! I've gotten out of much worse than this! You should have seen the Air Pirates of San-Sivar!"*

Personality: A man of another age, the Copper Ace never really changed with the time. Fortunately for everyone around him, he

embodies the best elements of his age. He is unfailingly polite, refers to hand to hand combat as fisticuffs, and is consistently flustered by computers. He is always ready to go off on any adventure that promises excitement, heroics, or the sight of something never seen before.

Powers & Tactics: Despite his impressive skills, the Copper Ace is not a powerful combatant out of his Copper Eagle. He usually tries to work around direct combat, and he focuses on using terrain or his skills to find a way to incapacitate enemies without fighting them. If given no choice but to fight, he uses his trusty ray-pistol.

Appearance: The Copper Ace always wears a worn, double-breasted leather jacket that has been reinforced with protective plating. He wears black slacks and a white shirt, often with a white scarf when going flying. All of his buttons and his belt buckle are made of copper, and he keeps them well-shined.

Campaign Use: The Copper Ace is an example of heroes drawn from the pulp era of the 1920-30s. He can help characters with advice based on his many adventures, or he might help heroes travel great distances with the Copper Eagle. In a more aggressive game characters might compete against the Copper Ace to see who recovers a rare artifact first, or they might even be duped by a clever crime lord into preventing the Copper Ace from foiling the crime lord's plans. The Copper Ace is generally a staunch and stalwart hero.

Villain Option: As a villain the Copper Ace makes an excellent Red Baron-style nemesis for a flying or gadget-oriented hero. Knowledgeable about a great many lost secrets, he provides an excellent foil for heroes seeking magical artifacts or lore. Due to his magic penny he can easily stay one step ahead of most heroes, but he still is not much of a threat in a direct fight.

Copper Ace: PL 13; Init +5; Defense 20 (15 *flat-footed*); Spd 30 ft.; Atk +7 melee (+2S, *punch*), +10 ranged (+8L, *ray-pistol*); SV Dmg +4, Fort +4, Ref +7, Will +4; Str 14, Dex 20, Con 14, Int 18, Wis 14, Cha 16

Skills: Drive +16, Knowledge (*Secret History of the World*) +16, Pilot +22, Repair +18, Science (*Aeronautics*) +15

Feats: Accurate Attack, Great Fortitude, Hero's Luck x2, Hot Shot Pilot, Immunity (*Age*), Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Toughness

Powers: Hunch +9 (*Flaws: Only Yes/No Questions, Device; Source: Mystical; Cost: 1pp*), Jack of All Trades +5 (*Source: Training; Cost: 5pp*)

Weakness: Quirk (*Insatiable Curiosity*)

Equipment: Ray-pistol (*Energy Blast +10 (Laser; Flaws: Device; Source: Super-Science; Cost: 1pp)*), Flight Jacket (*Armor +4 (Source: Super-Science; Cost: 1pp)*)

The Copper Eagle:

Size: Large

Movement: 13

Hardness: 13

Armor Bonus: 9

Features: Ray Cannon (*Energy Blast +12 (Laser; Flaw: Device; Source: Super Science; Cost: 1pp)*)

THE DISAVOWED

Inspired by the memory of her father, Julia Suller spent her whole life dreaming of serving the United States of America. Due to the nature of her father's job at the CIA, the circumstances of his death could not even be revealed to Suller and her mother, but this lack of closure only prompted Suller to enter the CIA herself in the hope of one day learning the truth of her father's demise. After many years of loyal and competent service, she learned that her father had been part of a program called Project Valkyrie, which was officially devoted to developing new types of technology for the United States intelligence community. Her father had been sent on a mission to test out some new equipment by assassinating a foreign leader hiding out in Cambodia. After her father had completed his mission and the equipment had been extracted, Project Valkyrie left him behind, named him a rogue agent, and allowed him to be

executed by the Cambodian authorities. The leaders of the Project had caved to political pressures.

This betrayal rocked Suller, but she continued her work at the CIA. While she found no fault on the part of the CIA as a whole, Suller learned Project Valkyrie was little more than a tool used by politicians who wanted plausible deniability for blatant lawbreaking. The Project's agents were considered expendable. Project Valkyrie had power armor, cyborgs, and even mutants in its arsenal, though no one outside of the upper levels of the CIA knew of its existence. Once Suller learned the full extent of Project Valkyrie's mission and purpose, she swore to expose the project and hoped to put her father's death behind her in the process.

After several years Suller managed to get transferred to field duty for Project Valkyrie in the power armor corps. She received extensive training in the piloting and repair of the types of power armor used by Project Valkyrie. Suller eventually was assigned to her first mission in Africa. Her job was to support a dictator who was helping the United States destabilize a neighboring oil-rich nation. Suller was a member of a five-man power armor team equipped with the new HCPA, or Hybrid Combiner Power Armor, commonly called Hiccup Armor by the armor's pilots. Furious at the actions she was asked to commit, Suller planned to expose the activities of Project Valkyrie. Before she could escape, she was found out. In the firefight that followed, she disabled her four fellow power armor pilots and stole their suits. Before she could contact anyone about the truth of Project Valkyrie, her enemies had painted her as a mentally-disturbed anarchist.

With nowhere left to turn, Suller ended up with the rebels who were fighting the dictator she had been sent to support. Looking for some payback, she trained several of the rebels in the use of the HCPA suits and began a campaign of sabotage and guerilla attacks against the dictator. The rebels eventually killed him in an assault on his palace. Her immediate goal completed and having no home to return to, Suller took her skills into the mercenary market under the name Disavowed. Assisted by the four rebels she originally trained, she now can be found around the globe wherever war is fought and money is plentiful. When not under contract, Suller spends her time trying to expose the covert activities of the United States, specifically Project Valkyrie.

The other members of the Disavowed are loyal to Suller, but do not share her drive to thwart Project Valkyrie. They are more concerned with surviving, gaining wealth to help their families, and bringing stability to Africa. They often push to take pro bono jobs in Africa. Calondra is the group's peacemaker and arbitrator, always ready with a wise word and an even temper. Malik is the strong man of the group and the most competent combatant of the Disavowed. Fynn, a former gun runner, is the supplier of the Disavowed and is charged with procuring sufficient parts to keep the suits up and running. Terehesa is the group technician, who possesses a doctorate in electrical engineering that she earned in the United States before joining the group.

Quote: “Two and three, flank. Four, overhead and recon. Five, with me. Let’s get this over with and get out of here.”

Personality: Stern, crisp, and dedicated, Julia Suller is a driven woman who brooks little interference or ignorance. She expects competency and loyalty from her soldiers, but not blind submission. She values people who question her actions or force her to reevaluate herself, but she rarely finds herself wanting. She is unforgiving toward those who operate through lies and deceit, especially when interfering in the nations or cultures of others.

When operating in a professional capacity, the Disavowed avoid lethal force, but when they fight politically-motivated battles, are bets are off.

Powers & Tactics: Suller and the Disavowed usually try to approach their targets quickly and hammer them with overwhelming fire before closing for melee combat. In difficult situations, the Disavowed form the Combined mode, which is much more powerful than the individual HCPA suits.

Appearance: Suller is a young black woman in her mid thirties and wears her hair short in military fashion. She usually wears conservative suits when in social environments but favors dark grey fatigues in the field. She always wears a gold ring left her by her father.

While suited up in the HCPA suits, all members of the Disavowed look exactly the same. The suits are eight feet tall and covered in thick armor plating. Each suit has an energy blade attached to the right wrist, a jet pack on the back, and a shoulder-mounted plasma cannon. The suits are painted in camouflage appropriate to their current assignment, but they bear no identifying marks or insignia except for a number on the left breast only visible in the ultraviolet spectrum.

When combined the HCPA suits form a single large suit similar to the individual suits in appearance, only larger.

Campaign Use: The Disavowed can be either enemies or allies depending on the situation. They may oppose heroes trying to protect American interests abroad or be hired by an enemy.

If the heroes are working for peaceful stability in Africa, fighting covert American groups, or have a large checkbook the Disavowed may be their allies. In these cases the Disavowed are likely to keep the heroes at arm’s length until they have proven themselves worthy of trust.

Julia Suller: PL 13; Init +4 (Dex); Defense 19 (15 flat-footed); Spd 30 ft., flight 55 ft.; Atk +6 melee (+11L, energy blade), +9 ranged (+11L, plasma blast); SV Dmg +2, Fort +2, Ref +4, Will +4; Str 12, Dex 18, Con 14, Int 18, Wis 14, Cha 16

Skills: Bluff +9, Computers +8, Demolitions +10, Drive +8, Escape Artist +8, Forgery +7, Sense Motive +6, Pilot +9, Repair +8, Search +8, Spot +5

Feats: Aerial Combat, Assessment, Inspire, Iron Will, Leadership, Point Blank Shot, Rapid Shot

Equipment: HCPA suit (Armor +11 (Source: Super Science; Cost: 1 pp), Energy Blast +11 (Plasma; Source: Super Science;

Flaws: Device; Cost: 1pp), Flight +11 (Power Stunts: Super Flightx2, Source: Super Science; Flaws: Device; Cost: 1pp), Weapon +10 (Melee only; Power Stunts: Fatigue; Source: Super Science; Cost: 1pp), Gestalt +11 (Extras: Large Form; Flaws: Device, Team Only; Source: Super Science; Cost: 1 pp), All Round Sight (Device), Amphibious (Device), Blindsight (Device), Darkvision (Device), Detect (heat, energy, life forms, explosives)(Device), Durability (Device), Immunity (Energy (Fire), Energy (Cold), Pressure, Suffocation)(Device), Radio Broadcast (Device), Radio Hearing (Device), True Sight (Device), Ultra-Hearing (Device)).

Calondra: PL 11; Init +3 (Dex); Defense 18 (15 flat-footed); Spd 30 ft., Flight 55 ft.; Atk +6 melee (+11L, energy blade), +8 ranged (+11L, plasma cannon); SV Dmg +3, Fort +1, Ref +5, Will +3; Str 12, Dex 16, Con 12, Int 12, Wis 16, Cha 18

Skills: Diplomacy +10, Drive +6, Language (French, Swahili), Medicine +9, Sense Motive +5, Survival +10, Swim +4

Feats: Aerial Attack, Indomitable Will, Lightning Reflexes, Toughness

Equipment: HCPA suit (Armor +11 (Source: Super Science; Cost: 1 pp), Energy Blast +11 (Plasma; Source: Super Science; Flaws: Device; Cost: 1pp), Flight +11 (Power Stunts: Super Flightx2, Source: Super Science; Flaws: Device; Cost: 1pp), Weapon +10 (Melee only; Power Stunts: Fatigue; Flaws: Device; Source: Super Science; Cost: 1pp), Gestalt +11 (Extras: Large Form; Flaws: Drive, Team Only; Source: Super Science; Cost: 1pp), All Round Sight (Device), Amphibious (Device), Blindsight (Device), Darkvision (Device), Detect (heat, energy, life forms, explosives)(Device), Durability (Device), Immunity (Energy (Fire), Energy (Cold), Pressure, Suffocation)(Device), Radio Broadcast (Device), Radio Hearing (Device), True Sight (Device), Ultra-Hearing (Device)).

Terehasa: PL 11; Init +3 (Dex); Defense 16 (13 flat-footed); Spd 30 ft., flight 55 ft.; Atk +4 melee (+10L, energy blade) +7 ranged (+10L, plasma cannon); SV Dmg +2, Fort +2, Ref +5, Will +2; Str 10, Dex 16, Con 14, Int 18, Wis 14, Cha 10

Skills: Computers +10, Demolitions +8, Open Lock +9, Pilot +8, Repair +15, Science (Engineering) +12, Search +7

Feats: Aerial Combat, Lightning Reflexes, Point Blank Shot, Rapid Shot, Skill Focus (Repair), Talented (Computers and Repair)

Equipment: HCPA suit (Armor +11 (Source: Super Science; Cost: 1 pp), Energy Blast +11 (Plasma; Source: Super Science; Flaws: Device; Cost: 1pp), Flight +11 (Power Stunts: Super Flightx2, Source: Super Science; Flaws: Device; Cost: 1pp), Weapon +10 (Melee only; Power Stunts: Fatigue; Flaws: Device; Source: Super Science; Cost: 1pp), Gestalt +11 (Extras: Large Form; Flaws: Device, Team Only; Source: Super Science; Cost: 1pp), All Round Sight (Device), Amphibious (Device), Blindsight (Device), Darkvision (Device), Detect (heat, energy, life forms, explosives)(Device), Durability (Device), Immunity (Energy (Fire), Energy (Cold), Pressure, Suffocation)(Device), Radio Broadcast (Device), Radio Hearing (Device), True Sight (Device), Ultra-Hearing (Device)).



Fynn: PL 11; Init +4 (Dex); Defense 21 (17 flat-footed); Spd 30 ft., flight 55 ft.; Atk +4 melee (+10L, energy blade), +8 ranged (+10L, plasma cannon); SV Dmg +1, Fort +1, Ref +4, Will +3; Str 10, Dex 18, Con 12, Int 16, Wis 16, Cha 18

Skills: Bluff +10, Innuendo +10 (+12 to send or to receive messages), Knowledge (Black Market) +8, Sense Motive +10, Sleight of Hand +10

Feats: Connected, Dodge

Equipment: HCPA suit (Armor +11 (Source: Super Science; Cost: 1 pp), Energy Blast +11 (Plasma; Source: Super Science; Flaws: Device; Cost: 1pp), Flight +11 (Power Stunts: Super Flightx2, Source: Super Science; Flaws: Device; Cost: 1pp), Weapon +10 (Melee only; Power Stunts: Fatigue; Flaws: Device; Source: Super Science; Cost: 1pp), Gestalt +11 (Extras: Large Form; Flaws: Device, Team Only; Source: Super Science; Cost: 1pp), All Round Sight (Device), Amphibious (Device), Blindsight (Device), Darkvision (Device), Detect (heat, energy, life forms, explosives)(Device), Durability (Device), Immunity (Energy (Fire), Energy (Cold), Pressure, Suffocation)(Device), Radio Broadcast (Device), Radio Hearing (Device), True Sight (Device), Ultra-Hearing (Device)).

Malik: PL 11; Init +4 (Dex); Defense 19 (15 flat-footed); Spd 30 ft., flight 50 ft.; Atk +13 melee (+15L, energy blade), +12 ranged (+10L, plasma cannon); SV Dmg +6, Fort +6, Ref +4, Will +1; Str 20, Dex 18, Con 18, Int 10, Wis 12, Cha 10

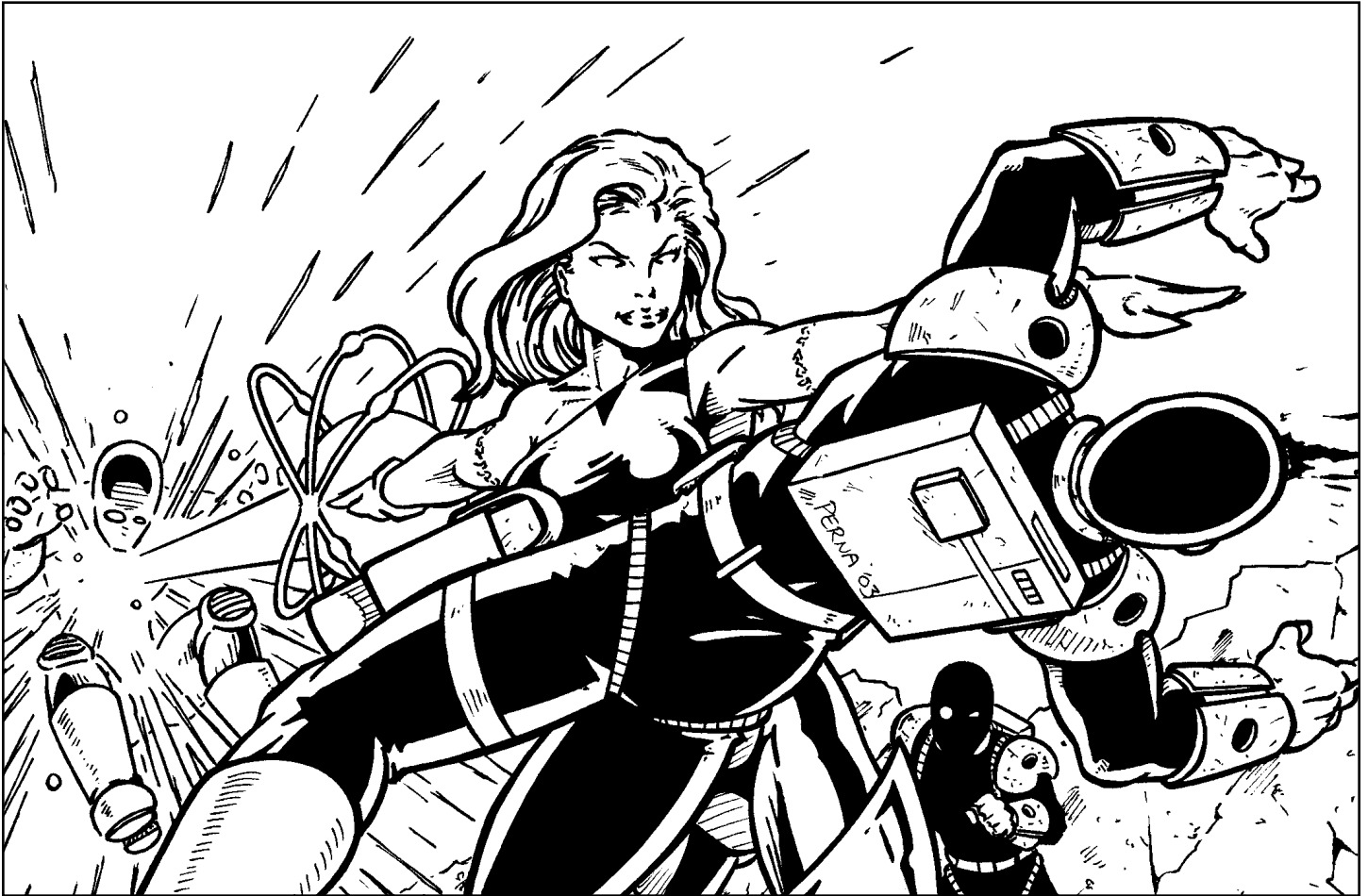
Skills: Listen +6, Spot +5, Survival +7, Swim +10

Feats: Aerial Combat, Great Fortitude, Toughness

Equipment: HCPA suit (Armor +11 (Source: Super Science; Cost: 1 pp), Energy Blast +11 (Plasma; Source: Super Science; Flaws: Device; Cost: 1pp), Flight +11 (Power Stunts: Super Flightx2, Source: Super Science; Flaws: Device; Cost: 1pp), Weapon +10 (Melee only; Extras: Fatigue; Flaws: Device; Source: Super Science; Cost: 2pp), Gestalt +11 (Extras: Large Form; Flaws: Device, Team Only; Source: Super Science; Cost: 1pp), All Round Sight (Device), Amphibious (Device), Blindsight (Device), Darkvision (Device), Detect (heat, energy, life forms, explosives)(Device), Durability (Device), Immunity (Energy (Fire), Energy (Cold), Pressure, Suffocation)(Device), Radio Broadcast (Device), Radio Hearing (Device), True Sight (Device), Ultra-Hearing (Device)).

Combined Form: PL 17 (equivalent); Init +5 (Dex); Defense 21 (16 flat-footed); Spd 30 ft., flight 70 feet; Atk +12 melee (+22L, energy blade), +12 ranged (plasma cannon, +15L); SV Dmg +6, Fort +6, Ref +7, Will +5; Str 20, Dex 20, Con 18, Int 19, Wis 17, Cha 19

Skills: Bluff +10, Computers +10, Demolitions +10, Diplomacy +10, Drive +9, Escape Artist +9, Forgery +7, Innuendo +10, Knowledge (Black Market) +9, Language (French, Swahili), Listen +8, Medicine +9, Open Lock +12, Pilot +11, Repair +15, Science (Engineering) +12, Sense Motive +10, Sleight of Hand +8, Spot +7, Survival +11, Swim +10



Feats: Aerial Combat, Assessment, Connected, Dodge, Great Fortitude, Indomitable Will, Inspire, Iron Will, Leadership, Lightning Reflexes, Toughness, Point Blank Shot, Rapid Shot, Skill Focus (*Repair*), Talented (*Computers and Repair*)

Powers: Super Strength +4 (*Source: Super Science; Cost: Special*), Protection +4 (*Source: Super Science; Cost: Special*), Immovability (*Source: Super Science; Cost: Special*);

Equipment: HCPA suit (*Armor +15 (Source: Super Science; Cost: 1 pp), Energy Blast +15 (Plasma; Source: Super Science; Flaws: Device; Cost: 1pp), Flight +15 (Power Stunts: Super Flightx2, Source: Super Science; Flaws: Device; Cost: 1pp), Weapon +14 (Melee only; Extras: Fatigue; Flaws: Device; Source: Super Science; Cost: 2pp), Gestalt +11 (Extras: Large Form; Flaws: Device, Team Only; Source: Super Science; Cost: 1 pp), All Round Sight (Device), Amphibious (Device), Blindsight (Device), Darkvision (Device), Detect (heat, energy, life forms, explosives)(Device), Durability (Device), Immunity (Energy (Fire), Energy (Cold), Pressure, Suffocation)(Device), Radio Broadcast (Device), Radio Hearing (Device), True Sight (Device), Ultra-Hearing (Device)).*

Doctor Force

Before he became the criminal known as Doctor Force, Dr. Wilson Taggart was one of several scientists working on a top-secret government project to protect the earth from asteroid

collisions. The team's latest idea was to create a device that would siphon off the inertia of an incoming asteroid and slowly cause it to come to a stop. The proposed inertia control device would turn the lost inertia into electricity, which could be stored and eventually returned to earth for use. Funding for the project was cut just as Dr. Taggart thought he was on the edge of a breakthrough.

Using the lab after-hours and on weekends, Dr. Taggart continued his work. He eventually made his own version of the inertia control device, though on a very limited scale. When he presented it to his superiors, the device malfunctioned and killed one of the scientists present. Fearing persecution, Dr. Taggart fled with the device.

Driven to redeem himself and convinced that making the device work held the means to do so, Dr. Taggart embarked on a life of petty crime to get the funds necessary to perfect the device. Dr. Taggart, using the name Doctor Force, hopes to build a larger version of his device and to use it for its original purpose. Unfortunately for Doctor Force the inertia control device produces intermittent radiation bursts, which are beginning to affect his mind and body adversely. His crimes are becoming more and more illogical and his methods, more and more extreme. If he continues to use the inertia control device, human life might soon mean nothing to him.

Quote: "You cannot stand in my way. You cannot stop science!"

Personality: Doctor Force is a dedicated scientist who is quickly losing his grip on his humanity. He believes that only he can save the world from impending destruction and that making the inertia control device fulfill its original function is the means of doing so. Doctor Force is descending into mania and madness.

Powers & Tactics: Doctor Force prefers to use his Inertia Control power to cause havoc amongst his enemies before resorting to Energy Blasts. If targets get close to him, Doctor Force will try to use Orbit Toss to get some distance. He uses his powers mainly to cause confusion, especially if he is working with other supervillains.

Appearance: Doctor Force wears a form-fitting white jumpsuit with no markings on it. The suit is friction-resistant and contains the housing for the inertia control device. He looks like he is close to forty years old, though his hair is entirely gray.

Campaign Use: Doctor Force is a good candidate for a supervillain team leader because he is willing to work with others to achieve his goals. Such relationships will be matters of convenience, though, and easily discarded. Doctor Force will hold grudges against heroes who stop him and will begin devising intricate plots to destroy them. As his madness worsens, Doctor Force will concoct increasingly grandiose and dangerous methods to achieve his goals. For a campaign with a very different feel, Doctor Force might be correct in his assumptions, and an asteroid formed by bizarre alien forces might be hurtling towards earth. In this kind of campaign, the mad Doctor might one day hire the characters to help him complete his life-saving device and the next day try to kill them because they are “interfering” with his work.

Hero Option: Doctor Force’s goals are heroic, but he is willing to go to any lengths to accomplish them. Changing that facet of his personality could change him to a hero. His knowledge of science could prove very useful for other heroes, but in return he may request they help him with the impending destruction of all life on earth. Even as a hero Doctor Force is a very driven individual.

Doctor Force: PL 12; Init +3 (Dex); Defense 18 (15 flat-footed); Spd 30 ft.; Atk +3 melee (Orbit Toss), +5 ranged (+12L, energy blast); SV Dmg +3, Fort +1, Ref +5, Will +12; Str 12, Dex 16, Con 12, Int 20, Wis 18, Cha 8

Skills: Computers +15, Repair +15, Science (Physics) +15

Feats: Indomitable Will, Iron Will, Lightning Reflexes, Toughness

Powers: Amazing Save +6 (Will; Source: Training; Cost: 1pp)

Equipment: Energy Blast +12 (Kinetic; Flaws: Device; Source: Super-Science; Cost: 1pp), Protection +12 (Flaws: Device; Cost: 1pp), Inertia Control Device (Inertia Control +10 (Extras: Orbit Toss, Uncontrolled Acceleration; Flaws: Device; Source: Super-Science; Cost: 7pp)

Gate

Adam Solun hated his life. A never ending cycle of numbers, accounts, long days, and lonely nights had whittled his prime years and left a tired man with little to enjoy and small hopes for the future. Feeling a restlessness he could not describe to others, he carried out the robotic motions of life while looking for something he could not even define. In his mind he railed against his boss, politics, media moguls, and people who cut him off in traffic. In his everyday life he never said a word of protest as he was pushed around. Over the years a slow rage built in him, the rage of a man who thinks he has nothing left to do.

Then Solun was in a car wreck caused by another driver. This last inconsiderate act pushed Solun over a boundary within his mind and awoke latent mystical powers that had long lain dormant in his blood. Both Solun and his car suddenly shifted into a new location: a stone road crossing a lush field. In the distance were mountains and a castle, but much closer a group of people were approaching. After overcoming his initial shock, Solun learned from the people that this place was an alternate dimension to which Solun’s bloodline had been attached for centuries. It was the duty of Solun and his family to protect an artifact in the castle, the Darvus Stone, from the forces of darkness. These forces would otherwise use the Stone to breach the walls between dimensions and flood worlds with darkness. Despite the absurdity of the claim, the story felt right to Solun. It felt like the thing he’d been looking for all along but couldn’t define. At last he felt at home.

After learning how to shift back and forth to the alternate dimension, known as Sanctuary to its inhabitants, Solun quit his job, gathered his belongings, and transferred to Sanctuary. He designed a simple costume and assumed the name Gate. With a show of will no one thought he possessed, Solun began to hunt down the forces that sought the Darvus stone while trying to uncover the lost history of his family. While his powers are formidable, he has a lot to learn about the super hero business. The good news is he’s been waiting his whole life to do it.

Quote: “Now, I’m not going to go away. I’m not going to stop. I’m going to put you in a small dimension, about as big as a bread box, and leave you there forever unless you put that gun down.”

Personality: Gate is now a very willful person, always wanting to be in on what’s going on and never content to stand on the sidelines. He is neither a bully nor pushy. He always champions the underdog and hates seeing others pushed around. Gate often goes out of his way to make sure that all members of a team get their say and are able to feel useful.

Powers & Tactics: Gate’s powers are mainly defensive and allow him to avoid most attacks. He usually avoids combat until he enters melee range where he can use his Dimensional Shunt power to trap his opponents. If overmatched, he flees to Sanctuary.

Appearance: Gate is in his early forties, but with his new direction in life he looks much younger. He normally wears a long

black trench coat, black pants, gray shirt, and a black mask. He also carries a belt covered with tools and gadgets. He wears no symbols or discerning marks except for a small gray circle on the back of each of his gloves with are the focal point of his dimensional portals. When not in hero mode, Gate wears normal street clothes. When he acts only on his own behalf as Adam Solun, even his clothing seems to be less forceful. His normal clothes are often drab.

Campaign Use: Gate makes an excellent ally for players who need a place to hide out for a while. He can also provide a hook for any number of adventures by requesting help guarding the Darvus Stone. In his quest for his family history, he may seek out the aid of the characters or hire them to hunt down information or artifacts important to his heritage.

Villain Option: As a villain Gate is the ultimate disgruntled employee. Sanctuary becomes his own private playground where he can indulge in power fantasies, which may involve the heroes if they stand in his way. When not playing in his personal dimension, a villainous Gate spends much of his time accumulating the wealth and power he never had in the real world through theft.

Gate: PL 12; Init +1 (*Dex*); Defense 16 (15 flat-footed); Spd 30 ft.; Atk +5 melee (+1*S*, *punch*); SV Dmg +5, Fort +5, Ref +5, Will +11; Str 12, Dex 12, Con 12, Int 16, Wis 19, Cha 14

Skills: Knowledge (Arcane) +8, Profession (Accountant) +9, Search +7, Sense Motive +7

Feats: Darkvision, Identity Change, Indomitable Will, Iron Will, Trance

Powers: Amazing Save +4 (*Will*; *Extras: Fortitude, Reflex, Damage*; *Source: Mystical*; *Cost: 4pp*), Dimensional Shunt +11 (*Power Stunts: Extra Storage x4, Army x2*; *Extras: Dimensional Control, Personal Dimension*; *Source: Mystical*; *Cost: 8pp*)

Weakness: Quirk (*Protect the Darvus Stone*)

G r a v i t a

Dr. Jill Thompson was a astronomy professor of great repute before her transformation to Gravita. She was known for being one of the leading experts in black holes and quantum mechanics, and she was constantly working to comprehend the underlying rules of the universe. Unfortunately these secrets are not given up lightly, and Dr. Thompson struggled for years to find the elemental theories that would allow a complete link between Relativity theory and quantum mechanics. After many years of research, she feared her work would be in vain because she seemed no closer to her goal.

Then a stranger came to speak with her: a tall man with dark features whose presence hinted at things malignant and best left unthought. He spoke with a knowledge of science little known or understood to mortal men. Dr. Thompson argued with him, and their debate raged for hours. Finally his rhetorical assault broke down some wall of comprehension in her, and Dr. Thompson saw the entire universe from a different, and not at all

human, point of view. With this realization Dr. Thompson lost her humanity and gained the powers of Gravita.

Since her awakening, Gravita has wrecked havoc on scientific institutions, particularly research centers, universities, and high-tech corporations. Collateral damage is of little concern to her, and she goes out of her way to kill people who, she feels, pretend to be scientists.

Gravita believes all human attempts at understanding the universe have been built upon lies present in the most basic assumptions of human existence. As proponents of these assumptions, scientists and researchers are offensive to her. Until these assumptions are removed, Gravita believes the human race will never move forward from the primitive time- and space-obsessed race it is.

Quote: “Distance and matter mean nothing to me. Until you can get past these primitive concepts, neither do you.”

Personality: To Gravita everyone else is a complete moron and should be treated as such. If anyone is foolish enough to claim intelligence or knowledge in her presence, she will do her best to kill this transgressor. She believes that such willfully ignorant people stand directly in the path to her goal. Gravita seeks to destroy all scientific learning so man can begin again on the right path: hers. If millions of people have to die for this cause, so be it.

Powers & Tactics: Gravita will use her Singularity power at a distance to disorient and damage her foes while using Spatial Manipulation to stay out of her enemy's reach. She will teleport out of close combat when engaged because she knows that her close combat skills are not very good.

Appearance: Gravita is a woman in her late thirties with short dark hair and a slim build. She wears a makeshift outfit made of loose pants, a t-shirt, and a light jacket, all gray in color. When not in combat, she wears glasses.

Campaign Use: Gravita is a good villain for lower-level campaigns, and her choice of targets can spur very interesting adventures. The threat of Gravita can also contribute to campaigns since the head of a laboratory might hire a group of characters to protect his grounds against a possible attack. Gravita will work with other villains, but in the end she is only interested in her own goals. Some part of her still enjoys being a source of knowledge, so if characters are able to negotiate the pitfalls of her vicious ego, she can provide them with a great deal of information.

Gravita: PL 13; Init +4 (*Dex*); Defense 19 (15 flat-footed); Spd 30 ft.; Atk +2 melee (+0*S*, *punch*), +6 ranged(+10*L*, *Spatial Manipulation damage*); SV Dmg +7, Fort +7, Ref +10, Will +10; Str 10, Dex 18, Con 12, Int 20, Wis 18, Cha 10

Skills: Computers +8, Science (Astronomy) +15

Feats: -

Powers: Amazing Save +6 (*Will*, *Extras: Damage, Reflex, Fortitude*; *Source: Training*; *Cost: 4pp*); Spatial Manipulation

+10 (Source: *Mystical*, Cost: 9pp), Singularity +6 (Source: *Mystical*; Cost: 4pp)

I-Team

Bershak Stn'Val was born on Earth K, an alternate version of earth colonized by a number of alien species several hundred years in the past. Bershak, descended from a human and an alien originally from the Crab Nebula, was born with the humanoid form of her father but the blue skin and telepathic powers of her mother. From a young age Bershak dreamed of joining the Space Corps, a group of super-powered beings who used their abilities to defend the Free Planets Federation from outward threats like the Beta Galaxy Raiders and the Scourge. Unfortunately Bershak's telepathic powers were not great enough to merit entry, so she instead decided to pursue membership in the Space Corps Research Agency, the science and support arm of the Space Corps. After many years of school and field work, Bershak became one of the Free Planets Federation's leading hyper-dimensional scientists and helped the Space Corps avoid calamities of galactic proportions with her knowledge of dimensional physics.

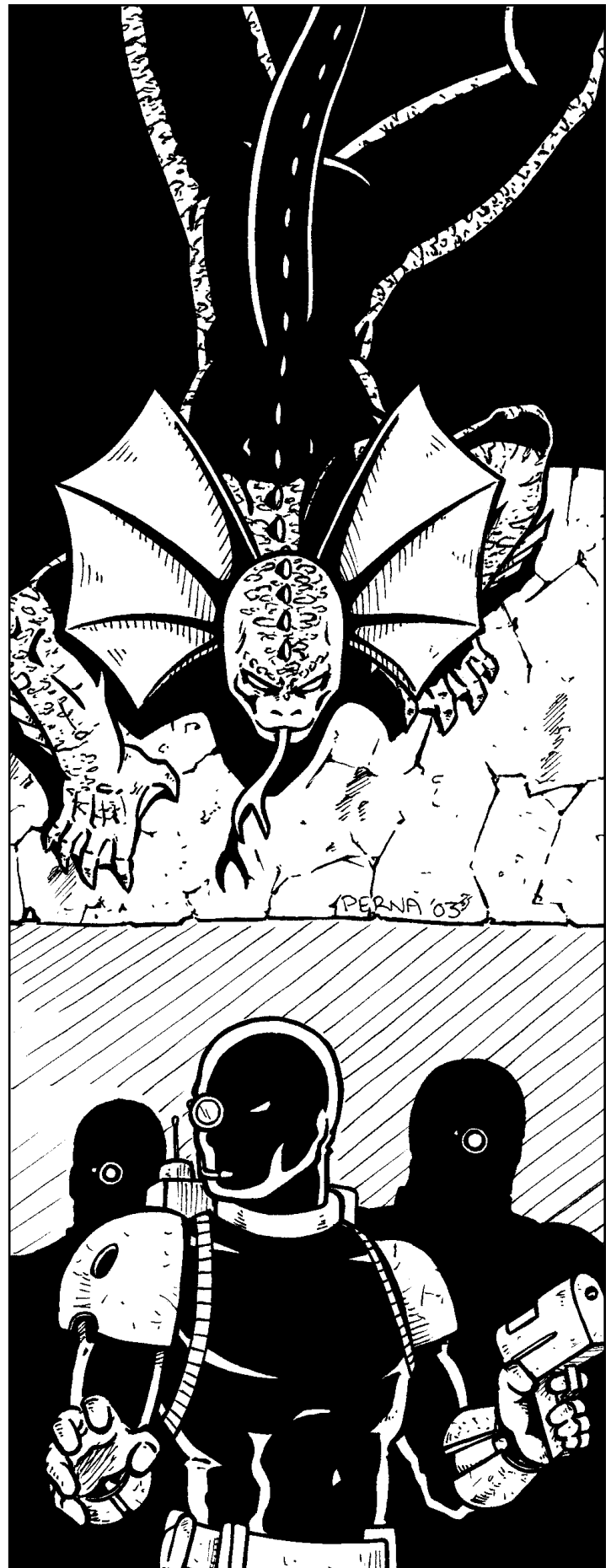
During one of these efforts, the elimination of the Core Black Hole, Bershak discovered a new facet of her telepathic powers: she could reach across dimensional boundaries and summon versions of herself from these alternate realms. Each duplicate was slightly different from Bershak but similar in outlook and personality, and the duplicates were willing to help Bershak when called upon. Using this newfound power, Bershak again applied for entry into the Space Corps. Her request was quickly granted because of her lengthy and impressive service record. Unfortunately on her first mission Bershak sacrificed herself to close an unstable dimensional gateway threatening Earth K by throwing herself into the gateway while carrying a gateway-closing device.

Bershak did not perish and instead arrived on our Earth very confused but very much alive. Finding this world as full of villains as her home world, Bershak quickly joined the fight against evil. Assuming the moniker I-Team, she has become a warrior facing the many threats of this world. She still struggles to find a way home by seeking out people with dimensional powers or knowledge of dimensional physics. Her dearest wish is to return to her Space Corps.

Quote: "You are in violation of interstellar code . . . never mind. Surrender now or I'll have to get numerous."

Personality: A dedicated law officer and scientist, Bershak relies on observation and questioning to comprehend the new world she has been thrust into. She is a little naïve of the complexities of this world, but she finds even the most mundane aspects of it fascinating. Bershak adheres to the strict principles of the Space Corps, even if the Corps never existed here.

Powers & Tactics: When faced with combat, I-Team usually summons several combat-oriented versions of herself using Dimensional Doppelganger. She knows her combat abilities are



not impressive and tends to rely on her doppelgangers for combat.

Appearance: Bershak's skin and hair are dark blue. She wears an armored body suit emblazoned with the Space Corps emblem, a picture of Earth with a shield in front of it, along with her badge number, 7829. The suit has seen some wear and tear since arriving on earth, but she does her best to keep in good condition. She rarely wears other clothes, seeing little sense in trying to pass for normal on this Earth.

Campaign Use: I-Team can ask characters for help in trying to return home, or she might be an ally when traveling in other dimensions such as the one where Earth K exists. She might work well as an accidental adversary if she mistakes the efforts of the heroes as being nefarious.

Villain Option: Instead of the Space Corps being a group of dedicated lawmen, it is instead a group of thugs and criminals running a huge protection racket. Now Bershak has found a whole other universe to extort money from and wants to bring her comrades here to conquer Earth. She tries to build dimensional gateways or kidnap heroes with dimensional powers to this end.

I-Team: PL 10; Init +3 (*Dex*); Defense 17 (14 *flat-footed*); Spd 30 ft.; Atk +3 melee (+3S, *punch*), +5 ranged (+8S, *Space Corp Blaster*); SV Dmg +1, Fort +1, Ref +3, Will +5; Str 12, Dex 16, Con 12, Int 20, Wis 16, Cha 14

Skills: Computers +9, Gather Information +7, Science (*Dimensional Physics*) +18, Search +10, Sense Motive +7

Feats: Attractive, Darkvision, Iron Will, Skill Focus (*Science (Dimensional Physics)*), Track

Powers: Dimensional Doppelganger +10 (*Flaws: Opposite; Source: Alien; Cost: 3pp*), Telepathy +5 (*Source: Alien; Cost: 2pp*)

Weakness: Naive

Equipment: Space Corps Armor Suit (*(Armor +10 (Source: Super Science; Cost: 1pp), Flight +10 (Power Stunts: Space Flight; Flaws: Device; Source: Super Science; Cost: 1pp), Comprehend +10 (Flaws: Device; Source: Super Science; Cost: 1pp)*), Space Corp Blaster (*Energy Blast +6 (Plasma; Flaws: Device; Source: Super Science; Cost: 1pp)*)

The Judge

Arthur Simon was well known in New York City as a defense attorney, but he used his vast knowledge of the law as a guide to circumvent it rather than to uphold it. Living a life of luxury, wealth, and power, he eventually let his legal prowess slide as he indulged in debauchery. His behavior became more and more erratic. Finally he showed up to court drunk and failed utterly in defending a mafia don accused of twelve counts of murder. The don was found guilty and sentenced to death, but this final punishment did not stop the don from arranging appropriate punishment for Simon.

The day after the trial Simon was kidnapped, beaten within an inch of his life, shot six times, and left for dead in the East River. As his life faded, Simon saw a blinding light come down from the sky. In the light was a winged form wielding a flaming sword, which the being of light plunged straight through Simon's chest. The pain was intense but short, and after it subsided Simon had been both healed and changed. "All humans are born with the capacity for free will," said the being, "but you squandered yours. In death you have lost your right to free will. In life you thwarted consequences for yourself and others. Now you will be the enforcer of consequences." And with that the winged creature was gone. Simon found himself alone, wet, cold, and dead.

Although Simon was still mobile, he knew immediately he was no longer among the living. He was wracked particularly by a thorough, awful coldness. Climbing up from the shore, he found the thugs who had attacked him. Using his new found resilience, he killed the men and felt some warmth return to his body. The feeling lasted for a few hours, but it soon faded. He discovered that he could only feel warmth, joy, or contentment during a brief punishing the wicked. Assisted by a lifetime of aiding the people he now hunted and calling himself the Judge, Simon became the bane of criminals in New York City. He knew their hideouts, their names, and their strategies. He became a single dead man fighting back evil in the hope of one day balancing the scales of his own soul.

Quote: "You will be judged."

Personality: Simon has little personality after his transformation, and he often seems cold and uncaring to people who meet him. When on the job he works quickly and without remorse. After an act of vengeance, the warmth that returns to his soul allows him to be more human for a time. He becomes gregarious and even comedic in these respites and tries to make the most of these limited opportunities. He spends most of this time in the company of others or, if he can manage it, going to the opera.

Powers & Tactics: The Judge fights using his Confession Burn power to take down his opponents. He follows with the Oathbinder power if his victims are not judged to receive death. The Judge prefers to attack with surprise and use Fade to disappear in combat, move about in the shadows, and attack from a new position.

Appearance: The Judge has pale, white skin and dark circles under his eyes. While his skin is neither rotting nor smelly, he does bear a striking resemblance to a walking corpse. His hair is flat, black, and usually covered by a fedora that makes his face difficult to identify. The Judge normally wears a black pinstripe suit with a large black leather gun belt. During rainy or cold seasons, he wears a long black trench coat.

Campaign Use: The Judge can be an ally or an adversary depending on how the heroes meet him. If the heroes are opposed to vigilante killing or deserve vengeance themselves, the Judge may become their enemy. Lawful heroes in particular are likely to take issue with his extreme methods. Other heroes

may find his knowledge and abilities very useful, but he rarely works with other people for long. He seeks companionship only during the rare grace periods when he can feel happiness.

Villain Option: To make the Judge a reasonable villain simply broaden his definition of vengeance-worthy behavior. If he punishes any form of lawbreaking or social custom, many ordinary individuals and worthy heroes could become his targets. If he is to be an extreme villain, his determination of who is guilty and who is not could be based completely on a warped sense of morality. In this version, he follows a random pattern of mercy and violence.

The Judge: PL 16; Init +9 (Dex and Improved Initiative); Defense 23 (18 flat-footed); Spd 30 ft.; Atk +12 melee (+5S, punch), +13 ranged (+14 L or S, Confession Burn); SV Dmg +13, Fort +5, Ref +5, Will +5; Str 18, Dex 20, Con 20, Int 16, Wis 20, Cha 10

Skills: Hide +11, Intimidate +10, Knowledge (*Criminal Underground*) +9, Listen +11, Move Silently +11, Spot +11, Search +9

Feats: Accurate Attack, All Out Attack, Darkvision, Detect (*Vengeance*), Durability, Far Shot, Immunity (*aging, critical hits, poison, disease, exhaustion, starvation, suffocation*), Improved Critical (*Confession Burn*), Move-By Attack, Penetrating Attack (*Confession Burn*) x5, Point Blank Shot, Quick Draw, Rapid Shot, Toughness

Powers: Amazing Save +6 (*Damage; Source: Mystical; Cost: 1pp*), Fade +14 (*Extras: Concealment, Video Blur; Flaws: Half action; Source: Mystical; Cost: 3pp*), Oathbinder +14 (*Power Stunts: Oath Knowledge; Flaws: Range: Touch; Source: Mystical; Cost: 1pp*);

Weakness: Disturbing, Quirk (*Vengeance*)

Equipment: Pistols (*Confession Burn* +14 (*Extras: Touch of Truth; Source: Mystical; Flaws: Device; Cost: 3pp*))

L i s a S i n c l a i r , S p i r i t o f V i c t o r y

Some heroes choose the path of greatness; others are dropped off in the general vicinity of greatness in the middle of the night, with no map and no flashlight. Such is the case with Lisa Sinclair, inheritor of the mantle of the Spirit of Victory. From what Lisa's rather unclear and often annoying dreams have told her, the Spirit of Victory is supposed to be on the forefront of the battle against evil, ever ready to champion the forces of light. If that's the case, none of the past Spirits of Victory had to hold down two jobs or make sure the kids got a good dinner in them.

Lisa Sinclair, life-long resident of Jersey City, is a single mother of two, Rob and Michelle. She suddenly had the weight of an ancient warrior tradition forced upon her because she helped a

badly injured woman she met on the street get to a hospital. This woman was the previous Spirit of Victory, and she passed the mantle on to Lisa — without asking, of course.

Now Lisa has supervillains beating down her door while she tries to keep her household running, and she has found that most supervillains are too evil to schedule their attacks during the ten minutes she actually has to herself each day. Fueled by frustration, Lisa tends to meet challenges with brutal counter-attacks in the hopes of ending things quickly.

Quote: “Look, I’ve got ice cream melting in the back seat and Rob to pick up from school. Just lay down and bleed so I can save some time.”

Personality: Lisa Sinclair does not consider herself a superhero, and she is quite clear on this point with any characters she meets. After all, superheroes don’t panic because their daughter ruins yet another pair of shorts. Superheroes don’t worry about rent checks or grocery money. Impatient and brusque, this incarnation of the Spirit of Victory fights and acts with an anger that seems desperate.

Powers & Tactics: Not a well-trained combatant, Lisa tends to activate her Match power whenever possible. Lisa favors close combat and normally foregoes weapons or ranged combat. She will always try to take fights to uninhabited locations and away from her family.

Appearance: An attractive woman in her mid thirties, Lisa does not have the metabolism or physique of youth any longer. In general she looks more like a harried mother than a superhero. Lisa often wears jeans and an old sweatshirt that reliably washes clean of bloodstains.

Campaign Use: Lisa Sinclair is a hero who walks a very fine line. Her anger and frustration at the lack of choices in her life make her vicious in combat, but those feelings also block the senses of empathy and compassion that prevent superheroes from becoming supervillains. Lisa Sinclair can develop in different ways. She might overcome her anger and learn how to ask for help from other people. If she does so, she finds that her friends or perhaps the characters are able to help her with babysitting duties, looking for a single and better-paying job, and growing both emotionally and physically into the role of the Spirit of Victory. In this kind of campaign, Lisa Sinclair will become a powerful ally of the characters. In a different world Lisa might allow her frustration and anger to overwhelm her. She begins making rash and cruel decisions, and she seeks a course of action only so long as it has immediate benefit for her. In this case, Lisa forges alliances with several local supervillains. Her dreams become nightmares, and she must begin making power checks, DC 10 + power level, to activate her powers. In this kind of campaign, Lisa Sinclair becomes a vicious, ruthless, and bloodthirsty enemy to the characters.

Name: PL 12; Init +4 (Dex); Defense 20 (16 flat-footed); Spd 30 ft.; Atk +9 melee (+8 L or S, punch); SV Dmg +6, Fort +4, Ref +4, Will +2; Str 16, Dex 18, Con 18, Int 12, Wis 14, Cha 12

Skills: Medicine +6, Profession (Office Clerk) +5



Feats: Durability, Immunity (Age, Disease), Power Attack, Toughness

Powers: Match +10 (Source: Mystical; Cost: 9pp), Strike +5 (Power Stunt: Dual Damage; Source: Mystical; Cost: 2pp)

M a g m a

Originally from another dimension, Magma is an earth elemental on the run. While she had no problems with selling sacred jewels found only in her home dimension to buyers in other dimensions, her fellow elementals found her lack of faith disturbing. Abandoned in this dimension by her dimension-hopping co-conspirator and considered a thief by her own people, Magma turned to the handful of people she knew in this dimension. Because all of them were criminals, she quickly fell in with the wrong crowd.

Her employers soon ignored Magma's thieving abilities in favor of her raw toughness and her control over the earth itself. Though weak for an elemental, her innate abilities give her quite an advantage in this dimension. Magma quickly made herself a name as a professional super thug.

These days Magma is willing to work for others as long as she is treated fairly and gets her cut. She has a record of backing winning super villains and is well-respected for her work against several super hero groups. Magma is not violent by nature, and she avoids killing when she can. She knows enough about this world's justice system to know that such restraint might aid her if she ever does get caught. Magma will follow the orders of her employers, but she will not do anything to tarnish her professional reputation.

Quote: *"It's not that I want to break your face bub, but this is business."*

Personality: Magma is a professional thug. She is not stupid, but nor is she bright. She is dedicated and sees jobs through to the end, but she knows better than to come up with plans on her own.

Powers & Tactics: Magma uses her magma bursts to soften up enemies before going in for close combat. Against opponents who use range weapons, she will try to use the Tremor power of Geo-Force to knock them down and then hit them with magma.

Appearance: Magma looks like an attractive woman made of thousands of small rocks. Her hair is made of sand. She is seven feet tall and usually wears little more than a few belts.

Campaign Use: Magma is a reasonable thug. She is a good fighter to use against most mid-level teams, but she is also a sympathetic member of the organized crime family. Characters who must work with a syndicate will find her dedication refreshing. Her background might also provide adventure for the characters if a rampaging and justice-seeking horde of earth elementals descends on the area in search of Magma. Magma is an excellent contact to make because she has spent some time working hard to cultivate working relationships and now knows

far more than a handful of people involved in varying levels of criminal activity.

Magma: PL 11; Init +3 (Dex); Defense 15 (12 flat-footed); Spd 30 ft.; Atk +8 melee (11S, punch), +6 ranged(+10L, magma burst); SV Dmg +5, Fort +5, Ref +3, Will +1; Str 20, Dex 16, Con 20, Int 11, Wis 12, Cha 12

Skills: Disable Device +7, Hide +8, Move Silently +8, Open Locks +8

Feats: Power Attack

Powers: +10 Geo-Force (*Power stunts: Magma Burst; Source: Mystical; Cost 7pp*) Super Strength +7 (*Extras: Protection; Source: Training; Cost: 5pp*)

M a r c u s D e s t i n y

For many centuries the sacred order Dux Fatalis has traveled the globe seeking those who are destined for greatness and putting them on their path. Originally started in Rome to find and train Romans with extraordinary powers, the Dux Fatalis grew over time to encompass dozens of countries and hundreds of members, all dedicated to finding potential heroes and helping them live up to their destiny. Unfortunately during the 16th century, the Dux Fatalis fell under the stern eye of the Inquisition and was persecuted for having congress with demons and spirits. The Dux Fatalis was wiped out except for one man, Giuseppie Fatalis, a descendant of the order's founders who possessed supernatural powers himself. Giuseppie went into hiding and began rebuilding the order. He trained all his disciples in powers he himself had mastered. The new order slowly assumed its old role when its members again began to travel and subtly help others find the path of the hero.

Marcus Destiny, a descendant of Giuseppie Fatalis, is the most powerful member amongst the current Dux Fatalis. Able to reweave destiny in small ways and read the abilities of others with a glance, he crosses the globe looking for those who have untapped potential. He never aids them directly, so he steers them through intermediaries to allies, teachers, or resources. The Dux Fatalis have a sizeable fortune, and Destiny puts it to good use.

A man of wisdom and good humor, Marcus Destiny is unassuming and few give him a second look if they do not know his identity. He never issues orders, but he does ask questions until his compatriots come to their own truth. He is not concerned with power or glory, but with helping as many people as possible find how great their destiny can be. Only a few of the world's villains have learned of his activities, but those who have would gladly eliminate the meddling do-gooder.

Quote: "I'm not here to show you a path, convince you to make a choice, or tell you you're doing something wrong. I'm just here to say that you have the potential to do more. So much more."

Personality: A quiet, introspective man, Marcus Destiny usually only speaks when spoken to and tends to answer all questions

with questions of his own. Reserved in a surprisingly genial way, he does not wish to obscure truth and hopes to encourage others to find it on their own. Some find him maddening while others think he is a font of wisdom.

Powers & Tactics: Marcus Destiny avoids combat when possible and knows his own powers are not well suited to combat. He uses his Synchronicity power to avoid fighting, to put obstacles between attackers and himself, or to arrange an surprisingly convenient escape. Marcus Destiny has a number of allies and often contacts them if he is expecting violence.

Appearance: A handsome man in his middle thirties with dark hair and an olive complexion, Destiny tends to wear clothes appropriate to the situation he is in. He always prefers to blend, but he tries to wear clothes of simple manufacture and cut. Rarely stylish or out of style, Destiny smiles often and gently.

Campaign Use: Marcus Destiny provides an excellent hook for introducing new characters or getting characters together. He's always looking for potential heroes in need of mentors or allies, and he may approach the player characters to serve as teachers for neophyte heroes. If the player characters have been faltering, Destiny might find them a suitable mentor or ally. If the characters show promise as mentors themselves, Destiny might even recruit them as members of the Dux Fatalis. Destiny could then send them on a series of missions designed to educate them in the methods and philosophies of the arcane order.

Villain Option: Instead of helping young heroes, a villainous Marcus Destiny finds them so he can kill them before they become a nuisance. The entire Dux Fatalis is an organization that uses prognostication and reality altering powers to prevent or turn the training of heroes all around the world. Destiny's contacts and resources could provide criminals masterminds with heroes whose training had been irrevocably warped toward evil ends. Destiny would still not be much of a combatant, but he is likely to have lots of super villains willing to or blackmailed into fighting for him.

Marcus Destiny: PL 14; Init +2 (Dex); Defense 22 (20 flat-footed); Spd 30 ft.; Atk +4 melee (+1S, punch); SV Dmg +1, Fort +1, Ref +2, Will +7; Str 12, Dex 14, Con 12, Int 18, Wis 20, Cha 18

Skills: Diplomacy +12, Hide +7, Knowledge (*Super Heroes*) +12, Languages (*Chinese, French, Spanish, Russian, Japanese, Hindi*), Listen +10, Search +10, Spot +10

Feats: Connected, Hero's Luck x5, Iron Will

Powers: Synchronicity +14 (*Source: Mystical; Cost: 4pp*), Power Scan +14 (*Source: Mystical; Cost: 2pp*)

T h e M e c h a n i s t

Several thousand light years from earth was a world called Sadar, now long-vanished into the Sadaran Black Hole. A race of silicon-based lifeforms called Sadari inhabited Sadar. They mastered the windswept crystal deserts and diamond caverns of their homeworld through a wide variety of advanced technolo-

gies. Over time they developed space travel, and with much fanfare the Sadari launched their first faster than light ship into space. A number of mistakes in the ship's design caused the ship to create a singularity at its point of departure. The resulting black hole claimed Sadar as its first victim. The single occupant of the departing ship, a Sadari explorer named Mecha, was the only survivor of his race. Because of the failure of his ship's sensor systems, Mecha has no idea about the fate of his world.

Mecha was eventually able to regain control of his ship from the malfunctions that had plagued its flight, and he landed on Earth. Unfortunately Mecha was gravely injured while landing. Willing to survive even in a limited capacity, Mecha downloaded his consciousness into the millions of nano-robots used to maintain his ship. His original body perished, but Mecha lived on in the thousands of small robots spread across the wreckage. The damage was too severe for Mecha to repair without parts, and a quick scan of available radio signals showed that Earthlings did not have the technology to repair his without great difficulty.

Shortly after the crash, the ship was found by the Russian military. The Russians quickly collected all the parts they could find and carted them off for study. Mecha had all the nano-robots shut down so they would not be perceived as a threat. He awoke them only after reaching the research station at which he would be studied. Realizing that he must eventually make contact, Mecha attempted to communicate with a Russian scientist named Mikhail Rustchef. In his attempt communicate Mecha burned his nano-robots into Rustchef and injured him severely. Mecha was able to make contact and heal Rustchef's wounds, but he felt great guilt for the pain he had caused. Explaining his position and desire to repair his ship, Mecha made a deal with Rustchef: Rustchef would help Mecha repair the ship in exchange for Mecha doing Rustchef some favors. Mecha accepted the deal. He had no way of knowing that Rustchef saw Mecha as a way to escape his pauper's life and finally become someone of power and importance. Duping a confused and trusting alien was sadly not difficult.

The pair fled the compound with Mecha's ship in tow. They then began a career of crime to secure the necessary parts to repair Mecha's ship. Mecha does not understand that he and Rustchef are criminals, and he accepts Rustchef's statements that the people they steal from are tyrants or criminals themselves. With Mecha's help, Rustchef has struck a number of advanced aeronautics, computer manufacturers, and banks. Under the name of the Mechanist, Rustchef and Mecha are slowly earning a reputation as a super villain to be feared.

Quote: *"I think you should do as we say. You cannot match our power. Yes, Mecha, he is a criminal and not to be pitied."*

Personality: Rustchef is a greedy, power hungry man who is willing to step on anyone to reach his goals. He manipulates Mecha out of habit now and has no consideration for his partner's feelings or interests. Mecha is a curious, caring explorer who just wants to go home. He doesn't want to hurt anyone, but all of his opponents have been people worthy of

pain according to his friend Rustchef. Rustchef is the only person who can hear Mecha because Mecha has been afraid to attempt to communicate (and thus harm) other beings, so Rustchef does all the talking for both of them.

Rustchef is seeking a way to remove Mecha's consciousness from the nano-robots so that he can gain direct control of them. So far he has not had any success.

Powers & Tactics: The Mechanist tries to intimidate others into surrendering, but he readily resorts to violence. The Mechanist relies completely on his nano-robots for protection and weapons. If the nano-robots are somehow neutralized, he flees immediately. The Mechanist usually uses the Gadgets extra to replicate the Protection power, though he does switch to other powers as needed.

Appearance: The Mechanist looks like a man in his mid forties covered in a suit of constantly shifting metallic cloth. The Mechanist is completely bald and wears a pair of high-tech goggles formed by the nano-robots. The nano-robots form whatever equipment the Mechanist needs, from weapons to armor plating to jet packs.

Campaign Use: The Mechanist makes an excellent villain for heroes with an interest in high technology because such heroes may be a target of the Mechanist's predations. The Mechanist also strikes more common targets, such as banks, to fund his efforts. The Mechanist might also try to sell some of the advanced parts that he has stolen but that cannot be used for the ship to the characters. If the heroes learn of Mecha's plight, they may seek to free the trapped alien from Rustchef's control or even help him return home. If the heroes are able to convince Mecha of Rustchef's duplicity and free Mecha, they will have gained a powerful ally.

Hero Option: Instead of enslaving Mecha, Rustchef serves as a willing partner who is helping the alien rebuild his ship and return home. A heroic Mechanist provides a number of adventure hooks as the heroes help him acquire the parts he needs for his ship. Once the ship is repaired, a whole other world of opportunities opens up because the heroes can make the jump to space travel.

The Mechanist: PL 13; Init +1 (*Dex*); Defense 19 (*18 flat-footed*); Spd 30 ft.; Atk +5 melee (*+13L, Natural Weapons*); SV Dmg +5, Fort +5, Ref +1, Will +1; Str 8, Dex 12, Con 20, Int 20, Wis 12, Cha 10

Skills: Bluff +4, Computers +15, Disable Device +9, Science (Aeronautics) +16,

Feats: Darkvision, Iron Will, Talented (*Computers and Science (Aeronautics)*), True Sight

Powers: Nano-Machines +13 (*Extras: Corrosion, Gadgets, Natural Weapons, Paralysis*; *Source: Super Science*; *Cost: 10pp*)

Weakness: Limited Action (*Cannot commit acts of overt evil without some type of explanation for Mecha*)



M s . M y s t i c

Ms. Mystic, born Casey Jacobs, began her career as a masked crime fighter back in the 1930s when all she needed to fight crime was a mask, a cool car, and a gun. Both of Jacobs's parents had made fortunes in rum running during Prohibition, and with the end of Prohibition, they turned to less innocent criminal practices. Within a few years the husband and wife team Lawrence and Elizabeth Jacobs ran much of the criminal element in Atlanta, from extortion to gun running. Their daughter was kept blissfully ignorant of these facts until her eighteenth birthday when a rival gang tried to kidnap her to use as leverage against her parents. Jacobs managed to escape, but her experience taught her much of what she did not know about her parents' criminal actions.

Betrayed by their silence, she made an alliance with one of her kidnappers, Harry Knapp. Her parents had killed Knapp's mother and father, and she convinced him to help her escape in return for vengeance for his parents' death. Jacobs wrangled all the funds she could from her trust fund and other accounts and fled from her parents. She was determined to try to make up for the evils her parents had done. With Harry at her side she began a war on her parents' criminal empire. She adopted the persona of Wolf, a costumed vigilante, and Knapp became her sidekick, Bear. The pair battled Jacobs's parents for years and fell in love. They married in secret, but their happiness was short lived.

Knapp died in the same battle that killed Casey's parents. Casey Knapp survived, but suffered terrible injuries and a broken heart.

After years spent recovering her physical abilities, Knapp turned to the supernatural in the hopes of bringing Harry back to life. She pursued any knowledge of the arcane she could find for thirty years. In 1968 she finally thought she had discovered a method, but then Harry appeared to her and told her he was at peace. He said that she should move on with her life, that she had great power, that people needed her. Knapp took measure of her skills and found his words ringing true, so she began a new career of crime fighting as Ms. Mystic, Mistress of the Magical Arts.

In the years since that day, Ms. Mystic has played mentor to a number of heroes and stood up against several powerful criminals. She is over 80 years old and an active member of the hero community. Though she does engage in as much hand-to-hand fighting as she once did, her summoned creatures and arcane knowledge make her a worthy opponent.

Quote: *"I've seen evil like you before. You won't win. Too old? We'll see about that. I was whipping super villains like you since before you were a gleam in your father's eye."*

Personality: Ms. Mystic is gung ho and always ready for a new challenge. She does not let her physical limitations stand in her way, and she always finds ways to fight smarter instead of harder. She is over protective of younger heroes, but does not



coddle them. She hates people discounting her because of her age.

Powers & Tactics: Ms. Mystic always fights through the bessians from Dimension Z that she is able to summon with ease. The bessians, which look like spectral, wraith-like humanoids, follow her every command and consider her a god. She is doing her best to dissuade the bessians of that particular belief. When confronted directly, Ms. Mystic retreats and, if necessary, flees. She has many allies amongst the superhero community and often asks for help when going into dangerous situations.

Appearance: Ms. Mystic is over eighty years old. Her hair is stark white and worn at waist length. Ms. Mystic uses a wheelchair normally, but in combat she prefers to levitate or be carried by one of the bessians. When dealing with supernatural matters, she wears a long blue cloak and black robes.

Campaign Use: Ms. Mystic can serve both as an advisor and a source of information for heroes. She is not a terribly effective combatant, but her contacts in the superhero community can help the heroes make contacts with other heroes.

Villain Option: Turned bitter and dark by her failure to return Harry to life, Knapp turns to a life of crime and follows in her parent's footsteps. Knapp controls a criminal empire through bessian minions and human underlings. She becomes a shadow

figure who is never seen, but whose influence is felt everywhere. Her failure with Harry has made her obsessed about the topic and possibility of restoring the dead, so she spares no expense when investigating people, artifacts, places, or rituals that concern spirits, resurrection, and reincarnation.

Ms. Mystic: PL 18 Init -1 (Dex); Defense 11 (11 flat-footed); Spd 30 ft.; Atk +2 melee (-2S, punch); SV Dmg -2, Fort -2, Ref -1, Will +25; Str 6, Dex 8, Con 6, Int 20, Wis 20, Cha 16

Skills: Bluff +13, Concentration +4, Diplomacy +7, Knowledge (Arcane) +21, Search +15, Sleight of Hand +9

Feats: Assessment, Connected, Headquarters, Indomitable Will, Inspire, Iron Will, Trance

Powers: Amazing Save +18 (Will; Source: Training; Cost: 1pp), Banish +18 (Power Stunts: Dimensional Blackout, Grounded, Limited Proscribe; Extras: Close Portal; Flaws: Somatic; Source: Mystical; Cost: 2pp), Sorcery +10 (Telekinesis, Force Field, ESP, Obscure, Mental Blast, Healing, Dimensional Travel; Flaw: Device, Verbal, Somatic; Source: Mystical; Cost: 4pp), Summon +18 (Power Stunts: Extra Creaturesx5, Varied Creaturesx3, Chosen Creature x2; Extras: Simultaneous Summoning, Duration: Sustained; Flaws: Verbal; Source: Mystical; Cost: 3pp),

M u l t i p l e x

Jonas McDonald wasn't expecting anything special when he went to see a Friday night movie at the local drive in, but then the theater caught fire. Tripping over bodies of people who had already succumbed to smoke inhalation, Jonas was stuck in the burning theater for several hours before being able to work his way out of the rubble. This stressful situation ignited Jonas's latent mutation, the ability to absorb spirits into his own body. By the end of the ordeal Jonas had four other spirits in his body with him. He also gained the ability to see and interact with other spirits, which makes his life rather difficult because he now seems to attract ghosts from all over. Using the knowledge of the spirits within his own mind and his new powers, Jonas set off on a career of putting spirits to rest and possibly fighting some crime at the same time.

The spirits in Jonas were also patrons at the movie theater. One is Michael Tucker, a fireman and the gung-ho member of Jonas's little group. The second is a local nurse, Bert Stensland. The third is a high school science teacher, Carla Suarez, and the last, a local thug called Joey "Jackknife" Thompson. While the spirits get along for the most part, they don't always see eye to eye.

Quote: "Wait . . . I need to get Bert. He'll know more about this than me. . . ."

Personality: Jonas is a troubled young man trying to make sense of several drastic changes to his life. He tries to put all of his powers to good use, but feels like he fails more often than he succeeds. His lack of more useful powers causes him to doubt his own utility in the overall scheme of things and keeps him from approaching other superheroes.

Powers & Tactics: Multiplex avoids combat, but if it cannot be avoided, Michael Tucker usually takes control. Multiplex has limited combat powers, so when in danger, he will usually try to hide. In everyday situations, Multiplex can and does call on the knowledge of all the spirits within him. He is also able and willing to speak to the other spirits he sees to ask them for information, particularly if he is trying to put a spirit to rest.

Appearance: Jonas is a young man in his early twenties with dark skin and black hair. He usually wears rumpled khakis and a loosened tie. He always looks like he's just come off a hard day's work. He wears sunglasses almost constantly.

Campaign Use: Multiplex makes a good information source character or support character by helping others with matters pertaining to the spirit world. He is not much use in combat, but may be useful for his variety of skills. Multiplex can also introduce a number of adventures for heroes. He can ask for help when trying to put a particularly evil spirit to rest, tell the characters about the murder of a scientist by a cruel local villain trying to build a doomsday device, or request that the characters help him find a missing teenager who was once in Carla's class.

Multiplex (Jonas): PL 10; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+1S, punch); SV Dmg +1, Fort +1, Ref +1, Will +6; Str 12, Dex 12, Con 13, Int 14, Wis 18, Cha 14

Skills: Bluff +8, Drive +5, Hide +5, Sense Motive +9

Feats: Attractive, Darkvision, Iron Will, See Invisibility, True Sight

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 6pp), Spirit Sense +9 (Extras: Ghost Touch; Source: Mutation; Cost: 5pp)

Multiplex (Michael Turner): PL 8; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (), +2 ranged(); SV Dmg +3, Fort +3, Ref +3, Will +1; Str 12, Dex 12, Con 13, Int 11, Wis 12, Cha 14

Skills: Balance +6, Climb +7, Jump +7, Profession (Fireman) +8, Spot +5,

Feats: Attractive, Darkvision, Great Fortitude, Leadership, Lightning Reflexes, Toughness

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 6pp)

Multiplex (Bert Stensland): PL 8; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+1S, punch); SV Dmg +1, Fort +1, Ref +1, Will +6; Str 12, Dex 12, Con 13, Int 12, Wis 18, Cha 10

Skills: Diplomacy +4, Innuendo +3, Medicine +14, Knowledge (Pharmaceuticals) +12, Language (French, Latin, Italian)

Feats: Attractive, Darkvision, Iron Will, Talented (Medicine and Knowledge (Pharmaceuticals))

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 6pp)

Multiplex (Carla Suarez): PL 8; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+1S, punch); SV Dmg +1, Fort +1, Ref +1, Will +4; Str 12, Dex 12, Con 13, Int 16, Wis 18, Cha 12

Skills: Diplomacy +7, Profession (Teaching) +10, Science (Physics) +10, Science (Biology) +10

Feats: Attractive, Darkvision

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 6pp)

Multiplex (Joey Thompson): PL 8; Init +1; Defense 13 (12 flat-footed); Spd 30 ft.; Atk +2 melee (+1S, punch); SV Dmg +3, Fort +3, Ref +1, Will +0; Str 12, Dex 12, Con 13, Int 10, Wis 9, Cha 16

Skills: Gather Information +9, Intimidate +9, Open Locks +8, Taunt +9

Feats: Attractive, Darkvision, Expertise, Great Fortitude, Point Blank Shot, Rapid Shot, Startle, Toughness

Powers: Multiple Mind +8 (Extras: Extra Mind x3; Source: Mutation; Cost: 6pp)

M u r d e r

In the days before Europeans reached North America, a spirit of death came from the dark between stars where evil walks unhindered by daylight. This spirit traveled the wilderness listening for the cry of the angry and the vengeful. Appearing in a flock of crows, the spirit took humanoid shape and promised death to those who had wronged the supplicant. The price for vengeance was one pair of eyes. Most of the people who agreed to this deal assumed their own eyes would be taken, but the spirit always returned to claim the eyes of the person closest to the deal-maker. The spirit feasted on the eyes taken, but also on the fear and hate that its own action produced. Stories claim that when the spirit has collected enough victims, it will return to its dark star and use this energy for a blasphemous purpose.

The Europeans who arrived gave the spirit a name, an act that the Native Americans had avoided lest the naming give the spirit more power. Its chosen form, the flock of crows, was the source of the name: Murder. Murder became well known in the journals of the arcane and supernatural of North America. As more and more people filled the wide spaces of North America, Murder found its services in demand.

With the rise of super heroes, Murder has found a new delicacy amongst the forms of mortal kind. Individuals with such extraordinary powers and destinies are far tastier to Murder than the souls of common folk. Murder knows no mercy, and its hunger knows no limit.

Quote: *"The wrongs done you can be avenged. Your pain can be repaid ten fold. All I require is a small payment in return."*

Personality: Murder is a heartless, manipulative, ancient being with little personality. It can be charming or intimidating depending the best way to manipulate the subject of its attentions. Murder does not have emotions as humans would understand them. Murder works in patterns that seem incongruous to most observers, such as taking victims in a specific series of geographic locations separated by vast distances, but have meaning to him. All of these actions help him in his quest to return to his home in the dark between the stars.

Powers & Tactics: Murder prefers to fight up close and personal and uses its Swarm form if pressed. Its form is poisonous to most creatures, so its punches are devastating against beings. Its combat potential against non-living opponents is limited. Because of this fact and because it cannot claim the eyes or energies of constructs and other non-living beings, Murder avoids or flees from them whenever possible.

Appearance: Murder looks a tall man with skin of indeterminate origin. His face is covered with scars, and his features always seem to be in shadow. His appearance is fearful. He wears a plain cloak and tunic, both black and old. Sometimes in urban areas he changes to a trench coat and hat, both of which are badly torn and in poor shape. Murder's eyes are black, its fingernails resemble claws, and most people can sense something not right about it without even looking at him. Its presence feels wrong, like a blemish in the fabric of reality. In

Swarm form Murder looks like a large flock of crows.

Campaign Use: Murder is an implacable foe carrying out its evil tasks. It has no redeeming qualities or drives. Murder will not work with other super villains but will take advantage of their operations when possible.

Hero Option: As a hero Murder could be a vengeful nature spirit or creature from another dimension working to find his way home. Murder is still unsettling, but his goals and methods are more benign and honest. This Murder is capable of emotions, and it keeps its promises within the spirit as well as the letter of the agreement.

Murder: PL 15; Init +4 (Dex); Defense 24 (20 flat-footed); Spd 30 ft., flight 75 ft.; Atk +10 melee (+19L, Natural Weapon); SV Dmg +10, Fort +10, Ref +4, Will +9; Str 18, Dex 18, Con 20, Int 14, Wis 18, Cha 16

Skills: Bluff +8, Intimidate +9

Feats: Immunity (Aging, Poison, Disease, Exhaustion, Suffocation)

Powers: Amazing Save +5 (Damage; Extras: Fort, Will; Source: Alien; Cost: 3pp), Poisonous Metabolism +15 (Extras: Poisonous Sweat, Natural Weapon; Flaws: Uncontrollable; Source: Alien; Cost: 3pp), Swarm +15 (Extras: Amazing Save (Reflex), Flight; Flaws: Swarm Only; Source: Alien; Cost: 4pp)

Weakness: Disturbing, Beast Foe

P l a g u e

Dark, bitter, and full of hate, the super criminal Plague is a walking source of disease and infection. Plague, formerly known as Roger Pendwait, was a lowly mafia thug before he accidentally fell into an illegal toxic waste dump run by his boss. Roger was almost killed by the various chemicals he encountered, and as he struggled against their affects, he was assaulted by the nature spirits of the area for his part in the creation of the waste dump. When Roger crawled out of the dump two days later, he was barely alive, and what life he did have was completely altered. Roger came out a walking pile of rot, decay, and pestilence who was cursed by the nature spirits to suffer as they had suffered.

Roger initially thought he could use his powers to prosper in the world of organized crime, but his unbecoming nature and stench made him unwelcome amongst his former comrades. Similar organizations would not welcome him either, so Roger set out on his own. Assuming the name Plague, he dove into the world of supervillainy with both feet. His exploits mainly involve robbing banks and armored cars. Plague is definitely a supervillain who thinks small.

Plague's career has been low profile so far, but he hopes to find some other supervillains to work with in the near future. His distasteful presence may make this rather difficult.

Quote: *"I stink, I know. Just give me the cash and I won't spit on you."*

Personality: Plague is a thug with a huge chip on his shoulder because of his new lot in life. He's angry and tends to take it out on the world in general, though he rarely does so with lethal force. Plague is more bark than bite most of the time, and he wouldn't know what to do if he ran into real superheroes. He might even try to turn over a new leaf and join them.

Powers & Tactics: Plague uses his Gas Generation power to cause confusion and avoid getting shot at while using his Flinging Filth power stunt to encourage his enemies to leave the area. His main tool in combat is his Gas Generation power since the gas inflicts damage to those who breathe it.

Appearance: Plague looks like a human male in a suit that was once probably very expensive. Now it is covered in a thick layer of filth and slime. Plague has a green shade over his entire body. His hair is dirty and matted, and he constantly has a case of the sniffles.

Campaign Use: Plague makes a good superthug working for other supervillains or a lone villain in lower-level campaigns. He could even be involved with organized crime again, though such an arrangement is unlikely to last long. If he ever decides to attempt more difficult feats than robbing banks, Plague might decide to try to exact vengeance on the nature spirits that cursed him. With a little luck and some time, Plague might become a violent threat to these beings. On the other hand, all this difficulty might produce a great deal of soul-searching in Plague. He might decide to try to atone for his misdeeds by becoming a protector or avenger of wildlife. In this case, he might decide to take out his pent-up anger on polluting corporations or corrupt government officials.

Plague: PL 12; Init ; 15 Defense (14 flat-footed); Spd 30 ft.; Atk +7 melee (+3S, *punch*), +5 ranged (*Flinging Filth*); SV Dmg +10, Fort +10, Ref +1, Will +0; Str 16, Dex 12, Con 14, Int 9, Wis 10, Cha 9

Skills: Drive +5, Escape Artist +13, Forgery +3, Gather Information -5, Listen +4, Move Silently +5, Open Lock +7, Search +3, Spot +4

Feats: Immunity (*Disease, Poison*), Improved Grapple, Toughness

Powers: Filth +12 (*Power Stunts: Flinging Filth, Snare; Flaws: Stink; Source: Mystical; Cost: 3pp*), Gas Generation +12 (*Power Stunts: Thick Gas x2, Unusual Interference (Smell); Extras: Deadly Fumes; Flaws: Wispy; Source: Mystical; Cost: 4pp*), Amazing Save +8 (*Fortitude; Extras: Damage; Source: Mystical; Cost: 2pp*)

Scorpion Commander

Outside of the highest levels of the government and the military, the name of the Scorpion Commander is rarely heard. The Scorpion Commander and his vast Scorpion Army work in the shadows of every region of the world. The Scorpion

Commander, always seeking power, looks for his prize in unlikely places. Unlike many villains, the Scorpion Commander is interested in small forms of domination as well as grandiose ones. Government operatives have discovered his influence in everything from small brush wars to the overthrow of small nations to the smuggling of arms.

Despite his wide reach, only special operations teams normally come into direct contact with the Scorpion Army because their operations are so well hidden. Whole towns are supporters of the cause, ready to pack and leave in a moment's notice if their hideout is discovered. Through diligence and training, the Scorpion Army is able to have a strong worldwide presence while remaining virtually invisible.

The Scorpion Commander wishes to control the entire world, but he's willing to take it piecemeal if that seems like the wisest course of action. While the Scorpion Army is present in every nation, it is strongest in Third World nations, far from the prying eyes of the UN.

Quote: "*Scorpion Army, sting!*"

Personality: The Scorpion Commander is a megalomaniac in the truest sense of the world. He has completely forgotten whatever life he had before donning the mask of the Scorpion Commander, and he never acknowledges he has ever been anything other than the leader of the Scorpion Army. He suffers from gross over-confidence and is also prone to fits of rage if his underlings fail him.

Powers & Tactics: The Scorpion Commander never fights directly if he can at all avoid it. He normally has four or five escape plans for any given situation, so most opponents only catch a glimpse of him sneaking out a back door. The Scorpion Commander himself is not much of a combatant, and he prefers to let his many minions do work for him.

Appearance: The Scorpion Commander always wears a black military uniform with red highlights. The only insignia it bears are the symbol of the Scorpion Army, a black scorpion on a red field, and five red bars on each shoulder that mark his rank. The Scorpion Commander wears a black form-fitting mask to conceal his identity. Physically he seems to be of above-average height and has an athletic build.

Campaign Use: The Scorpion Commander makes an excellent long-term villain who works behind the scenes through his minions. He has great versatility because of his willingness to participate in a number of different power-acquisition strategies. The Scorpion Army might show up attempting to steal the rare resources being carried on a train during one adventure, while it might secretly fund the rise to power of a petty local mob boss in another adventure. The Scorpion Army will also pursue many different kinds of power sources — alien, mutant, super-science, or even mystical — which makes them an excellent way to introduce new campaign elements to a setting. Permanently removing the Scorpion Commander as a threat will take a great deal of time and effort because he has many hidden bases and hundreds of operatives.

Scorpion Commander: PL 17; Init +3 (*Dex*); Defense 16 (13 *flat-footed*); Spd 30 ft.; Atk +4 melee (+1*S punch*), +6 ranged(); SV Dmg +2, Fort +2, Ref +3, Will +3; Str 12, Dex 16, Con 14, Int 20, Wis 16, Cha 20

Skills: Computers +7, Diplomacy +13, Drive +11, Intimidate +12

Feats: Minions

Powers: Armory +8 (*Power Stunts: Extra Power; Source: Super-Science; Cost: 5pp*), Fervor +4 (*Source: Training; Cost: 7pp*), Vehicle Pool +13 (*Power Stunts: Additional Vehicle x5; Extras: Additional Powerx2; Source: Super-Science; Cost: 5pp*), Command* +6 (*Extras: Super-Charisma; Source: Training; Cost: 4pp*), Gadget +14 (*Source: Super-Science; Cost: 1pp*)

The Scorpion Army

Scorpion Captain: PL 6; Init +2; Defense 15 (13 *flat-footed*); Spd 30 ft.; Atk +5 (+9*)melee (+2*S, punch*), +5 (+9*)ranged(+8*L, laser rifle*); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +7*; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 13

Skills: Bluff +4, Computers +3, Demolitions +5, Disguise +6, Drive +8, Intimidate +7, Listen +4, Medicine +4, Pilot +7, Survival +4

Feats: Dodge, Evasion, Leadership, Point Blank Shot, Precise Shot, Rapid Shot, Toughness

Powers: Armory* +8 (*Energy Blast (laser), Protection; Source: Super-Science; Cost: NA*)

Equipment: Radio (*Radio Hearing, Radio Broadcast – 2pp*), Laser Rifle (+8*L, from Armory*)

Scorpion Lieutenant: PL 5; Init +2; Defense 15 (13 *flat-footed*); Spd 30 ft.; Atk +5 (+9*)melee (+2*S, punch*), +5 (+9*)ranged(+8*L, laser rifle*); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +7*; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills: Bluff +4, Computers +3, Demolitions +5, Disguise +5, Drive +6, Intimidate +6, Listen +3, Medicine +3, Pilot +6, Survival +4

Feats: Dodge, Leadership, Rapid Shot, Point Blank Shot, Toughness

Powers: Armory* +8 (*Energy Blast (laser), Protection; Source: Super-Science; Cost: NA*)

Equipment: Radio (*Radio Hearing, Radio Broadcast – 2pp*), Laser Rifle (+8*L, from Armory*)

Scorpion Sergeant: PL 4; Init +2; Defense 14 (12 *flat-footed*); Spd 30 ft.; Atk +4 (+8*)melee (+2*S, punch*), +4 (+8*) ranged(+8*L, laser rifle*); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +7*; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 12.

Skills: Bluff +2, Computers +2, Demolitions +4, Disguise +3, Drive +5, Intimidate +4, Listen +2, Medicine +3, Pilot +5, Survival +3

Feats: Dodge, Leadership, Point Blank Shot, Toughness,

Powers: Armory* +8 (*Energy Blast (laser), Protection; Source: Super-Science; Cost: NA*)

Equipment: Radio (*Radio Hearing, Radio Broadcast – 2pp*), Laser Rifle (+8*L, from Armory*)

Scorpion Corporal: PL 3; Init +2; Defense 13 (11 *flat-footed*); Spd 30 ft.; Atk +3 (+7*) melee (+2*S, punch*), +3 (+7*) ranged (+8*L, laser rifle*); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +6*; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills: Bluff +1, Demolitions +3, Disguise +1, Drive +5, Intimidate +2, Listen +1, Medicine +1, Pilot +5, Survival +2

Feats: Dodge, Leadership, Point Blank Shot, Toughness

Powers: Armory* +8 (*Energy Blast (laser), Protection; Source: Super-Science; Cost: NA*)

Equipment: Radio (*Radio Hearing, Radio Broadcast – 2pp*), Laser Rifle (+8*L, from Armory*)

Scorpion Private: PL 2; Init +2; Defense 13 (11 *flat-footed*); Spd 30 ft.; Atk +3 (+7*) melee (+2*S, punch*), +3 (+7*) ranged (+8*L, laser rifle*); SV Dmg +4 (+8*), Fort +2 (+6*), Ref +2, Will +6*; Str 14, Dex 14, Con 14, Int 12, Wis 10, Cha 10.

Skills: Demolitions +2, Drive +4, Intimidate +1, Survival +1

Feats: Toughness

Powers: Armory* +8 (*Energy Blast (laser), Protection; Source: Super-Science; Cost: NA*)

Equipment: Radio (*Radio Hearing, Radio Broadcast – 2pp*), Laser Rifle (+8*L, from Armory*)

Scorpion Thug: PL 1; Init +1; Defense 11 (10 *flat-footed*); Spd 30 ft.; Atk +1 (+5*) melee (+1*S, punch*), +1 (+5*) ranged (+8*L, laser rifle*); SV Dmg +2 (+7*), Fort +2 (+7*), Ref +1, Will +6*; Str 13, Dex 12, Con 14, Int 9, Wis 10, Cha 9.

Skills: Drive +3, Listen +1, Pilot +3, Survival +1

Feats: Toughness

Powers: Armory* +8 (*Energy Blast (laser), Protection; Source: Super-Science; Cost: NA*)

Equipment: Radio (*Radio Hearing, Radio Broadcast – 2pp*), Laser Rifle (+8*L, from Armory*)

**This power or ability has a bonus gained from one of the Scorpion Commander's powers.*

P O W E R C O S T S P E R R A N K T A B L E

Power	Cost Per Rank	Description	Primary Effect
Ability Shift	3	Boost one ability by reducing another	Ability
Absorb Knowledge	2	Absorb information from storage devices	Alteration
Addictive Metabolism	2	Create addictive chemicals within your body	Alteration
Adhesion	3	Stick to objects	Attack
Anatomical Separation	2	Separate parts of your body and have them remain functional	Transformation
Animal Affinity	2	Speak to and befriend animals	Sensory
Armory	5	Equip your minions with Gadgets	Variable
Astral Trap	5	Trap the astral essence of your target in an item	Attack
Atomic Mastery	9	Control atoms and subatomic particles	Control
Bane	4	Be skilled in fighting creatures with a specific template	Ability
Banish	2	Force teleporters, dimensional travelers, and summoned creatures back to point of origin	Movement
Bestow	4 + PL adj.	Bestow a template on others	Transformation
Bio-Link	5	Link the life forces of several targets	Alteration
Biophysical Manipulation	5	Control the processes of your body	Alteration
Bounce	3	Bounce like you are made of rubber	Movement
Catalyst	3	Control chemical reactions	Transformation
Clarity	2	Remove concealment	Control
Cleanse	4	Remove invasive influences from your body	Alteration
Color Mastery	2	Control the color of objects	Control
Command	3	Instill fanatic loyalty in your minions	Ability
Computer Projection	3	Project your consciousness into a computer	Movement
Confession Burn	3	Damage people according to their misdeeds	Attack
Confusion	2	Make a target act in a unpredictable and uncontrolled manner	Control
Consume	7	Consume matter to increase your size or heal	Alteration
Coordinate	2	Provide a sensory link amongst a group of people, increasing their combat effectiveness	Sensory
Creature Creation	5	Create creatures from organic raw materials	Transformation
Danger Sense	4	Detect and avoid imminent danger	Sensory
Darkness Mastery	3	Control area of darkness and shadow	Control
Density Mastery	3	Able to increase or decrease density	Ability
Dimensional Doppelganger	4	Summon versions of yourself from parallel dimensions	Transformation
Dimensional Shunt	4	Use a small pocket dimension to store goods, deflect attacks, and trap enemies	Movement
Dream Mastery	4	Control the dreams of others	Control
Electromagnetic Pulse	2	Damage electronics in a radius around you	Control
Energy Form Projection	5	Project energy version of yourself	Transformation
Enthrall	2	Force nearby targets to look at you	Control
Entropy Projection	2	Increase the effects of randomness	Control
Environmental Specialty	10	Increase abilities in a specific environment	Ability
Fade	2	Avoid being seeing by being inconspicuous	Illusion
Falsify	2	Lie with amazing ease	Ability
Famine	5	Starve people and spoil food	Transformation
Fear	2	Induce fear in your target	Control
Fervor	7	Make minions resistant to damage	Alteration
Filth	4	Live in slippery, disease-spreading filth	Transformation
Friction Mastery	5	Control friction between objects	Control
Friendship Aura	2	Make people think they know you	Control

P O W E R C O S T S P E R R A N K T A B L E

Power	Cost Per Rank	Description	Primary Effect
Gas Generation	2	Create clouds of gas	Control
Geo-Force	7	Control tectonic activity and magma	Control
Gestalt	2	Join with teammates to combine powers	Transformation
Gravity Mastery	8	Control the intricate forces of gravity created by all matter	Control
Harvest	3	Steal the life force of those you injure to heal yourself	Alteration
Hunch	3	Make amazingly good guesses	Variable
Hyper-Breath	1	Force targets away or draw them towards you with your breath	Control
Imbue Energy	2	Store powers in items for later use	Variable
Inertia Mastery	6	Control the inertia of objects in motion	Control
Invigorate	3	Increase the resilience and fertility of nearby life forms	Ability
Jack of All Trades	5	Be skilled in everything	Ability
Kinetic Mastery	8	Control moving energy	Control
Light Mastery	9	Control photons	Control
Machine Merge	2	Heal living beings by grafting metal parts onto them	Alteration
Match	9	Vary your combat abilities according to the threat you face	Variable
Mathematical Precision	2	Carry out a staggering number of mathematical computations	Ability
Meld Creature	3	Heal living beings by grafting organic matter on to them	Alteration
Mend	3	Repair objects with a touch	Alteration
Miscommunicate	2	Others cannot communicate within power range	Illusion
Multiple Mind	3	Have several minds	Defense
Nano-Machines	5	Control a small army of microscopic machines	Control
Nemesis	5	Get increased abilities against one enemy	Variable
Neural Manipulation	5	Control the nerve endings of yourself or others	Alteration
Non-Detection	2	Be resistant to being located by sensory based powers or technology	Sensory
Oathbinder	3	Force people to hold to their oaths	Control
Order	4	Repeat actions over again perfectly	Variable
Peaceful Aura	2	Others find it very difficult to attack you	Defense
Personal Dimension	4	Have your own personal dimensional space	Control
Petrification	5	Turn people to stone	Transformation
Poisonous Metabolism	2	Naturally produce chemicals harmful to others	Defense
Power Domination	3	Take control of the powers of others	Control
Power Focus	2	Sacrifice ranks from other powers to fuel an energy blast	Attack
Power Residue	3	Sense and use power used in the past at your location	Alteration
Power Resistance	1	Be resistant to a specific type of power	Defense
Power Scan	2	See power levels and powers of others	Sensory
Probability Control	5	Control random chance	Control
Proscribe	2	Cause others to keep their distance	Movement
Psychic Weapon	3	Create weapons of psychic energy	Attack
Rage	6	Grant abilities at the expense of self-control	Movement
Read Opponent	1	Gauge combat skills	Sensory
Reality Anchor	2	Be a stalwart part of reality	Defense
Reality Control	2	Warp reality to mimic any one power for a limited time	Variable
Reality Perception	2	Sense changes to reality	Sensory
Reflect Power	2	Reflect powers used against you	Defense
Sabotage	4	Cause machines to malfunction	Transformation
Sense Alteration	3	Heighten or dim the senses of others	Control
Sensory Link	2	Observe through the senses of others	Sensory
Singularity	4	Create miniature black holes	Control
Solid Step	1	Walk on non-solid matter	Movement
Spatial Manipulation	9	Control space and distance	Control
Spirit Sense	4	Sense and control spirits	Control

POWER COSTS PER RANK TABLE

Power	Cost Per Rank	Description	Primary Effect
Stage Magic	3	Become a consummate stage magician	Ability
Summon	2	Summon minions from another dimension	Control
Super Science	6	Create powerful technological artifacts	Variable
Sustain	3	Provide sustenance for others	Alteration
Swallow	1	Absorb your enemies	Attack
Swarm	3	Transform into lots of smaller creatures	Transformation
Synchronicity	4	Alter fate in small ways	Variable
Threshold	4	Be resistant to pain	Alteration
Transmission	4	Send, receive, jam and broadcast transmissions	Control
Trap	2	Create delayed release attack powers	Attack
Tremor	3	Cause localized earthquakes	Control
Truth	3	Force others to speak the truth	Control
Unstoppable	4	Plow through objects and people with ease	Defense
Vacuum	4	Create a vacuum around a target	Attack
Vehicle Pool	3	Have several vehicles	Movement
Vertigo	3	Cause vertigo	Attack



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