

Power Core Beta V2

With these powers I could be a Super Hero! That's right, and it all begins with deciding where those magnificent powers of yours are going to come from. You must first decide what gives you those amazing abilities; you must choose your Power Core. Next, you must decide what you can do with this engine. And lastly you must decide how far you can take it and what direction it's going to take you.

Gentlemen, start your engines!

In the first stage you're going to have to decide what type of power source you will be working with. This will have a profound effect on your player and the gaming environment. Take some time to decide what it is exactly that your powers stem from. Are you an elemental, an undead, a shape shifter, a sorcerer, a psionic and so on? Then you will have a good idea of what kind of powers you will have and the kind of powers you shouldn't have. Let's face it, werewolves don't fly and vampires don't shoot lightning bolts out of their ass.

Keepin' it Real

You can always twist the argument and say that your werewolf is so attuned with nature that he has learned how to summon storms and strike people with lightning but that is reaching a bit too far. This is not in the true spirit of Dark Millennium or STUDiO187. Keep things low key and stay on track. Remember that this is a c-punk genre gaming environment with some extra supernatural stuff thrown in.

If a Judge wants to use industry standard modules he cannot allow his players to get crazy with those powers. It's tough to capture a guy who can vaporize a tank with his bare hands and it's not much fun when your players can hurl a bus at an airplane.

It's up to the group how far you want to go up the power ladder. If you want to play a super friends level campaign then you will still be able to use this system but you will not want to use the NPCs from the Sons of FUZION as you will find them quite inadequate. You are also going to find it tough to run any standard module. But, if you are happy with the same old "brawl with the super villains" adventure all the time then knock yourself out.

We don't want to seem anti-SPB but you limit your adventure potential when your players become too powerful. A 3 to 5d6 KD attack blast is quite ample. A

14d6 KD attack blast is insane. You could blow a hole in a tank with that much power. Try running Sub-Attica with a guy that can do that!

Look through the NPCs provided in **the Sons of FUZION** plug-in to gage your heroes.

Now for the good stuff

Lastly, you must decide what powers you are going to have. Choose powers that best suit your Power Core. An earth elemental would have armor, super strength, desolidification – earth, maybe tunneling or density increase. All supernatural write-ups will appear in the **Sons of FUZION** section and you will be able to get a good idea of what to do with your engine. Also, at the end of this book you will find a section on magic and psionics describing their nuances.

Although there are many modifiers that will adjust power costs, powers may never cost zero or less only spells have that privilege.

How many points do we get?

As many as you decide on. It's up to your group what power level you want to play with. Remember that the less points you assign to powers, the more flexible your Actors will be to adventure potentials. Below is a list of points with examples to give you an idea what the points equate to. Don't forget, Actors will escalate in power through experience. Your campaign might start at a pulp level and advance to a champion level within months depending on how often and long you play.

The points listed below are for Powers and stats. To make things easier all around we will assume each Actor already has a 4 in every primary stat. Lets face it, what hero would have less than a 4 in anything? The player may choose to reduce these stats and if he does he will redeem points for them. Skills are also purchased as normal (for more detail on creating characters see the official Fuzion Rules and use the character generation section in Hell's Cookbook.

Points	Example
25	Pulp - Zorro, Jaguar God, Conan, Kraven
40	Dark – Moon Knight, Daredevil, Sunspot
60	Champion – Darkness, Witchblade
75	Super – Dr. Doom, Savage Dragon
100	Mega - Thor, Superman, Hulk

Before you start whoopin' ass!

There are several terms that will repeat themselves throughout this plug-in. The first three are OCP, TCP and PP. OCP stands for Original Cost Points, used to indicate the original points spent on the power before modifications. TCP stands for Total Cost Points and is used to indicate the total value of all points spent on the power including modifier costs. PP stands for power points. For every five option points (OP) you will get 1 power point (PP).

The second set of terms is Actor, Cast, Player and Target. The term Actor will be used to refer to the character in question. The term cast refers to the party of Actors. When explaining confrontations the Player is the guy with the power in question or the subject of discussion. The Target is the other guy or the victim. Player can also be used to describe the guy (or gal) behind the dice. You know the real person, the one with the pencil.

As for taking and giving damage, you will see the following terms: SDm, SDf, EDm, EDf, KDM, KDf, EKDM and EKDF.

It breaks down like this:

Term	Description
SDm	Stunning Physical Damage
SDf	Stunning Physical Defense
EDm	Stunning Energy Damage
EDf	Stunning Energy Defense
KDM	Killing Physical Damage
KDf	Killing Physical Defense
EKDM	Killing Energy Damage
EKDF	Killing Energy Defense

We are considering wiping out the whole idea of their being a difference between Physical and Energy damage and defense and just having Stunning and Killing damage and defense. Please write us and let us know of your feeling on this matter.

The term "effect" is also used quite often. When used as the subject "effect" is to indicate the material of the power.

Some effects might be: fire, cold, light, webbing, electricity, ballistics, concussion, mental energy, slashing, sonic, radiation, Virtue* and Sin*.

* Virtue and Sin are explained in greater detail in the Hell's Cookbook but until that plug-in is finished assume that Virtue is "Good" and sin is "Evil". It's not that black and white, but until Hells

Cookbook is finished it will have to do.

You will find that throughout this book there are several things that have been highlighted. These are examples of the text directly before them. This should make the examples stand out and easy to find.

Unlike Champions and Fuzion, several powers have sub categories below them. These are special effects that are solely for that power. Players do not have to use these "nodes" when they purchase a power; they are merely goodies. In cases where the power has only subcategories (like Flight) then the player must choose one of them for his power to work.

Some people have created entire books for Psionics and Magic. Feel free to use them in conjunction with Power Core but you might not be able to mix and match systems on the same Actor. Power Core has been designed to handle, Psionics, Magic and Cybernetics in one smoothly flowing system. You can create magic items, spells, cybernetics, techno-gear, psionic tricks and items, Simbiant (living) items and probably a shitload of other stuff we haven't thought of. Combined with Fists of Fuzion, you can make those cool Manga/Martial Art maneuvers like Fireball Punch and Electro Slap.

When purchasing powers they will either cost the player points and will be indicated with a plus (+) in front of the cost. Or, they will give the player points back and will be indicated with a minus (-) in front of the cost. For nodes or modifiers the player might see a colon (:) in the equation. This is a ratio for calculating the cost and will escalate the modified cost as the cost of the power goes up. For modifiers that cost extra start applying the modifier on the first point. For powers that provide retribution, start the modified cost on the second point purchased. In this way, a power will never cost less then 1. This was done to preserve a feeling of continuity. A modifier or node with a cost value of +1:3 stands for +1 Power Point per 3 Original Cost Points and would mean that for every 3 Power Points the player spends on the power (OCP) he will need to spend an additional point to apply the modifier.

If The Red Fist has a ranged Wounding attack that has the Shotgun modifier attached to it. He bought the original Wounding level to 9d6 SDm. This cost him 9PP for the base power (OCP). He now has to spend 3 more PP for the Shotgun effect. When he goes up to the next level of Wounding, he will have to spend two PP, one point to go from 9d to 10d and 1 PP for the Shotgun effect. The next two levels of

Wounding will only cost one point though.

If you don't like this setup we have provided a conversion chart at the end of this book to allow you to use the original Fuzion modifier system (see **Out With the Old, In With the New**). We have also provided quick calculation charts to easily transition from the old to the new and vice versa.

Every new power begins with the power name in bold large letters and ends with a line. The power point cost and endurance cost are at the end of the description right above the line. There are several occasions where there is an exception. This will occur primarily with powers that have not base cost and rely on nodes for their cost value.

ATTACK POWERS

These are the aggressive combat powers that SPBs use to pulverize each other. No good combatant is without a few of these. LET'S GET IT ON!

Entangle

This power can be used to restrain an opponent or create a barrier. An Entangle can be webbing, ice bonds, turning the ground to mud, or anything else the Player can think of. Entangle can strike one area, the upper body, lower body or whole body. Unless the Player buys a disabling entangle, the Target can use any means at his disposal to escape his bonds. So, as you can already guess, most entangling attacks are going to be disabling (like handcuffs). When it affects an area, that area is immobile and if the targets power comes from or is used by that area, he cannot use it to escape. This is of course with the exception of Damage Field, Armor - Hostile and raw strength damage which can always be used to effect an entangle. This is usually going to be a Judge's call. Lastly, any entangle that is hit with the same type of power effect will not usually suffer any damage. A web blast will not free you from webbing. Teleporting out of an entangle cannot be done without the *Fine Control* modifier. The Actor could, however, teleport with the bindings. There are a few neat little nodes you may wish to consider.

Disabling: As explained above, this little nasty prevents the target from using certain powers and /or weapons that would normally be at his disposal. See above for a better explanation.

Cost: +1:3

Effects Teleporters: Does not allow a target to teleport out of his bonds or with them.

Cost: +1:4

Tail: This allows the Actor to hang onto his target once he's got him roped. This tail can be tied to telephone poles, used to swing him into walls, tied to the bumper of a car, attach two targets together, or whatever else the Player can think of.

Cost: +1 PP

If Raw Dawg is entangled around the waist and arms by Mr. Frost's *Ice Ring* a partial body disabling

entangle, Raw Dawg may bite through it with his 4d6 KDM bite. However, if Frio hit him with his *Permafrost* attack, a full body disabling entangle, Raw Dawg could only use his strength to escape. Additionally, if Bill Tell were to use his *Force Bubble*, a full body entangle, Raw Dawg could use any means at his disposal to escape.

Cost: +1 PP per every D6 of Hits and 2 pts. of KDF
END: 1:2 TCP

Find Weakness

Resembling a skill but in truth is a power. It is the ability to identify the weak points of a target's defenses. A successful Find Weakness check (1 Action) against a Target Number of 16 will automatically cut the target's outer layer of defenses in half. If the target has multiple layers a separate check for each layer would be necessary. Personal PDF or EDF is always the last layer. If the Actor misses the roll he can try again, but each successive roll raises the Target Number by +2. To finding the weakness roll 3d6 and add that score to the Find Weakness power level. The target starts with a defense of 16 + Lack of Weakness value (if he has lack of weakness power). If the Actor's number is higher than the targets number, then the target will only get half of his defense value of that layer verses the Actor's attack. This is only for SDf, EDF, KDF and EKDF. If the Actor has a piercing attack and a successful Find Weakness roll, then the Targets armor would be at 25% protection.

Cost:

- +2 PP for the base 3d6
- +1 PP for every power level.

END: 1 pt. per use.

Humanity Attack

Truly twisted is he who assumes this awful power. It doesn't do damage and has no apparent initial effect but it can be devastating to those unprepared. The attack is usually a hideous gaze, a horrible sound or an extremely disturbing odor. Sometimes it's a terrible wave of an unshakable creepiness. This can be a hard power to work into your campaign and there are few people who have it. It is mostly used for monsters, daemons or really bad people. Targets will recover their humanity as they would normal hits.

Cost: +2 PP per d6
END: 1 pt per 2 OCP

Knockback

The Actor delivers the knockback effect as though he had struck the Target with a damaging attack. Initially, the Target will take no damage but he can always take damage from an intercepting object. See official rules for calculating damage. Body +1d6 still subtracts from the initial knockback. Whatever is left over will send the Target that many hexes. The Player must decide whether this is HTH or Ranged. If it is HTH then the Actor may directly add this effect to a HTH attack. If it is ranged then he may attack up to 10 m/yds (hexes) for every point spent on the power.

Mr. Fist has a kinetic punch. This is an additional 8 (4 PP) levels of knockback that he can add to his punch. His strength is a 6. If he does a standard punch he will deliver 6d6 of damage to the target. Now he will calculate the knock back. $6+8 = 14$ and the target in this case has a body of 5 and rolls a 3. $14-8$ sends the target reeling back 6 hexes or 18 feet. BAAAM!

Cost: +1 PP per 2 Knockback levels

Mind Control

This is a combination of several different Power Nodes along with the mind control base. The Player will purchase a level for mind control and will also purchase one or more Nodes. Each node will give the Actor a direction for the power to go in. The power level will be used for any of the nodes he uses. The Actor will gain an automatic level 1 in any UP-Skill for each node he purchases. Thus, the Actor must develop a different skill for each node.

Alter: The Actor trains to alter brainwave patterns. The new patterns convey an altered signal to the brain. The Actor can cause a target to perceive things the way he wishes him to. This is not an illusion but more like a change of perception.

Left is right. That gun sure looks heavy. Is that maggots in your rice?

These are not the droids we're looking for.... Credits will be fine.

Cost: +2 PP

Empathy: The Actor trains to sense the powerful waves released during emotional transaction. He also trains in the ability to modify these waves to cause the target's emotions to sway to his desire. The Actor could cause a target to become content, angered, smitten or even fearful. The power can, however, be used to cause people to love, hate or even be terrified of objects, places or people.

Cost: +2 PP

Erase: Once the Actor has performed a successful scan he can then begin to delete memories of his choice up to the level the scan will allow. Without Scan, the Actor can only erase the surface thoughts of the target, the last several minutes or so. If he is feeling particularly nasty he could go for a deep root erase and potentially wipe a target clean. An Actor can generally wipe a normal mind clean in about an hour of intense work. Any physical skills lost during an erase can be relearned at half cost due to muscle memory.

Add the Target's resistance to this number

Difficulty	Example
0	Repressed Memory
2	Unimportant / will not miss
4	Important event
6	Skill or Core event in life
8	Core - like speech or walking

Cost: +4 PP

Force: The Actor will learn to overwhelm his targets pattern and inflict his own thoughts within. If successful, the Actor will be able to take control of the target and work him like a puppet.

Add the Target's resistance to this number

Difficulty	Example
0	Would enjoy doing anyway
2	Embarrassing or inappropriate
4	Does not believe in
6	Directly and adamantly opposed
8	Is terrified of

Cost: +4 PP

Hold: The Actor learns to block signals going to the body and causes the target to drop or freeze in place. The target will be about as useful as a quadriplegic. Speech is not possible but powers that do not require movement are fine.

Cost: +3 PP

Kill: This is a deadly form of mind control that causes the autonomic functions of the body to stop working. The Actor can stop the target's heart or stop him from breathing. This is also the most difficult trick to pull off. The Actor must score a value higher than twice the target's resistance. If successful, the target will drop in place and commence dying. The target will die within a few phases but cannot concentrate on anything but his death. He will be treated as stunned until death and all stats and skill levels go to zero.

Non-Death: The Actor can also kill a body part not associated with life function. This would be like an arm, leg, eye or ear. The part will immediately stop functioning and will begin to atrophy until it withers away. The body simply stops any repairs or maintenance of the part.

Slow-Death: The Actor may also choose to make the death slow. This would be by turning off control to a function that would not cause immediate death, like the kidneys, liver or immune system.

The only thing that can save the target is someone with the same power or the power Healing – Treatment Mystical or Psionic (depending on effect). Even the best doctor cannot stop or repair the effects. The control to the brain has simply been turned off.

Cost: +5 PP

Program: The Actor is able to rearrange memories, desires and agendas. The Actor is actually able to change a target from the root level. This power can also be used to repair the same sort of damage. The Actor must first be able to scan to the level he wishes to reprogram.

Add the Target's resistance to this number

Difficulty	Example
0	Slightly different from existing

STUDiO187: Power Core

2	Bazaar behavior but possible
4	Seems like different person
6	Directly and adamantly opposed

Cost: +4 PP

Scan: The Actor trains to dig into the target's mind to reveal deep level information. This training will allow the Actor to go into deep-rooted memories or behaviors. Combined with Program, the Actor could literally change a giving, caring, sensitive target into a cold blooded, psychopathic killer. Combined with Erase, the Actor could completely wipe the target clean.

Add the Target's resistance to this number

Difficulty	Example
0	Surface thoughts
2	Deep thoughts
4	Forgotten but relevant memories
6	Forgotten irrelevant memories
8	Terrifying or repressed memories

Cost: +3 PP

Cost: +1 PP per Power Level
END: 1 pt per OCP

Mute

This power allows the Actor to jam an opponent's senses, causing him to be at an impairment when using those senses. He must choose an effect for the delivery. The effects could range from a bright flash, a loud bang, pepper spray, a stunning shock wave or even pure darkness. The Player must roll to hit the target as a normal attack. This power is normally ranged. Once a target is hit he can only use Mute Defense (if it applies for the effect) or take the full effect. For every power level that is not defended against, the Actor will receive a -1 to all actions requiring that sense or sense group. This number will diminish at a rate of 1 point per phase.

The effects last for one phase per level of effect. Mute normally affects a single sense; additional senses and sense groups may also be purchased. A special note for affecting the touch sense is as follows. When touch is affected the target cannot move because he becomes temporarily paralyzed. However, he will be at no minus to any maneuver or

effect that does not require movement. Like mental attacks, teleport or force field.

Static: This node causes the Mute effect to last as long as the Actor generates power into it rather than by a level deterioration.

Cost: +1:4

Cost:

- +1 PP per Power Level
- +1:2 for entire sense group.

END: 1 per OCP

Toxin

This power allows the Actor to deliver toxins into a targets body. The Player will first buy the power level and the intensity of the toxin and then must choose the Delivery and the Effect. Toxins have varying effects and introductions. Build the toxin from the nodes below.

Delivery: This will determine the condition that will have to be met to deliver the toxin to the target.

Sub-Dermal: The toxin cannot penetrate the skin on it's own and must be introduced through a break the skin or must be ingested. This is the standard form of delivery.

Cost: none

Contact: This causes a toxin to be able to be delivered through direct skin contact or inhalation. The Actor simply needs to make contact with skin and the target will immediately begin to suffer the effects.

Cost: +1:3

Ferocity: *Toxin* begins working immediately and delivers it's effects with rapid speed. The Player can save points by turning down this speed. The player may choose for the effect to occur every minute, hour or day. To determine the results of the toxin's effects, substitute *phase* for this time period.

Cost:

- -1:4 for 1 minute
- -1:3 for 1 hour

STUDiO187: Power Core

- -1:2 for 1 day

Treatment: All toxins can be divided into a certain category. Most toxins have direct antidotes and those who do not or are not common enough to be available can be treated with a broad range antidote or a very similar more common version. These generally tend to be less effective but effective nonetheless. The Actor's toxin will automatically fit into a common group but for extra points he may have a unique or exceedingly rare form of toxin leaving doctors no antidote and very little treatment options.

Cost: +1:3

Effect: This is what happens to the affected target.

Damage: This form of toxin includes *Myotoxins* - which damage muscle tissue, *Haemotoxins* - toxins that affect the blood and clotting, and *Haemorrhagins* - toxins that damage blood vessels and cause bleeding. These are very destructive toxins and take a direct toll on the structural integrity of the affected area. In some cases, the damaged area will begin to rot and will require medical attention or the target could die from infection or Gangrene. While in other cases the Target will bleed profusely. This is the standard and most common form of toxin. The intensity is the number of hits the target will suffer per phase. The power level is the total amount of hits the target will suffer.

Cost: none

Death: The toxin will attack the Constitution and Body stats rather than doing damage. The target will loose one point x intensity of Constitution the first phase and one point of Body x intensity the second phase. This pattern will continue until the Target beats the toxin or the toxin runs its course (this routine will continue until the target takes a total stat loss of the Actor's power level). If the target goes to a negative value equal to his normal stat then he will die. Stats are recovered at the same rate they are lost.

If Viper has a Toxin – Death power level of 8, then his target will need to have at least a 4 in Constitution and a 4 in Body or he will go unconscious before the poison runs its course.

Viper's poison is intensity 2 and his power level 8. Upon successful delivery, the poison will cause the

target to suffer 2 points Constitution loss. The next phase the target will lose 2 points of Body. In the third phase he will lose 2 more points of Constitution and in the fourth phase he will lose 2 more points of Body. He will have reached his total of 8 Power points by this time.

Cost: +1:3

Neurotoxins: These are toxins that cause paralysis. Use the rules above for death but substitute Reflexes and Dexterity. If either one of these stats drop to zero the target is completely paralyzed. If either stat goes to its negative equivalent the target's autonomic functions stop.

Cost: +1:3

Intensity: This variable will determine how much the toxin affects the target each phase. For every level of intensity the toxin will have 1 level of effect and this will continue until the power level is achieved.

Cost: +1 PP per level of intensity

Power Level: This is the actual potency of the toxin. Skipping all other variables this is the actual meat of the power. Targets will continue to take their effects until this level is reached.

Cost: +1 PP per power level

Wounding

An Actor with this power can deliver non-ranged damage which is added to his strength dice or make a ranged attack up to 10 m/yds (hexes) for every point spent on the power. The exact nature of the damage in the attack is left up to the Player. The nature of the attack must be determined when the power is purchased; it can be lightning, a blaster bolt, lasers, sonic waves, a magic blast, chi punch, sword strike or anything else. Wounding normally either affects PD, ED, KD or EKD depending on the special effect. Once again, this must be determined when the power is purchased and cannot be changed later. Here are a few nodes you may wish to consider:

Acidic: With this node, armor would be treated like hits. That is, whenever the Actor strikes an armored target the armor value will diminish, as would hits. If the armor is hardened, then the target will only lose 1 point of armor per 2 points

of damage. Armor that is damaged by this means will recover at the same speed the Actor recovers. If the armor is a focus the target is going to have to make repairs.

Let's say Raptor was fighting Lord Paradox and was hit by his Entropic Blast. The 5d6 Acidic blast does 16 points of damage to Raptor's left arm which has 20 points of armor. Raptor now has 4 points of armor on his left arm, ouch. If he had purchased hardened armor, then he would still have 12 points of armor.

Cost: +1:1

END: Add for calculation.

Damage Field: This modifier allows the Actor to set up a continuing field around himself that causes damage to any target that comes into contact with it. This field has no range. Every power level will cause any target coming in contact with the field to take 1d6 of damage. Any target that comes in contact with the field - either by the Actor being attacked HTH, or by the Actor attacking someone else HTH will take damage. Optionally, the Damage Field may be extended to items carried by the owner, allowing them to be included within the Damage Field's area. This Modifier does not provide any protection from damage; for that effect you must use Armor with hostile attached.

Cost:

- +1:3
- +1 point to include carried items within the field.

END: Add cost for calculation

Mental: The Actor will use Will as the base stat for determining to-hit. The target will use Will plus Mental Dodge (yes another new skill) or just Will if he has no skill. The target will not get a penalty for not having the skill. The damage is stun only and the Actor may only use Resistance against the damage.

For killing damage use regular wounding KD with a NND modifier explained as a Mental Attack with the common defense Resistance. This could be explained as the Actor making the target's muscles pull against each other causing the bones to snap and muscles to rip apart at the seams (Ouch!). It could also be used to get the Scanners effect.

Cost: +1:1

END: 1 pt per TCP

Modular: This node allows the Actor to change or add extra effects to his attack blast. There are two forms of effect modifiers listed below.

Extra effect: This node will allow the Actor to add a secondary effect to his wounding. Both effects hit the target but no extra damage is done. If the Actor has immunity to one of the types of attack then subtract its portion out. But, if a defense is especially protective against one type of attack the additional points will not effect the blast.

If the Actor had a fire blast he might add radiation to it to make it more like a nuclear effect. In which case, the target would be subjected to radiation and heat. This is mostly useful against immunities and weaknesses.

Tundra has a 10d ranged wounding attack with two effects, cold and impact (or kinetic). He attacks Frio who is immune to cold. Frio will only take 5d from the impact portion of the attack.

Cost: +1 PP per extra effect.

Dynamic: Utilizing this node, the Actor is able change the effect of his Wounding. It takes 1 phase to change the effect and this effect will remain until the Actor changes it again. The Actor must continue to use the same type of damage (ED, SD, EKD or SKD)

The Actor is able to switch between effects. He could shoot *fire* one phase and then take a phase to switch to *ice*. This is very useful against mystical creatures that require certain types of effects to kill them.

Cost: +1:2 OCP

Programmable: By placing this node on the Actor's wounding he can change the modifier at a whim. Thus, he could tack on a Piercing modifier or maybe Affects Desolid, he can dial it at anytime he wishes. It takes 1 phase to shift modifiers. The power level is still affected by the new modifier. If the player adds a negative modifier then it must be in affect for the Actor to receive extra points into his power. This should keep the munchkins at bay.

Thus, if a modifier costs points the power level will go

STUDiO187: Power Core

down. If it gives points back, the power level will go up but only if the negative action is at hand. The player can't say "Only works during a rainstorm" if it's already raining. That's just being cheap, petty and munchkinistic.

Cost: +1:2

Pure: The damage of the attack will not have any carryover. Thus, stun damage will not carry over 1 point of killing per 5 stun and killing damage will not have an equal amount of stun delivered.

Cost:

- -1:4 for no killing carryover
- -1:3 for no stun carryover

Whole Body: This node causes the wounding attack to strike the target's entire body. The Judge could allow 1 area per success. There is no extra damage to be delivered; this is mostly for effect and can be a real bitch to armored targets, especially if Acidic is also attached.

Cost: +1:4

END: Add cost for calculation.

Cost:

- +1 PP per d6 of SD or ED damage
- +2 PP per d6 of KD or EKD.

END: 1 Pt per 2 OCP

DEFENSE POWERS

These are powers used to counteract undesirable effects from other beings. These forms of protection are necessary on this hostile world in which we live (and more so for our Actors). No Actor should ever be without his defenses. Just about every single hero, villain or mercenary has armor. You are an idiot if your Actor doesn't and you think he is going to live very long. Even if he has desolidification, he should still have armor. You should also check out the Stat Powers for more defense modifiers.

Armor

With this power, the Actor has some kind of inherent tangible defense against Killing or Stun Attacks. It could be tough skin, armor plates, organic steel, or anything along these lines. As opposed to the original Fuzion rules, Armor adds up. If an Actor is wearing multiple layers of armor each layer is accounted for. Additionally, the Actor's personal PD, ED, KD and EKD are also accounted for. When purchasing armor, the player must decide whether the armor is constant or needs to be activated. They both cost the same because neither is advantageous over the other. Constant means that even in civilian form he would be protected but people might notice those scales on his face. This could post a problem if he has a secret identity. With activated armor his secrets safe and it's only a matter of 1 phase to activate it. Hell, it could even suffice as the means of concealing his identity. If his armor is penetrated lower it by 1 point in that area and it will heal at the same rate his hits heal.

X Tolerant: Whereas X is a variable. X would be a form of attack that the armor is twice as effective against.

If the armor were Fire Tolerant, it would be twice as protective against fire, but have a normal value against all other forms of attack.

Cost: +1:3

X Intolerant: Same as above with the exception that the armor would be half as effective against this form of attack.

Cost: -1:3

X Defense: This is solely for purposes of effect. It will mostly be used against Armor Ignoring

attacks. The player will decide on the defense(s) and the Judge will have to take the(se) defense(s) into account. For example: If a Panzer Suit has Heat Defense, then even in the hottest part of the desert at high noon the Actor would probably feel fine. In addition, when Volcano cut loose with his Heat Wave (an armor ignoring attack blast, only defended by heat defense) he wouldn't even feel it. But, if Volcano slammed him with a fireball, Heat Defense wouldn't help him a bit.

Cost: +1 PP per Defense Type.

Popular Defenses are Electricity, Cold, Heat, Radiation and Magic.

Force Field: A force field is an energy barrier that works as armor. The difference is force fields require endurance to operate. There are two types of force fields, constant and reactive. You cannot get skeletal in addition to force field.

Constant: This type of force field is turned on and stays on until it is turned off. It is always protective and protects for any and all attacks. Remember that it takes 1 action to turn it on.

Cost: - 1:4

Reactive: This type of force field only activates per attack and does not take any time to bring up. It works like a shield. The player must purchase the skill *UP - Force Shield*. To defend with it, the Actor would declare that his action is blocking with his force shield. This shield can be used to defend against HTH, Melee and Ranged attacks. This is not a location specific armor, it will completely protect any part the Actor needs to defend (even whole body in the case of an explosion) and thus you must buy all 5 areas.

Cost: -1:2

Hostile: This indicates that the armor is constructed of a damaging material. If an object comes into contact with the surface, it will take damage. This could be quills, razors, lava, whatever. The target will take 1d6 SD of damage per OCP invested in the armor or 1d6 KD per 2 OCP invested in the armor.

Cost: +1:2

Skeletal: This is an internal form of armor. The real protection is provided to the essential life sustaining organs. An aimed attack can be made to avoid the armor (provided the opponent knows it's there) at a minus to-hit. See aimed attack rules for penalties. The armor will only protect against KD. Skeletal is automatically non-visible.

Assume Lord Golgotha strikes Tin Omen for 20 points of killing damage. Tin Omen (caught off guard and out of his armored suit) has 12 points of Skeletal Armor. Tin Omen will take 8 hits and 20 stun (minus normal SD).

Cost: -1:2

Cost:

- +1 OP for +4 KD per area

If you were going to cover 5 areas (the Actor's whole body) it would be 1 PP per +2 Killing Defense or +8 SD. Remember, the points you purchase must be divided into physical and energy as well. Thus, 16 points of KD can be split anyway you want but you must allocate it to KD and/or EKD (it's usually wise to do half and half).

- If you are not playing with Energy Defense as being separate from energy attacks then you must cut the received amounts in half (1 OP for +2 KD per area).

END: +1 pt per OCP upon activation.

Danger Sense

This power gives an Actor a "sixth sense" about danger; a sort of mystical combat sense. There are three types of danger sense: Active, Reactive and Cognitive.

Active: This form of danger sense requires that the Actor activate this power. It shifts his perception about a half a second into the future (that's one theory). The Actor gains the advantages of being able foresee his opponent's next move. Now, he barley has time to react so there's no time to think about it, he perceives and must immediately commit. For every power level the player purchases, he will receive +1 to Dex for purposes of defense and +1 initiative.

Cost: +3 PP per level

END: 2 pts per power level

Cognitive: Using this power, the Actor, on a successful roll, will get a feeling of 'uneasiness' in situations that are not quite right. This power automatically kicks in and is never activated by the Actor. The Actor need not be in danger; this activates when things are not what they seem. The player will roll 3d6 and add it to his power level. The Judge will assign a difficulty. If the player rolls equal to or better then this difficulty the JUDGE will tell the player what his difficulty was. The lower the difficulty, the more fucked up things are. This will clue the Actor in on just how he should react. If the player rolls 12 points higher then his difficulty the Judge should give an indication as to what the situation is. This is a good tool for a JUDGE to give players clues.

Cost:

- +1 PP for the 3d6
- +1 PP per additional power level

Reactive: This type gives the player the 'feeling' of being in danger during ambush and hidden trap situations. If the Actor reacts, he is allowed his full DEX + Skill; he could also attempt to dive clear of a falling rock, a sniper's bullet or maybe a trip wire. Danger Sense checks are made automatically, at the request of the JUDGE (or better yet by the JUDGE). The player must make a successful Danger Sense check of 3d6+power level against a target number of 16. If the player rolls 12 more than he needs to succeed (28), the true position and type of danger are known.

Cost:

- +1 PP for the 3d6
- +1 PP per additional power level.

Force Wall

This is the ability to project a barrier at a distance. When purchasing this power you must decide if it's completely translucent, semi-translucent or opaque. There is no cost difference, but it necessary for game play. This barrier acts like a wall with Armor and SDP. When the armor value is breached the damage will dip into the SDP. Each attack must encounter the armor and surpass its current value to do more SDP. Remember, every time the armor is breached, the

value goes down by one point. Treat each hex as a different area. Thus, if a Actor wanted to wear down a wall, he would need to continually strike the same hex. When the SDP reaches zero, the wall will collapse and must be Re-erected if the Actor wishes it to still remain up. Force walls are purchased in hexes. These hexes can be allocated in any order other inside of one another. They can even go straight up to form a column. These hexes have strength and can support weight. The weight is equal to 1 point of strength per 5 SDC. Additionally, if an area attack hits a force wall and does not penetrate its defenses, the area attack cannot continue past that point.

X Tolerant: Whereas X is a variable. X would be a form of attack that the force wall is twice as effective against. Thus, if the wall was Fire Tolerant, it would be twice as protective against fire. For both the armor value and the SDP.

Cost: +1:3

X Intolerant: Same as above with the exception that the force wall would be half as effective against this from of attack.

Cost: -1:3

X Defense: This is solely for purposes of effect. It will mostly be used against Armor Ignoring attacks. The player will decide on the defense(s) and the Judge will have to take the(se) defense(s) into account.

If Volcano cut loose with his Heat Wave (an armor ignoring attack blast, only defended by heat defense) an Ice Wall would, well, stop it cold. But, if Volcano slammed it with a fireball, Heat Defense wouldn't help it a bit.

Cost: +1 PP per Defense Type.

Hostile: This indicates that the wall is constructed of a damaging material. If an object comes into contact with the wall, it will take damage. This could be thorns, fire, lava, whatever. The target will take 1d6 SD of damage per OCP invested in the wall or 1d6 KD per 2 OCP invested in the wall.

Cost: +1:2

Independent: With this add on, the SDP will be counted for each area (hex). Thus, a wall with a

10 SDC that was 4 hexes wide would have a 10 SDC in each hex. If the SDC in a hex drops to 0 only that hex falls. Each hex would have to be destroyed individually.

Cost: +1:2

Mobile: With this node the wall can be moved.

Cost: +1 PP per hex per phase.

Cost:

- +1 PP per 6 pts. of Killing Defense (split this between KD and EKD) in a barrier 1 hex wide.
- +1 PP per 10 SDC
- +1 PP per additional hex

END:

- 1 End per PP to erect.
- +1 per 3 PP to maintain.

Humanity Defense

It is one hard motherfucker that has Humanity Defense. This defense is usually gained by suffering regular bouts of horror and pain. For every level of humanity defense the Actor will subtract 1 point of humanity loss from the effect. The Actor will not receive this defense on any power that costs him humanity to use and will not be applied when purchasing cybernetics.

Cost: +1 PP per defense point

Invisibility

This power can be used to become hard to detect or even undetectable to one sense (usually normal sight). Invisible Actors require an opponent to make perception check every time they wish to make contact with them. Upon purchasing the invisibility power, the Actor will receive +5 to stealth skills and one additional point per power level when in use.

Sight: The following rules are for sight-based invisibility, the most common form. To only be used with sight based perception rolls.

Attacking: While invisible, an Actor has the option of keeping himself unnoticed. As soon as he attacks a target, the target is going to have an idea where the Actor is. Even if the Actor misses, the effect is going to go

whizzing by the target, alerting him to the Actor's position. If the target has no clue where the Actor is, the Actor will receive the ambush bonus. If the Actor's attack is invisible his will always get the ambush bonus, minus any movement modifiers the target may be trying to inflict. If the Actor's attack is visible and the target is facing the Actor and is aware of him (knows an invisible guy is trying to kill him) then the ambush bonus will not be awarded. It will be a normal attack.

Defending: If the Actor is in combat, he cannot add stealth levels or Intelligence. Ten plus the power level becomes the difficulty number for the perception check. If the opponent makes his perception check, there are no modifiers to his roll. If an opponent cannot make a successful Perception check, then he cannot hit the Actor. The opponent can, however, attack a hex. The opponent would guess at which hex the invisible target is in. He would then attack that hex. If the invisible target is actually in that hex, then the opponent will be at 0 Ref to hit him, ranged or otherwise. Should the opponent fail his perception roll, but know what hex the target is in he will be at 1/2 Ref. This generally occurs right after the Actor fires a visible attack, alerting the target of his position.

Sound: This would indicate that the Actor is able to dampen sounds caused by himself. It would mostly be for sneaking around. It's great for sneaking up on people. This of course only works on sound based perception rolls.

Scent: Kind of a rare, but useful form of invisibility. An Actor with this kind of invisibility would be harder to detect by scent. Great for avoiding those fucking dogs and the bastards whom can track by scent. And the Actor doesn't have to worry about people like Wyld Kat smelling his ambush out.

Taste: Okay, whatever.

Touch: Get Desolidification.

Team: To include other people in the Actor's effect he could use area effect, but that would make an entire area disappear. Neat, but that might give him away. With this node an Actor can add additional people within an adjacent hex of

that Actor.

Cost: +1 PP per extra person.

Field: This is the replacement for Darkness. With this option the Actor creates a field of invisibility. Every target within that field will become invisible and hopefully blind. They will fall under appropriate penalties to everything and everyone else. The field has a 1 hex radius per 2 power levels.

Cost:

- +1:5
- +1 PP per hex

If Whisper puts a field of invisibility (darkness effect on sight with power level 6) around Tin Omen, then Tin Omen would normally have to make a perception of 16 or higher to know where anything is. But, being that Tin Omen has Infrared vision, he is unaffected.

Cost:

- +1 PP per sense
- +2 PP per sense group for original power
- +1 PP per additional power level.

END:

- +1 End per PP per round
- +1 End per extra person.

Immune

The best defense is a total defense. This power reflects that very aspect. There are several things that a player can be immune to. Remember that none of the items carried by the player (including worn clothes) get this defense unless purchased so. Also, unless the player buy's knockback immunity, the power that he is immune to can still provide knockback to the player. Also, the player is not immune to the secondary effects.

He may very well be immune to heat but could be suffocated by burning the air out from around him.

Class: This will include an entire class of damage and will represent things like heat, cold, electricity, slashing, impact, knockback, muting (must include sense), acid, webbing and so on.

Half: This is a partial immunity of the above. The player will only take half effect from the type of attack.

Cost: +4 PP

Cost: +8 PP
END: None

Complications: The player will not take any additional damage from bleeding or shock. He will not lose any additional Hits or Stun after being reduced to zero hits.

Cost: +3 PP

Mortal Wounds: The player cannot be killed by a deathblow. The only way to kill him is through his hits.

Cost: +3 PP

Power: This form of immunity provides the player with protection from certain power effects. It is not intended to protect the player from attack powers but is designed to handle unwanted effects. These might include Teleport, Flight, Shifting, Desolidification, Infrared vision and Mind Reading. It is up to the player whether this is an all-time thing or whether it has to be turned on. Neither will affect this cost but they both have their own advantages and disadvantages. Remember all-time means that it can't be turned off (ever). This choice must be made at the time of purchase and cannot be altered later.

Cost: +3 PP per effect.
END: None

Self: This allows the player to be immune to any of his own powers. It is a one-time buy and covers all of his powers past present and future.

Cost: +2 PP

Specific: This is a very specialized immunity that is bought for a specific power. It will make the player totally immune to one specific power from on specific Actor.

The Roach has the uncanny ability to adapt to nasty stuff. What doesn't kill him only makes him stronger. He has been blasted by Lord Golgotha's black ray and lived to talk about it. Hell, he's mutated to be immune to it.

Eve is immune to Adam's (her twin brother) Mind Scrambler.

STUDiO187: Power Core

Cost: +1 PP per power

Stun: The player cannot be "stunned" from damage. The player will not have to even record stun damage, as he cannot be knockout in this way. The player will have to account for any killing damage that carries over from a stunning attack so he should make sure to account for his PD and ED.

Cost: +8 PP

END: None

Knockback Resistance

A player with this power takes reduced Knockback from attacks. Each point of Knockback Resistance subtracts 5 meters of Knockback from all attacks.

Cost: +1 PP for -5 meters of Knockback.
END: None

Lack of Weakness

With this power an individual either has less weak points or has a field that counteracts find weakness detection. Each point of Lack of Weakness adds to the Target Number for Find Weakness Skill Checks.

Cost: +1 PP to raise the Target Number 3.
END: None

Life Support

This power allows the player to operate in unfriendly or deadly environments without harm. The following list contains the powers that allow humans (or humanoids) to survive without the basic vital substances we all need.

OPTIONAL: Means that this is an obscene level and you might wish to deny it.

Aging: With this immunity the Actor is able to extend his living potential incredibly. He is still able to die from disease, poison and injury. The Actor will age to adulthood as normal at this point the effects of his power will kick in.

Cost:

- +1 PP for x4 Life span (about 300 years)
- +2 PP for immortality (from the whenever to whenever).

Atmosphere: This will allow the player to survive comfortably in another type of atmosphere. This could be under water, in methane, ammonia, whatever. The player could alternatively choose an environment type. Maybe he could survive as a native on Venus or Mars. Or, for a package price the player could have the ability to adapt to any environment. This is, of course, provided there is a substantial atmosphere. In essence the player would be able to breathe even the most caustic substances. This would allow him to be physically comfortable and not need any form of outside interference to survive the climate. This would, however, not protect him from airborne bacteria and viruses.

Cost:

- +2 PP per specific environment

Be specific..... Mars, Venus, Under Water and so on

- +10 PP to be able to adapt to any environment.

Breathing: With this power a player is either able to go without breathing for extended periods of time or even at all.

Cost:

- +1 PP for 1 hour
- +2 PP for 1 day
- +3 PP for 1 week
- +4 PP either does not or does not need to ever take a breath.

Eating: Having this power allows the player to reduce the need for consumption or even go totally without eating, drinking and excreting. For every 2 meals the player is required to eat he will (on average) have to excrete at least once.

Cost:

- +1 PP for 1 meal and 20 ounces of water a day OR the ability to eat any type of food.
- +2 PP for 1 meal and 20 ounces of water a week OR the ability to eat anything except hostile material (see *Hostile*, this section)
- +3 PP cannot or eat or drink.
- +4 PP no need to eat or drink.

Hostile: This would cover high levels of

background radiation, cosmic rays, microwaves, electro-magnetic pulses and other things that go bump on the atomic level. It will not protect the player from intense bursts of such things. If the player happens to be caught in the radioactive burst of an atomic explosion, he will be vaporized along with everyone else. He could handle reactor core rods, eat plutonium on his cereal, stick his head in a microwave oven as a party trick and suntan on Night City Beach all day long. This immunity also gives the player half immunity from any radiation effect attacks.

Cost: +4 PP

Immunities: With this power the player will be able to ignore all forms of diseases and viruses. Normally Actors should never come down with any of these because they are the heroes of the story. Even so, if the situation presents it's self and an Actor deliberately exposes himself to the situation the Judge should oblige his wishes. This power will allow the player to go into those situations without fear.

John is running a campaign in the middle ages and the cast comes across a town tainted with The Black Plague. The Judge (John) should not infect the Actors with The Plague unless they are incredibly stupid and drink from the common well or perhaps have sex with one of the town hookers. If one of the actors had Immunity to Virus he could suck the puss right from the boil without harm.

Cost:

- +1 PP for diseases or viruses
- +2 PP for both

Pressure: With this power a player can survive in pressures that would kill a normal person. This will also protect him from drastic changes to and from those pressures. The Actor will have to pay for each extreme individually.

Cost:

- +1 PP for 2289 lbs/in² or 7.235 lbs/in²

1 mile ocean depth or .5 normal atmosphere

- +2 PP for 11,445 lbs/in² or 1.47 lbs/in²

5 miles ocean depth or .1 normal atmosphere (some moons)

- +3 PP for 0 lbs/in² or 57,225 lbs/in²

No atmosphere (outer space, Luna, an asteroid) or the equivalent of 25 miles ocean depth (jumpin' Jesus on a rubber crutch).

- OPTIONAL - +5 PP Black hole.

Temperature: This power is of course the ability to survive for any period of time in extreme temperatures that would normally kill a man. The player must pay for each extreme.

Cost:

- +1 PP -20°F or 120°F
- +3 PP -150°F or 450°F
- +5 PP -300°F or 1250°F
- +7 PP -458°F or 2460°F
- OPTIONAL - 10 PP absolute 0 or vacation on the Sun, no sweat (Ha Ha).

Packages: It can get a little expensive to obtain some of the effects that a player may want. This was to make things more versatile and a little more on the level. Below are some of the most common packages people buy with modified costs to make them more affordable. You must take the package as is or not at all. These have been set up to provide people with a break for creating a certain arch-type.

Immortal: This package is designed for those who wish to play one of the many beings that share our world. Includes:

Breathing - does not have to
Eating - does not have to
Immunities – both
Aging - immortal
Cost: +8 PP

Roach: Setup for players who want to be able to adapt to almost anything. Includes:

Eating – anything
Hostile – standard
Temperature - -20°F and 120°F
Immunities - both.

Cost: +7 PP

Spaceman: The ability to travel in space without the use of a suit. Includes:

Breathing - does not have to
Pressure - no atmosphere
Hostile - standard
Temperature - near absolute zero

Cost: +12 PP

Seaman: For players who wish to be able to
STUDiO187: Power Core

swim the ocean depths without gear.
Includes:

Atmosphere – undersea
Pressure - 5 miles deep
Temperature – -150°F

Cost: +4 PP

Missile Deflection & Reflection

A player with this power can block incoming ranged attacks (see Ranged Combat and Actions.) The player will treat the type of attack the same as he would a melee attack (you can use the Fists of Fuzion to generate a set of defense maneuvers). To deflect an attack, first make a successful parry. For a reflection the player must make a successful block and then a standard to-hit roll against a target. The Actor could also choose to catch the incoming attack. This is of course if the object is catch able. Things like bullets, knives and arrows. Sorry, lasers and blaster bolts are not catch able.

Cost:

- +1 PP - Deflect Thrown Object.
- +2 PP - As above, Arrows and Projectiles.
- +3 PP - As above, Bullets and Shrapnel.
- +4 PP - As above and Energy Beams.
- +4 PP - Reflect Attack back at attacker.
- +6 PP - Reflect Attack back at any target.

END: 1 End per OCP

Mute Defense

This power lessens the effect of a Muting attack. Each point of Mute Defense subtracts one Round from the duration of a successful Mute attack. Mute Defense only affects one sense group; the points from this power must be allocated among the five sense groups as desired.

Tinted goggles for a flash, Level dampeners for sound based attacks, nasal filters for powerful odors and so on.

Cost:

- +1 PP per 3 phases of Mute Defense per sense group
- +1 PP per phase for all sense groups.

END: None

Power Defense

A player with this power is especially resistant to adjustment power attacks. The power level of defense is subtracted from the power level delivered by the opponent. Most Actors have at least 2 levels of power defense.

The Wraith zaps Seven with his Sole Sucking Body Drain of 5. Seven has 3 levels of power defense and only losses 2 PP of body. Since he has a super Body of 8, the last point of body cost him 2 points. His body will go down by only 1 point for two phases.

Cost: +1 PP per power level

END: None

Slick

The player is able to more easily escape bonds. It could be that he has slippery skin or that his surface is extremely smooth or perhaps a force field provides him with a frictionless surface. At any rate, any form of restrictive activity that is attempted on the player will be at a -1 per power level to complete the task. In addition, the player will be at a +1 to escape in the subsequent phases. Furthermore, in the case of entangle, the player will get a +1d6 per power level if he is trying to muscle his way loose.

Field: If the player purchases a field for his slick power, then he may leave a sheen on a surface causing a target to be at the minus to any physical action while in the sheen. The target will also be at a -1 move per two power levels of effect. The Judge may also impose a level of difficulty per power level for the target to stand. If the Target fails his Reflexes Roll (add acrobatics or athletics) the target becomes grounded. This will also counteract clinging on a level vs. level status.

If a target has a power level 3 clinging and he hits a wall affected by a sheen power level 3, he will go sliding into the floor.

Cost: +1:3 OCP

END: 1 End per 3 TCP

Cost: +1 PP per power level

STUDiO187: Power Core

END: None for base power

Toughness

A player with toughness is able to convert a portion or all of his Physical Defense (PD) / Energy Defense (ED) into Killing Defense (KD) or Energy Killing Defense (EKD). This amount can never go above his total PD/ED. The amount is purchased in 4 intervals of 25%. This power normally has no visible effect and uses no endurance. The player must choose one of the following.

Constant: The PD/ED is constantly on and the player will constantly retain the benefits of the KD/EKD.

Cost: +2 PP per 25%

Switch: The player must activate the converted points. This requires one phase of time to complete and will remain active until he turns it off.

Cost: +1 PP per 25%

MOVEMENT POWERS

Movement Powers are those powers that help the Actor get from place to place. All Actors start with running, sprinting swimming, and a leap; see Characteristics, (pg. 116) official Fuzion rules for details. These movement powers can supplement those starting values, or add new modes of movement.

There are two types of movement: a Run (or Combat Movement), and a Sprint (or Non-Combat Movement). The former involves ducking, weaving, and watching out for enemy attacks. It is normally equal to two times your current MOVE Stat (in hexes). A player has no penalties to his DEX or REF when Running.

A player may also move as fast as he can, in a Sprint (aka Non Combat Movement). This has the advantage of increasing the player's running speed, but halving his DEX +Skill levels as well as reducing his REF to 0 at the same time. The basic Sprinting speed is calculated when you create your Actor, and is normally 3 times your current MOVE (in hexes)

In cases where Cargo is a measurement use the strength-lifting chart. Assume the strength required to lift an object is the Cargo number required. The player's weight must be factored into the cargo number.

Thus if you purchase a 6 Cargo for gliding you could glide with 288kg/634 lbs.

If you want to get an idea of how fast you are going then it's very simple. Multiply your move by two to get miles per hour. It works like this:

- 3 feet per hex
- 1 second per phase
- 60 phases per minute
- 60 minutes per hour
- 5280 feet per mile

$$3 \times 60 \times 60 = 10800$$

$$10800 / 5280 = 2.045$$

Round this to 2 and that's it.

The following modifiers can be added to any movement power:

90° Turn: Normally a player would break his neck trying to pull a 90° turn while moving at full tilt. It would be at least an Incredible difficulty roll. With this modifier the player will not begin to suffer modifiers from maneuvers until they require more than a 90° turn.

Cost: +1:4 OCP

180° Turn: Very similar to the above-mentioned this modifier allows the player to simply ignore turning modifiers when maneuvering.

Cost: +1:2 OCP

Instant Acceleration: Normally in Fuzion objects accelerate at a rate of a 10 move. For Dark Millennium players can accelerate and decelerate their Move per phase. With this modifier the player can instantly go his top speed and stop on a dime.

Cost: +1:2 OCP

Slow Acceleration: With this modifier the player can only accelerate and decelerate at half the norm per phase.

Cost: -1:4 OCP

Wide Turns: The player must make wider turns when maneuvering. Normally, a player must travel 1 hex for each facing shift (30 degrees). When purchasing this modifier, the player must travel 2 hexes per facing change or suffer a 1-difficulty penalty. If your not using hexes then just increase all tight maneuvering difficulties by 1 level.

Cost: -1:3 OCP

Clinging

This power allows the player to cling to walls and sheer surfaces and move on them as if they were level. A player with Clinging subtracts 1d6+(Bodyx2) in meters of Knockback, so long as he is in contact with a level surface. Cost is based on Cargo, due to weight limitation. Thus, if the Actor wanted to carry someone else he would have to be able to accommodate his or her weight as well. It would be a Judge's call for weights that exceed the limit.

Cost: +1 PP per 2 Cargo points.
END: None

Cohesion

The player is able to cause liquefied objects to act as a solid when weight is placed upon them. For every level the player applies, the surface will support 1 cargo point worth of material. The area of effect is one hex and if the player wishes to improve upon this, he may want to purchase area effect.

"Prove to me that your no fool..... Walk across my swimmin' pool."

Cost: +1 PP per 2 Cargo Points

Flight

With this power the player becomes capable of airborne travel. It will allow the player to travel in the air as he would upon land. There are several types of flight. They range from gliding to faster then light travel.

Standard: With this power the Actor has propulsive flight ability. This ability could come from wings, telekinesis, or even gravidic wave riding. With this power, the Actor is able gain and maintain altitude and can accelerate by his own power. Speed is calculated by the Actors base Run multiplied by his Power Level. For non-combat speeds multiply the Sprint value by the Flight Power Level. An additional Sprint multiplier can be purchased to increase the top speed. This is a much faster form of flight then combat speed and is primarily used for getting to the scene quickly. Combat can be done at these speeds but is very difficult and will put the Actor under the Sprint modifiers.

Flying Tiger has a move of 4. He buys 3 Power Levels of flight and 3 PP of Sprint multiplier. Thus, he can fly at combat speeds up 24 hexes a phase but at full tilt he can cover 72 hexes a phase (sprint of 12x3 for normal flight and x3 again for Sprint Multiplier.

Cost:

- +1 PP per power level for standard flight.
- +1 PP per power level of Sprint Multiplier.

END: 1 pt per OCP

Gliding: A player with this power can glide through the air. A Gliding player has some control over his movement, but not the total control provided by Standard Flight. A Gliding player must drop 1 Hex per Phase to gain 1 point of Velocity. While a player will generally lose 2 points of move per meter gained but, the player could hit a thermal or perhaps an upward gust (difficulty 18) and get the altitude at no additional loss. He could just as easy hit an air pocket and drop 4 or 5 Hexes in a phase. So, there is no speed level to buy, the Actor gains speed as he drops and loses it as he ascends.

The cost of the power is based on the amount of cargo that he can glide with. He must accommodate his own weight including equipment and any passengers. If he attempts to glide over his cargo limit then start at Competent and add one difficulty level per point of cargo he is over. This must be rolled every phase of flight or he will lose 1 hex per point missed that phase.

Alex Storm has a glider pack that can accommodate 4 cargo points of weight. That equates to 317 pounds. He and his equipment weigh in at about 250 pounds. He scoops up two of his falling teammates (we'll ignore the teammates velocity to keep things simple and fun) whose combined weights are 515 pounds. That's a total of 765 pounds. This puts him at 7 Cargo Points (we rounded). He now must make his difficulty roll every roll every phase or he will drop. He's 3 points over so he has to make a Legendary roll or begin to descend. His Reflexes are 6 and his UP – Gliding is level 5. He rolls a 4 and this gives him a total of 15. Oh, shit! He needed a 21, that's 7 points short. He will drop 7 Hexes (21 feet) this phase.

Cost: +1 PP per 2 points of Cargo.

END:

- 1 pt per direction change
- 2 pts for altitude change

Supersonic Flight: This power allows a player to fly (non-combat only) at Mach speeds (>750 mph). Acceleration is at a rate of 200 mph/phase.

Cost: +2 PP for each Mach level, up to Mach 6 (atmosphere) or any Mach in space

END: 1 pt for each OCP

Warp - OPTIONAL: This movement power allows the Actor to travel faster than light while in space. The Life Support Spaceman package is a

must for a player to use this form of flight.

Cost:

- +2 PP to travel 1 LY per year
- +3 PP to travel 8 LY per year

About two LY a season

- +4 PP to travel 32 LY per year

About one LY a week

- +6 PP to travel 1000 LY per year

About 3 LY a day

- +1 PP per square of the speed.

This is for levels above the 1000 LY

END: None

Projection

This is the ability to leave the body behind and allow the soul to float freely within the dimensional membrane (astral plane). The body will remain in a state of suspended animation but will also be defenseless to intruding souls. The Actor leaves an umbilical cord to his body that will allow his soul to find its way home and keep the body alive. Should a stray soul try to enter the body the cord will convey a distress signal to the soul. The soul can return to the body at a blistering speed along the cord. Unless the Judge wants to displace the Actor's soul or if the Actor is abusing this ability then he should always be able to make it back in time to fight for his body. Treat the combat as normal. If the player has a magical sword in the real world he should be able to manifest it in the membrane (this is until Crossover is released with astral combat rules). In addition, Actors with this ability can retrieve those trapped within the membrane during a failed teleport.

While within the membrane the player can peer into the same dimension his body occupies. The dimensional sense power would allow the player to see into other dimensions as well. No one can see, hear or harm the player by normal means. If a player has dimensional sense and specifies Membrane, then he can see things moving around within the membrane. If he purchases the modifier, Crossover - Membrane, then he can affect creatures with his power that reside within the membrane. In the membrane there are no obstacles such as walls so players are able to move freely to any part without restriction. Thus, a player could go into the Astral Plane in one room of a house and then go to the corresponding location in the membrane without being barred by any walls or doors. He could then spy on what was transpiring in that room.

STUDiO187: Power Core

For every power level the player purchases he will be allowed to stay within the membrane for up to two hours. When his time is up the body will pull the soul back. The player will need to rest the equivalent amount of time spent in the membrane before returning.

Cost: +1 PP per power level

END: None

Running

A player with this power can run faster than normal. Multiply your Power Level by your RUN or SPRINT derived stats (depending on what you're doing).

So if Tommy (as in Thompson's Gazelle) has a move of 7 and a Running level of 5, he could move 70 hexes on a run. Or, 105 at full tilt. WhooHa that's fast.

Cost: +1 PP per power level

END: 1 pt per PP + Move

Super Leap

This power enhances a player's natural leap. For the new distance multiply the Power Level by the player's normal leap.

A level 5 superleap for Wyld Kat would modify his 6 leap to a 30.

Remember that the player does not have to jump his full amount each time.

Cost: +1 PP per power level.

END: 1 pt per power level + Move

Swimming

This power allows the player to swim faster than normal. Swimming increases the player's figured Swim Stat. For the new distance, multiply the power level by the player's normal swim.

A level 5 swimming for U-Man would modify his 5 swim to a 25.

Cost: +1 PP per power level

END: 1 pt per power level + move

Swinging

A player with this power can swing great distances from a line. The player can also swing up to a certain location by attaching a line. To use Swinging the player must be able to attach his swing lines to high buildings, trees, cliff sides, or other high things. It is assumed that the player can climb his apparatus without making a climb roll. Under stressful or unusual circumstances, the Judge might ask the player to make a roll to see the player losses grip. This would be based on the situation. The Judge would assign a difficulty that he sees fit.

Realistically the distance a player could cover every phase would be based upon the length of any given line, wind resistance, etc. For purpose of playability, assume the player can swing as fast as his run. Cost is based on cargo, due to weight limitation.

Thus, if the Actor wanted to swing with someone else he would have to be able to accommodate the other persons weight as well. It would be a Judges call for weights that exceed the limit.

Arboreal: If the player is amongst dense tree growth he could also bounce from branch to branch along with using vines to swing.
AAAAAuuhuuuhuhhAAAAaaaaa!!!!!!

Cost: +1 PP

Cost: +1 PP per 2 points of Cargo.
END: +1 to normal move cost.

Teleportation

A player with this power can disappear from one point and appear at another (or the same place at a later time), by passing though the dimensional membrane and transversing lay lines. It is important to remember that fast moving players stay fast moving during transit and resurgence. Thus, a player who teleports to the ground after falling out of a plane, will appear at the ground with the same momentum as he started transit with. IE – He'll go splat anyway. It is also important to note that a player who teleports into a substance will be effected as his body is used pry open a spot in that substance. So, if a player were to perform a blind teleport and landed in rock he would have to be sturdy enough to shove the rock aside or

be killed trying. Rule of thumb, if the player cannot displace the substance he is going into with his body without taking damage he will be injured (and encased in the substance) or be a severely crushed cadaver for a land developer to find 20 years from now. The player must be familiar with his destination or be able to see it and know his location in reference to that point. If not, it will be treated as a blind teleport. For blind teleports allow the player a 3d6 roll. The more ones the worse off the landing. The more sixes the better. Each luck point will erase a one or add a six. A Hero point will give the player an automatic three sixes and erase all ones. A teleporter can always teleport his own weight. Additional weight steps him up the difficulty chart. For every cargo point over his allow amount, step the difficulty up 1 notch. There are several different types of teleportation, and several nodes to counteract the disadvantages of this dangerous form of travel.

Additional Weight: This node allows the Actor to carry more weight without suffering a difficulty penalty. For every Power Point the player can take 1 Cargo point worth weight with him. If the player attempts to take extra weight with him, raise the difficulty 1 level for each extra Cargo point. As usual, start the difficulty level at Competent. Failed rolls could mean no transit, transit without cargo, injury or even death on a bad enough roll (only if he fumbled trying to take a battleship with him).

Cost: +1 PP per Cargo point.

Blink: The player blinks out of existence for a specified period of time then reappears in the exact same spot. He achieves this by wrapping himself with the dimensional membrane. This takes one action and could be done after the player attacks. He can basically use it as a dodge and remain in it until his duration dies out or until the player chooses to drop out. Normally the player cannot see through the membrane during his stay but for additional cost it would be possible. Another person with this type of teleport could enter the same pocket if he knew where the player was. If the player knew that person was trying to enter and wanted to stop him, they could compare UP-Blink skill checks. If the player wins, the target would not be able to open the player's pocket.

Cost:

- +1 PP for each step on the timetable
- +2 PP for membrane sight

END: 1 pt per OCP

Combat: This form of teleport allows the player to move a distance equal to his Run (or sprint if he does not attack). A power level multiplier can also modify this number. As with other movement powers, multiply the Actor's normal movement by his power level for the new distance. Thus a power level of 7 would allow Wraith (with a Move of 4) to teleport (Run) 56 hexes in a single phase and still be able to attack. The big bonus is that the player doesn't have to deal with any obstacles.

Cost:

- +2 PP to gain teleportation.
- +1 PP per power level.

END: 1 pt. per OCP

Density Shift: With this node the Actor is guaranteed a safe landing. The Actor's power has a density proximity buffer, which will keep him from fusing into things like walls or rocks. It will shift the Actor the shortest distance to safety. Safety is, however a relative thing. The power is not smart, thus, it could shove the player off the edge of a cliff or in front of a moving car, but he never has to worry about landing with one foot fused into the floor. If the Actor's form is strong enough to displace the matter without harm (water, air, mud) then this node will not kick-in.

Cost: +1:4

END: No extra

Destination: This node allows a player to leave a signature in any place he has occupied. He needs to leave the signature while in that place. He will still have to be able to teleport that distance but will not need to know his current location. He will have a sense of whether he is within range but will not know the exact range itself. The player can, however, spend extra points and he will always know the exact distance between himself and the destination so long as he is with-in range of that destination. The number indicates how many destinations the Actor can have at any given time. If the Actor has 3 destinations and wanted to add another one, he would have to purchase a new destination or ditch one of his existing destinations.

As for moving destinations, it's up to the Judge's interpretation of teleport. The Earth is moving, the universe is moving and thus, everything is in

motion in this ever-expanding universe. Is a fixed point really a fixed point?

Cost:

- +1 OP per destination.
- +2 OP per destination with location.

END: No extra endurance

Dimensional: This allows the player transit to other dimensions. These could include The Net, The Gaia, another parallel earth, or whatever. Hell and Heaven have been blocked off and require special means to transit to and from them. The Actor can purchase any number of dimensions but this is, however, a one-way trip. If he wishes to return home he must purchase his home dimension. He may also purchase a random transit that will allow him to pop to any random dimension. Or, he can purchase the power to allow him to transit to any dimension he desires. His landing spot will always vary unless he purchases a destination for a certain dimension.

Cost:

- +2 PP per dimension
- +2 PP for any random dimension
- +8 PP for any desired dimension

END: 1 pt per OCP.

Gate: With this node, the Actor must take an extra phase to open a portal to his destination. A wormhole with an opening on both sides will manifest. Each opening starts at 7' tall and can be modified to be larger. During its existence any number of creatures or objects smaller than the opening can transit through the Wormhole from either entrance. The wormhole will stay open until the Actor closes it. He can collapse it at any time unless he transits. If he enters the wormhole he will be able to collapse it 1 phase after he transits to the other side. Any beings or objects in transit with-in the wormhole during collapse will be shoved to whichever side they are closest to. If the Actor wishes, he can close one side first and send the object to the other side. This would require a Heroic difficulty roll. With a Legendary difficulty he could close both ends of the wormhole and leave the target trapped in The Membrane until, he escaped, was rescued or was destroyed. Once an object begins transit it cannot stop until it reaches the other side.

Cost: +1:4

END: +1 End per round

Link: The player is able to teleport to any destination that he has any form of sensory link to without having to make a blind teleport roll. This could be to the other end of the phone line or a location being broadcast on live TV. The player must be able to accommodate the distance though.

Cost: +1:4

Objects: This is for teleporting things other than the player. The player could teleport a gun out of someone's hand or could teleport a target to the moon. The player will have to make a UP-Teleport skill + Will + d10 roll vs. the targets Resistance + Power Defense + d10 to successfully perform this task. If an item is in a target's hand then the item will be able to use the target's defenses.

Cost: +1:2

Speed Shift: This node will stop a player from splatting after teleporting from high speed. The player will appear with no momentum.

Cost: +1:4 OCP
END: No extra

Standard: This form of teleport is the most common type and is designed for long distance travel. It cannot be used for combat because it requires a full phase to begin transit 1 phase per mile and 1 phase to manifest. During dematerialization and rematerialization the player cannot defend himself and will be vulnerable to attack but will only take 1/2 damage from any form of attack.

Cost: +1PP per 5x miles.

+4 PP = $5 \times 5 \times 5 \times 5 = 625$ miles

Trek: This form of teleportation is for extremely long distances. It is pretty much used for stellar travel. The core distance is 4 light years (about 23.2 trillion miles). The player can travel less than 4 light years but never less than 1. For every power level purchased, raise 2 to that power, and multiply it by the core distance. You should purchase a Destination or you will probably land in space. It takes 1 round per light year to complete transit.

Thus, if War Hammer has Teleport-Trek at level 5 he
STUDiO187: Power Core

could travel 128 LY per transit ($2^5 = 2 \times 2 \times 2 \times 2 \times 2 = 32$. $32 \times 4 = 128$).

Cost:

- +2 PP for the core distance.
- +1 PP per exponent.

END: 2 pt per OCP

Time (Optional): With this type of teleportation the player is able to transgress the boundaries of time itself. It's up to the Judge to handle the specifics of time travel. Paradoxes like killing your grandfather as a child would be up to him.

Cost: Up to Judge.

Tunneling

Tunneling allows the player to move through the ground by creating a tunnel roughly his own size. The tunnel is normally left open behind the player; closing it is an option, listed below. Tunneling begins at a 0 Move and is always a non-combat movement. Defense Value (DV) is very important for using this power. For DV see the powers Armor and Force Wall and see Hells Cookbook for additional values. If the Actor does not have enough DV penetration to go through a substance then subtract the DV from his distance/phase movement. If it is equal to or more than his DV/MS level then he cannot tunnel through it.

Volcano can tunnel through a DV of 10 at 6 hexes a phase. He can plow right through marble and granite and can even go through Titanium.

Cost:

- +1 PP per 2 hexes per phase through a DV of 1.
- +1 PP per +1 DV penetration
- +1:4 to fill tunnel in behind the Actor.

END 1 pt per 10 Hexes traveled.

ADJUSTMENT POWERS

Adjusting a Stat or Power is done as a power point versus power point check. All Stats or Powers that the Adjustment Power affects must be chosen when the power is purchased unless otherwise modified.

When attacking the attack standard is a touch. If modified by range, the attack must have some sort of special effect. Upon a successful attack roll, the player will adjust the target's power by the amount of power levels he possesses minus any power defense the target may have. By default only stats that are powers can be adjusted. Should a secondary stat be affected then retain the multiple for the effect.

Thus 5 PP worth of hits is 25 Hits. But 1 point of power defense in this case would protect for 5 hits a piece.

Also, adjustment powers striking a power with-in a multi-power, will always strike multi-power at the base cost (do not add in the sub costs; 2m).

Mr Cool has Dampening Fire Powers. He nails Hot Foot was for a dampening level 5 for his fire attack blast. His Fire Multi-power would be treated as being 5 points lower.

Stats are not affected, unless they are added on as a power (like Black Wolf) or they are always above 7 (which would make them a power).

The Wraith zaps Gristle with his Sole Sucking Body drain of 5. Seven has 3 levels of power defense and only losses 2 PP of body. Since he has a super Body of 8, the last point of body cost him 2 points. His body goes down by only 1 point. The Wraith has a 3 Body, so he will gain 2 points.

The Power Points gained or lost via an Adjustment Power return to their previous value at the rate of 1 PP a round. This rate can be adjusted up the Time Table (see Using Your Skills in the Official Fuzion Rules). Check the power modifier *Time Dial* for the cost.

The Wraith will have a 5 Body at the beginning of the next phase. The following phase it will drop to 4 and Gristle will gain a point back. The round after that, The Wraith will return to a 3 Body and Grizzle will regain his full body.

If the player boosts a target's points then the target must also assume any modifier for power defense he may have. That's right, it goes both ways.

You will find that Stat groups come into play when using Adjustment powers. The stat groups are as follows:

Power: Strength, Body, and Constitution.

Agility: Reflexes, Dexterity, Technique and Move.

Mental: Intelligence, Willpower and Presence.

Before we delve into the actual powers there are several nodes that may affect any of the adjustment powers.

Free Flow: This modifier allows the player to be more flexible with the points he is adjusting. Differing from grouping modifiers, Free Flow modifiers allow the player to adjust any rather than all powers in a group.

- +1:5 for one power type or stat group

The player could chose types of powers like any fire, electric or kinetic based powers. Or he could choose from the mental or physical stat group.

- +1:4 for any stat or any power group

This would be for entire power groups like magic, technology, elemental or evil powers. Or could be used for any stat.

- +1:3 for all powers.

The players would be able to adjust any of a target's powers.

- +1:2 for all powers and stats.

The player would be able to adjust any of a target's powers or any of his stats.

END: Do not add cost for calculation

Grouping: With this node a player may effect more than the usual amount of a targets powers. So, the player could adjust an entire range of powers at a time. If the player receives points from the adjustment he will only gain the level of the drain from each power, not the sum of the total loss.

A 5 point transfer that affects 5 powers will only yield 5 PP per power to the player not 25 points to one power.

- +1:4 OCP for one power type or stat group

The player could chose types of powers like all fire, electric or kinetic based powers. Or he could choose from the Physical, Agility or Mental stat group.

- +1:3 OCP for all stats or entire power group

This would be for entire power groups like magic, technology, elemental or evil powers. Or could be used for all stats.

- +1:2 OCP for all powers.

The players would be able to adjust all of any target's powers.

- +1:1 OCP for all powers and stats.

The player would be able to adjust all of any target's powers and stats.

END: Add cost for calculation

The Black Leach can transfer 4 PP of any stat to himself but he can only allocate the points to endurance. This would cost him 16 PP. 3 PP per PP of effect (3x4=12); +1:3 OCP (12/3=4); Total cost = 16.

Stats: These are modifiers for adjusting stats.

Normal Stats: This modifier allows the adjustment of normal stats (in addition to power stats). This modifier is not necessary if the player is using a grouping or free flow modifier.

Cost: +1:4 OCP
END: No extra

Secondary Stat: This is a node for any adjustment power affecting a statistic. With this node the player will not only affect a primary stat or secondary stat but will affect the primary and all of the secondary stats associated with it.

Cost: +1:2 OCP
END: Add cost for calculation.

STUDiO187: Power Core

A power that we tried to cover in this section but was unable was the ability to absorb the properties of objects. It would have required a bunch of value charts and would have been complicated as hell. If you want to do this then purchase the powers that would reflect this ability (like armor, desolidification or wounding - damage field). Now put them into a morphing pool and specify a focus (such as that element) as a modifier.

Now onto the powers

Absorption

This is the ability for a player to absorb part of a specified damage (electricity, heat, radiation, kinetic, mental blast, etc.) and add the points to a predetermined power or stat of his choice. This may or may not act as a defense. The PP's the player absorbs will then be allocated as specified. The amount of absorption has nothing to do with damage delivered only the power level of the attack. The player must choose the damage type (fire, cold, electricity) and must choose its destination (Strength, power blast, armor, endurance). Don't forget, this damage could come from any source, not only a target. Thus, the player could jump into a fire or grab a hold of a power line to charge up!

Absorption Threshold: With this form of adsorption the player will take full damage but will be able to eat his threshold of the power for his own use.

Cost: +1 PP per 1 PP of attack type.
END: None

Absorption Defense: With this version of adsorption, the player first lowers the attack level by his threshold level and then eats that power adding it to his own. Damage is delivered is based on PP left in attack.

Cost: +2 PP per 1 PP of attack type
END: 1 per 2 PP

Aid

The ability to temporarily raise the player's or target's specified stat or Power. Aid that restores a stat to its normal levels from a previous adjustment does not

fade. Otherwise it is only temporary fix. The player must specify which power or stat this is.

Battery: The target may store the PP for later use. No stat or power can be modified while the PP are in storage and will begin to fade at normal rate. A target cannot store more than the player's maximum give. The target and the player cannot be the same.

So if the player can only aid 4 PP max, then the target will only be able to store 4 PP from the player.

Cost:

- +1:1
- +1 PP per 1 PP of maximum add.

Cost: 1 PP per PP per power or stat.

END: 2 per PP

Dampening

This power allows a player turn down a power level of his opponents. For every PP of dampening, the player will lower the power level of his target's power by 1 PP. He must also choose a power type that this power works on, like Super Strength, Fire Attack Blast, Desolidification, etc.

Moray has 4 points of Reflex Dampening. While fighting Z (who has a ref of 10) he invokes his power. Z, has a power defense of 2 so only 2 PP of Z's reflexes will be dampened. So long as Moray maintains his effect, Z will be at this minus.

Shielding: The player can cause incoming powers to fizzle by assigning this node to the power. Thus, any power being directed at the player that falls into his power type will also suffer the effect.

Mad Dog has Dampening with Shielding. When Hot Foot fires at him from across the room the flames enter his Dampening Shield. The attack will be adjusted by Mad Dogs Dampening level before hitting him.

Cost: +1:2

Cost: 2 PP per 1 PP of effect

END: 2 per PP

Overdrive

This is a bank of power points that can be added to a power or stat. The player must choose the power or stat to be the recipient. The player must also purchase the maximum dump rate and the storage capacity. Once used, the points invested burn out and the player must recover them before he can use them again. Also, the player cannot dump these points into a focus unless the Judge allows it for some special reason (like maybe recharging magic items). The player recovers bank points at the same rate as his recovery over an 8-hour period. But for an additional cost he could decrease the time

Recovery Modification Cost: The OCP shall be the sum of Maximum Dump Rate + Storage Capacity costs.

- +1:5 to up this to every hour.
- +1:4 for every minute.
- +1:3 for every round.
- +1:2 for every time the Actor performs a normal recovery.

Maximum Dump Rate

Cost: +1 PP per Point/Round

Storage Capacity

Cost: +1 PP per 3 Stored Points

END: Calculate normal as per power.

Sheen has overdrive for his force field. He has a max dump rate of 2 and storage of 12. This cost him a total of 6 points. At anytime he can boost his force field by up to 2 PP (+4 KD and +4 EKD full body). He then loses the 2 points until he recovers them later. He can do this until his storage runs out.

Transfer

The ability to temporarily lower one of a Target's Powers, and transfer it to one of the Player's Powers. The Power lowered does not have to be the same as the Power increased. In addition, the Player can transfer a power he does not possess. The downside, of course, is that he will not usually have the skill to use this power. The player must specify which power is being drained and which power is being boosted.

Cost: +1 PP per 1 adjustable PP

END: 1 per PP

MORPHING POWERS

These are powers that can rearrange the form and modify mass or density. It does not have to be explained where the mass goes; if the player can come up with a good explanation, then that's great, but not necessary. Realistically a being cannot change its mass on a whim, it has to go to or come from somewhere. Additionally, modifiers to stats are close but not truly accurate or inversely constant. This is a fun factor verses reality dial turned two notches towards fun. As, for multiple levels of shifting a player could step any amount of levels per change but it is much easier to just change from one shape to the other. The Player can use the Morph Player Sheet (coming) to simplify things. It takes 1 phase per 2 TCP to fully transform into another form.

In this day and age of mistrust, shape changers are the most hated of the SPB's, Especially Doppelgangers, so be careful in choosing from these powers. Fear is by far the most dangerous of emotions.

Instant Change: An Actor with this power can instantly morph from one form to another.

Cost: +1:4
END: +1 point

Adaptation

An Actor with this power is able to move around in an additional environment with native ease. All Actors are assumed to have no modifiers on flat dry land but with this power he could state that another form was his native (like water, steep mountains, tree tops) and that on flat land he was out of sorts. The idea is that a player could purchase additional environments that he is comfortable moving around in. So a water guy would have webbed digits and a mountainous native might have hooves. If more then one form of native travel is existent then it is assumed that the other form is shifted to and from. A free form adaptation shifting can also be purchased. If the player encounters a terrain hostile, he could shift to a travel form that would eradicate his modifier. If used for water the player will be able to make use of move, run and sprint while submerged.

Cost:
• +1 PP per terrain

STUDiO187: Power Core

- +3 PP for any terrain.
- END: Negligible.

Desolidification

This power allows a player to become less corporal and will either allow 1) objects to pass through him, 2) him to pass through certain objects or 3) him through all objects. It is assumed that every player who has this power has spent time learning how to move around while intangible. Thus, learning not to fall through floors or the ground. If it is a new power, the Judge may require the player to spend time learning how to move while intangible. The player does not become intangible to such things as Muting, Mental Powers and the like. When two desolids come in contact with each other things can get a little tricky. It will be up to the Judge at this point. If you throw two handfuls of sand at each other they don't seem to have much of an effect on one another. **It's up to you!**

Cool, Can I Play a Ghost!?

Bang! You're a ghost. Ghosts are not desolids. They travel through the membrane between dimensions and can sometimes manifest physical control and appearance in the real world by using Psycho-Tele-Kinesis, but they are by no means a desolid. If the Player wishes to use Ethereal as his Actor's effect then he should purchase Teleport Dimensional - Ethereal.

These nodes may be added to any of the different forms of desolidification:

Cargo: With this node the Actor is able to desolidify additional cargo. One cargo point is equivalent to the weight that that same amount of strength could carry. The Actor does not have to account for himself as cargo. The Judge may insist on 1 point of cargo if the Actor wishes to carry his clothes along but it is not necessary.

Cost: +1 PP per Cargo Point
END: 1 pt. per PP of Cargo

Projection: The player cannot become desolid but he can make a section of material or a target as such. The cost is to be added to the form of desolid as is per hex, target or item. The player will also gain the same range as a Ranged Wounding attack.

Hex: As for the *per hex* modifier, this applies to walls, floors and the like and will include a full hex of said material. This field can move with the Actor at no additional cost.

Target: For the *per target* it will include 1 Target and his belongings. The Player could make a difficulty roll assigned by the Judge to limit the effect to just the Target.

Item: As for the *per item* modifier, this would apply to things like swords, a bullet (establish before it's fired), a gun or perhaps a door.

Cost: +1:4
END: No extra

Here are the different forms of desolidification

Substance: A player must choose a substance that he can phase through. Upon activation he can then pass through this substance, as though it were air. For an additional point, the player will not have to account for breathing while within the substance. Remember, if an object penetrates through the substance the player is phasing through and strikes the player he will take damage. He is only intangible to the one substance and nothing else. For a slightly cheaper cost, the player will leave a swirling wake behind him that will be permanent. It will not damage the material beyond its appearance, unless, of course, you want to link Wounding to it.

Cost:

- +4 PP per substance
- +3 PP per substance with wake
- +1 PP for breathing

END: 3 per phase

Semi: The player becomes a free flowing substance. He will be able to pass through cracks and allow objects to flow through him. Standard attacks like bullets, fire and fists will also pass through him but will still do half damage. However, a slow moving attack, like a knife slowly being pushed into his side would do nothing. If the player has armor, then subtract the protection of the armor first. Additionally the player must account for his items or they will be shed at the time of desolidification. The player must declare what form of substance he becomes. It could be water, fire, cell colony (T2000), sand, et cetera.

Cost: +5 pts
END: 5 per phase

Full: This is the complete non-corporal form. The player can pass through any substance and any substance can pass through him. Unless modified, normal attacks will not even phase him (ha ha). The player should choose a special effect for this power. Like, becoming shadow, turning translucent (ghost-like form) or anything along these lines.

Cost: +8 PP
END: 8 per phase

Displacement

The player is able to store objects within an internal pocket. This could be under his skin or within a dimensional pocket. The base cost will allow the player to carry up to a backpack full of stuff with the same amount of weight accommodation. For additional points the player can carry cargo points worth of stuff.

Displacing life forms can seem very attractive but it is not that easy. Any life form within the membrane pocket can attack the walls of his prison. The damage goes to the player or the item. The player has no defense against these attacks so he may wish to consider some linked powers to perform this trick. Entangle, Armor and Humanity Attack all go well with this power to meet this end. The Player will, however, be immune to Muting, Humanity and entangling attacks from the target. Additionally, the Player will still receive any stat derived PD, ED and Resistance. Should the player wish to perform this attack then he should construct a maneuver from Fists of Fuzion to include a grapple with a class 3 hold. Otherwise, the player will need to perform a grapple with at least 3 successes over the target. Targets may make a blind teleport or desolidify through the membrane pocket, as it is only a pocket and not a true membrane wall.

Environ: The dimensional pocket has an environment within it that can sustain life forms. This is good for about a day or two.

Cost: +1:3 OCP

Cost:

- +1 PP for initial power
- +1 PP per cargo point of space

END: 1 PP per OCP to insert being

Essence Flow

The player is able to shift his stat points (essence) around from one stat to another. The usual flow is between two stats. The player may also specify a shift between similar groups of stats. He may also choose to be able to shift between any stat. Secondary stats are affected by the primary shift.

It does not matter how many points are exchanged but each and every shift takes 1 phase to complete. In this time the player may only passively defend himself.

The stat groups are as follows:

Power: Strength, Body, and Constitution.

Agility: Reflexes, Dexterity, Technique and Move.

Mental: Intelligence, Willpower and Presence.

The Player must first purchase the maximum level a stat can be adjusted. Then he will choose a node that defines how the shifting shall occur.

Freeflow: This is the most giving form of Essence Flow. It allows the Actor to shift any of his stats freely between one another.

Cost: +7 PP

Group: This node allows the Actor to shift any stat within a group around. This would allow him to raise any stat within the group while lowering another stat or stats within that same group.

Long Bow is able to shift any of his physical essence up to level 4. So, he could raise his 7 Strength up to a 9 by depleting his other physical stats by 4 points (2 points per stat over 7). He could zap 1 stat for 4 points or divide the cost up between Body and Constitution.

Cost: +3 PP per Group

Toggle: The player specifies two stats that he may shift points between. They can be any two stats and as one stat goes up the other goes down. Don't forget that stats above 7 require 2 points to reach the next level.

Cost: +1 PP per pair

Additional Points: The player may also have a reserve of additional stat points. These points can be allocated as if they were in a drawing stat (the stat that gets compromised). These points will go into a pseudo stat called Essence. They are only put into use when the player shifts them into a stat. For game play, the players must assume that these points are not allocated by default. If the player chooses not to shift from one stat to another but rather to use the additional points from the bank then he would still purchase Toggle but would name Essence as the other stat.

Cost: +1 PP per stat point of Essence (no additional cost for going over 7)

Adam has Essence Flow – Group – Power and Agility (+6 PP) and has a maximum shift level of 10 (+5 PP). He also has 10 Additional Points (+10 PP). This will allow him to shift up to 10 Stat points into any of his Power stats. Total cost: +18 PP.

Adam has a 7 in each of his Power Stats. If he dumps all of his points into one Stat, it will get raised to a 12. That's 7+10 PP (or 5 Stats point because it is over 7). He could have also done this with Body, Constitution, Reflexes, Dexterity, Tech or Move. He could have also split up the points anyway he liked between the stats.

Finally, players are not allowed to walk around with stats shifted if the stats are not active. They naturally return to their default values when the player is not actively using them. Chewing food is not Tech nor Strength as watching TV is not Intelligence and taking a crap has nothing to with Constitution. Active means, challenging the stat in question. It's like breathing, if you stop trying to breath a certain repetition, the body resumes it's normal state. Thus, if the player is not actively using the stat(s) they will shift back to normal state.

Cost: +1 PP per 2 points of maximum shift level.
END: 1 pt per PP shifted

Flex

With this ability the player is able to squeeze and contort his body like a rubber band. He is able to

easily slip out of bonds (+3 for holds) and squeeze through tight spaces. He can fit his entire body through something the size of his fist. Martial Art maneuvers that deliver killing damage through broken bones will not work as such. The attack becomes stunning and if enough damage is done to break the bone anyway then it will be broken. When converting the damage, remember to double the dice.

Cost: +3 PP
END: None

Limbs

A player with this power has one or more extra limbs. These limbs can be extra arms, a prehensile tail, or even extra legs. Extra Limbs by default have no effect on combat, but can be modified to give extra attacks, better holds, more efficient running and so on. Below are some ideas for extra limbs.

This node may be attached to any extra limb:

Conceal: This is a limb that tucks away. When not in use it disappears and will not even show up on x-rays. This can be by several means to include shifting into a normal limb. The player must purchase this per limb. Remember that clothes do not change with the limb automatically, so he must make provisions for that.

Cost: +1 PP per limb.
END: 1 End per limb to assume to put away.

Here are the different types of limbs and how they affect the game:

Extra Arm: The player will gain an extra arm and he will receive +1 on climb rolls and martial arts holds per extra arm so long as they are being used to aid.

If Tripod, a three legged, three armed mutant, wants to fire three handguns at once then he would be at -6 to the primary hand due to the two extra actions he is trying to perform in the phase. The second and third gun would be at -9 for off-hand. But he purchases 2 levels of ambidexterity to offset each additional hand, so he would only be at a -6 for each handgun roll for the additional actions. This screams of a Fists of Fuzion remedy.

Cost: +2 PP per arm
END: No extra

Extra Legs: One extra leg is just stupid (think about how dumb our friend Tripod looks). But if a player is dead set on an odd leg, it will reduce his knockback 1 level per extra leg and will give him +1 Defense versus throws per extra leg. Buying legs in pairs is another story altogether. For a pair of legs the player will half his endurance while running and add 2 to his move for run and sprint calculations. More than 4 legs will only give the player the knockback and throw bonus along with the 2 points of move and half endurance bonus.

Cost:
• 1 PP per leg
• +1 PP per extra pair after the first.
END: No Extra

Centipede buys 5 pairs of extra legs. This would cost him 6 PP (2 PP for the first pair and 4 PP for the extra 4 pairs). He will be at -10 to knockback and throws and will add 2 to his move and halve endurance while running.

Tail: There are four types of tails. The player must choose one of these types when taking this power.

Sea: This tail is designed to help the player while in the water. It is usually very large so it can displace large amounts of water at a time. Allow the Actor to use Run and Sprint underwater.

Cost: +1 PP
END: No extra

Balance: This type of tail will give the player incredible balance while running and jumping. It will give him the seamless movement of the predator. It will keep him low and allow him to make faster turns while running. It will keep him balanced during great leaps and aid in his landings. A tail constructed for flying would allow the player to make sharp maneuvers while flying. While in motion the player will -2 levels of difficulty to any maneuvering rolls to include acrobatic or gymnastic maneuvers.

Cost: +1 PP
END: No Extra

Swatting: A player with this type of tail is able to swat at those annoying flies they chew on his ass while he is trying to eat his grass.

Cost: +1 OP
END: No extra

Prehensile: This type of tail pretty much gives the player an extra arm. Use the rules for extra arms to determine the effects. For an additional point, the tail will also act as a Balance Tail and endue the same benefits.

Cost:
• +2 PP
• +1 PP for Balance
END: No extra

Tentacle: This is an appendage that is boneless and may have suction cups on the under side. Normally out of water a tentacle is useless but for our heroes we'll forget that pesky rule of physics. A tentacle is only partially prehensile and will not be very useful at doing articulate motions like pushing buttons or pulling triggers (maybe with a hard difficulty). But they are great for striking targets and will receive +2 AV and +1 Strength on all grappling maneuvers (you should design a maneuver for this - FOF). The player can buy a single thick tentacle or a tentacle cluster. Tentacles can automatically stretch to twice their original length.

Cost: +2 PP per tentacle or tentacle cluster.
END: No extra

Wings: There are three forms of wings. The different types and their descriptions are below.

Flight: A pair of wings will that allow an Actor to fly a distance equal to his move, run or sprint and will use endurance in the same way. The player will also be able to glide as in the power gliding. He can also use the wings as weapons to strike his opponents or block their attacks (Fists of Fuzion). The player will only be able to increase his speed by purchasing move. If the player wants to be able to fly at incredible speeds, he

should buy the power flying and/or gliding. The wingspan (tip to tip) should be equal to the player's pound weight x 1.2 in inches. Thus, a 200-pound man would need a wingspan of 250 inches (that's about 20 feet or 10' per wing).

Cost: +3 PP

Limb: These wings function only to aid in balance and can be used to block and strike. These wings will add +2 to any roll involving balance.

Cost: +1 PP for the pair

Water: These are only effective under water and are used to move quickly. Allow the Actor to use Run and Sprint underwater.

Cost: +2 PP for the pair.

Mass Control

With this power, the player is able to alter his mass. This can involve a number of variables including size, density or both. It will allow the player to shift this variable either up, down or both. This power will replace growth, shrinking, density increase and will add density decrease to the original Fuzion Plug-in. For ease of game play, modify the player's weight by the modifying number (see each node for this number) as well. It's not 100% accurate, but close enough. Use the power level before modification.

For every level of increase the player will also receive +1 Strength and +1 Body. For every level of decrease the player will receive +1 Reflexes and +1 Knockback. The following nodes will determine how the mass is affected. For each group the cost and endurance is the same. If a player wishes to take more than one, add the PP per level costs together for the level cost. All weight, size and statistic modifiers add up if using two of the powers together. See examples in the Sons of Fuzion.

Growth: The player will increase his height and weight by one fourth of his normal size per level. This number is constant.

A 6 foot 200 pound guy will grow 18 inches and 50 pounds every level.

In addition to the player's normal modifiers, he will also receive +1 Constitution and -1 Evasion and AV against normal sized targets per power level. For every three levels the player will lose 1 Point of Reflexes.

Shrinking: The Actor can decrease his height and weight by one fifth of his normal per level. At 5th level the player can be 1-3" tall. At 6th level he becomes too small for standard rules. In addition he will receive +1 Evasion against normal sized targets per level and every two levels he will receive a -1 Move. If the player gets into negative numbers he becomes too tiny to affect the world in a normal manner. See **It's a small world** (Hell's Cookbook) for rules regarding this size.

The same six foot 200 lb. person would become 3' and would weigh 80 lbs. at the 3rd level of power. He would also gain +3 Reflexes, +3 Knockback, +3 to Evasion and -1 to move.

Density Increase: With this version, the player actually causes his body to take on more mass without changing shape or size. Increase by 50% per level. This is a naturally invisible effect, even during shift. In addition to the above modifiers the Actor will receive +1 KD / EKD, +1 Constitution and -1 initiative per level. For every three levels he will receive -1 Reflexes.

Density Decrease: A player with this form of mass control can lower his mass without affecting his size or shape. Reduce by one fifth per level. At level 5 he becomes weightless and may not reduce any further. At this point he simply floats in place and can be carried away with any breeze. Movement becomes difficult as he becomes a victim of his weightlessness. The Actor may however increase enough to give some amount of control. The Actor could, for example, feather fall off a cliff by giving himself just enough weight to fall slowly. This is also a naturally invisible effect. In addition to the default values he will also receive +1 to initiative and +1 to Move per power level.

Cost: +2 PP per power level of any mass control power.
END: 2 points per OCP for any shift

Pop Off

The Actor is able to detach and reattach parts of his body. This must be done by the Player and not by a Target. If a guy cuts the Player's head off, the Player is dead.

Combine: The Actor can attach the parts together to make them more useful.

Put an eye on the end of a finger on the hand so that the eye can move around. Stick an ear on the hand and the Actor can also hear what's going on.

Cost: +1 PP
End: No extra

Flight: Okay it's cheesy but we've all seen it in comics before. This allows the player to have his detached parts fly and hover. They could even strike at opponents with the same strength as the Actor. If the Player wants this power to work on limbs that have not been intentionally detached by the Actor then he may do this at an additional cost. Furthermore, Players can purchase this node without purchasing any other nodes for Pop-Off.

Cost:

- +2 PP intentionally detached limbs
- +3 PP for unintentionally and intentionally detached limbs.

End: 2 points per phase

Joints: The Actor can do this at certain joints along the body. These will be the major joints; knuckles, wrists, elbows, hip, knee, ankle, waist, torso and once in the neck. The player will also maintain control over these parts even at long distances. If the player wishes to accurately move the parts though, he will need to see the part in question.

Cost: +4 PP
END:

- 1 point to detach
- 5 points to reattach

Senses: This is much like Sense - Leave but the player actually leaves a sensing organ behind. Like an ear or an eye. If the player shuts out the sense (closes his eye or cups his ear) then he will be able to perceive what is going on at the other location. The range is relatively unlimited (same planet). The Actor can move the organ

around to get a better angle but cannot perform actual movement, like to cross the room.

Cost: +3 PP
END: None

Shifting

With this power an Actor is capable of changing his form. There are several different types of shifting as listed and described below.

Artifact: This will allow the Actor to become an item. To include things like a statue, a sword, a car or any other inanimate object. The Player must choose the item, group of items or he may even choose to make it any item, depending on the amount of points he wants to spend. For an additional point the player can communicate while in this form and for another point the player can become animated in this form. For weapons, the base damage will be equal to the weapon's natural damage; however, the player will add his strength to the wielder's strength. The player can also use other powers from this form. Turning into a car will give the player no extra move. The Judge may want to consider mass control for things like swords and cars but it is not required (Fun vs. Reality). The player may also option for a body part modifier. This will mean that he can only change a body part, like his arm. The player can specify which body part but it doesn't really matter. The player does not need to purchase body part if wants shift just his arm but does not want to be limited to just his arm. The Actor must be intricately familiar with any form of complex machinery he wishes to assume.

Cost:

- +2 PP for any one item
- +4 PP for any type of object within a group
- +6 PP for any inanimate object
- +1 PP for communication
- +1 PP for animation
- -2 PP for one body part only
- -1 PP for two body parts only

END: 2 pts per shift

ID: This is the ability to take the form of someone else. At the first level, the Actor is able to take the visual identity of a target. At the second level he can assume his voice pattern, heat signature, fingerprints, and retina pattern. At third level

mannerisms, pheromone scent and DNA sequence. For an additional cost, the player can store ID's for latter use. The player must make a disguise skill roll (or UP - Shifting, it's up to the Judge) verses any targets perception when trying to deceive them. For every power level add 2 to the disguise roll. The Actor must also make skin to skin contact or purchase the Ranged modifier. If the Actor has the Ranged Modifier he may look a picture and gain that person's ID but only up to first level.

Mind Control - Scan is a nice addition to this power.

Cost:

- +2 PP per power level
- +1 PP per ID storage space.

END: 3 points per power level to assume an ID

Species: This is the ability to take the form of beings other than specific humans. This would include plants, animals (including a random human form or insects). Mass changes should be bought with mass control but it is not necessary (without mass control a player could turn into a miniature rhino or a giant roach). Any natural abilities need not be purchased. Claws would come with a tiger but only do damage equal to half of the player's strength in KD. A player unable to find food could turn into a bush and gain sustenance from the sun. Mythical creatures, such as dragons could also be assumed but will not receive mystical powers unless purchased separately (like fire breath). The player must choose the form or groups of forms he can change into.

Cost:

- +1 PP for any one animal, plant or insect
- +4 PP for any animal, plant or insect
- +6 PP for any being.

END: 2 points to shift.

Stretching

A player with this power can stretch parts of his body, attack at range (2 hexes per power level) and reach for things at long distance.

Players may wish to purchase the power Flex along with this power.

Cost: +1 PP per level
END: 1 End per OCP

Spore

The Actor can literally create clones of himself. By activating the power, the Actor will be able to summon up 1 new clone from himself. This clone and the player will need 1 full round to orient themselves and will be at half Reflexes until that time. The clone will be an exact duplicate of the Actor with up to the second memories and emotions. The clone will be a 100% copy of the player, with the same goals and objectives. But, upon separation the clone will begin a process of self-awareness. Every day the clone is separated from the host body the Judge must make a fortune roll. For every 1 that is accumulated the clone will become more resistant to return to the host's form. Increase the difficulty 1 step for every 1 rolled. However, every 6 will bring the clone back to his senses, stepping down 1 notch. If the process steps above a 5 then the clone is lost forever and will never voluntarily return. The clone and the host must agree on the rejoining or it will not occur. Thus, the player cannot make his clone rejoin unless the clone wants to. If the clone cannot be convinced to rejoin, it's usually best to take him out. Clones will inevitably create **big** problems for the player.

When a clone rejoins the host damaged he will inflict half of his damage to the player and will not be able to be spored again until the player has healed all of those hits. Once a clone returns to the host he will lose all of his own identity. All of his experiences and gained knowledge will be passed onto the host. If a clone should die, the host will permanently lose the points he spent on him. The player can buy another clone but the player point(s) he spent on the lost clone is gone.

As for clothes and items it is up to the Judge. He may wish to allow anything that is not a power item. He might just allow clothes. It is also his privilege to have the clone appear butt ass naked. Any clone that is put in suspended animation will not make the self-awareness rolls during his stay in the suspension. Furthermore, clones do not have the power of Sporeing but they can purchase it anytime they build up enough points. This is important because an Actor could be killed and have a clone survive. The clone has every power and stat that the Host had except for

Sporeing but through time he could save enough points to purchase that power.

Zombies: Players can create non-returnable semi-functional servants. These servants, once ejected, cannot return to the host. The actor will not lose points for a lost clone, as the clone cannot return anyway. These zombies lack the ability to disobey the host, as they are mere shadows of him. Zombies degenerate at a rate of 5 PP per day. As they degenerate they begin to decompose and wither into oblivion. This process is often painful and disorienting. The Actor can only have as many active clones as he purchases the points for at any given time.

Cost:

- +1:3 if this is an additional cloning ability
- -1:3 if this is the only cloning ability

Cost: +1 PP per 10 TCP of the host per clone. All clones cost the same amount; do not add the cost of the clones for this calculation.

END: 10 End per sporeing.

Buddy

This is not a Morphing Power but with nowhere else to put it, this seemed as good as anywhere else. Buddy's cost works the same as Spore but the Actor cannot spawn or assimilate the Buddy. Additionally, the buddy can be completely different from the Actor but can never be more than 75% of his TCP. Additionally, a Buddy can be an animal of some kind or even a robot. Buddies are loyal and are generally played by the same player. The Judge must approve a Buddy before the player can make one up.

Familiars: These are Buddies that are not normally sentient. To talk with the Buddy the player must have an adequate communication power or give the Buddy a power to communicate with the player. The Buddy could have People Speak (a reversal of Creature Speak) and must have at least a 1 in Intelligence to hold a conversation with the player.

Side Kick: These are apprentices to the Actor and will follow him as a mentor. At times, the sidekick can become jealous or pissed off at the Actor but he will always come around eventually.

In the event that a familiar or sidekick dies or leaves, the player will set the points aside for a time period. At the Judges discretion, the player may replace the Buddy at the same cost as before or may upgrade at the time (not over 75% of the Actor's TCP). This time period should be based on the event of loss. If the Actor just lets his Buddy die then he should suffer for a while. If it was just due to bad dice rolls, error in judgment or dumb luck then it should be a short period of time. A good player will introduce a period of mourning. The Buddy is just that, his Buddy.

Cost: +1:10 TCP of the Buddy but not to exceed 75% of the Player's TCP.

END: No cost.



These powers are used to communicate in supernatural ways, maybe over long distances or perhaps through a TV. It might be holographic or in a dream.

Broadcasting

This is the ability to contact another individual over long distances and with complete privacy. It is not telepathy but could be radio, laser, microwave or even mystical communication. The Actor must know the target's signature (frequency) to do this. He must attain physical contact (or be told the frequency) and state that his is reading the target's signature. The Actor can only hold a certain number of signatures at any given time (different frequencies or bands). Anyone else who has broadcasting can hear a ping and can make a hard difficulty roll to decipher the message. Once he makes the roll, he could listen to any message intended for that Target. The Actor could option to make the message heard by anyone (who also has broadcasting or is a target with a signature or is tuned into that frequency) by giving his ping a wide range signature. However, this is pretty much a one-way communication because the Actor could not possibly understand a massive message influx. It would sound like garble. But, if there were only a few people in the vicinity it would be possible to make contact with multiple targets. The base distance is 10 feet. The base difficulty is average.

Range: With this modifier the Actor can drastically increase his range.

Cost: +1 PP per exponent of distance.

3 PP would make the distance 10^4 or 10000 feet.

Scramble: Buy adding this node, the Actor is able to make it harder for anyone other than the intended target to tune into his broadcasts.

Cost: +1 PP per difficulty step.

Descramble: By adding this modifier, the Actor is able to make it easier to tune into broadcasts not intended for him.

Cost: +1 PP per difficulty step.

This can be used for mystical and radio signaling alike. It was originally designed for mystical

communication but also works great for technological devices.

Cost:

- +3 PP for the power
- +1 PP per extra signature (frequency bands) storage

END: No cost

Creature Speak

This power allows the Actor to speak with living beings other than humans. He will be able to hold complete conversations. Animals, however, are quite stupid and the Actor must accept that the animal will only understand basic conversation and will know nothing of the human world. A person's name would only be known if the animal were familiar with that person. The animal would not know where someone has gone or what he said. They could tell the Actor that 6 guys came in and killed their master and that they had their faces covered with red and black striped masks. When purchasing groups the player will choose from different families rather than specific species. The families include such things as Canine, Feline, Equine, Spiders, Parrots, Oaks or Sharks. Players do not have to be as specific as German Shepherd, Tabby, Arabian, Black Widow, Macaw, White Oak or Hammerhead.

Option: If this is not how you would like to run your campaign you could assume the Doctor Do Little scenario and run the animals like people. They would love Lassie and Rin Tin Tin. They might admire the Crocodile Hunter for his contributions to the animal kingdom. An Owl may even wish to engage you in a game of chess.

Birds: The player can converse with a type of avian or the entire avian kingdom.

Fish: The player can speak with any type of fish or the entire fish kingdom.

Insects: The player can converse with a type of insect or the entire insect kingdom. There are more insects on the planet than animals but insects speech is going to be even more limited.

Mammals: The player can choose individual mammals or the entire mammal group.

Plants: Yeah yeah.....speak with plants, I get it.

Finally, using this power along with Mind Control, an Actor could control creatures. Unless plants can move on their own the player will need to use Animate to make the plants do things for him. Also, an Actor may wish to buy Summon to get the creatures to come to him as they generally tend to run away from humans.

Cost:

- +1 PP per group
- +3 PP for an entire group
- +10 PP for all groups

END: No cost

Dead Speak

The dead continue to have imprints of their soul left within them. By using this power, the player is able to activate that imprint. The imprint has a will of 1 and is easily manipulated. It will remember only important or pivotal events and information of its former life as the mundane details have faded away with the soul. Time is not an issue. The condition of the body is. The head is the most important piece though. If the head is in good condition, it will know about 80% of the important events pertaining to its former life. Mummies although 5000 years old still could maintain about 20% of their important information. The most important events go last.

Cost: +4 PP

END: 10 points to engage the corpse

Holographic

Having this power will allow an Actor to transmit a holographic image to another person. This image opens a two-way communication. Thus, the player will see holographic images of the Target's location around him. He will be oblivious to the world around his physical self. His physical body will seem to be in a trance (or asleep if he lies down first) while he is in contact with his Target(s). Or, the Player may retain his worldly awareness but will only be able to see and hear his targets (not the environment around them). The player can choose how many people can see his hologram but he must choose at least one. The default range is two miles.

Record: The Actor can record a hologram on any substance to be viewed at a later time. This can be triggered just about anywhere the Actor

sees fit. It could be by anyone, a certain person, a certain time, whatever. The message will play and then dissipate and is not interactive. For an additional point the hologram could be played again and again like a record, but when the Actor runs out of storage spaces he will need to vanquish that hologram to make new ones.

Cost:

- +1 PP per hologram storage
- +1 PP to make a hologram replayable.

END: +5 points to record hologram

Cost:

- +1 PP for power
- +1 PP per exponent of distance.

3 PP would make the distance 10^4 or 10000 feet.

END: 1 point per PP used

Interface

Using this power will allow the player to access the net without the use of a cyber-deck. He can basically use his brain (nature's first and still most powerful computer) as his deck, storing programs and information in his own brain cells. We only use 14% of our brain as it is anyway. The player will need to acquire programs the normal way (buying, stealing or writing). He will then need to make a connection with a deck, load the programs into the deck and then copy the programs from the deck to his brain. He could also copy programs from any nearby deck as well. These programs will now be implanted into his brain and he will be able to use them any time he needs to. He also will not need interface plugs, connecting instead with brain waves. He must, however, be very close to an interface jack.

The Actor will have several advantages over other net runners. The first being that standard anti-personnel programs that have to go through a cyber deck (like Brainwipe, Zombie, Liche and Firestarter) will not affect him whatsoever. There is no deck or wiring to run the current. The Actor can also be much faster than common net runners by adding speed. An Actor with this power can also have substantial amounts of extra memory and can run more than one program at a time. See the nodes below for complete explanations on how this is done.

On the down side, the Actor is not all-powerful. Some

Anti-Personnel shit will still affect the Actor. Programs like Spazz (can be reproduced by rapidly flashing lights) and Glue will work just fine. All Anti-IC programs will have an effect on the Actor considering the fact that he is still using programs.

Data Walls: The Actor is going to need a good defense. The default strength of a Data Wall is equal to the Actors Will.

Cost: +1 PP per +1 Data Wall strength

Memory: The default number of memory units is 10. The player can allocate more of his brain for extra memory.

Cost: +1 PP per extra 10 MU

Programs: This node will allow the player to use more than one program at a time. Your JUDGE should approve the amount of programs you can run at one time. The default number of tasks per phase is one.

Cost: +2 PP per parallel task (extra program per phase usage).

Skillz: This is a powerful addition to the Runners arsenal of programs. With this node, the Actor can use any skill or power he has that resembles a program. This effect is accomplished by studying programming code and developing a routine that will allow him to translate any of his skills into programs on the fly. The Actor cannot use a skill or PP at a level higher then the average of his UP – Interface and Programming skill levels.

Cost: +5 PP

Reboot has Interface and has purchased the node Skillz. His level in UP – Interface is 6 and his programming level is 8. He has the skill handgun at level 4. He could use a Killer routine without having a killer program. The strength of the routine would be a 4. It has the potential of being a Killer 7 (the average of the two skills) but his handgun level holds him back to a 4.

Speed: The default speed is 1. By purchasing this node the player is able to enhance the speed of his connection.

Cost: +1 PP per +1 Speed

This may seems to be a very powerful ability but it will truly reflect a Super Netrunner. Don't forget, you can always send several opponents at a time or use an AI if the Actor is just rolling over every system you have. And there are always others out their with this ability.

These Fuckin' Net Mechs are pissin' me off. They roll right in, all armored up, flinging killers left an' right. Half of 'em are invisible, usein' three and four programs at a time. Hell, we sent some of our meanest shit at 'em and boink! They just keep going like it was nothin'. I think were gonna hafta' git a Net Mech of our own or we're not gonna' be in business much longer.

Cost: +2 PP
END: 5 End per phase

Sensory

The Actor is able to communicate through a sense. The Actor needs to have sensory contact to establish the communication. It could be through a gaze, a touch or even a scent. Hearing is already taken.

Pete touches Jenna and at that moment she is silently instructed to meet him in the bedroom.

Cost: +1 PP per scent
END: No cost

Spirit Talk

The Actor is able to communicate with spirits. He will not be able to see them or to call forth a certain one (those are additional powers) but he is able to talk with spirits in the area. They will generally answer because, well, because they're generally fucking bored.

Cost: +2 PP
END: 5 points to initiate contact

Summoning

This is the ability to bring forth that which the Actor desires. It does, however, take time for these things to arrive to the Actor. Sometimes the Actor will go to it. The power creates a force between the two drawing them together. Events will actually unfold to cause them to reach one another. The more time the Actor

has, the better things he can get. There are several factors in summoning. They are *Abundance*, *Value* and *Time*. Yes, size is not a factor this time. These are all rated on a 1 to 5 scale. A 1 is good and a 5 sucks! This power is not intended to be combat oriented. It works best as a “down time” power.

Abundance: Reflects how many of the specified things are in the area at any given time.

- 1 Always there without fail

Cards in a casino, pussy in a whorehouse.

- 2 Probably there but not necessarily

Flares on a boat, gun in a bar, Bible in a motel.

- 3 Probably not there but possible.

Lion in a dessert, Fuzion books at the retailer.

- 4 If it's there, it was put there against reason.

A nice quiche at a Hell's Angels meet, a Daemon in a church.

- 5 Not a fucking chance in the world....

Nun in a crack house, Hope Diamond in my pocket or 5th addition Champions being released this year.

Value: Is a measure of how many points or dollars the player would have to spend to get his own normally. This can be a variable of how important it is at the moment if the player has been giving the Judge a hard time.

- 1 Basically worthless in the scheme of things.

A cigarette or cigar, a rat, a quarter, stick of gum.

- 2 Somewhat valuable or Mildly Powerful

Rolex, wild dog, magic potion, assault rifle, sheriff

- 3 Very Valuable or Powerful

Tiger or Lion, Lamborghini, Enchanted item, Mayor.

- 4 Exceptionally Valuable or Very Powerful

Cruise ship, prototype technology, herd of elephants, a Congressman

- 5 Priceless or Exceptionally Powerful

Thor's hammer, Hope Diamond, this Plug-in, the highest official of a country.

Time: Is a direct measure of how long it will take for the summoned item or being to show up. This is where the super part of the power really comes into play. Realistically, it would take forever for most of this shit to show up but that is not much fun is it? So we turn the reality two notches to fun for this modifier.

- 1 One week.
- 2 One day.
- 3 One hour.
- 4 One minute.
- 5 One round.

Now, add all of the power level requirement numbers together and that is the power level the Actor would have to be to pull off this stunt.

So if Tarzan were to summon a heard of elephants (4) while he was in the jungle (2) and he needed them within a minute (4), he would need a level 10 Summoning - Living

Living: By calling out the player can summon living creatures to his location.

Beasts: Semi Intelligent creatures.

Cost: +1 PP

Mystical: This is useful for such things as fairies, dragons, daemons, spirits and so on.

Cost: +4 PP

People: Intelligent creatures

This would include most humans.

Cost: +2 PP

This is not going to allow the player to control these creatures only summon them so he may want make provisions for dangerous creatures like Lions or Daemons. A Ward or control power may be a good idea.

Item: The player is able cause items to gravitate towards him.

Let's say your playing cards and you need that Ace to win the game.

Cost: +2 PP

Cost: +1 PP per power level
END: 1 point per level played

Telepathy

This is the ability to communicate through brainwaves. This communication is normally one link between the Actor and the Target. The Actor can establish links with more than one person at a time for a +1 difficulty per person. This is based on a Competent difficulty role. None of these people can talk with one another; they can only speak with the Actor. To establish an open link between all parties the Actor must make the same difficulty roll at +2 per person. The default range is 10 feet.

Dimensional: Allow the Actor to communicate with beings in other dimensions. Range is not an issue but the Actor must be familiar with the Target and the Target must be willing to receive the signal. If the Target is willing to receive the signal then the Actor could use this to locate the Target in the other dimension (nice for teleporting to them).

Cost: +1 PP per dimension

Cost:

- +3 PP for the power
- +1 PP per exponent of +1 distance.

3 PP would make the distance 10^4 or 10000 feet.

END: 1 Point per person per phase

Weaving

This is the ability to send messages through dream state. The Actor is able to contact a sleeping Target that is in dream state. Within this most secret of meeting places they may talk face to face without fear of onlookers, unless another target has weaving as well. Range is equal to $10 \times \text{power level}^2$ miles.

Weaving is especially good for leaving suggestions while people sleep. Those unaware of weavers will find it hard to resist these suggestions but will never

do anything they are directly opposed to doing normally. Should the Actor wish to change the content of the dream it will require a difficulty roll to be determined by the Judge; the more drastic the change, the harder the roll. This will be based on a UP-Weaving roll + Will vs. Targets Resistance + Difficulty Level. If the Actor engages in combat while in the dream world, then combat will ensue as normal. Both parties can use any skill as normal and weapons that they are intimately familiar with can make an appearance. Powers are always available. Damage by a weaver will reflect on the targets physical body. Non-weavers cannot harm a physical form from the dream state. If a non-weaver delivers a fatal blow to a weaver, then the weaver will loose touch with the dream state for a minimum of one day. He will then make a fortune roll (3d6). Square the number of ones and this will be how many extra days before he can return.

A level 4 weaver can reach out 1600 miles. Now, where did I put my red and black striped sweater?

Cost: +1 PP per power level

SKILL POWERS

These are powers based on skills. They are powers that do things that people usually use a tool and a skill to do. They still need the skill but the power replaces the tool. There are no UP skills to purchase with these powers, just use the Base Skill.

These powers tend to get kind of weird. Judges should feel free to disallow any of these powers unless players can come up with a really good reason for having the power. Otherwise, we think they make a neat addition.

Alchemy

This is the ability to transform one material into another. The difficulty is based on volume and the range of transformation. The base difficulty is Competent. For every cubic inch raise the difficulty by 1 point. If the Actor wishes to transform the object from one type of element to another then add another level of difficulty. If the Actor attempts to change a material from an inorganic to an organic (but dead) or the other way around, add two levels of difficulty.

Turning 6 cubic inches of steel (a sword blade) into 6 cubic inches of silver (for use against a Werewolf) would require a roll of 18. Same type of element and 6 inches.

To turn 3 cubic inches of a wooden figurine into an ivory figurine would require a roll of 18. From one element to another and 3 inches.

To turn a finger bone (about 1 cubic inch) into a gold finger bone sculpture it would require a roll of 19. From organic to inorganic and 1 inch.

Base skill: Alchemy. This skill is only used with this power. Without the power, the player is never able to get it to work.

Cost: +5 PP

End: 5 points per difficulty step

Bonding

The player with this power is able to cause two objects to stick together. To do this, the Actor will have to determine a desired effect rating and assign two substances that he wishes to bond together. In

Hell's Cookbook you will find hardness ratings for the different substances. To determine the difficulty of bonding two substances, multiply the effect rating by the highest hardness rating of the two substances. Add 1 per 10 square inches of contact. The roll will be based on power level + UP- Bonding. This is normally a no range effect. The effect rating ranges from gravity level to molecular bonding.

Base Skill: Chemistry

Gravity (1) – An Actor who wishes to separate the two objects must be able to lift the weight of the object to separate them.

Magnetic (2) - The two objects stick together. An Actor simply needs to pull them apart to separate them. Pretty much the same as gravity but this is a permanent bond. If the Actor puts the two objects back in contact with each other they will rejoin. If this is done to a person or a focused power, the effects will wear off by the next scene.

Molecular (3) - This is the nastiest and most permanent type of bond. This level actually welds the two substances together. This is a most permanent effect and will require the destruction of the materials involved along the adjoining surfaces. If this is done to skin and the Actor wants to get free he will take 1 KD per 10 square inches of contact or roughly the surface area of the palm.

Cost: +1 PP per power level

END: 1 point per 2 points of difficulty

Boom

The Actor is able touch off explosives without a detonator. He can cause anything that has explosive properties to go off at his whim. The less explosive the situation (sorry, couldn't help myself) the higher the difficulty. Feel free to add modifiers to the difficulty for things like rain and low oxygen.

Gasoline would have a low difficulty, perhaps a Heroic roll. Oil, while flammable, is not very explosive so that might be a Legendary roll.

Base Skill: Demolitions.

Cost: +1 PP per 100' of distance from object.

END: 1 point per level of difficulty

Click

The Actor can store images that he can later wipe onto photosensitive paper with his palm or can be download through a computer link (depends on the effect). Each storage space can hold 20 images at about 600 DPI. If the Actor wants to increase the resolution then adjust the number of pictures by the same multiple as the resolution.

The Actor could store 10 images at 1200 DPI.

Base skill: Photography.

Cost: +1 PP per storage space.

Cure

Using this power the Actor is able to heal the body of diseases, paralysis, blindness and even to regenerate lost body parts. The Actor directs the body on how to fix it's self. This often means reprogramming the body to do things it's no longer meant to do, such as, grow spinal tissue or to grow new eyes. Any disease that the Actor knows the cure for can be cured in the target (or the Actor if he uses it on himself). The Actor will set the fix in motion and does not need to remain for it to take effect. The healing process generally takes some time. For a person to regrow eyes might only take a week or so but an arm would probably take about a month. There are no set numbers the amount of time it takes a person to regenerate a lost body part but assume a limb would be a month and base everything else off of that. For diseases, assume 1 week to be fully cured. Double the time for advanced or critical stages. Double the time again for severely degenerative diseases such as Ebola.

Base Skill: Medicine.

Cost: +4 PP

Efficiency

The Actor has the ability to complete skill tasks at incredible speeds. The Actor is able to finish a skill task in half the time it would normally take (not combat skills).

Well, I set up the network, reconfigured the plotter,

STUDiO187: Power Core

developed all of the profiles, organized the subroutines, wrote a few macros, made coffee and cleaned my workspace. What should I do after lunch?

Base Skill: All Skills

Cost: +3 PP

END: x2 Normal endurance expenditure

Fixit

This power will allow the player to do carpentry and mechanical work without tools. He cannot generate parts but he can do any activity that would normally require a tool to do. Drive nails with his fists, twist off bolts with his bare hands, cut wire with his fingers (careful, fingers are not insulated), saw through wood with his arm (a Heroic difficulty) or whatever. Power tools or tools that require chemicals, like a sandblaster, do not fall under this power. The player should determine what form of tools he is planning be using. An Actor might have Carpentry abilities but it might not translate over to Mechanic abilities.

Base Skills: Carpentry or any form of repair skill

Cost: +3 PP

END: 3 points per phase while power is in use

Imap

This power allows the Actor to become a living GPS receiver. He doesn't really receive signals that pinpoint his location but you'd swear he does. The Actor has a perfect sense of spatial awareness when it comes to navigating the globe. The power will only work on one planet per purchase so if dimension or planet hopping is on the players agenda this should be taken into consideration. For every level the player purchases lower any navigation rolls by 1 difficulty level.

Entering a specific point in the Amazon and exiting a specific point on the other side without a map or compass would be a Legendary roll. With 3 levels of Imap it would only require a Competent roll.

Base Skill: Navigation

Cost: +1 PP per level per planet.

END: No cost

Opensesme

The Actor is able to pick locks without the need of a lock pick set. How he does this is up to the player. Perhaps he "asks" the lock to open. Maybe he is using some sort of mystical ability that allows him to alter reality (the guy never locked it) or perhaps a very intricate Telekinesis stunt.

Base Skill: Pick Lock

Cost: +2 PP

End: 2 points per difficulty of lock

Ping

This power allows an Actor to make things he is actively looking for glow. The player must make a search roll and for every power level the difficulty is lowered by 1.

A needle in a haystack would be a Legendary roll. But if the Actor has 4 levels of Ping, he would roll against an everyday roll.

Another example would be against an invisible target. If the Target had an Invisibility level of 6 the same Actor would only be at a -2 to Perception when using Ping.

This power can be used to find anything within sight. The player must declare what it is he is looking for before sending out the ping. This is a specific declaration. The player can't say, "I'm looking for any clues." He must specify what he is looking for. "I'm looking for traps down the hallway", however, is specific enough.

Base Skill: Perception.

Cost: +1 PP per level

END: 5 points per use

Red Cross

The Actor cannot heal a wound but he can stop bleeding, splint bones (no splint appears but the wound will be treated as though there is one there) and treat shock. All this can be done by laying his hands upon the Target. He can basically do first aid

without needing a kit.

Base Skill: First Aid.

Cost: +2 PP

END: 5 points

Ringring

The Actor can make phone calls right from his head. He may also receive calls if other Actors know the frequency to dial. If the Actor touches a phone line he can listen in or disconnect an existing call. He must however be on a single line, no tapping from the pole.

Base Skill: Communications

Cost: +2 PP

END: 5 points per phase of use

Scribe

The Actor can write on any surface with his finger. The material will not be severely damaged (you can't use it to burn through rope or dig through a wall; it only goes about a 1/4 as deep as a sheet of paper) but will have a slight indent and a blackened crevasse where the Actor runs his finger. Subsequently, the material will be permanently marred with the message. Any smooth surface will do, even skin. The less smooth the surface the harder the difficulty (sorry Judges, it's your call).

Base Skill: Penmanship (Scribing, whatever)

Cost: +1 PP

END: 2 points per phase of use

Speak

This power makes the Actor a living translator. The Actor can decipher, speak and read and write any language he is exposed to. The amount of time and or material will modify the difficulty. The normal difficulty is based on a week's exposure or 400 pages of text. The difficulty goes up one shift as per timetable or per 100 pages less. The minimum amount of time is 1 hour and the minimum amount of pages is 10.

Base Skill: Linguistics.

Cost: +3 PP

Thatsme

The Actor is able to alter printed images to make them look like someone else and alter the content of a document to reflect his desire. This is usually done with a swipe of the hand. The Judge will decide the difficulty for a given document.

Base Skill: Forging

Thatsgreen: This modifier allows the Actor to do the same effect with money.

Base Skill: Counterfeiting

Cost: +1 PP in addition to Thatsme cost

Cost: +2 PP

END: 5 points per document or bill

Vroom

This is hot wiring. It can be done with any type of vehicle. The vehicle will work as though the right key was inserted and the starting ritual was successfully completed. The more complex a vehicle the more complicated the roll. A motorcycle would be a Competent Difficulty and an alien craft would be Legendary. The Judge can make adjustments for the Actor's familiarity with the vehicle type or any support skills he may have like mechanical repair.

Base Skill: Hot Wire

Cost: +2 PP

END: 2 point per level of difficulty

Whatswrong

This power is divided into 3 nodes that will allow the Actor to determine exactly what is wrong with the Target. The Actor will need to first make the node skill roll first and then follow it up with the diagnose roll. To determine difficulty the Judge may wish to use the damage level, power level or the success roll (in the case of mind control or reprogramming).

Mental: This will allow the Actor to determine if the Target has any form of mental disorders of if

he has any form of Psychic damage, alterations or if he is currently under any form of control.

Base Skill: Psychiatry

Cost: +2 PP

Mystical: This node allows Actor to see if the Target is under any form of mystical sickness, possession or perhaps a curse.

Base Skill: Occult

Cost: +3 PP

Physical: This node will allow an Actor to determine if a Target is suffering from a form of illness, poison or trauma occurring from normal real world injuries and what the extent of these complications are.

Base Skill: Diagnose

Cost: +2 PP

Base Skill: See Nodes

Cost: See Nodes

END: 2 points per OCP

STATISTIC POWERS

These are powers that are directly related to the Actors statistics. As has been stated over and over again, any stat that goes over 7 is a super stat. Any secondary stat that goes over a value allowed by a normal stat is also supernatural. Some powers are also stat driven and are listed below.

Primary

For power stats it will cost double the normal points to raise the stat. This could be for stats that kick-in only when the Actor assumes his identity or it could be for stats that exceed 7. So, an Actor who has a 9 in Strength has a Super Strength of +2. But an Actor who turns into a Werewolf and goes from 5 Strength to 7 Strength also has a Super Strength of +2. So they both pay the same amount of points for that strength even though the Actor with the 9 Strength is getting a better deal.

Yeah, yeah it's not a fair exchange but it is consistent, relative and it allows the adjustment powers to work properly. If you don't like this then ask the JUDGE to change it or don't make up that kind of Actor. I guess it depends on whether you're a bean counter or not (Role Player vs. Roll Player).

Cost: +2 PP per 1 point of stat increase
END: As per normal

Secondary

These are the stats that are dependent on their primary counterparts. It's best to buy super secondary stats once the Actor has reached super primary stat status. Otherwise he might as well buy the primary stat up.

Hits: This modifier will add points to the Actor's existing Hits.

Cost: +1 PP per 5 hits

Speed: With this modifier the Actor is able to increase his Speed stat.

Cost: +2 PP per point of speed

Stun: This modifier will add points to the Actor's existing Stun stat.

Cost: +1 PP per 5 stun

Recovery: This modifier will add points to the Actor's existing Recovery stat.

Cost: +2 PP per point of recovery

Defenses:

Resistance: This modifier will add points to the Actor's existing resistance.

Cost: +1 PP per 3 points of resistance

SD: This modifier will add points to the Actors existing SD stat. If your campaign takes ED into consideration, remember to double the gained points and then to allocate them between the two different stats.

Cost: +1 PP per 2 SD (and ED)

Luck: With this modifier the Actor will gain extra points of luck. This modifier is 200% cost effective!

Cost: +1 PP per point of luck

Humanity: With this modifier the Actor will gain extra points of humanity.

Cost: +1 PP per 10 Humanity.

END: As per normal

Eidetic Memory

Actors with this power have an incredible power of recall. The player may right anything on paper or take notes at any time even if his Actor is in a straight jacket and blindfolded. Anything the player has written on the paper may be used at his leisure for game play. Furthermore, if the Judge passes out any handouts, the player may keep any page that he has looked at for further gaming. Judges do not have to remind the player of anything he has not written down.

Cost: +3 PP
END: None

Perfect Timing

Actors with this ability have an incredible sense of timing. They are able to leap from building tops and land on moving objects with precision accuracy. They also seem to have an uncanny ability to hit moving target with stunning accuracy. As if this wasn't cool enough, they are never late for any occasion they wish to make on time. If they make a successful Area Knowledge roll (difficulty to be determined by the task) they can precisely predict the time it will take to cross town at any given time. For every power level, the Actor will subtract 1 from any movement modifier (but only the modifier) and 1 level of difficulty for any maneuver involving a moving base or landing.

Cost: 1 PP per Power Level

END: Zip

Tuff Bone

Normally an Actor who takes 2x his Body in hits to a bone has a broken bone. With Tuff Bone, it becomes nearly impossible to break bones. The Actor can take 4x his Body to a bone before it breaks. This means that a Target will nearly have to kill the Actor to break one of his bones.

Cost: +4 PP

END: None

SENSE POWERS

These are powers based on the senses. Some of them aid the current senses while others give the Actors extra senses to perceive the world around them.

Discriminatory Sense

The Actor can make a Perception check to absolutely identify and analyze an object with a certain sense. The difficulty should be based on the Actor's exposure and the frequency of the substances appearance in day-to-day life. He will roll against the modified perception and any number of successes will allow him to know what material(s) he is observing.

Everyone could smell the faint cigar scent but only Logan knew the brand. It was the fat man's favorite and Logan knew just where to find him

Hmmmm....this smells like.....oil! Mazola to be exact. This can only mean one thing! TWISTER!!!

Don't you hear it! It sounds just like Cobra scales scraping across rock! Oh, Shit!!!! I hate snakes man! I reeeaaally fuckin' hate snakes!

Cost: +1 PP per +2 to perception
END: None

Enhanced Perception

The Actor has a sense or sense group that is exceptionally keen. This can be used for any sense or sense group. It can even modify the senses in the *other* group.

Cost:
• +1 PP per +2 on perception for one sense.
• +2 PP per +2 for sense group
END: Nada

Lock-On

This power can be used with any targeting sense. There are two nodes for Lock that the player must choose from.

Target: The Actor must spend 1 phase to establish a *lock* on his target. To do this, he must
STUDiO187: Power Core

be able to observe his target with a targeting sense and may not perform an aggressive action during the phase. After he establishes the *Lock*, he will receive +3 to his AV on all actions with that target. He must observe the target at all times or the lock will be broken. The lock is, however, strong enough to go through heavy but not total cover. If the player has a power like *Infrared Vision* or *N-Ray Vision* this power will work hand-in-hand with that sense.

Cost: +2 PP

Tracer: The Actor spends a phase to establish a *Lock* on his target. Once this is done, he will be able to know exactly where the target is in relation to himself at all times during the scene. It gives no bonus to-hit but will make it impossible for the target to hide from him or to sneak up on him during the incident. He may purchase more than one target at a time but must Lock on each target separately.

Cost: +1 PP per target

END: 2 Points per phase to maintain lock

Spatial Awareness

The Actor is able to determine the exact distance between himself and all objects within his sensory perception. He could look at a circle and determine the circumference and area of the circle. In addition, he could determine the volume of a space he was occupying (but only within enclosed areas).

Cost: +3 PP
END: None

Targeting Sense

The Actor can use a non-targeting sense (like smell or hearing) as a targeting sense to locate targets. Targeting Sense can be bought with any normal or special sense.

Cost:
• +2 PP per sense
• +3 PP per sense group

Range

This allows an Actor to use a non-ranged sense at range.

An Actor that has this for his sense of taste would be able to taste objects at range. Imagine this power at the nudie bar!

Cost: +1 pt per sense

END: None

Sight

These are special powers based on vision.

360-Degree Vision: The Actor can make a Perception check against any point around him; this makes it much more difficult to surprise the player.

Cost: +2 PP

COT: The Actor is able to see around corners without actually exposing any vital portions of the body. The sense must have a permanent location (hand is a good place, or foot for looking up dresses) and it will work as though there is another eye on that part of the body (there can be but it is not necessary).

Cost: +1 PP

Dark Vision: The Actor can see in total darkness as though it were normal daylight. This is a supernatural power and anyone taking this power will have to have a supernatural power base.

Cost: +2 PP

Infrared Vision: The Actor can see heat patterns and traces. The Actor has normal Perception checks at night, but can only perceive differences in heat. If the temperature was 98.6 degrees then the Actor might have a hell of a time determining where people were. Cold objects will be very dark while hot things may be blindingly bright. This power can be beaten by thermal defense clothing rather easily.

Cost: +1 PP

Microscopic Vision: The Actor can view nearby objects at 10x magnification. This power may be

purchased more than once; the second time allows 100x magnifications, the third time 1000x, etc.

Cost: +1 PP per level

Motion Sight: The Actor is able to view things by motion rather than visible light. In the darkest night he could see people moving about. If they stop moving they disappear. The Actor will only be able to make out their rough size and shape so determining identity could be a problem.

Cost: +2 PP

N-Ray Vision: The Actor can make normal sight Perception checks through most materials. The Actor must define a reasonably common substance that his N-Ray Vision cannot see through.

Like...uhhhh....maybe...lead.

Cost: +4 PP

Range Finder: The Actor is able to determine the exact distance objects are from him. He can also adjust for range much better. Halve any range modifiers when using this power.

Cost: +1 PP

Scanner Vision: The Actor is a living spectrometer. He sends out different types of waves (radio, micro, light, etc). The rate at which and amount of each is measured and the Actor perceives the world as defined materials rather than just colors. He can tell what things are hot, what is emitting radiation, densities of materials and so on.

Jordi for all you Star Trek fans.

Cost: +5 PP

True Sight: This is the ability to see one's true form. If the target is a type of undead then the Actor will see a corpse. Should the target be a shape shifter the Actor would see both the animal form and human form. An elemental will appear as his true element and an immortal will appear as a highlighted being. This appearance is in addition to what everyone else is seeing. The Actor will lower the difficulty 2 levels when encountering illusions. This power will not help

see invisible object or traps.

Cost: +5 PP

Ultraviolet Vision: The Actor sees at night as well as he does during the day (no night penalties are taken). This assumes there is some UV light coming from the stars. If there is no UV light (such as in cave) then the Actor gains no advantage.

Cost: +1 PP

END: None

Hearing

High Range Radio Hearing: The Actor can hear and transmit up and down the radio and television communications bands (see Broadcasting for a more secure version).

Cost: +2 PP

Radio Hearing & Transmit: The Actor can hear and transmit on local AM, FM, and Police band signals.

Cost: +1 PP

Telescopic: The Actor is able to target one source of sound and isolate it from the surrounding sounds. This sound will be heard as though there was no other sound being made.

Cost: +1 PP

Trembler: With this node the Actor can hear vibrations on an object as sound. This is useful for listening to a conversation on the other side of a pain glass by targeting the glass rather than the air it's self. Or by placing his ear to the ground, the player could hear a conversation in another room.

Cost: +1 PP

Ultrasonic Hearing: The Actor can hear very high and very low frequency sounds.

Cost: +1 PP

END: None

Smell

Tracking Scent: The Actor can track someone or something by scent with a successful smell Perception check and the skill tracking.

Cost: +2 PP

END: None

Other

Active Sonar: The Actor emits high-frequency sound that bounces off nearby objects and returns to him. This allows the Actor to sense nearby objects, and can compensate for normal blindness. However, the actor cannot "see" fine detail, like print on paper or colors, and the high-frequency "pings" can be heard by anyone with Ultrasonic Hearing. Active Sonar is a targeting sense.

Cost: +3 PP

END: 3 points per phase

Detection

The Actor is able detect a certain type of effect, material or situation. The Judge needs to apply a difficulty number to this effect, material or situation based on its power level, abundance or pureness and the Actor will have to beat this number with a *Perception* roll. Things that could be detected are as follows but not limited to: Sin, Virtue, traps, spirits, gold, water, magic, etc. Danger, enemies, clues and invisible targets are not in this power's realm.

Cost: +2 PP per effect, material or situation.

END: 2 PP per phase

Remote: Buy purchasing this power for a sense, the Actor is able to leave one or more of his senses behind in a certain location. The range is not a set amount but it should be within a few city blocks. If the player wants to increase the Actor's range then he can buy a range multiplier. Range is not the biggest issue with this power so the Judge should be liberal. If a target is being spied on with this power then he can make a

perception roll to detect it. Start at a legendary difficulty. "Ever get the feeling someone's watching you?" If the target has Detection – X, whereas X is a power effect (psionic, magic, technology), and it so happens that it is the same effect the Actor is using then the target will be able to subtract one difficulty level per level of detection.

The Actor must close out the sense(s) in his current location to use the one(s) he has left behind.

Cost:

- +2 PP per sense
 - +4 PP per sense group
- END: 2 points per phase

Sense Power: The Actor can tell what type of power a target has (attack blast, teleport, etc) and what type of source it uses (mutant, manna, elemental). The power level of the target will determine the difficulty. The more powerful the target, the lower the difficulty. Start with a Bla Bla level of difficulty and subtract 1 for every power level of the target. If the target has a very common power core, such as psionic, then subtract 1 level of difficulty. If the target has an exceptionally rare form of power core then add 1 level of difficulty.

Cost: +4 PP

END: 4 points per phase

Visions

When emotional events happen there are always resonant traces left behind. With this power the Actor is able to detect those emissions and decipher them. They are not always clear and quite often reflect what the Target perceived rather than what really happened. The amount of time that has past verses the drama of the incident will determine what the Actor is able to get from the images. The Player will use the Actors *Willpower* stat + Power level for his difficulty roll.

Item: The Actor can read images left behind by the Target and gain information about him and his personality. The amount of time the Target possessed the item will influence the amount of information the Actor is able to receive.

Difficulty	Time Possessed / Intimacy
------------	---------------------------

Competent	Years to lifetime / Obsessed
Heroic	Several Years / Fond of
Incredible	Several Months / Liked
Legendary	A few days / Ambiguous
Super Heroic	Picked up / Disliked

Cost: +1 PP per power level

Place: This is a broader reading and will generally reveal information of memorable events in a given location rather than personal information.

Difficulty	Time Passed
Competent	Today
Heroic	Several Days ago
Incredible	Several Months
Legendary	Several Years
Super Heroic	Hundreds of Years
Comp. Heroic	Thousands of Years Ago
Excp. Heroic	Millions of Years Ago
Incr. Heroic	Billions of Years Ago

Difficulty	Event
-3 Levels	World Event (The Deluge)
-2 Levels	Large Scale Event (War)
-1 Level	Massive Emotional Event
none	Emotional Event
+1 Level	Completely Uneventful

Cost: +1 PP per power level

END: 1 Point per power level per phase

MANIPULATION POWERS

These are powers often associated with either changing, controlling, altering or manifesting objects or events.

Animation

This is the ability to jam stats and powers into inanimate objects and give them life and abilities. The following stat descriptions are given if there is a difference or addition between normal stat uses.

- Intelligence - The ability to reason, solve problems and use skills.
- Willpower - The ability to act without direct control from the Actor. A high Will can make the animate dangerous because it will begin to gain self-awareness.
- Technique - Will allow it to make articulate movements like holding a weapon or turning a door handle.
- Reflexes - Will allow it to make quick movements and give it balance for complex terrain.
- Dexterity - Allows the animate to defend it's self.
- Constitution - For structural integrity.
- Body - What keeps it active. 1 point required. The amount of hits and stun reflect the strength of the animation, not the material.
- Movement - Allows the animate move.
- Skills - 1 point per 3 levels for any skill the Actor knows but not above his level.
- Power - 1 point per power point.

The animated object is under the Actor's absolute control as long as the Actor is active unless the object is given more than a few Will and Intelligence points. If the object has a significant amount of *Willpower* (4 or more) it may, with some convincing, turn on its master or try to escape. This power has no duration. So long as the Actor leaves the points allocated the item will remain animated. The Actor will not be allowed to use allocated points for any other animations. The Player will purchase a number of animation points that his Actor can allocate into an animated object. These points leave the Actor and enter the animate and will return at the player's whim (unanimating the object) or when it is destroyed.

Endue: This is a limiting node that will cause the Actor to be unable to allocate points to movement. The item will have to remain stationary or gain movement from an outside source.

Why? It allows Actors to allocate powers and stats into items without having the Fantasia aspect. It's great for making temporary magic items.

Cost: -1:4 OCP

Phantom: With this node, the Actor will be able to animate illusions with stat points. He will be able to give them solidity by adding *Strength* or *Body*. This will allow the illusion to become more real than ever and will raise the difficulty of the detection by one level. The Actor must make provisions for the Phantoms realness by allocating enough points. A bridge better be strong enough to hold the targets or they will still fall in the water.

The down side of making Phantoms is that they have both weaknesses as well. If the Target disbelieves the Phantom it will dissipate. If the Target destroys the Hits of the Phantom, it will dissipate.

Actors must have the power *Illusions* and make a successful play with the Illusion in addition to the Animation points.

Cost: +1:4 OCP

Cost: +1 PP per 5 points

END: 1 Point per OCP

Control

The Player is able to animate volumes of a substance to bide his will. He can move and form these substances in any direction or simple shape he desires. Complex shapes could be accomplished at a much harder difficulty (or by purchasing Fine Control), the difficulty to be set by the Judge. The Player must choose the substance his Actor has control over. For every power level the Actor can move 1 point of strength worth of that material. If damage is delivered or a restriction is performed use the strength of the substance to determine the effect. For engulfing the Target assume that the Target would have to deliver 5 hits per level to escape. To increase this effectiveness the Player should link *Entangle* to reflect the re-solidification of the material. The material can only cover 1 hex per level and the Actor can use this as a form of travel if he desires. The material can only travel as per its normal setting.

Thus, only air can fly around without a tether but for air to go under water or underground it would need the tether. Earth would need a tether to rise into the air as would water. A tether is a column at least half the diameter of the head of the material that touches its source. This is great for using water and sand columns or earth waves. In some cases the Actor would be able to erect makeshift structures, such as, walls, stairs, ramps or even bridges. To account for material toughness divide the effective weight by the material hardness (see the **Hells Cookbook** plug-in for toughness ratings). The denominator will be the amount of weight the Actor can move.

A level 6 *Fist of Earth* would do 6d6 SD if it hit the target. Use the skill UP - Earth Control + Ref to hit.

A level 6 *Earth Wave*, 634 pounds of earth, would only trap the target for 30 points of restriction. The substance will have no form of natural protection and every point of damage delivered will subtract from it's holding value.

The same level 6 *Earth Wave* would allow the Actor to surf along the ground with a move of 6.

Cost: 1 PP per level
END: 2 Points per level

Fortune

The Actor is able to affect probability. This can be on himself or others and can be beneficial or detrimental. For every level there will be a +1 or -1 to every roll made. The only known defense for fortune is to counter it with the opposite type of fortune. The Player must purchase the pluses and minuses separately. The same points cannot be used to subtract and add. This is a range less power by default.

Self: The Actor targets himself and will gain the effect on every roll he makes. This can be used without an additional action penalty.

Cost: No extra (base power)

Other: The Actor targets another persona and the Target gains the effect on every roll he makes.

Cost: +1:2 OCP

Cost: +2 PP per level
END: 1 Point per PP

Gravity Manipulation

This is a very specific power used solely for affecting gravity. The Actor gains the ability to modify gravity for short periods of time. All of these powers are measured in Power Levels. Each power level represents 1 Cargo Point. These points are equal to the amount of weight a certain Strength could lift. Thus, 8 Cargo Points can affect 1,265 lbs.

Bend: The Actor is able to warp gravity like a wave of water. The effects only last as long as the Actor is invoking the power and allows him to move gravity in any direction as it affects him. This would allow him to run along walls and ceilings as he would on the ground. The Actor could literally run up the side of a building.

Cost: +1 PP per Power Level

Decrease: The Actor is able to lower the effects of gravity on himself. For every power level the Actor can diminish the effects of gravity for one cargo point. If the Actor is able to completely remove the effects of gravity he will begin to levitate. This is not flight. The only direction the Actor can go is up. For every level above his weight he can move a rate of 1 hex per phase. Also, if the Actor reduces half of the gravity he can double his jump distance. If he nullifies all gravity then he can quadruple his jump distance. Its not that he will fall it's just that he will stop moving, besides, when he chooses to land he slowly lowers the gravity manipulation. As for falling damage, reduce the damage by the Actor's relative weight. Thus, if he could reduce 90% of his weight through gravity manipulation, then he would only take 10% of the damage.

Cost: +1 PP per Cargo Point of Effect

Increase: By purchasing this power the Actor is able to increase his relative weight by boosting his relative gravity. The result is that he will receive +1 KB resistance per level. He will also increase 1 Cargo Point of relative weight per level.

Cost: +1 PP per Power Level

END: +1 Pt per TCP

Healing

This is a supernatural version of Cure and is much more effective (and expensive). This power can be used to rapidly heal just about any kind of damage or malfunction to the body.

Mend: The Actor is able to heal broken bones, repair torn and crushed tissue, seal and disinfect wounds, repair burns, etc. With this power the Actor is able to heal hits rapidly but cannot replace lost parts. Granted, if an Actor loses a chunk of flesh from his side, that will be replaced but a hand will not be re-grown. Any part that would naturally grow back will and any part that would not will seal up as it naturally would. This type of healing is for hits only. Upon activation the Target will begin to heal his recovery in hits every day. This can be upped for additional points. The Player must decide whether this power is going to be used on others or his Actor. If he wishes to use the power for both then he must pay the initial cost twice (8 PP) but only has to pay the time table cost once.

Cost:

- +4 PP for initial power
- +2 PP for each step up the timetable.

END: 1 Pt per Cost points used per recovery to be paid by the Target.

Badger has a super-healing factor. He represents this by buying mend with six steps up the timetable. Every round (12 seconds) he will regain his recovery in hits. But it will cost him 16 points of Endurance every time he recovers these hits.

Purge: The Actor is able to stop the effects of poisons and to purge them from the body. This is to include any drug, chemical or radiation. The Actor can counteract the *Toxin* power level on a *power vs. power* play.

Cost: +1:2 power levels

Resurrection: The Actor is able to allow healing to occur even after the Target is dead. This can be very tricky because if the soul has moved on and the body becomes living then any free soul could jump into the body and you don't know what your going to

get. Treat the mending the same but triple the time. And of course the dead body does not pay the endurance until he comes to life.

Cost: +4 PP

Regeneration: The Actor is able to heal lost tissue that he would normally not be able to re-grow. Things like eyes, hands, arms and legs. Use the chart below to figure out the amount of time it will take to recover these parts. Multiple levels of time modification can be bought. Additionally, the regeneration of multiple parts can be done simultaneously. The player must decide whether this power is going to be used on others or his Actor. If he wishes to use the power for both then he must pay the initial cost twice (6 PP) but only has to pay the time increase cost once.

- Limb = 2 Weeks
- Hand, Foot or Damaged Spine = 2 Days
- Eye, Ear, Nose, Penis, Finger = 1 Day

Cost:

- +3 PP
- +1 PP to halve time (per step)

END: 2 Points per TCP

Seamless: This node allows the Actor to heal damage without scarring or disfigurement.

Cost: +2 PP

Treatment: This power will allow the Actor to heal diseases. This can include any form of disease from AIDS to Leprosy to Cancer to the Common Rhino Virus. The amount of time it takes is relative to the stage of the disease. It will only take a few days for someone in the early development stages but could take weeks for someone at the brink of death or at the most advanced stages of the disease. A full recovery means that the Target will no longer have the disease nor any sign that he ever had it in the first place. Even signs of Elephantitis would shrink up and disappear. Regeneration would have to be used to replace any lost body parts though.

Mystical Treatment: The Actor is able to do the same but for Magical conditions as well.

Cost: +2 PP

Psionic: The Actor is able to do the same
Page - 53

but for Psionic conditions as well. Mostly for counteracting the effects of Mind Control Kill. This power cannot be used to wipe out reprogramming or restore any lost/erased memories.

Cost: +2 PP

Cost: +4 PP

END: 2 pts per TCP (only of the power being used)

Illusions

This power allows the Actor to generate non-existent entities that appear to be real. The purpose of an illusion is to mislead those who witness it. Illusions cannot do any harm and have no physical reality. An illusionary bridge will only get you into the river no matter how hard you believe in it. If players wish illusions to have physical ability then see the power Animation - Phantom for rules to this effect. Illusions generally only effect one target and one sense but can be bought to affect more. The size of an illusion is not a set thing but the Judge may wish to base the maximum size on the power level of the Actor playing it. Illusions work so long as the target fails his perception roll. Illusions are vicious in that they work off of believability. The more believable the illusion the harder the chance the target will have of perceiving it as an illusion. The Judge will assign the difficulty rating based on this concept and then add the Actor's power level to it. For every level of power the Actor has, he will increase the difficulty by one. Not the difficulty level, just the number. A competent roll (12) would become 14 if an Actor with 2 levels of power cast the illusion.

Doug (Red Fist) is expecting Anna (Red Shadow) to show up for a late night rendezvous at his apartment. James (Mind Bender) intercepts Anna and sends an AI - Relative / 5 senses / illusion of Anna to meet Doug. Only Doug can see her and so long as he believes that it is Anna she will continue to entertain Doug. He will see what he wants to see and she will interact with him the way he expects her to. So if he expects them to have a fight she will fight with him and even leave if he expects her to. His mind will actually fight to believe that she is real. Let's face it, we naturally expect realism and we will even make excuses to explain how unnatural things could be real. However, the illusion has real world obstacles that it must overcome. If Doug believes that Anna

would walk out after a fight without shutting the door then when James went to go through the open door that's not really open he would bust his head on the closed door. This would lower the difficulty quite a bit. Illusions also don't kick in until the Target sees the illusion. James couldn't send the illusion across town in a cab and the illusion can't ring the doorbell but if James threw a rock at the window and then hid when Doug looked out the window he would see Anna. This might raise his suspicions (why didn't see just ring the doorbell?) but she might just be trying to be cute.

At any rate, illusions can be complicated and this is going to mean some work for the Judge and the player alike, so be prepared for some disagreements. Illusions can be worth the trouble as you can well imagine.

AI: The illusion can work on it's own and needs no control by the Actor. The Actor simply declares his intent with the illusion and sends it on its way. There are two types of AI's Direct and Relative. The Player can use either type and doesn't have to buy them separately. The Actor must be within sight of the Target to activate the illusion but once in play the Actor can simply forget about it (fire and forget). Even if the Actor is killed or goes to sleep. The illusion is in the Target's mind and will stay as long as he expects it to. So, if it attacks him and he shoots it in the head and the Target thinks that that would kill it (the illusion), it dies. The Actor can't even turn it off. However, if the Target goes to sleep, the illusion will dissipate.

Direct: This type has a purpose implanted within it and is less believable. It will still feed off of the Target's belief but will have it's own agenda as well. Thus, the difficulty will be 1 level lower for the Target to detect this type illusion. If the Actor is present he can change the agenda of the illusion should he need to do so but will pay END for every change.

Relative: This is a subtler version of the illusion. It will have no agenda of its own and will do and say whatever the Target expects it to do. Remember that the illusion will do what the Target expects it to do not what the Target wishes it would do. There is a big difference.

If the Target believes that the illusion of the beautiful girl will blow him in the back of the cab, then she will. But, if he really thinks that she'll just sit and talk with

him then no matter how much he wishes it to be so all he'll get is some imaginary conversation and probably a ride to an institution by the cab driver who can't see his female companion.

Cost: +3 PP per power level
END: 3 pts per power level to activate

Landscape: This form of illusion is designed to work on a larger scale. Determining difficulty is the same but the scale of the illusion is much larger. The complexity of a creature is replaced with the complexity of environment. A house would be as difficult as a person but full-blown field with mountains, trees and butterflies would very tough. If it were a landscape that the Actor already knew it would be a lot simpler then one he has never seen. Suggesting that the Target is somewhere that he knows would be a minor task. Whereas, a suggestion that he is in a field of paisley with a moon of green cheese floating in the sky would be another story altogether.

Easy - Swapping his apartment with his neighbors. He would walk into the wrong building. This would be a very tough illusion to see through.

Hard - Putting Central Park in his back yard. The target knows that Central Park is not supposed to be there but it is at least a real landscape and might confuse him for a few seconds.

Yeah Right! - Putting his house at the top of the beanstalk. There's not a chance in hell that that could even begin to be real. Anyone with any kind of perception would see through this with there eyes closed. But a really high level could offset that fact so don't rule it out.

Open: This modifier allows an illusion to interact with anyone in the area. Anyone who would normally be able to interact with the illusion is affected. That means that each person gets a perception roll and anyone succeeding the roll will be able to inform the others that it is an illusion. This will greatly lower the difficulty for a perception check. For each person who sees through the illusion and makes it know to the others lower the difficulty rating by 1 class for the rest of the group. Even a Super Heroic level illusion noticed by 5 people would only require an Everyday roll by the other members of the group upon being given notice.

Cost: +1:2 OCP

END: Calculate as normal.

Puppet: The Actor must be present of the illusion's surroundings and must concentrate on controlling the illusion or it will dissipate. It will not be obvious that the Actor is controlling the illusion but he will seem quite occupied. The illusion will only react if the Actor is able to react for it. Thus, if the Target talks to the illusion and the Actor does not hear him, the illusion will not respond.

Cost: -1:3 OCP

Senses: This modifier will allow the Actor to add extra senses to be effected by the illusion. Each sense must be purchased to be used but the Actor only has to use the senses he wishes.

Cost: +1:4 OCP per sense

Cost: +1 PP per power level
END: As per category.

Change Environment

With this power the Actor can make changes to the surrounding environment. The Actor can, for example, make it rain, snow or sleet. He could raise or lower the wind speed, the temperature or visibility due to fog or rain. For every power level, he can affect the Target for 1 PP and impair or unimpair by 1 level. The power only affects one target by default. Area Effect is a **very** common modifier for this power.

By making it rain the Actor could impair all targets by 1 per level due to sight and slipperiness. He would also lower a Wall of Fire's power by 1 PP.

With gusts of wind the Actor could lower a Target's move by 1 (per power level) or increase another Actor's move by 1 (per power level). In this case flight is possible but very difficult to control. For every power level award the Actor 1 cargo point. All flying people, including the Actor, will be treated as though they were in a sprint for dodging purposes (see Movement Powers for definitions of Cargo Point and Sprinting).

This is yet another power that Players and Judges will have to be creative with and tolerant with each other.

Cost: +1 PP per power level of effect
END: 2 Pt per PP used.

Density Shift

The Actor is able to shift the density of inanimate objects. He can increase or decrease the hardness of objects (see hardness chart in **Hell's Cookbook**). This will allow him to cause things to be easier or harder to break. For every power level, the Actor can shift 1 cubic foot of material 1 point up or down the hardness value. The volume and the level of shift are not interchangeable. Just because the Actor has a tiny diamond does not mean he gets to shift its density way down.

If the Actor has 3 levels of Density Shift he may only shift the density of an object 3 levels no matter how much or how little of the object there is.

Hardened (as in the Power Modifier) objects require the Actor to use two levels per level of shift. As for *Armor* and *Force Walls* it is up to the Judge whether he will allow the Actor to shift them. If the Actor is allowed then he can shift 1 point of armor per level of shifting.

Cost: +1 PP per shift level
END: 1 Point per level of shifting used

Manifest - OPTIONAL POWER

This is the ability to generate items or objects from thin air. The Actor either pulls them from another dimension (Logrus), alters reality (Pattern, it was always there) or perhaps he simply poofs it into existence. Any item or substance the Actor wishes to generate must be one that he is familiar with.

Unless he has used or at least held a light saber he can't just make one poof into his hands.

Non-Physical: This includes but is not limited to such things as light, heat or cold. This is merely for comfort. The Actor could generate enough heat to start a small fire but to attack with it would only do superficial damage. Light would be bright enough to startle and to see the dimensions of a small room but not enough to blind.

Cost: +1 PP per effect.
END: 1 Point per phase

Physical: This would be used for such things as

food, water, clothing, tools, whatever. The power is based on size level.

Cost: +1 PP per Cargo Point.
END: 2 Points per level manifested.

Powered: To give the item the ability to perform a power the Actor must allocate powers into it. For every point he puts into the item it will gain a power point to purchase powers.

This keeps the playing field fair. It is not required for regular items like handguns. But if the Actor had someone's magical hammer in his possession for a few phases, he could conceivably manifest it at a latter date (you can imagine how unbalancing this could make things). With this modifier he still could so long as he had the points to do it.

Cost: +1:4

Xerox: The Actor is able to duplicate an existing item. This item must be before him in plain sight. The Actor needs to be able to grasp the item for 2 full phases to establish resonance. If the Actor has enough available points to generate the item then it is done. The item will be an exact duplicate down to the sub-atomic particles. This is the default method.

Cost: none

Summon: The Actor actually manifests the exact item. The item basically teleports from its location to the Actor's location. The Actor will have to have enough points to generate the item.

Cost: +1:4

Cost: +2 PP per available point.
END: 2 Points per point invested.

Mimic

The Actor is able to spore a clone from a target. This clone is a Spore Zombie (see Spore – Zombie) but is under the control of the Actor with the Mimic power. The Actor must have enough PP in the power to generate the host or the power will not work.

Cost: +1:3 PP genetic pool

END: 1 pt per PP required to make clone

If the Actor wants to mimic a target that cost 30 PP to make, he will have to have at least 10 PP invested in Mimic. This will allow him to make one clone of the target. If the Target was generated with 15 PP, the Actor (with the same 30 points) could make two clones of the Target.

Repulsion

This is the ability to cause all effected Targets to retreat from the Actor. This effect is radiant and any Target that perceives the Actor and is subject to the effect must make a Will check to even perceive the Actor. Every phase the power is in effect, all Targets must compare their Will to the Actor's Power Level. For every point over the Target's will, the Target(s) must retreat 1 hex from the Actor and cannot even look upon his image as it will cause them pain and discomfort. If the Actor has more then 10 hexes of effect then the Targets must retreat from him completely. The Actor can do nothing else while he is activating this power for it takes his full concentration. The effected Targets only have to move 1 hex per phase in retreat.

Exorcism: This modifier allows the Actor push unwanted souls from a host body. It is a grueling task and can take days of pounding at the soul. If the Actor can beat the Targets Will (invading soul not the hosts) then it is only a matter of time. The host will lose 1 Will per day for every point the Actor beats him by. When the Target runs out of Will, it must leave the body. The Actor cannot stop for more then a few minutes at a time or the Target will regain his Will point for the day. More then 1 Exorcist can work at the Target but they generally team up to relieve each other, as this is a relentless task. If this becomes a team effort then take the average of the power levels for the entire time.

Cost: +1:3 OCP
END: All of it, every day.

Cost: +1 PP per power level
END: 3 pts per level used

Soul Capture

This is an odd power and does not bring about a directly tangible benefit to the Actor. It is more of a

Flavor power. The Actor is able to trap recently released souls. These souls can later be used for powering items and are a great bartering currency when dealing with Daemons and other Outer Worldly beings (see *Sons of Fuzion: Crossover* for more on bartering and using souls).

Cost:

- +4 PP to be able to capture a soul
 - +1 PP for 2 storage spaces
-

Telekinesis

An Actor with this power can manipulate objects at a distance and exert a STR at range. The control STR is separate from the Actor's STR, and is defined when this power is purchased. Telekinesis can be used to punch or squeeze, but there is no action/reaction with this power; an Actor could not use his Telekinesis to grab a flying Actor and be dragged along, for example. Telekinesis can also move objects at a speed equal to what could be moved at that STR level normally (1/4th of weight maximum at that STR).

Note: Telekinesis is not naturally a Psionic power. It could be from Magic or even technology. Tele means distance and kinesis refers to motion. Nothing in the name implies Psionic activity. If you wish to be grammatically correct you could refer to it as Psycho-telekinesis (for the psionic version). As for the magic version, you could use Magi-telekinesis. For a technologically based kinesis you could use Techno-telekinesis (a tractor beam or magnetic control).

Cost: +2:1 STR
END: 1 pt per point of strength per phase

Transmute

This power allows the Actor to turn one substance into another. He must decide the *from* and the *to* elements upon purchasing the power. For effecting non-living Targets every power level will affect one cubic foot of material. For effecting living Targets the Actor must have a level higher then the Targets body. The duration will be 1 step on the time chart for every point above the target number.

Six power levels could transmute four cubic feet of material for 1 round (12 seconds) or 1 cubic foot of

material for 20 minutes.

The same level of effect could transmute a person with a three body (a mook) into another material (like stone) for 1 minute.

This power is great for simulating Flesh to Stone or Rock to Mud.

The Judge may wish to implement a divisor for very large living targets. Say +1 (divisor) for every 2 levels of Growth, for every 10' tall or for every 300 pounds.

Pasta Man can turn flesh into wet noodles. He takes one look at Godzilla and realizes that even if he could convert the big G into several thousand tons of noodles, he would need a hundred of the Mighty Mouth to eat it all. All joking aside, He would need to have a power level way over a thousand to affect the original G man.

Cost: +1PP per power level

END: 2 pts per power level used

GROUPING POWERS

These are not powers in and of themselves but ways to group powers together or ways to enhance or configure powers with a common denominator. These types of powers would include pools of energy which a group of powers draws from or different power stunts based on the same power.

Cosmic Pool

The Cosmic Pool is the ultimate in raw, godlike power. The Actor simply purchases a power level, and then he can modify the cost and can use the points for any power he sees fit. The Player can literally sit with this plug-in in his lap and pluck any power from it for his Actor's use. He (the Actor) must, of course, have the skill(s) required to use the power(s) or he may find it hard to make any successful rolls. For a reduced cost, the Player can pick a theme for his Actors pool to revolve around. This theme should be somewhat limited for him to get the reduced cost. The Actor can also tack on modifiers to the pool that will affect every power that comes from the pool.

No powers from my ring will work on yellow objects.

The pool only works at nighttime, daytime or during a thunderstorm.

Cost:

- +4:1 for a standard Cosmic pool
- +3:1 for a theme pool

END: As per power

Endurance Battery

As the name implies, this power group will allow the Actor to store power for a specific use. This is great for simulating a separate power source, like a psionic pool, magic pool or techno power pack. When the endurance battery runs out, all powers associated with it cease to work. Much like the batteries in a flashlight. The benefit to an endurance battery is that it gives the Actor a boatload of endurance to use at a low cost. Any number of powers can work from one Battery.

This is an Endurance pool not a Power Pool. It should be designed to reflect a power or group of powers that use a separate and common source of

endurance. This pool can be (and frequently is) used in conjunction with power pools. This is especially true in the case of magic.

NOTE: Naturally, powers that fall under this pool must expend Endurance to be included. This can include powers with an Endurance Dial attached to them.

Amount: This is the amount of endurance points the power has to work from. When these points run out the power will stop working.

Cost: +1 PP per 15 END of storage.

Recharge: Eventually the power source is going to need to be replenished. To do so it will require one of the following nodes.

Self: Just like an Actor, the power will recover the points on it's own. Every four phases the item will get it's recovery.

Cost: +1 PP per 5 pts of Endurance Recovery

Material: In this type of recovery the Actor needs to obtain a material to refuel his power supply. The Player must decide on a type of material his Actor will need to refuel. It can be anything he wants except maybe for Air (unless it's huge amounts). Once exposed to the substance the Actor will gain 10 points of Endurance per phase on average. This number could go up or down depending on the circumstances (Judge's call).

"I need blood.... My body aches, bring me a young girl so that I might feel the strength of youth again." In the case of Vampires their power source is blood. They need blood to refuel. For Dark Millennium assume 1 Pint to supply 10 Endurance points.

"The Windego gain power from eating the flesh of men. They eat the dead, boy.... They'll eat you too if your not careful." In the case of Windego, they must consume human flesh to gain their power. For Dark Millennium we'll assume that 4 ounces of human flesh will provide a gain of 10 Endurance.

Surf is a Water Elemental whose powers come from contact with water (his has not yet reached his full potential). He needs to absorb water to gain his powers. For every 4 ounces of water he is able to absorb he will gain 10 Endurance.

Cost: OCP in this case are based on the Amount

only.

- -1:2 for Rare or socially unacceptable power source (Blood, Souls, Flesh, etc.)
- -1:3 for Rare or expensive material (Animal Blood or Souls, Gold, Diamonds, Etc.)
- -1:4 for Common materials (Sunlight, Water, Darkness, Etc.)

Morphing Pool

This is another classic grouping power. The Player will purchase a group of powers and form a package. The Player must determine what the Actor morphs into to gain these powers and must stick to the theme he chooses. If it becomes impossible to transition into this altered state then the Actor will not gain the powers. The Player may also form several packages to gain differing effects and may develop a base package that the Actor will gain if he shifts into any of the forms. The power, Shift is not required. It is assumed that the Actor gains the shift as part of the setup (a free point, whoohoo!).

As stated earlier, the Player may establish as many shifting pools as he wishes and may even set up a Base pool. Total the point cost spent on any of the pools and the Actor will receive points back for the package based on the type.

Standard Pool: The Player chooses something like a Werewolf, Dragon Form or Super Dude shape that his Actor will take. He will then assign a number of Powers when he takes that form.

Cost: -1:3 TCP for Package

Base Pool: The Actor must have more than one form to use a Base Pool. The powers that are placed in the base pool will be accessible in any of the Standard Packages that the Actor has.

Cost: -1:4 TCP for Package

Restrictive Pool: The Actor must have powers in his standard form. The required amount must be at least a third of the pool. He also cannot have a Base Pool. He may only use the powers in the package he shifts into.

Cost: -1:2.

Buddy Black is a werewolf. As such he has several forms; his Near Form, Half Form and Full Form. To

save a few points and to tie it all together he purchases a the following

Base Form:

Claws: +2 PP Wounding KDm

Bite: +2 PP Wounding KDm

Fur: +4 PP of Armor

Regeneration: +6 PP of Healing – Mend - Self

+2 PP of Strength

+2 PP of Reflexes

The total cost is 18 PP but he gets back 5 PP.

Near Form:

+2 PP of Strength

+4 PP of Reflexes

The total cost is 6 PP but he gets back 2 PP.

Half Form:

Bite: +2 PP of Wounding KDm

Fur: +4 PP of Armor

+6 PP of Strength

The total is 12 PP to but he gets back 4 PP.

Full Form:

Bite: +4 PP of Wounding KDm

Regeneration: +2 PP of Healing – Mend - Self

+6 PP of Move

The total cost is 12 PP but he gets back 4 PP.

The total cost for Buddy is $(18+6+12+12) - (4+2+4+5)$ or $(48) - (15) = 33$ PP.

This is what he gets:

Near Form:

Claws: +2 PP of Wounding KDm

Bite: +2 PP of Wounding KDm

Fur: +4 PP of Armor

Regeneration: +6 PP of Mend - Self

+4 PP of Strength

+6 PP of Reflexes

Half Form:

Claws: +2 PP of Wounding KDm

Bite: +4 PP of Wounding KDm

Fur: +8 PP of Armor

Regeneration: +6 PP of Mend - Self

+8 PP of Strength

+2 PP of Reflexes

Full Form:

Claws: +2 PP of Bite
Bite: +6 PP of Bite
Fur: +4 PP of Armor
Regeneration: +8 PP of Mend - Self
+2 PP of Strength
+2 PP of Reflexes
+3 PP of Move

It takes one phase per 2 TCP (same as morphing) to shift into the form and if the Actor is knocked out he will revert to his natural form. For an extra point the Player can specify that the Actor will not to shift back upon KO. Additionally, the Player can choose for his Actor to have altered DNA upon shift. Thus, if the Actor shifts into a wolf he will be a wolf by all medical means.

Cost:

- -1 PP per 4 TCP for Base Pools
- -1 PP per 3 TCP for Standard Pools
- -1 PP per 2 TCP for Restrictive Pools
- +2 PP per Pool for Instant Change

END: As per power(s)

Multipower Pool

This is a very common form of grouping. The base idea is that the Actor has a certain Power Core that his powers stem from. He may only assume one of his Core powers at a time though. All of the powers in the Core work from the same source but can deliver different results. If the Core is compromised in anyway all of the powers within the Core will also suffer. If the Core is immobilized by any means the Actor will loose all powers within. On the "up side", powers come a hell of a lot cheaper.

When purchasing a Multipower Grouping the Player must determine what his Actor's Power Core is going to be. Is it Elemental Fire, Magic, Psionic, Sin, Virtue, the Force or perhaps Martial Arts (Chi, Ki, Prana)? Whatever, just remember that the Actor can only use one of these powers at a time! If *Flight* and *Wounding* are in the same grouping and if the Actor is flying he cannot use his wounding.

Next, the Player must purchase the Core Strength. This number will reflect the maximum number of points the Actor can allocate to any power within the Grouping. At this point, the Actor has yet to receive any powers. He must now begin to gain his powers.

Each power will cost 2 PP. The Actor will receive a

number of points equal to the Core Strength to develop the power. He may add any modifiers he wishes but he cannot allow the total point cost to go over the Core Strength number (OCP). Modifiers can get tricky when it comes to points spent. Use the Power Calculator at the end of this plug-in to help you spend the points. In addition, any modifier that affects the cost of the initial multi-power will affect every power within the power group.

If Mr. Gray has a Psycho-Telekinetic Multipower Pool with a Core Strength of 10, then he could develop any power that was telekinetic in nature with a maximum Total Cost Point of 10. Thus, if he were to purchase Wounding, it would cost him 2 PP but he would get a 10d6 SDm wounding attack. He could then spend 2 more PP and get a Super Leap with a power level of 10. He could now spend 2 more PP and get another Wounding effect but put on the modifier Area Effect – Cone. This is where it gets tricky. He can get 10 PP worth of wounding but he has to account for the modifier cost. The total cannot go over 10 points. Cone is a +1:2 cost modifier so if you look on the Power Calculator chart you will see that the most Wounding dice he can get is 6 with a modified cost of 3. Sure he's loosing out on a point but the next point he putts into the Multipower will raise him to 7d with the cone effect. Besides who can complain, he just spent 16 PP and got 29 PP worth of powers.

Mr. Frost has a 9 PP Cold Multipower. This means that he can assign any power that can be explained by cold generating means into this multi-power for 2 additional PP and it will have the strength of a 9 PP effect. So he purchases Wounding (9d6) for 2 PP, another Wounding with Area Effect - Cone (6d6 and 3 PP for the Cone Effect) for 2 PP and Muting Sight Blizzard Wind(-6 impairment) also for 2 PP. This group of powers would normally have cost him a whopping 27 PP. But, by combining them into a multi-power group he only spent 15 PP. A savings of 12 PP, whatta' bargain.

Multipower combinations are **very** common and it only makes sense. The Player saves a fortune in points and it's very logical that several different effects could come from one Power Core. Remember that you must buy an individual skill for every sub power in the Multipower. You can't have the skill *Use Multipower*.

Cost:

- +1 PP per PP in the Core
- +2 PP per additional Power

END: As per power

Unipower Pool

This is a mini-pool that is dedicated to one power only. It allows the Actor to tack on additional modifiers that may or may not be added at any given time. The Actor purchases the base power. He may now add additional effects under that power at the effects cost alone. Normally, adding a modifier will permanently affect the powers delivery but with a Unipower Pool, the power becomes more versatile. If the Actor purchases a cost modifier (it costs extra points) then he will need to pay for the extra points. If he adds a retributive modifier (gives the Player points) then he will not get back points, he will increase the power level by that number of points for that single aspect (when it comes into play). The Actor may also build mini-packs consisting of cost and retributive modifiers. The different effects must always be based on the modified power. Each Package will cost +1 PP to build.

Tundra, a dual elemental of cold and earth, has a wounding attack with several options. The base power is a Wounding (SDm) of 8d6.

His first package is:

Frost Bite, he shapes frozen earth into razor sharp projectiles and hurls them at the target. This is a KDm attack. It costs him +9 PP (8+1) but he can now deliver an 8d6 KDm attack.

His next package is **Ice Pick**:

He forms a large sharp object below the target sending him reeling through the air in pain. He adds x2 Knockback and Indirect - Variable that costs him +6 PP (2+3+1). His **Ice Pick** will do 8d6 SDm of damage + x2 Knockback and he can use it at a variable distance from his Target with in indirect path of attack.

So for 23 PP he gets 3 different types of effects with the same power. Normally this would have cost him 39 PP to achieve.

Cost:

- +1 PP for a new pack.
- +modifier cost

END: As per power with any modifier costs.

POWER MODIFIERS

These modifiers can be purchased for any appropriate power to modify its effect so as to vastly broaden the types of powers and strategies available to the players. If players modify powers that are modified by a stat base, then they will also have to account for the stat. Additionally, they can modify the stat it's self to gain the effects.

Let's use *Piercing* as our first the case. Red Talon buys Stun Piercing for his fists. His Strength is a 6, which cost him +6 PP. This will cost him 2 additional PP. For every punch he connects with the target will only get 1/2 of his PD.

Ling Wey has Oaken Hide training and has gained *Hardened* for his SDf. His Constitution is a 6, so his Hardened cost him 2 PP. Whenever he is struck by a stun piercing attack he will still get his full PD/ED to defend with. Furthermore, if an Actor were to use a Vital strike, from Fists of Fuzion then Ling Wey would still get half of his PD to defend with.

Master Wu wishes to apply *Area Effect - Explosion* to create his Quake Fist attack. His Strength is an 8. This cost him 9 points so the modifier will cost an additional +4 PP (+3 for the explosion, +1 to not effect him).

If Wu wanted to "up the ante"; he could tack on, say, 3d6 of Wounding - HTH. The total cost now is 12 (9 from Strength + 3 for Wounding). The modifier would now cost +5 (4+1 for self) PP and he would deliver a 12d6 Quake Fist in all directions.

Any additional stats that come from powers such as Mass Increase do not need to be accounted for. It's just too damn complicated. Shape shifters have to pay for any modifiers that affect stats that they gain through transformation.

Auto-fire

Auto-fire gives a power the capability to fire more than once during an attack.

Burst: With burst the Player can choose from two different strategies for delivering his Actor's onslaught.

Multi: This is a short burst of fire intended for one Target. The Player will purchase the

power level of this modifier. For every level he will receive a -1 to his AV (or difficulty). On a successful 'hit' the target will be nailed the power level number of times.

This is great for simulating a three round burst, a flurry of fists or blades or adding it to Shotgun for the double barrel effect.

Devon has an urban assault rifle that does 5d6 KDM and this will initially cost him 10 PP. He purchases 2 levels of Multi-Autofire. This will cost him an extra 10 PP. When he shoots at a Target he will be at -2 AV but if he hits he will strike with 3 Hits to the same area.

Just in case you missed Fist of Fuzion:

It is important to note that limbs still may only take 2x Body in KDM. 3x Body to a limb from a Slasher or Talon round could sever the limb. The Target will still only take 2x Body in KDM but will take all of the SDm.

Cost: +1:2 per power level

Spray: For hosing down a whole group of people this is a must. This is the classic machinegun attack. The Actor will purchase a power level to determine the number of possible hits. For every power level, the Actor will receive 3 possible hits. This will give the maximum number of possible hits he can score.

When attacking, the Actor must declare how many degrees his attack is going to encompass. For every 60 degrees (one full hex) he will be at a -2 but for every power level he will be at a +1. The Player rolls his attack and the Targets roll their defense (or use their default DV or MookON). The Player divides the number of shots fired by the number of Targets +1 for every 60 degrees of arc. This number will determine the maximum number possible hits each Target can take. Each Target that did not make his defense roll, is hit by a number of shots equal to the difference of his defense and the Actor's Roll. This number cannot exceed the maximum number of hits allotted to each Target. The areas that the Actors must account for in regards to the arc (the +1) will be rounds that miss Targets and hit other things like lamps, bottles and electronic panels or any thing else that puts off a crash, splash, sparks or fire.

Auto-fire jumps all over the place so Actors cannot aim for specific areas and cannot selectively choose certain targets within their firing area. If the Actor fires into a group of 15 people then every one will be accounted for. The Judge may have to make rulings regarding cover and people standing behind other people.

Automatic damage (**A Good Hit is a Good Hit** – Fists of Fuzion p. 18) will not be used for this form of Auto-fire because the Actor's good hit will already be accounted for.

Cost: +X:5 (X = Power Level)
END: Add cost for calculation

Mark Stone has an H&K G11. This weapon has a 15 round burst value and does 5d6KDm. It cost him 20 PP. 10 points for the original damage + 10 for the burst value (5 power levels x 2 for the OCP). This cost is then modified for being a focus. This is of course only if you make the guy spend points on a gun he could have bought on the black market.

Mark Stone now has to kill a bunch of people as he usually does. There are 6 Targets within a 120-degree arc (same as a 2 hex starting point for a cone effect). Mark decides to try to hit them all as they run for cover. He has a Reflex of 5, an Auto-fire Skill level of 8 and a weapon accuracy of +1. This gives him an AV of 14. Now he's firing through 120 degrees of turf so he will be at a -4 to his AV. He is also firing 15 rounds, which will give him a +5. So, his starting AV is 15. He rolls a 5, which gives him a total of 20. There are 6 Targets and 120 degrees of spread. This gives Mark Stone a possible two hits per target (we rounded) for each person who does not make his evade roll. This sounds very complicated and it is but it is very realistic. If you want to keep things easy then simulate a multi-fire attack with Area Effect - Cone.

Shotgun: Differing from cone attack, a shotgun effect not only spreads out like a cone, it can hit each Target multiple times. First treat the power as though it has a modified cone effect. Move one to three hexes per step. It doesn't matter if the effect moves one, two or three for calculating cost but the Actor must decide upon purchasing the modifier. The Player then rolls his attack. Any and all who are caught in the blast must roll to evade. Compare the scores. Each person who is hit shall take one hit per 2 successes over there score.

Automatic damage (**A Good Hit is a Good Hit** – Fists of Fuzion p. 18) will not be used for this form of Auto-fire because the Actor's good hit will already be accounted for.

Cost: +1:3
END: Add cost for calculation

Affects Desolid

This is a power modifier that allows a power to affect Targets that are desolid (see Morphing Powers). It can also be bought to affect solids for Actor's that are desolidified when using a certain power. Remember that a power that does not affect a Target physically should never be considered for this modifier (like Muting).

Cost:
• 1:4 for half effect.
• 1:2 for full effect.
END: No Modifier

Area Requirement

The Actor must be in a certain area to invoke and use his power. If the Actor or power effect leaves the area the power will immediately cease to work.

- Common Area -1:4
On land, In the woods, Under Water, In a building
- Specific Area: -1:3
In a tree, In Miami, On Rock, In a house
- Exotic Area: -1:2
In A Vacuum, In a cage, Beside a redwood

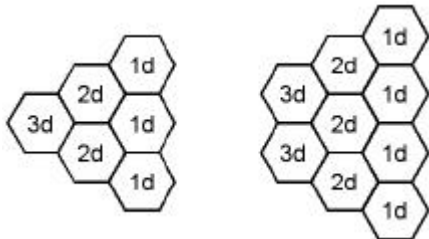
END: No Modifier

Area Effect

This is a power modifier that allows a power to affect an entire area or group of areas. When using this modifier for combat powers, remember to consult the rules for *Area Attack*. However, unless Targets have something to hide behind/under or can travel enough hexes to get out of the blast radius, they will get no dive for cover roll. Remember, once the Player purchases this modifier for an Actor's power, it always happens this way. So, he may wish to consider using it in a multi-power. Player's may also wish to check out *Power Immunity*, because if their Actor gets

caught in his own power it will affect him just the same. For effects that are of continuing range like line or cone, remember to downgrade the effect by 1 PP (the original power's PP) for every hex in distance from the Actor it travels.

Cone: Much like line, this modifier will allow the power to venture away from the Actor in a linear direction; however, it also grows in width as it does in length.

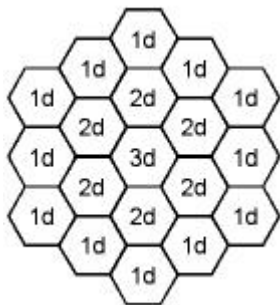


Cost:

- +1:3 for single hex starting point
- +1:2 for a dual hex starting point

END: Add cost for calculation

Explosion: With this effect the power starts at full power in one hex and radiates out in all directions in circles of effect, continuing outward and engulfing everything within the sphere. The effect will travel 1 hex per level of effect and affect everything indiscriminately within its path.



Cost:

- +1:3 OCP
- +1 PP if the power does not affect the caster on the initial blast (radiant)

END: Add cost for calculation

Hole: This Modifier may be applied to any Power that affects an area. A Power with this Modifier has a hole in the center where the Power has no effect. The hole will move with the Actor if the affected area moves with the Actor.

Cost:

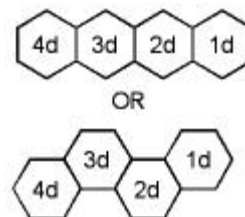
- +1 PP for a static hole whose size is defined when the Power is purchased.
- +2 PP for any size hole, determined when the Power is used.

END: Add for calculation

Landscape: This is an area affect whose dimensions are epic. It causes a power to blanket in miles rather than hexes. Choose any other form of area effect and modify it with this cost and then exchange hex for mile to determine area of effect.

Cost: +2:1 OCP

Line: The power will affect every Target within a straight line. If the Line is obstructed by a wall or surface feature (like a hill) and the power cannot penetrate the object, it will go along the path of least resistance. Like maybe up the wall or over the hill. People do not count as obstacles.



Cost: +1:3

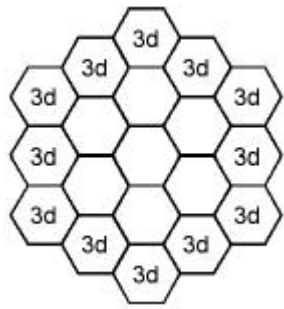
END: Add cost for calculation

Path: The Actor must be moving to have this effect occur. The effect will follow the Actor and will encompass the entire hex of each hex he passes through.

Cost: +1:4

END: Add cost for calculation

Ring: This causes the power to form a ring (or sphere) around the Actor with the power effect. No objects within the ring (or sphere) will be affected. Only those passing through the ring (or sphere) or those caught along it's circumference will feel the effect. Range is determined by the effect to be applied just as you would for an explosion. There must always be a minimum radius of 1. The Actor may decide to only allow the ring to travel a certain distance for an additional cost. This Area effect will look and work much like explosion unless it is used on a power that has duration.

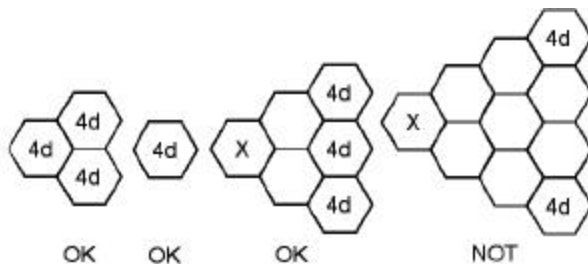


Cost:

- +1:3 for standard ring
- +1 PP to make ring mobile
- +1 PP to control ring diameter

END: Add modifier for cost

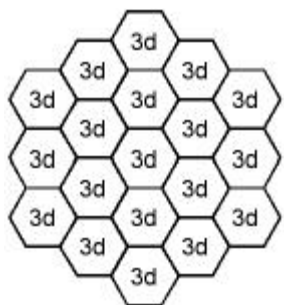
Single: Power effects 1 entire hex. The Player may buy multiple hexes. These hexes need not be adjacent but may not have more than 1 hex between them.



Cost: +1 PP per hex.

END: Add cost for calculation

Static: This modifier does not change the range but when applied the modified effect will not diminish its delivery with distance. Thus, an explosion would do the same damage right to the edge of its blast radius.



Cost: add modifier cost again.

If you spend 3 PP on explosion and make it static, the explosion will cost you 6 PP instead.

END: Add modifier cost to OCP to calculate End.

Bane

This is a particularly nasty modifier. Every time the power encounters some type of defense it will modify to pierce that defense in the next phase. So, if it hit *Hardened Armor* then the next phase, it would treat that *Armor* as normal. The next phase it would treat the *Armor* as half value. The next phase it would treat the *Armor* as 0 value. If the Target has defenses vs. this type of attack then it will get to work on them next. This power will also adapt to powers such as Desolidification, Dampening - Shielding and Absorption - Defense.

Cost: +2:1

END: Add cost for calculation

Chain

This adder is kind of cool. It causes a power to jump from one Target to another. There are several factors involved in making a power "Chain". By default, the leaping power will not affect a Target more than once, is indiscriminant and will only leap to adjacent hexes. The power level will drop by 1 level per transition and will continue to leap until it runs out of Targets or out of power, which ever comes first.

Distance: This is the amount of hexes the power will leap to strike a new target.

Cost: +2 PP per additional hex.

Discriminate: The power will only affect Targets of the Actor's choice. There are two levels of this node. The first will keep the power from affecting the Actor. The second will keep the power from affecting anyone the Actor does not wish to be affected.

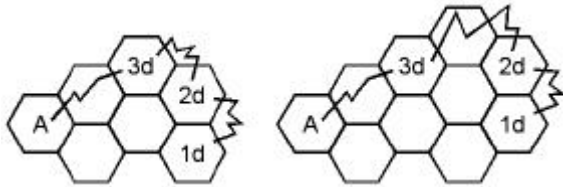
Cost:

- +1 PP for Actor only
- +2 PP for anyone

Multi-Pass: The power will continue to leap until it runs out of juice. It will strike Targets regardless of whether they have been struck already or not.

It will also strike the closest Target first. It could even bounce between two Targets over and over again, until it ran its course.

Cost: +3 PP



Cost: +1:3 OCP

END: Add to cost for calculation.

Chorus

This modifier allows Actors to ban together with the power to produce a more powerful effect.

Boost: This modifier allows an Actor to ban together with other Actors to perform a more potent result. One Actor must play the “lead” while the others take the supporting roles. The lead will make the UP - roll and will generally be the highest level. All of the supporting Cast must also have the same power, same effect and same modifiers, especially this one. They do not have to be the same power level however nor is there any requirement or limitation to the number of people who can participate. The power level used will be equal to the total of all whom are participating. The lead will make his skill roll at a minus equal to the number of supporting actors. Additionally, all members of the chorus must use this as their action for the phase.

Cult: This is a more massive version of boost and does not require the Cast (followers) to have any powers. The Actor (lead) has to have the power and the followers merely have to concentrate on the Actor. The level of concentration must be absolute and the followers must be dedicated to the Actor's intent. The Actor will gain +1 PP equal to the square root (round down) of the number of followers. The Actor will need the skill *Power Conductor*. The Actor will roll his *Power Conductor* level + his Will against a Competent difficulty (12). For every point he rolls over the difficulty he will be able to gain 1 point from the Cast. This is

of course limited to the number of points the Cast can give him.

Cost: +1:1 OCP

Lord D'nkhi is high priest of the Uk'lani cult. They wish to bring about a meteor strike on the town of Salem. Lord D'nkhi has 7d6KDm Wounding with the modifiers Chorus – Boost – Cult and Area Effect – Single - 7 hexs + Landscape. This will allow him to deliver 7d6KDm to everything within 7 square miles (a hex and the surrounding 6 but in miles). This is pretty devastating but most buildings should be able to survive with minor damage and anyone inside should be fine. This is where the chorus comes in. Lord D'nkhi is level 8 in Power Conductor. He has managed to suck in 72 followers. This gives him a maximum of 8 extra PP to use. His Will is a 6 and he rolls a 7. This gives him a total of 21. This roll will give him a potential of 9 extra points. The number of followers he has will only allow him to get 8 extra points so that is what he gets. So, what is the end result of all this chanting and casting? Lord D'nkhi exacts his revenge on the town of Salem by delivering a blanket of death and destruction across a three mile radius of downtown. Everything within a three mile radius will suffer 13d6 or 1 Kill. This is enough to destroy most of downtown and kill a great deal of its inhabitants.

Cost: +1:1 OCP

END: Add cost for calculation

Charges

A Power with Charges may only be used a limited number of times per day. Charges may represent a gun with a limited number of shots, a magic spell that can only be cast a few times a day, and so forth. Each Charge only last one phase, so Charges of powers such as Force Field or Armor are of very limited usefulness.

Amount: This is the number of times the power can be used before it needs to be refueled or recharged. This is generally accomplished one of several ways.

Activity: The Actor must perform an action that will replenish his charges. This action must be defined and needs to take a significant amount of time. Not as long as sleep. This might include meditation or study. Assume 1 charge per 10 minutes as a baseline.

Cost: +1:4
END: No extra

Clips: Each clip holds the number of charges. The Actor should be allowed to carry as many clips as is logical. A soldier usually carries 6 clips for his rifle. If he were not traveling through the jungle and didn't have to carry all that shit he might carry as many as 20. The Clips option is purchased to represent that the Actor can carry extra ammo with him. It takes 3 full phases to reload a clip.

A sword requiring that it suck souls to replenish its power would not use clips. It would find them along the way.

Cost: +1:3
END: No extra

Rest: The actor needs to get 1 full cycle of sleep to regain his charges.

Cost: No extra cost
END: No extra

Retrievable: This ammo can be picked up and used again.

Arrows, bolts, synth-web lines, caltrops, murder balls.

Cost: +1:5
END: No extra

Components

Components are physical objects that the Actor must have to use his power. This is generally one handful of a common material. This material must be on the Actor at the time of use and he must be physically able to access it.

NOTE: For the costs listed below you will notice -1 OCP or +1 OCP, etc. Subtract or add this number to the OCP in the cost at the end of the power.

Expendable: These types of components are destroyed upon using the power. They generally crumble and turn to dust or dissipate into smoke.

Cost: -1 OCP

Internal: This type of component is either

injected into or consumed by the Actor. The components effects will last for the entire scene. The component is naturally destroyed during its use.

This is a great way to simulate Blacklace, the Under Dog Power pill or even Marine Boy's water breathing gum.

Cost: No modifier

Quantity: This causes the Actor to provide a larger amount of the component as fuel for the power. The amount is measured in Cargo Points (see movement powers). The maximum number of Cargo points is 3. If the Actor wants it to be more then he may, but it will only be for flavor. If the Actor specifies a living being then he must kill that being just before invoking the power. If the Actor specifies something larger then a car then it is up to the Judge to allow Expendable as an additional modifier. The Actor may not use more then one component if he adds this modifier. Any additional components will be considered part of the Cargo Points

Cost:

- -1 OCP per 2 Cargo Points up to 6

Value: The Actor may increase the value of the required components.

- -1 OCP for Slightly Valuable

Ivory, gold, Semi-Precious Stones, An animal – lamb, dove or specific insect like a black widow.

- -2 OCP for Very Valuable

A human, Precious Stones, Rare or Dangerous Animal, Specifically ornamented object.

- -3 OCP for Exceptionally Valuable

One of a kind artifact, Power Core, A nearly extinct animal, An exceptionally expensive item.

Range: This allows the Actor to be within the vicinity of the material rather than having it in his possession. If the Player chooses a component that has a value then the Judge will decide whether he can purchase Expendable. The Actor should not be allowed to destroy other people's weapons by invoking his power. It would make the game unbalanced.

Cost: +1 OCP per hex of range

Cost:

- -1:5 OCP for 1 component

- -1 OCP for second component

Control

These modifiers affect the control of the power. They can make it better, worse or even uncontrollable. A player who wishes to make a colorful Actor concept is going to find it hard to stay away from these little gems. Remember, powers that stay on for long periods of time will be affected by control modifiers only when put to the test. Thus, *Armor* would be tested every time it was struck, not every phase it was on. If a power requires an Activation Roll, then the player will roll 3d6. He will be trying to equal or beat a CV (Control Value). The base CV for the following modifiers starts at 8.

Ablative: Ablative Powers work fine the first time, but then receive an Activation Roll that must be beaten every phase the power is used for the Power to work. With each use of the Ablative Power, the Activation roll increases by 1. Endurance costs are paid whether the Power works or not. Ablative Powers return to their starting state by the next scene or under circumstances defined by the Judge. The activation roll starts at the base CV (8) for its second use, with the CV increasing by one for each use after. The player can decrease this effect by raising the usage level. For every extra usage level the player will stay at each level an extra phase. Thus, for a cost of -1 PP per 5 OCP, the first two uses would be without a roll. The next two would be at a CV of 8 and so on. This cannot be attached to powers that are only used once or twice an adventure.

Cost:

- -1:3 OCP for abundantly used powers
- +1 OCP for rarely used powers
- +1 OCP per extra usage level

Activation: A Power with Activation is less reliable than normal, and only works sometimes. The player makes an Activation Roll trying to defeat the Power's Activation CV (Control Value). Activation Rolls must be made every phase the power is in use, after paying the Endurance cost for the Power. If the Activation Roll fails, then the Power doesn't work. The Activation roll is based on the player's Use Power roll.

The Blink can teleport but it requires him to make an

activation roll every time he tries. He is level 4 in his UP – Teleport and he has a Move of 6. This gives him an AV of 10. His activation CV is 16. He must roll at least a 6 or better to even be able to teleport. This returned him 1 PP per 4 OCP.

Cost:

- -1:2 for a CV of 20
- +1 OCP per -2

Always On: With this modifier the player's power and is always on by default. The power stays on even if the player is unconscious. Powers with this Modifier cannot be pushed. But, a player can buy the power again without this modifier and add the two together by activating the second power. The rules for Endurance are switched for powers with this modifier. If the player wants to turn the power off he must spend the Endurance it would normally cost to activate it.

Cost: -1:4 OCP

Burnout: Burn-Out is slightly different from Activation and Jamming in that the Activation Roll is made each time after the power is used. If the roll fails, then the Power is burned out and is unavailable for use until recovered. The recovery will happen after the end of the scene or can be up to the JUDGE.

Cost:

- -1:2 OCP for a CV of 18
- +1 OCP per -2 CV.

Concentrate: A Power with a Concentrate Modifier requires the player to concentrate partially or totally on the task of turning on and using the Power. As a result of the concentration, the player will be at either half their normal Defense Value, or at a CV of zero. Once the player begins using this Power, they are aware of nothing around them. Thus, if their concentration is broken either voluntarily, or by a successful attack against them, the Power turns off and any necessary preparations must be made again.

Cost:

- -1:4 OCP for half CV
- -1:3 OCP for 0 CV.

Fine Control: A Power with Fine Control can be used like a tool. Attacks can be used to carve or shape, heat or cool objects. Energy attacks could be used to weld metals, Flight could be used to

sky-write, et cetera. All Fine Control usage will require a roll versus a CV set by the JUDGE, unless it targets another player, in which case the player gets to resist per norm. Complex uses may require the player to have an appropriate professional skill as well. Fine Control could even be used to pull off really amazing stunts such as carefully burning all the oxygen out of the room, shooting a hole in a gas tank without igniting the gas, or other dramatically heroic deeds, all with the appropriate CV assigned by the JUDGE.

Cost Modification: +1:4

Jamming: Jamming works much the same way as burnout, except the Jamming Roll is made before the use. Endurance costs for the Power is still paid.

Cost:

- -1:2 OCP for a CV of 20
- +1 OCP per -2 CV.

Side Effects: Side Effects cause bad things to happen to the player when he uses his Power. The player suffers the Side Effects every time the Power is used.

Caustic: The player will take 1 Hit per power level of the modifier every time he uses the power. He will have no defense from this damage.

Cost: -2 PP per power level

Damage: The player will deliver several spots of damage wherever he uses the power. This damage, while superficial leaves behind a serious clue as to who was there. The damage can also grow due to circumstance but that is up to the Judge.

Hot Foot has a fire blast but it has flames that fly off of it and land nearby causing secondary burns wherever he goes. This is not a problem on the street, as they will harmlessly burn themselves out. But in a house he is quite likely to cause the whole building to burn down.

The Stranger's dimensional doors warp whatever material they come in contact with. This may not cause him a load of trouble but it will let any enemy of his know where he's been and nobody wants him using those damn things from their house.

Cost: -1:4

Stunning: The player will take 5 Stun every time he uses the power. He will have no defense from this damage.

Cost: -1:4

Resilient: Resilient Powers do not turn off when the player is stunned or unconscious. They are not always on, but the player must actively turn the power off. Watch out when using heavy endurance powers with this modifier, a player could go unconscious for quite a long time given the right circumstances.

Cost: +1:3

Uncontrollable: Powers with this Modifier are not under the player's control. Although the player possesses the Power, he cannot consciously turn it on. The Power only works whenever and however the JUDGE chooses. The JUDGE will choose whether he believes the power is appropriate to his campaign and whether he feels like dealing with this

Cost: -2:3

Warm-Up/Warm-Down:

Crossover

This modifier will allow a power to cross The Membrane and effect targets in other dimensions. The player will have to be able to observe his target with a targeting sense. The player must specify the dimension he wishes to be able to do this in or may specify *any* for an additional cost. If the player specifies The Membrane, he will be able to affect targets within The Membrane as well as ethereal targets (Ghosts). See Crossover in the Sons of Fuzion section for more detail on The Membrane, Ethereal beings and other dimensional matters.

Cost:

- +1:5 OCP for 1 dimension
 - +1:4 OCP for 5 dimensions
 - +1:3 OCP for all dimensions
-

Draining

The use of this power causes another power or stat to be lowered. It is a PP per PP exchange and may only be placed on powers with a duration or with a continuing effect.

Cost:

- -1:4 OCP for a 1:3 PP exchange
 - -1:3 OCP for a 1:2 PP exchange
 - -1:2 OCP for a 1:1 PP exchange
-

Durable

This modification causes a power to be extremely tough when it comes to adjustments from a target. This modification is bought for an individual power rather than the entire player (as opposed to Power Defense). Subtract the durability from the adjustment before applying it to the power. If this is purchased for deception powers (like Illusion) or stealthy powers (like Invisibility), use the defense value to subtract from the targets perception.

Cost: +1 PP for 2 points of defense

Duration

This modifier allows the player to add a duration effect to a given power. Once a hit is made, the player does not need to roll for the continuing effect on the following phases. For Continuous and Tapering it must be a power that does not naturally have a duration and does not offer it as a subcategory. Boost is only for powers that do offer a duration and if it is a subcategory, the player must have purchased the portion. All duration effects must have a way to dispel or cancel the effects that is reasonably common and should be somewhat obvious.

For a continuing Fire Blast, the player would roll to hit. If successful, the target would take normal damage that phase and would continue to take damage as specified by the type of duration or until the player could stop, drop and roll to put himself out.

Boost: This modifier will give the power even a longer duration. For every level of Boost the powers duration will be increased by that multiple.

4 Levels of Boost will increase the duration by x5.

Cost: 1 PP level of Boost per 4 OCP

STUDiO187: Power Core

END: +2 Points per Boost level.

Continuous: With this version, the player has direct control over the powers duration. It turns off when he turns it off. Apply all effects each round at the same intensity. If the target dispels the power then the player will need to score another hit to affect the player any further.

Cost: 1:OCP

END: Original cost every phase.

Tapering: This modifier will cause a power to continue it effects on a target at a diminishing rate. The power in question will diminish at 1 level of effect per phase. Depending on how the player's armor works this effect may or may not have to deal with the armor each phase. It will depend on the situation and the Judge's decision. In addition, the player cannot turn off the effect once in motion. It will have to run it's course unless someone can dispel the effect.

A 6d6 SD Wounding attack would do 6d6 on the initial attack. The player could then focus on another action the next phase and the target would take 5d6. The target could kill the player in the next phase and would still take 4d6 SD. And unless he manages to dispel the effect, he will take 3d6 SD the next phase, then 2d6 SD and finally 1d6.

Cost: 1:OCP

END: x2 Normal Cost

Effect Group

This limitation causes your power to only effect certain power sources. It's an extremely logical modifier for many powers. A good example would be an EMP burst that would only effect technology. If your power is used on any group other then the ones specified, there would be no effect. If you purchase more then one group per power, add the number before the OCP to get your modified cost. Thus, if you were to purchase magic and undead it would cost you: -1:5 OCP.

Undead: Only effects creatures that are soulless or have their soul detached from The Gaia.

Cost: -1:2 OCP

Magic: Only effects beings, powers or items

using mana as a power source. As for magic using people this requirement is not to include spell casters only true mages.

Cost: -1:3 OCP

Technology: Only effects objects that rely on machinery or electronic equipment. Like robots, cybernetics, computers, vehicles and the like.

Cost: -1:4 OCP

Inorganics: Only effects non-living tissue. The only thing this power will not work on is living tissue. This includes all forms of self-duplicating, sustenance dependant organisms. These materials will also include those that were once alive.

An Oak table would be fine as would an ivory necklace. Even a sheet of paper could not be effected.

Cost: -1:5 OCP

Elementals: Only affects the race of creatures known as elementals or items using elemental essence.

Cost: -1:2 OCP

Psionics: Only works on powers, creatures and items of a psionic nature.

Cost: -1:3 OCP

Sin: Only works on powers, creatures and items that use Sin as there power source.

Cost: -1:2 OCP

Virtue: Only works on powers, creatures and items that use Sin as there power source.

Cost: -1:2 OCP

Endurance Dial

This modifier covers all types of endurance adjustments.

Double Cost: This causes the power to use twice the normal endurance cost.

Cost: -1:2 Endurance Cost.

Half Cost: Causes the power to use 1/2 normal endurance.

Cost: +1:4 Endurance cost

No Cost: Causes the power to use no endurance.

Cost: +1:2 Endurance cost

Required: Causes a power that has normally has no Endurance cost to use Endurance. Calculate the cost as per normal.

Cost: -1:3 Endurance cost

Extension

The player is able to extend his power to others. This can be done one of two ways.

Assimilate: The player is able to cause a power that normally only affects him to affect a target. The player pays the endurance and has full control over the power. If the power is an attack then the Target must be allowed to evade even if he wouldn't really see it (like teleport or shifting).

Cost: +1:3 OCP
END: x2 Normal

Lend: The player is able to lend the power to a target to use. The target has full control of the power and must pay the endurance cost for the power. The player cannot use this power while he is lending it to the target but he may take it back whenever he wishes.

So, if Tom gives Bill the power of flight then Tom can watch Bill from the ground because he will not be able to fly so long as Tom has the power. Bill could take the power back while Tom was at about 50' causing him to fall to his death but Bill's a nice guy he lets Tom land before taking back his power.

Cost: 1:4 OCP

Focus

When making a focus, the player creates an empowered item. If the player loses the item he also loses those powers until the item is regained or replaced. Foci are divided into two types: Grabbable and Attached. A Grabbable Focus may be taken away from the player with a disarm maneuver or a grapple – item maneuver. An Attached Focus may be removed from a non-resisting player (unconscious, cooperating, etc.) in one Round. If removing the Focus would cause the player any Damage (a cybernetic eye, metal skeleton, etc.), then the Focus Modifier should not be taken.

Cost:

- -1:2 OCP for a grabbable Focus
- -1:4 OCP for an Attached Focus.

Gestures

This requirement causes a player to have to perform a task of some sort to cause the power to work. This could be hand motions, spoken phrases, stomping his foot on the ground, spinning around, whatever. The player will only receive the modifier for the first and second gesture he applies to the power. The gestures must be performed one phase before the power kicks in. If the player is struck and damaged before the power goes off then it will be disrupted and will not occur. The player may also option to require that the gesture be maintained during the duration of the power. This may only be added if the power has an extended duration (longer than 1 phase). If the player is unable to perform the gesture then he will not be able to use the power.

Cost:

- -1:5 OCP
- -1 OCP for a second gesture
- -1 OCP for duration option

Hardened

This is a counter measure for Defense Piercing attacks. If the player's Defense is hardened and he is struck by a Defense Piercing attack, he will totally ignore the Piercing modifier. If it is an Ignoring attack, the player may be able to gain half defense value, depending on the type of attack. This is a Judge's call.

Cost: +1:3 OCP.

Humanity Loss

This modifier causes the power to either cost the player humanity to use or to cause a target to lose humanity when affected by it.

Cost: Every time the player uses the power he will lose humanity. The player will lose 1 point of humanity per OCP. This humanity is recovered at the rate equal to the player's presence per day.

Cost: -1:3 OCP

Cause: When this power is used on a target it will be delivered with such horror or pain (or both!) that the target will lose 1 point of humanity per OCP. This humanity is recovered at the rate equal to the player's Presence per day.

Cost: +1:2 OCP

Indirect

Indirect allows a Power to ignore intervening barriers between the player and the target, including but not limited to: walls, fences, Force Walls, buildings, et cetera. Barriers purchased with the Power Modifier Hardened will block Indirect attacks. Range penalties apply to the use of an Indirect Power, and are calculated from the player to the target. The target will get his normal DV against this attack but will be at a -2 to DV if he is unaware that the player can perform this trick. Generally, Indirect Powers always originate in a certain location in relation to the player, and must always target away from the player. For additional cost, the location of this point of origin may vary.

Cost:

- 1:4 OCP for a fixed point of origin
- -1 OCP for variable distance from the player.

END: No extra

Knockback Dial

This dial modifies a wounding attacks knockback effect.

Double: This is for high impact powers that do damage with a wholop of a punch. Double the knockback effect.

Sonic attacks, explosions, Accelerated Kinetic Punch.

Cost:

- +1:4 OCP
- -1 OCP per additional x2

Half: This is for low impact powers that do damage that have little punch. Halve the knockback effect.

Lasers, light sabers, or slasher rounds.

Cost: -1:4 OCP

Zero: This is for powers that do non-impact damage. There will be no knockback effect for the attack.

Acid, Microwave Laser, Phaser, Ghost Blade.

Cost: -1:3 OCP

Link

Let's say you want to join two powers together like maybe an Attack Blast and a power drain. There are two ways to do this. You can fuse two powers together or assign a secondary effect to another power.

Fuse: By using this option you can cause two separate powers to activate at once. In addition, you will not be penalized for using both maneuvers. They will be treated as one power. If it's an attack, only one to-hit roll will be needed.

Cost:

- +1 PP if the two powers must always be attached.
- +2 PP if they can still be used separately.

END: Both powers normal end cost.

Secondary Effect: With this modifier, you may link a second power effect to an existing power. In this process the first effect must succeed for the second effect to occur. This means, penetrating any defenses against the first effect. No roll to hit will be necessary for the second effect to occur and any defenses penetrated by the first effect will not be used against the second effect. You can use any two effects, but the effect

of the modified power always goes second. It is up to JUDGE if you will be allowed to use the two powers separately or if they must always be used together. It would seem to more fair to allow the separate use being that the player is paying so many extra points for the link.

Cost: +1:4 OCP of modified power.

END: End cost of the two powers plus 1.

Natural

This adder causes a power to become part of the player's natural makeup. It is no longer treated as a power but as a natural ability. This is important for Adjustment purposes. Anyone trying to adjust the player's power will have a difficult time. If the target has "stats" or if he has "all powers and stats" for his adjustment he might be able to affect the power but this is up to the Judge. Claws would be kind of hard to transfer from a tiger, as would wings from an Angelic. This modifier should only be used for certain powers. Psionic powers cannot receive this modifier due to the way in which they work. Magic powers are also quite hard to explain as natural. It is mostly for powers that are physical in nature.

Cost: +1 PP per power.

Permanent

By placing this modifier on a power, the player is able to cause the effects of his power to last until a certain condition is met. **Judges should approve the use of this modifier before the player even thinks about buying it because it can be abused readily.** Choose from the nodes below to determine the condition and cost of this modifier. The target cannot begin to recover from the effect until the situation occurs. Judges should remember that the player would not necessarily know how to undo the effects. The use of a healer with *Diagnose* might be necessary. The power Healing can undo the effects regardless of the needed material or situation but the difficulty goes up by 4 points per level of commonness.

Very Common: This would be a very common situation that could happen anywhere or anytime.

Examples would include: water, sunshine, shadows, dirt, fire, and common over the counter drugs.

Cost: +1:OCP

Rare: These situations are not as commonplace but are also not too hard to come by with a little effort.

Examples would include: magical healing, exposure to radiation, illegal or prescription drug, expensive or rare material like diamonds or uranium.

Cost: +2:OCP

Unique: This is the most devastating form of permanency and is the hardest to cure. The player will specify a very specific ritual, material or condition that needs to occur before the effects will be lifted. These can be very difficult but not impossible to come. If it is an event then it must be relatively soon (within a year or two) or this modifier will become too unbalancing.

Examples would include: A ritual that can only be found in an ancient book, sprinkling moon (Luna) rock on the effected area, the willing nuptials of a virgin, kiss from a princess.

Cost: +3:OCP

Persistent

This modifier will cause a power to attack a certain number of times before fizzling out. The player only needs to make the initial attack. If this initial attack is missed then every phase afterward the power will continue to attack the target until it hits. This will continue until the number of purchased attacks is reached. Once the attack hits it will then cease to attack again and again (it only hit one time). The power will then fizzle out or land in the dirt. The player will not need to pay any attention to the power nor will he spend any additional endurance for the subsequent rounds. The power is not smart and it will have to make slightly wide turns, so should the target shut a door behind him or turn down a tight corridor then the power will crash into the obstacle. Imagine a heat-seeking missile.

Homing: A more deadly version of Persistent. The power in question not only attacks the same target every round but it improves its chances of hitting each subsequent phase. Every time it misses it will add 1 to the next roll and this is a

cumulative effect.

Cost: -1 from the OCP of the cost.

Raw Dog's murder balls do 4d6 KD and are Persistent for 3 Attacks. This would normally cost him 4 extra points (+4 PP per 4 OCP = 1 PP per OCP) but by adding homing the cost becomes +8 (+4 PP per 3 OCP). In this case he would be better off lowering the damage to 3d6 KD or raising it 5d6 KD. This may sound expensive but the ball will attack for 4 phases (unless it hits sooner) and will get a +1 the next phase every time it misses. So, by the 4th phase the ball will be at +4 to hit.

Cost: +1:4 OCP per attack

Piercing

This is a modifier that allows a power effect that cuts through the target's defenses. There are many different forms of piercing effects and they include all forms of defense. The type of piercing is based on the type of effect. Thus, for an attack blast, the piercing attack would be anti-armor and or anti-stun defense (PD or ED). But for a muting attack it would be Mute defense. See the examples below to better understand how this works.

Armor Piercing: By adding this modifier, the player is able to 1/2 the targets KD or EKD with his attack.

This type of effect is for things like Teflon bullets, plasma rounds, master craftsman arrowheads or a master blade.

Cost: +1:2 OCP

Armor Ignoring: A very rare form of attack usually occurs as supernatural attacks but could also be the result of chemical or biological weaponry. You must devise a plausible attack form to justify this form of modifier and one common form of defense that it will have no effect against. Some examples are as follows. Lord Paradox is a time manipulator who has a temporal attack blast. The only defense is longevity (and of course immortality). The Wraith has the Hand of Death (a sole sucking touch). He must, however, touch bare skin to bare skin. A thin piece of cloth will stop his attack, but if the player's armor is really his skin (even organic

steel) he'll be in for a big surprise. The Human Dynamo use electricity and his attack blast is stopped by and non-conductive armor, like ceramic or Plaston. A gas attack is of course stopped by a gas mask or not needing to breathe. No knockback goes well with this modifier.

Cost: +1:1 OCP for No KD or No EKD

Stun Piercing: This effect halves PD or ED. Often found modifying martial art maneuvers, stun pistols, police quality stun batons, maybe a sonic attack blast or perhaps a crushing telekinesis effect.

Cost: +1:4 OCP for PD or ED

Stun Ignoring: This attack ignores PD or ED. Just as rare as armor ignoring, stun ignoring attacks must be well thought out and must have a common defense that will stop it all together. Here are a few examples. Touch mastery (exotic martial arts maneuvers often involving Chi) whose defense could be any type of armor. Knockout gas whose defense would be not having to breathe or self contained breathing. Again, a sonic attack whose defense would be any form of sound defense like level dampers.

Cost: +1:2 OCP for No PD or ED.

Defense Piercing: It's kind of hard to explain how this modifier differs from the normal type of attack it's modifying. Let's just say, you spent the points on it; it's a more powerful version. For Mute it may be that you are using a radioactive burst of light or if you are doing a mind control, perhaps your psionic signature is advanced. At any rate, the type of defense it affects is based on the type of attack it's modifying. This modifier can be attached to any attack that has Defense power for it other than PD and ED and will cut that defense value in half.

Cost: +1:2 OCP

Defense Ignoring: Just like defense piercing except the target will receive no defense value verses the attack. Again, any form of ignoring attack must have a common defense type. For a muting ignoring attack, a pair of reflective sunglasses might do the trick. For power drain, skin-to-skin might be the way to go.

Cost: +1:1 OCP

Power Requirement

The player must choose a power that must be used to use this power. The power in question can be required to be used the previous phase, the same phase or during it's duration. It doesn't matter cost wise.

Cost: -1:3 OCP

Range Dial

This modifier will cover all forms of range modifications for powers.

Add: Causes powers that normally have no range to have range. Calculate range as per Wounding.

Cost: +1:3 OCP

Degenerative: This causes ranged powers that do not normally degenerate over ranged distances to drop by 1 Power level per hex.

Cost: -1:3 OCP

Double Modifier: The player will double all range modifiers to hit his target.

Cost: +1:4 OCP

Half Range: By adding this modifier to a power that normally has range, the power will lose half of effective range.

Cost: -1:4 OCP

Increased Range: By adding this modifier to a power that normally has range, the power will have 5 times its effective range.

Cost: +1:4 OCP per multiple

To increase range by x10, the player will pay +2 PP per 4 OCP or +1 PP per 2 OCP.

No Modifier: The player will have no range modifier to hit his target.

Cost: +1:4 OCP

No Range: By adding this modifier to a power that normally has range, the power will become a touch only power.

Cost: -1:3 OCP

Refresh

This requirement will cause the player to have to perform a task each time he wishes to use the power. This task shall take at least 1 Round (12 seconds). Once the task has been performed he may use the power at any time but once used he must perform the task to use the power again.

Cost: -1:2

Situation

Some powers work better, worse and even not at all when in the presence of certain conditions. Each of these situations must be very specific, somewhat rare and only one situation per power. This modifier is provided to cover anything the other requirement modifiers left out so if there is another modifier that fits the bill better, use that one. Also, the power will use its regular endurance cost before the modifier.

Some examples would include: During a powerful storm, Temperature over 100°F or below 0°F, Player under **extreme** stress, player at death's door, etc. Not stuff like, when the wind blows, after a meal or in the presence of music.

Double: The power works at twice the power level during the situation.

Cost: +1:4 OCP

Half: The power will work at half the power level during the situation.

Cost: -1:4 OCP

Null: The power will not work during these conditions.

Cost: -1:3 OCP

Only: The power will only work during these

conditions.

Cost: -1:2 OCP

Sticky

This is an addition to any power with a duration. Anyone who comes into contact with the power effect will suffer the effects as well for the rest of the duration as though they had been targeted.

Aggressive: The power is exceptionally viscous because it will jump out and strike at anyone who comes within its reach. Any target that comes within the reach of the effect must evade Vs the original AV of the attack.

Cost: +1:OCP per hex of range. This is added to the Sticky modifier.

Dark Lord Golgotha has a Living Fire elixir. He hurls it at the center of the room. It explodes for an area effect of 4d6 KD in one hex. It has a Tapering Duration, Sticky and Aggressive Level 2. This means that if anyone comes within 2 hexes of the hex the fire occupies, the fire will reach out and set him ablaze. The target must dodge an AV equal to the original throw to avoid a roasting. For the Sticky portion of the power it will cost 3 PP per 4 OCP (2+1 per 4 OCP) of the power. So 8 OCP would cost the player an additional 6 PP.

Cost: 1:4 OCP

Temporary

This modifier causes powers that are normally constant to become non-constant. The player needs to activate them each phase and must pay endurance each phase as well.

Cost: -1:3 OCP

Time Dial

These modifiers affect the time aspect of powers. It can be anything from causing powers to take longer than usual to being able to delay their effects.

Trigger: Trigger allows the player to set up a Power that will go off when a given circumstance occurs. This circumstance cannot depend on any

senses the player does not possess. The trigger could be a switch or a tripwire or even at a certain time. Endurance costs are paid when the player sets the Power. The Trigger may be spotted with Perception rolls, unless the Power also has the Invisible Modifier.

Fixed: The player must decide on the trigger effect when this modifier is purchased and cannot change it later.

Cost: +1:5 OCP

Flexible: The player may choose a different triggering effect every time he uses it.

Cost: +1:3 OCP

END: No extra

Warm-up: This modifier causes a power to have to warm-up before it can be used. This can either be for the first use per scene or per use.

Switch: The power has to be switched on to be used and requires a warm-up period before it can be used. It takes one phase to turn the power on. The amount of time it takes to warm up is based on the time chart and is determined by the player.

Cost:

- -1:5 OCP for 1 phase warm-up
- -1 OCP per extra phase of warm-up time up to a maximum of 3 additional phases (-1:2 OCP maximum)

Constant: There is no "switch on" phase but the player must warm the power up each time he wishes to use it.

Cost:

- -1:4 OCP for a 1 phase warm-up
- -1 OCP per additional warm-up phase up to 2 additional phases (-1:2 OCP maximum)

Time Requirement

The power will only work at a certain time. If that time should pass then the power will instantly shut down.

Cost:

- 1:4 OCP Common Time Event
Day or Night, Months with an R, Even or Odd Years
- 1:3 OCP Restricted Time Event
Certain Hour, Dusk and Dawn, Certain Season
- 1:2 OCP Specific Time Event
During Solstice, During Solar or Lunar Eclipse

Visibility Dial

Some powers have a normally visible effect while others have a normally invisible effect. This modifier will allow the player to adjust several variables along this theme. If a power is visible it means that it can be detected by at least two (usually three) senses.

Exuberant: This causes a power to be extra powerful when it comes to its appearance. Whether it's really loud or very bright or has a powerful smell associated with it.

Cost: -1:5 OCP

Invisible: This modifier causes a power that would normally have a visible effect to not have that effect. This can be to one or all senses.

Cost:

- +1:4 OCP
- -2 OCP to beat Detection

Visible: This modifier causes a power that is normally invisible to become visible. This can be to two or more senses.

Cost: -1:4 OCP

Item Designer Plug-in

This section will help players design items more realistically. It will reflect the cost and properties of items of power with a much better degree of efficiency. This is an additional plug-in and by no means needs to be used for creating powered items. If the campaign is lightning fast Kung-Fu action thriller style then this option may cause the game to become too heavy. Players should however experiment with it before making that decision because the item designer has been developed to give a true feel to the items and gives more of a cyber punk feel.

Cybernetics has not been taken into account for this plug-in because sufficient rules exist in the main body to create them. Players who wish to use cybernetics as their powers may wish to read Hell's Cookbook (coming) for more information on how cybernetics and powers work together.

Getting Started

First of all, we are going to work with option points instead of power points. This is for two reasons. The first is that it helps separate super beings from those who wield super items. The second reason is that it gives us more room to play with the numbers.

The player must choose what type of item he is working with. Is it technology, magic or organic? It has no bearing on the cost but will have everything to do with developing the item itself, not to mention game play elements. The item must be something that can be taken away from him. Even if you have to knock him out to do it. But it should not involve any skill nor should it take longer then a few minuets. If the item does not fit these criteria then it is a power not an item.

If a player is making an item that already exists then he must use that item as a base for creation. He will then modify it to fit the item he wants. Thus, all of the stats of that item come with the item as a starting point. The player can then fuse extra stuff into them with the Item Designer. Design costs should never be calculated for the original item, the player will get the original item the same way he did the first time (like buying it from the store or stealing a new one).

John is playing Qul Teh an inter-dimensional warrior who came to Earth several years ago. Qul Teh has a mystical broad sword whose blade is made of entropy. John will have to start with the broad swords stats and then modify from there. Thus, the sword will have a minimum strength of 5 to wield it. John could

give the sword +2 strength so that anyone could wield it with a minimum strength of 3 and his damage would be 1KD higher.

If an item can shift into another item then you must account for those items stats at that time. For the best example of this see Sir Bryant, in the Solo's plug-in in the Sons of Fuzion section.

If an item has dual purposes and is really two items in one then the player should design the items separately and then give himself 25% back on each item when they are linked together. This is assuming that they cannot work apart from one another. If the player can take them apart and use them separately then he will not receive the 25% on either item. If one item will still work without the other then give him 25% back on the item that will not. This is very important when creating powered armor. The player needs to purchase the armor separate from everything else due to differing damage and repair rules. Each system should also be bought separately so that different systems can be taken out rather then the whole suit at once.

If players wish to use this system for designing mecha it will work with some tweaking but it is not the ideal choice. Bubble Gum Crisis, Mekton and the hoards of Plug-in on the net should provide you with a more efficient system. This engine is mostly for Psionic, magic, techno organic and Super tech items.

This engine is for use by starting players and Judges and is especially handy for players with the ability to create the item that they are about to design. A player can not just make this item because he has the points. If he has the skills necessary, the time to invest and the resources available then by all means go to it. But if he does not have these three elements then he is going to have to find someone who does.

Players should only use this engine for designing their own specialized weapons or for modifying their existing ones. If it is an item that they can buy then they should buy it. If it gets lost, they can just buy another one.

Magic

Everybody loves magic items. And hey, why not? You can give them as rewards for services and they make great treasure. Plus, it looks cool when you whip out your flaming sword and wade through a sea of

zombies. There's nothing better than a promise of good magic items to get a party of people to risk life and limb to complete your adventure. As for Judges, it is double reward to have an item generator. Not only can you entice players with magic items you have made up but using this plug-in you can convert modules much more easily.

Technology

Technological items are the most common form of powered items that can be found. Slight advancements in technology are all over the place. With corporations being able to field-test their new toys without much fallout from the police and corporations they are able to advance much more quickly than ever before. So, killing an Arasaka agent who has wandered into the wrong section of the combat zone could easily explain where you got that cool rifle that fires balls of plasma. This will also give the Judge the ability to explain why the cops and military aren't just rolled over by the SPBs. Mecha and Road Strikes fit this category and you can make them using this system but it is not designed to that end. They do exist in the Dark Millennium (hell, they're all over the place) but this is not the best designer to develop them. See Hells Cookbook for more in-depth information on how Mecha play a part in the world.

Organic

This is the rarest form of item that a player can acquire but it does exist. Many corporations have been working on new life forms genetically created to fit specific needs. In addition, many of the "powered" life forms have been summoned from other dimensions and some have been animated by sorcerers. Whether the organic is technological, alien or magical in nature it will still be considered organic for purposes of effect. Thus, if it is destroyed, it is dead.

Make It

Now that you have chosen what the item is, you must choose what it can do. Create the item as you would a power. You can choose any power or modifier except Focus. That will be handled here. That modifier is for people who do not wish to use the item generator for their item. Also, you will not convert to

Option Points until the next stage; so don't worry about that yet. Just spend normally and then total up your points for the next stage.

Statistics: Remember to take into account stat requirements and additions. The player can add 1 statistic level per 2 PP. There is no maximum but the Judge must (as always) approve these levels so that they will fit within his campaign.

Cost: +2 PP per statistic point increase.

Skills: Items can also have skills built into them. Skills cost 1 power point per level. This sounds expensive but this level will add to the players level no matter how high it goes. Not only that, but it will add to anyone who picks it up.

Cost: +1 PP per level increase.

Endurance/Ammo

Some items use endurance while others do not. If an item has charges and uses no endurance then it is assumed that the charges are also the items endurance.

Actor: The item feeds off of the Actors endurance when used. Whatever power is utilized each phase the Actor must pay that power END cost from his own endurance supply.

Ammo: If the item uses ammo for its power source then use the *Charges Modifier Power*.

Battery: Use the Grouping Power Endurance Battery to determine the items power supply.

None: The item requires no endurance to use. The action may still cost endurance (like swinging a sword, or firing a gun) but the items powers will not cost anything. Use the power modifier Endurance dial

Convert

Now convert the total power point cost into option point cost. This is a straight conversion so do not multiply. That's right, if the power cost is 15 PP, then the item will only cost 15 Option Points or 3 Power Points if you prefer. Wow, that's cheap!

Hold onto your panties, we aren't finished yet. There

are a lot of decisions you have yet to make which will probably affect the cost.

The first item in the list will be the default value and will have no cost.

Accessibility

How easy is it for you to be taken, lost or dropped?

Grapple: The item is not attached to the body in a way that it cannot be taken in one phase by target. In extreme circumstances the item can be jarred loose from the player and in the case of a weapon, a target could disarm the player.

Attached: The item is attached to the player and must be removed by a series of actions.

Locked: The item must be removed with a cryptic series of actions, like a lock, electronic code or chemical combination.

Cost: +25% on top of the attached cost.

Cost: +25%

Inconspicuous: The item in question does not lead targets to believe that the item is source of the player's powers. The item will also not appear to have any powers of its own. This is not a defense against True Sight or Detect.

Cost: +25%

Durability

Every item has Structural Damage Points and some items have an Armor Value.

Armor: If the item is armor then don't buy an armor value for it because it already has one. As for SDP, armor can take 1 penetration per level of SDP purchased before it is destroyed and starts with one free.

Armor Value: For items that are not armor the player can purchase an armor value for them. For every level the player purchases the item will gain KD (and EKD) equal to 1/5 of the item's OCP (in OPs).

Cost: +10% per level

SDP: Every item starts with an SDC of 5. Use this number like hits. Stun only has half effect. For every level purchased, the player will get an additional 5 points of SDP.

Indestructible: The item is invincible to damage of just about any kind. The player or Judge must decide on a way (it can be very rare) that the item can be destroyed. In the case of armor it would mean that the armor could still be reduced to zero protection but it could always be repaired.

Cost: +100%

Repair

When an item has been damaged it will cease to function when it has taken more than half of its SDP. Armor, on the other hand, will no longer protect the penetrated area (see Hell's Cookbook for **new** hit locations.....coming soon). The damage adds up until the item is fixed. Multiply cost to replace the item with percentage of damage done (SDP or Penetrations) to calculate the cost of repairs.

Self-Healing: The item is able to regenerate on its own. It will heal 1/5 of its damage per day per level. This will not continue after total destruction.

Cost: +20% per level

Replacement

The player must decide how the item can be replaced if it is lost, stolen or destroyed.

Irreplaceable: Cannot be replaced. If it is destroyed it is gone forever. If it is lost or taken it must be retrieved to regain it.

Time / Money: The player can use time and or money to replace the item. This is to simulate that he has to build a new one. The amount of money is \$100 per OCP for materials and the time 1 day per OCP. The player can option to convert the points to one or the other. The player must have the ability to build the item himself. In most cases, it means that he built the first one.

If the player wants it to take longer and cost less he

can convert some (or all) of the cost points into time. So, if John's sword normally cost 10 points to make it would cost him \$1000 for materials and 10 days to manufacturer. But, he shifts 8 of the money points to time points. Now it will only cost \$200 for materials and will take him 18 days of work.

The player does not have to be the one rebuilding the item. It can reflect that he has a friend or an organization that will do it for him. He does not need to buy a contact and this person or organization will always do it. The player can also stock up on the items by spending the money and or time. The player can halve these numbers by doubling the cost.

Cost:

- +10% if it is player
- +25% if it is someone else

Task

The player may have to choose a task that he must perform to gain a new item. This is a much more vague cost basis and Judges may wish to consider the repercussions of allowing their players to choose this type of replacement. It breaks down into three categories; simple, hard and extreme. The player needs to develop this task before game play. The difference between Task and Irreplaceable is that the player knows exactly where the item is, it will be the same exact type of item and he will have full knowledge of the dangers and will know all of the obstacles before him.

Extreme: The player must do a task that should take no less then 2 days of time per OCP. Basically the same as Time / Money but the payer must perform the task himself and the task should involve danger and or complexity.

Player has to journey to the underworld and pick from the tree of swords, a long and dangerous trek.

The player must break into Militech laboratories or their secret armory and steal a new one.

Hard: The player must perform a task of difficulty. This should require that he perform an expensive, lengthy or dangerous (a human sacrifice) task. It should involve about 1 day per OCP of his time and should have an element of danger or complexity.

Cost: +15%

Simple: The player has to perform a relatively easy task to replace the item. Perhaps he works for an organization that issues them. The cost is only to reputation or hassling.

YOU LOST ANOTHER ONE! I hope you know these things don't grow on trees! I want a full report on how you lost it. THEN, I want you to tell the commissioner how your additional overtime efforts will help to repay the costs to the corporation!

If the players are put in a position or place where the player will not have access to the materials to replace the item then he is shit out of luck.

If the party gets sent back to the Paleozoic Era then rebuilding you laser gun is going to be a little tough and this is exactly why items are cheaper.

Cost: +25%

Build It

Now you must add all of your percentages together and add 100%. Then multiply that number by the Item's OCP. This is your cost. This can be in Option Points or you can convert it to Power Points, it's up to you. If you convert it to Power Points then you must round up so you may want to keep it Option Points.

To build the item the player must now spend money and time along with using the proper facilities and skills. If this is an item for a starting player then skip this process. It is assumed that he already did all of this or acquired it from someone who did.

Construction: The player must have the skills necessary to adequately build the item. This will be up to the Judge it will usually require at least two skills. The Difficulty will be a competent roll + Total Cost Points (in OP). This will be for each part and the player may break the item up into different components. A team of people could work on the item together, each building a different part.

If more then one-person works on a given part then take the highest level of the group. For each person who is equal to or within 1 level of that person add 2 to the roll. For each person who is

at least half the level you may add 1. Below half the level will not help at all in large groups. In a small group (say 2-4 total) even those who have no level may add 1 each but only for small groups. This will keep players from hiring 200 retards to add to his roll. The Judge may also lower the time required. For the extra people, maybe he could divide the total time by the total number of people working on the project if a really good success is rolled.

Cost: The cost will be equal to the cost to replace it x5. This is to reflect the research that has to go into developing the original design.

Wrap Up

Well, there it is now you have your item and you know what it can and cannot do and what it's going to take to replace it if it ever gets lost or destroyed.

STUFF!

Here are a few items to get you started and to give you some examples of how this works. Not finished yet, sorry!

Kevlar: Not a new item but here is an alternative way to use it. X-Tolerant – Ballistics.

Sword of Wounding:

Sword of Sharpness:

Symbiotic Suit:

Spell Design Engine Plug-in

This section is for players who wish to play players who do not have magic cruising through their veins. They rely on ancient words, potions, rituals and components to gain their effect. Unlike traditional powers, spells do not cost any points. The player must learn a skill for each spell he intends to cast. The skill roll will be based on a difficulty set by the power level of the spell. The beauty of this option is that the player really has no inherent powers of his own but can access them through his rituals. This keeps power adjusters from fucking with you and most corporations are not that interested in spell casters. They would prefer the pure mages.

Anyone who wishes to cast or design spells must learn *Magic Theory*. This skill will allow the player to grasp the concept of how words, gestures and components can warp reality. It allows the player to visualize how imagination can overcome reality and all that jazz. Basically, it keeps any smoo from picking up a magic book and blowing up the world! For every level in *Magic Theory* the player can design and cast a spell with 2 Power Levels.

There are a few terms that need to be discussed before we get ahead of ourselves.

Power Level (PL): This is equal to the power points the spell would cost before any modifiers.

Intensity: This number is double the PL and will be used as the base difficulty for most rolls.

Spell Construction

There are several steps a player has to follow when creating a spell. The very first step is deciding what the spell is going to do and how powerful it's going to be. The power level is very important because it is going to determine just about everything about the spell. The player then needs to modify the spell so that it will cost zero or less points. This can be a tough experience being that it may take a lot of tweaking to get it to zero or less cost. The player will do this by adding on modifiers until the power costs 0 PP or less (negative) per level.

Before you go off making spells you must first make a Research - Magic roll with a difficulty to be determined by the environment the player has to work in. It will also take 1 day per point of difficulty to research and generate the spell. The player can rush

it by 1 day per +1 to the difficulty. There is no roll necessary to actually write the spell. If the player makes the research roll then he has found all the knowledge to correctly perform the task. The Judge should make the difficulty roll in secrecy because the player will not know the result of his hard work until he successfully casts the spell. The player is assumed to be level 1 in the spell upon completion.

This sounds worse than it actually is. Available materials and assistants can modify this difficulty. The sections below handle the different situations that will modify the difficulty.

Impossible: This is the absolute worst condition imaginable. He is constantly distracted with people bugging him or he has to work a day job. Maybe he is married and has a nagging wife (or she has an overbearing husband) along with a few brats. Or perhaps the player is out of his environment like jail, another country or dimension. He has to develop the spell during the few minutes he gets to steal for himself in the evening or whenever.

The difficulty is 2x the Intensity.

Normal: The majority of his time can be spent constructing the spell and he has little in the way of distractions.

The difficulty is 1.5x the Intensity.

Optimal: His distractions are none as he is the master of his time and those who oppose this are quickly removed from the equation.

The difficulty is equal to the Intensity.

If a player does not fit in any of these categories then put him into the closest one. There are also a few additional modifiers that will help the mage to create his masterpieces.

Assistants: For each person who is equal to or within 1 level of the mage add 2 to the roll. For each person who is at least half the level you may add 1. Below half the level will not help at all in large groups. In a small group (say 2-4 total) even those who have no level may add 1 each but only for small groups. This will keep players from hiring 200 water head retardards to add to his roll. The Judge may also lower the time required. For the extra people, maybe he could divide the total time by the total number of people working

on the project if a really good success is rolled.

Lab: If the player has access to a mage's lab it will help things along. First off, he will have a shit load of components to play with and he will have materials to test theories with.

Wow, what type of materials and what kind of tests? Hey what about those cool components, what kind would he have? Look, I don't have a fucking clue but let's suffice it to say that there is a lot of neat shit lying around. Maybe some antigravity juice, some eye of newt and a few dragon balls.

At any rate the lab helps a whole lot. The Judge should rate the lab from 1-5. A 1 being a garage with a bunch of occult books the player snagged from the library (Magic for Dummies) along with a few reprints of actual magic books or maybe even one really good one. A three being an entire floor of a good sized house with some gizmos on tables and a bunch of zappy things along with a bunch of nasty things in jars. A five would be a mansion dedicated to being a lab. It would have more of those zappy things and a few rooms of jars with nasty stuff along with a dedicated library of occult books and would probably have a few creatures not found anywhere on earth skulking around.

The player can subtract the lab value from the PL before calculating the Intensity.

Mentor: A mentor is anyone who is at least three levels above the student. A mentor can subtract the difference between his teaching level and the player's Research – Magic level. The mentor must be available and willing to devote a great deal of time during the development of the spell.

Learning Spells

Once the player has created his spell he must learn how to use it. As stated earlier, the player will automatically gain level 1 in any spell he has developed for no additional OP cost. Spell casting is difficult at best and requires the player to spend some extra time learning how to control it. Add 1 to the existing level before calculating the cost in OP to go to the next level. Judges may wish to add an extra 1 for very complex and particularly nasty spells.

Learning a new spell is far easier than making a new

one. The player merely needs to learn the skill for casting the spell.

Casting Spells

Casting spells is done in the same manner as any skill roll. If it is a targeting spell and the player misses on an attack roll he will affect something else. A missed fireball might hit a group of bystanders (Ribs anyone!?) or it could light up the entire hallway. In some cases a failed roll will indicate a non-happening. The Judge should make this decision.

Fumble/Backlash: Some games like to cause magical backlashes whenever a player fumbles his roll. Fuck that. These are the heroes and that shit doesn't happen to them. BUT. If a player is being abusive, stupid or is trying to cast a spell right from the book (-3 right off the bat) then he might fall prey to a backlash.

Dispelling: If a player has a similar spell to the target (or the target's effect ie. - Wall of Fire) then he may attempt to dispel it. The player rolls against the caster's original success roll. If he beats the roll then 'poof' it is dispelled. This can also be done as a defense but a failure will indicate an automatic hit. The spells must be very close in nature. Differences in power levels do not make them different and modifiers usually don't make enough difference. If the player has the lower power level he should be at a -1 per PP to dispel the effect. If he is at a higher level then he should be at a +1 per PP to dispel the effect. Effects make all the difference in the world, as do differing powers all together. Again, Judges, this is your call. Dispelling will not work against anything that cost the player or target Power Points (real powers).

A Few For The Road

Here are a few samples of some cool spells we have come up with. Feel free to make your own, modify these or convert spells from other games. If you make some cool stuff E-Mail the Studio and let us know. If we like them, we'll either link to your site from our **Dominion** page or post them on ours. If we really like them we'll include them in the final release.

Web Wall: Entangle linked to Force Wall.

Hand of Horror: Wounding linked to Humanity
Attack.

Brain Power

This section is dedicated to rules regarding psionics as powers, the implications there of and what else the players should know.

From the Get-go!

Psionics are the most common form of power. Every SPB and his brother is a psionic. Well, maybe not that many but it is very common. Most cops are trained to deal with psionics and have special equipment to handle these freaks. It is quite common for people to fear these individuals and corporations love to exploit their abilities, so exposure is dangerous. Players must be careful not to wind up on the cutting table. Finding a job, however, is never a problem.

What Makes it Psionic?

Psionics are paranormal abilities that get their juice from the player's brain. The unit of power has many names and none of which is incorrect. The Chinese call it Chi, while the Japanese call it Ki. The Asian Indians call it Prana and the Jedi's call it The Force. For Power Core we are going to call it Flux. Dr. Chan Lee has pioneered the study of psionic subjects for the past ten years and is the foremost authority on the subject. In Dark Millennium he was the scientist who proved that this power existed. He also went on to develop instruments and drugs to enhance, dampen and control psionic abilities.

Flux is an energy that flows throughout all living sentient beings entire bodies. The brain in the form of thought controls the flow of Flux (Yes, the early brain wave machines were measuring the manifestation of Flux). Flux travels in very complex patterns and is even more unique to a person than DNA. All thinking creatures have Flux but few are able to access it in the form of 'powers'. Where do you draw the line? The Judge will be the judge of that. The Judge may wish to require players to purchase all psionics in a psionic power pool but it is not necessary or required. He may also require the Add – Psionic Potential or the stat Psi. That is also not a requirement but a possibility. If the Judge and the players wish to go this route then allow players to have a maximum of 3 PP per level of Psi or per Add – Psionic Potential per power.

Attacking

Attacks come in all shapes and sizes. See the individual powers for the rules on how to use psionics on targets. As for wounding, a player does not have

to purchase the node Mental to have a psionic attack. This will just mean that the player manifests the Flux into energy before striking the target. The target will use normal defenses rather than Resistance.

As for a base stat, there can be several. If the player is doing a classical, *stare at the guy*, type attack then use Will. If it's a, *point your finger*, type of attack then use Reflexes.

For skills that have a to-hit value, use the UP–Skill + die roll to deliver the attack otherwise use the power level + skill level + the die roll.

Defending

All psionic attacks are defended with the derived stat Resistance. The power Mental Defense in the original rules is wacked out. If a player wants to be able to resist mental powers better, then he needs to purchase a higher Will or boost his Resistance. Subtract the resistance directly from the Delivery.

Assigning

As with magic, almost any power can be psionic ability. If a player is playing a psionic then he opens the door to almost any power but he should stay consistent with a theme. There are several types of psionic pathways to choose from and players should be encouraged but not forced to choose one upon the generation of his player.

Bio-kinetics: This group trains in modifications of the body. On a basic level, players will be able to modify stats, increase healing and improve their bodies' performance. At the upper end of the spectrum, players will be able to learn how to morph their form, adjust targets stats, form armor and the like.

This is Dark Millennium's official way to explain Chi.

Converts: This is a culmination of smaller groups that concentrate their flux into other forms of energy. Here are a few examples.

Cyrokinesis use Flux to remove or displace heat in a given location causing the temperature to drop (cold powers).

Pyrokinesis use Flux to induce heat into a given location raising the heat.

Electrokinetics use Flux to generate electricity and introduce it into an area.

Espers: This group is based on using the Flux to enhance player's perception. It will include cognitive and perception powers.

Teeks: This group of training involves the many uses of telekinesis. It can include ranged manipulation, flying, ranged punches, knockback, force fields, force walls and any other power that works with Kinetic energy.

Telepaths: This group of training involves learning how to manipulate mental patterns and includes telepathic communication, mind control powers, illusions and any power that involves manipulating mental patterns.

Psionic Items

Psionic items are fairly commonplace in Dark Millennium. Several corporations have jumped onto this technology and most government agencies have found it necessary to develop psionic items for national security.

Scramblers

Flux Scramblers scramble patterns above normal levels. This will knock out super powered psionic abilities but allow the target normal life function. Anyone who has Top Secret clearance (government or corporation) will undoubtedly have a flux scrambler either as a cybernetic or a worn item. And any agent or officer who might have to detain a Psionic will be equipped with a Flux Scrambler built into their cuffs.

Use the Adjustment Power, Dampen to achieve this result. Tag on the modifier Effect Group – Psionics.

Boosters

Psionic energy at this point in time is not very efficient. Mankind has yet to fine-tune the pattern to eliminate waste. Boosters are used to filter and condense the pattern so that the psionic has more juice to work with. More advanced boosters actually manipulate the pattern for the player granting him abilities that he does not possess otherwise. Powers that would require a skill roll will still require that skill to use with any form of efficiency.

Use the Adjustment Power Aid for these items.

Cortex Probes

This is the darkest path psionic technology has taken. These hideous devices have just recently been outlawed due to public outcry and the government's inability to keep up with corporate advancements (if you can't control it, outlaw it). The sentence for using such a device is extremely severe.

These devices are generally used to pry sensitive information from individuals and are often used to implant and/or wipe out memories from unfortunate victims. For a short period of time courts were using these devices to try and convict individuals without having to have due process. Criminals stop giving up and would often fight to the death knowing that if they were caught they would be convicted for any and all crimes they committed without any chance of beating the rap. Riots became extremely severe with the reprogramming efforts began in 2018 and the prison system eliminated this procedure as part of it's mandatory treatment in 2023. It is, however, a good option for inmates who wish to get out sooner.

Drugs

Drugs can be used to scramble and boost psionic abilities as well. Drugs cannot be used to give a player a certain power but can open the door for any psionic power to develop. This is a way to explain a player buying a psionic power with the Charges Modifier – Internal.

Flash Sheets

This section is going to provide you with a ton of quick reference information to make using this system easier.

Out with the old, In with the new!

As you can already see we have changed the cost system for power modifiers. This was done to keep the system relative and to boost the convertibility. If, however, you prefer the original Fuzion modifier cost system then you can use the chart below to determine cost and retribution. The first row is for the ratio cost and the second row is the modification to power cost.

1:4+	1:3	1:2	1:1	2:1	3:1	4:1
1	2	3	4	5	6	7

Power Calculator

We realize that the modifier cost can be a bit bulky, so here is a quick calculation chart that should ease the pain. The top row is for the modifier ratio and the left column is for the original power cost.

Power	1:5	1:4	1:3	1:2	1:1	2:1	3:1	4:1
1	1	1	1	1	1	2	3	4
2	1	1	1	1	2	4	6	8
3	1	1	1	2	3	6	9	12
4	1	1	2	2	4	8	12	16
5	1	2	2	3	5	10	15	20
6	2	2	2	3	6	12	18	24
7	2	2	3	4	7	14	21	28
8	2	2	3	4	8	16	24	32
9	2	3	3	5	9	18	27	36
10	2	3	4	5	10	20	30	40
11	3	3	4	6	11	22	33	44
12	3	3	4	6	12	24	36	48
13	3	4	5	7	13	26	39	52
14	3	4	5	7	14	28	42	56
15	3	4	5	8	15	30	45	60
16	4	4	6	8	16	32	48	64
17	4	5	6	9	17	34	51	68
18	4	5	6	9	18	36	54	72
19	4	5	7	10	19	38	57	76
20	4	5	7	10	20	40	60	80

How 'bout them Difficulties

The original Fuzion rules are geared towards a 3d6 based system rather than the d10 interlock setup. While this system can be played as such we have designed Power Core and the whole Dark Millennium system around a d10 base. Why, you might wonder? Well, for one, it puts less into the hands of chance. With a smaller gap in the roll potential players will feel those hard earned levels and those expensive stats a lot better. And secondly, it makes transition

into the interlock system much easier. The difficulty levels and respective numbers for a d10 based system to be found in this text are not listed in the Fuzion book so we made our own. The 3d6 based numbers and the difficulty designations come from the Fuzion Official rules. We also tweaked it down a notch being that this is lower keyed environment.

Difficulty Designation	d10	3d6
Challenged	6	10
Everyday	9	14
Competent	12	18
Heroic	15	22
Incredible	18	26
Legendary	21	30
Super Heroic	24	34
Competently Super Heroic	27	38
Exceptionally Super Heroic	30	42
Incredibly Super Heroic	33	46
Legendary Super Heroic	36	50
Cosmic	39	54
Competently Cosmic	41	58
Exceptionally Cosmic	44	62
Incredibly Cosmic	47	66
Legendary Cosmic (Fucking Impossible)	50	70

Keep an eye out because in the next few weeks the final full release of Power Core will be up. Again, we apologize for the delays but we think you can now understand why!

We hope you enjoy this plug-in to the fullest extent and get ready because the **Sons of Fuzion** are just over the horizon. These are going to be pre-made NPCs that you will actually want to download! Every player will have a picture, a history and will be laid out on a character sheet. Any organizations that they belong to will be mapped out with two map sizes. One size will be 8½x11 the other will be on large format for figure use. They will all be in PDF format. You can take the large format maps to any graphic reproduction business (Kinkos, Copy Cat) and have a large map plotted out for a couple of bucks. You can then have them laminated for a couple more and this will add years to their life.

Thanks To:

Hero Games and R Talsorian Games for the Fuzion system.

Jason A. Dour for creating the first really good powers plug-in for fuzion. If you hadn't noticed we used some of Jason's conversion notes.

Marvel, DC, Image, Verotic (R.I.P.), and our favorite - **Heavy Metal** comics for super influence over the years.

Casy Burge for contributions to the Core.

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ENJOY IT ya' dirty bastards!