

CHAMPIONS POWERS



Steven S. Long

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AUTHOR

Steven S. Long

ADDITIONAL CONTRIBUTIONS

see below

EDITING AND DEVELOPMENT

Darren Watts

LAYOUT AND GRAPHIC DESIGN

Fred Hicks

COVER ART

Joshua Guglielmo

INTERIOR ART

Brett Barkley, Joel Biske, Brian & Brendon Frain, Joshua Guglielmo, Mark Helwig,
Bradley McDevitt, James Nguyen, Christian N. St. Pierre, and Johnathan Wyke

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INTRODUCTION



Sometimes even the mightiest hero... or GM... needs a little help!

Champions Powers is a book of pre-generated superpowers for use in your Champions games. It has two primary purposes. First, it's a time-saver. If you need to generate a character quickly, or you don't want to take the time and effort needed to create all of a character's powers from scratch, *Champions Powers* provides you with the shortcut you need. Just open to the appropriate section, select the sort of power you want, tweak it to taste, and in seconds you've got a new power for your character.

Second, it's an idea generator. If you're at a loss for what type of character to play, you can flip the book open at random and see if anything on that page catches your attention. If you already have a general idea of the type of character you want to create, some of the more unusual powers listed for each special effect may inspire you to take the character in new and intriguing directions.

Although many of the powers come with a list of options, don't feel like you're limited to what the book says. You can easily alter a power to suit the character you have in mind, and in most cases substitute one special effect for another with only slight alterations. And for many powers, increasing or decreasing the number of Active Points is always an option.

ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

6E1: *The HERO System 6th Edition, Volume I: Character Creation*

6E2: *The HERO System 6th Edition, Volume II: Combat And Adventuring*

APG: *The HERO System Advanced Player's Guide*

HSMA: *HERO System Martial Arts*

POWER FRAMEWORKS

Champions Powers is particularly helpful for characters trying to construct Power Frameworks built around a special effect. Using the book to construct Multipowers is simplicity itself. Between the various powers and their options, a character can choose a suite of, say, Fire Powers or Teleportation Powers with just a few minutes' work. Where possible and advisable, powers and their options are built in the 40-75 point range, to make it easy for Standard Superheroic character to create Multipowers without having to alter point totals too much.

Players with characters who have Variable Power Pools may find this book particularly helpful. Rather than having to calculate a new power every time, they can simply choose the power they want out of *Champions Powers* and proceed without interrupting the game.

See the Appendix for some example Power Frameworks created using the *Champions Powers*.

WHAT THIS BOOK IS NOT

Having noted what this book *is*, it's also important to note what it is *not*.

First, it's not a book of gadgets. "Gadget" or "technology" is such a far-reaching special effect that it requires a book of its own — *The HERO System Equipment Guide*. However, you can easily convert most of the powers in this book to gadgets by applying the appropriate Power Modifiers, such as *Focus* and *Charges*.

Second, it doesn't include martial arts and related abilities, or abilities defined as "extensive training and heightened skill." *HERO System Martial Arts* covers the former extensively; the latter don't really qualify as "superpowers" in the sense this book means. You can find abilities like that covered in genre books such as *Dark Champions* and *Pulp Hero*.

Third, *Champions Powers* doesn't cover magic and mysticism. That, too, is a broad enough subject for its own book. But again, conversion is easy if you have a supermage character in mind — just change the special effect from, say, "fire" to "mystic fire," or "sonics" to "enchanted bell," altering the write-up if necessary, and you're set.

Fourth, it's not comprehensive. No one book could describe every possible special effect or superpower any one gamer — or even entire

THE POWER TEMPLATE

To make this book as easy to use as possible, it describes each power with a standard template. The information provided applies only to the standard power; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the power. You can, of course, rename it to suit your own character if you prefer.

Effect lists the basic game effect of the power in simple terms: Energy Blast 12d6, Armor Piercing; Desolidification; Telekinesis (30 STR). This tells you quickly what a power can do so you don't have to delve into the full game write-up.

Target describes who or what the power affects. An Attack Power usually indicates "One character" or the Area covered due to the *Area Of Effect* Advantage. (Of course, sometimes even a "one character" power can be Spread, or used with Multiple Attack to affect more than one target; a power's shorthand description doesn't override the rules.) "Self" indicates the power only works on the character using it (though it may still "affect" other characters; for example, other characters can perceive the effects of Shape Shift, even though it's a "Self" power.)

Duration lists the power's duration, typically Instant, Constant, Persistent, or Inherent (see 6E1 127). "Uncontrolled" indicates the power has that Advantage; Continuing Charges are also listed here.

Range lists the range for the power. Ranged powers usually have a range in meters (Base Points x 10m in most cases), but may have "LOS" (Line Of Sight) range. "No Range" indicates that the power has No Range; "Self" that the power only affects the character using it; "Touch" that the power involves having to touch another character (which usually requires an Attack Roll).

END Cost lists the power's Endurance cost.

Description provides a (usually brief) textual description of the power. This section notes any special rules or rules applications relevant to the power.

Game Information is a full write-up of the power in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

Lastly, many powers have *Options* listed below the game information. These describe various standard ways to alter the power to create a slightly different ability. Optional powers often have their own names related to the standard power's name. For example, under the power *Fire Blast* you can find an optional power called *Everburning Fire Blast*, which is nothing more than the *Constant* Advantage applied to the Fire Blast.

teams of gamers — could create using the *HERO System*. Instead, *Champions Powers* provides reasonable coverage of the major special effects, listing not just basic powers associated with them, but some more unusual or intriguing applications that might not occur to you at first. In the end, it should not only help you when designing characters, but hopefully inspire you to create other powers using your imagination and the rules.

Fifth, it's not a blank permission slip to use any of these powers in your game. Some of the abilities listed in the book are powerful, with high Active Point costs, and may not be appropriate for every campaign. The GM should approve the use of any powers from this book.

Sixth, and most importantly, *Champions Powers* isn't a straitjacket. You can often build a particular power two or more ways using the *HERO System* rules, so don't let the fact that this book chooses a particular method deter you from doing something else if you prefer. Rarely, if ever, is there an "official" way to build any given power or simulate any given special effect using the *HERO System*. The options provided for each power often describe alternate ways of creating the same power to help spur your imagination.

ORIGIN AND MANIFESTATION OF POWERS

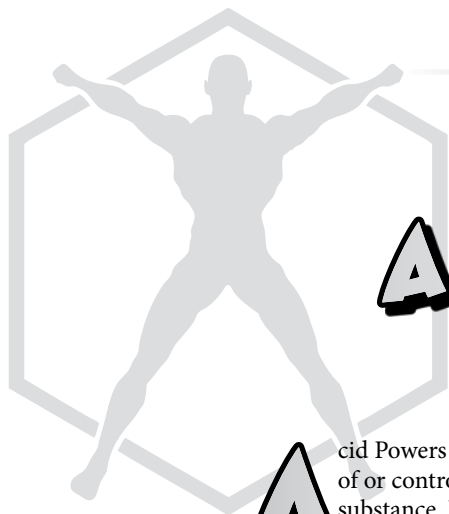
In evaluating how powers of different special effects interact, you should keep in mind the difference between the origin special effect of a power and the manifestation special effect of the power. The former refers to the source of the power — how it's created, where it comes from, and so on. The latter refers to how it manifests or exists when the character uses it.

Usually a power's origin special effect and manifestation special effect are one and the same. For example, a Fire-controlling character has a Fire blast that originates as Fire and manifests as Fire. But in some cases they differ. For example, a supermage's Fire Bolt spell originates as the Magic special effect, but manifests as the Fire special effect.

A power that has two (or more) different special effects for its origin and manifestation is subject to Adjustment Powers that affect any of its special effects. For example, both a Drain Magic and Drain Fire power work against the Fire Bolt described above. Usually this is just a -0 Limitation, since the power is as likely to benefit from access to multiple positive Adjustment Powers as it is to suffer from the effect of multiple negative Adjustment Powers, but the GM can adjust that value as he sees fit based on the nature of his campaign.



THE POWERS



ACID POWERS

Acid Powers represent a character's use of or control over acid or some acidic substance. If appropriate you can also use Acid powers to represent any fast-acting attack with few defenses against it, such as various fictional chemicals, napalm, an alkaline or a strong base (both of which are caustic, rather than corrosive like acid), superheated plasma, or biochemical attacks.

See 6E2 147-48 for rules about how acids (and other chemicals) function in *HERO System* terms.

OFFENSIVE POWERS



ACID CLOUD

Effect: RKA 1d6, Penetrating
Target: 1m Radius
Duration: Uncontrolled
Range: 150m
END Cost: 4

Description: The character can create a cloud of acidic vapors. He might breathe them from his mouth, shoot them from his hands, or exude them from his body. The cloud's damage functions as normal acid damage.

Game Information: RKA 1d6, Area Of Effect (1m Radius; +¼), Constant (+½), Penetrating (+½), Uncontrolled (see 6E2 147; +½). Total cost: 41 points.

Options:

- 1) *Large Acid Cloud:* Increase Area Of Effect to (8m Radius; +½). Total cost: 45 points.
- 2) *Acidic Gas Bolt:* Instead of creating a cloud of acidic vapors, the character projects a wide bolt or beam of acidic vapors. Change Area Of Effect to (30m Line; +½), and apply No Range (-½). 45 Active Points; total cost 30 points.
- 3) *Restricted Range:* Apply Limited Range (16m; -¼). 41 Active Points; total cost 33 points.
- 4) *Exhale Acid Cloud:* The character can exhale an acid cloud at nearby targets. Apply Personal Immunity (+¼), No Range (-½), and Extra Time (Delayed Phase; -¼). 45 Active Points; total cost 26 points.



ACID PROJECTION

Effect: RKA 1d6, Penetrating
Target: One character
Duration: Uncontrolled
Range: 16m
END Cost: 4

Description: The character has the ability to project acid from his body, typically by spitting or squirting it. In most cases, this means the acid has a limited range, though some large creatures and other characters may not suffer from this restriction.

Game Information: RKA 1d6, Constant (+½), Penetrating (+½), Uncontrolled (see 6E2 147; +½) (37 Active Points); Limited Range (16m; -¼). Total cost: 30 points.

Options:

- 1) *Strong Acid:* Increase to RKA 2d6. 75 Active Points; total cost 60 points.
- 2) *Weak Acid:* Decrease to RKA ½d6. 25 Active Points; total cost 20 points.
- 3) *Irresistible Acid:* Change Penetrating to Penetrating (x2; +1). 45 Active Points; total cost 36 points.
- 4) *Acid Blast:* Remove Limited Range (-¼). Total cost: 37 points.
- 5) *Acid Blob/Ball:* The character has the ability to project a ball, blob, or other mass of acid. Add Area Of Effect (12m Radius Explosion; +¼). 41 Active Points; total cost 33 points.
- 6) *Acid Wall:* The character has the ability to create a wall of acid. Add Area Of Effect (30m Line; +½) and remove Limited Range (-¼). Total cost: 45 points. The wall lasts as long as the Endurance fed to it holds out. (Instead of Area Of Effect (30m Line), the character can substitute 8m Radius or 16m Cone at the same point cost.)
- 7) *Self-Immune Acid:* A character with this added option could conceivably take a bath in the acid he projects, at no harm. Characters whose bodies produce the acid they project normally take this option. Add Personal Immunity (+¼). 41 Active Points; total cost 33 points.

- 8) *Painful Acid*: This option makes the acid particularly painful — perhaps it eats through its targets slower, or just has added shock value due to the horrific nature of the attack. Add +1 Increased STUN Multiplier (+¼). 41 Active Points; total cost 33 points.
- 9) *Slow-Acting Acid*: Acid with this added option lacks the effectiveness of normal acid. Perhaps it cauterizes the wounds it creates, or maybe it's a biological torture agent, designed to keep its targets awake during the carnage. It might not truly be acid at all, but some sort of slow disintegration beam. Add -1 Increased STUN Multiplier (-¼). 37 Active Points; total cost 25 points.
- 10) *Short-Range Acid Blast*: Acid with this option gets less harmful the farther away it gets from the attacker — maybe the acid stream breaks up in flight, or quickly loses effectiveness when exposed to air. Substitute Reduced By Range (-¼) for Limited Range (-¼). 37 Active Points; total cost 30 points.
- 11) *Restricted Acid Supply*: Characters with this added option run out of acid at some point. For example, if a character spits acid, eventually his mouth dries out, or his saliva glands become temporarily depleted through overuse. Add Activation Roll 14-, Burnout (-¼). 37 Active Points; total cost 25 points.
- 12) *Acid Rain*: The character doesn't shoot acid, he causes a rain of acid to strike the target from above. Add Indirect (Source Point is always the air/sky above the target; +¼). 41 Active Points; total cost 33 points.
- 13) *Inaccurate Acid*: The character's acid attack is inherently inaccurate (perhaps because he has to spit it at the target). Add Inaccurate (½ OCV; -¼). 37 Active Points; total cost 25 points.



ACID SHEEN

Effect: RKA ½d6, Penetrating, Damage Shield plus RKA ½d6, Trigger

Target: Self

Duration: Constant/Uncontrolled

Range: Touch

END Cost: 5

Description: The character's body can exude a thin film of acid, making it dangerous to touch him — and causing him to damage objects he touches or wears, unless they're resistant to acid.

This power has two effects. The first is the Damage Shield; that allows the character to cause damage when he touches or is touched by another person. The second is a typical acid attack; this reflects how the acid keeps damaging someone after they break contact with the character's acidid sheen.

Game Information: RKA ½d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Personal Immunity (+¼) (25 Active Points); No Range (-½) (total cost: 17 points) **plus** RKA ½d6, Constant (+½), Penetrating (+½), Uncontrolled (see 6E2

147; +½), Trigger (when Damage Shield activates, activating Trigger takes no time, Trigger resets automatically and immediately; +1) (35 Active Points); No Range (-½), Linked (victim must first take damage from Damage Shield; -¼) (total cost: 20 points). Total cost: 37 points.



BLINDING ACID

Effect: Severe Transform 8d6 (sighted being into blind being)

Target: One character

Duration: Instant

Range: 10m

END Cost: 12

Description: The character sprays a small stream of acid directly into the target's eyes, rendering the target permanently blind.

Game Information: Severe Transform 8d6 (sighted person into blind person) (120 Active Points); Limited Range (10m; -¼), Limited Targets (sighted beings; -¼), Must Target The Face (-8 OCV; -1). Total cost: 48 points.

Options:

- 1) *Stronger Acid*: Increase to Severe Transform 9d6. 135 Active Points; total cost 54 points.
- 2) *Weaker Acid*: Decrease to Severe Transform 6d6. 90 Active Points; total cost 36 points.
- 3) *Easy-Targeting Acid*: Remove Must Target The Face (-1). Total cost: 80 points.
- 4) *Slow-Working Acid*: Change to: Severe Transform 1d6, Damage Over Time (8 damage increments, damage occurs every 3 Segments, defenses only apply once, cannot reuse power on same victim until all damage increments accrue, can negate damage by washing off acid or applying a base; +3½) (67 Active Points); Limited Range (10m; -¼), Limited Targets (sighted beings; -¼), Must Target The Face (-8 OCV; -1). Total cost: 27 points.



DISFIGUREMENT

Effect: Cosmetic Transform 8d6

Target: One character

Duration: Instant

Range: 4m

END Cost: 2

Description: The character sprays acid onto the target's face, doing little if any real physical damage but causing considerable disfigurement.

Game Information: Cosmetic Transform 8d6 (add two levels of "ugly" Striking Appearance, heals back through plastic surgery) (24 Active Points); Limited Range (4m; -¼), Limited Targets (humans; -½), Must Target The Face (-8 OCV; -1). Total cost: 9 points.

Options:

- 1) *Stronger Acid*: Increase to Cosmetic Transform 12d6. 36 Active Points; total cost 13 points.
- 2) *Weaker Acid*: Decrease to Cosmetic Transform 4d6. 12 Active Points; total cost 4 points.
- 3) *Faster Healing*: Change recovery condition to "heals normally." No change in cost.

DEFENSIVE POWERS



ACIDIC BLOOD

Effect: RKA 1d6, Penetrating, Damage Shield, potentially Autofire

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has acidic blood (or like bodily fluids). Objects that penetrate his flesh (*i.e.*, which do BODY damage to him) take damage from it; if something spills it, it harms whatever it hits. For every point of BODY damage the character takes, one Charge affects the physical object injuring him. If he wants to spill his own blood onto something to damage it, he has to inflict an injury on himself (the GM may require the character to succeed with an EGO Roll to do this).

Because a character has a finite supply of blood, his Acidic Blood powers have Charges — 2 Charges per point of BODY he has (representing the fact that he dies when he loses all of his blood, *i.e.*, reaches negative his starting BODY). This writeup assumes a character with 10 BODY.

Game Information: RKA 1d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Penetrating (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Personal Immunity (+¼) (49 Active Points); Always On (-½), No Range (-½), Only Works Against Objects Which Cause Character BODY Damage Or On Which Character's Blood Is Spilled (-1), 20 Charges which Recover by healing (character can only recover Charges by healing BODY damage; -¼) (total cost: 15 points) **plus** Autofire (20 shots; +1½) for this power (22 Active Points);

No Conscious Control (number of shots used depends on BODY damage taken; -1) (total cost: 11 points). Total cost: 26 points.

Options:

- 1) *Boostable Blood:* Instead of using the naked *Autofire Advantage* described above, make the Charges Boostable: the more blood that spills, the more damage an object takes. The Activation Roll associated with Boostable represents the chance that the character's blood becomes so thinned or diluted due to the damage he takes that eventually this power stops working until he heals up. This makes the Charges a -0 Limitation. 49 Active Points; total cost 16 points.



ACIDIC POINT DEFENSE

Effect: Deflection, Only Versus Physical Projectiles

Target: Attacker's OCV

Duration: Instant

Range: 10m

END Cost: 2

Description: The character can project acid to destroy incoming physical missiles at range. This only affects physical missiles with an ED + BODY of 6 or less.

Game Information: Deflection (20 Active Points); Limited Range (10m; -¼), Only Versus Physical Projectiles (-¼), Does Not Work Against Large/Sturdy Missiles (see text; -¼). Total cost: 11 points.

Options:

- 1) *Skilled Deflection:* Character also buys +4 OCV with Deflection. Total cost: +8 points.
- 2) *Restricted Acid Supply:* The character has a limited supply of acid for these purposes. Add Activation Roll 14-, Burnout (-¼). Total cost: 10 points.



- 3) *Unseen Acid*: The character's acid is so clear, so powerful, and so subtle that onlookers cannot see it in action — it's as if the missile simply vanishes, or freezes in midair! Add Invisible Power Effects (Source Point and Path of the power are both Invisible; +1). 40 Active Points; total cost 23 points.



ACID-PROOF

Effect: Resistant Protection (0 PD/12 ED), Impenetrable, Only Versus Acid
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is largely immune to the effects of acid. The GM may, if he wishes, extend this protection to other acid-like substances, such as foul demonic ichor or toxic chemical waste. The amount of defense depends on the general effect of acid in the campaign setting; since this book rates them at RKA 2d6 maximum, Penetrating, 12 rED Hardened offers total protection from the BODY damage (though not necessarily from all the STUN).

Game Information: Resistant Protection (0 PD/12 ED), Impenetrable (+¼) (22 Active Points); Only Works Against Acid (-1). Total cost: 11 points.

Options:

- 1) *Variant Acid-Proof*: Change to: Damage Negation (-8 DCs Energy) (40 Active Points); Only Works Against Acid (-1). Total cost: 20 points.
- 2) *Inhale Acid*: A character with this power can breathe inside an acidic environment (such as an acid cloud) and suffers no harm due to lack of oxygen. The caustic nature of the vapors still harms him, however. Add Life Support (Expanded Breathing: Acid). Total cost: 5 points (overall cost: 16 points).



ACID SHIELD

Effect: Resistant Protection (15 PD/5 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can place a small "wall" of acid in front of himself to destroy some incoming attacks before they even hit.

Game Information: Resistant Protection (15 PD/5 ED) (30 Active Points); Costs Endurance (-½), Limited Arc Of Protection (60 degrees in front; -1). Total cost: 12 points.

Options:

- 1) *Acid Bubble*: A protective field of acid surrounds the character. Remove Limited Arc Of Protection (-1). Total cost: 20 points.
- 2) *Deadly Acid Shield*: The character's Acid Shield damages anyone who touches him, or whom he Grabs. Buy an Acid Sheen power (see above) as well, Linking it to the Resistant Protection.

MOVEMENT POWERS



ACID TUNNELING

Effect: Tunneling 12m through 11 PD material
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character applies his acid to the ground — be it earth, stone, ore, or some other substance — to create a tunnel he can move through. The tunnel remains open behind him, so his friends (or enemies) can follow.

Game Information: Tunneling 12m through 11 PD material. Total cost: 34 points.

Options:

- 1) *Faster Tunneling*: Increase to Tunneling 22m through 11 PD material. Total cost: 44 points.
- 2) *Slower Tunneling*: Decrease to Tunneling 6m through 11 PD material. Total cost: 28 points.
- 3) *Stronger Tunneling*: Increase to Tunneling 12m through 16 PD material. Total cost: 44 points.
- 4) *Weaker Tunneling*: Decrease to Tunneling 12m through 6 PD material. Total cost: 24 points.
- 5) *Easy Tunneling*: Add Reduced Endurance (½ END; +¼). Total cost: 42 points.
- 6) *Tiring Tunneling*: Add Increased Endurance Cost (x2 END; -½). 34 Active Points; total cost 23 points.

MISCELLANEOUS POWERS



ACID CONTROL

Effect: Telekinesis (10 STR), Acid Only
Target: Up to 100 kg of acid
Duration: Constant
Range: 150m
END Cost: 2

Description: The character can control acid — move it around, shape it, throw it, form a huge acid blob in the sky that spells HELP, or otherwise manipulate it. He cannot create acid with this power, only move it around. He can, for example, shape a puddle of acid so that it forms a hollow sphere to trap and opponent (unless the opponent wants to walk through a flesh-eating liquid).

Game Information: Telekinesis (10 STR), Affects Porous (25 Active Points); Only Works On Acid (-1½). Total cost: 10 points.

Options:

- 1) *Acidic Gas Control*: Add Area Of Effect (8m Radius; +½) as a naked Advantage (12 Active Points); Only Works On Acid (-1½); total cost: 5 points. This allows the power to affect acidic clouds, gases, and mists as well as liquids.



BODY OF ACID

Effect: Desolidification plus RKA
 $\frac{1}{2}$ d6 Damage Shield
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's entire body is actually composed of acid (though he maintains a humanoid shape). Ranged attacks pass directly through him. Hand-to-hand attacks typically also do no damage to him, but probably harm his attacker. Any hand-to-hand attacks that actually damage the character (do BODY) are subject to an extra dose of acid splashing back on them (the character should also buy the Acidic Blood power).

A character with a body of acid should take Complications to reflect the fact that his body is made of liquid and cannot interact safely with water. A Susceptibility would be appropriate, as might some types of Physical Complication.

Game Information: Desolidification (affected by Ice/Cold or Water attacks), Reduced Endurance (0 END; $+\frac{1}{2}$), Persistent ($+\frac{1}{4}$) (70 Active Points); Always On ($-\frac{1}{2}$), Cannot Pass Through Solid Objects ($-\frac{1}{2}$) (total cost: 35 points) **plus** RKA $\frac{1}{2}$ d6, Constant ($+\frac{1}{2}$), Area Of Effect (personal Surface — Damage Shield; $+\frac{1}{4}$), Penetrating ($+\frac{1}{2}$), Reduced Endurance (0 END; $+\frac{1}{2}$), Persistent ($+\frac{1}{4}$), Affects Physical World (+2) (50 Active Points); Always On ($-\frac{1}{2}$), Linked (-0), No Range ($-\frac{1}{2}$) (total cost: 25 points). Total cost: 60 points.

Options:

- 1) *Transform Into Acid:* The character can switch between human form and acid form. Remove Always On from both powers. Total cost: 72 points.
- 2) *Splatter Spray:* When an attack hits the character, it causes acid to splash all around him. The GM should roll the Activation Roll separately for each part of the affected area (such as right where the character's standing, the 2m area in front of him, and so on) to determine where the acid splashes. Add Area Of Effect (4m Radius; $+\frac{1}{4}$) to the Damage Shield as a naked Advantage, with Activation Roll 8- ($-1\frac{3}{4}$). 2 Active Points; total cost 1 point.
- 3) *Puddle Form:* The character can change forms between a humanoid body of acid and a puddle of acid — useful for hiding, or ambushing opponents. Add Shape Shift (Hearing, Sight, Touch, and Radio Groups), Instant Change, Costs END Only To Change Shape ($+\frac{1}{4}$). Total cost: 31 points.

CHEMICAL POWERS

Chemical powers are abilities involving the use or manipulation of some chemical substance, and which don't fit into some other category. In most campaigns this typically means drugs, poisons, gases and the like. Corrosive and caustic chemicals are covered under the main Acid section above; powers involving combustion reactions are generally listed under Fire/Heat or the like, and so on. Matter Manipulation powers that allow a character to transmute chemicals or alter their properties could also be considered a part of this category, and Body Control and Chemical may also share some abilities.

But even allowing for those restrictions, the field of Chemical powers is vast. The proper types of drugs, poisons, and other chemicals (or combinations thereof) can kill, alter someone's mental state, weaken the physical form in various ways, inhibit biological reactions, and so on. Attacks involving pheromones can also be considered Chemical (and/or Biological). Chemical interactions and transmutations could involve all sorts of effects — they can generate Electricity or Fire/Heat, for example. The subject is so broad that the details are beyond the scope of this book. Players interested in learning more can draw on many textbooks and related resources for ideas and inspiration.

See 6E2 210 for general information on poisons (and by extension drugs) in the *HERO System* (and *The HERO System Equipment Guide* for even more information and examples). Here are a few more examples of Chemical powers:



DRUG TOUCH

Effect: Blast 6d6, NND, Skin Contact Required
Target: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: The character touches another person's skin with his and injects a powerful anaesthetic into his system (or transmutes part of the elements of his flesh into the drug).

Game Information: Blast 6d6, NND (defense is Life Support [appropriate Immunity]; +1) (60 Active Points); Skin Contact Required (-1). Total cost: 30 points.

Options:

- 1) *Strong Power:* Increase to Blast 8d6. 80 Active Points; total cost 40 points.
- 2) *Weak Power:* Decrease to Blast 4d6. 40 Active Points; total cost 20 points.
- 3) *Limited Uses:* The character can only store so much of the drug in his body. Add 16 Charges (-0). Total cost: 30 points.

**METABOLIC DISRUPTION**

Effect: Drain CON, END, and STUN 3d6, NND
Target: One character
Duration: Instant
Range: 300m
END Cost: 6

Description: The character can interfere with the chemical processes in the body that provide living organisms with energy. Anyone affected by this power becomes weak and fatigued.

Game Information: Drain 3d6, Expanded Effect (CON, END, and STUN simultaneously; +1), NND (defense is not having biological metabolic processes; +0) (60 Active Points); Limited Range (40m; -¼). Total cost: 48 points.

Options:

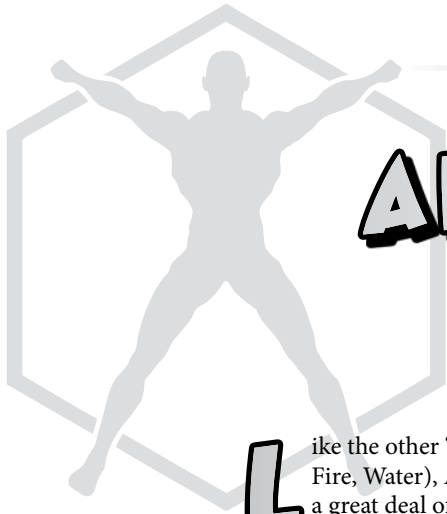
- 1) *Strong Disruption:* Increase to Drain 4d6. 80 Active Points; total cost 64 points.
- 2) *Weak Disruption:* Decrease to Drain 2d6. 40 Active Points; total cost 32 points.
- 3) *Long-Lasting Disruption:* The effects of the character's attack linger for some time. Add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 90 Active Points; total cost 72 points.
- 4) *Delayed Disruption:* After the character disrupts the target's metabolic processes, it takes a little while for the target to use up the stored energy in his body so that the effects of the attack hit him. The character may make additional attacks while waiting for this to occur. Add Extra Time (1 Minute "onset time"; -1½). Total cost: 22 points.

**STINKING VAPORS**

Effect: Change Environment (-4 to CON Rolls plus other effects if the CON Roll fails; see text)
Target: 4m Radius around character
Duration: Constant
Range: No Range
END Cost: 4

Description: The character can emit foul-smelling chemical vapors to weaken his foes. Anyone who comes within 4m of him while the power's active must make a CON Roll at -4. If he fails, he suffers a -2 penalty to all Skill Rolls because of gagging and retching. He may make another roll each Phase; the -2 penalty remains in effect until he succeeds. The GM may lower the CON Roll penalty over time (-3 the second roll, -2 on the fourth roll, -1 on the eighth roll, and so on) to reflect how the character becomes used to the odor. Additionally, the smell makes it difficult to perceive other smells (on the other hand, it also reduces the character's ability to use Stealth).

Game Information: Change Environment (stench), -4 to CON Rolls (see text), -6 to Smell/Taste Group PER Rolls, Area Of Effect (4m Radius; +¼), Personal Immunity (+¼) (45 Active Points); No Range (-½) (total cost: 30 points) **plus** add to Change Environment -2 to DEX-based Rolls, -2 to INT-based Rolls, and -2 to PRE-based Rolls, Reduced Endurance (0 END; +½) (27 Active Points); No Range (-½) Only Applies If Victim Fails CON Roll (see text; -½) (total cost: 13 points). Total cost: 43 points.



AIR AND WIND POWERS

Like the other “elemental powers” (Earth, Fire, Water), Air is a special effect with a great deal of flexibility. You can create dozens of powers based on a character’s ability to manipulate air and wind. You may also want to look at the following: Animal Powers; Avian; Fire Powers (regarding smoke powers); Ice/Cold Powers; Telekinetic Powers; and Weather Powers. And since wind results from changes in air pressure in the atmosphere, a character may manipulate pressure as a direct or indirect result of his Air/Wind powers, which could lead to ideas for other powers more closely related to “pressure manipulation.”

Some Air/Wind characters can create or generate their own air to work with, but most are conceived of as manipulating the existing air all around them. In that case, their powers may be entitled to a $-\frac{1}{4}$ *Does Not Work In The Absence Of Air* Limitation, which prevents them from functioning in space or underwater. (If the character frequently enters such environments, increase the Limitation to at least $-\frac{1}{2}$).

In campaigns that stress “realism,” Air/Wind powers may “kick up a cloud of dust” when used in areas with a lot of particulate matter (dust, sand, and the like). This makes it harder for everyone in the area (including the character using the Air/Wind powers) to see — in game terms, think of this as a Change Environment that imposes a -1 on Sight PER Rolls. The GM determines the size of the cloud based on the type of particulate matter involved and the strength of the power(s) in question; typically a 1m radius around the character for every full 20 Active Points in the power(s) being used works well.

Most people associate Air with speed and agility. Therefore, Air-based characters often have high DEXs, SPDs, and related abilities (such as Lightning Reflexes or Movement Skill Levels).

OFFENSIVE POWERS



AIR BLAST

Effect: Blast 8d6, Double Knockback
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: The character can project air from his body, typically by blowing it, shooting it from his hands, or by pushing the surrounding air. If the character has no access to any air, he cannot use this power. (See also *Tornado Blast* and *Wind Gust*, below.)

Game Information: Blast 8d6, Double Knockback ($+\frac{1}{2}$) (60 Active Points); Does Not Work Underwater Or In A Vacuum ($-\frac{1}{4}$). Total cost: 48 points.

Options:

- 1) *Strong Air Blast:* Increase damage to Blast 10d6. 75 Active Points; total cost 60 points.
- 2) *Weak Air Blast:* Reduce damage to Blast 6d6. 45 Active Points; total cost 36 points.
- 3) *Agile Air Blast:* The Air Blast can come from any direction. Add Indirect ($+\frac{3}{4}$). 87 Active Points; total cost 70 points.
- 4) *Invisible Air Blast:* The Air Blast, like air itself, is invisible, although other characters can normally pinpoint the source of an Air Blast either by observing the character’s gestures and actions, succeeding with a simple Touch Perception Roll (for the target of the blast), or succeeding with a Sight PER Roll (for the target or any bystanders — they cannot see the air itself, but can track effects such as blown papers and dust). The GM may impose penalties on the PER Rolls if appropriate; for example, an onlooker might suffer a -3 PER Roll penalty if the area where the character fires the blast is mostly free of dust and light debris. Add Invisible To Sight Group (special effects are invisible, but not necessarily the source of the power, see text; $+\frac{1}{4}$). 70 Active Points; total cost 56 points.
- 5) *Area Air Blast:* The character can project a line of air that pushes back all along its path. The line of air is particularly effective, since it not only does a little damage against those within

the line, but it has a good chance of pushing targets into each other, doing additional damage. Add Area Of Effect (32m Line; +½) and No Range (-½). 80 Active Points; total cost 46 points.

- 6) *Supreme Air Control*: Characters with this added option are such masters of air that even if their attack were Reflected back against them, they would remain unharmed. Add Personal Immunity (+¼). 70 Active Points; total cost 56 points.
- 7) *Walking Against The Wind*: A character with this option can continue attacking a target with Air Blast as long as he expends the necessary END. Add Constant (+½). 80 Active Points; total cost 64 points.
- 8) *Sniper Air Blast*: Air already surrounds all of us, so a character with this option can attack a target with the air already surrounding him, making it easier to hit him. Add No Range Modifier (+½). 80 Active Points; total cost 64 points.
- 9) *Self-Created Air Blast*: Characters with this form of Air Blast can produce their own air for the attack, so they can use it in environments that lack air. Remove Does Not Work Underwater Or In A Vacuum. Total cost: 60 points.
- 10) *Diminishing Air Blast*: An Air Blast with this option cannot maintain its cohesion over range, so it eventually spreads out and does less damage. Add Reduced by Range (-¼). Total cost: 40 points.
- 11) *Air Punch*: A more focused blast of air, designed more to injure the target than to inflict Knockback. Remove Double Knockback, add +4d6 for a Blast 12d6. 60 Active Points; total cost 48 points.
- 12) *Blinding Air Blast*: The character's blast picks up dust and other particulate matter along the way and blows it into the victim's eyes. Add Sight Group Flash 4d6, NND (defense is solid coverings protecting the eyes; +0) (20 Active Points); OIF (dust of opportunity; -½), Linked (-½) (total cost: 10 points). 60 + 15 = 75 Active Points; total cost 48 + 10 = 58 points.



AIRBORNE SUPREMACY

Effect: Suppress Flight 6d6
Target: One character
Duration: Constant
Range: 600m
END Cost: 6

Description: The character's mastery of air and wind allow him to interfere with other characters' ability to move through the air. (Characters should not be allowed to use the power against Flight that only works in contact with the ground or other uses of Flight that don't involve traditional flying or the like.)

Game Information: Suppress Flight 6d6 (60 Active Points); Costs Endurance (to maintain; -½). Total cost: 40 points.

Options:

- 1) *Strong Airborne Supremacy*: Increase to Suppress 8d6. 80 Active Points; total cost 53 points.
- 2) *Weak Airborne Supremacy*: Decrease to Suppress 4d6. 40 Active Points; total cost 27 points.



AIR MASTERY

Effect: Suppress Air Powers 4d6
Target: One character
Duration: Constant
Range: 400m
END Cost: 6

Description: The character's control of air and winds is so great he can interfere with, and perhaps even temporarily prevent the use of, another character's air powers.

Game Information: Suppress Air Powers 4d6, Variable Effect (any one Air/Wind power at a time; +½) (60 Active Points); Costs Endurance (to maintain; -½). Total cost: 40 points.

Options:

- 1) *Strong Air Mastery*: Increase to Suppress 6d6. 90 Active Points; total cost 60 points.
- 2) *Weak Air Mastery*: Decrease to Suppress 2d6. 30 Active Points; total cost 20 points.
- 3) *Expanded Air Mastery*: Add Expanded Effect (any two Air/Wind powers simultaneously; +½). 80 Active Points; total cost 53 points.



AIR RIFLE

Effect: Blast 9d6, RKA 3d6
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character uses the wind to pick up a small object and hurl it at his target. Blunt objects do Normal Damage; sharp or pointed ones do Killing Damage.

Game Information:
Cost Power

- 30 **Air Rifle:** Multipower, 45-point reserve; all OIF (objects of opportunity; -½)
- 3f 1) **Blunt Objects:** Blast 9d6; OIF (blunt objects of opportunity; -½)
- 3f 2) **Sharp Objects:** RKA 3d6; OIF (sharp/pointed objects of opportunity; -½)

Total cost: 36 points.

Options:

- 1) *Powerful Air Rifle*: Increase Multipower reserve to 60 points, Blast to 12d6, and RKA to 4d6. Total cost: 48 points.
- 2) *Blinding Dust*: The character can also blow ambient dust and dirt into a target's eyes, temporarily blinding him. Add this slot: Sight Group Flash 9d6, NND (defense is solid coverings protecting the eyes; +0) (total cost of slot: 3f). Total cost: 39 points.

**CREATE VACUUM****Effect:** Change Environment (create vacuum) plus Darkness to Hearing Group**Target:** 16m Radius**Duration:** Constant**Range:** 50m**END Cost:** 6

Description: The character uses his control over air to remove all the air from a 16m radius area. Characters within that area no longer have air to breathe (and are thus subject to the drowning rules), and cannot use powers that implicitly depend on the existence of air (such as Flight defined as wings). Powers with the Limitation *Does Not Work In A Vacuum* will not function within the area. Lacking a medium through which to propagate, sound waves cannot enter, exit, or pass through the vacuum zone.

Game Information: Change Environment (create vacuum), -1 Temperature Level, Area Of Effect (16m Radius; +¾) (total cost: 5 points) **plus** Darkness to Hearing Group 16m radius (48 Active Points); Linked (-¼) (total cost: 38 points). Total cost: 43 points.

Options:

- 1) *Large Vacuum:* Increase to 32m radius. 6 + 96 = 102 Active Points; total cost 6 + 77 = 83 points.
- 2) *Small Vacuum:* Decrease to 8m radius. 4 + 24 = 28 Active Points; total cost 4 + 19 = 23 points.

**EXTINGUISH FIRE****Effect:** Dispel 12d6, Any One Fire Power**Target:** See text**Duration:** Instant**Range:** 360m**END Cost:** 4

Description: This power puts out fires (whether they're natural, or the result of superhuman involvement) by removing the oxygen the fire needs to "breathe."

For fire powers possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills a 1m radius area or less, use its Active Points (typically for an RKA, Constant) to determine whether the Dispel works (see 6E2 150 for suggested damage ranges for fires). If it fills a larger area, the character can either extinguish it in 1m radius area sections, or in larger "pieces." To determine the Active Points for a large fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: Dispel 12d6, Variable Effect (any one Fire/Heat power at a time; +½). Total cost: 54 points.

Options:

- 1) *Strong Extinguishing:* Increase Dispel to 20d6. Total cost: 90 points.
- 2) *Weak Extinguishing:* Decrease Dispel to 10d6. Total cost: 45 points.
- 3) *Broad-Spectrum Extinguishing I:* Add Expanded Effect (any two Fire Powers simultaneously; +½). Total cost: 72 points.
- 4) *Broad-Spectrum Extinguishing II:* Add Expanded Effect (any four Fire Powers simultaneously; +1½). Total cost: 108 points.
- 5) *Broad-Spectrum Extinguishing III:* Change to Expanded Effect + Variable Effect (all Fire Powers simultaneously; +4). Total cost: 180 points.
- 6) *Where There's Fire, There's Smoke:* The character uses his control of air to blow away (or transmute) the smoke while he starves the fire. Change to a Multipower with a 54-point reserve, one slot with the power above, and one slot defined as any Smoke Power one at a time. Total cost: 64 points.
- 7) *Wide Extinguishing I:* A character with this power can apply his Dispel to larger areas' worth of fire simultaneously and ignore the Area Of Effect on the fire for purposes of determining the Active Points he must overcome with his Dispel roll, or may affect multiple fire-using characters within an area at once. Add Area Of Effect (8m Radius; +½). Total cost: 72 points.
- 8) *Wide Extinguishing II:* Like Wide Extinguishing I, but covering a much smaller area, and mostly useful for easily hitting fast-moving fire-using characters. Add Area Of Effect (1m Radius; +¼). Total cost: 63 points.
- 9) *Increasing Extinguishing:* A character with this option might not always put out a fire on the first try, but often he can whittle it down until there's eventually nothing left. Add Cumulative (+½). Total cost: 72 points.

**HARDENED AIR****Effect:** Entangle 4d6, 4 DEF, Takes No Damage From Attacks**Target:** One character**Duration:** Instant**Range:** 400m**END Cost:** 6

Description: The character "hardens" the air around a target, preventing him from moving.

Game Information: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks (+½) (60 Active Points); Vulnerable (to Air/Wind powers; -½). Total cost: 40 points.

Options:

- 1) *Double-Hardened Air:* Increase to Entangle 6d6, 6 PD/6 ED. 90 Active Points; total cost 60 points.
- 2) *Less-Hardened Air:* Decrease to Entangle 3d6, 3 PD/3 ED. 45 Active Points; total cost 30 points.

**MIST CONTROL**

Effect: Telekinesis (8 STR) and Dispel Mists 10d6
Target: 4m Radius/One character
Duration: Constant/Instant
Range: 240m/300m
END Cost: 4

Description: The character's control over the air extends to mists, smokes, gases, and the like, allowing him to affect powers with those special effects as well as related natural phenomena.

Game Information:**Cost Power**

- 45 **Mist Control:** Multipower, 45-point reserve
 4f **1) Mist Manipulation:** Telekinesis (16 STR), Affects Porous (only versus mists), Area Of Effect (4m Radius; +¼)
 4f **2) Mist Dispersion:** Dispel Mists 10d6, Variable Effect (any Mist/Smoke/Gas power one at a time; +½)

Total cost: 53 points

Options:

- 1) *Greater Mist Control:* Increase Multipower reserve to 90 points, the first slot to Telekinesis (24 STR), Affects Porous, Area Of Effect (8m Radius; +½), and the second slot to Dispel Mists 10d6, Expanded Effect + Variable Effect (any four Mist/Smoke/Gas at once; +2), and add a third slot for Dispel Mists 18d6, Variable Effect (any one Mist/Smoke/Gas power; +½).
Total cost: 114 points.

**OXYGENATION**

Effect: Aid Fire Powers 1d6
Target: One character
Duration: Instant
Range: 60m
END Cost: 3

Description: The character can increase the oxygen content of the air around a character, thus increasing the power of any Fire powers he has.

Game Information: Aid Fire Powers 1d6, Expanded Effect + Variable Effect (all Fire Powers simultaneously; +4), Ranged (+½). **Total cost: 33 points.**

Options:

- 1) *Strong Oxygenation:* Increase to Aid Fire Powers 2d6. **Total cost: 66 points.**
 2) *Area Oxygenation:* Add Area Of Effect (8m Radius; +½). **Total cost: 36 points.**

**REDUCED WIND RESISTANCE**

Effect: Boost Movement 6d6, all movement through air
Target: One character
Duration: Constant
Range: 360m
END Cost: 7

Description: The character aligns the air molecules in an area around a target (himself or someone else) so that they offer less resistance to movement. This affects movement powers that involve moving through the air (such as Flight, Leaping, Running, and Swinging).

Game Information: Boost Movement 6d6, Variable Effect (any one Air-based Movement Power at a time; +½), Ranged (+½) (72 Active Points); Costs Endurance (to maintain; -½). **48 points.**

Options:

- 1) *Greater Reduction:* Increase to Boost Movement 8d6. **96 Active Points; total cost 64 points.**
 2) *Lesser Reduction:* Increase to Boost Movement 4d6. **48 Active Points; total cost 32 points.**
 3) *Untiring Reduction:* Add Reduced Endurance (½ END; +¼). **81 Active Points; total cost 54 points.**
 4) *Personal Reduction:* Remove Ranged (+½) and add Only Aid Self (-1). **54 Active Points; total cost 22 points.**

**RIGHT BACK ATCHA**

Effect: Reflection (60 Active Points' worth), Any Target, Only Works Against Physical Projectiles
Target: One character
Duration: Instant
Range: Self
END Cost: 6

Description: The character can direct a physical Ranged attack away from himself and back at the person who fired it at him, or at anyone else.

Game Information: Reflection (60 Active Points' worth), Any Target (+½) (60 Active Points); Only Works Against Physical Projectiles (-¼). **Total cost: 48 points.**

Options:

- 1) *Stronger Reflection:* Increase to Reflection (81 Active Points' worth). **81 Active Points; total cost 65 points.**
 2) *Weaker Reflection:* Decrease to Reflection (42 Active Points' worth). **42 Active Points; total cost 34 points.**



SUFFOCATION I

Effect: Blast 4d6, NND
Target: One character
Duration: Constant
Range: 200m
END Cost: 5

Description: Most characters need air to breathe. Some air-controlling characters can “cut off” a target’s supply of oxygen, removing the air from the target’s lungs and preventing him from obtaining any more. This quickly causes the victim to pass out.

This power assumes the character just wants to quickly knock the victim out. To kill via suffocation, use the *Strangulation Bubble* power on page 150.

Game Information: Blast 4d6, No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1), Constant (+½). Total cost: 50 points.

Options:

- 1) *Faster Suffocation:* Increase to Blast 6d6. Total cost: 75 points.
- 2) *Slower Suffocation:* Reduce to Blast 3d6. Total cost: 37 points.
- 3) *Expanded Suffocation I:* A character with this option can remove the air from around a target (possibly multiple targets) without having to worry about accurate targeting. Add Area Of Effect (1m Radius; +¼). Total cost: 55 points.

- 4) *Expanded Suffocation II:* A character with this option can remove the air from an entire area, though the effect is less pronounced away from the center. Add Area Of Effect (16m Radius Explosion; +¼). Total cost: 55 points.
- 5) *Expanded Suffocation III:* Similar to II, but much more effective. Add Area Of Effect (16m Radius; +¾). Total cost: 65 points.
- 6) *Expanded Suffocation IV:* For greater control of the suffocation power, this option lets the character choose who loses his air supply, and who doesn’t. Add Area Of Effect (16m Radius Selective; +1). Total cost: 70 points.
- 7) *Expanded Suffocation V:* Similar to III, but it only works in the area immediately around the character. Add Area Of Effect (16m Radius; +¾), Personal Immunity (+¼), and No Range (-½). 70 Active Points; total cost 47 points.
- 8) *Powerful Suffocation:* The sudden loss of air may cause the victim to collapse, which reduces his DCV for other attacks before he can get back on his feet. Add Does Knockback (Knockdown only; +¼). Total cost 55 points.
- 9) *Burst Suffocation:* Instead of making an ongoing attack, a character with this power only removes the air from around an opponent temporarily. The air comes rushing back after just a moment (*i.e.*, the next Segment; the character might buy this as a small Linked Hearing Group Flash). Remove Constant. Total cost: 40 points.





SUFFOCATION II

Effect: Change Environment (suffocation)
Target: One character
Duration: Constant
Range: 200m
END Cost: 2

Description: The Suffocation I power works much more quickly than the standard rules for drowning (6E2 130). To simulate drowning, build the power using the optional rule on APG 83.

Game Information: Change Environment (suffocation). Total cost: 20 points.

Options:

- 1) *Suffocation Field I:* The character can remove the air from a large area, causing anyone in it to suffocate. Add Area Of Effect (4m Radius; +¼). Total cost: 25 points.
- 2) *Suffocation Field II:* As Field I, but larger. Add Area Of Effect (8m Radius; +½). Total cost: 30 points.
- 3) *Suffocation Field III:* As Field II, but larger. Add Area Of Effect (16m Radius; +¾). Total cost: 35 points.
- 4) *Suffocation Field IV:* As Field III, but larger. Add Area Of Effect (32m Radius; +1). Total cost: 40 points.



TORNADO BLAST

Effect: Blast 8d6
Target: 6m Radius
Duration: Instant
Range: 400m
END Cost: 6

Description: The character can create a tornado-like effect over a 6m radius area. Anything within that area suffers damage and gets tossed in a random direction if it takes Knockback.

Game Information: Blast 8d6, Area Of Effect (6m Radius; +½) (60 Active Points); Does Not Work Underwater Or In A Vacuum (-¼), Random Knockback (see 6E2 117; -0). Total cost: 48 points.

Options:

- 1) *Stronger Tornado Blast:* Increase damage to Blast 10d6 and the Area Of Effect to a 10m Radius. 87 Active Points; total cost 70 points.
- 2) *Lethal Tornado Blast:* Substitute RKA 2½d6 for Blast 8d6. 60 Active Points; total cost 48 points.
- 3) *Larger Tornado Blast:* Increase Area Of Effect to 16m Radius (+¾). 70 Active Points; total cost 56 points.
- 4) *Diminishing Tornado Blast:* This Tornado Blast covers a larger area, but starts to lose effect quickly, so targets outside the center of the area take less damage. Replace Area Of Effect with Area Of Effect (32m Radius Explosion; +½). 60 Active Points; total cost 48 points.

- 5) *Powerful Tornado Blast:* This Tornado Blast is far more likely to hurl affected targets out of the affected area. Add Double Knockback (+½). 80 Active Points; total cost 64 points.
- 6) *Cyclone Blast:* This form of Tornado Blast lingers in the area as long as the character keeps paying END. Add Constant (+½). 80 Active Points; total cost 64 points.
- 7) *Moving Tornado:* The character can maintain his tornado and move it around the battlefield to wreak havoc. Add Constant (+½) and Mobile (+½). 100 Active Points; total cost 80 points.



WIND CONTROL

Effect: Telekinesis (30 STR)
Target: One character
Duration: Constant
Range: 450m
END Cost: 4

Description: The character exerts control over winds and air, using them to pick up and move objects without having to touch them.

Game Information: Telekinesis (30 STR). Total cost: 45 points.

Options:

- 1) *Wind-Strength:* Increase to Telekinesis (40 STR). Total cost: 60 points.
- 2) *Weak Winds:* Decrease to Telekinesis (20 STR). Total cost: 30 points.
- 3) *Wind Manipulation:* Add Fine Manipulation. Total cost: 55 points.
- 4) *Restricted Wind Control:* The character can't control the winds with quite the same precision as other air-manipulators. Apply Affects Whole Object (-¼). 45 Active Points; total cost 36 points.
- 5) *Clumsy Wind Control:* The character has even less control over wind and air. Apply Affects Whole Object (-¼) and Only To Push Objects Away (-1). 45 Active Points; total cost 20 points. (Character may substitute a similar Limitation, such as *Only To Pull Objects Toward Character*, for Only To Push Objects Away.)
- 6) *Precise Wind Manipulation I:* The character has such control over air that he can move liquids as well as solids. Add Fine Manipulation and Affects Porous (APG 123). Total cost: 65 points.
- 7) *Precise Wind Manipulation II:* As Precise Wind Manipulation I, but allows the character to move gases as well. Decrease to Telekinesis (20 STR) and add Fine Manipulation, Affects Porous (APG 123), and Area Of Effect (8m Radius; +½). Total cost: 75 points.

**WIND GUST**

Effect: Blast 8d6, Double Knockback
Target: 16m Cone
Duration: Instant
Range: No Range
END Cost: 8

Description: The character emits a powerful blast of wind that affects everyone 60 degrees in front of him.

Game Information: Blast 8d6, Area Of Effect (16m Cone; +½), Double Knockback (+½) (80 Active Points); No Range (-½), Does Not Work Underwater Or In A Vacuum (-¼). Total cost: 46 points.

Options:

- 1) *Stronger Wind Gust:* Increase damage to Blast 10d6 and the Area Of Effect (32m Cone; +¾). 112 Active Points; total cost 64 points.
- 2) *Knocked Around Like Tenpins:* This form of Wind Gust only causes Knockback; it inflicts no damage directly. Add the Limitation *Does No STUN/BODY, Just Knockback* (-¾). Total cost: 32 points.

DEFENSIVE POWERS**AIR CUSHION**

Effect: Knockback Resistance -14m and Breakfall 14-
Target: Self
Duration: Constant
Range: Self
END Cost: 1 for each slot

Description: The character can form "cushions" of compressed air behind or beneath himself, making it easier for him to withstand Knockback or survive long falls.

Game Information:**Cost Power**

9	Air Cushion: Multipower, 14-point reserve; all Costs Endurance (-½)
1f	1) Knockback Dampening Cushion: Knockback Resistance -14m; Costs Endurance (-½)
1f	2) Fall-Breaking Cushion: Breakfall 14-; Costs Endurance (-½), Only For Falls Of 2 Segments' Duration Or Longer (-½)

Total cost: 11 points.

Options:

- 1) *Ranged Air Cushion:* The character can also create air cushions behind or beneath other people. Increase Multipower reserve to 24 points and add the Advantages *Usable By Other* (+¼) and *Ranged* (+½) to each slot. Total cost: 19 points.

**AIR POINT DEFENSE**

Effect: Deflection, Only Works Against Physical Projectiles
Target: Target's OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character uses his control of winds and air to deflect, block, or misdirect physical Ranged attacks directed at him.

Game Information: Deflection (20 Active Points); Only Works Against Physical Projectiles (-¼). Total cost: 16 points.

Options:

- 1) *Improved Air Point Defense:* Character also buys +4 OCV with Deflection. Total cost: +8 points.

**AIR SHIELD**

Effect: Resistant Protection (25 PD/15 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character protects himself with swirling, compacted currents of air that block and deflect incoming attacks.

Game Information: Resistant Protection (25 PD/15 ED) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Strong Air Shield:* Increase to Resistant Protection (36 PD/24 ED). 90 Active Points; total cost 60 points.
- 2) *Weak Air Shield:* Decrease to Resistant Protection (18 PD/12 ED). 45 Active Points; total cost 30 points.
- 3) *Tough Air Shield:* Add Hardened (+¼). 75 Active Points; total cost 50 points.

**AIR WALL**

Effect: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 4m high, and 1m thick), Non-Anchored
Target: Area
Duration: Constant
Range: 100m
END Cost: 6

Description: The character can create a solid wall of air that allows him to protect himself (and sometimes other people) from attacks, or englobe an enemy.

Game Information: Barrier 10 PD/6 ED, 8 BODY (up to 12m long, 4m high, and 1m thick), Non-Anchored (60 Active Points); Costs Endurance (to maintain; -½), Limited Range (100m; -¼). Total cost: 34 points.

Options:

- 1) *Strong Air Wall*: Increase to 14 PD/10 ED. 72 Active Points; total cost 41 points.
- 2) *Weak Air Wall*: Decrease to 8 PD/4 ED. 54 Active Points; total cost 31 points.
- 3) *Long Air Wall*: Add +8m length and +2m height. 70 Active Points; total cost 40 points.

MOVEMENT POWERS



AIR BOOST

Effect: Leaping +40m
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character uses his control of air and wind to “boost” himself into much longer leaps than he could ordinarily make.

Game Information: Leaping +40m. Total cost: 20 points.

Options:

- 1) *Longer Leaps*: Increase to Leaping +50m. Total cost: 25 points.
- 2) *Shorter Leaps*: Decrease to Leaping +30m. Total cost: 15 points.



COME SAIL AWAY

Effect: Boost Swimming 5d6
Target: One sailing vessel
Duration: Constant
Range: 300m
END Cost: 4

Description: The character controls the wind so that it pushes a sailing vessel over the water at greater than normal speed.

Game Information: Boost Swimming 5d6, Ranged (+½) (45 Active Points); Costs Endurance (to maintain; -½), Only For Vehicles With The Sailed Limitation (-1). Total cost: 18 points.

Options:

- 1) *Fleet Action*: With this version of Come Sail Away, the character can affect multiple ships at once, provided they’re close together. Add Area Of Effect (30m Radius Selective; +1¼), Mega-Scale (1m = 800 meter wide, broad, and deep; +1). 112 Active Points; total cost 45 points.



FLOATING ON AIR

Effect: Flight 30m, Gliding
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can effortlessly “ride the air.” He may control the air beneath him, transform his body into gaseous form, “body-surf” the thermals, fill his body with light gases, or “become one with the air” in some other way.

Game Information: Flight 30m (30 Active Points); Gliding (-1). Total cost: 15 points.

Options:

- 1) *Fast Floating*: Increase to Flight 50m. 50 Active Points; total cost 25 points.
- 2) *Slow Floating*: Decrease to Flight 20m. 20 Active Points; total cost 10 points.
- 3) *Skilled Float*: The character can turn on a dime, as often as he wants. Add No Turn Mode (+¼). 37 Active Points; total cost 16 points.



TRUE FLIGHT

Effect: Flight 40m
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: Characters with air powers are some of the fastest, most maneuverable flyers known. No need for wings, jetpacks, or other props — this is flight in its purest form.

Game Information: Flight 40m. Total cost: 40 points.

Options:

- 1) *Fast True Flight I*: Increase to Flight 60m. Total cost: 60 points.
- 2) *Fast True Flight II*: Increase to Flight 50m, x8 Noncombat. Total cost: 60 points.
- 3) *Slow True Flight*: Decrease to Flight 30m. Total cost: 30 points.
- 4) *Agile True Flight I*: The character can turn on a dime. He can make as many turns in a Phase as he wants, with no penalty, as long as he has the Flight meters to traverse the desired path. Add No Turn Mode (+¼). Total cost: 50 points.
- 5) *Agile True Flight II*: Add +5 with Flight. Total cost: 50 points.
- 6) *Instant True Flight*: The character can go from zero to full steam ahead, or vice versa, in the blink of an eye, as long as he has even a single meter of space available for a runway. Add Combat Acceleration/Deceleration (+¼). Total cost: 50 points.
- 7) *Turbo Boost*: When flying at Noncombat speeds, the character can fly much faster than ordinary flyers, instead of merely double the normal rate. Increase Noncombat Multiple to x8. Total cost: 50 points.
- 8) *Twin True Flight*: The character can bring along a friend when he goes flying. Add Usable By Nearby (+1). Total cost: 80 points.
- 9) *Up, Up, And Away*: The character can fly just as fast going straight up as he can flying forward. Add No Gravity Penalty (+½). Total cost: 60 points.
- 10) *Ultimate True Flight*: Add No Turn Mode (+¼), Combat Acceleration/Deceleration (+¼), and No Gravity Penalty (+½). Total cost: 80 points.

SENSORY POWERS



AIR APPARENT

Effect: Spatial Awareness
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense the flow of air in his surrounding area, giving him a precise “picture” of things even when senses like Sight cannot function.

Game Information: Spatial Awareness (no Sense Group), Discriminatory, Range. Total cost: 42 points.

Options:

- 1) *Air All Around:* Add Increased Arc Of Perception (360 Degrees). Total cost: 47 points.



DETECT AIR PURITY

Effect: Detect Air Purity
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense the purity of the air — how fresh it is, how contaminated (if at all), and the type and percentage of various contaminants.

Game Information: Detect Air Purity (INT Roll) (Smell/Taste Group), Discriminatory, Analyze. Total cost: 13 points.

Options:

- 1) *Improved Detection:* Increase to INT Roll +7. Total cost: 20 points.
- 2) *Imprecise Detection:* Remove Analyze. Total cost: 8 points.

MISCELLANEOUS POWERS



AIR BUBBLE

Effect: Life Support (Self-Contained Breathing)
Target: Usable By Nearby (4m Radius)
Duration: Constant
Range: Self (see text)
END Cost: 2

Description: This power lets the character create a self-replenishing bubble of breathable air so he and his comrades can enter areas without oxygen (underwater, caverns filled with poisonous gas, outer space, or the like). Anyone who wants to take advantage of the bubble must remain within 4m of the character.

Game Information: Life Support (Self-Contained Breathing), Usable By Nearby (+1). Total cost: 20 points.

Options:

- 1) *Protective Air Bubble:* The standard Air Bubble provides air to breathe, but doesn't offer any other protection. This advanced version lets the character control the temperature inside the bubble and compensate for inimical pressure variations. Add Safe Environments (High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum). 17 Active Points; total cost 34 points.



AIR SUPPLY

Effect: Endurance Reserve (100 END, 12 REC)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character keeps a pocket of air around himself that he can use to fuel his powers. This allows him to use his powers underwater or in a vacuum.

You can use this power as a template for creating similar “battery” or “fuel source” abilities for just about any special effect listed in this book.

Game Information: Endurance Reserve (100 END, 12 REC). Total cost: 33 points.

Options:

- 1) *Bigger Supply:* Increase to Endurance Reserve (160 END, 16 REC). Total cost: 52 points.
- 2) *Smaller Supply:* Decrease to Endurance Reserve (60 END, 9 REC). Total cost: 21 points.
- 3) *Faster Recovery:* Increase to Endurance Reserve (100 END, 18 REC). Total cost: 37 points.
- 4) *Slower Recovery:* Decrease to Endurance Reserve (100 END, 6 REC). Total cost: 29 points.

**BODY OF AIR****Effect:** Desolidification and Invisibility to Sight Group**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 0**Description:** The character can transform his body into air, thus allowing him to pass through any non-hermetically sealed barrier and to remain unseen.**Game Information:** Desolidification (affected by Air attacks and magic), Reduced Endurance (0 END; +½) (60 Active Points); Cannot Pass Through Solid Objects (-½) (total cost: 40 points) and Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Linked (-½) (total cost: 30 points). Total cost: 70 points.**Options:**

- 1) *Tiring Body Of Air:* Remove Reduced Endurance from both powers. Active Points 40 + 30 = 70; total cost 27 + 20 = 47 points.
- 2) *Air Form:* The character exists in permanent air form; he has no solid physical body. Add Persistent (+¼) Inherent (+¼), and Always On (-½) to both powers, and decrease Linked to (-0). 80 + 60 = 140 Active Points; total cost 53 + 60 = 113 points.
- 3) *Tiny Air Mass:* While in air form, the character can condense his gaseous body into a small mass, allowing him to hide easily, fit inside small containers so his friends can carry him, and so forth. Character also buys: Shrinking (.032m tall, .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB) (36 Active Points); Linked (-½). Total cost: 24 points.

**A BREATH OF FRESH AIR****Effect:** Change Environment (freshen air)**Target:** 16m radius**Duration:** Constant**Range:** 200m**END Cost:** 2**Description:** The character can cleanse the air in an 16m radius. While he can't create air where none exists, he can remove unpleasant smells, choking dust, and any other minor irritant from the air, making it fresher and more pleasant to breathe. This may involve slightly increasing or decreasing the ambient temperature.This power is *not* a Dispel. It cannot affect substances or effects bought as powers.**Game Information:** Change Environment (freshen air), +/-1 Temperature Level, Area Of Effect (16m Radius; +¾). Total cost: 5 points.**Options:**

- 1) *A Breath Of Fresh Air Variant:* This form of the power *can* function as a Dispel:

Cost Power54 **A Breath Of Fresh Air:** Multipower, 54-point reserve1f 1) **A Hint Of Springtime Freshness:** Change Environment (freshen air), +/-1 Temperature Level, Area Of Effect (16m Radius; +¾)5f 2) **Cleansing The Air:** Dispel Mist/Foul Air Powers 12d6, Variable Effect (any one Mist/Foul Air power at a time; +½)**Total cost: 60 points.**



ANIMAL POWERS

The animal kingdom, from the smallest insects to the largest whales, provides a high-inexhaustible source of ideas for superhuman characters and powers. A few minutes perusing some zoology books or animal encyclopedias should give you plenty of ideas; the powers described here represent only a fraction of the many possible super-abilities.

If you want to compare a character's capabilities to those of a specific animal, take a look at *The HERO System Bestiary*. It has *HERO System* character sheets for hundreds of animals and creatures, making it a great source of information and inspiration for animal-oriented PCs.

Unlike the other sections of this book, which are organized into Offensive, Defensive, Movement, Sensory, and Miscellaneous powers, this section organizes abilities not by their function, but by the types of animals they relate to: General; Aquatic; Avian; Insect; Mammal; and Reptile.

GENERAL ANIMAL POWERS

These powers represent abilities that you might associate with just about any type of animal-oriented or -themed character, or which, like Wings, you associate with more than one of the animal categories described in greater detail below.

ANIMAL FORM POWERS

These powers relate to, or derive from, animal forms in general. For powers related to specific animal forms, see the other categories below.



ANIMAL FORM

Effect: Multiform (one animal form)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the ability to assume the form of one animal. The cost of the power depends on the total cost of the animal, of course, but 300 points allows you to choose just about any animal in the *HERO System Bestiary* and "upgrade" it to give it better INT and so forth. For less (or more) expensive animals, simply recalculate the cost of the power accordingly.

Game Information: Multiform (300-point animal form; true form is human form). Total cost: 60 points.

Options:

- 1) *Menagerie Form*: The character can change into multiple animal forms, though he must define those forms when he purchases the power. Add the ability to change into up to eight forms. Total cost: 75 points.
- 2) *Were-Form*: The character can assume a second alternate form that mixes the characteristics of his human and animal forms. Add the ability to change into two forms. Total cost: 65 points.
- 3) *Swift Change*: The character can assume his animal form quickly and easily. Add the *Instant Change Adder*. Total cost: 65 points.
- 4) *Tiring Change*: Changing forms places some strain on the character's system. Add Costs Endurance (to activate; $-\frac{1}{2}$). Total cost: 40 points.
- 5) *Animal Nature*: The character must take care not to spend too long in animal form, lest the animal's instincts overwhelm his human personality. Add Personality Loss (1 Minute; $-1\frac{3}{4}$). Total cost: 22 points.



ANIMAL SENSES

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the heightened senses of an animal. Since animal senses encompass many different powers, the character can choose from one or all of the powers listed below.

Game Information:

Cost Power

6	Animal Senses: +2 PER with all Sense Groups
4	Animal Ears: +2 PER with Hearing Group
3	Animal Ears: Ultrasonic Perception (Hearing Group)
4	Animal Eyes: +2 PER with Sight Group
5	Animal Eyes: Nightvision
4	Animal Nose: +2 PER with Smell/Taste Group
10	Animal Nose: Discriminatory and Analyze for Normal Smell
5	Animal Nose: Tracking for Normal Smell

**BIOELECTRIC TOUCH**

Effect: Blast 6d6, NND
Target: One character
Duration: Instant
Range: Touch
END Cost: 8 Charges

Description: The character's body has tissue that's able to store an intense electrical charge. He can use the stored electricity as a weapon by touching another character. It takes approximately 24 hours for him to recharge the tissue after depleting it.

Game Information: Blast 6d6, NND (defense is rPD not made of metal; +1) (60 Active Points); No Range (-½), 8 Charges (-½). Total cost: 30 points.

Options:

- 1) *Strong Touch:* Increase to Blast 8d6. 80 Active Points; total cost 40 points.
- 2) *Weak Touch:* Decrease to Blast 4d6. 40 Active Points; total cost 20 points.
- 3) *Bioelectric Grab:* By maintaining contact with the victim, the character can keep shocking him, though this drains his internal stores of electricity quickly. Add as a naked Advantage Constant (+½) (15 Active Points); Only Works If Character Makes And Can Maintain Grab On Victim (-½) (total cost: 10 points). 60 + 15 = 75 Active Points; total cost 30 + 10 = 40 Active Points.

**CLAW CLINGING**

Effect: Clinging, Cannot Resist Knockback
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can dig the tips of his claws into walls and other vertical surfaces enough to allow him to climb them effortlessly.

Game Information: Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Costs Endurance (-½). Total cost: 6 points.

**CLAWS**

Effect: HKA 1d6 (plus STR), Reduced Penetration
Target: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: The character has claws, or can grow claws, making him a lethal hand-to-hand combatant. If he has claws on his feet, he may call this power *Talons* instead.

Game Information: HKA 1d6 (up to 2d6 with STR) (15 Active Points), Reduced Penetration (-¼). Total cost: 12 points.

Options:

- 1) *Large Claws:* Increase damage to HKA 2d6. 30 Active Points; total cost 24 points.
- 2) *Small Claws:* Decrease damage to HKA ½d6. 10 Active Points; total cost 8 points.
- 3) *Restrained Claws:* Some characters' claws are positioned in ways that allow an enemy to restrain them or otherwise prevent the character from using them. Add Restrained (-½). Total cost: 9 points.
- 4) *Sharp Claws:* The character has unusually sharp claws. Add Armor Piercing (+¼). 19 Active Points; total cost 15 points.
- 5) *Skilled Claws:* The character's practiced using his claws so that a swipe from one of them can inflict a lethal wound. Remove Reduced Penetration. Total cost: 15 points.
- 6) *Flurry Of Claws:* In HTH Combat, the character can use his claws with unusual speed and ferocity. Add Autofire (3 shots; +¼). 19 Active Points; total cost 15 points.

**FANGS**

Effect: HKA 1d6 (plus STR)
Target: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: The character's mouth contains sharp teeth, or he can grow sharp teeth at will.

Game Information: HKA 1d6 (plus STR). Total cost: 15 points.

Options:

- 1) *Large Fangs:* Increase damage to HKA 2d6. Total cost: 30 points.
- 2) *Small Fangs:* Decrease damage to HKA ½d6. Total cost: 10 points.
- 3) *Razor-Sharp Fangs:* The character has unusually sharp fangs. Add Armor Piercing (+¼). Total cost: 19 points.

**MULTIPLE LIMBS**

Effect: Extra Limbs (number varies)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Insects, spiders, and crustaceans, among others, have more than four limbs. Characters with powers simulating the abilities of such creatures often do as well. (See also *Multi-Limbed Combatant*, below.)

Game Information: Extra Limbs (number varies). Total cost: 5 points.

Options:

- 1) *Natural Limbs:* Add Inherent (+¼). Total cost: 6 points.



MULTI-LIMBED COMBATANT

Effect: Various powers reflecting having multiple limbs
Target: Self
Duration: Varies
Range: Self
END Cost: 0

Description: Some characters can fight their foes with more than just two arms — they have tails, extra arms, or other appendages that make them more effective brawlers. The powers listed below provide several possible ways to represent the added combat effectiveness of multiple limbs. None of them are mandatory (though generally a character shouldn't buy any of them unless he's also bought Extra Limbs); a character can buy as many of them as he wishes (or none of them).

Game Information: Cost Power

13	Even Stronger Extra Limbs: +20 STR; Only With Extra Limbs (-½)
6	Four-Armed Combatant: +2 SPD; Activation Roll 11- (-1), Costs Endurance (-½), Only To Punch (-1)
var	Skilled Hand-To-Hand-To-Hand-To-Hand Fighter: The character knows how to use his extra arms in slugfests. Add +1 with Punch, Disarm, and Grab for each arm in addition to the character's normal two. Total cost: 3 points per Combat Skill Level.2
30	Many Fists, Many Punches: Autofire (4 shots [assumes four manipulatory limbs]; +½) for up to 60 STR
32	Too Many Fists To Avoid: +4 HTH
10	Two-Fisted Fighting: Two-Weapon Fighting (HTH)



PROTECTIVE SKIN

Effect: Resistant (+½) for 8 PD/8 ED
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Fish and reptiles have scales, insects chitinous exoskeletons, and mammals leathery hides. Thus, many animal-themed characters have tougher skin as well.

Game Information: Resistant (+½) for 8 PD/8 ED. Total cost: 8 points.

Options:

- 1) *Leathery Skin:* Increase to Resistant (+½) for 12 PD/12 ED. Total cost: 12 points.
- 2) *Soft Skin:* Reduce to Resistant (+½) for 4 PD/4 ED. Total cost: 4 points.
- 3) *Chitinous Exoskeleton:* Substitute Resistant Protection (8 PD/8 ED); Perceivable (-¼). 24 Active Points; total cost 19 points.
- 4) *Sharp Scales:* The character's scales are sharp, rough, or covered with small spikes; they can hurt people who brush up against him or strike him. Add RKA 1 point, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Inherent (+¼), Persistent (+¼), Reduced Endurance (0 END; +½) (14 Active Points); Activation Roll 14- (-¼), Always On (-½), No Range (-½). Total cost: 6 points.

**STICKY FINGERS**

Effect: Clinging, Cannot Resist Knockback
Target: Self
Duration: Constant
Range: Self
END Cost: 1 (to activate)

Description: The character changes the shape of his hands and/or feet in some way — turning them into big suction cups, extending miniature claws from their surfaces, or even just molding them to fit whatever surface he happens to be working with — so he can stick to a surface. Alternately, the character's hands may always have that shape (e.g., tiny suction cups along the fingers and toes).

Game Information: Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Costs Endurance (to activate; -¼). Total cost: 7 points.

Options:

- 1) *Strong Stickiness:* Increase Clinging STR to normal STR + 15. 15 Active Points; total cost 10 points.
- 2) *Tiring Stickiness:* This option should be taken by characters whose shape-shifting powers (including Shape Shift) normally cost END to maintain. Change Costs Endurance (to activate; -¼) to Costs Endurance (-½). Total cost: 6 points.
- 3) *Easy Stickiness:* Remove Costs Endurance (-¼). Total cost: 8 points.

**STING**

Effect: HKA ½d6, Armor Piercing
Target: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: Many animals have stings, claws, spines, spurs, or prickles with which to defend themselves, and characters with related powers may have them, too. Typically these natural weapons don't do much damage themselves, but can inject a venom (see below).

Game Information: HKA ½d6 (plus STR), Armor Piercing (+¼). Total cost: 12 points.

**TAIL**

Effect: Extra Limb (1)
Target: Self
Duration: Inherent
Range: Self
END Cost: 0

Description: Many types of animals, and thus the characters based on them, have tails.

Game Information: Extra Limb (1), Inherent (+¼) (6 Active Points); Limited Manipulation (-¼). Total cost: 5 points.

Options:

- 1) *Prehensile Tail:* This tail functions nearly as well as an arm. Remove Limited Manipulation. Total cost: 6 points.

**VENOM**

Effect: RKA 1 point, NND, Damage Over Time (1 increment per Minute for 10 Minutes)
Target: One character
Duration: Instant
Range: Touch
END Cost: 4 Charges

Description: Venom is a common weapon in the animal kingdom. Humans particularly associate poison with certain types of animals, such as spiders, insects, and reptiles. Characters with powers based on such animals may have venom powers.

This writeup uses a typical lethal poison such as the ones described on pages 28-30 of the *HERO System Bestiary*. You can use the other write-ups there to increase or decrease the damage. The writeup assumes the character has an HKA (claws, fangs, or a sting) with which to deliver the venom into a target's body.

Game Information: RKA 1 point, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (10 increments, one per Minute for 10 Minutes; +2) (25 Active Points); No Range (-½), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is injured by HKA; -2), 4 Charges (-1). Total cost: 5 points.

Options:

- 1) *Massive Lethal Dose:* Instead of slowly poisoning someone over 10 minutes, the character's venom is usually fatal within less than 30 seconds. Change to: RKA 2d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (4 increments, one every 6 Segments for 24 Segments; +2) (150 Active Points); No Range (-½), HKA Must Do BODY (-½), 4 Charges (-1). Total cost: 50 points.
- 2) *Venom Blast:* The character can project his venom as a bolt of power. Remove No Range (-½). Total cost: 5 points.
- 3) *Venom Touch:* The character can poison someone just by making skin-to-skin contact. Change HKA Must Do BODY (-½) to Skin Contact Required (-1). Total cost: 4 points.
- 4) *Nonlethal Poison:* Change to Drain STUN ½d6, reduce NND to +0, and remove Does BODY (+1). 15 Active Points; total cost 3 points.

**WALLCRAWLING**

Effect: Clinging (normal STR)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Characters with insectile or reptilian powers often have the ability to cling to walls and other surfaces.

Game Information: Clinging (normal STR). Total cost: 10 points.

Options:

- 1) *Strong Wallcrawling:* Increase Clinging STR to normal STR +30. Total cost: 20 points.
- 2) *Weak Wallcrawling:* Apply Cannot Resist Knockback (-¼). 10 Active Points; total cost 8 points.

**WINGS**

Effect: Flight 24m, Restrainable
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Birds, many insects, and bats have wings; characters based on such creatures often do, too.

Game Information: Flight 24m (24 Active Points); Restrainable (-½). Total cost: 16 points.

Options:

- 1) *Stronger Wings:* Increase Flight to 40m. 40 Active Points; total cost 27 points.
- 2) *Weaker Wings:* Decrease Flight to 16m. 16 Active Points; total cost 11 points.
- 3) *Gliding:* Add Gliding (-1). Total cost: 10 points.
- 4) *Easy Flight:* The character is such an accomplished flyer that he can remain aloft indefinitely without tiring himself out. Add Reduced Endurance (0 END; +½). 36 Active Points; total cost 24 points.
- 5) *Silent Flight:* The character's wings make very little sound when used. Add Invisible Power Effects (power is Inobvious to Hearing Group; +¼). 30 Active Points; total cost 20 points.
- 6) *Arm-Wings:* The character's wings aren't a separate set of limbs growing out of his back; instead, they attach to his arms, meaning he can't do anything with his arms but move his wings if he wants to stay aloft. Substitute Gestures (both hands throughout; -1) for Restrainable. 24 Active Points; total cost 12 points.
- 7) *Stooping:* The character is particularly skilled at dive-bombing targets. Add Flight +40m, Reduced Endurance (0 END; +½) (60 Active Points); Restrainable (-½), Only To Dive At Targets For Move Bys (-1). Total cost: 24 points.

**ZOOTOXIC IMMUNITY**

Effect: Life Support (Immunity to zootoxins)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is immune to all zootoxins — that is, all poisons derived from animals.

Game Information: Life Support (Immunity: zootoxins). Total cost: 4 points.

ANIMAL CONTROL AND COMMUNICATION POWERS

These powers allow characters to talk to, work with, and obtain the help of animals. For villains, they usually represent forcing animals to do their “master’s” bidding; for heroes, a cooperative relationship built on friendship, trust, respect, and empathy.

**ANIMAL ARMY**

Effect: RKA 1 point, NND
Target: One character
Duration: Constant
Range: 20m
END Cost: 2

Description: The character creates or unleashes a horde of tiny animals — rats, biting and stinging insects, scorpions, or the like — that swarm over a target, killing him with thousands of tiny attacks.

Game Information: RKA 1 point, NND (defense is PD Resistant Protection defined as a force-field, being englobed in a PD Barrier, or hermetically sealed Resistant PD; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½) (20 Active Points); Limited Range (20m; -¼). Total cost: 16 points.

Options:

- 1) *Native Army:* The character cannot create or unleash his horde; instead, he must define the specific type of animal(s) the power summons and can only use it if they live in the area. Add [Defined Animal] Must Inhabit Locale (-½) and Extra Time (minimum of an Extra Segment for the creatures to arrive; -½). Total cost: 9 points.
- 2) *Big Army:* The power creates or unleashes much larger animals able to inflict more damage. Increase to RKA 1d6. 60 Active Points; total cost 48 points.



ANIMAL COMMUNICATION

Effect: Telepathy 5d6 (Animal class of minds)
Target: One animal
Duration: Instant
Range: No Range
END Cost: 2

Description: A character with this power can speak with animals, and they can speak to him. He never has to go through a long game of charades with his faithful collie to find out that Tommy has fallen into the well. However, he must actually speak out loud to the animal, and the animal “speaks” in return. Only he can understand what the animal says:

Character: “What’s that, Flippy? There’s a speedboat that capsized?”

Flippy: “Honk! Honk!” (“Yes, and there are sharks nearby!”)

When a character purchases this power, the GM must decide how well animals communicate. It’s most fun, and more in keeping with the genre, to make them nearly as intelligent as humans (if not equally or more so), and thus to allow them to communicate with the character with full understanding. Gamemasters desiring greater “realism” or humor value may have animals’ conversation turn constantly to subjects that interest them (e.g., food and warmth).

A character with this power can’t compel animals to talk to him, to give him information, or to do as he asks. The GM decides how any given animal reacts to a character’s efforts to speak to him.

Game Information: Telepathy 5d6 (Animal class of minds) (25 Active Points); No Range (-½), Communication Only (-¼), Incantations (throughout; -½), Perceivable (-¼). Total cost: 10 points.

Options:

- 1) *Motor Mouth:* Instead of ascertaining only a single piece of information in his Phase, a character with this option can get several answers at once. Add Autofire (+1½). 62 Active Points, total cost 25 points.
- 2) *Do Your Friends Know Anything?:* Besides talking to the animals that are present, the character can ask the animals to check with other animals. The GM can assume that an animal can freely communicate with other animals of the same species; this power allows the animals to talk to different species as well. Add Area Of Effect (4m Radius; +¼) and MegaScale (radius is 4 km wide, broad, and deep; +1) and Extra Time (it may take a while for the animals to find other animals to talk to and report back; -0). 56 Active Points; total cost 22 points.
- 3) *All Together Now:* The character can communicate with all the local animals at once. Add Area Of Effect (8m Radius; +½). 37 Active Points; total cost 15 points.

- 4) *Private Conversation:* A character with this power only has to “think at” animals, and they can “think back” at him. He doesn’t have to ask questions aloud. Remove Incantations (-½) and Perceivable (-¼). Total cost: 14 points.
- 5) *How Now Brown Cow:* The character cannot only speak to animals — he can read their minds and memories. Remove Communication Only (-¼). Total cost 11 points.
- 6) *Man’s Best Friend:* A character with this option cannot speak to every animal, just those within his favored category, such as birds, fish, household pets, insects, or reptiles. Add Limited Class Of Minds (-½). Total cost: 8 points.
- 7) *Lost In The Translation:* Talking to animals doesn’t come naturally to everyone; some characters have to really pay attention to what they’re doing. Alternately, the animals don’t speak to the character as another adult human would. The animal might only speak in base concepts, like “Green man bad,” or might speak like a child, like “That Martian is a mean ol’ alien,” or might have a short attention span (“There was a Martian here, and he — hey, a ball!”). Add Concentration (½ DCV throughout; -½) and Extra Time (Full Phase; -½). Total cost: 7 points.
- 8) *Nice Doggie...:* Not every animal will just tell you any old thing just because you speak its language. Sometimes, a character needs to coax information out of them. Add Requires An Animal Handler Roll (-½). Total cost 8 points.



ANIMAL COMPANION

Effect: Follower (200 points)
Target: N/A
Duration: N/A
Range: N/A
END Cost: 0

Description: The character has a faithful animal companion who assists him during his adventures. This write-up assumes a 200-point animal in a game where characters are built on more Character Points than that; you can easily adjust for more or less expensive animals.

Game Information: Follower (one animal built on 200 Total Points). Total cost: 40 points.

Options:

- 1) *Animal Bond:* The character and his animal companion have a mental bond. Add to each of them Mind Link (with companion/master) (5 Active Points); Only With Others Who Have Mind Link (-1). Total cost: 2 points. (For a Psychic Bond, make it 10 Active Points and a total cost of 5 points.)



ANIMAL CONTROL

Effect: Mind Control 6d6 (Animal class of minds)
Target: One animal
Duration: Constant
Range: LOS
END Cost: 3

Description: A character with this power can control animals. With a mere word, he can hold a beast at bay or order it to attack to the death.

Game Information: Mind Control 6d6 (Animal class of minds). Total cost: 30 points.

Options:

- 1) *Animal Mastery I:* Increase to Mind Control 9d6. Total cost: 45 points.
- 2) *Animal Mastery II:* Increase to Mind Control 12d6. Total cost: 60 points.
- 3) *Control The Pack:* The character may control multiple animals at once, though he must issue the same orders to all of them. Add Area Of Effect (12m Radius; +¾). Total cost: 52 points.
- 4) *With But A Thought:* A character with this option does not even need to utter his wishes — animals obey his very thoughts. Add Telepathic (+¼). Total cost: 37 points.

- 5) *Pheromonic Animal Control:* A character with this option actually controls animals via scent molecules. By exuding the right mixture of airborne chemicals, he can sway the emotions of the animals around him, but not directly control their actions. The animal must smell the character's emissions, so prevailing winds and odorous areas may cause the message to get lost in the shuffle. Add Telepathic (+¼), Emotions Only (-½), Reduced By Range (-¼), and Target Must Make A Smell Perception Roll (-½). 37 Active Points; total cost 16 points.
- 6) *And That's Final:* A command from a character with this option doesn't lose its power over time. The Breakout Roll doesn't become easier, so the affected animal usually keeps carrying its orders out for a longer period of time. Add Constant (+½). Total cost: 45 points.
- 7) *Man's Best Friend:* A character with this option cannot control every animal, just those within his favored category, such as birds, fish, household pets, insects, or reptiles. Add Limited Class Of Minds (-½). 30 Active Points; total cost 20 points.

**ANIMAL EMPATHY**

Effect: Animal Handler (PRE +5 roll)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has an innate bond with animals (even fierce ones), allowing him to work with them easily.

Game Information: Animal Handler (all categories) PRE +5. Total cost: 24 points.

Options:

- 1) *Limited Empathy:* The character's empathy only extends to one class of animals. Remove all categories but the one default received for buying the Skill. Total cost: 12 points.
- 2) *Tiring Empathy:* The character's empathy functions more like a "power," and less like an unconscious ability or Talent. Add Costs Endurance (-½). Total cost: 16 points.

**ANIMAL SPY**

Effect: Clairsentience (Sight, Hearing, and Smell/Taste Groups)
Target: N/A
Duration: Constant
Range: 400m
END Cost: 4

Description: The character can communicate with many (perhaps all) of the animals in the vicinity, and can send them on spy missions for him.

Game Information: Clairsentience (Sight, Hearing, and Smell Groups) (40 Active Points); Only Through The Senses Of Animals (-¾). Total cost: 23 points.

Options:

- 1) *Long Range:* The character can use animal spies over a range of 6,400m (about four miles). Add 16x Range. 60 Active Points; total cost 34 points.
- 2) *Remember When:* Besides just seeing what the animal senses at the moment, the character can also accurately sense things the animal has experienced in the past. Add Retrocognition. 60 Active Points, total cost 34 points.
- 3) *Man's Best Friend:* The character cannot use just any animal to sneak his peek, it has to be within his favored category, such as birds, fish, household pets, insects, or reptiles. Replace Only Through The Senses Of Animals with Only Through The Senses Of [Specific Type Of Animal] (-1). 40 Active Points; total cost 20 points.
- 4) *To Me, Faithful Watchers:* A character with this option cannot immediately communicate at range with his animal spy(ies). The spy has to travel to the character, get instructions, go and observe the target, and then come back and report its findings to the character face-to-face. Add Extra Time (minimum of 1 Minute; -1½). Total cost 12 points.

**ANIMAL SUMMONING**

Effect: Summon 100-point animal
Target: One animal
Duration: Instant
Range: No Range
END Cost: 3

Description: The character can call animals to his location. This basic power calls one animal of the approximate power level of a horse, an owl, or a poisonous snake (he could also summon a swarm of animals defined as a single unit, such as a school of piranha). The character must choose the type of animal he can summon when he purchases the power. You can easily adjust the cost to Summon more or less expensive animals.

For specific animal write-ups, see *The HERO System Bestiary*.

Game Information: Summon one Animal built on up to 100 Total Points, Loyal (+½) (30 Active Points); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost 15 points.

Options:

- 1) *A Big One:* Increase to Summon one 200-point animal (enough to summon a falcon, a sabretooth tiger, an elephant, or a killer whale; alternately, the character could take a 100-point animal and give it 100 points' worth of special abilities and powers). 60 Active Points; total cost 30 points.
- 2) *They're So Cute When They're Little:* Reduce to Summon one 50-point animal (enough to summon a small animal such as a barracuda, a homing pigeon, a hunting dog, or a coral snake). 15 Active Points; total cost 7 points.
- 3) *Call The Pack I:* Replace one 100-point animal with four identical 50-point animals. 30 Active Points; total cost 15 points.
- 4) *Call The Pack II:* The character can Summon up to four identical 100-point animals. 45 Active Points; total cost 22 points.
- 5) *Bring A Friend I:* Instead of a single type of animal, such as Riding Horse, the character can summon any type of similar creature, such as any mammal, any reptile, any bird, or any fish. Add Expanded Class (+¼). 35 Active Points; total cost 17 points.
- 6) *Bring A Friend II:* Increase the Expanded Class to any animal (+½). 40 Active Points; total cost 20 points.
- 7) *The Call Of Nature:* The character must literally call to his animal friend before it can arrive. Johnny Weissmuller, eat your heart out. Add Incantations (-¼). 30 Active Points; total cost 13 points.
- 8) *I Just Happen To Have One Of Those With Me:* The character can summon his animal at any time, regardless of the locale. Remove Arrives Under Own Power and Summoned Being Must Inhabit Locale. Total cost: 30 points.

**SENSE ANIMALS**

Effect: Detect Animals
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: A character with this power can detect the presence of animals. He knows what type they are, where they are, and how many there are. To use this power underwater, the character must be able to breathe underwater.

This example simulates the Smell/Taste Group — the character can smell animals nearby. You can assign it to other Sense Groups if you want.

Game Information: Detect Animals (INT Roll) (Smell/Taste Group), Discriminatory. Total cost: 10 points.

Options:

- 1) *No Sense Group:* The character's ability to perceive animals doesn't depend on any of his other senses. Add Sense and Range. Total cost: 17 points.
- 2) *Precise Animal Sense:* The character has an especially acute ability to perceive animals. Add Analyze. Total cost: 15 points.
- 3) *Which Way Did He Go?:* The character can not only detect animals that are present, he can also track animals based on the scent trail that they leave. Add Tracking. Total cost: 15 points.
- 4) *Man's Best Friend:* The character cannot detect every kind of animal by smell, just those within his favored category, such as birds, fish, household pets, insects, or reptiles. Change to Detect a single type of animal (defined when the character purchases the power). Total cost: 8 points.

AQUATIC ANIMAL POWERS

These powers relate to fish, other denizens of the deep, and associated creatures. Characters with ties to Atlantis, who got bitten by a radioactive shark, or who've had manta ray DNA spliced with their own might possess them.

**BREATHE UNDERWATER**

Effect: Life Support (Expanded Breathing)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can breathe underwater as easily as he can in air. He may have gills, or hyper-efficient lungs, or an energy field that extracts oxygen from water for him.

Game Information: Life Support (Expanded Breathing: breathe underwater). Total cost: 5 points.

**DEEP-SEA ADAPTATION**

Effect: Life Support (Safe Environments: High Pressure, Intense Cold)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is safe in the iciest, deepest waters.

Game Information: Life Support (Safe Environments: High Pressure, Intense Cold). Total cost: 3 points.

**DELPHINE SONAR**

Effect: Active Sonar
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has sonar like that of a dolphin (or many other sea creatures).

Game Information: Active Sonar and Ultrasonic Perception (both for Hearing Group). Total cost: 18 points.

Options:

- 1) *Passive Sonar:* The character can perceive objects in his surroundings by the sounds they give off without transmitting any sounds himself. Substitute Targeting for the Hearing Group for Active Sonar. Total cost: 23 points.
- 2) *Restricted Sonar:* The character's hearing powers only work underwater (this assumes he spends a significant percentage of his time out of the water). Add Only Works Underwater (-½). 15 and 3 Active Points, respectively; total cost 10 and 2 points, respectively.

**IMPROVED SWIMMING**

Effect: Swimming +36m
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can swim as fast as, or faster than, most fish.

Game Information: Swimming +36m (40m total). Total cost: 18 points.

Options:

- 1) *Super-Swimming I:* Increase Swimming to +56m. Total cost: 28 points.
- 2) *Super-Swimming II:* Increase Noncombat multiple to x8. Total cost: 28 points.

**SQUID'S INK****Effect:** Darkness to Sight Group,
Only Works Underwater**Target:** 6m radius**Duration:** Constant**Range:** 300m**END Cost:** 3**Description:** The character can project a cloud of inky liquid into the water, like a squid, providing cover for himself or blinding his enemies.**Game Information:** Darkness to Sight Group 6m radius (30 Active Points); Only Works Underwater (-½). Total cost: 20 points.**Options:**

- 1) *Larger Cloud:* Increase Darkness to 10m. 50 Active Points; total cost 33 points.
- 2) *Limited Uses:* The character only has a limited supply of ink. Add 8 Continuing Charges lasting 1 Turn each (removed by strong currents; -0). Total cost: 20 points.
- 3) *Limited Range:* The character cannot project his ink very far. Add Limited Range (20m; -¼). Total cost: 17 points.

**TOUCH OF THE EEL****Effect:** Blast 8d6**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 4**Description:** The character possesses a power similar to that of an electric eel — he can emit a deadly electric zap by touch.**Game Information:** Blast 8d6 (40 Active Points); No Range (-½). Total cost: 27 points.**Options:**

- 1) *Strong Touch:* Increase to Blast 12d6. 60 Active Points; total cost 40 points.
- 2) *Bioelectric Blast:* Remove No Range (-½). Total cost: 40 points.
- 3) *Automatic Zap:* Add Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), and No Range (-½). Total cost: 60 points.
- 4) *Limited Batteries:* The character's body can only hold so much electric charge at once. Add 8 Boostable Charges (-¼). Total cost: 23 points.

**UNDERWATER ADAPTATION****Effect:** Environmental Movement:
Aquatic Movement**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character spends so much time in the water that he can fight and move there without any penalties.**Game Information:** Environmental Movement: Aquatic Movement (no penalties underwater). Total cost: 4 points.**UNDERWATER SENSES****Effect:** Various Enhanced Senses**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character has the senses he needs to perceive things deep underwater. He may purchase as many of these as he wishes.**Game Information:****Cost Power**5 **Underwater Eyes:** Nightvision30 **Water Currents Sense:** Detect Vibrations/
Currents In Water (INT Roll) (Touch Group),
Discriminatory, Increased Arc Of Perception
(360 Degrees), Range, Targeting**AVIAN POWERS**

Birds, particularly birds of prey, often provide inspiration for superhuman characters and their powers. In addition to the powers listed here, you should definitely consider Wings, Animal Senses pertaining to Sight, and Claws from this section of the book, and Wind Gust (defined as a blast of air produced by rapidly flapping one's wings) from the *Air/Wind Powers* section.

**BEAK****Effect:** HKA ½d6 (plus STR)**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 1**Description:** The character has a beak or beak-like structure on his face, allowing him to inflict vicious pecking wounds.**Game Information:** HKA ½d6 (plus STR). Total cost: 10 points.**Options:**

- 1) *Sharp Beak:* Add Armor Piercing (+¼). Total cost: 12 points.
- 2) *Dull Beak:* Substitute HA +2d6 for HKA. 10 Active Points; total cost 8 points.

**BIRD'S EYES****Effect:** See text**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character has the heightened visual senses of a bird.**Game Information:****Cost Power**5 **Bird's Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group8 **Eagle Eyes:** +16 versus Range for Normal Sight

**RAPTOR'S SHRIEK**

Effect: Blast 8d6 and Hearing Group Flash 8d6
Target: One character
Duration: Instant
Range: 400m/140m
END Cost: Varies

Description: The character can emit shrieks so intense that they can harm or deafen others.

Game Information:**Cost Shriek**

40 **Shriek:** Multipower, 40-point reserve

4f 1) **Deadly Shriek:** Blast 8d6

2f 2) **Deafening Shriek:** Hearing Group Flash 8d6

Total cost: 46 points.

Options:

- 1) *Harsh Shriek:* Increase Multipower reserve to 60 points and both attacks to 12d6; total cost 70 points.

INSECT POWERS

Insects, and related creatures such as spiders and scorpions, provide many ideas for super-powers. In addition to the ones listed here, you should definitely consider Animal Senses, Multiple Limbs, Sting, Venom, Wallcrawling, and Wings.

**BOMBARDIER BLAST**

Effect: Blast 8d6
Target: 1m Radius
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a blast of explosive fluid, similar to the attack used by the bombardier beetle.

Game Information: Blast 8d6, Area Of Effect (1m Radius; +¼). Total cost: 50 points.

Options:

- 1) *Stronger Blast I:* Increase to Blast 10d6. Total cost: 62 points.
- 2) *Stronger Blast II:* Increase to Blast 12d6. Total cost: 75 points.
- 3) *Weaker Blast:* Decrease to Blast 6d6. Total cost: 37 points.
- 4) *Stinking Blast:* The character's explosive spray is also malodorous. Add Smell/Taste Group Flash Attack 6d6, Area Of Effect (1m Radius; +¼) (22 Active Points); Linked (-½). Total cost: 15 points.
- 5) *Short-Range Bombardier Blast:* The character cannot project his explosive fluid very far. Add Limited Range (20m; -¼). 50 Active Points; total cost 40 points.
- 6) *Restricted Use:* The character only has a limited supply of explosive fluid. Add 8 Charges (-½). 50 Active Points; total cost 33 points.

**CREATE GIANT INSECT**

Effect: Summon 250-point giant insect
Target: N/A
Duration: Instant
Range: No Range
END Cost: 6

Description: This power allows a character to transform an insect that he finds into a gigantic version of itself. The insect won't necessarily obey him; he has to defeat it in a contest of wills.

See the *HERO System Bestiary* for character sheets for various giant insects and spiders.

Game Information: Summon one Giant Insect built on up to 250 Total Points, Expanded Class (any giant insect; +¼) (62 Active Points); Summoned Being Must Inhabit Locale (-½). Total cost: 41 points.

Options:

- 1) *Bigger Is Better:* Increase to one Giant Insect built on up to 400 Total Points. 100 Active Points; total cost 67 points.
- 2) *Loyal Insect Minion:* Add Loyal (+½). 87 Active Points; total cost 58 points.

**INSECTILE AWARENESS**

Effect: Danger Sense
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Many insects have an uncanny ability to detect threats to themselves, often by sensing subtle changes in air currents or the like. Some insect-themed superhumans have similar senses.

Game Information: Danger Sense (self only, out of combat, Sense) (INT Roll). Total cost: 22 points.

Options:

- 1) *Heightened Awareness:* Increase the roll to INT +3. Total cost: 25 points.

**INSECT SIZE**

Effect: Shrinking (.032m tall)
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can shrink to the size of an insect. (See *Size Alteration Powers*, page 259, for possible abilities for insect-sized characters.)

Game Information: Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB). Total cost: 36 points.

Options:

- 1) *Easy Insect Size:* Add Costs Endurance Only To Activate (+¼). Total cost: 45 points.

**MULTIFACETED EYES****Effect:** Increased Arc Of Perception (360 Degrees) for Sight Group**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character has the faceted eyes of an insect, giving him a much wider angle of view than a normal human.**Game Information:** Increased Arc Of Perception (360 Degrees) for Sight Group. Total cost: 10 points.**SWARM FORM****Effect:** Desolidification and Damage Reduction**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 3**Description:** The character's body transforms into, or actually consists of, a swarm of insects. In swarm form, he can "seep" through tiny openings and takes less damage from most attacks.**Game Information:** Desolidification (affected by any attack) (40 Active Points); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1) (total cost: 16 points) and Physical and Energy Damage Reduction, Resistant, 50% (total cost: 60 points). Total cost: 76 points.**WEBS****Effect:** Entangle 5d6, 5 PD/5 ED**Target:** One character**Duration:** Instant**Range:** 500m**END Cost:** 5**Description:** The character has the ability to shoot, spit, or otherwise project webbing or other sticky, insectile stuff that's strong enough to keep an opponent from moving.**Game Information:** Entangle 5d6, 5 PD/5 ED. Total cost: 50 points.**Options:**

- 1) *Stronger Webs:* Increase to Entangle 6d6, 6 PD/6 ED. Total cost: 60 points.
- 2) *Weak Webs:* Decrease to Entangle 4d6, 4 PD/4 ED. Total cost: 40 points.
- 3) *Short-Range Webs:* The character can only project his webs a short distance. Add Limited Range (20m; -¼). Total cost: 40 points.
- 4) *Wrap You Up:* The character can only apply his webs by touch. Add No Range (-½). Total cost: 33 points.
- 5) *Step Into My Parlor:* The character has the ability to spin large, strong webs between two or more "anchor points," similar to an actual spider but on a much larger scale. In *HERO System* terms, webs are Barriers with a Linked Entangle Damage Shield. Anyone who touches the Barrier gets Entangled (stuck), though the

degree to which he's stuck depends on exactly how he touches it. A character can escape from a web in either of two ways. First, he can pull himself free (*i.e.*, break free from the Entangle without affecting the Barrier at all). Second, he can break the Barrier where he is, which both frees him from the Entangle and leaves a hole that other characters can move through without getting stuck themselves. Typically once at least half of a web is broken, the whole thing collapses, but it's up to the GM to determine what happens based on the type of web, where it's located/anchored, and other factors. Barrier 6 PD/6 ED, 8 BODY (up to 8m long, 8m high, ½m thick) (43 Active Points); Extra Time (takes at least 1 Minute to weave each 1m x 1m section of the web; -1½) (total cost: 17 points) **plus** Entangle 3d6, 3 PD/3 ED, Constant (+½), Area Of Effect (Surface large enough to cover Barrier, Damage Shield; +1), Personal Immunity (+¼) (82 Active Points); Extra Time (takes at least 1 Minute to weave each 1m x 1m section of the web; -1½), Linked (-¼), No Range (-½) (total cost: 25 points). Total cost: 42 points.

- 5) *Instant Web:* Like *Step Into My Parlor*, but remove Extra Time. 43 + 82 = 125 Active Points; total cost 43 + 47 = 90 points.

**WEB-SWINGING****Effect:** Swinging 30m, Gliding 12m**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** Varies**Description:** The character has the ability to spin, shoot, or otherwise project specialized webs or web-like substances that let him move in unusual ways. First, he can swing between structures by projecting a long line of webbing. Second, if he's falling, he can quickly spin a crude "parachute" out of webbing to slow his descent.**Game Information:****Cost Web-Swinging**

- 15 **Web-Swinging:** Multipower, 15-point reserve
- 1f 1) **Webline:** Swinging 30m
- 1f 2) **Web-chute:** Flight 12m; OAF (-1), Gliding (-1), Limited Movement (character cannot gain altitude, and must move at least 24m downward for every 2m forward; -½)

Total cost: 17 points**Options:**

- 1) *Longer Weblines:* Increase to reserve to 20 points and Swinging 40m. Total cost: 22 points.
- 2) *Limited Web Supply:* The character's body can only generate so much webbing during a given day. He can create up to 10 weblines or parachutes before exhausting his normaly supply; his body re-creates the used substance in an hour. Add to the Multipower Reserve 10 Recoverable Charges (Charges "regenerate" after one hour; +¼). Total cost: 21 points.



MAMMAL POWERS

Most of the powers possessed by mammal-oriented characters are covered by the General Animal Powers section above; Animal Senses, Claws, Fangs, Protective Skin (fur or a leathery hide), and Tail are particularly common.



HORN OF THE RHINO

Effect: HA +4d6, Only With Move Throughs
Target: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character's head and/or body are tough, strong, and specially adapted for running into things.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-¼), Only With Move Throughs (-1). Total cost: 9 points.



LEGS OF THE GAZELLE

Effect: Running +14m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has strong, limber legs specially adapted for swift running.

Game Information: Running +14m. Total cost: 14 points.

Options:

- 1) *Burst Of Speed:* Add Running +12m (12 Active Points); Increased Endurance Cost (x10 END; -4). Total cost: 2 points.



PATHWAY OF THE MOLE

Effect: Tunneling 12m through PD 6 materials
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: Like a mole or a prairie dog, the character has the ability to burrow swiftly.

Game Information: Tunneling 12m through PD 6 material. Total cost: 24 points.

Options:

- 1) *Tasmanian Burrowing:* Increase to Tunneling 18m through PD 9 material. Total cost: 36 points.
- 2) *Irresistible Burrowing:* The character has sharp claws or some other way to dig through even the hardest material. Increase to Tunneling 12m through PD 12 material. Total cost: 36 points.
- 3) *Earthen Burrowing:* The character's Tunneling only works through the ground itself. Add Only Through Earth/Soil (-½). 24 Active Points; total cost 16 points.
- 4) *Covering My Tracks:* Add Fill In. Total cost: 34 points.

**QUILLS OF THE PORCUPINE**

Effect: RKA ½d6, Damage Shield
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Parts of the character's body — typically his back and the backs of his upper arms — is covered with spines or quills that injure anyone who touches him there.

Game Information: RKA ½d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½), Persistent (+¼) (25 Active Points); Always On (-½), Activation Roll 11- (-1), No Range (-½). Total cost: 8 points.

Options:

- 1) *Retractable Quills:* The character can “deactivate” his quills by retracting them into his body. Remove Persistent (+¼) and Always On (-½). 22 Active Points; total cost 9 points.
- 2) *Spikes:* The character's natural weapons are bigger and more deadly. Increase to RKA 1d6. 37 Active Points; total cost 12 points.
- 3) *Covered With Quills:* Quills or spines cover much more of the character's body. Change to Activation Roll 14- (-¼). 25 Active Points; total cost 11 points.
- 4) *Thrown Quills:* The character can “throw” or project his quills or spines, instantly regrowing new ones. Character also buys RKA ½d6, No Knockback (-¼). 10 Active Points; total cost 8 points.

**TERRIFYING ROAR**

Effect: +10 PRE
Target: Persons within hearing distance
Duration: Persistent
Range: Hearing distance
END Cost: 0

Description: The character can emit a ferocious roar that terrifies his opponents.

Game Information: +10 PRE (10 Active Points); Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼). Total cost: 4 points.

Options:

- 1) *This'll Scare Him:* Increase to +20 PRE. 20 Active Points; total cost 9 points.

REPTILE POWERS

In addition to Animal Senses, Claws, Fangs, Sting, Tail, Venom, and Wallcrawling (described earlier in this section), the following powers are appropriate for characters based on reptiles and amphibians. You may also want to look at some of the aquatic powers (such as Improved Swimming) for creatures who spend a lot of time in the water. Some Acid Powers may also suit reptilian characters.

**CHAMELEON CAMOUFLAGE**

Effect: +2 to Stealth
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can alter his coloration to match that of his background, making it much harder for others to see him.

Game Information: +2 to Stealth (4 Active Points); Costs Endurance To Activate (-¼). Total cost: 3 points.

Options:

- 1) *Can't See Me:* The character's natural camouflage is so good it effectively makes him invisible. Substitute Invisibility to Sight Group (20 Active Points); Chameleon (-½). Total cost: 13 points.

**CONSTRUCTOR'S STRENGTH**

Effect: +20 STR, Only To Grab/Squeeze
Target: One character
Duration: Persistent
Range: Touch
END Cost: 2

Description: The character has the gripping and squeezing strength of a constrictor snake. He can do extra damage to anyone he Grabs, and his victims have a harder time escaping from his clutches.

Game Information: +20 STR (20 Active Points); Only To Grab/Squeeze (-1). Total cost: 10 points.

**HEATSENSE**

Effect: Infrared Perception (Touch Group)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Like a pit viper, the character can sense the heat differentials in objects near him.

Game Information: Infrared Perception (Touch Group). Total cost: 5 points.

**LEAPFROG**

Effect: Leaping +16m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has strong legs specially adapted for long leaps.

Game Information: Leaping +16m. Total cost: 8 points.

**NICTITATING MEMBRANE**

Effect: Sight Group Flash Defense (10 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has a special second eyelid that protects his eyes from blinding light, dust, and the like.

Game Information: Sight Group Flash Defense (10 points). Total cost: 10 points.

**REGROW LIMBS**

Effect: Regeneration (2 BODY per Hour), Can Heal Limbs
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Like many reptiles, the character can heal much more quickly than normal, and can even regrow lost limbs.

Game Information: Regeneration (2 BODY per Hour), Can Heal Limbs. Total cost: 21 points.

**SERPENTINE BODY**

Effect: Stretching 2m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has the sinuous body of a serpent, and can stretch and contort his form in ways normal people cannot.

Game Information: Stretching 2m. Total cost: 2 points.

Options:

- 1) *Easy Ophidianism:* Add Reduced Endurance (0 END; +½). Total cost: 3 points.
- 2) *Long Serpent:* Increase to Stretching 4m. Total cost: 4 points.

**SPITTING BLINDNESS**

Effect: Sight Group Flash 8d6, NND
Target: One character
Duration: Instant
Range: 24m
END Cost: 4

Description: The character can spit a foul substance into the eyes of his enemies, blinding them.

Game Information: Sight Group Flash 8d6, NND (defense is any solid covering over the eyes; +0) (40 Active Points); Limited Range (24m; -¼). Total cost: 32 points.

Options:

- 1) *It Burns!:* The character's blinding spittle also causes intense pain in anyone affected. Add Blast 5d6, NND (defense is solid covering over the eyes; +0) (25 Active Points); Linked (-¼), Limited Range (24m; -¼). Total cost 17 points; total cost of power 49 points.
- 2) *Restricted Use:* The character only has a limited supply of the foul substance. Add 8 Charges (-½). Total cost: 23 points.

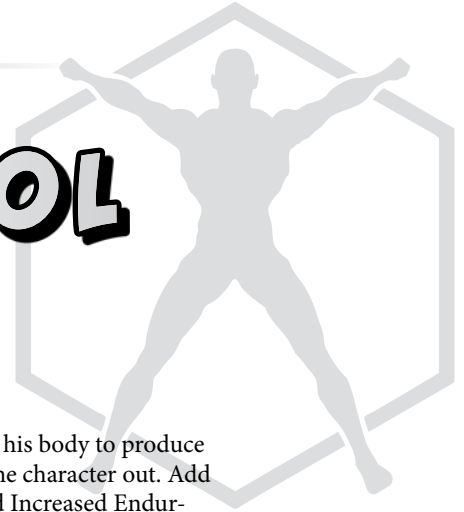
**WATER ADAPTATION**

Effect: Environmental Movement:
Aquatic Movement
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character spends so much time in the water that he's as much at home there as he is on the land.

Game Information: Environmental Movement: Aquatic Movement (no penalties in water). Total cost: 4 points.

BODY CONTROL POWERS



Body Control refers to two general types of powers. The first type represents literal control over one's own body — the ability to make one's body perform better, or perform differently (including making it emit pheromones or other substances for various effects). Many of the defensive and sensory powers described below fall into this category. The second type, known as biomanipulation or biokinesis powers, allow a character to control the bodies of other people — to induce harmful medical conditions, inflict diseases, and so forth. Neither category includes changing one's shape or size (see *Shape Alteration Powers* and *Size Alteration Powers*, respectively), but biomanipulation does cover the melding and warping of a target's flesh.

Players designing biokinetic characters may wish to look at some psionic powers, such as Neural Blindness. With just a change in special effect, these might fall under the rubric of "biomanipulation." A few Hypersenses (page 163) may also be appropriate.

- 3) *Tiring Stimulation*: Forcing his body to produce so much adrenaline tires the character out. Add Costs Endurance ($-\frac{1}{2}$) and Increased Endurance Cost ($\times 2$ END; $-\frac{1}{2}$). Total cost: 10 points.
- 4) *Focused Stimulation*: The character has to focus his attention inward to activate the adrenaline flow. Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 12 points.
- 5) *Long-Lasting Stimulation*: The adrenaline flooding the character's system continues to affect him for some time. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). 63 Active Points; total cost 18 points.
- 6) *Alternate Stimulation*: Change to: Boost STR, DEX, CON, and SPD 3d6, Expanded Effect (four Characteristics simultaneously; $+1\frac{1}{2}$) (45 Active Points); Costs Endurance (to maintain; $-\frac{1}{2}$), Extra Time (Full Phase to activate; $-\frac{1}{4}$), Only Aid Self (-1). Total cost: 16 points.

OFFENSIVE POWERS



ADRENAL STIMULATION

Effect: Aid STR, DEX, CON, and SPD 3d6
Target: Self
Duration: Instant
Range: Self
END Cost: 4 Charges

Description: The character has the ability to control his adrenal gland. On command he can flood his system with adrenaline, making himself stronger, faster, and better able to withstand harm. However, he can only do this four times per day; more than that could cause him severe harm.

Game Information: Aid STR, DEX, CON, and SPD 3d6, Expanded Effect (four Characteristics simultaneously; $+1\frac{1}{2}$) (45 Active Points); Extra Time (Full Phase; $-\frac{1}{2}$), Only Aid Self (-1), 4 Charges (-1). Total cost: 13 points.

Options:

- 1) *Strong Stimulation*: Increase to Aid 4d6. 60 Active Points; total cost 17 points.
- 2) *Weak Stimulation*: Decrease to Aid 2d6. 30 Active Points; total cost 8 points.



BIOCHEMICAL ASSAULT

Effect: VPP for biochemical attacks
Target: One character
Duration: Varies
Range: No Range
END Cost: Varies

Description: The character's body can generate a wide variety of drugs, poisons, and other harmful biochemicals. If he touches the victim's skin, he can "inject" the substance into him. Anything that prevents skin-to-skin contact, even a thin costume, keeps the power from affecting the victim.

In game terms, most of the abilities a character can build with this Power Pool are defined as NND Blasts or RKAs, various Drains, and the like. All powers have the *Skin Contact Required* (-1) Limitation. The GM determines whether a given power reasonably falls within the special effect of "harmful biochemicals."

Game Information: Biochemical Assault Power Pool: 50 Pool + 50 Control Cost; Skin Contact Required (-1), Limited Class Of Powers (harmful biochemicals only; $-\frac{1}{2}$). Total cost: 60 points.

Options:

- 1) *Strong Assault*: Increase to 60 base + 60 Control Cost. Total cost: 72 points.
- 2) *Weak Assault*: Decrease to 30 base + 30 Control Cost. Total cost: 36 points.

**BONEWARPING**

Effect: RKA 1d6, NND Does BODY
Target: One character
Duration: Constant
Range: 600m
END Cost: 6

Description: Similar to Fleshwarping (see below) but far more insidious and deadly, this power allows a biomanipulator to warp, twist, and snap the bones within a person's body, inflicting horrific damage.

Game Information: RKA 1d6, Constant (+½), NND (defense is having no skeletal structure or Power Defense; +½), Does BODY (+1). Total cost: 45 points.

Options:

- 1) *Strong Bonewarping:* Increase to RKA 2d6. Total cost: 90 points.
- 2) *Weak Bonewarping:* Decrease to RKA ½d6. Total cost: 30 points.
- 3) *Bonewarping Touch:* The character must touch his victim to warp his skeletal structure. Add No Range (-½). 45 Active Points; total cost 30 points.

**BONE WRACKING**

Effect: Blast 5d6, NND
Target: One character
Duration: Instant
Range: Touch
END Cost: 5

Description: With but a touch, the character can afflict another person with severe joint pain

Game Information: Blast 5d6, NND (defense is PD Resistant Protection or not having a skeleton; +0) (25 Active Points); No Range (-½). Total cost: 17 points.

Options:

- 1) *Crippling Pain I:* Increase to Blast 7d6. 35 Active Points; total cost 23 points.
- 2) *Crippling Pain II:* The joint pain the victim experiences makes it difficult for him to move properly or agilely. Add Drain DEX 4d6 (40 Active Points); Linked (-¼), No Range (-½). 25 + 40 = 65 Active Points; total cost 17 + 23 = 40 points.
- 3) *Arthritis Attack:* Decrease to Blast 3d6. 15 Active Points; total cost 10 points.
- 4) *Bone Blasting:* The character can inflict pain at range. Remove No Range (-½). Total cost: 25 points.

**CONTAGION**

Effect: Drain CON 2d6, NND plus RKA 1d6, NND
Target: One character
Duration: Instant (5 minutes onset time)
Range: Touch
END Cost: 10

Description: The character can, by touching another person, inflict a debilitating and possibly fatal disease upon him.

Game Information: Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1¾), NND (defense is Life Support [appropriate Immunity]; +1) (75 Active Points); Extra Time (onset time begins 5 Minutes after victim is touched; -2), No Range (-½) (total cost: 21 points) **plus** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1) (45 Active Points); Extra Time (onset time begins 5 Minutes after victim is touched; -2), Linked (-½), No Range (-½) (total cost: 11 points). Total cost: 32 points.

Options:

- 1) *Deadly Disease I:* Increase to Drain CON 3d6 and RKA 2d6. 112 + 90 = 202 Active Points; total cost 32 + 24 = 56 points.
- 2) *Deadly Disease II:* Increase to Drain CON 5d6 and RKA 3d6. 187 + 135 = 322 Active Points; total cost 53 + 36 = 89 points.
- 3) *Mild Disease:* Remove RKA. 75 Active Points; total cost 21 points.
- 4) *I Don't Feel So Good...:* Remove Extra Time (-2). 75 + 45 = 120 Active Points; total cost 50 + 22 = 72 points.
- 5) *Airborne Contagion:* Remove No Range (-½) from both powers. 75 + 45 = 120 Active Points; total cost 25 + 13 = 38 points.
- 6) *Plague Touch:* Add Sticky (+½) to Drain CON (applies during the Extra Time and the Delayed Return Rate period). 85 + 45 Active Points; total cost 24 + 11 = 35 points.
- 7) *Palsy:* The character can afflict his victim with a disease that makes it hard for him to control the movement of his body. Substitute Drain DEX for Drain CON, and Drain Running 2d6 (with the same modifiers) for RKA (without Does BODY (+1)). 75 + 75 = 150 Active Points; total cost 21 + 19 = 40 points.
- 8) *Hideous Boils:* When touched by the character, the victim breaks out in boils, suppurating sores, and lesions that temporarily mar his features. Change to (or add to existing power) Cosmetic Transform 8d6 (add two levels of "ugly" Striking Appearance, heals back through plastic surgery) (24 Active Points); No Range (-½), Limited Targets (humans; -½). Total cost: 12 points.
- 9) *Contagion Venom:* The character's power depends upon a poison or other substance of which he has a limited supply. Add 4 Charges (-1) to each power. 75 + 45 = 120 Active Points; total cost 17 + 9 = 26 points.

**DESENSITIZATION****Effect:** Sight, Hearing, Smell/Taste, and Touch Flash 9d6**Target:** One character**Duration:** Instant**Range:** No Range**END Cost:** 6**Description:** The character can briefly shut down all of the character's senses. It only works on senses coming from a part of the target's own body; it has no effect on cybernetics, other technological senses, or magical senses.**Game Information:** Sight, Hearing, Smell/Taste, and Touch Group Flash 9d6 (60 Active Points); No Range (-½), Organic Senses Only (-¼). Total cost: 34 points.**Options:**

- 1) *Greater Desensitization:* Increase to Flash 12d6. 75 Active Points; total cost 43 points.
- 2) *Lesser Desensitization:* Decrease to Flash 6d6. 45 Active Points; total cost 26 points.
- 3) *Ranged Desensitization:* Remove No Range (-½). Total cost: 48 points.
- 4) *Desensitization On Sight:* As Ranged Desensitization, but also add Line Of Sight (+½). 90 Active Points; total cost 72 points.
- 5) *Easy Desensitization:* Add Reduced Endurance (0 END; +½). 90 Active Points; total cost 51 points.

**DISEASE INCUBATION****Effect:** Drain CON and BODY 4d6, Damage Over Time**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 1**Description:** The character can use his control over his immune system as a weapon. He allows a disease to enter his body, then uses his biomanipulatory powers to "wall it off" so that it continues to exist within him but doesn't infect or affect him in any way. If he wants, he can "unleash" the disease in such a way that he can infect anyone he touches.

This ability is built with a disease that's potentially fatal. You can build it to simulate any disease you prefer, or even as a Variable Power Pool so that the character can choose the disease to use from time to time.

Game Information: Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½) (15 Active Points); Damage Over Time (four damage increments, one damage increment every two days for eight days, defenses only apply once, cannot be re-used on target until all damage has accrued; -3½), No Range (-½). Total cost: 3 points.**Options:**

- 1) *Strong Disease:* Increase to Drain CON and BODY 2d6. 30 Active Points; total cost 6 points.
- 2) *Weak Disease:* Decrease to Drain CON and BODY ½d6. 7 Active Points; total cost 1 point.

**FLESHWARPING****Effect:** Drain STR, DEX, CON, and Striking Appearance 2d6**Target:** One character**Duration:** Instant**Range:** 100m**END Cost:** 5**Description:** With his merest touch, the character can warp and shape the flesh of another living creature, causing it to melt, meld, and reshape. The victim becomes not only hideous to look at, but weaker and less able to control and use his misshapen body.**Game Information:** Drain STR, DEX, CON, and Striking Appearance 2d6, Expanded Effect (four abilities simultaneously; +1½). Total cost: 50 points.**Options:**

- 1) *Stronger Fleshwarping I:* Increase to Drain 3d6. Total cost: 75 points.
- 2) *Stronger Fleshwarping II:* Increase to Drain 4d6. Total cost: 100 points.
- 3) *Expanded Fleshwarping:* Add Variable Effect (any four Characteristics at a time; +½). Total cost: 60 points.
- 4) *Ars Longa:* The effects of the character's Fleshwarping last for a long time. Add Delayed Return Rate (points recover at the rate of 5 per Hour; +1¼). Total cost: 85 points.
- 5) *Ars Really Longa:* The effects of the character's Fleshwarping last even longer. Substitute Severe Transform 3d6 (living creature to living creature with half his STR and DEX, two-thirds his CON, and two levels of "ugly" Striking Appearance; heals normally or through a second application of this power), Partial Transform (+½) (67 Active Points); Limited Target (living creatures; -¼). Total cost: 54 points.
- 6) *Fleshwarping Touch:* The character has to touch his victim to affect him. Add No Range (-½). 50 Active Points; total cost 33 points.
- 7) *Supreme Fleshwarping:* The character's control over the flesh of others is so great he can achieve a wide range of effects, including most of the ones described above. Substitute Variable Power Pool, 60 Pool + 60 Control Cost; Only For Fleshwarping (-1). Total cost: 75 points.



INDUCE HEART ATTACK

Effect: RKA 3d6, NND, Indirect
Target: One character
Duration: Instant
Range: 40m
END Cost: 16

Description: The character can cause persons near him to suffer a heart attack (or some similar, potentially fatal condition, defined when he purchases the power).

Game Information: RKA 3d6, NND (defense is Power Defense, having an artificial heart, or not having a heart; +½), Does BODY (+1), Indirect (character is always the Source, but Path can change with every use to avoid obstacles; +½) (135 Active Points); Limited Range (40m; -¼), No Knockback (-¼). Total cost: 90 points.

Options:

- 1) *Cellular Disruption:* Instead of inducing a heart attack, the character can, by touch, disrupt the cells in the target's body, causing great pain and often death. Change to RKA 3d6, NND (defense is Power Defense or PD Resistant Protection defined as a force-field or the like; +½), Does BODY (+1) (112 Active Points); No Range (-½), No Knockback (-¼). Total cost: 64 points.

MUSCLE AUGMENTATION

Effect: Aid STR 4d6
Target: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character can augment the strength of his muscles by decreasing the pain of overuse, increasing blood flow to them, and the like.

Game Information: Aid STR 4d6 (24 Active Points); Extra Time (Full Phase; -½), Only Aid Self (-1). Total cost: 10 points.

Options:

- 1) *Strong Augmentation:* Increase to Aid STR 5d6. 30 Active Points; total cost 12 points.
- 2) *Weak Augmentation:* Decrease to Aid STR 3d6. 18 Active Points; total cost 7 points.
- 3) *Focused Augmentation:* The character has to really concentrate on his own body to activate this power. Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 4) *Long-Lasting Augmentation:* Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). 48 Active Points; total cost 19 points.
- 5) *Alternate Augmentation:* Change to: Boost STR 6d6 (36 Active Points); Costs Endurance (to maintain; -½), Extra Time (Full Phase to activate; -¼), Only Aid Self (-1). Total cost: 13 points.

**NEUROKINESIS**

Effect: Drain/Aid DEX and SPD 3d6; full-spectrum Flash 5d6; Mental Blast 6d6

Target: Self or one character

Duration: Instant

Range: 50m

END Cost: 5/5/6/6

Description: The character can control his own nervous system, or that of another person within 50m, allowing the subject to move faster (or slower) than normal. He can also temporarily shut down the nerves relating to senses, making the victim totally insensate, or cause a painful neural overload in the target's brain.

Game Information:**Cost Power**

- 56 **Neurokinesis:** Multipower, 70-point reserve, all Limited Range (50m; -¼)
- 4f **1) Neural Overload:** Drain DEX and SPD 3d6, Expanded Effect (two Characteristics simultaneously; +½), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0); Limited Range (50m; -¼)
- 3f **2) Neural Streamlining:** Aid DEX and SPD 4d6, Expanded Effect (two Characteristics simultaneously; +½), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0); Limited Range (50m; +¼); Costs Endurance (-½)
- 5f **3) Sensory Shutdown:** Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Sense Groups Flash 5d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0); Limited Range (50m; -¼)
- 4f **4) Neural Surge:** Mental Blast 6d6; Limited Normal Range (50m; -½)

Total cost: 67 points.

**VERRIDE**

Effect: Aid STR, DEX, CON, and BODY 3d6, any of these Characteristics one at a time

Target: Self

Duration: Instant

Range: Self

END Cost: 0

Description: The character can, by force of will, override the limitations of his own body, forcing it to perform better, or resist stress and pain better. However, the effect doesn't always work; if it fails, the unsuccessful attempt to manipulate his own biology causes the character pain.

Game Information: Aid STR, DEX, CON, and BODY 3d6, Variable Effect (any of these Characteristics one at a time; +½) (27 Active Points); Activation Roll 14- (-¼), Side Effects (Drain STUN 3d6; -½), Only Aid Self (-1). Total cost: 10 points.

Options:

- 1) *High Override:* Increase to Aid 5d6. 45 Active Points; total cost 16 points.
- 2) *Low Override:* Reduce to Aid 2d6. 18 Active Points; total cost 6 points.
- 3) *Enhanced Override:* The character has absolute control over his bodily processes. Remove Activation Roll and Side Effects. Total cost: 13 points.
- 4) *Inefficient Override:* The character's power doesn't work nearly as often as he'd like. Change Activation Roll to 11- (-1). Total cost: 8 points.
- 5) *Safe Override:* The character suffers no ill effects if his override fails. Remove Side Effects (-½). Total cost: 12 points.
- 6) *Extended Override:* The character can maintain the boosting of his abilities for a longer period. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). 45 Active Points; total cost 16 points.
- 7) *Supreme Override:* The character can override all of his body's limitations at once. Change Variable Effect (+½) to Expanded Effect (all four Characteristics simultaneously; +1½). 45 Active Points; total cost 16 points.
- 8) *Focused Override:* The character can override his body, but he has to focus his will to do so. Add Concentration (0 DCV to activate; -½), Extra Time (Full Phase; -½). Total cost: 7 points.
- 9) *Override Touch:* The character can also override others' limitations, boosting their abilities as well. Remove Only Aid Self (-1). Total cost: 15 points.
- 10) *Precise Override:* This version of the power uses a straight Characteristic bonus instead of Aid, for greater predictability. This example features STR; characters can build similar powers with other Characteristics if desired. Change to +15 STR (15 Active Points); Activation Roll 14- (-¼), Side Effects (Drain STUN 3d6; -½). Total cost: 8 points.

**PEROMONIC CONTROL**

Effect: Charm PRE +5, Mind Control Based On CON

Target: One character

Duration: Constant

Range: No Range

END Cost: 0/4

Description: The character's body emits enhanced and augmented pheromones at his command. He can use these pheromones to make himself more desirable to other people, or in a more brute-force fashion to take control of their minds.

Game Information:**Cost Power**

- 13 **Pheromonic Control:** Charm PRE +5
- 16 **Pheromonic Control:** Mind Control 8d6 (40 Active Points); Based on CON (-1), No Range (-½)

Total cost: 29 points.

Options:

- 1) *Strong Pheromones*: Increase to Charm PRE +8 and Mind Control 10d6. Total cost: 19 + 20 = 39 points.
- 2) *Weak Pheromones*: Decrease to Charm PRE +3 and Mind Control 6d6. Total cost: 9 + 12 = 21 points.

**SEIZURE INDUCTION**

Effect: Entangle 4d6, 6 PD/6 ED, Takes No Damage From Attacks

Target: One character

Duration: Instant

Range: 5120m

END Cost: 11

Description: The character can override the autonomic bodily functions of his target, causing them to happen uncontrollably. Examples include induced epileptic seizures, induced uncontrollable laughter, and induced unstoppable vomiting; the character should pick one when he purchases the power. Regardless of which version he picks, the effect is easily overridden by other biomanipulation attacks or mental powers.

Game Information: Entangle 4d6, 6 PD/6 ED, Takes No Damage From Attack (+1), Cannot Be Escaped With Teleportation (+¼) (112 Active Points); Vulnerable (biomanipulation attacks; -¼), Vulnerable (mental attacks; -½). Total cost: 64 points.

Options:

- 1) *Stronger Seizures*: Increase to Entangle 5d6, 7 PD/7 ED. 135 Active Points; total cost 77 points.
- 2) *Weaker Seizures*: Decrease to Entangle 3d6, 3 PD/3 ED. 67 Active Points; total cost 38 points.
- 3) *Short-Range Seizures*: Add Limited Range (60m; -¼). Total cost: 56 points.
- 4) *Seizure Touch*: The character has to touch his victim to inflict a seizure. Add No Range (-½). Total cost: 50 points.
- 5) *Biochemical Seizure*: The character not only has to touch the victim, but to cause the seizure he injects a biochemical of which he has a limited supply. Add No Range (-½) and 8 Charges (-½). Total cost: 41 points.
- 6) *Autonomic Control*: The character can override and induce any autonomic body function. Add Variable Special Effects (+¼). 125 Active Points; total cost 71 points.

**STICKY BODY**

Effect: Entangle 4d6 (standard effect: 4 BODY), 4 PD/4 ED, Damage Shield

Target: One or more characters

Duration: Constant

Range: No Range

END Cost: 0

Description: Whether due to some chemical it exudes, its large size/excessive fat content, flexibility, or some other reason, the character's body can "catch" and trap objects that hit it — attackers' fists or weapons, for example. In game terms, this is represented as an Entangle Damage Shield that only works against attacks striking the character; the special effect of "breaking free" is usually not literally tearing the character's body apart, but having the strength to pull free. Blades, energy beams, or other attacks used by the target (and in some cases other persons) are even more likely to free him than STR, because they hurt the character and reflexively make him "let go." The character can voluntarily "relax" the effect to free all persons he currently has trapped.

In many cases, ideally the Entangle should have Active Points equal to the character's STR.

Game Information: Entangle 4d6 (standard effect: 4 BODY), 4 PD/4 ED, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½) (90 Active Points); No Range (-½), Does Not Work Against Persons Character Grabs (-¼), Set Effect (only traps objects or limbs used to hit character; -½), Vulnerable (to any physical or energy attack other than STR which the victim uses to free himself; -1), Vulnerable (to RKAs used by other characters to free victim; -1). Total cost: 22 points.

Options:

- 1) *Strong Power*: Increase to Entangle 6d6 (standard effect: 6 BODY), 6 PD/6 ED. 135 Active Points; total cost 34 points.
- 2) *Weak Power*: Decrease to Entangle 3d6 (standard effect: 3 BODY), 3 PD/3 ED. 67 Active Points; total cost 17 points.
- 3) *Uncontrollable Sticky Body*: The character's body always retains its "stickiness"; he can never turn it off. Once someone gets stuck to him, that person has to be pulled or cut free somehow. Add Persistent (+¼) and Always On (-½). 100 Active Points; total cost 22 points.
- 4) *Variant Sticky Body*: Change to Clinging (normal STR +30), Area Of Effect (personal Surface — Damage Shield; +¼) (25 Active Points); Does Not Work Against Persons Character Grabs (-¼), Limited Power (if victim uses any physical or energy attack other than STR to free himself, add the Active Points of that power to the victim's STR as "bonus STR" to determine if he can break free; -1), Limited Power (RKAs used by other characters to free victim add their Active Points to the victim's STR as "bonus STR" to determine if he can break free; -1). Total cost: 8 points.

DEFENSIVE POWERS



BODY HEAT CONTROL

Effect: Invisibility to Infrared Perception
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: By controlling his body temperature, a character can “blend in” with the ambient heat, thus rendering himself invisible to the ability to perceive thermal variations.

Game Information: Invisibility to Infrared Perception (any type). Total cost: 20 points.

Options:

- 1) *Easy Body Heat Control:* The character’s control over his body heat is effortless. Add Reduced Endurance (0 END; +½). Total cost: 30 points.
- 2) *Automatic Body Heat Control:* The character automatically blends in with the ambient heat at all times. Add Reduced Endurance (0 END; +½), Persistent (+¼), and Always On (-½). 35 Active Points; total cost 23 points.
- 3) *Precise Body Heat Control:* Even persons close to the character can’t perceive his body heat. Add No Fringe. Total cost: 30 points.



HARDENED FLESH

Effect: Resistant (+½) for 8 PD/8 ED
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can toughen his skin and flesh so that he can resist attacks involving blades, bullets, and the like

Game Information: Resistant (+½) for 8 PD/8 ED (8 Active Points); Costs Endurance (-½). Total cost: 5 points.

Options:

- 1) *The Flesh Is Strong:* Increase to Resistant (+½) for 12 PD/12 ED. 12 Active Points; total cost 8 points.
- 2) *The Flesh Is Not As Strong:* Reduce to Resistant (+½) for 4 PD/4 ED. 4 Active Points; total cost 3 points.



OXYGENATED SKIN

Effect: Life Support (Self-Contained Breathing), Only To Protect Against Choking/Suffocation/Strangulation Attacks
Target: Self
Duration: Inherent
Range: Self
END Cost: 0

Description: The character doesn’t breathe just through his mouth and nose — he can take in enough oxygen to keep himself alive through his skin. This makes it difficult to choke, suffocate, or strangle him.

Game Information: Life Support (Self-Contained Breathing), Inherent (+¼) (12 Active Points); Only To Protect Against Choking/Suffocation/Strangulation Attacks (-1). Total cost: 6 points.

Options:

- 1) *Tiring Skin Breathing:* Remove Inherent (+¼) and add Costs Endurance (-½). 10 Active Points; total cost 4 points.



PAIN RESISTANCE

Effect: Physical and Energy Damage Reduction, Resistant, 50%
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can override his body’s ability to feel, and reaction to, pain.

Game Information: Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.

Options:

- 1) *Tiring Resistance:* The character’s resistant to pain requires effort. Add Costs Endurance (-½). 60 Active Points; total cost 40 points.
- 2) *Weaker Resistance:* Reduce to Damage Reduction 25%. Total cost: 30 points.
- 3) *Focused Resistance:* Character has to make a conscious effort to withstand pain. Add Requires A CON Roll (-½). 60 Active Points; total cost 40 points.



RAPID HEALING

Effect: Regeneration (2 BODY per Hour)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When injured, the character kicks his metabolism and healing processes into overdrive so he returns to full health in a matter of hours instead of days.

Game Information: Regeneration (2 BODY per Hour). Total cost: 16 points.

Options:

- 1) *Really Rapid Healing:* Increase to Regeneration (2 BODY per 20 Minutes). Total cost: 20 points.
- 2) *I’ll Be Better In A Minute:* Increase to Regeneration (2 BODY per Minute). Total cost: 28 points.



RESILIENCE

Effect: Power Defense (20 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is so resilient that it resists any attempts to alter it, whether by drugs, disease, or anything else — even magic.

Game Information: Power Defense (20 points). Total cost: 20 points.

Options:

- 1) *Greater Resilience:* Increase to Power Defense (30 points). Total cost: 30 points.
- 2) *Lesser Resilience:* Decrease to Power Defense (10 points). Total cost: 10 points.
- 3) *Tiring Resilience:* Add Costs Endurance (-½). 20 Active Points; total cost 13 points.

MOVEMENT POWERS



ENHANCED RUNNING

Effect: Running +10m
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: By overriding his body's production of fatigue poisons and increasing the flow of blood to his leg muscles, the character can run much faster than normal.

Game Information: Running +10m, Reduced Endurance (0 END, character must still pay END for his base 12m of Running; +½). Total cost: 15 points.



ENHANCED SWIMMING

Effect: Swimming +6m
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Similar to Enhanced Running, this power allows a character to make his body swim faster than normal.

Game Information: Swimming +6m, Reduced Endurance (0 END, character must still pay END for his base 4m of Swimming; +½). Total cost: 4 points.

SENSORY POWERS



DNA PROFILE

Effect: Detect DNA Profile
Target: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character can “read” a subject's DNA profile just by touching the subject's skin, or a tissue or fluid sample from the subject. The character can later recognize the subject using the same power. If the character has an appropriate Science Skill or Knowledge Skill, he can also recognize and diagnose genetic diseases that might otherwise go undetected.

Game Information: Detect DNA Profile (INT Roll) (no Sense Group), Discriminatory, Analyze, Microscopic (x1000). Total cost: 22 points.

Options:

- 1) *Accurate Profiling:* Add +6 PER. Total cost: 28 points.
- 2) *Generalized Profiling:* Remove Analyze. Total cost: 17 points.
- 3) *Tiring Profiling:* Add Costs Endurance (-½). 22 Active Points; total cost 15 points.



HEIGHTENED SENSES

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can augment his normal human senses through various means, such as increasing the strength of his eye muscles, enhancing the performance of sensory nerves, and so forth. However, he cannot grant himself senses he does not ordinarily possess.

Game Information:

Cost Value

12	Heightened Senses: +4 PER with all Sense Groups
18	Precise Focussing: +12 versus Range Modifier for any one Sense Group (chosen when the character purchases the power)

Options:

- 1) *Tiring Senses:* The character can only heighten his senses by force of effort. Add Costs Endurance (-½). Total cost: 8 points for Heightened Senses; 12 points for Precise Focussing.

MISCELLANEOUS POWERS



APPEARANCE MANIPULATION

Effect: Shape Shift (Sight Group), Imitation
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can alter the cosmetic details of his appearance — hair color, eye color, facial shape, lack or presence of facial and body hair, and so forth.

Game Information: Shape Shift (Sight Group), Imitation, Makeover, Reduced Endurance (0 END; +½) (34 Active Points); Cosmetic Details Only (-¼), Extra Time (takes 1 Minute to alter shape; -¾). Total cost: 17 points.

Options:

- 1) *Scent Manipulation:* The character can alter his scent, thereby throwing off hunting dogs and other creatures that track by smell. Change to Shape Shift (Smell/Taste Group), Imitation, Reduced Endurance (0 END; +½) (18 Active Points); Extra Time (takes 1 Minute to alter scent; -¾). Total cost: 10 points.



BLOOD FLOW CONTROL

Effect: Paramedics, Only To Stop Bleeding; Aid REC 1d6, Only For Healing BODY
Target: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character has full control over the flow of blood through his body. If he suffers an injury and begins to bleed (whether via the Bleeding rules or because he's below 0 BODY and is losing BODY every Turn), he can shunt most of the flow of blood away from that part of his body to reduce (and, hopefully, soon stop) blood loss. In a longer-term sense, he can send extra blood to injured parts of his body so that he heals from those injuries more quickly. (See also the *Brain-flow* ability, below, which could easily be added to this Multipower.)

Game Information:

Cost Power

- 15 **Blood Flow Control:** Multipower, 22-point reserve; all Self Only (-½)
- 1f **1) Stop Bleeding:** Paramedics (INT Roll +5); Self Only (-½), Only To Stop Bleeding (see text; -1)
- 1f **2) Heal Faster:** Aid REC 1d6, Delayed Return Rate (all points fade after 1 Month; +2¾); Self Only (-½), Only For Healing BODY (-½)

Total cost: 17 points.



BONE GROWTH

Effect: Varies
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character can accelerate the growth of his own bones to create various effects — spikes that hurt anyone who touches him, osseous armor, longer arms and legs, and so forth. A character may buy as many of these abilities as he wishes, perhaps with the *Unified Power* (+¼) Limitation.

Game Information:

Cost Power

- 17 **Spiky Bones:** RKA 1d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½); No Range (-½)
- 23 **Stable Spiky Bones:** As Spiky Bones, but add Reduced Endurance (0 END; +½)
- 30 **Bone Missiles:** Blast 6d6 (physical), Armor Piercing (+¼) (37 Active Points); 10 Charges (-¼)
- 16 **Bone Armor:** Resistant Protection (8 PD/8 ED) (24 Active Points); Costs Endurance (-½)
- 3 **Armbone Extensions:** Stretching 4m (4 Active Points); Limited Body Parts (-¼)
- 6 **Legbone Extensions:** Running +6m



ENHANCED DIGESTION

Effect: Life Support (Diminished Eating: any protein)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body can derive nutriment from virtually any organic substance, provided he can swallow it safely.

Game Information: Life Support (Diminished Eating: any protein). Total cost: 1 point.



ENVIRONMENTAL RESILIENCE

Effect: Life Support (Safe Environment; Diminished Eating)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can override his need for comfortable temperatures, food, and drink, thus making it more likely that he can survive exposure and starvation.

Game Information: Life Support (Safe Environments: Intense Cold, Intense Heat; Diminished Eating: only has to eat once per week). Total cost: 5 points.

**HEALING**

Effect: Simplified Healing 4d6
Target: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: Rather than disrupting or warping another person's flesh, the character can use his powers to heal and mend.

Game Information: Simplified Healing 4d6. Total cost: 40 points.

Options:

- 1) *Strong Healing:* Increase to Simplified Healing 6d6. Total cost: 60 points.
- 2) *Weak Healing:* Decrease to Simplified Healing 3d6. Total cost: 30 points.
- 3) *Tissue Regeneration:* Add Can Heal Limbs. Total cost: 45 points.

**LET ME LEND YOU A HAND**

Effect: Summon up to four 80-point body parts, plus Mind Link
Target: Special
Duration: Instant
Range: No Range
END Cost: 0

Description: The character can detach parts of his body — primarily his limbs and head — and send them off to act independently. The player must prepare a character sheet for each body part, building them on up to 80 Character Points each. (If that's not enough, increase the cost of the power as appropriate.) The character sheets must, of course, include appropriate Complications, including the fact that a detached body part can rarely move very fast (except, perhaps, for sudden lunges). While a body part is detached, the character can “communicate” with it, and it does whatever he tells it to (provided the task is within its limited capabilities).

Game Information: Summon up to four body parts built on up to 80 Total Points each, Slavishly Devoted (+1) (52 Active Points); Character Loses Use Of Body Part While Summon Remains In Effect (-½) (total cost: 35 points) and Mind Link (specific group of up to four Summoonees) (20 Active Points), Feedback (STUN and BODY; -2) (total cost: 7 points). Total cost: 42 points.

**LIVING HAIR**

Effect: Extra Limbs plus Stretching 6m
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0/1

Description: The character's hair is extremely strong, and can move and lengthen at his command. He can use it as up to 10 limbs.

Game Information: Extra Limbs (up to 10) (5 Active Points); Costs Endurance (-½) (total cost: 3 points) and Stretching 6m (6 Active Points); Limited Body Parts (Extra Limbs/hair only; -¼) (total cost: 5 points). Total cost: 8 points.

Options:

- 1) *A Hairy Situation:* The character's Extra Limbs make him a skilled fighter in HTH Combat. +9 with Punch, Disarm, and Grab. Total cost: 27 points.

**MINIMIZED BREATHING**

Effect: Life Support (Extended Breathing)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can slow down his metabolism and heart rate to the point where he doesn't need nearly as much oxygen as normal humans — and he can do it without diminishing his ability to move and act.

Game Information: Life Support (Extended Breathing: 1 END per Minute). Total cost: 2 points.

**MIRACULOUS HEALING**

Effect: Severe Transform 3d6 (remove physical disabilities)
Target: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: The character can repair long-term damage to another person's body — anything from damage to the eyes, to loss of limbs, to removing scars and tattoos.

In game terms, this Transform removes Complications with physical effects, such as Physical Complications or Distinctive Features. The GM may also allow it to have related effects, such as removing some Limitations from powers when they derive from a physical malady of some sort. Obviously, this power could prove extremely unbalancing, so the GM should only allow it into the game after careful consideration. If he does allow it, he may also want to forbid characters to take certain Complications or Limitations, on the grounds that a person with this power could easily “heal” those problems.

Game Information: Severe Transform 3d6 (person with physical disabilities or deformities to otherwise identical person without those disabilities or deformities; heals back through another application of this power, Fleshwarping, or a like power) (45 Active Points); No Range (-½). Total cost: 30 points.

Options:

- 1) *Strong Miraculous Healing:* Increase to Severe Transform 4d6 (60 Active Points). Total cost: 40 points.
- 2) *Weak Miraculous Healing:* Decrease to Severe Transform 2d6 (30 Active Points). Total cost: 20 points.

**NEGATE TOXINS**

Effect: Life Support (Immunity: all terrestrial poisons and chemical weapons)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: When the character is poisoned, he can control his biochemistry and immune systems to isolate and negate the poison before it does much (if any) harm.

In game terms, this ability is built with the *Immunity* form of Life Support. However, since it's not Persistent, it doesn't protect the character all the time; he can only activate it as soon as he's been poisoned. (He has to know he's been poisoned, whether by seeing it happen, being told, or feeling the effects of the poison beginning to work; the ability doesn't activate automatically.) Any damage taken from the poison up until the ability is activated remains; this power doesn't heal it (see the *Toxin Reversal* option, below). Technically the Immunity should exist only as long as the character maintains the power, which means he has to leave the power activated until the poison's Gradual Effect or duration runs out, but in the interest of dramatic sense the GM should determine a reasonable time that it takes the character to "burn out" the poison (typically 1 Turn to 1 Minute) and use that.

Game Information: Life Support (Immunity: all terrestrial poisons and chemical weapons) (5 Active Points); Nonpersistent (see text; -¼), Cannot Be Activated Until Character Is Poisoned (-¼). Total cost: 3 points.

Options:

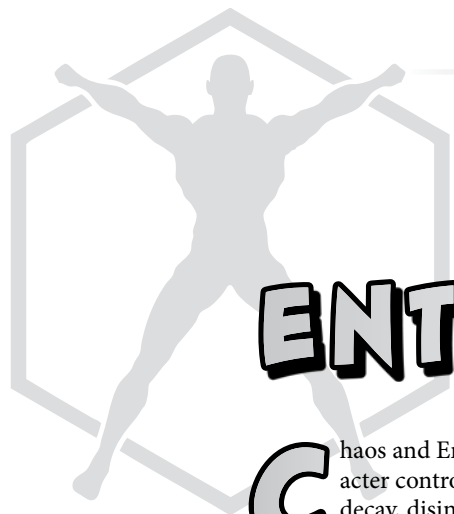
- 1) *Toxin Reversal:* The character's control is so fine that he can neutralize the poison before it ever affects him, and/or can reverse the poison's initial effects. Character also buys Healing 2d6, Expanded Effect (two Characteristics simultaneously; +½), Variable Effect (any two Characteristics, typically CON and BODY, but it depends on how the poison's defined; +½) (40 Active Points); Self Only (-½) (total cost: 27 points).
- 2) *Perceive Poisoning:* The character's body instantly informs him when there's a poison or toxin in his bloodstream, even if the poison hasn't yet begun to work. Character also buys Detect Poisons In My Body (INT Roll +3) (no Sense Group). Total cost: 6 points (or add Discriminatory, total cost 11 points, if the character wants to be able to identify the poison used against him).
- 3) *Negate Diseases:* Characters can also buy the ability to hyper-accelerate their immune systems to fight off disease, illness, and infection. Change this power to Immunity to all terrestrial diseases and biowarfare agents.

**SLEEP RESISTANCE**

Effect: Life Support (Diminished Sleep) and +20 STUN
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can keep himself vital and refreshed, thus reducing his need for sleep and increasing his resistance to attacks that force him to go to sleep. In the latter case, subtract any damage he takes from the +20 STUN first, then reduce the character's normal STUN if necessary.

Game Information: Life Support (Diminished Sleep: only needs to sleep eight hours per week) (total cost: 1 point) and +20 STUN (10 Active Points); Only To Resist Sleep Attacks (-1) (total cost: 5 points). Total cost: 6 points.



CHAOS AND ENTROPY POWERS

Chaos and Entropy Powers give the character control over the essential forces of decay, disintegration, and disorder on all levels. While the source of such powers is typically something like evil magic, endowment from the Primal Lords of Chaos, becoming the human embodiment of a cosmic force, or the like, some characters gain powers of this type from an accident, experiment, or just a mutant ability.

While the abilities shown here are at the level of standard Champions-level superheroes and supervillains, most demonstrations of these powers are at a much higher level, especially in the case of villains. These tend to be epic villains meant to challenge even entire teams of Galactic Champions heroes.

Chaos/Entropy can have the unusual characteristic of being somewhat unpredictable. Since it embodies chaos, change, and similar phenomena in addition to death and decay, in some campaign settings it's not an entirely reliable special effect. The unpredictability makes it dangerous; Chaos/Entropy powers often involve Required Skill Rolls (even Luck rolls), Side Effects, and similar Limitations.

Typically Chaos/Entropy abilities involve changing, warping, or "unmaking" (reducing to its component parts) things to achieve a specific effect. They tend to be more effective than normal against physical powers, since they can cause them to unravel or erode — after all, it's a fundamental physical law that everything decays. In many cases you can represent this with Advantages like NND Does BODY. Against energy powers they're of ordinary effectiveness. On the other hand, Chaos/Entropy powers may also be dangerous and unpredictable, as discussed above.

Other power categories with abilities of potential interest to a chaos controller include Acid Powers, Body Control Powers, Cosmic Energy Powers, Dimensional Manipulation Powers, Emotion Control Powers, Kinetic Energy Powers, Luck Powers, Matter Manipulation Powers, Teleportation Powers, Time Powers, and Miscellaneous Powers (from the latter, Death Touch is particularly appropriate).

OFFENSIVE POWERS



AGE MANIPULATION

Effect: Major Transform 3d6 (aging), Partial Transform

Target: One character

Duration: Instant

Range: 300m

END Cost: 5

Description: The character can advance or regress the age of a person, making him into a younger or older version of himself. This may cause related changes as well; for example, a mutant whose powers manifested during puberty loses those powers if regressed to age 5, and a person aged to the point of senility probably loses most if not all of his abilities.

Game Information: Major Transform 3d6 (anything into older/younger/newer version of itself; heals via the application of any time-manipulation or Order-based power), Improved Result Group (+¼), Partial Transform (+½). Total cost: 52 Active Points.

Options:

- 1) *Greater Manipulation:* Increase to Major Transform 4d6. Total cost: 70 points.
- 2) *Weak Manipulation:* Decrease to Major Transform 2d6. Total cost: 35 points.
- 3) *Easy Manipulation:* Add Reduced Endurance (½ END; +¼). Total cost: 60 points.
- 4) *Effortless Manipulation:* Add Reduced Endurance (0 END; +½). Total cost: 67 points.
- 5) *Tiring Manipulation:* Add Increased Endurance Cost (x3 END; -1). 52 Active Points; total cost 26 points.
- 6) *Ongoing Manipulation:* Decrease to Major Transform 2d6 and add Constant (+½). Total cost: 45 points.

**CHAOS OF THE MIND**

Effect: Mental Blast 4d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 4

Description: The character can cloud a target's mind with chaotic images and thoughts, confusing him.

Game Information: Mental Blast 4d6 (40 Active Points); Normal Range Modifier (-¼). Total cost: 32 points.

Options:

- 1) *Greater Chaos:* Increase to Mental Blast 6d6. 60 Active Points; total cost 48 points.
- 2) *Lesser Chaos:* Decrease to Mental Blast 3d6. 30 Active Points; total cost 24 points.
- 3) *Easy Chaos:* Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 40 points.
- 4) *Effortless Chaos:* Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 48 points.
- 5) *Tiring Chaos:* Add Increased Endurance Cost (x4 END; -1½). 40 Active Points; total cost 14 points.
- 6) *Chaos by Sight:* Remove Normal Range Modifier (-½). Total cost: 40 points.

**CHAOTIC BLAST**

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character summons the force of chaos to damage a target.

Game Information: Blast 12d6 (60 Active Points); No Knockback (-¼). Total cost: 48 points.

Options:

- 1) *Stronger Chaos:* Increase to Blast 15d6. 75 Active Points; total cost 60 points.
- 2) *Lesser Chaos:* Decrease to Blast 9d6. 45 Active Points; total cost 36 points.
- 3) *Easy Chaos:* Add Reduced Endurance (½ END; +¼). 75 Active Points; total cost 60 points.
- 4) *Effortless Chaos:* Add Reduced Endurance (0 END; +½). 90 Active Points; total cost 72 points.
- 5) *Tiring Chaos:* Add Increased Endurance Cost (x3 END; -1). 60 Active Points; total cost 27 points.
- 6) *Determined Chaos:* Add Armor Piercing (+¼). 75 Active Points; total cost 60 points.
- 7) *Unreliable Chaos:* Add Activation Roll 13- (-½). 60 Active Points; total cost 40 points.
- 8) *Continued Chaos:* Decrease to Blast 8d6 and add Constant (+½). 60 Active Points; total cost 48 points.
- 9) *Chaotic Touch:* Add No Range (-½). 60 Active Points; total cost 34 points.

**CHAOTIC DESTRUCTION**

Effect: RKA 3d6
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character imbues the target with the essence of Chaos, causing it to disincorporate, rip apart, tear asunder, or the like.

Game Information: RKA 3d6 (45 Active Points); No Knockback (-¼). Total cost: 36 points.

Options:

- 1) *Stronger Destruction:* Increase to RKA 4d6. 60 Active Points; total cost 48 points.
- 2) *Lesser Destruction:* Decrease to RKA 2d6. 30 Active Points; total cost 24 points.
- 3) *Easy Destruction:* Add Reduced Endurance (½ END; +¼). 56 Active Points; total cost 45 points.
- 4) *Effortless Destruction:* Add Reduced Endurance (0 END; +½). 67 Active Points; total cost 54 points.
- 5) *Tiring Destruction:* Add Increased Endurance Cost (x3 END; -1). 45 Active Points; total cost 20 points.
- 6) *Powerful Destruction:* Add Penetrating (+½). 67 Active Points; total cost 54 points.
- 7) *Unreliable Destruction:* Add Activation Roll 13- (-½). 45 Active Points; total cost 30 points.
- 8) *Continued Destruction:* Decrease to RKA 2d6 and add Constant (+½). 45 Active Points; total cost 36 points.
- 9) *Destructive Touch:* Add No Range (-½). 45 Active Points; total cost 26 points.
- 10) *Painful Destruction:* Add +2 Increased STUN Multiple (+½). 67 Active Points; total cost 54 points.

**CONFUSION OF THE SENSES**

Effect: Sight and Hearing Group Flash 8d6
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: By creating swirling lights and noises, the character can cause a target's senses of sight and hearing to become confused.

Game Information: Sight and Hearing Group Flash 8d6. Total cost: 45 points.

Options:

- 1) *Greater Confusion:* Increase to Sight and Hearing Group Flash 12d6. Total cost: 65 points.
- 2) *Lesser Confusion:* Decrease to Sight and Hearing Group Flash 4d6. Total cost: 25 points.
- 3) *Easy Confusion:* Add Reduced Endurance (½ END; +¼). Total cost: 56 points.
- 3) *Effortless Confusion:* Add Reduced Endurance (0 END; +½). Total cost: 67 points.
- 4) *Tiring Confusion:* Add Increased Endurance Cost (x3 END; -1). Total cost: 22 points.

- 5) *Organic Confusion*: The effect comes from a direct attack to the target's sensory organs. Add AVAD (Power Defense; +0). Total cost: 45 points.
- 6) *Complete Sensory Confusion*: Change to Sight, Hearing, Smell/Taste, and Touch Group Flash 6d6. Total cost: 45 points.
- 7) *Absolute Sensory Confusion*: Change to Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Group Flash 6d6. Total cost: 55 points.



DISINTEGRATION

Effect: RKA 2d6, NND, Does BODY
Target: One character
Duration: Instant
Range: 250m
END Cost: 7

Description: The character causes the target to start falling apart at the molecular level.

Game Information: RKA 2d6, NND (defense is ED Resistant Protection defined as a force-field or the like; +½), Does BODY (+1) (75 Active Points); No Knockback (-¼). Total cost: 60 points.

Options:

- 1) *Stronger Disintegration*: Increase to RKA 2½d6. 100 Active Points; total cost 80 points.
- 2) *Weaker Disintegration*: Decrease to RKA 1½d6. 62 Active Points; total cost 50 points.
- 3) *Easy Disintegration*: Add Reduced Endurance (½ END; +¼). 82 Active Points; total cost 66 points.
- 4) *Effortless Disintegration*: Add Reduced Endurance (0 END; +½). 90 Active Points; total cost 72 points.
- 5) *Tiring Disintegration*: Add Increased Endurance Cost (x3 END; -1). 75 Active Points; total cost 33 points.
- 6) *Disintegrating Touch*: Add No Range (-½). 75 Active Points; total cost 43 points.
- 7) *Disintegration Variant*: Change NND (+½) to AVAD (Power Defense; +1). 90 Active Points; total cost 72 points.



EMOTIONAL CHAOS

Effect: Mind Control 8d6, Only To Increase Current Emotions
Target: One character
Duration: Instant
Range: 400m
END Cost: 4

Description: The character has the ability to exaggerate his target's emotions completely out of proportion.

Game Information: Mind Control 8d6 (40 Active Points); Only To Increase Current Emotions (-1), Normal Range (-¼), Normal Range Modifiers (-¼). Total cost: 16 points.

Options:

- 1) *Greater Emotional Chaos*: Increase to Mind Control 12d6. 60 Active Points; total cost 24 points.
- 2) *Lesser Emotional Chaos*: Decrease to Mind Control 4d6. 20 Active Points; total cost 8 points.
- 3) *Easy Emotional Chaos*: Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 20 points.
- 4) *Effortless Emotional Chaos*: Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 24 points.
- 5) *Tiring Emotional Chaos*: Add Increased Endurance Cost (x4 END; -1½). 40 Active Points; total cost 10 points.
- 6) *Absolute Or Nothing*: Add Mandatory Effect (EGO + 30; -¾). 40 Active Points; total cost 12 points.
- 7) *Chaotic Gaze*: Add Eye Contact Required (-½). 40 Active Points; total cost 13 points.
- 8) *Emotional Chaos By Sight*: Remove Normal Range (-¼) and Normal Range Modifiers (-¼). 40 Active Points; total cost 20 points.
- 9) *Crowd Of Emotional Chaos*: Decrease to Mind Control 6d6 and add Area Of Effect (64m Radius Nonselective; +1). 60 Active Points; total cost 24 points.



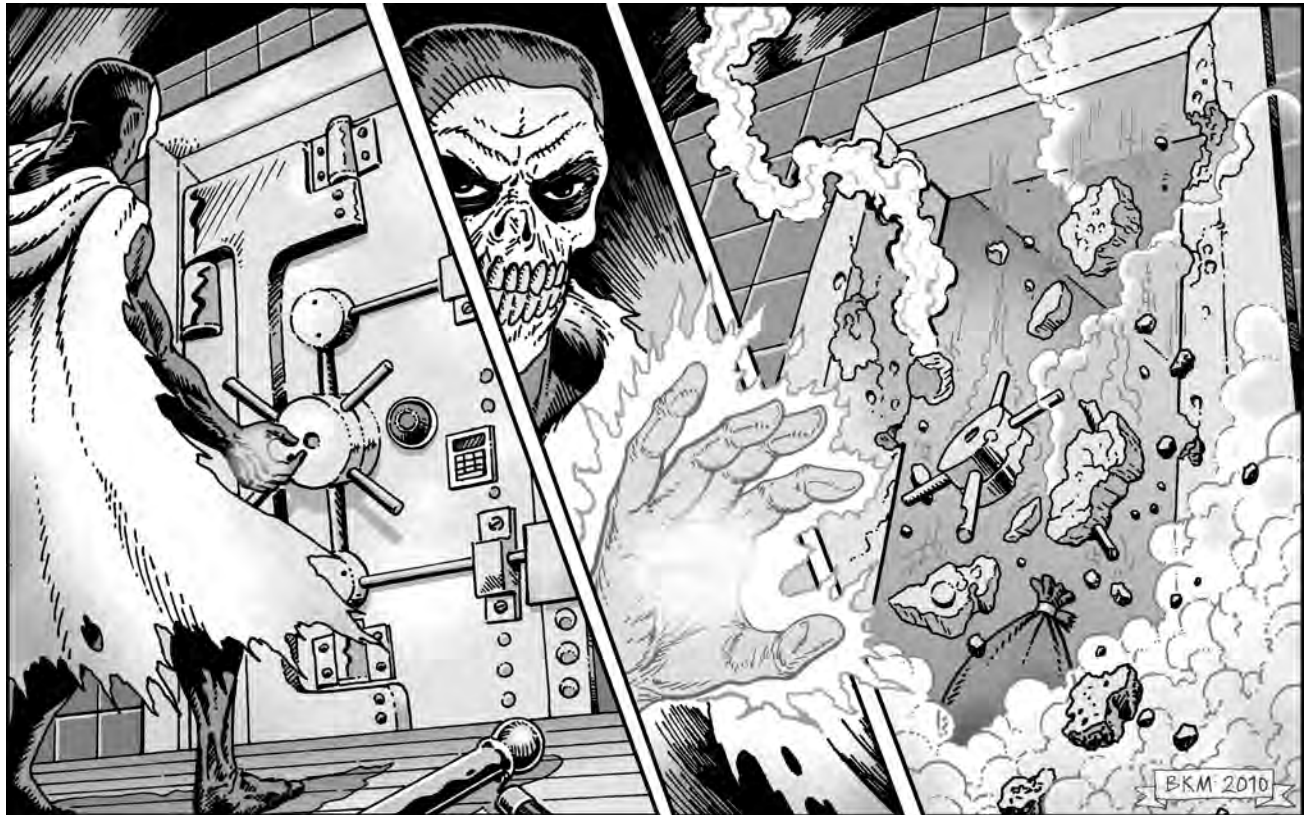
ENVIRONMENTAL MAYHEM

Effect: Blast 6d6, Indirect
Target: One character
Duration: Instant
Range: 300m
END Cost: 6

Description: The character causes objects in the environment to strike or otherwise interfere with a target — a small object falls off a shelf or ledge, part of the ceiling collapses, the target takes a corner a little too sharply and runs into the wall, and so forth. It could even extend to an object suddenly flying upward from its location to strike the target. This effect only works in situations where the GM thinks it's appropriate (thus the OIF Limitation); sometimes there's nothing around that could hurt an opponent.

As a Side Effect, this power causes minor amounts of damage to the local environment — the breaking of things that fall on the victim and so forth. The GM normally decides exactly what happens, though of course he may take suggestions from the player. Unless it's dramatically appropriate and won't unbalance the game, the damage to the environment should not be significant; it shouldn't, for example, cause an entire building to collapse.

Game Information: Blast 6d6, Indirect (Source Point and Path can vary from use to use; +1) (60 Active Points); OIF (environmental objects of opportunity; -½), Side Effects (miscellaneous minor damage to the environment, automatically occurs; -0), Only Does Knockdown (-0). Total cost: 40 points.

**Options:**

- 1) *Greater Mayhem*: Increase to Blast 8d6. 80 Active Points; total cost 53 points.
- 2) *Lesser Mayhem*: Decrease to Blast 4d6. 40 Active Points; total cost 27 points.
- 3) *Easy Mayhem*: Add Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$). 67 Active Points; total cost 45 points.
- 4) *Effortless Mayhem*: Add Reduced Endurance (0 END; $+\frac{1}{2}$). 75 Active Points; total cost 50 points.
- 5) *Tiring Mayhem*: Add Increased Endurance Cost (x3 END; -1). 60 Active Points; total cost 24 points.
- 6) *Mayhem From Above*: The type of attack can consist only of something falling onto the target. Reduce to Indirect (Source Point is always from above, Path is always directly to target; $+\frac{1}{4}$). 37 Active Points; total cost 25 points.
- 7) *Widespread Mayhem*: The object striking the target is particularly large, or consists of several small objects that cover a large area. Add Area Of Effect (8m Radius; $+\frac{1}{2}$). 75 Active Points; total cost 50 points.
- 8) *Multiple Mayhem*: The target is struck by multiple objects. Add Autofire (5 shots; $+\frac{1}{2}$). 75 Active Points; total cost 50 points.
- 9) *Deadly Mayhem*: Change to RKA 2d6. 60 Active Points; total cost 40 points.

**HAND OF CHAOS**

Effect: Telekinesis 30 STR
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character can cause a target to suddenly be thrown in some random direction, held in place, or subjected to some similar effect of random movement. The character has no direct control over the exact effect of the power — this may be determined arbitrarily by the GM, or at random — but whatever happens won't be good for the target.

Game Information: Telekinesis (30 STR) (45 Active Points); Affects Whole Object ($-\frac{1}{4}$), Instant ($-\frac{1}{2}$), No Conscious Control (-1). Total cost: 16 points.

Options:

- 1) *Stronger Hand*: Increase to Telekinesis 40 STR. 60 Active Points; total cost 22 points.
- 2) *Weaker Hand*: Decrease to Telekinesis 20 STR. 30 Active Points; total cost 11 points.
- 3) *Easy Hand*: Add Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$). 56 Active Points; total cost 20 points.
- 4) *Effortless Hand*: Add Reduced Endurance (0 END; $+\frac{1}{2}$). 67 Active Points; total cost 24 points.
- 5) *Tiring Hand*: Add Increased Endurance Cost (x3 END; -1). 45 Active Points; total cost 12 points.
- 6) *Steady Hand*: Remove Instant ($-\frac{1}{2}$). 45 Active Points; total cost 20 points.
- 7) *Controlled Hand*: Remove No Conscious Control (-1). 45 Active Points; total cost 26 points.

**OBJECT RUINATION**

Effect: Dispel Device/Object Powers 14d6
Target: One device/object
Duration: Instant
Range: 420m
END Cost: 6

Description: The character can warp and mold physical objects to break them, ruin their properties and powers, and so forth.

Game Information: Dispel Device/Object Powers 14d6, Variable Effect (any one Device/Object power at a time; +½). Total cost: 63 points.

Options:

- 1) *Strong Object Ruination:* Increase to Dispel 18d6. Total cost: 81 points.
- 2) *Weak Object Ruination:* Decrease to Dispel 10d6. Total cost: 45 points.
- 3) *Easy Object Ruination:* Add Reduced Endurance (½ END; +¼). Total cost: 73 points.
- 4) *Effortless Object Ruination:* Add Reduced Endurance (0 END; +½). Total cost: 84 points.
- 5) *Tiring Object Ruination:* Add Increased Endurance Cost (x3 END; -1). 63 Active Points; total cost 31 points.
- 6) *Enhanced Object Ruination I:* Decrease to Dispel 12d6 and add Expanded Effect (any two Device/Object powers at a time; +½). Total cost: 72 points.
- 7) *Enhanced Object Ruination II:* Decrease to Dispel 10d6 and add Expanded Effect (any four Device/Object powers at a time; +1½). Total cost: 90 points.
- 8) *Enhanced Object Ruination III:* Decrease to Dispel 8d6 and add Expanded Effect (all Device/Object powers simultaneously; +3½). Total cost: 120 points.

**RANDOM ACTS**

Effect: Mind Control 8d6, No Conscious Control
Target: One character
Duration: Instant
Range: 400m
END Cost: 4

Description: The character can create confusion in the decision-making center of the target's brain. When affected by this power, the target will stop what he's doing and perform some random act. The character has no control over the nature of this act; the GM should determine what the target does, influenced but not necessarily dictated by the target's Psychological Complications and other traits.

Game Information: Mind Control 8d6 (40 Active Points); No Conscious Control (-1), Normal Range (-¼), Normal Range Modifiers (-¼). Total cost: 16 points.

Options:

- 1) *Severely Random Acts:* Increase to Mind Control 12d6. 60 Active Points; total cost 24 points.
- 2) *Mildly Random Acts:* Decrease to Mind Control 4d6. 20 Active Points; total cost 8 points.
- 3) *Easy Random Acts:* Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 20 points.
- 4) *Effortless Random Acts:* Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 24 points.
- 5) *Tiring Random Acts:* Add Increased Endurance Cost (x4 END; -1½). 40 Active Points; total cost 10 points.
- 6) *Gaze of Randomness:* Add Eye Contact Required (-½). 40 Active Points; total cost 13 points.
- 7) *Random Acts By Sight:* Remove Normal Range (-¼) and Normal Range Modifiers (-¼). 40 Active Points; total cost 20 points.
- 8) *A Crowd Of Random Acts:* Decrease to Mind Control 6d6 and add Area Of Effect (16m Radius Nonselective; +½). 45 Active Points; total cost 18 points.

**RUINED AIM**

Effect: Drain OCV 6d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character causes an opponent to experience such a level of Chaos that his ability to hit targets, whether hand-to-hand or at range, is severely impaired.

Game Information: Drain OCV 6d6. Total cost: 60 points.

Options:

- 1) *Badly Ruined:* Increase to Drain OCV 8d6. Total cost: 80 points.
- 2) *Not So Badly Ruined:* Decrease to Drain OCV 4d6. Total cost: 40 points.
- 3) *Easily Ruined:* Add Reduced Endurance (½ END; +¼). Total cost: 75 points.
- 4) *Effortlessly Ruined:* Add Reduced Endurance (0 END; +½). Total cost: 90 points.
- 5) *Arduously Ruined:* Add Increased Endurance Cost (x3 END; -1). 60 Active Points; total cost 30 points.

**SWORD OF CHAOS**

Effect: HKA 2d6, Penetrating
Target: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: The character can summon a blade of pure entropy which he can use as a weapon.

Game Information: HKA 2d6 (plus STR), Penetrating (+½). Total cost: 45 points.

Options:

- 1) *Greater Sword*: Increase to HKA 2½d6. Total cost: 60 points.
- 2) *Lesser Sword*: Decrease to HKA 1d6+1. Total cost: 30 points.
- 3) *Light Sword*: Add Reduced Endurance (½ END; +¼). Total cost: 52 points.
- 4) *Effortless Sword*: Add Reduced Endurance (0 END; +½). Total cost: 60 points.
- 5) *Tiring Sword*: Add Increased Endurance Cost (x3 END; -1). 45 Active Points; total cost 22 points.
- 6) *Sword Swings True*: Add Area Of Effect (1m Radius Accurate; +½). Total cost: 60 points.
- 7) *Painful Sword*: Add +2 Increased STUN Multiple (+½). Total cost: 60 points.
- 8) *Unstoppable Sword*: Decrease to HKA 1d6 and add AVAD (Power Defense; +1), Does BODY (+1). Total cost: 52 points.

DEFENSIVE POWERS

**CHAOS SENSES**

Effect: various types of Flash Defense
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's senses operate at a chaotic level beyond the understanding of most other people, so his senses aren't as sensitive to overloads and similar damage. The character buys any or all of the powers listed below.

Game Information:**Cost Power**

- 15 **Chaos Eyes:** Sight Group Flash Defense (15 points)
- 15 **Chaos Ears:** Hearing Group Flash Defense (15 points)
- 15 **Chaos Nose:** Smell/Taste Group Flash Defense (15 points)
- 15 **Chaos Nerves:** Touch Group Flash Defense (15 points)

**CHAOTIC BATTLEFIELD**

Effect: Defense Maneuver IV
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's sense of his surroundings isn't confused by the presence of multiple attackers against him, their location, or similar potential problems.

Game Information: Defense Maneuver IV. Total cost: 10 points.

**CHAOTIC BODY**

Effect: No Hit Locations; Power Defense
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is so chaotically built that any hit in any location is more or less the same as an equal hit anywhere else, and attempts to alter his body have lessened effects.

Because No Hit Locations is normally restricted to Automata only, and because not all campaigns use Hit Locations in the first place, the *Chaotic Form* element of this power requires the GM's permission.

Game Information:**Cost Ability**

- 10 **Chaotic Form:** No Hit Locations
- 15 **Chaotic Metabolism:** Power Defense (15 points)

**CHAOTIC MIND**

Effect: Mental Defense (20 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's mind is such a chaotic jumble that mentalists have a difficult time reading and manipulating it.

Game Information: Mental Defense (20 points).

Total cost: 20 points.

Options:

- 1) *More Chaotic*: Increase to Mental Defense (30 points). Total cost: 30 points.
- 2) *Less Chaotic*: Decrease to Mental Defense (10 points). Total cost: 10 points.
- 3) *Tiring Chaos*: Add Costs Endurance (-½). 20 Active Points; total cost 13 points.
- 4) *Stubborn Chaos*: Add Hardened (+¼). Total cost 25 points.

**ENTROPY POINT DEFENSE**

Effect: Deflection
Target: Target's OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character can cause incoming attacks to dissipate before they reach him.

Game Information: Deflection. Total cost: 20 points.

**SHIELD OF ENTROPY**

Effect: Resistant Protection (10 PD/10 ED/5 Sight Group Flash Defense/5 Mental Defense/10 Power Defense)

Target: Self

Duration: Constant

Range: Self

END Cost: 6

Description: The character surrounds himself with an entropy-generating field, causing any incoming attacks to quickly deteriorate and have reduced effect.

Game Information: Resistant Protection (10 PD/10 ED/5 Sight Group Flash Defense/5 Mental Defense/10 Power Defense) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Greater Entropy:* Increase to Resistant Protection (15 PD/15 ED/10 Sight Group Flash Defense/8 Mental Defense/12 Power Defense). 90 Active Points; total cost 60 points.
- 2) *Lesser Entropy:* Decrease to Resistant Protection (8 PD/8 ED/3 Sight Group Flash Defense/3 Mental Defense/8 Power Defense). 45 Active Points; total cost 30 points.
- 3) *Effortless Entropy:* Remove Costs Endurance (-½). Total cost: 60 points.
- 4) *Tiring Entropy:* Add Increased Endurance Cost (x3 END; -1). 60 Active Points; total cost 24 points.
- 5) *Diligent Entropy:* Add Hardened (+¼). 75 Active Points; total cost 50 points.
- 6) *Very Diligent Entropy:* Add Hardened (x2; +½). 90 Active Points; total cost 60 points.
- 7) *Basic Entropy:* Change to Resistant Protection (20 PD/20 ED). 60 Active Points; total cost 40 points.
- 8) *Entropy Field Variant:* Change to Physical Damage Reduction, Resistant, 50% (30 points); Costs Endurance (-½) (total cost: 20 points) **plus** Energy Damage Reduction, Resistant, 50% (30 points); Costs Endurance (-½) (total cost: 20 points) **plus** Mental Damage Reduction, 50% (30 points); Costs Endurance (-½) (total cost: 20 points). Total cost: 60 points.

**WALL OF ENTROPY**

Effect: Barrier 10 PD/10 ED, 10 BODY (up to 8m long, 4m high, and 1m thick)

Target: Area

Duration: Instant

Range: 540m

END Cost: 5

Description: The character creates a barrier that stops anything from passing by dissipating all types of energy — and many types of matter.

Game Information: Barrier 10 PD/10 ED, 10 BODY (up to 8m long, 4m high, and 1m thick). Total cost: 54 points.

Options:

- 1) *Stronger Wall:* Increase to 12 PD/12 ED, 12 BODY (up to 8m long, 4m high, and 1m thick). Total cost: 62 points.
- 2) *Weaker Wall:* Decrease to 8 PD/8 ED, 8 BODY (up to 8m long, 4m high, and 1m thick). Total cost: 46 points.
- 3) *Effortless Wall:* Add Reduced Endurance (0 END; +½). Total cost: 81 points.
- 4) *Large Wall:* Add +12m length. Total cost: 66 points.
- 5) *Retributive Wall:* Add Backlash (+½). Total cost: 81 points.
- 6) *Controllable Wall:* Add Non-Anchored, Dismissable, and Costs Endurance (to maintain; -½). 69 Active Points; total cost 46 points.

MOVEMENT POWERS**ENTER THE REALM OF CHAOS**

Effect: Extra-Dimensional Movement (to a Chaos dimension)

Target: Self

Duration: Instant

Range: Self

END Cost: 2

Description: The character's ties to Chaos are so complete that he can travel to Beulah, the Realm of Chaos, the Qliphothic World, or some other dimension of Chaos or Entropy fitting the GM's multiverse. (See *Champions Universe* for more information on these dimensions.)

Game Information: Extra-Dimensional Movement (to a single location in Beulah, the Qliphothic World, or some equivalent dimension). Total cost: 20 points.

Options:

- 1) *Effortless Entrance:* Add Reduced Endurance (0 END; +½). Total cost: 30 points.
- 2) *Tiring Entrance:* Add Increased Endurance Cost (x3 END; -1). 20 Active Points; total cost 10 points.
- 3) *Enter The Realm With Me:* Add x2 Mass. Total cost: 25 points.
- 4) *Let's All Visit Chaos:* Add x16 Mass. Total cost: 40 points.
- 5) *Gateway To Chaos:* Add Area Of Effect (1m Radius; +¼), Constant (+½), Usable By Other (+¼) (40 Active Points); Gate (-½). Total cost: 27 points.



RIDING THE THREADS OF CHAOS

Effect: Teleportation 40m
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character can suddenly appear in a place other than where he just was. This can be achieved by a variety of means, among them stepping through a randomly-occurring wormhole, stepping through the “chaos dimension” and back, adjusting probability so that he just suddenly appears at his destination, or even altering the very nature of truth and reality itself.

For long-distance forms of this power, a character will usually have at least one memorized location.

Game Information: Teleportation 40m. Total cost: 40 points.

Options:

- 1) *Longer Threads:* Increase to Teleportation 60m. Total cost: 60 points.
- 2) *Shorter Threads:* Decrease to Teleportation 20m. Total cost: 20 points.
- 3) *Effortless Threads:* Add Reduced Endurance (0 END; +½). Total cost: 60 points.
- 4) *Long-Distance Thread:* Add x32 Noncombat. Total cost: 60 points.
- 5) *Very Long-Distance Thread:* Add MegaScale (1m = 1 km; +1). Total cost: 80 points.
- 6) *Cross Country Thread:* Add MegaScale (1m = 1,000 km; +1¼). Total cost: 110 points.
- 7) *Come Ride The Threads With Me:* Add x2 Increased Mass. Total cost: 45 points.
- 8) *Let's Bring The Whole Gang:* Add x16 Increased Mass. Total cost: 60 points.
- 9) *Safe Riding:* Add Position Shift and No Relative Velocity. Total cost: 55 points.
- 10) *Gateway Of Chaos Threads:* Add Area Of Effect (1m Radius; +¼), Constant (+½), Usable By Other (+¼), and Gate (-½). 80 Active Points; total cost 53 points.



TUNNEL OF DETERIORATION

Effect: Tunneling 16m through 8 PD material
Target: Self
Duration: Constant
Range: Self
END Cost: 8

Description: The character works his entropy effect on the ground, causing a tunnel to open up in front of him.

Game Information: Tunneling 16m through 8 PD material. Total cost: 32 points.

Options:

- 1) *Greater Deterioration:* Increase to Tunneling 24m through 12 PD material. Total cost: 48 points.
- 2) *Lesser Deterioration:* Decrease to Tunneling 8m through 4 PD material. Total cost: 16 points.
- 3) *Effortless Deterioration:* Add Reduced Endurance (0 END; +½). Total cost: 48 points.

SENSORY POWERS



IN TUNE WITH CHAOS

Effect: Detect Order/Chaos
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character is able to sense fluctuations in the principles of Order and Chaos in his vicinity.

Game Information: Detect Order/Chaos (INT Roll) (no Sense Group), Range, Increased Arc Of Perception (360 Degrees). Total cost 20 points.

Options:

- 1) *Enhanced Sensing:* Increase to INT Roll +5. Total cost 25 points.
- 2) *Psychic Sensing:* Change to Mental Sense Group (or Mystic Sense Group) and remove Range. Total cost 15 points.
- 3) *Accurate Sensing:* Add Discriminatory. Total cost 25 points.
- 4) *Very Accurate Sensing:* Add Discriminatory and Analyze. Total cost 30 points.



VIEWPORT OF CHAOS

Effect: Clairsentience (Sight Group)
Target: Self
Duration: Constant
Range: 3,200m
END Cost: 4

Description: The character can view remote locations. This can be achieved by reaching out through the threads of chaos, opening a small wormhole-like portal, focusing on the one out of a trillion possibilities of light from his target focusing directly on him, or any of numerous other means.

Game Information: Clairsentience (Sight Group), 16x Range (3,200m). Total cost: 40 points.

Options:

- 1) *Mobile Viewport:* Add Mobile Perception Point. Total cost: 45 points.
- 2) *Long-Range Viewport:* Change 16x Range to MegaScale (1m = 1 km; +1). Total cost: 40 points.
- 3) *Multiple Viewports:* Add Multiple Perception Points (up to four at once). Total cost: 50 points.
- 4) *Audio Viewport:* The character can hear as well as see at a distance. Add Hearing Group. Total cost: 50 points.

- 5) *Temporal Viewport*: The character can view through time. Add Precognition and Retrocognition. Total cost: 80 points.
- 6) *Difficult Temporal Viewport*: As Temporal Viewport, but also add Attack Roll Required (-¼) and Time Modifiers (-½). 80 Active Points; total cost 46 points.
- 7) *Effortless Viewport*: Add Reduced Endurance (0 END; +½). Total cost: 60 points.

MISCELLANEOUS POWERS



CHAOTIC VISAGE

Effect: Shape Shift (Sight and Touch Groups)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's external appearance is constantly shifting and changing. While his appearance is always humanoid, he cannot control what his appearance shifts into.

The GM may prefer to represent this property with a Distinctive Feature (Not Concealable, Major Reaction), either in place of or in addition to this Power.

Game Information: Shape Shift (Sight and Touch Groups, any humanoid shape), Reduced Endurance (0 END; +½), Persistent (+¼) (31 Active Points); Always On (-½), No Conscious Control (-1). Total cost: 12 points.

Options:

- 1) *Chaotic Form*: Add Hearing and Smell/Taste Groups. 44 Active Points; total cost 18 points.
- 2) *Extremely Chaotic*: The character's shape isn't necessarily humanoid — it can be practically anything. Increase to any shape. 40 Active Points; total cost 16 points.



DISREGARD OF CLUTTER

Effect: Environmental Movement: Crawl-space Ace (no penalties in cramped or cluttered spaces)

Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can move about in a cramped or cluttered space as easily as a wide-open space — the chaos of clutter simply doesn't bother him.

In addition to this ability, the character may also buy certain other forms of Environmental Movement, such as Icewalking and Supreme Balance, to represent his attunement to chaotic conditions.

Game Information: Environmental Movement: Crawlspace Ace (no penalties in cramped or cluttered spaces). Total cost: 4 points.



FORTUNE OF CHAOS

Effect: Luck 8d6
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

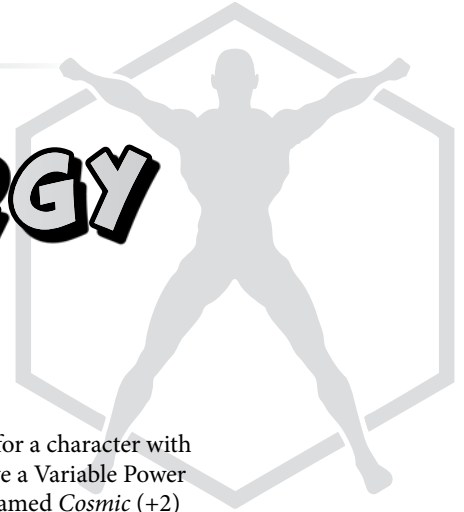
Description: The principles of chance and chaos seem to always work in the character's favor.

Game Information: Luck 8d6. Total cost: 40 points.

Options:

- 1) *Outrageous Fortune*: Increase to Luck 12d6. Total cost: 60 points.
- 2) *Small Fortune*: Decrease to Luck 4d6. Total cost: 20 points.
- 3) *Tiring Fortune*: Add Costs Endurance (-½). Total cost: 27 points.

COSMIC ENERGY POWERS



Cosmic energy refers to a mysterious type of energy that permeates the Galaxy (and perhaps all Reality). Scientists as yet do not fully understand cosmic energy; in fact, many of them deny its existence. However, some superhumans develop powers that they associate with cosmic energy. Often these characters' origins have something to do with outer space or ultra-powerful beings, but that's not always the case.

Cosmic Energy can manifest in virtually any form or way (*i.e.*, as nearly any special effect, with Cosmic Energy being the "origination special effect"; see page 6) and allows a character who wields it to do nearly anything — fire powerful beams of any type of energy, travel at speeds many times faster than light, shield entire planets from dangerous effects, and on and on. The only limit tends to be the character's imagination.

In game terms, you can represent Cosmic Energy in several ways. First, the GM can allow a character to define "Cosmic Energy" as the special effect of all of his abilities. In this case, Cosmic Energy can appear as, or create, almost any thing or phenomena — Fire, metal, gamma radiation, a swarm of stinging insects. Depending on GM preference, either Cosmic Energy can be the origination special effect, or you can treat the manifestation special effect as the power's only special effect. That way, Fire created by Cosmic Energy won't trigger a Vulnerability or Susceptibility to Fire, nor would it be affected by a Drain Fire Powers ability, but a Drain Cosmic Power could affect it, and so on.

Second, the GM can require a character who has "Cosmic Energy" abilities to define his powers so they can do nearly anything. His Attack Powers all have to have the *Variable Advantage* and *Variable Special Effects* Advantages (and possibly *Multiple Special Effects* as well), or he has to have a large Variable Power Pool, or the like. This way the character can create fire that would trigger a Vulnerability or Susceptibility to Fire, but he's paying for the privilege of being so flexible. (On the other hand, this leaves the character vulnerable to Adjustment Powers that affect either the special effect he's creating [Fire, in this example] or Cosmic Energy.)

Third, it's not uncommon for a character with Cosmic Energy powers to have a Variable Power Pool with the appropriately-named *Cosmic* (+2) Advantage described on 6E1 411-12. The powers described in this section represent just a few of the abilities they could buy through their Power Pools, or buy outside the Pool to free up points for other powers. However, given the great power and infinitely flexible nature of Cosmic Energy, a character with such powers could manifest virtually *any* power in this book if he wanted to.

Powers from categories like Dimensional Alteration, Fire/Heat, Gravity, Kinetic Energy, Light, Luck, Matter Manipulation, Mental and Psionic, Solar and Celestial, Strength and Toughness, Telekinetic, and Time provide good examples of other abilities that a character could (re-)define as "Cosmic Energy powers."

OFFENSIVE POWERS



COSMIC BLAST

Effect: Blast 15d6
Target: One character
Duration: Instant
Range: 750m
END Cost: 7

Description: The character can project a blast of cosmic energy powerful enough to harm even tough superhumans.

Game Information: Blast 15d6. Total cost: 75 points.

Options:

- 1) *Ultra-Cosmic Blast:* Increase to Blast 20d6. Total cost: 100 points.
- 2) *Weak Cosmic Blast:* Decrease to Blast 12d6. Total cost: 60 points.
- 3) *Lethal Cosmic Blast:* Substitute RKA 5d6. Total cost: 75 points.
- 4) *Cosmic Power Bolt:* The character's cosmic energy blast is larger and wider, making it easier for him to hit targets. Add Area Of Effect (1m Radius; +¼). Total cost: 94 points.

- 5) *Cosmic Power Beam*: Similar to the Cosmic Power Bolt, but wider, and more likely to damage multiple foes. Reduce to Blast 12d6, add Area Of Effect (500m Line; +1½), and add No Range (-½). 150 Active Points; total cost 100 points.
- 6) *Cosmic Pulse Blast*: The character can fire a pulsed beam of energy that can hit multiple targets, or one target multiple times. Reduce to Blast 12d6, and add Autofire (5 shots; +½) and Reduced Endurance (½ END; +½). Total cost: 120 points.
- 7) *Cosmic Energy Field*: The character can emit a field of energy that can hurt many targets at once. Reduce to Blast 12d6 and add Area Of Effect (32m Radius; +1). Total cost: 120 points.



COSMIC ENERGY BLAST

Effect: Blast 12d6, Variable Special Effects
Target: One character
Duration: Instant
Range: 600m
END Cost: 9

Description: The character's control over cosmic energy is so great that he can cause his blasts of power to manifest as whatever type of energy he desires.

Game Information: Blast 12d6, Variable Special Effects (any; +½). Total cost: 90 points.

Options:

- 1) *Ultra-Cosmic Energy Blast*: Increase to Blast 16d6. Total cost: 120 points.
- 2) *Weak Cosmic Energy Blast*: Decrease to Blast 8d6. Total cost: 60 points.
- 3) *Lethal Cosmic Energy Blast*: Substitute RKA 4d6. Total cost: 90 points.
- 4) *True Cosmic Energy Blast*: Add Variable Advantage (+½ Advantages; +1). Total cost: 150 points.



COSMIC MANIPULATION

Effect: Telekinesis (60 STR), Affects Porous
Target: One character
Duration: Constant
Range: 1,000m
END Cost: 10

Description: The character's cosmic powers allow him to pick up and manipulate objects at range, without touching them. He can even affects liquids.

Game Information: Telekinesis (60 STR), Affects Porous. Total cost: 100 points.

Options:

- 1) *Precise Cosmic Manipulation*: Add Fine Manipulation. Total cost: 110 points.
- 2) *Easy Cosmic Manipulation*: Add Reduced Endurance (½ END; +¼). Total cost: 125 points.

- 3) *Misty Cosmic Manipulation*: The character can affect mists, smokes, and gases as well as liquids. Decrease to Telekinesis (40 STR) and add Area Of Effect (32m Radius; +1). Total cost: 140 points.



COSMIC TRANSMUTATION

Effect: Severe Transform 8d6
 (anything into anything)
Target: Anything
Duration: Instant
Range: 1,200m
END Cost: 24

Description: The character has god-like powers of transmutation. He can change anything into anything else — thin air into food, swords into plowshares, people into frogs, rocks into diamonds, dust into water, you name it. He can also use this power to grant superpowers to other people (the standard rules for doing so apply), take away the superpowers they currently have, or inflict Complications upon them.

Game Information: Severe Transform 8d6 (anything into anything, heal back normally), Improved Results Group (anything; +1) (240 Active Points); All Or Nothing (-½). Total cost: 160 points.

Options:

- 1) *True Transmutation*: It may take time, but the character can always accomplish the transmutation he has in mind. Remove All Or Nothing (-½). Total cost: 240 points.



PARALYSIS

Effect: Entangle 8d6, 8 PD/8 ED, Takes No Damage From Attacks
Target: One character
Duration: Instant
Range: 1,500m
END Cost: 15

Description: The character can instantly paralyze an opponent.

Game Information: Entangle 8d6, 8 PD/8 ED, Takes No Damage From Attacks (+1). Total cost: 160 points.

Options:

- 1) *Stronger Paralysis*: Increase to Entangle 10d6, 15 PD/15 ED. Total cost: 250 points.
- 2) *Paralysis Field*: The character can paralyze multiple opponents in a single area. Add Area Of Effect (30m Radius; +1). Total cost: 240 points.

DEFENSIVE POWERS



COSMIC FORM

Effect: Total Life Support
Target: Self
Duration: Inherent
Range: Self
END Cost: 0

Description: Cosmic energy suffuses the character's form, not only granting him immortality but making it possible for him to survive anywhere.

Game Information: Life Support: Total (including Longevity: Immortality), Inherent (+¼). Total cost: 50 points.

Options:

- 1) *Universal Health Plan:* Add Usable Simultaneously (up to eight people at once; +1) for Total Life Support excluding Inherent and Longevity: Immortality. +45 Active Points; total cost 95 points.



COSMIC SHIELD

Effect: Resistant Protection (40 PD/40 ED/20 Power Defense), Hardened
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: A field of cosmic energy surrounds the character's body, protecting him from most forms of harm.

Game Information: Resistant Protection (40 PD/40 ED/20 Power Defense), Hardened (+¼) (187 Active Points); Costs Endurance (-½). Total cost: 125 points.

Options:

- 1) *Weak Cosmic Shield:* Reduce to Resistant Protection (25 PD/25 ED/10 Power Defense). 112 Active Points; total cost 75 points.



COSMIC WALL

Effect: Barrier 20 PD/20 ED, 20 BODY (up to 20m long, 6m high, and 1m thick)
Target: Area
Duration: Constant
Range: 1,080m
END Cost: 11

Description: The character can create a large wall of cosmic energy to protect himself (and often others) from attack. He can also use the wall offensively, by wrapping it around an opponent and trapping him in the "bubble."

Game Information: Barrier 20 PD/20 ED, 20 BODY (up to 20m long, 6m high, and 1m thick) (108 Active Points); Costs Endurance (-½). Total cost: 72 points.

Options:

- 1) *Weaker Cosmic Wall:* Reduce to Barrier 15 PD/15 ED, 15 BODY (up to 15m long, 4m high, and 1m thick). 81 Active Points; total cost 54 points.
- 2) *Versatile Cosmic Wall:* Add Non-Anchored and Dismissable. 123 Active Points; total cost 82 points.



PLANETARY SHIELD

Effect: Barrier 30 PD/30 ED, 30 BODY (up to 1m long, 1m high, and 1m thick), Hardened
Target: Area
Duration: Instant
Range: 1,240m
END Cost: 0

Description: The character can erect a force field large enough to protect an entire planet. The field keeps anyone from leaving or landing on the planet (including the character himself) unless they first break through the shield.

Game Information: Barrier 30 PD/30 ED, 30 BODY (up to 1m long, 1m high, and 1m thick), Hardened (+¼), MegaScale (1m = 100,000 km; +2¼), Reduced Endurance (0 END; +½) (496 Active Points); Restricted Shape (sphere; -¼). Total cost: 397 points.

Options:

- 1) *Strong Planetary Shield:* Increase to 40 PD/40 ED, 40 BODY. 656 Active Points; total cost 525 points.
- 2) *Weak Planetary Shield:* Decrease to 20 PD/20 ED, 20 BODY. 336 Active Points; total cost 269 points.
- 3) *Tiring Planetary Shield:* Decrease Reduced Endurance to (½ END; +¼). 465 Active Points; total cost 372 points.
- 4) *Maintained Planetary Shield:* Decrease Reduced Endurance to (½ END; +¼) and add Costs Endurance (to maintain; -½) (this requires the GM's permission, since ordinarily a power can't have both Reduced Endurance and Costs Endurance). 465 Active Points; total cost 266 points.
- 5) *Let This World Be Your Prison:* The character can only use the Planetary Shield to trap one person on a planet. He must choose this person when he creates the Shield, and may not change it afterward. Add Persistent (+¼) and Only Versus One Specific Individual (-2). 527 Active Points; total cost 162 points.



MOVEMENT POWERS



COSMIC FLIGHT

Effect: Flight 80m
Target: Self
Duration: Constant
Range: Self
END Cost: 10

Description: The character can fly at extremely fast speeds by propelling himself with cosmic energy.

Game Information: Flight 80m, x32 Noncombat. Total cost: 100 points.

Options:

- 1) *High Maneuverability:* Add +5 with Flight. Total cost: 110 points.
- 2) *Come Fly With Me:* Reduce Flight to 60m, x8 Noncombat and add Usable Simultaneously (up to eight people at once; +1). Total cost: 140 points.
- 3) *MegaFlight:* Remove Noncombat Multiples and add MegaScale (1m = 100 km; +1½). Total cost: 200 points.



COSMIC SPACEFLIGHT

Effect: FTL Travel (1 LY per 30 Seconds)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: When in outer space, the character can use cosmic energy to travel at up to five hundred thousand times the speed of light.

Game Information: FTL Travel (500,000 LY/year, or about 1 LY/30 Seconds). Total cost: 48 points.

Options:

- 1) *Come Fly With Me:* Add Usable By Nearby (+1). Total cost: 96 points.
- 2) *Tiring Cosmic Spaceflight:* Add Costs Endurance (-½). Total cost: 32 points.

**COSMIC WORMHOLE**

Effect: Teleportation 20m, MegaScale, Gate
Target: 1m Radius
Duration: Constant
Range: No Range
END Cost: 13

Description: The character can open up a wormhole to any planet in the galaxy, or perhaps a little ways beyond. Because of the problems with using Teleportation at long range, the character's destinations are usually memorized locations he's visited in his travels as he's wandered the Galaxy via other means.

Game Information: Teleportation 20m, x8 Increased Mass, Area Of Effect (1m Radius; +¼), Constant (+½), MegaScale (1m = 10,000 LY; +5¼), Usable By Other (+¼) (254 Active Points); Gate (-½). Total cost: 169 points.

Options:

- 1) *Strong Wormhole:* Increase to x32 Increased Mass. 326 Active points; total cost 217 points.
- 2) *Weak Wormhole:* Remove Increased Mass. 145 Active Points; total cost 97 points.
- 3) *Intergalactic Wormhole:* The character can create a gate that reaches other galaxies. Increase to MegaScale (1m = 1 million LY; +5¼). 271 Active Points; total cost 181 points.
- 4) *Sector Wormhole:* The character's wormhole can only reach stars in the general vicinity. Decrease to MegaScale (1m = 100 LY; +4¾). 236 Active points; total cost 157 points.
- 5) *Larger Wormhole:* Increase to Area Of Effect (32m Radius; +1). 280 Active Points; total cost 187 points.
- 6) *Easy Wormhole:* Add Reduced Endurance (0 END; +½). 271 Active points; total cost 181 points.
- 7) *Tiring Wormhole:* Add Increased Endurance Cost (x2 END; -½). Total cost: 127 points.

**TRUE TRAVEL**

Effect: Teleportation 80m
Target: Self
Duration: Instant
Range: Self
END Cost: 10

Description: Rather than bother with flying, some cosmically-powerful characters simply use their control over reality to warp space and travel instantly from one place to another.

Game Information: Teleportation 80m, x32 Noncombat. Total cost: 100 points.

Options:

- 1) *Come Teleport With Me:* Add x32 Increased Mass. Total cost: 125 points.
- 2) *Galactic-Scale Teleportation:* Reduce to Teleportation 40m, remove Noncombat multiples and add MegaScale (1m = 1,000 light-years; +5). Total cost: 240 points.

SENSORY POWERS**COSMIC AWARENESS**

Effect: Various Sensory Powers
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: One trait possessed by many characters with Cosmic Energy powers is a powerful sensory ability often known simply as *cosmic awareness*. It gives the character the ability to perceive universally — to know what's going on throughout Reality and to see whatever he needs to see.

In *HERO System* terms, there are many ways you can simulate Cosmic Awareness. Listed below are several possibilities; a character can buy some or all of them, as he wishes. But of course, given the potential game balance problems these abilities can create, he has to get the GM's permission before doing so.

In games on the sort of scale where Cosmic Awareness would be used, the "any area" for Danger Sense can be defined however the GM wishes. 6E1 112 recommends restricting it to a planetary level. If the GM does this, characters can increase the range as follows: for an additional +5 points, to an entire star cluster (or similar region of the Galaxy); for an additional +5 points, to an entire galaxy; for an additional +5 points, to throughout Reality. (The power described below uses this rule.)

Game Information:**Cost Power**

63	Cosmic Awareness (Perceive Everything): Detect Physical Objects, Energy, and Magic (INT Roll) (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting, Telescopic (+12 versus Range Modifier), Tracking
315	Cosmic Awareness (Cosmic Scale): MegaScale (1m = 1,000 light-years; +5) for Detect Physical Objects, Energy, and Magic
57	Cosmic Awareness (Threat Awareness): Danger Sense (any area [all Reality], any danger, sense) (INT Roll)
300	Cosmic Awareness (Sense Minds): Mind Scan 40d6 plus +50 OMCV with Mind Scan

Total cost: 735 points.



REALITY AWARENESS

Effect: Detect Plot
Target: Self
Duration: Instant
Range: Self
END Cost: 0

Description: When the character is puzzled by a turn of events or confused by what's going on during an investigation, he expands his consciousness to perceive all of reality for a split-second. That tells him exactly where to go to find who (or what) he's looking for or to stop a crime from occurring.

Obviously, this power — Detect Plot — is *grossly unbalancing* for any campaign. In most cases, GMs should allow it only for NPCs who won't abuse it, or give it to a character as a temporary ability during a scenario where the character gains vastly increased powers for a short time.

Game Information: Detect Plot (INT Roll) (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Telescopic (+60 versus Range Modifier) (55 Active Points); Non-persistent (-¼), Instant (-½). Total cost: 31 points.

Options:

- 1) *Far Out, Man:* This version of the power works at even greater ranges. Increase to Telescopic (+80 versus Range Modifier). 65 Active Points; total cost 37 points.
- 2) *Accurate Reality Awareness:* Increase to INT Roll +10. 65 Active Points; total cost 37 points.
- 3) *Tiring Reality Awareness:* Using Reality Awareness tends to sap the character's energy. Add Costs Endurance (-½) and Increased Endurance Cost (x3 END; -1). Total cost: 17 points.

- 4) *Slow Reality Awareness:* It takes the character time to scan all of reality to find what he's looking for. Add Extra Time (a minimum of 1 Minute, and sometimes more; -1½). Total cost: 17 points.

MISCELLANEOUS POWERS



COSMIC POWER RESERVES

Effect: Endurance Reserve (200 END, 30 REC)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

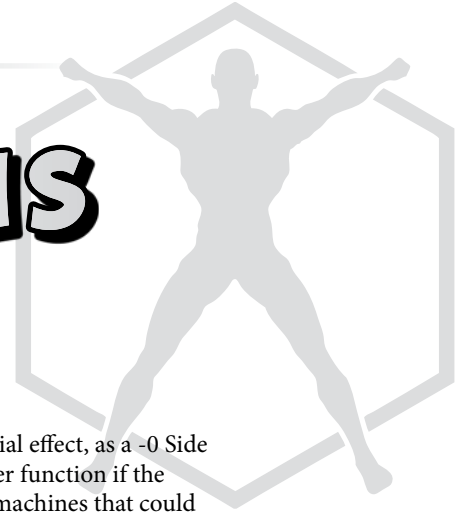
Description: The character's body stores the cosmic power that fuels his powers.

Game Information: Endurance Reserve (200 END, 30 REC). Total cost: 70 points.

Options:

- 1) *Greater Reserves:* Increase to Endurance Reserve (300 END, 30 REC). Total cost: 95 points.
- 2) *Smaller Reserves:* Decrease to Endurance Reserve (160 END, 21 REC). Total cost: 54 points.
- 3) *Faster Recovery:* Increase to Endurance Reserve (200 END, 42 REC). Total cost: 78 points.
- 4) *Much Faster Recovery:* Increase to Endurance Reserve (200 END, 51 REC). Total cost: 84 points.
- 5) *Slower Recovery:* Decrease to Endurance Reserve (200 END, 21 REC). Total cost: 64 points.

CYBERKINESIS POWERS



Also known as *cyberpathy*, Cyberkinesis is the ability to mentally interface with and control machines. A cyberkinetic can read computer files with his mind, shut off or turn on machines at will, or trick security cameras into seeing something that's not there. Some can even disrupt the functioning of machines, or cause them to fall apart.

Most cyberkinesis powers are built as Mental Powers that affect the Machine class of minds. For computers, sentient robots, and other machines that have EGO, use their EGO to resist the Mental Powers as normal; for machines that only have INT, substitute INT for EGO. For machines that have neither INT nor EGO, use the rules on APG 70-71 to determine the device's "INT."

Cyberkinetic powers are mainly offensive and sensory. Many cyberkinetics have equipment, or even a Gadget Pool, to provide themselves with defenses and other, more conventional, attacks and abilities.

For expanded and advanced rules for Cyberkinesis in general, see APG 70-73.

might cause as part of its special effect, as a -0 Side Effect, and/or not let the power function if the only parts available are from machines that could have an affect on combat.

Game Information: Summon up to 4 robots built on up to 150 Total Points, Expanded Class (minor "robots"; +¼), Slavishly Devoted (+1) (90 Active Points); OIF (must have sufficient technology/parts available; -½), Extra Time (Full Phase; -½). Total cost: 45 points.

Options:

- 1) *Big, Tough Robots:* Increase to Summon up to 4 robots built on up to 250 Total Points.. 135 Active Points; total cost 67 points.
- 2) *Small, Weak Robots:* Decrease to Summon up to 4 robots built on up to 75 Total Points. 56 Active Points; total cost 28 points.
- 3) *Legion Of Steel Doom:* Increase number of robots Summoned to 64. 135 Active Points; total cost 67 points.



CYBERCONTROL

Effect: Mind Control 8d6
Target: One machine
Duration: Constant
Range: LOS
END Cost: 4

Description: The character mentally interfaces with a computer or similar machine, overriding its control software and taking command of it. This can prove particularly effective if the computer's hooked up to large weapons, a building's security system, the operating systems of a starship, or the like.

Game Information: Mind Control 8d6 (Machine class of minds). Total cost: 40 points.

Options:

- 1) *Strong Cybercontrol:* Increase to Mind Control 12d6. Total cost: 60 points.
- 2) *Weak Cybercontrol:* Decrease to Mind Control 6d6. Total cost: 30 points.
- 3) *Obey My Thoughts:* Add Telepathic (+¼). Total cost: 50 points.

OFFENSIVE POWERS



ANIMATE TECHNOLOGY

Effect: Summon 4 150-point robots
Target: N/A
Duration: Instant
Range: No Range
END Cost: 9

Description: The character can use cyberkinetic commands to cause local technology and spare parts to re-assemble themselves into several minor robots to help him perform tasks or attack his enemies. (See *The HERO System Bestiary* and other Hero Games supplements for robot character sheets you could use in conjunction with this power, or design your own, provided they cost no more than 150 Total Points.)

Given the nature of this power, the GM may want to make the character buy an RKA or Drain defined as destroying or taking parts away from nearby machines. However, in most cases, you can simply treat the "incidental damage" this power

**CYBERILLUSIONS I**

Effect: Mental Illusions 8d6
Target: One machine
Duration: Constant
Range: LOS
END Cost: 4

Description: This power allows a cyberkinetic to control what a machine “sees” or displays. For example, he could make security cameras show himself and his comrades as uniformed security guards rather than superheroes (or as not being there at all), or cause a computer screen to display the specific images he wants it to. The character cannot cause the machine to take STUN or BODY damage due to the effect of the illusion.

Game Information: Mental Illusions 8d6 (Machine class of minds) (40 Active Points); Cannot Cause Harm (-¼). Total cost: 32 points.

Options:

- 1) *Strong Cyberillusions:* Increase to Mental Illusions 12d6. 60 Active Points; total cost 48 points.
- 2) *Weak Cyberillusions:* Decrease to Mental Illusions 6d6. 30 Active Points; total cost 24 points.
- 3) *See What I Want You To See:* The standard Cyberillusions power affects all senses, since a cyberkinetic might need to attack a sentient robot or the like with it. However, some cyberkinetics can only affect machines’ sight and radio senses, since so few have any other senses. Add Limited By Senses (cannot affect Hearing, Smell/Taste, and Touch Groups; -¾). 40 Active Points; total cost 20 points.

**CYBERILLUSIONS II**

Effect: Sight and Radio Group Images
Target: 16m radius
Duration: Constant
Range: 260m
END Cost: 3

Description: A cyberkinetic can use this power to fool machines in situations when Cyberillusions I (see above) isn’t quite appropriate. It allows him to control what the machine sees or displays (and thus what anyone monitoring the machine sees). For example, he could make a security camera see the undisturbed bank vault it normally expects to see, even when a team of supervillains is busy looting the place. Anyone monitoring that camera remotely would see the Image, but anyone viewing the scene with the naked eye wouldn’t be affected at all.

The Image has an 16m radius, which should suffice to cover the the area scanned by most cameras. If necessary, the cyberkinetic can place the illusion directly in front of the camera so it cannot avoid it.

Game Information: Sight and Radio Group Images, Area Of Effect (16m Radius; +¾) (26 Active Points); Only Versus Machines (-1). Total cost: 13 points.

Options:

- 1) *Smaller Cyberillusions:* Reduce to Area Of Effect (8m Radius; +½). 22 Active Points; total cost 11 points.
- 2) *High Resolution Cyberillusions:* The character has such precise control over his cyberillusions that few people can see through them. Add -3 to PER Rolls. 42 Active Points; total cost 21 points.
- 3) *Expanded Cyberillusions:* The character’s illusions are so convincing that sentient machines even hear and feel what he wants them to. Add Hearing and Touch Groups. 44 Active Points; total cost 22 points.

**CYBERMORPHING**

Effect: Severe Transform 3d6 (machines to other machines, or spare parts into machines)
Target: One machine or collection of spare parts
Duration: Instant
Range: No Range
END Cost: 4

Description: The character has the ability to cyberkinetically transmutate one machine into another machine, or a collection of spare parts into a working machine. The GM determines the BODY of the machine or spare parts (see 6E2 170-73 for guidelines). The rules for adding or removing abilities with Transform (6E1 306) apply. Depending on the situation, the GM may limit the scope of what the character can do with this power based on the material he’s got to work with and the degree of similarity between the two machines. For example, a cyberkinetic could Transform a television remote control into an infrared laser pistol, but not into a starter motor.

Game Information: Severe Transform 3d6 (machine into any other type of machine, or spare parts into working machine; heals back by being taken apart or destroyed, or subjected to another use of this power) (45 Active Points); No Range (-½), Limited Target (machines and spare parts for machines; -½). Total cost: 22 points.

Options:

- 1) *Strong Cybermorphing:* Increase to Severe Transform 4d6. 60 Active Points; total cost 30 points.
- 2) *Weak Cybermorphing:* Decrease to Severe Transform 2d6. 30 Active Points; total cost 15 points.
- 3) *Ranged Cybermorphing:* The character can transmutate machines at range. Remove No Range (-½). Total cost: 30 points.

**CYBERPATHY**

Effect: Telepathy 8d6
Target: One machine
Duration: Constant
Range: LOS
END Cost: 4

Description: The character mentally interfaces with a machine to read its files and records of use. See APG 73 for more information and guidelines.

Game Information: Telepathy 8d6 (Machine class of minds). Total cost: 40 points.

Options:

- 1) *Strong Cyberpathy:* Increase to Telepathy 12d6. Total cost: 60 points.
- 2) *Weak Cyberpathy:* Decrease to Telepathy 6d6. Total cost: 30 points.
- 3) *Rapid Reading:* The character can scan through computer files and the like with much greater speed. Add Autofire (5 facts per Phase; +1½). Total cost: 100 points.

**DEACTIVATION**

Effect: Dispel 20d6, any Electrical Device power one at a time
Target: One machine
Duration: Instant
Range: 600m
END Cost: 9

Description: This power allows a cyberkinetic to break, shut down, or otherwise deactivate an electronic device, such as an enemy's blaster, a computer, or the spark plugs in a car. Once this Dispel works, getting the affected power functioning again typically requires a Full Phase and succeeding with a roll using Electronics (or another appropriate Skill); the roll suffers a -1 penalty for every 5 point by which the Dispel roll exceeded the power's Active Points. Any other powers built into the same device remain unaffected.

Game Information: Dispel 20d6, Variable Effect (any Electrical Device power one at a time; +½). Total cost: 90 points.

Options:

- 1) *Strong Deactivation:* Increase to Dispel 24d6. Total cost: 108 points.
- 2) *Weak Deactivation:* Decrease to Dispel 16d6. Total cost: 72 points.
- 3) *Broad-Spectrum Deactivation I:* The character has the ability to deactivate multiple electronic device powers at once. Reduce to Dispel 16d6, and add Expanded Effect (any two Electronic Device powers simultaneously; +½). Total cost: 96 points.
- 4) *Broad-Spectrum Deactivation II:* Reduce to Dispel 15d6, and add Expanded Effect (any four Electronic Device powers simultaneously; +1½). Total cost: 135 points.

**ERASE/ALTER RECORDS**

Effect: Severe Transform 2d6
Target: One machine
Duration: Instant
Range: Touch
END Cost: 7

Description: A cyberkinetic with this power can add, alter, or remove software and files to or from a computer with his mind.

See APG 73 for more information and guidelines about Mentally Transforming software and the like. In most cases, adding, removing, or altering a sentient machine's Psychological Complications requires a Severe Transform. So does adding, removing, or altering a piece of software. Adding, altering, or removing a computer file may only require a Cosmetic, Minor, or Major Transform effect, based on the GM's judgment regarding the complexity and importance of the information; the *Partial Transform* Advantage allows the cyberkinetic to achieve such lesser effects easily.

Game Information: Severe Transform 2d6 (add, alter, or remove computer Psychological Complications, programs, or records; heal back through application of the same power, reprogramming, and/or re-entering the data), ACV (uses OMCV versus DMCV; +¼), AVAD (Mental Defense; +0), Partial Transform (+½) (52 Active Points); No Range (-½), Limited Target (computer software and files; -½). Total cost: 26 points.

Options:

- 1) *Stronger Erasure:* Increase to Severe Transform 3d6. 79 Active Points; total cost 39 points.
- 2) *Weaker Erasure:* Reduce to Severe Transform 1d6. 26 Active Points; total cost 13 points.
- 3) *Distant Erasure:* Most cyberkinetics can only alter or erase computer records if they can touch the computer they want to affect. A character with this option can affect computers at range. Remove No Range (-½). 52 Active Points; total cost 35 points.
- 4) *Scrambling The Electrons:* This form of Erase/Alter Records doesn't function like a Mental Power, so the character cannot use it to alter a sentient machine's Psychological Complications. Remove ACV (+¼) and AVAD (+0) and increase to Severe Transform 3d6. 67 Active Points; total cost 33 points.

**LEGION OF WEAPONS**

Effect: Mind Control 12d6, Only Versus Weapons
Target: One weapon
Duration: Instant
Range: LOS
END Cost: 6

Description: With this power, a cyberkinetic can override and take control of any electronic weapon within 40m and cause it to fire at one of his enemies. See APG 72 for rules about cyberkinetically controlling and using weapons. (Note that a character with Machine Manipulation [see below] may be able to fire weapons telekinetically instead of using this power, and may be more likely to affect sturdy mechanical [as opposed to electronic or computer-controlled] weapons.)

Game Information: Mind Control 12d6 (Machine class of minds) (60 Active Points); Only Versus Weapons (-1). Total cost: 30 points.

Options:

- 1) *Greater Legion:* The character can control multiple weapons at once, though they all have to fire at the same target. Reduce to Mind Control 6d6 and add Area Of Effect (32m Radius; +1). 60 Active Points; total cost 30 points.

**MACHINE DESTRUCTION**

Effect: RKA 3d6, Only Versus Machines
Target: One machine
Duration: Instant
Range: 670m
END Cost: 7

Description: The character can cause machines to short out, break down, fall apart, or otherwise cease working. In short, he destroys them, rendering them useless until someone makes extensive repairs (if that's even possible). The power works on any sort of mechanical or electronic device; it wouldn't work on, for example, organic technology, or technology based entirely on crystals.

Game Information: RKA 3d6, Area Of Effect (1m Radius; +¼) (67 Active Points); Only Versus Machines (-1). Total cost: 33 points.

Options:

- 1) *Stronger Machine Destruction:* Increase damage to RKA 4d6. 90 Active Points; total cost 45 points.
- 2) *Weaker Machine Destruction:* Decrease damage to RKA 2d6. 45 Active Points; total cost 22 points.
- 3) *Irresistible Machine Destruction:* Even tough machines can't resist the character's power. Add Armor Piercing (+¼). 90 Active Points; total cost 45 points.

**MACHINE MANIPULATION**

Effect: Telekinesis (10 STR), Fine Manipulation, Only Versus Machines
Target: One machine
Duration: Constant
Range: 250m
END Cost: 2

Description: The character can move and operate machines and machine parts at a distance, without having to touch them. He can type while sitting across the room from the keyboard, turn a robot's Off/On switch without using his hands, fire weapons remotely, and so forth. He can even disassemble machines, or if necessary tear them apart. The GM determines exactly what effects a character can accomplish with this power.

See also APG 71 regarding the "Cyberkinetic Telekinesis" possessed by characters with other cyberkinetic powers.

Game Information: Telekinesis (10 STR), Fine Manipulation (25 Active Points); Only To Control Machines And Machine Parts (-1). Total cost: 12 points.

Options:

- 1) *Stronger Machine Manipulation I:* Increase to Telekinesis (20 STR). 40 Active Points; total cost 20 points.
- 2) *Stronger Machine Manipulation II:* Increase to Telekinesis (30 STR). 55 Active Points; total cost 27 points.
- 3) *Weaker Machine Manipulation:* Decrease to Telekinesis (6 STR). 19 Active Points; total cost 9 points.

**POWER BOOST**

Effect: Boost Machine Powers 5d6
Target: One machine
Duration: Constant
Range: 300m
END Cost: 6

Description: The character can increase the power output of any single function of any single machine (even if that machine has multiple components working in tandem, such as jet-boots).

Game Information: Boost Machine Powers 5d6, Variable Effect (any Machine Power one at a time; +½), Ranged (+½) (60 Active Points); Costs Endurance (to maintain; -½). Total cost: 40 points.

Options:

- 1) *Strong Power Boost:* Increase to Boost 6d6. 72 Active Points; total cost 48 points.
- 2) *Weak Power Boost:* Decrease to Boost 4d6. 48 Active Points; total cost 32 points.
- 3) *Power Boost Touch:* The character has to touch a machine to enhance its power. Remove Ranged (+½). 45 Active Points; total cost 30 points.
- 4) *Lasting Power Boost:* Change to Aid Machine Powers 5d6 and remove Costs Endurance (-½). Total cost: 60 points.



- 5) *Expanded Power Boost I*: The character can increase the power of all functions of a single machine. Decrease to Boost Machine Powers 4d6 and add Expanded Effect (any two Machine Powers simultaneously; +½). 60 Active Points; total cost 40 points.
- 6) *Expanded Power Boost II*: Decrease to Boost Machine Powers 3d6 and add Expanded Effect (any four Machine Powers simultaneously; +1½). 63 Active Points; total cost 42 points.
- 7) *Expanded Power Boost III*: Decrease to Boost Machine Powers 2d6 and add Expanded Effect (all Machine Powers simultaneously; +3½). 66 Active Points; total cost 44 points.
- 8) *Multiple Machine Boost*: The character can affect all machines in a given area, though only for one function at a time. Decrease to Boost Machine Power 4d6 and add Area Of Effect (32m Radius; +1). 72 Active Points; total cost 48 points.



SAP POWER

Effect: Drain Electronic Devices 4d6
Target: One electronic device
Duration: Instant
Range: 40m
END Cost: 6

Description: The character can drain the power away from any electronic device within 40m of him, causing it to function less efficiently (and possibly to shut down altogether) for a while.

Game Information: Drain 4d6, Variable Effect (any one Electronic Device power at a time; +½) (60 Active Points); Limited Range (40m; -¼). Total cost: 48 points.

Options:

- 1) *Swifter Sapping*: Increase to Drain 6d6. 90 Active Points; total cost 72 points.
- 2) *Slower Sapping*: Decrease to Drain 2d6. 30 Active Points; total cost 24 points.
- 3) *Long-Term Sapping*: Add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 100 Active Points; total cost 80 points.
- 4) *Sapping Field*: The character can affect numerous devices at once. Add Area Of Effect (12m Radius; +¾). 90 Active Points; total cost 72 points.



UNFORTUNATE AIM

Effect: Reflection (60 Active Points' worth), Any Target, Only Versus Attacks Involving Machines/Electronic Devices (-1)

Target: One character

Duration: Instant

Range: Self

END Cost: 6

Description: The cyberkinetic can cause machine- or device-based attacks (including ones involving electronic weapons, such as laser rifles) to fire in the wrong direction and hit someone else.

Game Information: Reflection (60 Active Points' worth), Any Target (+½) (60 Active Points); Only Versus Attacks Involving Machines/Electronic Devices (-1). Total cost: 30 points.

Options:

- 1) *Stronger Reflection*: Increase to Reflection (81 Active Points' worth). 81 Active Points; total cost 40 points.
- 2) *Weaker Reflection*: Decrease to Reflection (42 Active Points' worth). 42 Active Points; total cost 21 points.

DEFENSIVE POWERS



ELECTRONIC CONCEALMENT

Effect: Invisibility to Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: This power represents a focused form of the Cyberillusions powers described above. The character interfaces with electronic monitoring systems, such as cameras, and makes it seem to them as if he's not present.

Game Information: Invisibility to Sight Group, No Fringe (30 Active Points); Only Versus Machines (-1). Total cost: 15 points.

Options:

- 1) *Group Concealment:* The cyberkinetic can extend his control so that he hides his friends as well. Add Usable By Nearby (+1). 60 Active Points; total cost 30 points.



MISDIRECTION

Effect: Resistant Protection (10 PD/10 ED), Hardened, Only Versus Ranged Attacks Involving Machines/Electronic Devices
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character subconsciously protects himself from attacks involving machines, gadgets, or electronic weapons by causing the weapon to misfire or fire off-target.

Game Information: Resistant Protection (10 PD/10 ED), Hardened (+¼) (37 Active Points); Costs Endurance (-½), Only Versus Ranged Attacks (-1), Only Versus Attacks Involving Machines/Electronic Devices (-1). Total cost: 11 points.

Options:

- 1) *Missed Me! I:* Substitute +7 DCV. 35 Active Points; total cost 10 points.
- 2) *Missed Me! II:* With this variant, the character not only protects himself, he protects his friends. Change to: Deflection (20 Active Points); Only Versus Attacks Involving Machines/Electronic Devices (-1). Total cost: 10 points.

MOVEMENT POWERS



CYBERTRAVEL

Effect: Extra-Dimensional Movement (to cyberspace)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The cyberkinetic can inject his intelligence/persona into the virtual realm of cyberspace, travel the dataways in search of the information he needs.

For general rules on how things function in cyberspace, see *Star Hero*, but make adjustments for the type of technology involved, if necessary.

Game Information: Extra-Dimensional Movement (any location in cyberspace, as defined by the location of the computer the character uses), Reduced Endurance (0 END; +½) (33 Active Points); OIF (computer of opportunity; -½), Meat Body (character's body remains in the real world, but cannot move, perceive, or act, and damage to either the virtual form [in cyberspace] or the real body [in the real world] can hurt or kill the character; -1). Total cost: 13 points.

Options:

- 1) *Cyberspace Road Trip:* The cyberkinetic can bring several of his friends along for the virtual journey. Add Usable Simultaneously (up to 8 people at once; +1). 55 Active Points; total cost 27 points.

SENSORY POWERS



CAMERAVISION

Effect: Clairsentience (Sight and Hearing Groups)
Target: Special
Duration: Constant
Range: 300m
END Cost: 3

Description: The character can interface with monitoring devices within about a fifth of a mile from him, such as security cameras and "bugs," and use them to see and hear what they see and hear. The senses he can use depend on the "senses" these devices have. For example, if he accesses a videocamera that cannot record sound (or does not have audio recording turned on), he can't use the Hearing Group part of this power.

Game Information: Clairsentience (Sight and Hearing Groups) (30 Active Points); Only Through Cameras And Listening Devices (-½), Attack Roll Required (-¼). Total cost: 17 points.

Options:

- 1) *Long-Range Cameravision:* The character can access monitoring devices up to a mile and a half from his location. Add 8x Range (2,400m). 45 Active Points; total cost 26 points.

**CYBERLINK**

Effect: Mind Link, any machine
Target: Self
Duration: Persistent
Range: No Range
END Cost: 0

Description: A limited form of Cyberpathy (see above), this power allows a cyberkinetic to communicate with any machine he touches, provided that machine has EGO and/or INT.

Game Information: Mind Link, any willing machine (15 Active Points); No Range (-½). Total cost: 10 points.

Options:

- 1) *Ranged Link:* The character can establish a cyberlink at a distance. Remove No Range (-½). Total cost: 15 points.
- 2) *Machine Gestalt:* The character can communicate with multiple machines at once. Add up to any eight machines and remove No Range (-½). Total cost: 30 points.

**CYBERSCANNING**

Effect: Mind Scan 8d6
Target: One machine
Duration: Constant
Range: See rules
END Cost: 4

Description: The character can scan for the presence of “thinking” machines, ranging from ordinary computers to sentient androids and the like.

The GM should determine the Mind Scan modifier based on the number of *machine minds* in the designated area, not people. Given the prevalence of computers and similar devices (fax machines, PDAs, multi-function cellular phones, and so on) in modern cities (not to mention a place like Millennium City), the difference in numbers may not be great, but it probably exists. Powerful supercomputers and sentient machines may qualify as “unique, strange, or powerful,” thus granting the character a bonus to find them.

Game Information: Mind Scan 8d6 (Machine class of minds). Total cost: 40 points.

Options:

- 1) *Strong Cyberscan:* Increase to Mind Scan 12d6. Total cost: 60 points.
- 2) *Weak Cyberscan:* Decrease to Mind Scan 6d6. Total cost: 30 points.

**INFRARED COMMUNICATION**

Effect: Infrared Perception (Sight Group), Transmit, Only To Communicate With Machines
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Many electronic devices “communicate” with each other via beams of infrared light — such as a remote control turning a television on and off, or two computers exchanging data via an IR link. The cyberkinetic can perceive such communications, and even communicate with machines himself that way.

Game Information: Infrared Perception (Sight Group), Transmit (7 Active Points); Only To Communicate With Machines (-1). Total cost: 3 points.

**READ DATA**

Effect: Detect Data In Computer
Target: Self
Duration: Persistent
Range: No Range
END Cost: 0

Description: By touching a computer (or similar electronic media storage device), the character can detect the data inside it. It may take him a long time to sift through all that data to find what he wants, but at least he doesn't have to turn the computer on, hack through its security programs, and so forth.

Game Information: Detect Data In A Computer (INT Roll) (Radio Group), Discriminatory, Analyze, Rapid (x10,000). Total cost: 32 points.

Options:

- 1) *Strong Data-Reading:* Increase to INT Roll +5. Total cost: 37 points.
- 2) *Weak Data-Reading:* The character's ability to differentiate between different types of data isn't always precise. Remove Analyze. Total cost: 27 points.
- 3) *Fast Data-Reading:* Increase to Rapid (x100 million). Total cost: 44 points.
- 4) *Slow Data-Reading:* Decrease to Rapid (x100). Total cost: 26 points.

**WIDEBAND SENSES**

Effect: HRRP (Radio Group)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's “cyber-senses” allow him to perceive broadcast signals (and transmit such signals) without the need for a radio or television.

Game Information: HRRP (Radio Group). Total cost: 12 points.

MISCELLANEOUS POWERS



ASSEMBLE MACHINE

Effect: Minor Transform 4d6 (parts into working machine)
Target: One set of parts
Duration: Instant
Range: 20m
END Cost: 2

Description: When given a set of spare parts, the character can cyberkinetically assemble them into any working machine those parts could make (if they could make more than one, he chooses which one). Use the BODY of the completed machine as the target of the Transform; the character has to achieve twice that much BODY on his rolls to succeed.

The character must make a Skill Roll to use this power successfully. The Skill varies depending on the type of machine the character wants to create: Computer Programming for computers; Electronics for electronic devices; Mechanics for hydraulic pumps; and so forth. Gamemasters who are uncomfortable with this should either define one Skill for all applications of the power (typically Electronics), or reduce the value of the Limitation to $-\frac{1}{4}$ (or even -0) to compensate.

Game Information: Minor Transform 4d6 (parts into working machine), Improved Results Group (various machines, as defined by the parts available; $+\frac{1}{4}$) (25 Active Points); Extra Time (Full Phase; $-\frac{1}{2}$), Limited Target (spare parts; $-\frac{1}{2}$), Limited Range (20m; $-\frac{1}{4}$), Requires An Appropriate Skill Roll (see text; $-\frac{1}{2}$). Total cost: 9 points.

Options:

- 1) *Fast Assembly:* Increase to Minor Transform 6d6. 37 Active Points; total cost 13 points.
- 2) *Slow Assembly:* Reduce to Minor Transform 2d6. 12 Active Points; total cost 4 points.
- 3) *Really Slow Assembly:* Change Extra Time to (1 Turn; $-1\frac{1}{4}$). Total cost: 7 points.



COMPUTER BRAIN

Effect: +15 INT, Various Talents
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's mind functions with computer-like precision, giving him heightened intelligence, increased powers of perception, and various other abilities. A character can buy as many of the listed abilities as he wishes.

Game Information:

Cost Power

- 3 **Calculator Brain:** Lightning Calculator
- 5 **Computer-Like Memory:** Eidetic Memory
- 15 **Computer-Like Thinking:** +15 INT
- 3 **Internal Clock:** Absolute Time Sense
- 4 **Text Scanning:** Speed Reading

Options:

- 1) *Computer Access:* The character's heightened intellect only functions when he consciously or subconsciously draws upon the power of nearby computers to enhance his brain. "Computers" in this instance refers to relatively powerful computing devices such as desktops and laptops; smaller computers (PDAs, computer chips in automobile engines) won't do the trick. Change to:

Cost Power

- 2 **Calculator Brain:** Lightning Calculator; Only In Proximity to Computers ($-\frac{1}{2}$)
- 3 **Computer-Like Memory:** Eidetic Memory; Only In Proximity to Computers ($-\frac{1}{2}$)
- 10 **Computer-Like Thinking:** +15 INT; Only In Proximity to Computers ($-\frac{1}{2}$)
- 2 **Internal Clock:** Absolute Time Sense; Only In Proximity to Computers ($-\frac{1}{2}$)
- 3 **Text Scanning:** Speed Reading; Only In Proximity to Computers ($-\frac{1}{2}$)



COPY MACHINE

Effect: Variable Power Pool to copy the abilities of any machine
Target: Self
Duration: Varies
Range: Touch
END Cost: Varies

Description: The character has the ability to touch any machine, and "copy" its powers and other abilities (such as Talents). For example, the character could gain the ability to run as fast as a sportscar, smash a building like a wrecking ball, shoot bullets like a gun, and so forth just by touching the object in question. This power resembles Mimicking (page 381), but mimics the powers of a machine instead of another character.

The character's newfound powers have all of the same Advantages and Limitations as those of the copied device, except for the *Focus* Limitation (or other Limitation representing the technological nature of the device, such as Restrained [at $-\frac{1}{4}$]). This includes any Advantages or Limitations that might apply to the Power because of the target's nature; for example, if the character touches a sportscar, he can run as fast as that sportscar, but would have to take the Advantage *Reduced Endurance* (0 END; $+\frac{1}{2}$) and the Limitation *Turn Mode* ($-\frac{1}{4}$) unless the sportscar's Ground Movement has the *No Turn Mode* Advantage or the *Costs Endurance* Limitation.

The character may also copy the device's physical properties to gain its PD/ED in Resistant Defense. He should buy Resistant ($+\frac{1}{2}$) first, until it equals either his natural PD/ED or the defenses of the targeted object, and buy any extra using Resistant Protection.

The character retains the copied powers as long as he wants, until he has to "trade out" something to make room for more. When this happens, the rule is "first in, first out" — all of the properties of the earliest object he mimicked leave at once, and

then the next object, until there's enough room in the pool for the new one. However, if even completely emptying out the pool won't enable the character to mimic a target's abilities (as might happen if the character should try to absorb the powers of, for example, a high-tech battlesuit or an extremely powerful vehicle), the power will not activate at all — the old powers don't even "drop out" of the pool.

Game Information: Variable Power Pool (Mimic Pool), 200 Pool + 200 Control Cost; Requires Successful HTH Attack Roll (-½), VPP Mimics Target's Powers (-½), Only To Mimic Technological Devices (-½), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest power first, character can activate the VPP but has no control over the powers he gets; -1). Total cost: 200 + 25 = 225 points.

Options:

- 1) *Greater Copy Machine:* Increase to 250 Pool + 250 Control Cost. Total cost: 250 + 31 = 281 points.
- 2) *Lesser Copy Machine:* Decrease to 150 Pool + 150 Control Cost. Total cost: 150 + 19 = 169 points.
- 3) *Ranged Copying:* Replace Requires Successful HTH Attack Roll with Can Only Copy Powers From Devices Within 20m And LOS (-¼). Total cost: 200 + 27 = 227 points.
- 4) *Copy Machine Singular:* The character can only copy the powers of one machine at a time. Add Cannot Retain Copied Powers (when character copies powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 23 = 223 points.



CYBERKINETIC CHAUFFEUR

Effect: Summon one motor vehicle built on up to 300 total points, LOS Required

Target: One motor vehicle

Duration: Instant

Range: No Range

END Cost: 15

Description: The character can remotely activate any motor vehicle he can see and cause it to come to him and then obey his commands as he rides in it. The car uses its own DEX and SPD, not the character's DEX and SPD. The vehicle is totally "loyal" to him, though someone else could physical take control of it away from him (by, for example, leaping into the driver's seat and grabbing the wheel).

Game Information: Summon one motor vehicle built on up to 300 Total Points, Expanded Class (motor vehicles; +½), Slavishly Devoted (+1) (150 Active Points); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½), Character Must Have LOS To Vehicle To Summon It (-½). Total cost: 60 points.

Options:

- 1) *Strong Chauffeur:* Increase to one motor vehicle built on up to 500 Total Points. 250 Active Points; total cost 100 points.
- 2) *Weak Chauffeur:* Decrease to one motor vehicle built on up to 200 Total Points. 100 Active Points; total cost 40 points.



MACHINE REPAIR

Effect: Healing BODY 4d6, Machines Only

Target: One machine

Duration: Instant

Range: No Range

END Cost: 4

Description: The character can instantly repair damage done to any machine or technological device. This power only works on mechanical or electronic devices; it wouldn't work on, for example, organic technology, or technology based entirely on crystals.

Game Information: Healing BODY 4d6 (40 Active Points); Only Versus Machines (-1). Total cost: 20 points.

Options:

- 1) *Strong Machine Repair:* Increase to Healing BODY 6d6. 60 Active Points; total cost 30 points.
- 2) *Weak Machine Repair:* Decrease to Healing BODY 3d6. 30 Active Points; total cost 15 points.
- 3) *Multiple Machine Repair:* Decrease to Healing BODY 3d6 and add Area Of Effect (8m Radius; +½). 45 Active Points; total cost 22 points.



TECHNOLOGICAL INTUITION

Effect: Computer Programming, Electronics, and Systems Operation, all INT Roll.

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

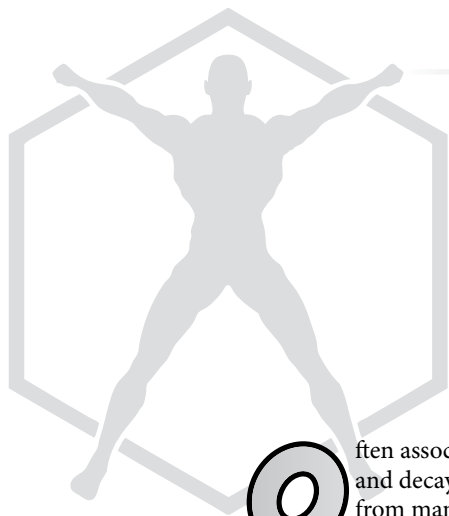
Description: The character has an innate talent for operating and fixing technological devices. This typically has more to do with his intuitive cyberkinetic abilities than with any training he's received. He couldn't tell you the principles behind the construction of a particular device, or the science that allows it to operate — he just has an instinctive knowledge of how to build, repair, and alter such devices.

Game Information:

Cost Value

3	Computer Programming (INT Roll)
3	Electronics (INT Roll)
3	Inventor (INT Roll)
3	Systems Operation (INT Roll)
12	+3 with Intellect Skills

Total cost: 24 points.



DARKNESS POWERS

Often associated with evil, corruption, and decay, Darkness powers can come from many sources: mystic powers granted by demons; the ability to access a dimension filled with a malleable dark substance; mutant “anti-light” powers; or the like. Although more common among villains than heroes, they’re not necessarily evil or violent *per se*.

Technically speaking, in the real world Darkness isn’t a thing, but the absence of something — light. Therefore it’s not much of a thematic stretch to associate Darkness powers on some level with absence, negation, dissolution/annihilation, diminishment, and similar concepts. (On the other hand, in some senses Darkness is protective, because it hides one from one’s enemies.) In some campaign settings Darkness might have difficulty “producing” things (*i.e.*, generating significant forces that can have direct effects by themselves) but be useful for “counteracting” things (in game terms, this usually means building them as Drains and other negative Adjustment Powers). Similarly, Darkness is sometimes associated with cold (the absence of heat), so it might cause minor Side Effects such as making ice form on nearby surfaces. Sometimes these effects could rise to combat-effective (and thus purchased) Linked powers.

Since Darkness doesn’t exist as a “force” in real life, the GM can make it function however he likes for his campaign, though any choice can have ramifications that affect how Darkness interacts with other special effects. For example, if Darkness control always requires magic power, then Darkness abilities will have both an origination special effect (Magic) and a manifestation special effect (Darkness). If Darkness is a semi-solid substance characters can use as if it were physical or energy, then Darkness powers may resemble Energy Manipulation powers.

In game terms, the Power most commonly associated with the Darkness special effect is, naturally, *Darkness*. Darkness to Sight Group creates a field of darkness that’s absolutely impenetrable to light; no light can get into or pass through it, no light generated inside it can be seen within or without it. (See the *Light* section of this book for further discussion.) For powers and phenomena requiring less absolute darkness, use

Change Environment to impose penalties on Sight Group PER Rolls. A -4 to PER Rolls simulates the penalty for “dark night” listed in 6E2.

Darkness by definition interferes with Sight. In game terms this means Darkness powers are good candidates for Linked Sight Group Darkness (the Power) and Flash attacks. In some cases the GM might even let characters adapt the *Stops A Given Sense* Adder from Entangle) to other appropriate Powers.

BASIC POWERS



DARKNESS

Effect: Darkness to Sight Group, Personal Immunity

Target: 8m radius

Duration: Constant

Range: 500m

END Cost: 5

Description: The character can create an area of absolute darkness through or into which only he can see.

Game Information: Darkness to Sight Group 8m radius, Personal Immunity (+¼). Total cost: 50 points.

Options:

- 1) *The Greater Dark:* Increase to Darkness 12m radius. Total cost: 75 points.
- 2) *The Lesser Dark:* Reduce to Darkness 6m radius. Total cost: 37 points.
- 3) *Line Of Darkness:* The character can create a field of darkness shaped like a line rather than a sphere. Change to Area Of Effect (16m Line); no change in cost. (Alternately, a character could choose to make his Darkness a 16m Cone instead.)
- 4) *Malleable Shadow:* The character can create a field of darkness in various shapes. Change to Area Of Effect (Any Area, 12 2m radius area; +0). Total cost: 50 points.
- 5) *All-Consuming Shadows:* The character’s field of darkness not only blocks sight, but other senses as well. Add Hearing, Smell/Taste, and Radio Sense Groups. Total cost: 69 points.

- 6) *The Clinging Darkness*: The character can “stick” his field of darkness to a specific target so that it moves with that target — making it impossible to escape! Reduce to Darkness 3m radius and add Usable As Attack (defense is Darkness or Light powers; +1¼) and Ranged (+½). Total cost: 45 points.
- 7) *Moving Shadows*: Add Mobile (+½). Total cost: 70 points.

OFFENSIVE POWERS



CONFRONT YOUR INNER SELF

Effect: Severe Transform 6d6 (bad person to good person), Only Versus Persons In Darkness

Target: One character

Duration: Instant

Range: No Range

END Cost: 9

Description: The character’s field of Darkness is so potent, so frightening, that the can force evil, mean-spirited, and just plain bad people trapped inside it to examine their inner selves. Thoroughly disgusted by what he sees, the victim immediately has a change of heart and becomes a better person. Some people, however, are too evil to change, and can resist the effect.

In game terms, this effect is a Severe Transform of the Spirit that works against PRE rather than BODY (see 6E1 306). It only affects persons inside the character’s own Darkness field; it doesn’t work against persons in other types of shadow, shade, or darkness.

Game Information: Severe Transform 6d6 (bad person to good person, heals back normally) (90 Active Points); Limited Target (sentient beings in character’s Darkness field; -¾), All Or Nothing (-½), No Range (-½), Works Against PRE, Not BODY (-¼). Total cost: 30 points.

Options:

- 1) *Stronger Confrontation*: Increase to Severe Transform 8d6. 120 Active Points; total cost 40 points.
- 2) *Weaker Confrontation*: Decrease to Severe Transform 4d6. 60 Active Points; total cost 20 points.
- 3) *Ranged Confrontation*: The character doesn’t have to touch the target to affect him. Remove No Range (-½). Total cost: 36 points.
- 4) *Dark Mirror*: This variant power doesn’t actually Transform anyone. It simply confronts the target with a vision of his own evil or selfish conduct in the hope of “scaring him straight.” Change to Mental Illusions 18d6 (90 Active Points); No Range (-½), Requires A DEX Roll (-½), Only Versus Persons In Character’s Darkness (-½), No Conscious Control (only to force target to visualize his evil/selfish conduct; -1). Total cost: 26 points.
- 5) *Ongoing Confrontation*: As long as the target remains within the character’s Darkness, the Transform effect continues to work on him. Decrease to Severe Transform 4d6, add Constant (+½), and remove All Or Nothing (-½). 90 Active Points; total cost 36 points.
- 6) *Confrontation Field*: This form of the power works in conjunction with the character’s Darkness. Every evil or selfish person inside the Darkness field suffers the effects for as long as they remain within the field. The Confrontation effect can cover up to 12m, but it’s limited to the extent of the character’s Darkness field. Change to Severe Transform 2½d6, Area Of Effect (up to 16m Radius; +¾), Constant (+½) (90 Active Points); Linked (to Darkness; -½), Limited Target (sentient beings; -¼). Total cost: 51 points.



DARKBLAST

Effect: Blast 12d6

Target: One character

Duration: Instant

Range: 600m

END Cost: 6

Description: The character projects a blast of inky black energy that strikes with devastating force.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Darkblast*: Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Darkblast*: Decrease to Blast 10d6. Total cost: 50 points.
- 3) *Blinding Blast*: The blackness of the character’s blast lingers, temporarily blinding his opponent. Reduce to Blast 8d6 and add Sight Group Flash 4d6 (20 Active Points); Linked (-½). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.
- 4) *Irresistible Darkblast*: No armor can hope to stave off the effects of the character’s Darkblast completely. Decrease to Blast 10d6 and add Armor Piercing (+¼). Total cost: 62 points.
- 5) *Dark Maelstrom*: The character projects not a bolt of darkness, but a swirling field of shadow that hurts all who enter it. Add Area Of Effect (26m Radius Explosion; +½). Total cost: 90 points.
- 6) *Shadow Touch*: The character’s touch fills a target with chill darkness, causing great pain. Reduce to Blast 8d6 and add No Normal Defense (defense is Power Defense; +½) and No Range (-½). 60 Active Points; total cost 40 points.
- 7) *The Deadly Dark*: The character’s Darkblast is even more lethal than normal. Substitute RKA 4d6. Total cost: 60 points.
- 8) *Morphean Blast*: The character’s bolt of dark energy causes those it hits to collapse under the weight of sleep. Substitute Drain STUN 6d6. Total cost: 60 points.

- 9) *Terrifying Darkblast*: The power of the character's blast of ebon energy terrifies his opponents as well as damaging them. Decrease to Blast 10d6 and add Drain PRE 3d6, Linked (-½). 50 + 30 = 80 Active Points; total cost 50 + 20 = 70 points.



DARK CHAINS

Effect: Entangle 5d6, 5 PD/5 ED, Stops Sight Group
Target: One character
Duration: Instant
Range: 500m
END Cost: 6

Description: The character can wrap an enemy up in bands of blackness that imprison not just his arms, but his sight as well.

Game Information: Entangle 5d6, 5 PD/5 ED, Stops A Given Sense (Sight Group). Total cost: 60 points.

Options:

- 1) *Insensate Chains I*: The character's bindings block hearing as well as sight. Substitute Stops A Given Sense (Normal Sight, Normal Hearing). Total cost: 60 points.
- 2) *Insensate Chains II*: Reduce to Entangle 4d6, 4 PD/4 ED, substitute Stops A Given Sense (Sight and Hearing Groups). Total cost: 60 points.
- 3) *Manifold Chains*: The character can use his Dark Chains to bind many people in an area. Reduce to Entangle 4d6, 4 PD/4 ED and add Area Of Effect (8m Radius; +½). Total cost: 75 points.



DARK SHROUD

Effect: Drain BODY 6d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can envelope an opponent in a small field of darkness that chills the victim to his very soul, thus inflicting serious, perhaps lethal, injury.

Game Information: Drain BODY 6d6. Total cost: 60 points.

Options:

- 1) *Strong Shroud*: Increase to Drain BODY 8d6. Total cost: 80 points.
- 2) *Weak Shroud*: Decrease to Drain BODY 4d6. Total cost: 40 points.
- 3) *Darkfield*: The character can expand his Shroud to encompass multiple victims. Decrease to Drain BODY 4d6, and add Area Of Effect (8m Radius; +½). Total cost: 60 points.
- 4) *Defensive Shroud*: The character can surround himself with a Shroud, suffering no harm but inflicting harm on any who touch him. Decrease to Drain BODY 3d6 and add Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), and No Range (-½). 52 Active Points; total cost 35 points.

- 5) *Darkness Upon Darkness*: This power only works on characters already in shadow. Add Only Versus Targets In Darkness/Shadow (-¼). 60 Active Points; total cost 48 points.
- 6) *Lingering Shadow*: The character can maintain his Dark Shroud, gradually diminishing the victim's life-force. Decrease to Drain BODY 4d6 and add Constant (+½). Total cost: 60 points.



HANDS OF SHADOW

Effect: Telekinesis (30 STR)
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character creates a field of dark energy so intense that it develops some physical properties — he can shape the field into a “hand” that can move things around, strike or squeeze them, and perform other tasks.

Game Information: Telekinesis (30 STR). Total cost: 45 points.

Options:

- 1) *Stronger Hands*: Increase to Telekinesis (40 STR). Total cost: 60 points.
- 2) *Weaker Hands*: Decrease to Telekinesis (20 STR). Total cost: 30 points.
- 3) *Fine Hands*: The character can shape and control the hands precisely enough to do fine work. Add Fine Manipulation. Total cost: 55 points.
- 4) *Lifting Hands*: The hands cannot strike or squeeze objects, but only move them around. Add Affects Whole Object (-¼). 45 Active Points; total cost 36 points.



NIGHT MASK

Effect: Sight Group Flash 12d6, NND
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character wraps a clot of shadow around the target's head, blinding him for a few seconds until the darkness dissipates.

Game Information: Sight Group Flash 12d6, NND (defense is ED Resistant Protection defined as a force-field or the like; +0). Total cost: 60 points.

Options:

- 1) *Strong Mask*: Increase to Sight Group Flash 14d6. Total cost: 70 points.
- 2) *Weak Mask*: Decrease to Sight Group Flash 10d6. Total cost: 50 points.
- 3) *Deafening Mask*: The shadow clogs the victim's ears as well as blinds his eyes. Reduce to Flash 11d6 and add Hearing Group. Total cost: 60 points.

**OBSCURING SHADOWS**

Effect: Change Environment, -4 to Normal Sight PER Rolls

Target: 34m Radius

Duration: Constant

Range: 80m

END Cost: 2

Description: The character can create darkness over an area — not total darkness, but the kind of darkness one experiences on a moonless night.

Game Information: Change Environment (create gloom), -4 to Normal Sight PER Rolls, Area Of Effect (32m Radius; +1), Personal Immunity (+¼). Total cost: 18 points.

Options:

- 1) *Larger Shadows:* Increase to Area Of Effect (250m Radius; +1¾). Total cost: 24 points.
- 2) *Really Large Shadows:* Increase to Area Of Effect (1,000m Radius; +2¼). Total cost: 28 points.
- 3) *Smaller Shadows:* Decrease to Area Of Effect (16m Radius; +¾). Total cost: 16 points.
- 4) *Moonlit Shadows:* Decrease to -2 to Normal Sight PER Rolls. Total cost: 9 points.
- 5) *Denser Shadows:* Change to -4 to Sight Group PER Rolls. Total cost: 27 points.
- 6) *Restrictive Shadows:* The character is affected by his own power. Remove Personal Immunity (+¼). Total cost: 16 points.
- 7) *Centered Shadows:* Add No Range (-½). 18 Active Points; total cost 12 points.
- 8) *Effortless Shadows:* Add Reduced Endurance (0 END; +½). Total cost: 22 points.

**SHADOW SPHERE**

Effect: Barrier 8 PD/8 ED, 8 BODY (up to 4m long, 2m tall, and ½m thick), Only For Englobing

Target: Area

Duration: Constant

Range: 390m

END Cost: 5

Description: The character can create a globe of quasi-solid shadow that englobes the target, trapping him and preventing him from seeing out (or others from seeing him).

Game Information: Barrier 8 PD/8 ED, 8 BODY (up to 4m long, 2m tall, and ½m thick), Opaque (Sight Group) (49 Active Points); Costs Endurance (to maintain; -½), Only To Englobe (-½). Total cost: 24 points.

Options:

- 1) *Strong Sphere:* Increase to Barrier 12 PD/12 ED, 12 BODY (up to 4m long, 2m tall, and ½m thick). 65 Active Points; total cost 32 points.
- 2) *Weak Sphere:* Decrease to Barrier 6 PD/6 ED, 6 BODY (up to 4m long, 2m tall, and ½m thick). 41 Active Points; total cost 19 points.

**TERROR OF THE DARK**

Effect: Drain PRE 6d6

Target: One character

Duration: Instant

Range: 600m

END Cost: 6

Description: The character uses the terrifying power of darkness to inflict fear upon any who stand in shadow (either in his own Darkness, or in a mundane shadow of some sort).

Game Information: Drain PRE 6d6 (60 Active Points); Only Versus Targets In Darkness/Shadow (-¼). Total cost: 48 points.

Options:

- 1) *Stronger Terror:* Increase to Drain PRE 8d6. 80 Active Points; total cost 64 points.
- 2) *Weaker Terror:* Decrease to Drain PRE 4d6. 40 Active Points; total cost 32 points.
- 3) *Ongoing Terror:* The character can maintain the fear effect, eventually reducing almost anyone to screaming terror. However, his power still only works on persons in darkness or shadow; once the victim steps into the light, the terror begins to lift (*i.e.*, the Constant attack stops; the victim must still recover the Drained points of PRE normally). Decrease to Drain PRE 4d6 and add Constant (+½). 60 Active Points; total cost 48 points.
- 4) *Lingering Terror:* Fear lingers in the victim's heart and mind long after the character stops attacking him. Decrease to Drain PRE 3d6 and add Delayed Return Rate (points return at the rate of 5 per Hour; +1¾). 82 Active Points; total cost 66 points.

DEFENSIVE POWERS**DARKSHIELD**

Effect: Resistant Protection (15 PD/15 ED/Sight Group Flash Defense 5/Power Defense 5)

Target: Self

Duration: Constant

Range: Self

END Cost: 6

Description: The character can surround himself with a field of dark energy that protects him from attacks.

Game Information: Resistant Protection (15 PD/15 ED/5 Sight Group Flash Defense/5 Power Defense) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Strong Shield:* Increase to Resistant Protection (22 PD/22 ED/8 Sight Group Flash Defense/8 Power Defense). 90 Active Points; total cost 60 points.
- 2) *Weak Shield:* Decrease to Resistant Protection (10 PD/10 ED/5 Sight Group Flash Defense/5 Power Defense). 45 Active Points; total cost 30 points.

- 3) *Altered Shield*: Re-arrange the defense allocation as desired; total points of Resistant Protection cannot exceed 40. 60 Active Points; total cost 40 points.
- 4) *Obscuring Shield*: The shadows that protect the character also obscure his vision slightly. Add Side Effects (-2 to Sight PER Rolls while active; -½). Total cost: 30 points.

DARK WALL

Effect: Barrier 8 PD/8 ED, 8 BODY (up to 8m long, 3m tall, and ½m thick), Opaque

Target: Area

Duration: Constant

Range: 440m

END Cost: 5

Description: Similar to Darkshield, this power allows the character to erect a barrier of shadows to protect himself (and sometimes other people).

Game Information: Barrier 8 PD/8 ED, 8 BODY (up to 8m long, 3m tall, and ½m thick), Opaque (Sight Group) (54 Active Points); Costs Endurance (to maintain; -½). Total cost: 36 points.

Options:

- 1) *Strong Wall*: Increase to Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 3m tall, and ½m thick). 64 Active Points; total cost 43 points.
- 2) *Weak Wall*: Decrease to Barrier 6 PD/6 ED, 6 BODY (up to 6m long, 2m tall, and ½m thick). 43 Active Points; total cost 29 points.
- 3) *Lengthening Shadows*: The character's wall covers a greater area, allowing him to protect more people at once. Add +12m long. 66 Active Points; total cost 44 points.
- 4) *Protective Shadows*: Add 8 Power Defense. 66 Active Points; total cost 44 points.

EYES OF DARKNESS

Effect: Sight Group Flash Defense (10 points)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's eyes are either made of darkness, surrounded by darkness, or in some other way protected by darkness, so bright flashes of light don't bother him so much.

Game Information: Sight Group Flash Defense (10 points) (10 Active Points); Only Versus Light-Based Effects (-¼). Total cost: 8 points.

Options:

- 1) *Strong Eyes*: Increase to Sight Group Flash Defense (15 points). 15 Active Points; total cost 12 points.
- 2) *Lesser Eyes*: Decrease to Sight Group Flash Defense (5 points). 5 Active Points; total cost 4 points.
- 3) *Tiring Eyes*: The power only works when the character puts some effort into it. Add Costs Endurance (-½). Total cost: 6 points.

MERGE WITH SHADOWS

Effect: Invisibility to Sight Group, Only When In Darkness/Shadows

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Description: Whenever he stands in darkness or shadows, the character can become invisible.

Game Information: Invisibility to Sight Group (20 Active Points); Only When In Darkness/Shadows (-¼). Total cost: 16 points.



Options:

- 1) *Full Merging*: The character's merging with shadow is so complete that even people standing next to him have no chance of seeing him. Add No Fringe. 30 Active Points; total cost 24 points.
- 2) *Easy Merging*: The character can remain invisible indefinitely, without straining himself. Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 24 points.

**SHADOW MANTLE****Effect:** Power Defense (20 points)**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character's shadow powers protect him from other such powers, and similar attacks.**Game Information:** Power Defense (20 points). Total cost: 20 points.**MOVEMENT POWERS****STEPPING THROUGH SHADOWS****Effect:** Teleportation 40m, Only Through Darkness/Shadows**Target:** Self**Duration:** Instant**Range:** Self**END Cost:** 4**Description:** The character can travel instantly from one place to another — provided that both places are cloaked in darkness. If he has no shadow or darkness available, he cannot Teleport; and even when he has a shadow to use at his departure point, he can only designate as arrival points other places where shadows exist. Both areas of shadow/darkness must be at least 2m x 2m x 2m in size (large enough to cover an adult human).**Game Information:** Teleportation 40m (40 Active Points), Only Through Darkness/Shadows (-¼). Total cost: 32 points.**Options:**

- 1) *Big Steps I*: Increase to Teleportation 60m. 60 Active Points; total cost 48 points.
- 2) *Big Steps II*: Add x8 Noncombat. 50 Active Points; total cost 40 points.
- 3) *Big Steps III*: The character can step to shadows many miles away, provided he can perceive them. (This usually requires a power like Eyes Of The Shadow, below.) Add MegaScale (1m = 100 km; +1½). 100 Active Points; total cost 80 points.
- 4) *Short Steps*: Decrease to Teleportation 20m. 20 Active Points; total cost 16 points.

- 5) *Shadow Road*: The character's comrades can accompany him on his journey, but the departure and arrival points must have shadows large enough to contain the entire group (a 2 cubic meter area of shadow/darkness per person). Add x8 Increased Mass. 55 Active Points; total cost 44 points.
- 6) *Shadow Portal I*: The character can open a "portal" from one area of shadow/darkness to another. People can travel either way through the portal, or fire attacks through them. Change to Teleportation 30m, Area Of Effect (1m Radius; +¼), Constant (+½), Usable On Others (+¼) (60 Active Points); Gate (-½), Only Through Darkness/Shadow (-¼). Total cost: 34 points.
- 7) *Shadow Portal II*: Like Shadow Portal I, but add MegaScale (1m = 1 km; +1). 90 Active Points; total cost 51 points.

SENSORY POWERS**NIGHT EYES****Effect:** Nightvision**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character's eyes, accustomed to gloom, can see clearly even in the darkest night.**Game Information:** Nightvision. Total cost: 5 points.**Options:**

- 1) *Shadowsight I*: The character's eyes can perceive heat differentials and ultraviolet light. Substitute Infrared Perception and Ultraviolet Perception (both for Sight Group). Total cost: 10 points.
- 2) *Shadowsight II*: No ordinary darkness or shadow can block the character's sight. Add Infrared Perception and Ultraviolet Perception (both for Sight Group). Total cost: 15 points.

**EYES OF THE SHADOWS****Effect:** Clairsentience to Sight Group, Only Through Darkness/Shadows**Target:** Self**Duration:** Constant**Range:** 3,200m**END Cost:** 4**Description:** The character can cast his senses outward, using any shadow or area of darkness as a "lens" through which to view anything nearby. The power has a range of approximately two miles. The area of shadow used as the perception point must be at least 2m large.**Game Information:** Clairsentience to Sight Group, 16x Range (3,200m) (40 Active Points); Only Through Darkness/Shadows (-¼). Total cost 32 points.

Options:

- 1) *Telescopic Eyes*: The character can see much further than normal with this power. Increase to 256x Range (about 32 miles). 60 Active Points; total cost 48 points.
- 2) *Voice Of The Shadows*: The character cannot see through shadows, but instead can hear. Substitute Clairsentience to Hearing Group. 40 Active Points; total cost 32 points.
- 3) *The Shadows Know*: The character can hear as well as see through the shadows. Add Hearing Group. 50 Active Points; total cost 40 points.
- 4) *Through The Smallest Shadows*: The character can see through any patch of shadow, no matter how small. Decrease Limitation's value to -0 (since small shadows are so common the power becomes virtually unrestricted). Total cost: 40 points.

**TRUE SHADOWSIGHT**

Effect: Detect Physical Objects And Energy
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: No form of shadow or darkness, not even the Power *Darkness*, can block the character's senses. Only a power specifically bought to block or blind this sense can do so.

Game Information: Detect Physical Objects and Energy (INT Roll) (no Sense Group), Discriminatory, Range, Sense, Targeting. Total cost: 37 points.

MISCELLANEOUS POWERS

**BODY OF SHADOW**

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into pure shadow, rendering it so insubstantial he can walk through walls and avoid the effects of most attacks. Only other darkness powers, or powers of light, can harm him.

The character should also consider taking the *Merge With Shadows* power, above, Linked to this power.

Game Information: Desolidification (affected by Darkness or Light powers). Total cost: 40 points.

Options:

- 1) *Easy Shadow Form*: The character can become shadow effortlessly and easily. Add Reduced Endurance (0 END; +½). Total cost: 60 points.
- 2) *Enter The Shadow World*: When the character transforms into shadow, he can also transform several friends as well. Add Usable Simultaneously (up to four people at once; +¾). Total cost: 70 points.
- 3) *Defensive Shadow Form*: The character does not truly become intangible, but becomes sufficiently incorporeal that most attacks cause him little harm. Substitute Physical Damage Reduction, Resistant, 50% (30 Active Points); Costs Endurance (-½) (total cost: 20 points) **plus** Energy Damage Reduction, Resistant, 50% (30 Active Points); Costs Endurance (-½), Does Not Work Against Darkness Or Light Powers (-½) (total cost: 15 points). Total cost: 35 points.
- 4) *True Shadow Form*: The character's body is perpetually made of shadow (in addition to this power, he must buy Merge With Shadows). Add Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼), and Always On (-½). 80 Active Points; total cost 53 points.

**ME AND MY SHADOW**

Effect: Duplication (create one 350-point Duplicate)
Target: Self
Duration: Persistent
Range: Self
END Cost: 7 to activate

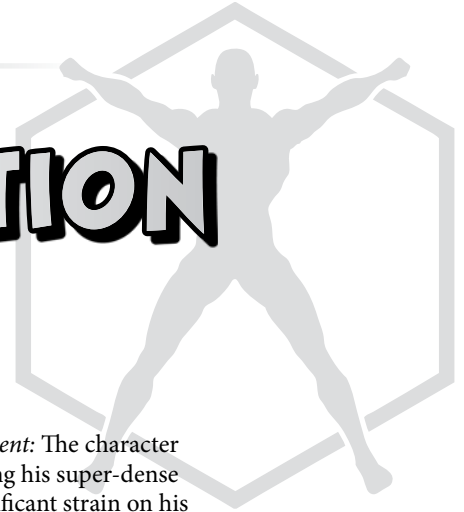
Description: The character can separate his shadow from himself. The shadow has all his abilities and memories, but looks like his dark, shadowy twin, not an exact copy. While the power remains active, the character casts no shadow, which looks rather odd. (The Duplicate casts his own shadow.) The *Side Effect* Limitation reflects this, but unlike normal Side Effect-derived Complications, the Distinctive Features should vanish as soon as the Duplicate recombines with the character.

Game Information: Duplication (create one 350-point Duplicate) (70 Active Points); Costs Endurance (to activate; -¼), Side Effect (character always has Distinctive Features [no shadow] while Duplicate exists; -½). Total cost: 40 points.

Options:

- 1) *It's A Shadow Party*: The character can not only separate his shadow from his body, but can cause it to become multiple shadow-selves. Add x4 Duplicates (total of 4 Duplicates). 80 Active Points; total cost 46 points.

DENSITY ALTERATION POWERS



Density alteration powers involve making the body (or parts of the body, or an enemy's body) more dense or less dense than normal. Characters with Density Alteration abilities, particularly those who can make themselves heavier than normal, often belong to the “brick” archetype — being unusually dense makes them superhumanly strong and tough. Many characters with Density Alteration powers also have Gravity-related powers (see that section of this book for some examples).

BASIC POWERS

Two Powers — Density Increase and Desolidification — are at the heart of this special effect. Virtually all characters with Density Alteration powers have one or both of them.



DENSITY ENHANCEMENT

Effect: Density Increase
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can augment his natural density, becoming as much as 250 times as heavy as a normal adult human. As he becomes denser, he becomes stronger, tougher, and harder to knock back... but also more likely to crash through floors and cause other problems because of his weight.

Game Information: Density Increase (25,000 kg mass, +40 STR, +8 PD/ED, -16m KB). Total cost: 32 points.

Options:

- 1) *Greater Density:* Increase to Density Increase (400,000 kg mass, +60 STR, +12 PD/ED, -24m KB). Total cost: 48 points.
- 2) *Lower Density:* Decrease to Density Increase (6,400 kg mass, +30 STR, +6 PD/ED, -12m KB). Total cost: 24 points.
- 3) *Easy Density Enhancement:* Increasing his density places less of a strain on the character's system. Add Costs Endurance Only To Activate (+¼). Total cost: 40 points.

4) *Difficult Density Enhancement:* The character has a hard time maintaining his super-dense form; doing so places significant strain on his metabolism. Add Increased Endurance Cost (x2 END; -½). 32 Active Points; total cost 21 points.

5) *High Density:* The character cannot alter his density; he always weighs 25,000 kilograms. While this grants him superhuman powers, it also poses some significant day-to-day hardships on him. Substitute +40 STR, +8 PD, +8 ED, and Knockback Resistance -16m; total cost: 72 points. Character must also take a Physical Complication representing his vast weight (Very Frequently, Greatly Impairing; 25 points).

6) *Density Field Control:* The character can also make another character heavier than normal. Add Usable Simultaneously (+½). Total cost: 48 points.



INTANGIBILITY

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can decrease his mass to the point where he becomes intangible. While incorporeal, he can walk through walls, ignore most attacks (except those based on force, gravity, or magnetism), and so forth.

Game Information: Desolidification (affected by Force, Gravity, or Magnetic attacks). Total cost: 40 points.

Options:

- 1) *Easy Intangibility:* The character only experiences the strain of being intangible when he first activates the power. Add Costs Endurance Only To Activate (+¼). Total cost: 50 points.
- 2) *Stressful Intangibility:* The character finds it difficult and tiring to maintain his Desolidified form. Add Increased Endurance Cost (x2 END; -½). 40 Active Points; total cost 27 points.
- 3) *Wraithform:* The character is always intangible, as if he were a ghost. Add Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼), and Always On (-½). 80 Active Points; total cost 53 points.

OFFENSIVE POWERS



AUGMENTED STRENGTH

Effect: +20 STR
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Characters who can increase their density become stronger when they do so, but a character with this power becomes especially strong. He gains extra STR in addition to what he gains from Density Increase. The gain is proportional — the more dense he becomes, the stronger he becomes. For example, if he has the basic Density Enhancement power listed above, for every 10 points' worth of Density Increase he uses, he gains +5 additional STR.

Game Information: +20 STR (20 Active Points); Linked (to DI; -½). Total cost: 13 points.

Options:

- 1) *Really Augmented Strength:* Increase to +40 STR. 40 Active Points; total cost 27 points.



CRUSH YOU!

Effect: Blast 14d6, Damage Shield, Only To Inflict Crushing Damage
Target: One character
Duration: Constant
Range: No Range
END Cost: 0

Description: When he's heavier than normal, the character can inflict crushing damage on someone by standing or lying on top of him, and can still do other things at the same time (like punch the victim, or fire a Blast at someone else). The damage inflicted depends on how heavy the character is (see *Crushing Damage*, 6E2 125); as purchased, the power covers up to 48 points' worth of Density Increase (400,000 kg mass).

Game Information: Blast 14d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½) (157 Active Points); No Range (-½), Only To Inflict Crushing Damage (see text; -1½). Total cost: 52 points.



DISRUPT ELECTRONICS

Effect: Dispel Electronic Device 12d6, Affects Physical World
Target: One device
Duration: Instant
Range: Touch
END Cost: 5

Description: When intangible, the character can pass his hand through an electronic device and disrupt it. It shuts down, requiring repair or re-activation before it will work again.

Game Information: Dispel Electronic Device 12d6, Variable Effect (any one Electronic Device power at a time; +½), Affects Physical World (+2) (126 Active Points); No Range (-½), Linked (to Desolidification; -¼). Total cost: 72 points.

Options:

- 1) *Strong Disruption:* Increase to Dispel 16d6. 168 Active Points; total cost 96 points.
- 2) *Weak Disruption:* Decrease to Dispel 8d6. 84 Active Points; total cost 48 points.
- 3) *Broad-Band Disruption I:* The character's touch is powerful enough to shut off multiple device functions at once. Add Expanded Effect (two Electronic Device powers simultaneously; +½). 144 Active Points; total cost 82 points.
- 4) *Broad-Band Disruption II:* The character's touch affects most powers in an electronic device. Add Expanded Effect (four Electronic Device powers simultaneously; +1½). 180 Active Points; total cost 103 points.
- 5) *Selective Disruption Touch:* The character doesn't have to be intangible to use this power; he can make his hand and arm intangible and use it, while leaving the rest of his body solid. Remove Linked (-¼). Total cost: 84 points.



ENCUMBRANCE FIELD

Effect: Change Environment, -5 to DEX Rolls, -16m Running
Target: 16m Radius
Duration: Constant
Range: 350m
END Cost: 3

Description: The character creates a field where everyone is denser than normal, and so suffer the penalties of carrying extra weight even though they have none.

The effects of this power are built using the rules for encumbrance (6E2 46) as guidelines (though you'd need to add an Area Of Effect, Constant Drain DCV to fully simulate them). As it stands, the field affects everyone equally, regardless of STR. If you want to be more "realistic" and account for high STR, reduce each combat effect by 1 for every 5 points of STR a victim has above 10. At the GM's option, this might even qualify for a -¼ or -½ Limitation on the power.

Game Information: Change Environment -5 to DEX Rolls, -16m Running, Area Of Effect (16m Radius; +¾), Personal Immunity (+¼), Reduced Endurance (½ END; +¼). Total cost: 70 points.

Options:

- 1) *Larger Encumbrance Field:* Increase to Area Of Effect (32m Radius; +1). Total cost: 77 points.
- 2) *Smaller Encumbrance Field:* Decrease to Area Of Effect (8m Radius; +½). Total cost: 62 points.
- 3) *Easy Encumbrance Field:* Increase to Reduced Endurance (0 END; +½). Total cost: 77 points.
- 4) *Tiring Encumbrance Field:* Remove Reduced Endurance (+¼). Total cost: 62 points.

**HEAVINESS ATTACK**

Effect: Major Transform 6d6 (normal being into being too heavy to move)
Target: One character
Duration: Instant
Range: 60m
END Cost: 9

Description: The character can make another character, or other living being, so heavy that the target cannot move. His weight pins him to the ground, preventing him from doing anything. He can't move, stand up, or use any powers the GM deems depend on the ability to move (including most powers with the Limitations *Focus*, *Gestures*, *Incantations*, and/or *Restrained*).

For campaigns that want to be “realistic,” the GM should make a character who buys this power declare exactly how heavy he can make the target. The GM can then evaluate the target's STR versus his imposed weight to determine if he is, in fact, unable to move (based on the target's lifting capacity, the Encumbrance rules, and so forth). In campaigns where “realism” is less of a concern, assume the character can always make the target too heavy to move, regardless of the target's STR. In either case, the target may do crushing damage to whatever surface he's on (see 6E2 125).

Characters can only buy this power with the GM's permission. It uses Transform to, in many ways, simulate the effects of an Entangle, which is against the rules. (See *Too Heavy To Move*, below, for an example of a similar power built with Entangle.) In this case, the Transform gets around some of the inherent drawbacks of Entangle (such as the fact that it's impossible to build an Entangle the victim can't try to break out of), but that may prove too unbalancing for many campaigns.

Game Information: Major Transform 6d6 (normal being into being too heavy to move; heals back in 1 Hour or through another application of this power) (60 Active Points); Limited Range (60m; -¼), Limited Target (living beings; -¼). Total cost: 40 points.

Options:

- 1) *Really Heavy:* Increase to Major Transform 9d6. 90 Active Points; total cost 60 points.
- 2) *Less Heavy:* Decrease to Major Transform 4d6. 40 Active Points; total cost 27 points.
- 3) *Ever-Increasing Heaviness:* The character can't make the target too heavy at first, but over time the power builds to the point where it can stop anything. Decrease to Major Transform 4d6 and add Constant (+½). 60 Active Points; total cost 40 points.

**INTANGIBILITY ATTACK**

Effect: Desolidification Usable As Attack
Target: One character
Duration: Constant
Range: Touch
END Cost: 9

Description: A character with this power can touch another character and force him to become intangible, which typically makes it impossible for the victim to affect solid characters.

Game Information: Desolidification (affected by Force, Gravity, or Magnetic attacks), Usable As Attack (defense is Desolidification, Density Increase, gravity powers, or Power Defense; +1½). Total cost: 90 points.

Options:

- 1) *Ranged Intangibility Attack:* The character need not touch his victims to render them intangible; he can attack them from range instead. Add Ranged (+½). Total cost: 110 points.
- 2) *Wraithform Blessing:* The character can only render other people intangible when he's intangible himself — thus giving him a way to stage a battle between himself and an enemy without any of their respective comrades interfering. Add Affects Physical World (+2) and Linked (to Desolidification; -¼). 170 Active Points; total cost 136 points.

**INTANGIBILITY BLESSING**

Effect: Affects Desolidified (+½) for up to a 60-point attack
Target: One character
Duration: Constant
Range: Touch
END Cost: 4

Description: The character can render a weapon, person, or attack slightly “out of phase” with reality, sufficient to allow that weapon, person, or character to affect intangible objects and characters.

Game Information: Affects Desolidified (+½) for up to a 60-point attack, Usable By Other (+¼). Total cost: 37 points.

Options:

- 1) *Strong Blessing:* Increase to Affects Desolidified (+½) for up to 90-point powers. Total cost: 56 points.
- 2) *Multiple Blessings:* The character and one other person can benefit from this power at once. Change to Usable Simultaneously (+½). Total cost: 45 points.
- 3) *Ranged Blessing:* The character can grant this power to another character at range. Add Ranged (+½). Total cost: 52 points.



INTANGIBLE TOUCH

Effect: Blast 4d6, NND, Affects Physical World
Target: One character
Duration: Instant
Range: Touch
END Cost: 7

Description: While intangible, the character can plunge one of his hands into another character's body (typically the chest or the head), thus disrupting the metabolic processes and causing intense pain.

Game Information: Blast 4d6, NND (defense is PD Resistant Protection defined as a force-field or the like; +½), Affects Physical World (+2) (70 Active Points); No Range (-½), Linked (to Desolidification; -¼). Total cost: 40 points.

Options:

- 1) *Stronger Touch:* Increase to Blast 6d6. 105 Active Points; total cost 60 points.
- 2) *Weaker Touch:* Decrease to Blast 3d6. 52 Active Points; total cost 30 points.
- 3) *Feel The Pain:* As long as the character keeps his incorporeal hand inside the victim's body, the victim continues to feel pain. Decrease to Blast 3d6 and add Constant (+½) and Character Must Maintain Contact With Victim To Maintain Attack (-¼). 60 Active Points; total cost 39 points.
- 4) *The Intangible Agony Effect:* The character doesn't even have to deliberately try to hurt people; instead, any time someone passes through him, or he through them, the other person suffers pain. Decrease to Blast 3d6, add Area Of Effect (personal Surface — Damage Shield; +¼) and Constant (+½). 64 Active Points; total cost 36 points.

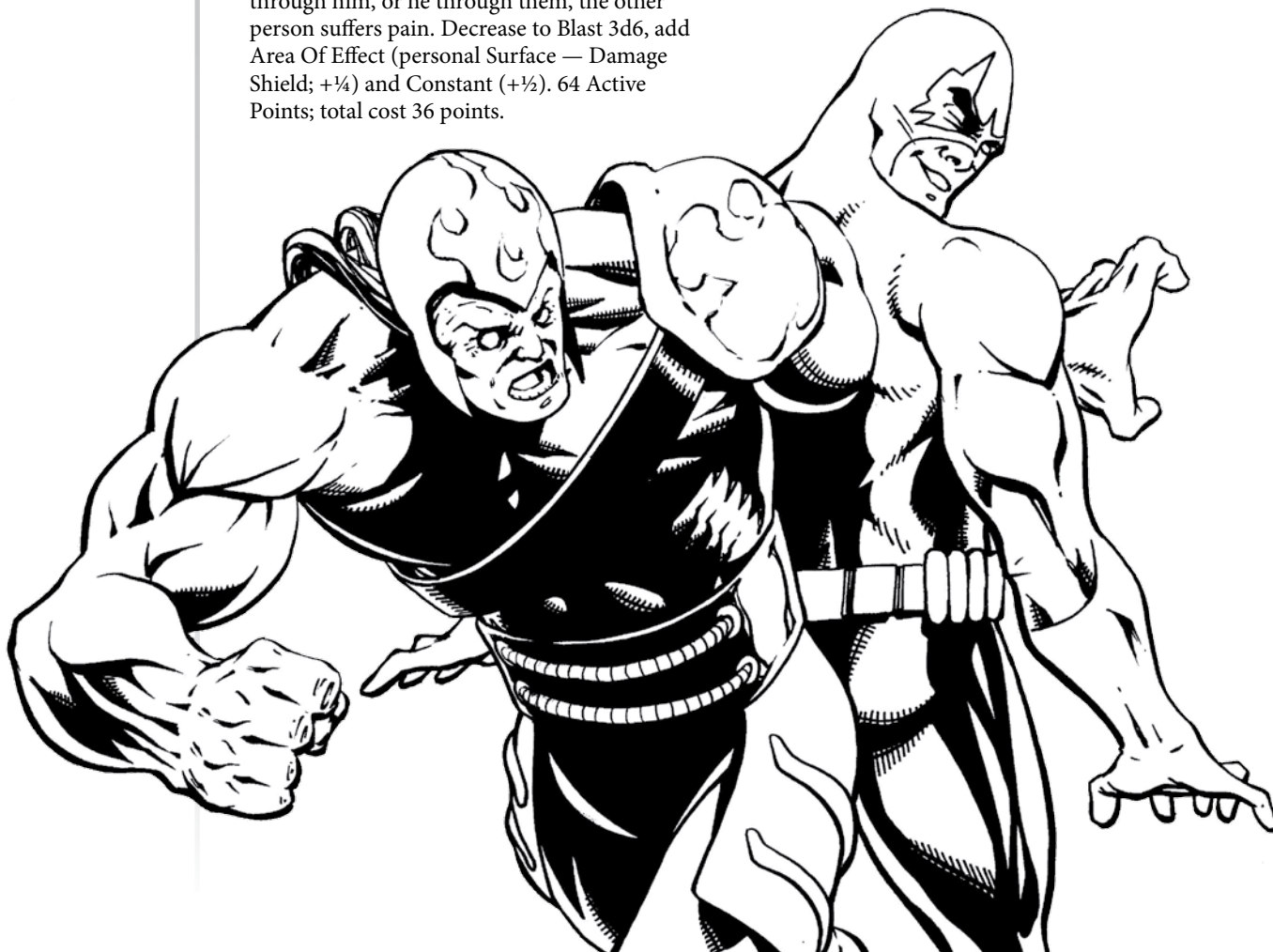
- 5) *Intangible Touch Variant:* Substitute Drain STUN 3d6, and remove NND (+½). 90 Active Points; total cost 51 points.
- 6) *Selective Intangibility Strike:* The character doesn't have to be Desolidified to use the power; he can selectively decrease the density of his hand and use it to attack while keeping the rest of his body solid. Remove Linked (-¼). 70 Active Points; total cost 47 points.
- 7) *Two-Fisted Touch:* The character can plunge both of his incorporeal hands into the victim's body, causing even greater pain. Add Auto-fire (2 shots; +¼). 75 Active Points; total cost 43 points.



SELECTIVE DENSITY ALTERATION

Effect: RKA 1d6, NND, Does BODY
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character can cause parts of another character's body to become extremely dense and heavy, while leaving other parts unaffected. As a result, the body tears itself apart, causing grievous wounds. Alternately, the character can define this power as the ability to selectively make parts of the victim's body intangible so that he leaves them behind when he moves; the effect is the same in game terms.



Game Information: RKA 1d6, NND (defense is Density Increase, Desolidification, PD Resistant Protection defined as a force-field, Gravity powers, or Power Defense; +1), Does BODY (+1). Total cost: 45 points.

Options:

- 1) *Greater Alteration:* Increase to RKA 2d6. Total cost: 90 points.
- 2) *Lesser Alteration:* Decrease to RKA ½d6. Total cost: 30 points.
- 3) *Why Do I Feel So Torn Apart?:* The character can maintain the density alteration attack, inflicting more and greater wounds as time goes on. Add Constant (+½). Total cost: 52 points.



SELECTIVE GRAVITY

Effect: Telekinesis (40 STR)
Target: One character
Duration: Constant
Range: 24m
END Cost: 6

Description: The character has such control over his density that he can selectively alter his personal gravity field and use it to affect other people. He can only pull people (or objects) to him, or cause them to “stick” to his body with gravitic attraction.

Game Information: Telekinesis (40 STR) (60 Active Points); Affects Whole Object (-¼), Only To Pull Objects Directly To Him And/Or “Stick” Them To Him (-½), Limited Range (24m; -¼). Total cost: 30 points.

Options:

- 1) *Gravity Field:* The character can affect more than one person or object at a time — anyone or anything close enough to him could be pulled in at once. Add Area Of Effect (16m Radius Selective; +1), and replace Limited Range (-¼) with No Range (-½). 120 Active Points; total cost 53 points.
- 2) *Instant Gravity:* The character can activate his gravitic field instantly with but a thought — giving him a way to, for example, pull someone close enough to punch. Add Trigger (when desired, activating Trigger takes no time, Trigger immediately automatically resets; +1). 120 Active Points; total cost 60 points.



SUPER-DENSE FISTS

Effect: HA +8d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: The character can selectively increase the density of his hands, making them much harder — and thus much harder-hitting. Since HA dice, on top of the STR gained from Density Increase, may have an unbalancing effect on the game, you should get the GM’s permission before purchasing this power.

This write-up assumes the character has the Density Enhancement power described above. He gains HA +2d6 for every 10 points of DI he activates.

Game Information: HA +8d6 (40 Active Points); Hand-To-Hand Attack (-¼), Linked (to DI; -½). Total cost: 23 points.

Options:

- 1) *Ultra-Dense Fists:* Increase to HA +12d6, reduce Linked to (-¼). 60 Active Points; total cost 40 points.
- 2) *Not-Quite-Super-Dense Fists:* Decrease to HA +4d6. 20 Active Points; total cost 11 points.
- 3) *Spear Hand:* Rather than pummel his foes with super-dense fists, the character flattens out his hand and uses it like a super-dense spear or knife, inflicting terrible wounds. Substitute HKA 2½d6 (plus STR) and remove Hand-To-Hand Attack (-¼). 40 Active Points; total cost 27 points.
- 4) *Spear And Fist:* The character can both punch and thrust with his super-dense hands. Substitute a Multipower, 40-point reserve, both Linked (-½), one slot Super-Dense Fists, one slot Spear Hand. Total cost: 32 points.
- 5) *Super-Dense Fists Variant:* The character can increase the density of his fists at any time, regardless of whether he himself has an overall higher density. Remove Linked (-½). Total cost: 27 points.



THIEF’S TOUCH

Effect: Teleportation 2m, Usable As Attack
Target: One object
Duration: Instant
Range: Touch
END Cost: 1

Description: The character can render his arm and hand intangible, reach through a vault door or locked cabinet, touch an item, render that item intangible as well, and pull it through the door or wall, resolidifying his hand and it after he’s done.

In game terms, this is a special effect of Teleportation 2m — the character can only “teleport” to himself objects he can grab (and which must, regardless of size, weigh no more than 100 kg). Unless the character has some way to perceive the target, he suffers the usual penalties for lack of a Targeting Sense in combat.

Game Information: Teleportation 1m, Usable As Attack (defense is Desolidification, Density Increase, Gravity powers, or Power Defense; +1¼), Reduced Endurance (0 END; +½), Affects Physical World (+2) (5 Active Points); Only Works On Handheld Objects (-½), Linked (to Desolidification; -½). Total cost: 2 points.

Options:

- 1) *Thief’s Touch Variant:* The character need not be incorporeal to use this ability; he can selectively render his arm and hand intangible while the rest of his body remains solid. Remove Affects Physical World (+2) and Linked (-½). 3 Active Points; total cost 2 points.

- 2) *Tiring Thief's Touch*: This version works like the normal Thief's Touch, but instead of being easy, it requires considerable energy. Remove Reduced Endurance (+½) and add Increased Endurance Cost (x10 END; -4). 4 Active Points; total cost 1 point.



TOO HEAVY TO MOVE

Effect: Entangle 6d6, 6 PD/6 ED, Takes No Damage From Attacks
Target: One character
Duration: Instant
Range: 600m
END Cost: 9

Description: The character increases the density of an opponent to the point where the opponent, dragged down by his own weight, cannot move.

At the GM's discretion, based on the special effect, the victim may cause crushing damage (see 6E2 125) to whatever surface he's on due to his increased weight. The GM may consider him to weigh 100 tons (what 60 Active Points' worth of STR could lift) or any other weight that seems appropriate.

Game Information: Entangle 6d6, 6 PD/6 ED, Takes No Damage From Attacks (+1) (120 Active Points); Vulnerable (to Gravity attacks; -¼). Total cost: 96 points.

Options:

- 1) *Heavy, Man*: Increase to Entangle 8d6, 8 PD/8 ED. 160 Active Points; total cost 128 points.
- 2) *Unbearable Lightness*: Decrease to Entangle 4d6, 4 PD/4 ED. 80 Active Points; total cost 64 points.
- 3) *Heavy Together*: The character can afflict not just one target, but multiple targets in a 16m radius, with increased weight. Decrease to Entangle 4d6, 4 PD/4 ED and add Area Of Effect (16m Radius; +¾). 110 Active Points; total cost 73 points.

DEFENSIVE POWERS



AUGMENTED DEFENSES

Effect: Resistant Protection (8 PD/8 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Characters who can increase their density always become tougher when they do so, but a character with this power becomes particularly difficult to hurt. He gains extra defense (bought as Armor) in addition to the PD and ED he gains from Density Increase. The gain is proportional — the more dense he becomes, the tougher he becomes. For example, if he has the basic Density Enhancement power listed above, for every 10 points' worth of Density Increase he uses, he gains 2 PD/2 ED worth of Resistant Protection.

Game Information: Resistant Protection (8 PD/8 ED) (24 Active Points); Linked (to DI; -½). Total cost: 16 points.

Options:

- 1) *Really Augmented Defense*: Increase to Resistant Protection (20 PD/20 ED) and reduce Linked to (-¼). 60 Active Points; total cost 48 points.



BLINK INTANGIBILITY

Effect: +6 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can reflexively render himself intangible. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he phases out of existence right before they hit him, then resolidifies a micro-second later.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½), Does Not Work While Density Increase Or Desolidification Are Active (-1), Does Not Work Against Affects Desolidified Attacks (-¼). Total cost: 11 points.

Options:

- 1) *Strong Blink Intangibility*: Increase to +8 DCV. 40 Active Points; total cost 14 points.
- 2) *Weak Blink Intangibility*: Decrease to +4 DCV. 20 Active Points; total cost 7 points.



HEAVY MISSILES

Effect: Deflection, Only Works Against Physical Projectiles
Target: Target's OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character reflexively causes physical missiles aimed at him to become so heavy they fall to the ground before they strike him.

Game Information: Deflection (20 Active Points); Only Works Against Physical Projectiles (-¼). Total cost: 16 points.

Options:

- 1) *Improved Heavy Missiles*: Character also buys +4 OCV with Deflection. Total cost: +8 points.



INTANGIBLE FORM

Effect: Power Defense (25 points), Linked (to Desolidification)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: While he's intangible, the character's body is so "diffuse" that characters with Adjustment Powers, Transforms, and the like have trouble "touching" or attacking him.

Game Information: Power Defense (25 points) (25 Active Points); Linked (to Desolidification; -½). Total cost: 17 points.

Options:

- 1) *Strong Form:* Increase to Power Defense (30 points). 30 Active Points; total cost 20 points.
- 2) *Weak Form:* Decrease to Power Defense (20 points). 20 Active Points; total cost 13 points.



INTANGIBLE MIND

Effect: Mental Defense (25 points), Linked (to Desolidification)

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: While he's intangible, the character's mind is so "diffuse" that characters with Mental Powers have trouble "touching" or attacking it.

Game Information: Mental Defense (25 points) (25 Active Points); Linked (to Desolidification; -½). Total cost: 17 points.

Options:

- 1) *Strong Mind:* Increase to Mental Defense (30 points). 30 Active Points; total cost 20 points.
- 2) *Weak Mind:* Decrease to Mental Defense (20 points). 20 Active Points; total cost 13 points.



SEMI-SOLID FORM

Effect: Physical and Energy Damage Reduction, Resistant, 50%

Target: Self

Duration: Constant

Range: Self

END Cost: 6

Description: The character decreases his density to the point where he's only semi-solid. He's still solid enough to effect other people and pick up objects, but he's sufficiently incorporeal that attacks cause him little harm.

Alternately, a character can define this power as "selective intangibility" — he sees an attack coming and Desolidifies the part of his body at will hit to lessen the effect of the blow.

Game Information: Physical and Energy Damage Reduction, Resistant, 50% (30 + 30 = 60 Active Points); Costs Endurance (-½). Total cost: 20 + 20 = 40 points.

Options:

- 1) *On The Edge Of Intangible:* Increase to Physical and Energy Damage Reduction, Resistant, 75%. 60 + 60 = 120 Active Points; total cost 40 + 40 = 80 points.
- 2) *Can't Touch This:* Substitute +12 DCV. 60 Active Points; total cost 40 points.



SOLIDIFIED AIR FIELD

Effect: Resistant Protection (12 PD/8 ED)

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character uses his ability to alter density to create a field of super-dense air around himself for protection. Although somewhat less effective against energy attacks than physical ones, it still provides plenty of defense against both forms of attack.

Game Information: Resistant Protection (12 PD/8 ED) (30 Active Points); Costs Endurance (-½). Total cost: 20 points.



SUPER-DENSE LEGS

Effect: Knockback Resistance -16m

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character makes his legs and feet super-heavy so that it's hard for anyone to knock him over.

Game Information: Knockback Resistance -16m (16 Active Points); Costs Endurance (-½). Total cost: 11 points.

MOVEMENT POWERS



DENSITY DECREASE

Effect: Flight 30m, Gliding

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character decreases his density to the point where he can float through the air by riding thermals and updrafts. A character cannot use this power while using Density Increase or any other power with the special effect of increasing his mass.

Game Information: Flight 30m (30 Active Points); Costs Endurance (-½), Gliding (-1). Total cost: 12 points.

Options:

- 1) *Lighter Than Air:* The character can even reduce his density to the point where he becomes so light he can rise through the air like a helium-filled balloon. While "flying" this way, he may be blown off-course by the wind. Character also buys: Flight 8m (8 Active Points); Only To Rise Straight Up (-1), Subject To The Winds (-0) (total cost: 4 points).

**WALKING ON AIR**

Effect: Flight 12m, Linked (to Desolidification)
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has enough control over his intangible form to literally “walk on air.” Unconstrained by gravity, he can walk through open air as easily as a normal person walks on the ground, climbs hills, and so forth. However, because this requires some concentration and effort, he still suffers a Turn Mode.

The character should buy this power as meters of Flight equal to or less than his meters of Running. This examples assumes a character with Running 12m.

Game Information: Flight 12m (12 Active Points); Linked (to Desolidification; -½). Total cost: 8 points.

SENSORY POWERS**MASS JUDGMENT**

Effect: Detect Exact Weight
Target: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character’s sensitivity to mass and density is so great that he can judge the weight of an object or person just by touching it.

Game Information: Detect Exact Weight (No Sense Group). Total cost: 3 points.

Options:

- 1) *Improved Mass Judgment:* Add +5 to PER. Total cost: 8 points.
- 2) *Analytical Mass Judgment:* The character not only can tell how much the object weighs, but can gather information about *why* it weighs what it does — where its center of gravity is, what parts (if any) are hollow or have extra-dense fillers, and so on. Add Discriminatory and Analyze. Total cost: 13 points.
- 3) *Ranged Mass Judgment:* Add Range. Total cost: 8 points.
- 4) *Automatic Mass Judgment:* Add Sense. Total cost: 5 points.
- 5) *Tiring Mass Judgment:* Add Costs Endurance (-½). Total cost: 2 points.

MISCELLANEOUS POWERS**HYPER-DENSE BODY**

Effect: Affects Desolidified (+½) on up to 20 BODY
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character’s body is so dense that even intangible beings and objects cannot move through it. At the GM’s option, this may provide some protection against, or complete immunity to, powers like Intangible Touch (see above).

Game Information: Affects Desolidified (+½) on up to 20 BODY, Reduced Endurance (0 END; +½), Persistent (+¼) (17 Active Points); Linked (to Density Increase or some similar power; -½). Total cost: 11 points.

Options:

- 1) *Strong Hyper-Density:* Increase to up to 30 BODY. 26 Active Points; total cost 17 points.
- 2) *Weak Hyper-Density:* Decrease to up to 15 BODY. 12 Active Points; total cost 8 points.

**LIGHTER THAN A FEATHER**

Effect: +40 STR, Only For Lifting
Target: Self
Duration: Constant
Range: Self
END Cost: 4

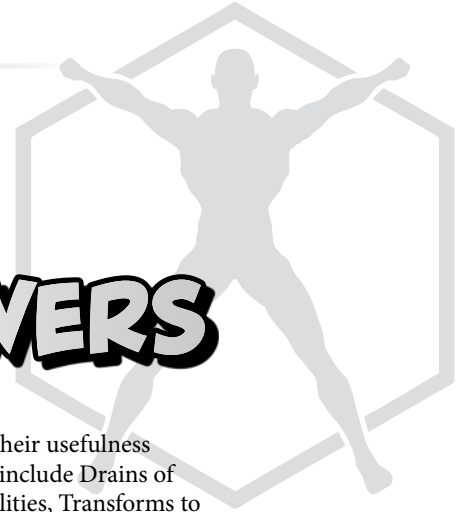
Description: The character uses his control over density to make large, heavy objects so light he can lift them easily.

Game Information: +40 STR (40 Active Points); Nonpersistent (-¼), Only For Lifting (-4). Total cost: 8 points.

Options:

- 1) *Lighter Than The Air:* Increase to +60 STR. 60 Active Points; total cost 11 points.

DIMENSIONAL MANIPULATION POWERS



Dimensional Manipulation powers are abilities that work by accessing other dimensions, transporting things to and/or from other dimensions, or altering dimensional “reality” in some way. Travel to and from other dimensions is just the tip of the iceberg; the possibilities are nearly as infinite as the number of dimensions in the Multiverse!

Although rare compared to elemental or psionic powers, Dimensional Manipulation powers are not unknown in the worlds of Champions. Mystic characters, characters whose minds have somehow been “opened” so they can commune with other planes of existence, characters whose bodies simultaneously occupy multiple dimensions, and characters granted awareness of the existence of “higher-order dimensions” are among the types who might have powers based on accessing or making use of alternate dimensions.

The nature and use of Dimensional Manipulation powers may depend, in part, on the multiverse the GM has established (the one described in *Champions Universe* is just one possible example). For instance, if the GM decides that his campaign setting doesn’t include alternate dimensions, characters probably can’t buy Dimensional Manipulation powers at all. If he’s established a particular structure or pattern for the alternate dimensions in his campaign, he may restrict or limit characters’ abilities to have and use the powers listed here.

Characters with Dimensional Manipulation powers often also have Speedster Powers, Teleportation Powers, or Time Powers.

SECONDARY EFFECTS

The reality-warping powers of Dimensional Manipulation can easily create all sorts of “side effects.” If an attack re-arranges the matter in an area, it might, for example, alter the wiring in a way that shuts off electric current, cause flooding by breaking water pipes, or the like. Typically these have no combat effect and don’t need to be bought with Character Points (or can be represented as an environmental Side Effect), but in some cases characters may want greater control over this effect and can buy it as Change Environment or the like.

Similarly, an attack might “re-arrange” parts of a living target’s body somehow. This could have all kinds of secondary effects, which the character

would have to pay for due to their usefulness in combat. Some possibilities include Drains of Running or other physical abilities, Transforms to eliminate or hinder Senses, or Drain REC to simulate how difficult it is to heal from the attack. (See *Body Control Powers* for some ideas and possible abilities.)

On a larger, more environmental, scale, frequent use of Dimensional Manipulation powers in the same area might weaken the “barriers” between different dimensions. This could cause bits of them to “leak” into each other, make it easier to use certain Summon-based powers, interfere with the laws of physics (or probability) in those areas, or let beings pass through from one dimension to the other effortlessly (or even by accident!). This may depend on how the GM conceives of the multiverse in his campaign setting. For example, in some settings, the barriers between realities may already be fairly weak, making it fairly easy to “rupture” them accidentally; in others they may be very robust, so this sort of secondary effect is unlikely.

OFFENSIVE POWERS



BANISHMENT

Effect: Extra-Dimensional Movement, Usable As Attack

Target: One character

Duration: Instant

Range: 200m

END Cost: 5

Description: This power allows a character to send a person to another dimension against that person’s will. Once there, the victim typically has no way to get back, and thus is effectively removed from the campaign (though eventually he may find a “way home” and return to seek bloody revenge). The character must define which dimension he can send people to when he purchases the power.

As with any Usable As Attack power, this one does not work against a reasonably common set of defenses. These typically include Resistant Protection defined as a force-field that’s “tuned” to the right “frequency” (the GM may require characters to have some knowledge of dimensional

physics, or some experience with this power, to properly “attune” the defense), Power Defense, dimensional-energy based forms of Desolidification, “astral form” Projection, or the innate ability to move faster than the speed of light (FTL Travel, some forms of MegaScaled movement). However, the player and the GM should add to or change this list as needed to reflect a character’s specific origin and special effects.

Since Banishment involves a “stop sign” power with a “stop sign” Advantage, it could easily cause game balance problems in many campaigns. The GM must approve a character’s purchase and use of it.

Game Information: Extra-Dimensional Movement (one location in one defined dimension), Usable As Attack (defenses are as described above; +1¼), Ranged (+½). Total cost: 55 points.

Options:

- 1) *Expanded Banishment I:* As with regular Banishment, but the character can send victims to any location in that one dimension. Total cost: 69 points.
- 2) *Expanded Banishment II:* As with Expanded Banishment I, but the character can send victims to any location in a related group of dimensions (such as the Nine Hells or the Elemental Planes). Total cost: 96 points.
- 3) *Expanded Banishment III:* As with Expanded Banishment II, but the character can send victims to any location in any dimension. Total cost: 124 points.



DANGER PORTAL

Effect: Blast 8d6, Variable Special Effects
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: This power allows a character to open a portal to a dimension or place containing some dangerous substance or phenomenon. The substance or phenomenon gushes out onto or toward the character’s opponent, causing injury upon impact. For example, the character could open a portal above a target’s head that connects to a dimension where a rockslide is occurring, causing his enemy to be smashed by falling rocks that come through the portal. Other possibilities include portals into pools of lava, portals deep underwater to create high-pressure water blasts, portals into freezing dimensions to create blasts of cold and ice, and so forth.

Game Information: Blast 8d6, Variable Special Effects (any; +½). Total cost: 60 points.

Options:

- 1) *Powerful Portals:* Increase to Blast 10d6. Total cost: 75 points.
- 2) *Lesser Portals:* Decrease to Blast 6d6. Total cost: 45 points.
- 3) *Danger Portal Variant:* To simulate the wide variety of phenomena and effects the character can call on, decrease to Blast 6d6 and add Variable Advantages (+½ Advantages; +1). Total cost: 75 points.



- 4) *Gateway Of Destruction I*: The character opens a portal so wide that he has little difficulty hitting his target. Add Area Of Effect (1m Radius; +¼). Total cost: 70 points.
- 5) *Gateway Of Destruction II*: A character with this option can open a Danger Portal large enough to attack many people at once. Decrease to Blast 7d6 and add Area Of Effect (8m; +½). Total cost: 70 points.
- 6) *Lasting Portal*: The character can hold his portal open indefinitely, moving it so that it continues to dump harmful substances onto the target. Decrease to Blast 6d6 and add Constant (+½). Total cost: 60 points.
- 7) *Deadly Portal*: Substitute RKA 2½d6 for Blast 8d6. Total cost: 60 points.
- 8) *Slow Portal*: The character has to take the time to make sure he positions his portal just right, and opens it into the right alternate dimension. Add Extra Time (Full Phase; -½). 60 Active Points; total cost 40 points.
- 9) *Searching Portal*: The character lacks an instinctive knowledge of which planes and locations to use for specific phenomena. Instead, he must search his mind, combing through his knowledge of alternate realities to determine just the right one to use. Add Requires A KS: Dimensions Roll (-¼). 60 Active Points; total cost 48 points.
- 10) *Multidirectional Portal*: The basic power assumes that, regardless of how it's described, the portal has the effect of opening up and attacking someone as if the character blasted that person directly (for example, Knockback always occurs in the direction away from the character). With this option, that doesn't have to be so — the character can open a portal up from any direction, making it easy to surprise foes, bypass Barriers, and so forth. Decrease to Blast 6d6 and add Indirect (Source Point and Path can differ with each use; +1). Total cost: 75 points.



DIMENSIONAL REDIRECTION

Effect: Reflection (60 Active Points' worth), Any Target
Target: One character
Duration: Instant
Range: Self
END Cost: 6

Description: The character can open up small portals to other, uninhabited, dimensions right in front of incoming attacks, then open a linked dimensional portal in front of some other target, thus redirecting the attack.

Game Information: Reflection (60 Active Points' worth), Any Target (+½). Total cost: 60 points.

Options:

- 1) *Stronger Redirection*: Increase to Reflection (81 Active Points' worth). Total cost: 81 points.
- 2) *Weaker Redirection*: Decrease to Reflection (42 Active Points' worth). Total cost: 42 points.



DIMENSIONAL RIP

Effect: Blast 12d6, No Knockback
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can cause a "rip," warp, or point of destabilization in the dimensional fabric right where another person stands. The resulting effect on space-time causes dimensional energies to tear at and buffet that person, inflicting significant injury.

Game Information: Blast 12d6 (60 Active Points); No Knockback (-¼). Total cost: 48 points.

Options:

- 1) *Stronger Rip*: Increase to Blast 15d6. 75 Active Points; total cost 60 points.
- 2) *Weaker Rip*: Decrease to Blast 9d6. 45 Active Points; total cost 36 points.
- 3) *Larger Rip*: The character creates a rip large enough to hit a target easily. Add Area Of Effect (1m Radius; +¼). 75 Active Points; total cost 60 points.
- 4) *Line Of Destabilization*: The character creates a long rip in the fabric of the dimensions, affecting not only his end target but anyone standing between them. Decrease to Blast 8d6, add Area Of Effect (32m Line; +½), and add No Range (-½). 60 Active Points; total cost 34 points.
- 5) *Short-Range Rip*: The character has limited control over his Dimensional Rips; he cannot create one more than 40m away from himself. Add Limited Range (40m; -¼). Total cost: 40 points.
- 6) *Precise Rip*: The character exerts enough control over his dimensional powers that he can open a rip wherever he wants, even bypassing walls and the like. Decrease to Blast 10d6 and add Indirect (Source Point is always the character, but Path can change from use to use; +½). 75 Active Points; total cost 60 points.
- 7) *Deadly Rip*: Substitute RKA 4d6 for Blast 12d6. 60 Active Points; total cost 48 points.



DIMENSIONAL TRAP

Effect: Entangle 6d6, 6 PD/6 ED
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can trap an enemy in a bubble of transdimensional space. When the character tries to step outside the bubble, it immediately teleports him right back inside. Additionally, the fluctuating nature of "reality" within the bubble prevents Accessible Foci (such as guns or magic wands) from functioning properly, so trapped characters cannot use them to break free. Only by straining the fabric of the bubble with personal strength or personal attacks can a victim shatter it and go free.

Game Information: Entangle 6d6, 6 PD/6 ED (60 Active Points); Vulnerable (dimensional attacks; -¼). Total cost: 48 points.

Options:

- 1) *Stronger Trap:* Increase to Entangle 8d6, 8 PD/8 ED. 80 Active Points; total cost 64 points.
- 2) *Weaker Trap:* Decrease to Entangle 4d6, 4 PD/4 ED. 40 Active Points; total cost 32 points.
- 3) *Dimensional Trap Variant:* This form of trans-dimensional bubble is harder to damage, but once damaged is more easily broken. Change to Entangle 4d6, 8 PD/8 ED. 60 Active Points; total cost 48 points.
- 4) *Precise Trap:* The character can create a trap wherever he wants, even bypassing walls and other obstacles in his way. Decrease to Entangle 5d6, 5 PD/5 ED and add Indirect (Source Point is always the character, but Path can change from use to use; +½). 75 Active Points; total cost 60 points.
- 5) *Wide-Flung Trap:* The character can create an area of transdimensional space big enough to trap many people. Decrease to Entangle 4d6, 4 PD/4 ED and add Area Of Effect (8m Radius; +½). 60 Active Points; total cost 48 points.
- 6) *Protected Trap:* The transdimensional nature of the trap protects itself from other dimensional attacks. Remove the Vulnerable (-¼). Total cost: 60 points.



DISTANCE DISTORTION ZONE

Effect: Change Environment (increase the seeming scale of distance within the defined area), additional -6 to Range Modifier

Target: 16m radius

Duration: Constant

Range: 200m

END Cost: 0

Description: The character can manipulate the fabric of reality to create a zone 16m across that seems like it's actually 160m across to those within it. This affects how long it takes people to cross the area, the Range Modifier they suffer for making Ranged attacks into or through the distance distortion zone, and the like.

The primary combat effect for this Change Environment is to increase the Range Modifier. The normal Range Modifier for 16m is -2; that for 160m is -8, so the power adds -6 to the Range Modifier. Of course, the exact modifier suffered by a character firing into, out of, or through the field depends on the relative distance between him and his target; it's not necessarily always going to be -8.

The effect on movement is somewhat more difficult, since the power's supposed to have an absolute effect regardless of the number of meters of movement a character has — the zone basically reduces anyone's ability to move through it to one-tenth of normal. To simulate this, the power imposes -10m on all physical modes of movement

(Flight, Leaping, Running, Swimming, Swinging, Teleportation, and Tunneling). Following Rule #6 on 6E2 266, the GM should apply this combat effect not as a strict reduction in the meters of movement of anyone in the zone, but as a requirement to cross 160m rather than 16m to get across the zone.

Game Information: Change Environment (create distance distortion zone making it seem as if 16m is 160m), -10m of Flight, Leaping, Running, Swimming, Swinging, Teleportation, and Tunneling, additional -6 to Range Modifier, Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½) (225 Active Points); Limited Range (200m; -¼). Total cost: 180 points.

Options:

- 1) *Strong Zone:* Increase to Area Of Effect (32m Radius; +1). 250 Active Points; total cost 200 points.
- 2) *Weak Zone:* Decrease to Area Of Effect (8m Radius; +½). 200 Active Points; total cost 160 points.
- 3) *Safe Zone:* The character doesn't suffer the distortion effect due to his ability to warp the dimensional fabric. Add Personal Immunity (+¼). 250 Active Points; total cost 200 points.



GATE RAZOR

Effect: RKA 2d6, Indirect, Penetrating (x2)

Target: One character

Duration: Instant

Range: 300m

END Cost: 9

Description: Similar to Dimensional Rip (and often bought in a Multipower with it), this power gives a character the ability to open small dimensional portals next to or inside a target, such that the opening edge of the portal cuts through the target like a hot knife through butter. Even strong armor or similar defenses usually can't completely withstand the effect of a Gate Razor.

Game Information: RKA 2d6, Indirect (Source Point and Path can change from use to use; +1), Penetrating (x2; +1) (90 Active Points); No Knockback (-¼). Total cost: 72 points.

Options:

- 1) *Larger Gate Razor:* Increase to RKA 3d6. 135 Active Points; total cost 108 points.
- 2) *Smaller Gate Razor:* Decrease to RKA 1d6+1. 60 Active Points; total cost 48 points.
- 3) *Multi-Razor:* Instead of just creating one large Gate Razor, the character can create multiple small Gate Razors to cut a foe to ribbons. The character can only use the attack against a single target, however. Decrease to RKA 1d6, and add Autofire (5 shots; +½), Reduced Endurance (½ END; +½), and All Shots Must Be Used Against One Target (-0). 60 Active Points; total cost 48 points.

**PENETRATING THE VEIL**

Effect: Apply Transdimensional (+½) to attacks
Target: One character
Duration: Instant
Range: Self
END Cost: 7

Description: Thanks to his knowledge of dimensional manipulation and dimensional structure, the character can make an attack breach dimensional barriers to strike someone in a single other dimension (the character must choose which dimension when he buys this power). Of course, if he cannot perceive through the dimensional barrier (perhaps by using Perspective Of The Dimensions, described below), he won't be particularly accurate with the attack.

Game Information: Indirect (Source Point and Path can change from use to use; +1) for any attack of up to 60 points (60 Active Points); Only To Allow Attack To Be Transdimensional (-1) (total cost: 30 points) **plus** Transdimensional (any one dimension; +½) for any attack of up to 90 points (total cost: 45 points). Total cost: 75 points.

Options:

- 1) *Multi-Dimensional Attack:* The character can attack targets in a group of related dimensions defined when he buys the power, such as the Thirteen Heavens or the Brialic Planes. Increase Transdimensional to +¾ (total cost: 67 points). Total cost: 97 points.
- 2) *Omnidimensional Attack:* The character can attack targets in any dimension. Increase Transdimensional to +1 (total cost: 90 points). Total cost: 120 points.
- 3) *Penetrating The Veil Variant:* The character's ability to use this power depends on his knowledge of the "spatial relationship" between the dimension he's currently in, and the dimension where he can attack targets with this power. If he doesn't have the "orientation" correct in his mind, the power won't work. Add Requires A Navigation (Dimensional) Roll (-½) to both naked Advantages. 60 + 45 = 105 Active Points; total cost 24 + 30 = 54 points.
- 4) *Dimensional Breaching:* The character can only attack targets in other dimensions by focusing on making the attack to the exclusion of events and dangers around him. Add Concentration (½ DCV; -¼) to both naked Advantages. 60 + 45 = 105 Active Points; total cost 27 + 36 = 63 points.

**REACH TUNNEL**

Effect: Stretching 16m, Does Not Pass Through Intervening Space
Target: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character has the ability to open two portals large enough for his hand — one right next to him, one right next to some object or person. He can then grab the object and bring it to himself through the dimensional "tunnel," or throw a punch.

Game Information: Stretching 16m, Does Not Pass Through Intervening Space (+¼) (20 Active Points); Range Modifier Applies (-¼). Total cost: 16 points.

**SENDING**

Effect: Teleportation 16m, Usable As Attack
Target: One character
Duration: Instant
Range: 160m
END Cost: 4

Description: The character's knowledge of how to use alternate dimensions to travel quickly also provides a way for him to attack characters. He can Teleport a target against the target's will — a particularly deadly attack when used to move an enemy off the side of a cliff or tall building.

Game Information: Teleportation 16m, Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Barrier; +1¼), Ranged (+½). Total cost: 44 points.

Options:

- 1) *Far Sending I:* Increase to Teleportation 24m. Total cost: 66 points.
- 2) *Far Sending II:* Increase to Teleportation 40m. Total cost: 110 points.
- 3) *Far Sending III:* The character can send a victim far away. The GM should review this power carefully before allowing it in the game; it may prove unbalancingly effective. Add MegaScale (1m = 1 km; +1). Total cost: 60 points.
- 4) *Short Sending:* Decrease to Teleportation 12m. Total cost: 33 points.
- 5) *Look That Way!:* The character cannot only move the target, he can cause him to change facing. This is particularly effective as an attack when used to cause a character performing a Move By/Through to hit one of his allies (or a wall) instead of the intended target. Add Position Shift. Total cost: 58 points.

DEFENSIVE POWERS



BLINK DIMENSION-WALKING

Effect: +6 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character has the ability to shift himself back and forth between this dimension and another dimension rapidly, resulting in micro-seconds of time when he's not present in this dimension. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he shifts into another dimension at the point in time when they would impact.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½). Total cost: 20 points.



DIMENSIONAL POINT DEFENSE

Effect: Deflection
Target: Target's OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character can open up small portals to other, uninhabited, dimensions right in front of incoming attacks, thus keeping them from striking him.

Game Information: Deflection. Total cost: 20 points.



DIMENSIONAL SHUNT FIELD

Effect: Resistant Protection (25 PD/25 ED)
Target: One character
Duration: Constant
Range: Self
END Cost: 7

Description: The character establishes a field around himself that is an interface between this dimension and another, uninhabited one. The force and energy of incoming attacks intersects with this interface, causing much (if not all) of it to get shunted to the other dimension, leaving the character unharmed (or less harmed). Attacks that are too powerful overwhelm the interface, bypassing it and causing damage to "leak" through to the character.

Game Information: Resistant Protection (25 PD/25 ED) (75 Active Points); Costs Endurance (-½). Total cost: 50 points.

Options:

- 1) *Tighter Field:* Increase to Resistant Protection (32 PD/32 ED). 96 Active Points; total cost 64 points.
- 2) *Looser Field:* Decrease to Resistant Protection (20 PD/20 ED). 60 Active Points; total cost 40 points.
- 3) *Universal Shunt Field:* This form of shunt field affects all types of attacks, not just those that have force or energy. Substitute Resistant Protection (15 PD/15 ED/10 Mental Defense/10 Power Defense/10 Sight Group Flash Defense). 90 Active Points; total cost 60 points.
- 4) *Dimensional Shunt Field Variant:* Substitute Physical and Energy Damage Reduction, Resistant, 50%, Costs Endurance (-½). 30 + 30 = 60 Active Points; total cost 20 + 20 = 40 points.



MULTI-DIMENSIONAL FORM

Effect: Mental Defense (15 points) plus Power Defense (15 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body and mind exist at least partly in more than one dimension simultaneously, making it difficult for certain types of attacks (including psionic ones) to affect him.

Game Information: Mental Defense (15 points) plus Power Defense (15 points). Total cost: 30 points.

MOVEMENT POWERS



DIMENSIONAL TRANSIT

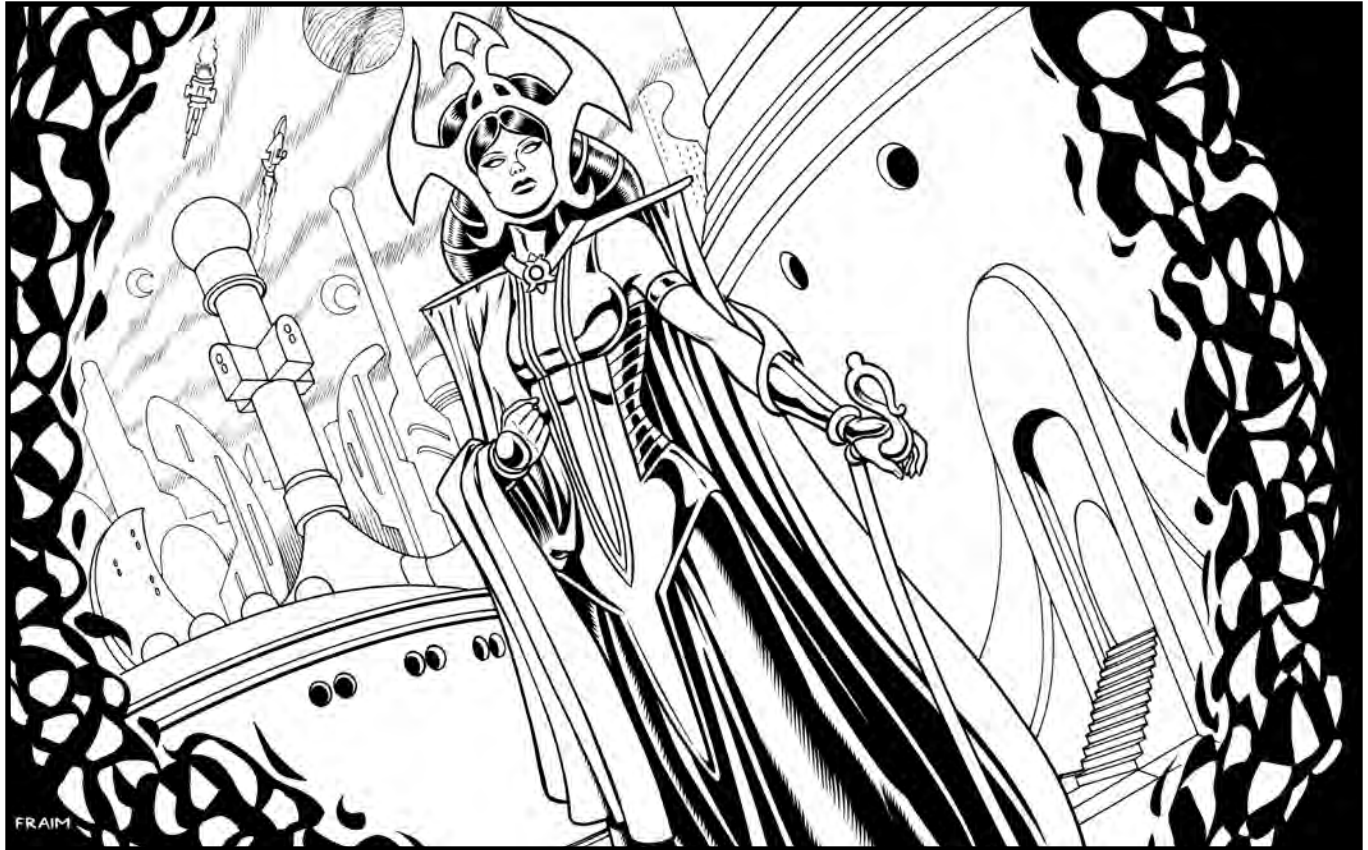
Effect: Teleportation 40m
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character can travel instantly from one place to another in this dimension by traveling through an alternate dimension where points in space are "closer together." The character opens a portal to this other dimension, takes but a single step, and then exits through another portal back into this dimension, now as much as 260 feet from where he was just standing.

Game Information: Teleportation 40m. Total cost: 40 points.

Options:

- 1) *Better Portal I:* Increase to Teleportation 60m. Total cost: 60 points.
- 2) *Better Portal II:* Add x8 Noncombat. Total cost: 50 points.



- 3) *Better Portal III*: The character can open dimensional portals that allow him to travel for miles, though he may need a way to see where he's going (such as Dimensional Window, below) if he's never been there before. Add MegaScale (1m = 100 km; +1½). Total cost: 100 points.
- 4) *Weaker Portal*: Decrease to Teleportation 20m. Total cost: 20 points.
- 5) *Group Portal*: The character can open a portal large enough to take several friends with him. Add x8 Increased Mass. Total cost: 55 points.
- 6) *True Dimensional Portal I*: The character's portal remains open between two points. People can travel either way through the portal, or fire attacks through it. Change to Teleportation 20m, Area Of Effect (1m Radius; +¼), Constant (+½), Usable On Others (+¼) (40 Active Points); Gate (-½). Total cost: 27 points.
- 7) *True Dimensional Portal II*: Like True Dimensional Portal I, but add MegaScale (1m = 1 km; +1). 60 Active Points; total cost 40 points.



DIMENSION-WALKING

Effect: Extra-Dimensional Movement
Target: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character can travel through dimensional barriers, allowing him to journey from this dimension to another.

Game Information: Extra-Dimensional Movement (to a single point in a single dimension, chosen when the power is purchased). Total cost: 20 points.

Options:

- 1) *Multiple Arrival Points*: The character can appear in any location in the one dimension he can travel to. Total cost: 25 points.
- 2) *Multiple Dimensions I*: The character can travel to not just one dimension, but a related group of them — such as the Elemental Planes or the Seven Demonic Realms. The GM decides whether the character can reach any dimension he can travel to automatically, or he needs to make a Navigation (Dimensional) or like Skill Roll to reach his intended destination (the latter option may qualify as a Required Skill Roll). However, he can only travel to a single location in each dimension. Total cost: 25 points.
- 3) *Multiple Dimensions II*: As Multiple Dimensions I, but the character can travel to the physical locations in the other dimensions corresponding to his physical location in his current dimension. Total cost: 32 points.
- 4) *Multiple Dimensions III*: As Multiple Dimensions I, but the character can travel to any physical locations in each dimension. Total cost: 35 points.
- 5) *True Dimension-Walking I*: The character can travel to any dimension, but only to a specified physical location in each one. Total cost: 30 points.

- 6) *True Dimension-Walking II*: The character can travel to any dimension, and to the physical locations in the destination dimension corresponding to his physical location in his current dimension. Total cost: 42 points.
- 7) *True Dimension-Walking III*: The character can travel to any point in any dimension. Total cost: 45 points.
- 8) *Dimension Gate*: The character can establish a two-way “gate” to the other dimension that anyone can use — or even attack through. Change to Extra-Dimensional Movement (to a single point in a single dimension, chosen when the power is purchased), Area Of Effect (1m Radius; +¼), Constant (+½), Usable On Others (+¼) (40 Active Points); Gate (-½). Total cost: 27 points.

SENSORY POWERS



DIMENSIONAL WINDOW

Effect: Clairsentience (Sight and Hearing Group)
Target: Special
Duration: Constant
Range: 300m
END Cost: 3

Description: The character can open a “window” through alternate dimensions that allows him to see and hear what other people are doing and saying far away. However, the people he’s “spying” upon may detect the window if he’s unlucky or not careful.

Game Information: Clairsentience (Sight and Hearing Group) (30 Active Points); Perceivable (-¼). Total cost: 24 points.

Options:

- 1) *Expanded Range I*: The character can open a Dimensional Window much further away. Add 16x Range (4,800m, or about three miles). 50 Active Points; total cost 40 points.
- 2) *Expanded Range II*: The character can open a Dimensional Window dozens of miles away. Add MegaScale (1m = 10 km; +1¼). 67 Active Points; total cost 54 points.
- 3) *Hidden Window*: The character can make his window small enough that the people he’s looking at can’t normally perceive it. Remove Perceivable (-¼). Total cost: 30 points.
- 4) *Flying Window*: The character can move his window, allowing him to follow a particular target as that person moves. Add Mobile Perception Point. 35 Active Points; total cost 28 points.



HYPERPERCEPTION

Effect: Detect Physical Objects
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can extend his senses through a higher dimension (or has a body that at least partly exists in such dimensions), thus allowing him to see through/around mere three-dimensional objects.

Game Information: Detect Physical Objects (INT Roll +2) (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+10 versus Range Modifier). Total cost: 22 points.



PERSPECTIVE OF THE DIMENSIONS

Effect: Clairsentience (Sight and Hearing Group), Dimensional
Target: Special
Duration: Constant
Range: 400m
END Cost: 4

Description: The character can see and hear what’s occurring in a group of related dimensions. The GM must determine what point in the other dimension corresponds to the character’s location in this dimension; the character determines the range of his Clairsentience from that point.

Game Information: Clairsentience (Sight and Hearing Group), Dimensional (related group of dimensions, chosen when character buys power). Total cost: 40 points.

Options:

- 1) *True Dimensional Perspective*: The character can see and hear into any dimension. Increase to Dimensional (any dimension). Total cost: 50 points.

MISCELLANEOUS POWERS



DIMENSIONAL ARMY

Effect: Duplication (creates 8 400-point Duplicates)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can “summon” versions of himself from alternate Earths and other such dimensions. The various selves may look slightly differently — perhaps they wear different costumes, or have different hairstyles, or the like — but they’re otherwise identical.

This write-up assumes the original character is built on 400 points. For other point totals, adjust the cost accordingly.

Game Information: Duplication (creates 8 400-point Duplicates), Easy Recombination (Zero-Phase Action, full DCV). Total cost 105 points.

Options:

- 1) *Large Army:* Increase to 250 400-point Duplicates. Total cost: 130 points.
- 2) *Diverse Army:* The character can “summon” versions of himself from realities so different that his abilities differ as well. Add Altered Duplicates (100%; +1). Total cost: 210 points.
- 3) *Fall Back!:* The character can quickly and easily merge his Duplicates with himself. Add Ranged Recombination (+½). Total cost: 157 points.



DIMENSIONAL BYPASS

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can shift his body into higher dimensions, allowing him to pass through three-dimensional objects and attacks as if they did not exist.

Game Information: Desolidification (affected by Dimensional attacks, any attack with the *Transdimensional* Advantage, or Magic). Total cost: 40 points.

Options:

- 1) *Higher Dimension Form:* The character’s body exists at least partly in a higher dimension at all times. He must apply the *Affects Physical World* Advantage to any attacks he wants to use on normal three-dimensional objects and people (i.e., on any attack that affects non-Desolidified things). Change to Desolidification (affected by Dimensional attacks, any attack with the *Transdimensional* Advantage, or Magic), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼) (80 Active Points); Always On (-½). Total cost: 53 points.



DIMENSIONAL VAULT

Effect: Extra-Dimensional Movement (to pocket dimension)
Target: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character controls a “pocket dimension” or other small section of interdimensional space that only he can access and use. Mostly it’s just good for storing things, but occasionally it’s worth spending time there when he *really* wants to be alone.

Game Information: Extra-Dimensional Movement (to a single physical location in pocket dimension). Total cost: 20 points.

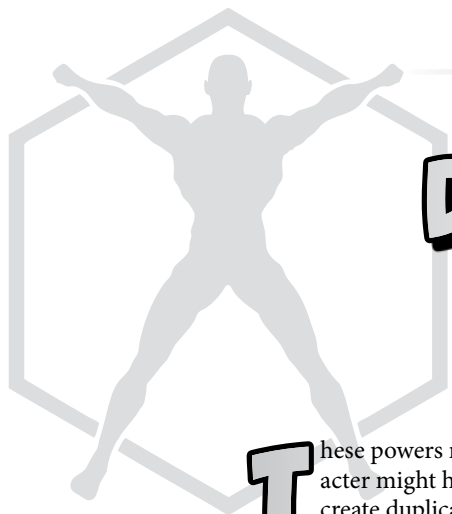


PLANAR REACH

Effect: Stretching 2m, Transdimensional
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has the ability to reach into other dimensions and touch, punch, or grab things in them. (He can’t necessarily grasp something and “pull” it back into his current dimension, though, unless the GM chooses to allow this.) However, he can’t perceive into the other dimension to see what he’s touching; that would require a power like *Perspective Of The Dimensions* (see above).

Game Information: Stretching 2m, Transdimensional (any dimension, one at a time; +1). Total cost: 4 points.



DUPLICATION POWERS

These powers represent abilities that a character might have because of his ability to create duplicates of himself. For most such characters Duplication alone is enough to define their power, but some develop other ways to use their duplicativeness.

BASIC POWER



DUPLICATION

Effect: Duplication (create one Duplicate built on 400 Total Points)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can create an identical duplicate of himself. They look the same, and have the same powers. However, they don't have any special "psychic link," and the duplicate isn't obliged to do what the original character tells him to.

Game Information: Duplication (create one Duplicate built on 400 Total Points). Total cost: 80 points.

Options:

- 1) *Quadruplicates:* The character can create up to four Duplicates, for a total of five "selves." Total cost: 90 points.
- 2) *Army Of Duplicates I:* The character can create up to 125 Duplicates, for a total of 126 "selves." Total cost: 115 points.
- 3) *Army Of Duplicates II:* The character can practically create his own brigade. Increase to 1,000 Duplicates, for a total of 1,001 "selves." Total cost: 130 points.
- 4) *Join Up!* The character's Duplicate can easily "merge" back into his body. Add Easy Recombination (Zero Phase Action at full DCV). Total cost: 90 points.
- 5) *Tiring Duplication I:* Duplicating strains the character's body. Add Costs Endurance (to activate; $-\frac{1}{4}$). 80 Active Points; total cost 64 points.

6) *Tiring Duplication II:* As Tiring Duplication I, but the character must pay END to maintain the Duplication. If he ever runs out of END, the Duplicate collapses and cannot revive until it rejoins the original character and is re-created. Add Costs Endurance (to maintain; $-\frac{1}{2}$). 80 Active Points; total cost 53 points.

7) *Unified Duplicate:* The character and his Duplicate have a special psychic link and work marvelously well together as a team. Character also buys Mind Link (with Duplicate), Psychic Bond (total cost: 10 points) and Teamwork (DEX +2 roll) (total cost: 7 points): Total cost: 17 points.

8) *The Legion Effect:* The character can create a lot of selves, and they're all specially linked. Not only can they communicate psionically, but any damage one of them takes, they all take — it's almost as if they were cells in a single body. The character buys Army Of Duplicates II with Feedback (-1) (total cost: 65 points) and Mind Link (with any 1,000 Duplicates at once) (total cost: 60 points) and Teamwork (DEX +2 roll) (total cost: 7 points). Total cost: 65 + 60 + 7 = 132 points.

9) *Tiny Army:* Rather than creating true "duplicates" of himself, the character can "subdivide" himself into 125 three inch-tall persons who look exactly like himself, but are smaller. Their abilities are similar to his, but weaker, and they have additional abilities to represent their small size (see the *Minuscule* Template on 6E1 444 for suggestions). Character buys Duplication (create 125 200-point Duplicates). Total cost: 75 points.

10) *Uncontrolled Duplication:* The character's Duplicates appear, one at a time, whenever he experiences a particular phenomenon outside his control (such as suffering a physical impact, exposure to an intense magnetic field, or getting hit with sonic energy). You could also use this for monsters that subdivide into two slightly less powerful versions when cut in two. Character buys Army Of Duplicates I with Trigger (defined condition, activating Trigger takes no time, Trigger immediately automatically resets; +1) and No Conscious Control (-2). 230 Active Points; total cost 77 points.

OFFENSIVE POWERS



ARMY OF ONE

Effect: HA +4d6
Target: 16m Radius
Duration: Instant
Range: No Range
END Cost: 5

Description: The character can instantly create as many duplicates as he wants up to 16m away from him. These duplicates punch, kick, or pummel anyone he wants to attack, then vanish as they immediately recombine with him.

Game Information: HA +4d6, Area Of Effect (16m Radius Selective; +1) (40 Active Points); Hand-To-Hand Attack (-¼). Total cost: 32 points.

Options:

- 1) *Strong Army:* Increase to HA +5d6. 50 Active Points; total cost 40 points.
- 2) *Weak Army:* Decrease to HA +3d6. 30 Active Points; total cost 24 points.



BRING IT TO ME

Effect: Teleportation 20m, Usable As Attack, Small Objects Back To Character Only
Target: One object
Duration: Instant
Range: 20m
END Cost: 5

Description: The character can manifest a duplicate anywhere up to 20m away. That duplicate grabs or picks up any object weighing 25 kg or less and then instantly recombines with the character. As he recombines, he brings the object to the character.

Game Information: Teleportation 20m, Usable As Attack (defense is Power Defense; +1¼), Limited Range (20m; +¼) (50 Active Points); Only Works To Bring Small Objects To Character (-1). Total cost: 25 points.

Options:

- 1) *Strong Bringing:* Increase to Teleportation 30m (and change Limited Range accordingly). 75 Active Points; total cost 37 points.
- 2) *Weak Bringing:* Decrease to Teleportation 10m (and change Limited Range accordingly). 25 Active Points; total cost 12 points.



TEAM PUNCH

Effect: HA +6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: To improve his fighting ability, as the character's about to hit someone he instantly creates six duplicates who all attack the target the exact same way but from different angles, significantly increasing the overall effect of the blow. Depending on how the character fights hand-to-hand, this might look like a dogpile of duplicates jumping on the target and pounding him as hard as they can, a graceful kata of seven identical martial artists interlocking their identical attacks to hit the target from every angle at once, or the like. The instant the attack's done, the duplicates recombine with the character.

Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-¼). Total cost: 24 points.

Options:

- 1) *Team Punch Of Nine:* Increase to HA +8d6. 40 Active Points; total cost 32 points.
- 2) *Team Punch Of Five:* Decrease to HA +4d6. 20 Active Points; total cost 16 points.
- 3) *Related Abilities:* You can expand this concept to other forms of attack if you wish. For example, creating four or five "combat duplicates" makes it easy to grab and hold someone (+30 STR, Only For Grabs (-½)). If all the duplicates have a Blast power or a weapon, they can all make the same attack (increase the attack's damage, or buy Autofire for it as a naked Advantage).

DEFENSIVE POWERS



DUPLICATE WALL

Effect: Barrier 10 PD/10 ED, 10 BODY (up to 12m long, 2m tall, and ½m thick), Opaque
Target: Area
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can instantly create a "human wall" of duplicates that stand in front of him and protect him from harm. The duplicates automatically recombine with him when the Phase ends. If any were injured while in existence, recombining with the character instantly heals them.

Game Information: Barrier 10 PD/10 ED, 10 BODY (up to 12m long, 2m tall, and ½m thick), Opaque (Sight Group) (65 Active Points); Instant (only lasts 1 Phase; -½), No Range (-½), Cannot Englobe (-¼). Total cost: 29 points.



DUPLICATIVE CONFUSION

Effect: +6 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can keep a group of duplicates around himself, making them appear and recombine with him in the blink of an eye as an almost subconscious defense mechanism. The end result is that it's difficult to hit the character with an attack — the odds are the attack's going to hit a duplicate, who then instantly recombines with the character and is "healed" in the process before the character creates him again.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

Options:

- 1) *Strong Confusion:* Increase to +8 DCV. 40 Active Points; total cost 27 points.
- 2) *Weak Confusion:* Decrease to +4 DCV. 20 Active Points; total cost 13 points.

MOVEMENT POWERS



DUPLICATIVE MOVEMENT

Effect: Teleportation 30m, Must Cross Intervening Space
Target: Self
Duration: Instant
Range: Self
END Cost: 3

Description: The character knows how to use his duplicative powers to travel up to 100 feet in the blink of an eye. He creates 14 duplicates, each 2m in front of the last one. Then he recombines with them, using the recombination to "pull" himself forward into each duplicate until he reaches the last one, who's standing at his desired destination point.

Game Information: Teleportation 30m (30 Active Points), Must Pass Through Intervening Space (-¼). Total cost: 24 points.

Options:

- 1) *More Duplicates:* Increase to Teleportation 36m. 36 Active Points; total cost 29 points.
- 2) *Fewer Duplicates:* Decrease to Teleportation 24m. 24 Active Points; total cost 19 points.

SENSORY POWERS



HAVE A LOOK AROUND

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: When the character needs to see everything around him, he instantly creates three duplicates — one facing to his left, one to his right, and one straight behind. After they've seen what there is to see in their respective directions, they recombine with him, conferring upon him the memory of what they've observed.

Game Information: Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); Costs Endurance (-½), Cannot Move While Using Power (-½). Total cost: 5 points.

Options:

- 1) *Related Abilities:* If you wish, you can buy Increased Arc Of Perception for other Sense Groups as well; the special effect could easily carry over to any other Sense the character possesses.
- 2) *A Friend From The Future:* If the special effect of the character's duplicative powers is that he can call versions of himself from the future, then he can use that ability to find out what's going to happen in days to come. Character also buys Clairvoyance (Sight and Hearing Groups), Precognition. Total cost: 50 points.

MISCELLANEOUS POWERS



BARRIER BYPASS

Effect: Desolidification, Must Be Able To Fit A Body Part Through
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character can use his duplicative powers to get past some types of barriers, such as jail cell doors. If he can fit any part of his body (typically a hand or foot) through the barrier, he does so, duplicates on the other side, then recombines with the duplicate. The end result is almost as if he'd become intangible and walked through the barrier.

Game Information: Desolidification (affected by any attack) (40 Active Points); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1), Instant (-½), Must Be Able To Fit A Body Part Through The Barrier (-½). Total cost: 11 points.



BUDDING

Effect: Summon Animals, Side Effect (-2 BODY per animal Summoned)

Target: N/A

Duration: Instant

Range: No Range

END Cost: 17

Description: The character has the ability to detach his arms, legs, or other parts of himself and have those parts grow into animals that obey his orders. Budding off an animal takes 1 Minute, and because he's sacrificing part of his flesh the character loses 2 BODY (and possibly suffers other effects, such as the loss of an arm used to create a creature). The reduction in BODY affects how easy it is for a character to die, be Transformed, or suffer other effects based on negative BODY. For example, if a character creates two animals (reducing his normal 10 BODY to 6 BODY), then if he's injured and reaches -6 BODY, he dies. To regain the lost BODY, the character "dispels" a Summoned creature by touching it and absorbing it back into his form.

Game Information: Summon up to four animals built on up to 300 Total Points each, Expanded Class (animals; +½), Slavishly Devoted (+1) (175 Active Points); Extra Time (1 Minute; -1½), Side Effect (character loses 2 BODY per animal Summoned, and may suffer other effects [see text], always occurs; -½). Total cost: 58 points.

Options:

- 1) *Greater Budding:* Increase Expanded Class to any type of living being (+1). 210 Active Points; total cost 70 points.
- 2) *Swift Budding:* Decrease Extra Time to 1 Turn (-1¼). Total cost: 64 points.

- 3) *Regenerative Budding:* The character almost instantly regenerates the body part "sacrificed" to Summon the animal. Remove Side Effect (-½). Total cost: 70 points.



DUPPLICATIVE BENEFICENCE

Effect: Variable Power Pool (Beneficial Power Matching Pool)

Target: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Description: This power is sort of the opposite of the *Feedback* Limitation, which makes damage suffered by one Duplicate apply to all. This power allows *positive* effects, such as Aid and Healing, that apply to one Duplicate to affect all of them at once. Usually the character simulates this by using the VPP to create the same power with a Selective Area Of Effect large enough to reach all of his Duplicates (with the GM automatically allowing the effect roll to match that of the original power).

Game Information: Variable Power Pool (Beneficial Power Matching Pool), 90 Pool + 90 Control Cost, Cosmic (+2), Trigger (when character or any Duplicate is affected by a beneficial power such as Aid or Healing, activating takes no time, Trigger immediately automatically resets; +1); No Conscious Control (-2), Can Only Duplicate Beneficial Powers Used On Character Or Duplicates (-1). Total cost: 90 + 45 = 135 points.

Options:

- 1) *Strong Beneficence:* Increase to 120 Pool + 120 Control Cost. Total cost: 120 + 60 = 180 points.
- 2) *Weak Beneficence:* Decrease to 60 Pool + 60 Control Cost. Total cost: 60 + 30 = 90 points.





DUPLICATIVE REGENERATION

Effect: Duplication Triggered by the loss of a limb plus Regeneration (1 BODY per Turn)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When the character loses a limb (or suffers a similar sort of injury), his regenerative powers are so strong that not only does he heal the wound he suffered, but the lopped-off body part grows into a duplicate of him!

Game Information: Duplication (create 1,000 400-point Duplicates), Trigger (when character loses a limb or other significant part of his body, activating takes no time, Trigger resets automatically; +1) (260 Active Points); Cannot Recombine (-0), No Conscious Control (-2) (total cost: 87 points) **plus** Regeneration (1 BODY per Turn), Can Heal Limbs (total cost: 21 points). Total cost: 108 points.

Options:

- 1) *Strong Power:* Increase to 500-point Duplicates.
 $300 + 21 = 321$ Active Points; total cost $100 + 21 = 121$ points.
- 2) *Weak Power:* Decrease to 200-point Duplicates.
 $180 + 21 = 201$ Active Points; total cost $60 + 21 = 81$ points.



DUPLICATIVE SCHOLARSHIP

Effect: Cramming + KS: Everything (INT Roll +35)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When he doesn't need them for something else, the character sends his Duplicates out to study anything and everything, and when they recombine with him they all have the knowledge. (But of course, with so general a KS as "Everything," they suffer severe penalties to the Skill Roll most of the time.) In a pinch, he and several Duplicates can all study the same subject at the same time so they quickly have a grasp of it.

Game Information:

Cost Power

5 Cramming
 38 KS: Everything (INT Roll +35)
Total cost: 43 points



RECOMBINATION RESURRECTION

Effect: Healing BODY 8d6 Resurrection, Trigger (upon recombination), Duplicates Only
Target: One or more Duplicates
Duration: Instant
Range: No Range
END Cost: 20

Description: When the character recombines with his Duplicates, any that died while in existence are automatically brought back to life. In effect this makes his Duplicates expendable cannon fodder; the only way he can permanently lose one is for its physical form to be disintegrated or otherwise entirely destroyed.

Game Information: Healing BODY 8d6 Resurrection (can stop Resurrection by totally or significantly destroying the Duplicate's body), Trigger (when Duplicate recombines with character, activating Trigger takes no time, Trigger immediately automatically resets; +1) (200 Active Points); Only Works On Duplicates (-1). Total cost: 100 points.

EARTH AND STONE POWERS



Earth and Stone powers grant a character the qualities of, or ability to manipulate, rock and soil. Character with Earth and Stone powers often also possess great strength and resistance to injury. In short, they're usually "bricks," but with some added elemental capabilities that give them a lot more tactical options in combat.

In Antaeus-like fashion, many Earth-based characters can only use their abilities if they remain in contact with the ground. If someone picks them up off the ground, they're on the second story of a building, or they're flying, they cannot use their superpowers. You can simulate this with the Limitation *Only When In Contact With The Ground*. It's worth $-\frac{1}{4}$ if the character has to remain in contact with any type of ground (even paved ground or the floor of a building will do), and $-\frac{1}{2}$ if the character must stay in contact with natural earth, stone, and soil (pavement or a building floor would block the character's powers). Few of the powers described here have this Limitation, since it's not required, but you can easily add it if you want.

Powers based on crystals, metals, and sand relate closely to Earth and Stone powers — so closely, in fact, that there's often little functional difference between them. With a slight change, often just a change of name, you can convert an Earth power into, say, a Metal power. Additionally, some powers specific to those three special effects are listed after the Earth powers; you can convert most of them back to Earth and Stone powers without much effort.

SECONDARY EFFECTS

The masses of rock and soil created by, or involved with, many Earth and Stone powers may cause problems for a character. Their great weight may damage floors and surfaces, or make it impossible for him to fit in some areas or be carried by some vehicles. Obtaining them may inflict significant damage on the nearby environment.

Depending on the nature of Earth and Stone powers, there's the possibility of causing unintended geological side effects. This might be nothing more than making the ground crack here and there, or it could go all the way up to accidentally causing major earthquakes through overuse of Earth powers on a faultline.

OFFENSIVE POWERS



EARTHMOVING

Effect: Telekinesis (30 STR), Only Versus Earth/Rock

Target: See text

Duration: Constant

Range: 450m

END Cost: 4

Description: The character has such control over earth and rock that he can cause them to move without touching them. (This is also known as *Lithokinesis*.) He can pick someone up on a column of stone and lift that person to the top of a building, create a gigantic earthen fist to smash his foes, or simply clear earth and rock out of the way. He can even shape earth and stone crudely, making simple shapes and "statues."

Game Information: Telekinesis (30 STR) (45 Active Points); Only Versus Earth/Rock ($-\frac{1}{2}$). Total cost: 30 points.

Options:

- 1) *Stronger Earthmoving:* Increase to Telekinesis (40 STR). 60 Active Points; total cost 40 points.
- 2) *Weaker Earthmoving:* Decrease to Telekinesis (20 STR). 30 Active Points; total cost 20 points.
- 3) *Sculptor's Hand:* The character can control earth and stone with great precision. If he has an appropriate Skill (such as PS: Sculptor), he can create beautiful works of art without ever having to touch the stone and earth with his hands. Add Fine Manipulation. 55 Active Points; total cost 37 points.
- 4) *Restricted Earthmoving:* The character's Earthmoving can only affect a particular type of stone, such as granite or basalt. Increase value of Limitation to -1 . Total cost: 22 points.
- 5) *Stone Manifestation:* The character's ability to move earth and rock, or things on them, requires him to establish an actual column or other shape of rock, which his enemies can attack. Add Physical Manifestation ($-\frac{1}{4}$). Total cost: 26 points.
- 6) *Whole Earthmoving:* The character can only move large chunks of earth and rock, not tear them apart or the like. Add Affects Whole Object ($-\frac{1}{4}$). 45 Active Points; total cost 26 points.

**EARTHQUAKE**

Effect: Blast 8d6
Target: 18m Radius Explosion
Duration: Instant
Range: No Range
END Cost: 7

Description: The character has the ability to create a mini-quake that affects the entire area around himself. While he doesn't suffer any injury, anything and anyone close to him that's in contact with the ground takes damage from the seismic shock, and may lose their footing.

Game Information: Blast 8d6, Area Of Effect (18m Radius Explosion; +½), Personal Immunity (+¼) (70 Active Points); No Range (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0). Total cost: 40 points.

Options:

- 1) *Mighty Quake:* Increase to Blast 10d6. 87 Active Points; total cost 50 points.
- 2) *Tremors:* Decrease to Blast 6d6. 52 Active Points; total cost 30 points.
- 3) *The Effects Were Felt As Far Away As Poughkeepsie:* The character's Earthquake affects a much larger area. Change to Area Of Effect (125m Radius Explosion; +1). 90 Active Points; total cost 51 points.
- 4) *The Effects Were Felt As Far Away As Europe:* The character's Earthquake affects a *really* large area. Add MegaArea (1m = 10 km wide, broad, and deep; +1¼). 120 Active Points; total cost 68 points.
- 5) *Building Quake:* The character has to focus his entire effort on causing the quake. Add Extra Time (Full Phase; -½). Total cost: 31 points.
- 6) *Ranged Earthquake:* The character can cause earthquakes far away from himself. Remove No Range (-½). 70 Active Points; total cost 56 points.
- 7) *Aftershock:* The character also causes a minor tremor that occurs after the effects of the first one have passed. Add Blast 5d6, Area Of Effect (12m Radius Explosion; +½), Personal Immunity (+¼), Trigger (occurs in Segment after character uses Earthquake, activating Trigger takes no time, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½) (69 Active Points); No Range (-½), Linked (-¼), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0). Total cost: 34 points.
- 8) *Ongoing Quake:* The ground keeps shaking as long as the character wants it to. Decrease to Blast 6d6 and add Constant (+½). 67 Active Points; total cost 38 points.

**ESSENCE OF THE MOUNTAINS**

Effect: Growth
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can draw the power of earth and rock into himself, causing his body to grow to enormous proportions. He must remain in contact with the ground for this power to work; if he loses contact, he reverts to normal size at the end of the Segment.

Game Information: Growth (+45 STR, +15 CON, +15 PRE, +9 PD, +9 ED, +9 BODY, +18 STUN, +7m Reach, +36m Running, -18m KB, +6 to others' OCV to hit character, +6 to others' PER Rolls to perceive character, 16m tall, 8m wide, 50,000 kg) (90 Active Points); Only When In Contact With The Ground (-¼). Total cost: 72 points.

Options:

- 1) *Towering Mountain Form:* Increase to Growth (+60 STR, +20 CON, +20 PRE, +12 PD, +12 ED, +12 BODY, +24 STUN, +15m Reach, +48m Running, -24m KB, +8 to others' OCV to hit character, +8 to others' PER Rolls to perceive character, 32m tall, 16m wide, 400,000 kg). 120 Active Points; total cost 96 points.
- 2) *Essence Of The Hills:* Decrease to Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, +4 to others' OCV to hit character, +4 to others' PER Rolls to perceive character, 8m tall, 4m wide, 6,400 kg). 50 Active Points; total cost 40 points.
- 3) *Easy Mountain Form:* The stress of growing has little effect on the character. Add Costs Endurance Only To Activate (+¼). 112 Active Points; total cost 90 points.
- 4) *Mountainous Hands:* The character's hands become unusually large, allowing him to hit targets in HTH Combat easily. Character also buys Huge Hands And Feet (see 6E1 443). Total cost: 22 points.

**MUD BLOB**

Effect: Sight Group Flash 10d6
Target: One character
Duration: Instant
Range: 500m
END Cost: 5

Description: The character can project a blob of mud that hits the target in the face, temporarily blinding him.

Game Information: Sight Group Flash 10d6 (50 Active Points); Does Not Work Against Desolidified Characters (-¼). Total cost: 40 points.

Options:

- 1) *Wraparound Blob*: The character's mud blob is large enough to block the target's other sensory organs as well. Decrease to Sight Group Flash 8d6 and add Hearing Group and Smell/Taste Group. 50 Active Points; total cost 40 points.
- 2) *Mudball*: The character has to throw his blob of mud, rather than shoot it. Add Range Based On STR (-¼). Total cost: 33 points.

**PITFALL**

Effect: Tunneling 10m, Usable As Attack
Target: 1m Radius
Duration: Instant
Range: 200m
END Cost: 5

Description: The character can cause the earth to open up and form a 2m x 2m pit beneath a target's feet. Unless the target has Flight or Gliding, he falls in; the GM may allow other characters to make DEX Rolls to grab the edge of the pit.

Game Information: Tunneling 10m through PD 5 materials, Usable As Attack (does not affect characters with Flight; +1¼), Ranged (+½) (55 Active Points); Only To Form Pits Beneath Targets (-1). Total cost: 27 points.

Options:

- 1) *Deep Pit*: Increase to Tunneling 16m through PD 8 materials. 88 Active Points; total cost 44 points.
- 2) *Shallow Pit*: Decrease to Tunneling 6m through PD 5 materials. 44 Active Points; total cost 22 points.
- 3) *Suffocating Pit*: The character can close the pit above his target(s), cutting off the air supply. Add Fill In. 82 Active Points; total cost 41 points.
- 4) *Easy Pit*: Add Reduced Endurance (0 END; +½). 65 Active Points; total cost 32 points.

**ROCK BLAST**

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a blast of rock and earth that injures opponents.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Powerful Rock Blast*: Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Rock Blast*: Increase to Blast 8d6. Total cost: 40 points.
- 3) *Shard Blast*: The character projects not rock and earth, but sharp shards of stone, causing grievous injuries if he hits his target. Substitute RKA 4d6. Total cost: 60 points.
- 4) *Earth Lance*: Instead of shooting a Rock Blast from himself, the character can cause the very ground to lash out and hit his target. The blast can originate underneath the target or from

any direction, but the target has to be within 16m of the earth or rock used. Decrease to Blast 8d6 and add Indirect (Source Point and Path can differ from use to use; +1) and Target Must Be On/Near Earth Or Rock (within 16m; -¼). 80 Active Points; total cost 64 points.

- 5) *Burying Blast*: The character's blast not only injures the target with its impact, it buries him under the rock and earth it creates. Decrease to Blast 10d6 and add Entangle 4d6, 4 PD/4 ED (40 Active Points); No Defense (-1½), Linked (-½) (total cost: 13 points). 50 + 40 = 90 Active Points; total cost 50 + 13 = 63 points.
- 6) *Rock Blast Variant*: The character's attack uses part of his own rocky form to create the blast. If he isn't careful, he may "use up" so much of himself that he suffers significant injury. Add Side Effects (automatically lose 1 BODY each time uses power; -½). 60 Active Points; total cost 40 points.

**STONE BODY WEAPONS**

Effect: HA +3d6, HKA 1d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: The character has a body made of stone or earth which he can shape at will into various weapons — gigantic fists, clubs, stone blades, stone spikes, or the like. Characters with this power often have Stone Body Shaping and/or Crystalline Growth as well (see below), since all these abilities represent the power to shape and mold a body made of stone.

Game Information:**Cost Stone Body Weapons**

- 15 **Stone Body Weapons**: Multipower, 15-point reserve
- 1f 1) **Fists, Clubs, And Bludgeons**: HA +3d6; Hand-To-Hand Attack (-¼)
- 1f 2) **Blades And Spikes**: HKA 1d6 (plus STR)
- Total cost: 17 points

Options:

- 1) *Powerful Stone Weapons*: Increase reserve to 30 points, HA to +6d6, and HKA to 2d6. Total cost: 35 points.
- 2) *Spiked Fist*: The character can also form his fist into a large, spiked version of itself, allowing his punches to penetrate defenses more easily. This power requires the GM's permission, since it involves placing a naked Advantage in a Power Framework. Add a third slot, Spiked Fist: Armor Piercing (+¼) for up to 30 STR (1f). Total cost: 18 points.



STONE HAND

Effect: Telekinesis (30 STR), Physical Manifestation

Target: One character

Duration: Constant

Range: 450m

END Cost: 4

Description: The character creates a hand from the very earth itself to carry things, smash his foes, and so forth.

Game Information: Telekinesis (30 STR) (45 Active Points); Only Versus Targets Within 4m Of The Ground (-¼), Physical Manifestation (-¼). Total cost: 30 points.

Options:

- 1) *Stronger Hand:* Increase to Telekinesis (40 STR). 60 Active Points; total cost 40 points.
- 2) *Weaker Hand:* Decrease to Telekinesis (20 STR). 30 Active Points; total cost 20 points.
- 3) *Stone Arm:* The character can create a column or "arm" of stone large enough to reach nearly anything. Remove Only Versus Targets Within 4m Of The Ground (-¼). Total cost: 36 points.



STONY PRISON

Effect: Entangle 4d6, 8 PD/4 ED

Target: One character

Duration: Instant

Range: 500m

END Cost: 5

Description: The character can cause the ground and rock beneath a target's feet to rise up and engulf him. The ground may, at the character's option, take on a specific shape (like a large stony fist that "grabs" the target). Additionally, the character can cause earth and stone to rise up and form a wall to protect him.

Game Information: Entangle 4d6, 8 PD/4 ED (50 Active Points); Only Affects Targets On The Ground (-¼). Total cost: 40 points.

Options:

- 1) *Powerful Prison:* Increase to Entangle 6d6, 12 PD/6 ED. 75 Active Points; total cost 60 points.
- 2) *Earthen Grip:* Decrease to Entangle 3d6, 7 PD/3 ED. 40 Active Points; total cost 32 points.
- 3) *Wide Prison:* The character can attack many characters at once with this power. Decrease to Entangle 4d6, 4 PD/4 ED and add Area Of Effect (8m Radius Selective; +¾). 70 Active Points; total cost 56 points.

DEFENSIVE POWERS



BODY OF EARTH/MUD

Effect: Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's body is made of earth or mud, making it difficult to harm.

Game Information: Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%. Total cost: 45 points.

Options:

- 1) *Earth/Mud Form:* The character doesn't have a body that's permanently made of earth or mud, but can transform himself into an earth/mud shape. Add Nonpersistent (-¼) to both forms of Damage Reduction. $30 + 15 = 45$ Active Points; total cost $24 + 12 = 36$ points.
- 2) *Oozing Mud Form:* The character's mud body is sufficiently liquescent that he can ooze through cracks, small holes, and other tiny openings. Character also buys Desolidification (affected by Earth, Water, Ice/Cold, and Fire/Heat attacks), Reduced Endurance (0 END; +½) (60 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 40 points.



**BODY OF STONE****Effect:** Resistant Protection (15 PD/15 ED), plus others**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character's body is made of stone and rock, which makes it difficult to hurt him and has other effects. He should also take a Physical Complication to represent the problems caused by weighing approximately 800 kg.**Game Information:****Cost Power**

45 Resistant Protection (15 PD/15 ED), Perceivable (-0)

15 +15 STR

3 +3 PD

3 +3 ED

6 Knockback Resistance -6m

Total cost: 72 points.**Options:**

- 1) *Tougher Stone Body:* Increase Resistant Protection to 20 PD/20 ED. Total cost for that power 60 points; total cost for suite of powers 87 points.
- 2) *Weaker Stone Body:* Decrease Resistant Protection to 10 PD/10 ED, STR to +10, PD to +2, ED to +2, and Knockback Resistance to -4m. Total cost: 48 points.
- 3) *Stone Form:* The character doesn't have a body that's permanently made of stone, but can transform himself into a stone shape. Keep Resistant Protection, replace other powers with Density Increase (800 kg mass, +15 STR, +3 PD/ED, -3 KB), Reduced Endurance (0 END; +½), Persistent (+¼) (total cost: 21 points). Total cost: 66 points.
- 4) *Body Of Stone Variant:* Substitute for the Resistant Protection, or add, Physical and Energy Damage Reduction, Resistant, 50% (this power costs 60 points, making the total cost of the power 87 or 132 points depending on whether it's a substitution or addition).

**FOOT MELDING****Effect:** Knockback Resistance -12m, Only When In Contact With The Ground**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 1**Description:** The character can meld his feet to the ground beneath them, making it difficult for the impact of attacks to move him.**Game Information:** Knockback Resistance -12m (12 Active Points); Only When In Contact With The Ground (-¼). Total cost: 10 points.**Options:**

- 1) *Strong Melding:* The character can meld his feet to the ground so thoroughly that it becomes almost impossible to move him in any way. Increase to Knockback Resistance -24m (total cost: 19 points) and add +30 STR (30 Active Points); Only To Prevent Being Moved (-1), Only When In Contact With The Ground (-¼) (total cost: 13 points). Total cost: 32 points.
- 2) *Statue Stance:* The character's power only works if he stands still. Add Does Not Work If Character Moves In Same Segment (-½). Total cost: 7 points.
- 3) *Earthclinging:* Change to Clinging (normal STR) (10 Active Points); Only When In Contact With The Ground (-¼). Total cost: 8 points.

**THE HEALING EARTH****Effect:** Regeneration (3 BODY per Minute), Only When In Contact With The Ground**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character's body heals any physical damage done to it as long as he remains in contact with the ground.**Game Information:** Regeneration (3 BODY per Minute) (42 Active Points); Only When In Contact With The Ground (-¼). Total cost: 34 points.**Options:**

- 1) *Strong Healing:* Increase to Regeneration (4 BODY per Minute). 56 Active Points; total cost 45 points.
- 2) *Weak Healing:* Decrease to Regeneration (2 BODY per Minute). 28 Active Points; total cost 22 points.
- 3) *Full Healing:* Add Can Heal Limbs. 52 Active Points; total cost 42 points.

**ROCKY SKIN****Effect:** Resistant Protection (9 PD/9 ED)**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character can cause his skin to become stony and tough, making it difficult to injure him.**Game Information:** Resistant Protection (9 PD/9 ED). Total cost: 27 points.**Options:**

- 1) *Strong Rocky Skin:* Increase to Resistant Protection (12 PD/12 ED). Total cost: 36 points.
- 2) *Weak Rocky Skin:* Decrease to Resistant Protection (6 PD/6 ED). Total cost: 18 points.
- 3) *Rocky Form:* The character's rocky skin disappears if he becomes dazed or loses consciousness. Add Nonpersistent (-¼). 27 Active Points; total cost 22 points.

**WALL OF EARTH**

Effect: Barrier 4 PD/4 ED, 5 BODY (up to 12m long, 4m tall, and 1m thick), Opaque

Target: Area

Duration: Instant

Range: 360m

END Cost: 5

Description: The character can instantly erect a wall of solid, packed earth to protect himself (and sometimes other people), deny someone access to an area, or the like

Game Information: Barrier 4 PD/4 ED, 6 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group). Total cost: 46 points.

Options:

- 1) *Thicker Wall:* Many Earth/Stone characters can create much thicker walls. Increase the cost of the wall by +1 point for each +½m of thickness. (You can add +1m of height or length for the same cost.)
- 2) *Wall Of Stone:* Instead of solid earth, the character can create much tougher walls of solid stone. Increase to Barrier 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group). Total cost: 63 points.
- 3) *Loose Earth Wall:* This wall is made of loosely-packed soil that anyone can dig through. Change to: Barrier 0 PD/4 ED, 4 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group). Total cost: 38 points.
- 4) *Sink Back Into The Earth:* Add Dismissable. Total cost: 51 points.

MOVEMENT POWERS**AVALANCHE RIDING**

Effect: Running +12m

Target: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character can create a “wave” of earth and stone that he rides, allowing him to cross the ground faster than he can run with his legs. However, the wave effect tears up the ground, leaving a clear trail to mark his path and usually damaging anything he passes over or near. At the GM’s option, the collateral damage may become severe if the character’s “avalanche wave” breaks gas mains or water pipes, shatters underground storage tanks, or the like.

This power write-up uses the Limitation *Side Effects* to represent the damage the character inflicts upon the ground, since it’s rarely (if ever) of any help to him. If the GM feels the character is using the Side Effect as a “weapon” too often, he may instead require the character to buy it as a RKA, Area Of Effect (Line), Linked.

Game Information: Running +12m (12 Active Points); Side Effect (RKA 1½d6 to ground in an Area Of Effect (Line) equal in size to the distance

the character moves, automatically occurs, only affects environment; -½). Total cost: 8 points.

Options:

- 1) *Fast Avalanche Riding:* Increase to Running +20m. 20 Active Points; total cost 13 points.
- 2) *Slow Avalanche Riding:* Decrease to Running +6m. 6 Active Points; total cost 4 points.
- 3) *Large Avalanche Wave:* The character can cause his “avalanche wave” to become large enough to lift him off the ground. Change to a Multipower with a 12-point reserve (and the Side Effects), one slot with the power described above, and a second slot with Flight 12m (12 Active Points); Must Remain Within 12m Of The Ground (-½), Physical Manifestation (-¼), Side Effects (as above) (total cost: 5 points). Total cost: 10 points.

**GRASP THE EARTH**

Effect: Clinging, Only Versus Earth Or Stone

Target: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character can hold himself fast against any surface made of earth or stone by making his feet or other body parts meld with them.

Game Information: Clinging (normal STR +30) (20 Active Points); Costs Endurance (-½), Only Versus Earth Or Stone (-½). Total cost: 10 points.

Options:

- 1) *Strong Grasp:* Increase Clinging STR to normal STR +45. 25 Active Points; total cost 12 points.
- 2) *Not So Strong Grasp:* Decrease Clinging STR to normal STR +15. 15 Active Points; total cost 7 points.
- 3) *Easy Grasp:* Remove Costs Endurance (-½). Total cost: 13 points.

**LITHOKINETIC BOULDER RIDING**

Effect: Flight 20m

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Description: Using his control over the stuff of the earth, the character can create a “platform” on which he can ride through the air.

Game Information: Flight 20m (20 Active Points); Physical Manifestation (-¼). Total cost 16 points.

Options:

- 1) *Faster Boulder-riding:* Increase to Flight 30m. 30 Active Points; total cost 24 points.
- 2) *Slower Boulder-riding:* Decrease to Flight 16m. 16 Active Points; total cost 13 points.
- 3) *Tiring Boulder-riding:* Moving a boulder with himself on it tires the character out quickly. Add Increased Endurance Cost (x3 END; -1). Total cost: 9 points.

- 4) *Effortless Boulder-riding*: The character's control over earth and stone allows him to move his boulder effortlessly. Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 24 points.
- 5) *Large Boulder*: The character can move a boulder large enough to carry several other human-sized persons with him. Add Usable By Nearby (+1). 40 Active Points; total cost 32 points.



TUNNEL CREATION

Effect: Tunneling 16m through 8 PD material
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can dig tunnels with great speed by controlling the earth — perhaps he burrows like an animal, perhaps he disintegrates the earth in front of him, perhaps he simply causes the earth in front of him to move out of the way. He can use the same ability to “dig” or tear through walls and like structures.

Game Information: Tunneling 16m through 8 PD material. Total cost: 32 points.

Options:

- 1) *True Tunneling*: The character's control over earth and stone allows him to make it move or flow out of his way, and then, if he wishes, return to its former location after he passes. Add Fill In. Total cost: 42 points.
- 2) *Restricted Tunnel Creation*: The character's ability to Tunnel only works in earth and stone; he cannot affect building walls or the like. Add Limited Medium (earth/stone; -½). Total cost: 21 points.

SENSORY POWERS



SEE THROUGH THE EARTH

Effect: Partially Penetrative (earth/stone) for Sight Group
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can see through earth and stone as easily as normal people see through the air.

Game Information: Partially Penetrative (earth/stone) for Sight Group. Total cost: 10 points.

Options:

- 1) *Restricted Perception*: The character's ability to see through earth and stone only extends for a short distance. Add Limited Range (50m; -¼). 10 Active Points; total cost 8 points.

- 2) *Tiring Earthsight*: The character's ability to see through earth and stone does not function at all times; he must activate it when he wants to use it. Add Costs Endurance (-½). 10 Active Points; total cost 7 points.



SENSE VIBRATIONS

Effect: Detect Physical Vibrations
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense vibrations and tremors in the earth, making it possible for him to track the movements of people even if he's blinded.

Game Information: Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Range, Targeting (30 Active Points); Only When In Contact With The Ground (-¼). Total cost: 24 points.

Options:

- 1) *Wide-Band Sense Vibrations*: The character can perceive earth vibrations all around him, not just in one direction. Add Increased Arc Of Perception (360 Degrees). 35 Active Points; total cost 28 points.
- 2) *Precise Sense Vibrations*: The character's perception of vibrations and tremors is so acute he can garner enormous amounts of information from them. Add Analyze. 35 Active Points; total cost 28 points.

MISCELLANEOUS POWERS



EARTHMELDING

Effect: Desolidification plus Life Support (Self-Contained Breathing)
Target: Self
Duration: Constant
Range: Self
END Cost: 5

Description: The character can meld his body into earth and stone, traveling through it as effortlessly as a normal person moves his body through the air while walking.

Game Information: Desolidification (affected by Earth/Stone and Magic powers) (40 Active Points); Only Through Earth And Stone (-1) (total cost: 20 points) **plus** Life Support (Self-Contained Breathing) (10 Active Points); Costs Endurance (-½), Linked (-½) (total cost: 5 points). Total cost: 25 points.



STONE BODY SHAPING

Effect: Shape Shift (Sight, Smell/Taste, Touch, and Radio Groups)
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character has great control over the shape and consistency of his body, which is made of earth and stone. He can make himself look like some other person, a piece of furniture, a shapeless mass of rock, or the like. However, all of his forms are obviously made of rock and stone; he cannot appear to be made of flesh or some other substance.

Game Information: Shape Shift (Sight, Smell/Taste, Touch, and Radio Groups, any shape) (27 Active Points); Perceivable (forms are always made of stone; -¼). Total cost: 22 points.



THE SUSTAINING EARTH

Effect: Life Support (Self-Contained Breathing), Only When In Contact With The Ground
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: As long as the character remains in physical contact with the ground, he can draw oxygen from it and doesn't need to breathe.

Game Information: Life Support (Self-Contained Breathing) (10 Active Points); Only When In Contact With The Ground (-¼). Total cost: 8 points.

Options:

- 1) *Earth Sustenance:* The character also draws nutrition from the earth. Add Life Support (Diminished Eating; no need to eat). Total cost 3 points; total Active Cost of power 13 points; total cost of power 10 points.

CRYSTAL POWERS



CRYSTAL DART

Effect: RKA 2d6, Armor Piercing
Target: One character
Duration: Instant
Range: 300m
END Cost: 4

Description: The character can shoot a needle-sharp dart of crystal at his opponents.

Game Information: RKA 2d6, Armor Piercing (+¼). Total cost: 37 points.

Options:

- 1) *Large Dart:* Increase to RKA 2½d6. Total cost: 50 points.
- 2) *Small Dart:* Decrease to RKA 1d6. Total cost: 19 points.
- 3) *Dart Spray I:* The character can fire not just one, but up to five darts. Add Autofire (5 shots; +½). Total cost: 52 points.
- 4) *Dart Spray II:* The character can project a shower of small, sharp darts. Add Area Of Effect (30m Cone; +¾) and No Range (-½). 60 Active Points; total cost 40 points.

**CRYSTALLINE GROWTH**

Effect: Stretching 10m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has a body of crystal or stone which he can cause to grow (Stretch) instantly — the same process by which crystals normally grow, but at a vastly accelerated pace.

Game Information: Stretching 10m. Total cost: 10 points.

**REFRACTED LIGHT**

Effect: RKA 2d6
Target: One character
Duration: Instant
Range: 60m
END Cost: 3

Description: The character has a body made of crystal, and if he has a sufficient source of light available, can refract that light through his body and project it through his hands as a powerful laser-like beam. Ordinary sunlight or ambient light generally won't suffice for this power; the character needs a stronger, closer source of light (such as a flashlight, spotlight, or streetlight). Alternately, the DCs the character can use depend on the strength of the light available to him; ordinary sunlight or ambient light allow at most 1 DC of RKA, a strong local light allows 3-5 DCs; and a strong source of light directly behind the character allows the full 6 DCs.

Game Information: RKA 2d6 (30 Active Points); OIF (light source of opportunity; -½), Limited Range (60m; -¼). Total cost: 17 points.

Options:

- 1) *Blinding Refracted Light:* The character can refract light not to harm, but to temporarily blind. Change to Sight Group Flash 6d6. 30 Active Points; total cost 17 points.
- 2) *Total Refracted Light:* The character can both hurt and blind. Change to Multipower, 30-point reserve, with common Limitations listed above, one slot RKA 2d6, one slot Sight Group Flash 6d6. Total cost: 21 points.

METAL POWERS**BLADE HANDS**

Effect: HKA 2d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: The character can shape his hands into claws, blades, spikes, or other deadly metal weapons.

Game Information: HKA 2d6 (plus STR). Total cost: 30 points.

Options:

- 1) *Razor Hands:* The character's blades and spikes are particularly sharp. Add Armor Piercing (+¼). Total cost: 37 points.
- 2) *Clumsy Hands:* The character's bladed fingers make it difficult for him to handle objects properly. Add Side Effects (-2 to all DEX Rolls, automatically occurs; -½). 30 Active Points; total cost 20 points.

**BODY OF METAL**

Effect: Resistant Protection (18 PD/18 ED), +20 STR, +4 PD/ED, -8m Knockback
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is made of solid metal, giving him great resistance to injury, higher Strength, and the like. He should also take a Physical Complication to represent the problems caused by weighing approximately 1,600 kg.

Game Information:**Cost Power**

54	Resistant Protection (18 PD/18 ED), Perceivable (-0)
20	+20 STR
4	+4 PD
4	+4 ED
8	Knockback Resistance -8m

Total cost: 90 points.

Options:

- 1) *Tougher Metal Body:* Increase Resistant Protection to 24 PD/24 ED. Total cost for that power 72 points; total cost for suite of powers 108 points.
- 2) *Weaker Metal Body:* Decrease Resistant Protection to 12 PD/12 ED, STR to +15, PD to +3, ED to +3, and Knockback Resistance to -6m. Total cost: 63 points.
- 3) *Metal Form:* The character doesn't have a body that's permanently made of metal, but can transform himself into a metal shape. Keep Resistant Protection, replace other powers with Density Increase (1,600 kg mass, +20 STR, +4 PD/ED, -4 KB), Reduced Endurance (0 END; +½), Persistent (+¼) (total cost: 28 points). Total cost: 82 points.
- 4) *Body Of Metal Variant:* Substitute for the Resistant Protection, or add, Physical and Energy Damage Reduction, Resistant, 75% (this power costs 120 points, making the total cost of the power 156 or 210 points depending on whether it's a substitution or addition).

**METAL SKIN**

Effect: Resistant Protection (12 PD/12 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can cause his skin to become metallic, making it difficult to injure him.

Game Information: Resistant Protection (12 PD/12 ED) (36 Active Points); Perceivable (-0). Total cost: 36 points.

Options:

- 1) *Strong Metal Skin:* Increase to Resistant Protection (15 PD/15 ED). Total cost: 45 points.
- 2) *Weak Metal Skin:* Decrease to Resistant Protection (9 PD/9 ED). Total cost: 27 points.
- 3) *Metal Sheath:* The character's metal skin disappears if he becomes dazed or loses consciousness. Add Nonpersistent (-¼). 36 Active Points; total cost 29 points.

**REFLECTIVE ATTACK**

Effect: Reflection (60 Active Points' worth), Any Target, Only Versus Light-Based Attacks, Requires A DEX Roll
Target: One character
Duration: Instant
Range: Self
END Cost: 6

Description: The character's metal skin is so shiny that light-based attacks (including lasers) just bounce off it. By angling his body just so, he can make the attack ricochet back at his attacker, or at any other target he chooses.

Game Information: Reflection (60 Active Points' worth), Any Target (+½) (60 Active Points); Only Versus Light-Based Attacks (-½), Requires A DEX Roll (-½). Total cost: 30 points.

Options:

- 1) *Stronger Redirection:* Increase to Reflection (81 Active Points' worth). 81 Active Points; total cost 40 points.
- 2) *Weaker Redirection:* Decrease to Reflection (42 Active Points' worth). 42 Active Points; total cost 21 points.

**REFLECTIVE FORM**

Effect: +4 DCV, Only Versus Light-Based Attacks
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character has a metal body or skin so shiny that attacks based on light (such as lasers) reflect off him harmless.

Game Information: +4 DCV (20 Active Points); Only Versus Light-Based Attacks (-½). Total cost: 13 points.

SAND POWERS**BODY OF SAND**

Effect: Desolidification, Stretching 12m, and Life Support (Self-Contained Breathing)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's body is made of sand. This allows him to squeeze through tiny openings, travel through sand, and stretch and contort his form in many ways. Characters with this power often also have the Stone Body Weapons or Stone Body Shaping abilities, reflecting their power to "harden" their forms temporarily.

Game Information:**Cost Body Of Sand**

- 37 **Body of Sand:** Desolidification (affected by Earth/Stone and Water powers) (40 Active Points); Cannot Pass Through Solid Objects Except Sand (-¼) (total cost: 32 points) *plus* Life Support (Self-Contained Breathing) (10 Active Points); Costs Endurance (-½), Linked (-½) (total cost: 5 points)

12 Stretching 12m

Total cost: 49 points.

**DUST BLAST**

Effect: Sight Group Flash 6d6
Target: One character
Duration: Instant
Range: 80m
END Cost: 4

Description: The character can project a blast of dust, sand, and grit into an opponent's eyes, temporarily blinding him.

Game Information: Sight Group Flash 6d6, NND (defense is solid coverings protecting the eyes; +½) (45 Active Points); Limited Range (80m; -¼). Total cost: 36 points.

Options:

- 1) *Fiercer Dust Blast:* Increase to Sight Group Flash 8d6. 60 Active Points; total cost 48 points.
- 2) *Weaker Dust Blast:* Decrease to Sight Group Flash 4d6. 30 Active Points; total cost 24 points.
- 3) *Dust Cone:* The character can project his blast of dust over a wide, cone-shaped area. Decrease to Sight Group Flash 5d6 and add Area Of Effect (40m Cone; +1) and replace Limited Range (-¼) with No Range (-½). 62 Active Points; total cost 41 points.
- 4) *Mini-Scirocco:* The character can create a blinding sandstorm over a small area. Decrease to Sight Group Flash 5d6 and add Area Of Effect (20m Radius; +1). 62 Active Points; total cost 50 points.

**SANDBLAST**

Effect: RKA 2d6
Target: One character
Duration: Instant
Range: 300m
END Cost: 3

Description: The character can project a powerful blast of sand capable of stripping flesh from bone. If he makes a Sand Powers roll, he can use this power to perform chores like stripping the paint from a car.

Game Information: RKA 2d6. Total cost: 30 points.

Options:

- 1) *Blast Cone:* The character's blast has a much shorter range, but can affect everyone in a cone-shaped area in front of him. Add Area Of Effect (30m Cone; +¾) and No Range (-½). 52 Active Points; total cost 35 points.
- 2) *Sandstorm:* The character's deadly blasts of sand can affect everyone in a 12m radius. Add Area Of Effect (12m Radius; +¾). Total cost: 52 points.
- 3) *Ongoing Sandblast:* The character can keep sandblasting as long as he keeps paying END. Add Constant (+½). Total cost: 45 points

**SANDSTORM**

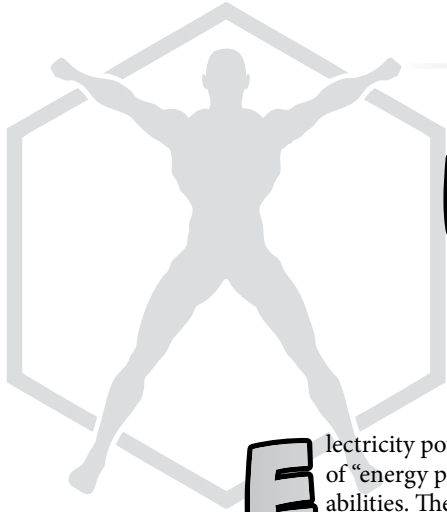
Effect: Change Environment, -3 to Sight Group PER Rolls
Target: 32m Radius
Duration: Constant
Range: 90m
END Cost: 2

Description: The character can create a small but intense sandstorm. While it's not powerful enough to hurt anyone, all the sand in the air makes it difficult to see.

Game Information: Change Environment, -3 to Sight Group PER Rolls, Area Of Effect (32m Radius; +1). Total cost: 18 points.

Options:

- 1) *Strong Sandstorm:* Increase to -5 to Sight Group PER Rolls. Total cost: 30 points.
- 2) *Weak Sandstorm:* Decrease to -2 to Sight Group PER Rolls. Total cost: 12 points.
- 3) *Large Sandstorm:* Increase to Area Of Effect (64m Radius; +1¼). Total cost: 20 points.



ELECTRICITY POWERS

Electricity powers are an archetypal form of “energy projection” or “energy control” abilities. They include a variety of attacks (mostly Blasts or RKAs of many sorts), control over the electricity that powers devices, and abilities derived from having a body partly or fully made of pure electrical energy. You can easily adapt them for other types of energy, if desired.

Characters with Electricity powers often have certain Cyberkinesis powers as well — the ability to control machines by controlling the flow of electricity to and within them, the ability to read or alter data in machines by sensing the electrons, and so forth. See the *Cyberkinesis Powers* section of this book for more information.

See 6E2 148-50 for more information on Electricity in the *HERO System*. Players and GMs interested in creating “realistic” electrical attacks should consider adding a $-\frac{1}{4}$ Limitation, *Real Electricity*, to appropriate offensive powers. A power with this Limitation does its listed damage to targets defined as “poorly grounded.” It does only half damage to “insulated” characters, and converts to the equivalent DCs in Killing Damage against “well grounded” characters (if it’s already a Killing Attack, the GM may add 1-2 DCs, if he wishes).

OFFENSIVE POWERS

Electricity is well-known for its deadliness. However, for the sake of both comic book drama and simplicity, the powers in this section are mostly written up using Blast. You can substitute the equivalent Damage Classes in RKA if you prefer (or buy an RKA in addition, as a slot in a Multipower with the Blast-based form of a power).



ARC WELDING

Effect: Major Transform 1d6 (fuse two metal objects together)

Target: One object

Duration: Constant

Range: Touch

END Cost: 1

Description: The character can focus his control of electricity to generate a super-hot arc that welds two metal objects together. He has to know how to do it, though; the power takes the place of equipment, but doesn’t provide the necessary skill.

Game Information: Major Transform 1d6 (two pieces of metal into one, heals back by being broken or separated by force), Constant ($+\frac{1}{2}$), Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$) (17 Active Points); No Range ($-\frac{1}{2}$), Requires A PS: Arc Welder Roll ($-\frac{1}{4}$). Total cost: 10 points.

Options:

- 1) *Stronger Arc Welding:* Increase to Major Transform 2d6. 35 Active Points; total cost 20 points.
- 2) *Weaker Arc Welding:* Decrease to Major Transform $\frac{1}{2}$ d6. 9 Active Points; total cost 5 points.
- 3) *Ranged Arc Welding:* Remove No Range ($-\frac{1}{2}$). Total cost: 14 points.
- 4) *Tiring Arc Welding:* Remove Reduced Endurance ($+\frac{1}{4}$). 15 Active Points; total cost 8 points.



BALL LIGHTNING

Effect: Blast 8d6

Target: 8m Radius

Duration: Instant

Range: 400m

END Cost: 6

Description: The character can project a sphere or field of electricity at his enemies, which often lets him hit many of them at the same time.

Game Information: Blast 8d6, Area Of Effect (8m Radius; $+\frac{1}{2}$). Total cost: 60 points.

Options:

- 1) *Stronger Ball Lightning:* Increase to Blast 12d6. Total cost: 90 points.
- 2) *Weaker Ball Lightning:* Decrease to Blast 6d6. Total cost: 45 points.
- 3) *Larger Ball:* Increase to Area Of Effect (30m Radius; $+1$). Total cost: 80 points.
- 4) *Deadly Ball Lightning:* Substitute RKA 3d6. Total cost: 67 points.
- 5) *Lightning Cone:* The character can fill an area in front of him with blasts of lightning. Change to Area Of Effect (30m Cone; $+\frac{3}{4}$) and add No Range ($-\frac{1}{2}$). 70 Active Points; total cost 47 points.
- 6) *Mini-Ball Lightning:* Instead of projecting one large ball of lightning, the character shoots several smaller balls of electricity. Change Area Of Effect to Area Of Effect (1m Radius; $+\frac{1}{4}$) and add Autofire (3 shots; $+1\frac{1}{4}$). Total cost: 100 points.

- 7) *Lightning Field I*: The character can establish a zone of electrical discharges that hurts anyone who enters it. As long as someone stays in the zone, they take damage. Decrease to Blast 6d6 and add Constant (+½). Total cost: 60 points.
- 8) *Lightning Field II*: The character can surround himself with an area of deadly electrical bolts. Change to: RKA 2d6, Area Of Effect (16m Radius; +¾), Constant (+½), Personal Immunity (+¼) (75 Active Points); No Range (-½). Total cost: 50 points.
- 9) *Movable Ball Lightning*: The character can generate ball lightning that remains in existence so he can move it around the battlefield. Change to: Blast 6d6, Area Of Effect (8m Radius Mobile; +1), Constant (+½). Total cost: 75 points.



CHAIN LIGHTNING

Effect: Blast 8d6
Target: One character + one additional character within 4m on an 11- roll
Duration: Instant
Range: 400m
END Cost: 7

Description: The character can project a bolt of electricity at his target that might arc to another nearby target... or might not. The character has no control over which additional target the bolt arcs to; the GM determines this randomly, or based on how well-grounded the possible targets are (see 6E2 149).

Game Information: Blast 8d6 (total cost: 40 points) plus Area Of Effect (4m Radius; +¼) for Blast 8d6, Reduced Endurance (0 END; +½) (15 Active Points); Activation Roll 11- (-½), Can Only Hit One Additional Target, Randomly Determined (see text; -¼) (total cost: 8 points). Total cost: 48 points.

Options:

- 1) *Stronger Chain Lightning*: Increase to Blast 12d6. $60 + 22 = 82$ Active Points; total cost $60 + 12 = 72$ points.
- 2) *Weaker Chain Lightning*: Decrease to Blast 6d6. $30 + 10 = 40$ Active Points; total cost $30 + 6 = 36$ points.
- 3) *Larger Area*: Increase to Area Of Effect (8m Radius; +½). 30 Active Points; total cost 17 points; total cost of overall power 57 points.
- 4) *Improved Arcing*: Change to Activation Roll 14- (-¼). Total cost 10 points; total cost of power 50 points.
- 4) *Multiple Arcs*: The character's chain lightning can continue arcing to hit up to three targets, though he has to succeed with the Activation Roll after each target for the arc to keep going. Change to Can Only Hit Three Additional Targets, Randomly Determined (see text; -0). Total cost 10 points; total cost of power 50 points.



CONTROLLABLE CHAIN LIGHTNING

Effect: Blast 8d6
Target: Eight 2m x 2m Areas
Duration: Instant
Range: 400m
END Cost: 8

Description: The character can project a bolt of lightning that hits multiple targets in a given area of effect one after the other. The bolt hits the first target, then the second, and so on, and in the process it travels over or around any obstacles or targets the character wishes it to ignore.

Game Information: Blast 8d6, Area Of Effect (eight 2m x 2m Areas Selective; +1). Total cost: 80 points.

Options:

- 1) *Strong Chain Lightning*: Increase to Blast 10d6. Total cost: 100 points.
- 2) *Weak Chain Lightning*: Decrease to Blast 6d6. Total cost: 60 points.
- 3) *Larger Chain Lightning I*: Increase to Area Of Effect (sixteen 2m x 2m Areas; +1¼). Total cost: 90 points.
- 4) *Larger Chain Lightning II*: Increase to Area Of Effect (32 2m x 2m Areas; +1½). Total cost: 100 points.
- 5) *Short-Range Chain Lightning I*: The character can only project his bolt of chain lightning at targets up to 40m away. Add Limited Range (-¼). 80 Active Points; total cost 64 points.
- 6) *Short-Range Chain Lightning II*: As Short-Range Chain Lightning I, but change to Reduced By Range (-¼). 80 Active Points; total cost 64 points.
- 7) *Tiring Chain Lightning*: Using this power exhausts the character. Add Increased Endurance Cost (x2 END; -½). 80 Active Points; total cost 53 points.
- 8) *Ongoing Chain Lightning*: The field of chain lightning lasts as long as the character wants to keep it up and pays END to do so. Add Constant (+½). Total cost: 100 points.



DIRECT CURRENT PARALYSIS

Effect: Entangle 3d6, 3 PD/3 ED, Takes No Damage From Attacks
Target: One character
Duration: Constant
Range: Touch
END Cost: 7

Description: The character can touch another person and project direct current (DC) electricity into his body, causing his muscles (or wiring) to lock up and prevent him from moving. The character must maintain his touch on the victim; as soon as he lets go, the effect ends (hence the *Lockout* Limitation). However, as long as he maintains his touch, he keeps the Entangle at full strength (the *Constant* Advantage). He gets to roll the Entangle dice every Phase as an action



that takes no time. If his BODY roll on the dice exceeds the Entangle's current BODY, the new, higher, BODY roll applies (note that rolls do *not* add together — only the highest total applies).

Game Information: Entangle 3d6, 3 PD/3 ED, Constant (+½), Takes No Damage From Attacks (+1) (75 Active Points); No Range (-½), Lockout (character must maintain contact with the victim with at least one hand; loss of contact immediately negates Entangle; -½), Vulnerable (electrical attacks; -1), Only Versus Targets With Muscles Or Comparative Structures (-0). Total cost: 25 points.

Options:

- 1) *Stronger Paralysis:* Increase to Entangle 4d6, 4 PD/4 ED. 100 Active Points; total cost 33 points.
- 2) *Weaker Paralysis:* Decrease to Entangle 2d6, 2 PD/2 ED. 50 Active Points; total cost 17 points.
- 3) *Paralysis Field:* Instead of having to touch his victims, the character can project a field of direct current around himself that paralyzes everyone nearby. Substitute Entangle 3d6, 3 PD/3 ED, Area Of Effect (16m Radius; +¾), Constant (+½), Takes No Damage From Attacks (+1), Personal Immunity (+¼) (105 Active Points); No Range (-½), Lockout (character must maintain field and can take no other actions; -½), Vulnerable (electrical attacks; -1). Total cost: 35 points.

- 4) *Don't Touch Him!:* The direct current running through the victim is so strong that it affects anyone else who touches him. Add Sticky (+½). 90 Active Points; total cost 30 points.



ELECTRICAL BLOCKING

Effect: Variable Power Pool for Drain/Suppress
Target: One character
Duration: Instant
Range: LOS
END Cost: Varies

Description: By touching another person, the character can project a field of electricity throughout his body that makes it difficult or impossible for the victim to use some of his powers and/or Characteristics.

This is a very powerful ability, one the GM should review and approve before it enters the game. Some GMs may prefer that characters buy a Multipower of pre-defined Electrical Blocking effects instead.

Game Information: Variable Power Pool (Electrical Blocking Pool), 40 Pool + 40 Control Cost; Only For Drains And Suppresses (-1), No Range (-½). 40 + 20 = 60 Active Points; total cost 40 + 8 = 48 points.

Options:

- 1) *Larger Pool*: Increase to 60 Pool + 60 Control
Cost. Active Points 60 + 30 = 90; total cost 60 + 12 = 72 points.
- 2) *Smaller Pool*: Decrease to 30 Pool + 30 Control
Cost. Active Points 30 + 15 = 45; total cost 30 + 6 = 36 points.

**IONIZE**

Effect: Drain DCV 6d6, Only Applies Versus Electricity, Magnetism, And Metal Attacks
Target: One character
Duration: Constant
Range: 600m
END Cost: 6

Description: The character can electrically charge an opponent's body, making him easier to hit with electrical, magnetic, or metal-based attacks.

Game Information: Drain DCV 6d6 (60 Active Points); Only Applies Versus Electricity, Magnetism, And Metal Attacks (-½). Total cost: 40 points.

Options:

- 1) *Heavy Ionization*: Increase to Drain DCV 8d6. 80 Active Points; total cost 53 points.
- 2) *Light Ionization*: Decrease to Drain DCV 4d6. 40 Active Points; total cost 27 points.
- 3) *Accurate Ionization*: The character can ionize any target within view, regardless of distance. Add Line Of Sight (+½). 90 Active Points; total cost 60 points.

**LIGHTNING BLAST**

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can shoot a blast of electricity capable of badly injuring a normal person, stunning (and perhaps injuring) many superhumans, and destroying most objects.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Lightning*: Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Lightning*: Decrease to Blast 8d6. Total cost: 40 points.
- 3) *Deadly Lightning*: Substitute RKA 4d6. Total cost: 60 points.
- 4) *Bright Lightning*: The flare of the character's Lightning Blast is powerful enough to blind his opponents. Decrease to Blast 8d6 and add Sight Group Flash 4d6, Linked (-½). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.
- 5) *Lightning Touch*: The character cannot project electricity at range, but does have a shockingly powerful touch. Add No Range (-½). 60 Active Points; total cost 40 points.

- 6) *Neverending Lightning*: The character can keep his Lightning Blast active and continue to effect a target once he's hit him. Decrease to Blast 8d6 and add Constant (+½). Total cost: 60 points.
- 7) *Taser Blast*: The character's electrical discharge is not strong enough to kill or seriously harm anyone, but can knock someone out easily. Decrease to Blast 8d6 and add NND (defense is ED Resistant Protection defined as a force-field, or being fully insulated; +½). Total cost: 60 points.
- 8) *Taser Touch*: Not only can the character not kill or harm people with his electrical attack, he cannot affect them at range, either. As Taser Blast, but also add No Range (-½). 60 Active Points; total cost 40 points.
- 9) *Cutting Lightning I*: The character's Lightning Blast has such power that few forms of defense can withstand it. Add Armor Piercing (+¼). Total cost: 75 points.
- 10) *Cutting Lightning II*: The character's Lightning Blast penetrates metallic defenses easily. Add as a naked Advantage Armor Piercing (+¼) and Penetrating (+½) (45 Active Points); Only Versus Metallic Defenses (-1). Total cost: 22 points.
- 11) *Lightning Barrage*: The character can fire several bolts of electrical energy at once. Decrease to Blast 8d6 and add Autofire (5 shots; +½) and Reduced Endurance (½ END; +½). Total cost: 80 points.
- 12) *Chain Lightning*: The character projects a bolt of electricity that hits its target and then spreads outward, affecting other nearby targets, gradually decreasing in effectiveness as it chains out from the original target. Add Area Of Effect (26m Radius Explosion; +½). Total cost: 90 points.

**LIGHTNING PUNCH**

Effect: HA +4d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character can use his electrical powers to "super-charge" his punch, allowing him to hit opponents with much greater force than he normally could. This is Physical damage.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-¼). Total cost: 16 points.

Options:

- 1) *Strong Lightning Punch*: Increase to HA +6d6. 30 Active Points; total cost 24 points.
- 2) *Weak Lightning Punch*: Decrease to HA +2d6. 10 Active Points; total cost 8 points.
- 3) *Bright Lightning Punch*: The flare of electricity from the character's punch temporarily blinds his opponent. Add Sight Group Flash 4d6 (20 Active Points); No Range (-½), Linked (-½) (total cost: 10 points). 20 + 20 = 40 Active Points; total cost 16 + 10 = 63 points.

- 4) *Direct Current Punch*: The touch of the character's direct current-charged fist induces paralysis in his target. Add Entangle 2d6, 2 PD/2 ED, Takes No Damage From Attacks (+1) (40 Active Points); No Range (-½), Linked (-¼), Vulnerable (electrical attacks; -1), Only Versus Targets With Muscles Or Comparative Structures (-0) (total cost: 10 points). 20 + 40 = 60 Active Points; total cost 16 + 14 = 30 Active Points.



PERSONAL ELECTRIC FIELD

Effect: RKA 2d6, Damage Shield
Target: Self
Duration: Constant
Range: Touch
END Cost: 6

Description: The character can surround his body with a potent field of electrical energy that injures anyone who touches him, or whom he Grabs.

Game Information: RKA 2d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½) (52 Active Points); No Range (-½). Total cost: 35 points.

Options:

- 1) *Stronger Field*: Increase to RKA 3d6. 79 Active Points; total cost 52 points.
- 2) *Weaker Field*: Decrease to RKA 1d6. 26 Active Points; total cost 17 points.
- 3) *Larger Field*: The character's electricity sometimes arcs out to hit nearby foes... or even friends. Character also buys as a naked Advantage Area Of Effect (2m Radius; +¼) (7 Active Points); Activation Roll 11- (-1). Total cost 3 points; total cost of overall power 38 points.



POWER DOWN

Effect: Drain Electrical Powers 4d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: The character has such control over electricity that he can inhibit or shut off the flow of electrical power to a device, or do the same to another superhuman's electricity powers.

Game Information: Drain Electrical Powers 4d6, Variable Effect (any one Electricity power at a time; +½). Total cost: 60 points.

Options:

- 1) *Stronger Power Down*: Increase to Drain Electrical Powers 5d6. Total cost: 75 points.
- 2) *Weaker Power Down*: Decrease to Drain Electrical Powers 3d6. Total cost: 45 points.
- 3) *Long-Lasting Power Down*: The character can keep a device or power from receiving or using electricity for some time. Decrease to Drain Electrical Powers 3d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). Total cost: 75 points.

- 4) *Wide-Effect Power Down I*: The character can affect any two electrical powers simultaneously. Add Expanded Effect (two Electricity powers at once; +½). Total cost: 80 points.
- 5) *Wide-Effect Power Down II*: The character can affect any four electrical powers simultaneously. Add Expanded Effect (four Electricity powers at once; +1½). Total cost: 120 points.
- 6) *Wide-Effect Power Down III*: The character can affect all electrical powers simultaneously. Add Expanded Effect (all Electricity powers at once; +3½). Total cost: 200 points.
- 7) *Power Down Touch*: The character has to touch a device or person to Drain their electricity-based powers. Add No Range (-½). 60 Active Points; total cost 40 points.
- 8) *Power Down, Power Up*: Instead of merely leeching away a device's or person's electricity powers, the character steals the power for himself. This example has the power augmenting the character's STUN, but you can substitute some other Characteristic or an Endurance Reserve if you prefer (or, by applying Variable Effect again, to various of the character's own Electricity powers). Change to: Drain Electrical Powers 3d6, Variable Effect (any one Electricity power at a time; +½) (45 Active Points); Unified Power (-¼) (total cost: 36 points) **plus** Aid STUN 3d6, (standard effect: same roll as Drain dice) Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1) (36 Active Points); Linked (-½), Unified Power (-¼), Only Aid Self (-1) (total cost: 13 points). Total cost: 49 points.
- 9) *Power Suppression*: The character has a greater ability to reduce Electricity powers, but this comes at the cost of having to maintain the effect (*i.e.*, in game terms it's a Suppress rather than a Drain). Add Costs Endurance (to maintain; -½). 60 Active Points; total cost 40 points.



TOUCH OFF

Effect: Mind Control 8d6, ACV
Target: One explosive device
Duration: Instant
Range: 50m
END Cost: 4

Description: The character sends a mild pulse of electricity coursing over a person's body. Anything explosive on his person — grenades, gunpowder in bullets, plastic explosives, dynamite — detonates from the heat and the charge. The explosion may hurt other people nearby (this is simulated with the *Side Effects* Limitation at -0), based on how the explosives are built in game terms and the GM's judgment.

See APG 70-73 for rules about applying Mind Control to weapons and other devices.

Game Information: Mind Control 8d6, ACV (uses OCV against DCV; +0) (40 Active Points); Limited Normal Range (50m; -½), Only Works On Explosive Devices (-1), Set Effect (only to make the devices explode; -1), Side Effects (see text; -0). Total cost: 11 points.

DEFENSIVE POWERS



ELECTRIC SHIELD

Effect: Resistant Protection (16 PD/24 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character surrounds himself with a shimmering field of electrical energy which protects him from attacks. It has significantly greater effect against energy attacks than physical attacks.

Game Information: Resistant Protection (16 PD/24 ED) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Stronger Shield:* Increase to Resistant Protection (20 PD/30 ED). 75 Active Points; total cost 50 points.
- 2) *Weaker Shield:* Decrease to Resistant Protection (12 PD/18 ED). 45 Active Points; total cost 30 points.
- 3) *Zap Field:* Anyone who touches the character's protective field receives an electrical zap; prolonged or repeated contact could prove fatal. Character also buys some version of the *Personal Electric Field* power (see above) and Links it to the Resistant Protection.



OHM EFFECT

Effect: Energy Damage Reduction, Resistant, 75%, Only Works Against Electricity
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's electricity powers make it difficult (at best) for anyone to hurt him with electricity.

Game Information: Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Electricity (-½). Total cost: 40 points.

Options:

- 1) *Ohm Shield:* Rather than being perpetually protected against electricity damage, the character has to activate and maintain a special electrical field that negates other electricity powers. Add Costs Endurance (-½). Total cost: 30 points.
- 2) *Enhanced Ohm Effect:* The character has extra ED to help him resist electricity damage. Character also buys Resistant Protection (0 PD/30 ED) (45 Active Points); Only Works Against Electricity (-½). Total cost: 30 points.

MOVEMENT POWERS



ARC TRAVEL

Effect: Teleportation 40m, Only Between Conductors Or Through Wires
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character has the ability to transform his body to electricity, arc over to another location, and re-form as his normal self. To do this, he needs some sort of conductive material or wires to travel along or between. For example, he could Teleport from one room to another using the electric wiring in the walls, or from one metal pole to another as an arc of electricity, through a metal vault door, or along the metal floors of a supervillain's secret satellite headquarters. But he couldn't Teleport through a wooden door, along a wooden floor or ordinary ground, or through the open air unassisted — none of those substances are sufficiently conductive.

Game Information: Teleportation 40m (40 Active Points); Only Between Conductors Or Through Wires (-½). Total cost: 27 points.

Options:

- 1) *Longer Arc:* Increase to Teleportation 60m. 60 Active Points; total cost 40 points.
- 2) *Shorter Arc:* Decrease to Teleportation 20m. 20 Active Points; total cost 13 points.
- 3) *Lightning Bolt Form I:* The character can transform into a bolt of lightning and Teleport wherever he wants to. Remove Only Between Conductors Or Through Wires. Total cost: 40 points.
- 4) *Lightning Bolt Form II:* Similar to Lightning Bolt Form I, but built with Flight so the character can perform Move Throughs defined as "striking my foe with my lightning form before I re-materialize." Flight 40m (40 Active Points); Cannot Hover (-¼). Total cost: 32 points.
- 5) *The Electron Path:* The character can transform his body into raw electrons and travel through the electrical and phone grids, crossing enormous distances in the blink of an eye. However, he needs a Power or Skill (such as a Limited form of Clairsentience or Navigation (Electrical Lines)) to ensure he can perceive and reach his proper destination. Add MegaScale (1m = 10 km; +1¼). 90 Active Points; total cost 60 points.



RIDE THE LIGHTNING

Effect: Flight 30m, Only Along Electrical Wires
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character uses his control of electricity to “latch onto” the electricity in cables or wires and travel along with it. He can only fly where such cables and wires exist. This usually isn't too much of a problem in urban areas (though it may lead to some unusual flight paths), but it's often a significant problem in rural regions or unusual locales.

Game Information: Flight 30m (30 Active Points), Only Along Electrical Wires (-¾). Total cost: 17 points.

Options:

- 1) *Faster Flight:* Increase to Flight 40m. 40 Active Points; total cost 23 points.
- 2) *Slower Flight:* Decrease to Flight 20m. 20 Active Points; total cost 11 points.

SENSORY POWERS



ELECTROSENSE

Effect: Detect Electrical Fields
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the innate ability to detect electrical fields — not only the type given off by electrical current or technological devices, but those emitted by living bodies. This makes it difficult to “blind” him in combat or at night.

Game Information: Detect Electrical Fields (INT Roll) (no Sense Group), Discriminatory, Range, Targeting. Total cost: 23 points.

Options:

- 1) *Universal Electrosense:* The character can detect electrical fields all around him. Add Increased Arc Of Perception (360 Degrees). Total cost: 28 points.
- 2) *True Electrosense:* The character can perceive electrical fields automatically. Add Sense. Total cost: 25 points.

MISCELLANEOUS POWERS



ABSORB POWER

Effect: Absorption 30 BODY (to STUN), Electricity Only
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character has the power to absorb electrical energy, using it to increase his own power and resilience. Typically he Absorbs the power from other superhumans' electricity attacks, but he can also Absorb from things like ordinary household current if necessary (see 6E2 148-50).

This power write-up assigns the Absorbed points to STUN, but you can specify some other Characteristic or Power if you wish. Endurance, or an Endurance Reserve, is an obvious candidate; so is increasing the power of various attacks.

Game Information: Absorption 30 BODY (to STUN) (30 Active Points); Limited Phenomenon (electricity only; -½). Total cost: 20 points.

Options:

- 1) *Greater Absorption:* Increase to Absorption 40 BODY. 40 Active Points; total cost 27 points.
- 2) *Lesser Absorption:* Decrease to Absorption 20 BODY. 20 Active Points; total cost 13 points.
- 3) *Power Boost:* The STUN gained from the character's Absorption fades at a much slower rate than normal. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). 60 Active Points; total cost 40 points.
- 4) *More Power!:* The character's capacity for Absorption is much greater than normal. Add Increased Maximum (x2; +¼). 37 Active Points; total cost 25 points.
- 5) *Your Puny Electric Blast Only Makes Me Stronger!:* The character's ability to Absorb electrical energy also defends him against attacks. Add Defensive Absorption (Resistant Defense; +1). 60 Active Points; total cost 40 points.

**BODY OF ELECTRICITY****Effect:** Desolidification, Cannot Pass Through Non-Conductive Substances**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 4

Description: The character can convert his body to electricity, thus allowing him to pass through conductive materials. For example, he could “walk” right through a metal vault door, or the metal hull of a battleship, but not through a wooden door, a brick wall, or the rubber padding of an asylum cell. However, the character retains the normal immunity from damage conferred by Desolidification even if there are no conductive materials for him to pass through. The *Cannot Pass Through Non-Conductive Objects* Limitation is a form of the *Cannot Pass Through Solid Objects* Limitation, and all the appropriate rules for that Limitation apply.

A character with this power should also buy several other powers Linked to or otherwise dependent on it. Examples include Lightning Touch, Personal Electric Field, and Electric Shield, but he could buy just about any other power in this section. The *Affects Physical World* Advantage may be required.

Game Information: Desolidification (affected by electricity and cold attacks) (40 Active Points); Cannot Pass Through Non-Conductive Substances (-¼). Total cost: 32 points.

Options:

- 1) *Electric Body:* While in his electric form, the character doesn't suffer from ordinary human weaknesses such as the need to breathe and sleep, and he can survive in hostile environments. He still needs to eat, but “eats” electricity instead of physical food. Add Life Support: Total (except for Diminished Eating) (32 Active Points); Linked (-½). Total cost: 21 points.
- 2) *Permanent Electric Form:* The character is always in electric form; he has no normal physical body. Add Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼), and Always On (-½). 80 Active Points; total cost 46 points.

**POWER DEVICE****Effect:** Aid Endurance 4d6, Electricity-Based END Only**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 0

Description: The character has the power to “juice up” electronic devices by giving them some of his own electrical energy. In game terms, this is defined as an Aid Endurance, restricted to the END of machines (typically as defined by an Endurance Reserve). He can only do this for machines and technology; he cannot increase his own END or that of another organic character.

Game Information: Aid Endurance 4d6 (24 Active Points); Only Aid Others (-½), Technological/Electricity-Based END Only (-1), Only Restores To Starting Values (-½). Total cost: 8 points.

Options:

- 1) *Stronger Empowering:* Increase to Aid 6d6. 36 Active Points; total cost 12 points.
- 2) *Weaker Empowering:* Decrease to Aid 2d6. 12 Active Points; total cost 4 points.



EMOTION CONTROL POWERS

Also known as *Empathy* or *Empathic Manipulation*, Emotion Control powers are a special subset of Mental and Psionic Powers (which are covered in their own section later in this book). They allow a character to detect, read, manipulate, and even alter another person's emotional state. A character with empathic powers can lift the cloud of depression from a tormented person's mind, calm down a Berserk supervillain, inspire courage and confidence in others, or cause feelings of unbridled greed.

OFFENSIVE POWERS



ALTER/INFLECT EMOTIONS

Effect: Mind Control 12d6, One Emotion Only
Target: One character
Duration: Constant
Range: LOS
END Cost: 6

Description: One of the most basic empathic powers is the ability to work temporary changes in a target's emotional state. (Creating permanent changes requires Transform; see *Emotion Sculpting*, below.) The character defines a single emotion or emotional state when he buys the power; examples are given below for Anger, Fear, Sadness, and Love (the GM can easily create others using these as guidelines). His powers only work to enhance or negate those types of feelings; for example, a character with Alter/Inflict Anger cannot inspire or diminish a target's feelings of jealousy, love, or fear, only feelings of anger, rage, and calmness. Empathic Mind Control commands which match or contradict the character's Psychological Complications receive the usual bonuses or penalties.

The Alter/Inflict Emotions Table describes the basic effects and parameters of this power. You can "diminish" an emotion by reversing the listed effects.

The GM must take care to handle Alter/Inflict Emotions properly. Characters should not be allowed to use it for other than genuine emotional manipulation. For example, using ordinary Mind Control, a character could force a person to go stand underneath a particular tree. A character with Alter/Inflict Emotions generally cannot do that — not even if he tries to avoid the Limitation by claiming, "I'm going to inspire a love of that tree in this person so he'll go stand underneath it." At the very least, characters attempting such work-arounds should be required to achieve a much higher Effect Roll than a character with ordinary Mind Control. As always with such a nebulous subject, the GM should use his common sense, dramatic sense, and desire to maintain game balance to help him adjudicate tricky situations.

Game Information: Mind Control 12d6 (60 Active Points); Only To Alter/Inflict One Emotional State (-1). Total cost: 30 points.

Options:

- 1) *Stronger Empathic Manipulation:* Increase to Mind Control 14d6. 70 Active Points; total cost 35 points.
- 2) *Weaker Empathic Manipulation:* Decrease to Mind Control 8d6. 40 Active Points; total cost 20 points.
- 3) *Telepathic Empathic Manipulation:* The character need not speak to alter a character's emotional state; he can communicate his commands mentally. Add Telepathic (+¼). 75 Active Points; total cost 37 points.
- 4) *Empathic Touch:* The character must touch his target to alter emotions. Add No Range (-½). Total cost: 24 points.
- 5) *True Empathic Manipulation:* The character can alter or instill *any* emotion, not just a single one. Change to Only To Alter/Inflict Emotional States (-½). Total cost: 40 points.

ALTER/INFLECT EMOTIONS TABLE

Emotional Intensity	Mind Control Roll Needed
Weak	Greater than EGO
Basic	EGO +10
Strong	EGO +20
Extreme	EGO +30

Anger: An empath uses control of anger to make a target so angry at something or someone that he attacks it (or to remove anger the character presently feels). At lower levels of anger, the target only attacks to hurt or damage; at higher levels, he attacks to kill or destroy. The empath may direct the character's anger at something general ("Aren't cars annoying?") or something specific ("Your girlfriend has been cheating on you with Defender! Doesn't that make you really angry at him?").

With some modification in terms and effects, you can also use this chart for Hatred.

Anger	Mind Control Roll Needed
Annoyed/Frustrated	Greater than EGO: Attack people/objects the character would attack anyway; automatically trigger appropriate Enrageds/Berserks; if attempting to calm an Enraged/Berserk character, target gets a roll to break free from his Enraged/Berserk when character achieves this level of control
Angry	EGO +10: Attack people/objects the character dislikes; automatically calm down Enraged/Berserk characters
Furious	EGO +20: Attack people/objects the character likes
Insanely Angry	EGO +30: Attack people/objects the character loves

Fear: An empath uses control over the primal emotion of fear to terrify a victim, or to inspire courage in someone. Victims who fail their EGO Roll normally flee, though they may be paralyzed with fear or may lash out at the feared object or phenomenon in panic. In combat, they do not usually attack the feared object/phenomenon, they only Dodge it. If trapped and unable to flee, they become paralyzed with fear or act in whatever way the GM considers appropriate. If subjected to interrogation, they answer questions willingly (the GM may allow a separate EGO Roll to resist particularly damaging questions). A successful Fear attack automatically triggers the target's Danger Sense, if any. Interpret the results oppositely (*i.e.*, confront or stand up to the situation or phenomenon), when using this chart for Courage.

Fear	Mind Control Roll Needed
Apprehensive/Uneasy	Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character avoids the situation or phenomenon causing the fear. Danger Sense automatically triggered.
Fearful	EGO +10: As Greater than EGO, but the EGO Roll is unmodified
Terrified	EGO +20: As Greater than EGO, but the EGO Roll is at -5
Blind Panic	EGO +30: Character moves away from feared object or phenomenon as fast as possible

Sadness: The effects of sadness and depression are difficult to adjudicate in a game setting. The GM should use his best judgment. In general an affected character becomes listless and apathetic, unwilling to act or take control of a situation. This may extend to his entire life, or only to certain situations (for example, a particular battle or mission).

Sadness	Mind Control Roll Needed
Pensive	Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character becomes listless and apathetic, and has difficulty taking any action
Sad	EGO +10: As EGO +0, but the EGO Roll is unmodified
Despairing	EGO +20: As EGO +0, but the EGO Roll is at -5
Depressed	EGO +30: Character becomes totally listless and apathetic; he seriously considers suicide or other extreme "solutions"

Love: If the character is already favorably inclined toward someone, using Alter/Inflect Emotions can make him love that person — a minor crush becomes full-blown, heartfelt love. If he's not favorably inclined, higher levels of effect are required to inspire feelings of attraction and desire.

With some modification in terms and effects, you can also use this chart for Greed or Lust.

Love	Mind Control Roll Needed
Sympathetic	Greater than EGO: Character is attracted to people he likes already; he will be inclined to do what they ask of him and will generally try to please them
Loving	EGO +10: Character is attracted to people he feels neutral about
Passionate	EGO +20: Character is attracted to people he does not like
Crazed/Head Over Heels	EGO +30: Character is attracted to people he hates, or who repulse him

**CRIPPLING DEPRESSION**

Effect: Entangle 3d6, 3 PD/3 ED, ACV, Takes No Damage From Attacks

Target: One character

Duration: Instant

Range: LOS

END Cost: 7

Description: This power allows a character to inflict on another character a depression so profound that it causes quasi-catatonic inability to get up the willpower to do anything. Only strong-willed characters can overcome the effect and break free.

Game Information: Entangle 3d6, 3 PD/3 ED, ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (+¾), Works Against EGO, Not STR (+¼) (67 Active Points); Mental Defense Adds To EGO (-½). Total cost: 45 points.

Options:

- 1) *Strong Depression I:* Increase to Entangle 5d6, 5 PD/5 ED. 112 Active Points; total cost 75 points.
- 2) *Strong Depression II:* Increase to Entangle 3d6, 6 PD/6 ED. 101 Active Points; total cost 67 points.
- 3) *Weak Depression:* Decrease to Entangle 2d6, 2 PD/2 ED. 45 Active Points; total cost 30 points.

**EMOTION SCULPTING**

Effect: Major Transform 4d6, ACV, AVAD (Mental Defense)

Target: One character

Duration: Instant

Range: Touch

END Cost: 6

Description: Sometimes known as *Empathic Surgery*, this power allows a character to alter another character's mental state long-term by removing or altering Psychological Complications related to emotions, or adding new ones the target does not presently have. The character must touch his intended target to make the attack. The change wears off over the course of a month or more (though a character may choose, when he buys the power, to define the power as requiring another application of the power to "heal").

Game Information: Major Transform 4d6 (alter, remove, or add Psychological Complications related to or reflecting emotional states, heals back normally [or through repeated applications of this power, character's choice at purchase]), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (60 Active Points); Limited Target (mental "objects" pertaining to emotions in the minds of sentient beings; -½), No Range (-½). Total cost: 30 points.

Options:

- 1) *Strong Sculpting:* Increase to Major Transform 6d6. 90 Active Points; total cost 45 points.
- 2) *Weak Sculpting:* Decrease to Major Transform 2d6. 30 Active Points; total cost 15 points.
- 3) *Ranged Sculpting:* The character can alter a target's personality without having to touch him; instead, the power works on a Line Of Sight basis. Add Line Of Sight (+½) and remove No Range (-½). 80 Active Points; total cost 53 points.

**EMPATHIC PROJECTION FIELD**

Effect: Mind Control 12d6

Target: 50m radius around user

Duration: Constant

Range: No Range

END Cost: None

Description: A character with this power can broadcast his current emotional state to everyone around him, causing them to feel the same way he does.

Game Information: Mind Control 12d6, Telepathic (+¼), Area Of Effect (50m Radius Explosion; +¾), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (165 Active Points); No Range (-½), Limited Set Of Commands (only whatever emotion the user feels at the time, -½). Total cost: 82 points.

Options:

- 1) *Strong Field:* Increase to Mind Control 16d6. 220 Active Points; total cost 110 points.
- 2) *Weak Field:* Decrease to Mind Control 10d6. 137 Active Points; total cost 68 points.
- 3) *Larger Field:* Increase to Area Of Effect (74m Radius Explosion; +1). 180 Active Points; total cost 90 points.
- 4) *Perpetual Uncontrollable Field:* The character always broadcasts his emotions; he can't control himself. Change to Mind Control 14d6 (standard effect: 42 points), Telepathic (+¼), Area Of Effect (50m Radius Explosion; +¾), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Constant (+½), Persistent (+¼) (245 Active Points); Always On (-½), No Range (-½), Limited Set Of Commands (only whatever emotion the user feels at the time, -½). Total cost: 98 points.



INSPIRE

Effect: Aid 3d6
Target: One character
Duration: Instant
Range: 180m
END Cost: 0

Description: Mind Control isn't the only way to inspire another person; you can achieve much the same effect by increasing various Characteristics. Examples include Inspire Courage (PRE) and Inspire Hatred (EGO, to increase EGO Rolls to withstand something the object of the hatred is doing, like trying to gain information by torturing the character). The GM should interpret "emotion-related Characteristic" carefully, so that characters don't cause game balance problems with this power.

Game Information: Aid 3d6, Variable Effect (any one emotion-related Characteristic at a time; +½), Ranged (+½) (36 Active Points); Only Aid Others (-½). Total cost: 24 points.

Options:

- 1) *Greater Inspiration:* Increase to Aid 4d6. 48 Active Points; total cost 32 points.
- 2) *Lesser Inspiration:* Decrease to Aid 2d6. 24 Active Points; total cost 16 points.
- 3) *Touch Of Inspiration:* The character must touch the person whose emotions he wishes to enhance. Increase to Aid 4d6 and remove Ranged (+½). 36 Active Points; total cost 24 points.
- 4) *Boost Of Self-Confidence:* The character can use his ability to enhance emotions on himself, if necessary. Remove Only Aid Others (-½). Total cost: 36 points.
- 5) *Group Inspiration:* The character can inspire a whole group of people in the same area. Add Area Of Effect (15m Radius Selective; +1). 54 Active Points; total cost 36 points.
- 6) *Inspirational Speech:* The character can inspire anyone nearby who hears him. Remove Ranged (+½) and add Area Of Effect (8m Radius; +½) and Incantations (-¼). 36 Active Points; total cost 20 points.
- 7) *Inspirational Memory:* The effects of the character's power last for a long time. Add Delayed Return Rate (points fade at the rate of 5 per Hour; +1¼). 67 Active Points; total cost 45 points.

**INSTILL FEAR**

Effect: Drain PRE 3d6
Target: One character
Duration: Instant
Range: 300m
END Cost: 6

Description: Rather than using the somewhat indirect route of Mind Control, the character can instill fear directly in a victim by reducing his PRE (which makes him far more susceptible to fear-based Presence Attacks).

At the GM's option, characters could build other emotion-affecting powers with this model. For example, Drain EGO might represent the ability to inflict despair and hopelessness.

Game Information: Drain PRE 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1). Total cost: 60 points.

Options:

- 1) *Instill Terror:* Increase to Drain PRE 4d6. Total cost: 80 points.
- 2) *Not Quite So Scary:* Decrease to Drain PRE 2d6. Total cost: 40 points.
- 3) *Touch Of Fear:* The character must touch the victim to inflict fear. Add No Range (-½). 60 Active Points; total cost 40 points.
- 4) *Lingering Horror:* The victim feels the effects of the fear the character inspires for a long time. Increase to Delayed Return Rate (points return at the rate of 5 per Hour; +1¼). Total cost: 82 points.
- 5) *Group Panic:* The character can scare a large number of persons in a given area. Add Area Of Effect (12m Radius; +¾) and Personal Immunity (+¼). Total cost: 90 points.

**READ EMOTIONS**

Effect: Telepathy 12d6, Empathy
Target: One character
Duration: Instant
Range: LOS
END Cost: 6

Description: The character has the ability to sense a particular emotional state in another person (and, at the GM's option, to communicate that same emotion to another person). He must define this emotion when he buys the power. At the Greater Than EGO level, he can read the target's surface emotions. At the EGO +10 level, he can delve deeper, determining what inspired this emotion, how it affects the target's thought processes, and so forth. At the EGO +20 level, he can read emotional memories — instances of the specified emotion not currently being experienced, but felt in the past. At the EGO +30 level, he can read subconscious instances of the emotion, if any. However, at no level of effect can he alter an emotion; that requires Emotion Sculpting (see above).

See also *Detect Emotions*, below.

Game Information: Telepathy 12d6 (60 Active Points); Empathy (one specific emotion; -1). Total cost: 30 points.

Options:

- 1) *Strong Reading:* Increase to Telepathy 14d6. 70 Active Points; total cost 35 points.
- 2) *Weak Reading:* Decrease to Telepathy 8d6. 40 Active Points; total cost 20 points.
- 3) *True Emotion Reading:* The character can sense the nature and source of any emotions the target feels, not just one particular type of emotion. Empathy (any emotion; -½). Total cost: 40 points.

DEFENSIVE POWERS**CALM DEMEANOR**

Effect: Boost PRE 5d6
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: A character with this power can enhance his courage and strengthen his will so he can resist the effects of fear and intimidation.

Game Information: Boost PRE 5d6 (30 Active Points); Only Aid Self (-1), Costs Endurance (to maintain; -½), Only To Resist Presence Attacks And Other Attacks Based On Fear (-1). Total cost: 8 points.

Options:

- 1) *Great Calm:* Increase to Boost PRE 6d6. 36 Active Points; total cost 10 points.
- 2) *Lesser Calm:* Decrease to Boost PRE 4d6. 24 Active Points; total cost 7 points.
- 3) *Share The Calm I:* The character can instill the sense of calm in someone else, usually an ally. Remove Only Aid Self (-1). Total cost: 12 points.

**FEARFUL HASTE**

Effect: +4 DCV
Target: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character can inspire a brief flash of fear and panic in an opponent that's so intense it causes the opponent to rush his attack or reflexively flinch away from the character. In either case, Fearful Haste makes it much harder for the opponent to successfully attack the character.

Game Information: +4 DCV (20 Active Points); Costs Endurance (-½), Instant (-½), Only Versus Designated Person's Attacks (-1), Only Versus Beings With Minds/Emotions (-½). Total cost: 6 points.

SENSORY POWERS



DETECT EMOTIONS

Effect: Detect Emotions
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: This ability is a limited form of the *Read Emotions* power described above. It allows a character to detect that another person is feeling emotions, and what type of emotions, but nothing more. It cannot detect past emotions, or determine the cause of emotions the target currently feels.

Game Information: Detect Emotions (INT Roll) (Mental Group), Discriminatory. Total cost: 10 points.



EMPATHIC PSYCHOMETRY

Effect: Retrocognition, Emotions Only
Target: Special
Duration: Constant
Range: No Range
END Cost: 4

Description: The character can sense strong lingering emotions in objects and places, such as the fear and hatred linked to a murder weapon or the feelings of calm in a sacred place. He must have the object in hand, or be present in the location, to sense these lingering emotions. If the emotions are not stark and obvious, the GM may require him to make a PER Roll, with a modifier reflecting how faint they are.

Game Information: Clairsentience (Mental Group), Retrocognition (40 Active Points); No Range (-½), Emotions Only (-1), Retrocognition Only (-1). Total cost: 11 points.

Options:

- 1) *Aged Emotions:* The character has a harder time reading emotions in an object or place if they were “embedded” a long time ago. Add Time Modifiers (-½). Total cost: 10 points.

MISCELLANEOUS POWERS



EMPATHIC HEALING

Effect: Simplified Healing 4d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: The character has a special empathic power, the ability to heal others. However, this gift comes at a price: the character heals wounds by taking them on himself. Thus, he suffers the same damage he heals with this power, and he must heal it normally through the passage of time.

Game Information: Simplified Healing 4d6 (40 Active Points); Others Only (-½), Side Effects (character automatically takes damage identical to the damage healed; -1). Total cost: 16 points.

Options:

- 1) *Stronger Empathic Healing:* Increase to Simplified Healing 6d6. 60 Active Points; total cost 24 points.
- 2) *Weaker Empathic Healing:* Decrease to Simplified Healing 2d6. 20 Active Points; total cost 8 points.



SOCIAL CHAMELEON

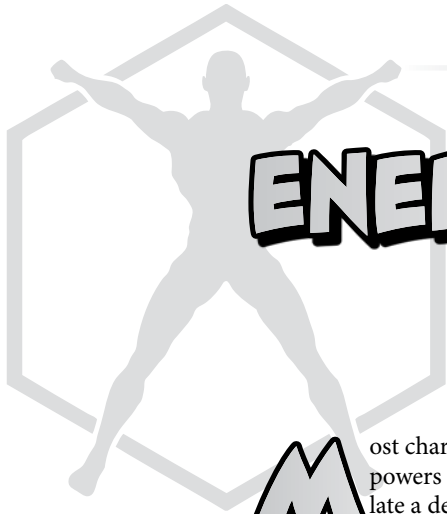
Effect: +6 with Interaction Skills
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character possesses innate empathic powers that allow him to “attune” himself to anyone he’s interacting with. As a result, he always seems friendly, fascinating, sympathetic, interesting, intimidating, sexy, or whatever else the other person is looking for or is most in need of at the moment.

Game Information: +6 with Interaction Skills. Total cost: 24 points.

Options:

- 1) *Strong Chameleon:* Increase to +8 with Interaction Skills. Total cost: 32 points.
- 2) *Weak Chameleon:* Decrease to +4 with Interaction Skills. Total cost: 16 points.
- 3) *Active Chameleon:* The character has to actively invoke this power; it’s not a subconscious thing. Add Costs Endurance (-½). 24 Active Points; total cost 16 points.



ENERGY MANIPULATION POWERS

Most characters with energy projection powers have the ability to manipulate a defined type or types of energy phenomena, such as Electricity, Fire/Heat, Ice/Cold, Radiation, or Sonic. However, in the worlds of Champions, many other types of energy exist that have no place in real-world physics. These include quasi-defined energies like “pulson rays” to even more nebulous types. Some energy projectors have powers based on this “generically”-defined energy, rather than an actual type of energy like Electricity or Fire. (In the Champions Universe, Sapphire and Pulsar are good examples of characters with this sort of energy powers.)

Energy Manipulation represents these “general” energy powers — ones without any specific connection to real-world forms of energy. As such they make good generic “templates” for any sort of energy projector, and could be adopted by characters who control actual forms of energy with a simple change in special effect. Similarly, characters with Energy Manipulation powers can look at other energy-based power sets for powers they can “borrow” and redefine to fit their own backgrounds.

See also the *Energy Kinesis* powers listed in the *Telekinetic Powers* section for some additional abilities appropriate to characters with Energy Manipulation powers.

OFFENSIVE POWERS

Characters with Energy Manipulation are well-known (and often well-feared) for their ability to project bolts of energy and otherwise wield their powers for offensive effect and tactical advantage. For the sake of simplicity, the powers in this section are mostly written up using Blast, but you can substitute the equivalent Damage Classes in RKA if you prefer (or buy an RKA in addition, as a slot in a Multipower with the Blast-based form of a power).



ENERGY BOLT

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: This most basic of Energy Manipulation powers allows the character to project a bolt of energy powerful enough to cause significant injury.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Bolt:* Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Bolt:* Decrease to Blast 10d6. Total cost: 50 points.
- 3) *Untiring Bolt:* The character can project Energy Bolt after Energy Bolt without tiring. Decrease to Blast 10d6 and add Reduced Endurance (0 END; +½). Total cost: 75 points.
- 4) *Piercing Bolt I:* The character's Energy Bolt burns so hot and fierce that it cuts through defenses easily. Add Armor Piercing (+¼). Total cost: 75 points.
- 5) *Piercing Bolt II:* Few characters can resist the effects of the character's powerful Energy Bolt, regardless of the strength of their defenses. Decrease to Blast 10d6 and add Penetrating (+½). Total cost: 75 points.
- 6) *Long-Range Bolt:* The character can easily hit distant targets with his Energy Bolt. Decrease to Blast 10d6 and add No Range Modifier (+½). Total cost: 75 points.
- 7) *Eyebolt:* The character fires his Energy Bolt from his eyes, making it easy to hit even distant targets. Decrease to Blast 10d6 and add Line Of Sight (+½). Total cost: 75 points.
- 8) *Multiphasic Bolt:* The character's Energy Bolt contains so many wavelengths of energy that it can even affect intangible targets. Decrease to Blast 10d6 and add Affects Desolidified (+½). Total cost: 75 points.
- 9) *Energy Lash:* Instead of a bolt, the character's energy is more in the form of a tendril or whip he can wield by hand. Add Limited Range (20m; -¼). 60 Active Points; total cost 48 points.

- 10) *Pulsed Bolt*: The character can fire multiple Energy Bolts at once. Decrease to Blast 10d6 and add Autofire (5 shots; +½). Total cost: 75 points.
- 11) *Accurate Bolt*: The character rarely misses with his Energy Bolt. Decrease to Blast 10d6 and add Area Of Effect (1m Radius Accurate; +½). Total cost: 75 points.
- 12) *Multipoint Bolt*: The character usually projects his Energy Bolt from his hand, but can do so from any point on his body — eyes, forehead, chest, mouth, you name it. Reduce to Blast 11d6 and add Alterable Origin Point. Total cost: 60 points.
- 13) *Irresistible Bolt I*: Few characters can resist the stunning force of the character's Energy Bolt. Reduce to Blast 8d6 and add NND (defense is Power Defense; +½). Total cost: 60 points.
- 14) *Irresistible Bolt II*: Even characters with Power Defense feel the stunning effects of the character's Energy Bolt. Reduce to Blast 6d6 and add AVAD (defense is Power Defense; +1). Total cost: 60 points.
- 15) *Brightbolt*: The character's Energy Bolt is so bright that it can blind as well as injure. Decrease to Blast 10d6 and add Sight Group Flash 5d6 (25 Active Points); Linked (-½) (total cost: 17 points). 50 + 25 = 75 Active Points; total cost 50 + 17 = 67 points.
- 16) *Sacrifice Bolt*: The power for the Energy Bolt comes from the energy that infuses the character's body, temporarily reducing that energy (and thus his life force). Add Side Effects (character suffers a Drain BODY 1 point for every die of Blast used [i.e., -1 BODY per Blast 2d6], always occurs; -½). 60 Active Points; total cost 40 points.



ENERGY CONE

Effect: Blast 8d6
Target: 16m Cone
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can project a blast of energy in the form of a large cone, thus allowing him to hit many targets at once.

Game Information: Blast 8d6, Area Of Effect (16m Cone; +½) (60 Active Points); No Range (-½). Total cost: 40 points.

Options:

- 1) *Strong Cone*: Increase to Blast 12d6. 90 Active Points; total cost 60 points.
- 2) *Weak Cone*: Decrease to Blast 6d6. 45 Active Points; total cost 30 points.
- 3) *Larger Cone I*: Increase to Area Of Effect (30m Cone; +¾). 70 Active Points; total cost 47 points.
- 4) *Larger Cone II*: Increase to Area Of Effect (60m Cone; +1). 80 Active Points; total cost 53 points.



ENERGY CONVERSION

Effect: Blast 5d6 + additional dice
Target: One character
Duration: Instant
Range: 250m or more
END Cost: Varies

Description: The character has the ability to generate a blast of energy by converting another form of energy. His power doesn't work unless he's in the presence of at least minimal amounts of that energy. The stronger, greater, louder, or more intense that energy is, the more powerful the character's energy bolt.

"Presence of" typically means within 20m of the place or phenomena generating the energy, but this may depend on the intensity of the energy. If the phenomena is intense enough, the GM may allow the character to draw on at least limited amounts of it further away.

The Limitation values given below assume that the energy phenomena that "powers" the character's Blast is relatively common — sound, light, kinetic energy, or the like. If the phenomena is less common, the GM should adjust the Limitation values accordingly.

Example: *Starbright has the power to convert sound into a powerful blast of light energy. As long as there's some sound around — even the sound of her own voice — she can fire a Blast 5d6. In the presence of loud sounds (her own screaming, a busy city street, the crowd at some sports events), she can add 3d6, for a Blast 8d6, as her body converts the greater amount of sound into more light energy. In the presence of extremely intense or loud sounds (such as a rock concert or many Sonic Powers), she can add another 3d6 for a Blast 11d6. In the presence of overwhelmingly loud sounds (like being near the Space Shuttle when it's launched), she can add another 3d6, for her maximum of Blast 14d6.*

The GM may, if appropriate, allow a character to add only *some* of the dice he's entitled to, to reflect variations in the energy phenomena the character's converting.

Game Information:

Cost Power

20	Basic Blast: Blast 5d6 (25 Active Points); Only When In The Presence Of [Phenomenon] (-¼)
10	Enhanced Blast: Blast +3d6 (15 Active Points); Only When In The Presence Of Strong [Phenomenon] (-½)
8	Augmented Blast: Blast +3d6 (15 Active Points); Only When In The Presence Of Intense [Phenomenon] (-¾)
7	Supreme Blast: Blast +3d6 (15 Active Points); Only When In The Presence Of Overwhelming [Phenomenon] (-1)

Total cost: 45 points.

Options:

- 1) *Energy Mirror*: The character can absorb the energy of any sort of energy bolt he's hit with, and then return fire (or fire at someone else) with a bolt of the same type of energy. Blast 10d6, Variable Special Effect (the same special effect as the last energy-based Blast, RKA, or like power the character was hit with; +¼). Total cost: 62 points.

ENERGY HAND

Effect: Telekinesis (30 STR)
Target: One character
Duration: Constant
Range: 450m
END Cost: 4

Description: The character can create a large hand (or talon, or like appendage) out of pure energy. The hand has enough cohesion to pick up and move objects and people without the character having to physically touch them.

Game Information: Telekinesis (30 STR). Total cost: 45 points.

Options:

- 1) *Strong Hand*: Increase to Telekinesis (40 STR). Total cost: 60 points.
 2) *Weak Hand*: Decrease to Telekinesis (20 STR). Total cost: 30 points.
 3) *Burning Hand*: The character may, if he desires, increase the power of the energy in the hand so that it burns whatever it holds. Add Blast 8d6 (40 Active Points); Linked (Instant Power can be used in any Phase Constant Power is active; -¼), No Knockback (-¼) (total cost: 27 points). $45 + 40 = 85$ Active Points; total cost $45 + 27 = 72$ points.

**ENERGY LEECHING**

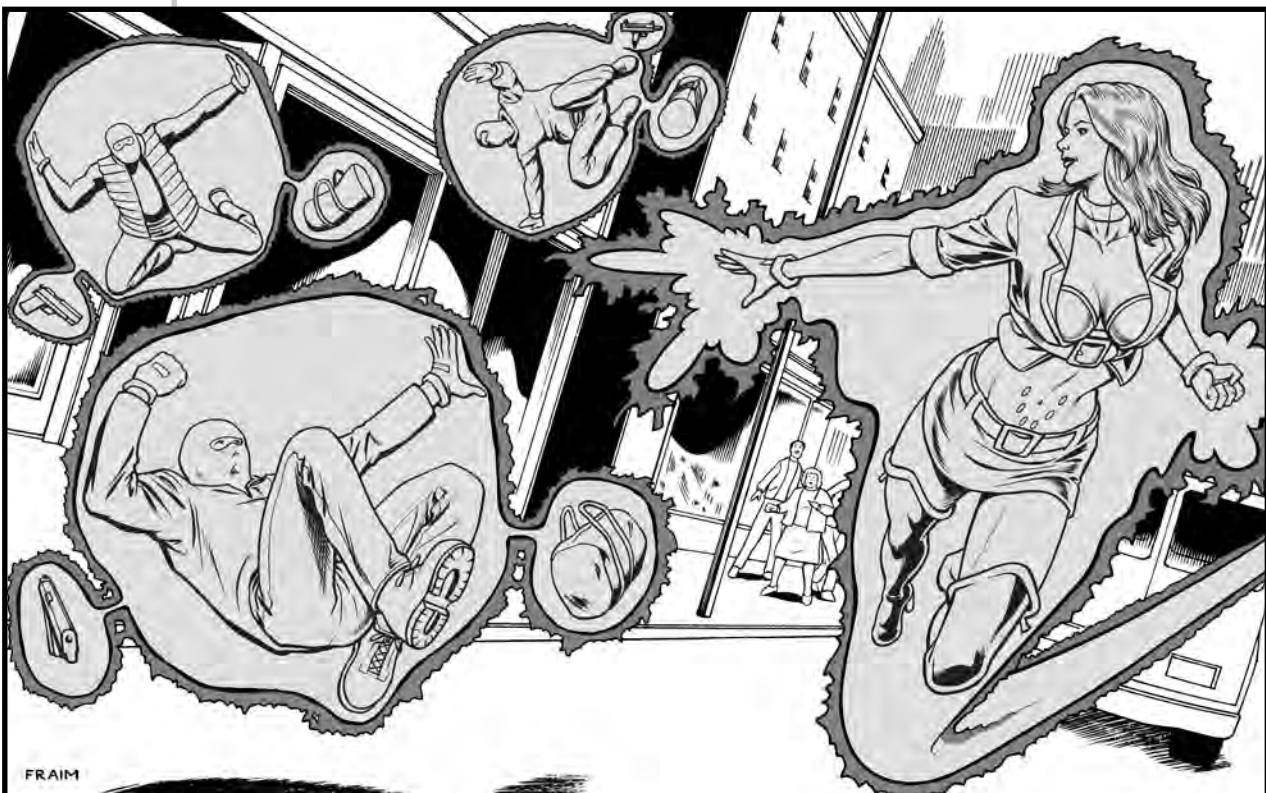
Effect: Drain Energy Powers 4d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: The character has the ability to drain the power from other energy powers. Typically this only works against other Energy Manipulation abilities, but at the GM's option it can affect any type of "energy," including forms such as Fire/Heat, Ice/Cold, Electricity, and so forth.

Game Information: Drain Energy Powers 4d6, Variable Effect (any one Energy Power at a time; +½). Total cost: 60 points.

Options:

- 1) *Strong Leeching*: Increase to Drain Energy Powers 6d6. Total cost: 90 points.
 2) *Weak Leeching*: Decrease to Drain Energy Powers 2d6. Total cost: 30 points.
 3) *Expanded Leeching I*: The character can drain two Energy Powers simultaneously. Decrease to Drain Energy Powers 3d6 and add Expanded Effect (two Energy powers simultaneously; +½). Total cost: 60 points.
 4) *Expanded Leeching II*: The character can drain four Energy Powers simultaneously. Decrease to Drain Energy Powers 2d6 and add Expanded Effect (four Energy powers simultaneously; +1½). Total cost: 60 points.
 5) *Expanded Leeching III*: The character can drain all Energy Powers simultaneously. Decrease to Drain Energy Powers 2d6 and add Expanded Effect (all Energy powers simultaneously; +3½). Total cost: 100 points.



- 6) *Long-Lasting Leeching I*: The effects of the character's Leeching last longer than normal. Decrease to Drain Energy Powers 3d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). Total cost: 75 points.
- 7) *Long-Lasting Leeching II*: The effects of the character's Leeching last a lot longer than normal. Decrease to Drain Energy Powers 3d6 and add Delayed Return Rate (points return at the rate of 5 per Hour; +1¼). Total cost: 97 points.
- 8) *Leeching Touch*: The character has to touch a source of energy to leech it away. Add No Range (-½). 60 Active Points; total cost 40 points.
- 9) *Energy Transfer*: The character doesn't just leech energy away — he absorbs it into himself, thus making himself stronger. Change to: Drain Energy Powers 3d6, Variable Effect (any one Energy Power at a time; +½) (45 Active Points); Unified Power (-¼) (total cost: 36 points) **plus** Aid STUN 3d6 (standard effect: same roll as Drain dice), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1) (36 Active Points); Linked (-½), Unified Power (-¼), Only Aid Self (-1) (total cost: 13 points). Total cost: 49 points.



ENERGY MAELSTROM

Effect: Blast 8d6, Personal Immunity
Target: 22m Radius
Duration: Constant
Range: No Range
END Cost: 0

Description: The character can surround his body with a swirling maelstrom of deadly energy that harms anyone and anything that comes within 16m of him.

Game Information: Blast 8d6, Area Of Effect (16m Radius; +¾), Constant (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (120 Active Points); No Range (-½). Total cost: 80 points.

Options:

- 1) *Strong Maelstrom*: Increase to Blast 10d6. 150 Active Points; total cost 100 points.
- 2) *Weak Maelstrom*: Decrease to Blast 6d6. 90 Active Points; total cost 60 points.
- 3) *Wielding The Maelstrom I*: The character isn't limited to keeping the Maelstrom around himself; he can use it on distant targets. Remove No Range (-½). Total cost: 120 points.
- 4) *Wielding The Maelstrom II*: As Wielding The Maelstrom I, but after the character attacks a location with the Maelstrom, he can move the Maelstrom around. Add Mobile (+½). Total cost: 140 points.



ENERGY RICOCHET

Effect: Reflection (60 Active Points' worth), Any Target, Only Versus Energy Attacks
Target: One character
Duration: Instant
Range: Self
END Cost: 6

Description: The character's control over energy is so strong and profound that he can control Ranged energy attacks made against him, redirecting them to hit the attacker (or any other target he chooses).

Game Information: Reflection (60 Active Points' worth), Any Target (+½) (60 Active Points); Only Versus Energy Attacks (-½). Total cost: 40 points.

Options:

- 1) *Stronger Redirection*: Increase to Reflection (81 Active Points' worth). 81 Active Points; total cost 54 points.
- 2) *Weaker Redirection*: Decrease to Reflection (42 Active Points' worth). 42 Active Points; total cost 28 points.



ENERGY SHEATH

Effect: Blast 8d6, Damage Shield
Target: Self
Duration: Constant
Range: No Range
END Cost: 10

Description: The character can surround his body with a field or "sheath" of energy that harms anyone who touches him, or whom he Grabs.

Game Information: Blast 8d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼) (70 Active Points); No Range (-½). Total cost: 47 points.

Options:

- 1) *Strong Sheath*: Increase to Blast 10d6. 87 Active Points; total cost 58 points.
- 2) *Weak Sheath*: Decrease to Blast 6d6. 52 Active Points; total cost 35 points.
- 3) *Untiring Sheath*: Maintaining his Sheath doesn't tire the character out. Add Reduced Endurance (0 END; +½). 90 Active Points; total cost 60 points.



ENERGY TENDRIL

Effect: Blast 8d6, Indirect
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: The character's control over the energy he generates is so great that he can project a bolt of energy in the form of a tendril that can arc around corners or over obstacles, strike the target from behind, and so forth.

Game Information: Blast 8d6, Indirect (Source Point is always the character, but the Path can change from use to use so the attack strikes the target from any angle; +½). Total cost: 60 points.

Options:

- 1) *Strong Tendril*: Increase to Blast 10d6. Total cost: 75 points.
- 2) *Weak Tendril*: Decrease to Blast 6d6. Total cost: 45 points.
- 3) *Untiring Tendril*: Generating the Tendril doesn't tire the character out at all. Add Reduced Endurance (0 END; +½). Total cost: 80 points.
- 4) *Piercing Tendril*: The Tendril can penetrate defenses more easily than normal. Add Armor Piercing (+¼). Total cost: 70 points.
- 5) *Short-Range Tendril*: The character can only affect targets within 80m with his Tendril. Add Limited Range (80m; -¼). 60 Active Points; total cost 48 points.
- 6) *Multipoint Tendril*: The character can generate the Tendril from any point on his body. Add Alterable Origin Point. Total cost: 67 points.

**MEGA-BOLT**

Effect: Blast 20d6
Target: One character
Duration: Instant
Range: 1,000m
END Cost: 22 for all 20d6

Description: By expending a great deal of his personal energy, the character can project a massively powerful bolt of energy.

Game Information: Blast 8d6 (total cost: 40 points) **plus** Blast +4d6 (20 Active Points); Increased Endurance Cost (x2 END; -½) (total cost: 13 points) **plus** Blast +4d6 (20 Active Points); Increased Endurance Cost (x3 END; -1) (total cost: 10 points) **plus** Blast +4d6 (20 Active Points); Increased Endurance Cost (x4 END; -1½) (total cost: 8 points). Total cost: 71 points.

Options:

- 1) *Strong Mega-Bolt*: Add plus Blast +4d6 (20 Active Points); Increased Endurance Cost (x5 END; -2) (total cost: 7 points). Total cost: 78 points.

**POWER PUNCH**

Effect: HA +5d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character can use his energy powers to augment the force of his punch. This is Energy damage.

Game Information: HA +5d6 (25 Active Points); Hand-To-Hand Attack (-¼). Total cost: 20 points.

Options:

- 1) *Strong Power Punch*: Increase to HA +6d6. 30 Active Points; total cost 24 points.
- 2) *Weak Power Punch*: Decrease to HA +2d6. 10 Active Points; total cost 8 points.
- 3) *Bright Power Punch*: The flare of energy from the character's punch temporarily blinds his opponent. Add Sight Group Flash 4d6 (20 Active Points); No Range (-½), Linked (-½) (total cost: 10 points). 25 + 20 = 45 Active Points; total cost 20 + 10 = 30 points.

**POWER-BLAST**

Effect: Blast 8d6, Double Knockback
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: The character can project a bolt of energy so powerful that it usually knocks the target head over heels.

Game Information: Blast 8d6, Double Knockback (+½). Total cost: 60 points.

Options:

- 1) *Strong Power-Blast*: Increase to Blast 10d6. Total cost: 75 points.
- 2) *Weak Power-Blast*: Decrease to Blast 6d6. Total cost: 45 points.
- 3) *Long-Range Power-Blast*: Even better, the character can easily hit distant targets with his Power-Blast. Add No Range Modifier (+½). Total cost: 80 points.

**UNIFIED FIELD BOLT**

Effect: Blast 10d6, Variable Special Effects (any energy)
Target: One character
Duration: Instant
Range: 750m
END Cost: 7

Description: The character's control over energy is so great that he can alter the type of energy his bolt manifests as from Phase to Phase. While he can't create any physical effects (*i.e.*, any Blast that would work against PD), the entire range of energy effects is open to him — he could project a blast of fire one Phase, a bolt of ice and cold the next, and a sonic bolt the next.

Game Information: Blast 10d6, Variable Special Effects (any type of energy; +½). Total cost: 75 points.

Options:

- 1) *Strong Bolt*: Increase to Blast 12d6. Total cost: 90 points.
- 2) *Weak Bolt*: Decrease to Blast 8d6. Total cost: 60 points.

DEFENSIVE POWERS**ENERGETIC MIND**

Effect: Mental Defense (10 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The energy that infuses the character's body also infuses his mind, making it more difficult than normal to attack or contact with Mental Powers.

Game Information: Mental Defense (10 points). Total cost: 10 points.

Options:

- 1) *Strong Mind*: Increase to Mental Defense (15 points). Total cost: 15 points.
- 2) *Weak Mind*: Decrease to Mental Defense (6 points). Total cost: 6 points.

**ENERGY COHESION**

Effect: Power Defense (20 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's energy powers are so strong and cohesive that they more easily resist the effects of attacks that try to drain or alter them.

Game Information: Power Defense (20 points). Total cost: 20 points.

Options:

- 1) *Strong Cohesion*: Increase to Power Defense (25 points). Total cost: 25 points.
- 2) *Weak Cohesion*: Decrease to Power Defense (15 points). Total cost: 15 points.

**ENERGY NEGATION**

Effect: Damage Negation (-10 DCs Energy)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's control over energy make it hard for attackers to injure him with it.

Game Information: Damage Negation (-10 DCs Energy). Total cost: 50 points.

Options:

- 1) *Strong Negation*: Increase to -12 DCs Energy. Total cost: 60 points.
- 2) *Weak Negation*: Decrease to -6 DCs Energy. Total cost: 30 points.

**ENERGY POINT DEFENSE**

Effect: Deflection
Target: Target's OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character can reflexively use his energy projection powers to shoot physical missiles out of the air, and block incoming energy bolts with energy bolts of his own.

Game Information: Deflection. Total cost: 20 points.

**ENERGY RESISTANCE**

Effect: Energy Damage Reduction, Resistant, 75%
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's energy powers make it difficult (at best) for anyone to hurt him with energy attacks.

Game Information: Energy Damage Reduction, Resistant, 75%. Total cost: 60 points.

Options:

- 1) *Resistance Shield*: Rather than being perpetually protected against energy damage, the character has to activate and maintain a special energy field that negates other energy powers. Add Costs Endurance (-½). Total cost: 40 points.
- 2) *Enhanced Resistance*: The character's resistance extends to physical attacks to a lesser extent (perhaps because his body's partly made of energy). Add Physical Damage Reduction, Resistant, 50%. Total cost 30 points; total cost of overall power 90 points.

**ENERGY SHIELD**

Effect: Resistant Protection (15 PD/25 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can use his energy powers to create a protective force-field around himself. The field is more effective against energy attacks.

Game Information: Resistant Protection (15 PD/25 ED) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Strong Energy Shield*: Increase to Resistant Protection (20 PD/30 ED). 75 Active Points; total cost 50 points.
- 2) *Weak Energy Shield*: Decrease to Resistant Protection (12 PD/18 ED). 45 Active Points; total cost 30 points.

**ENERGY WALL**

Effect: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored
Target: Area
Duration: Constant
Range: 100m
END Cost: 5

Description: The character can create a barrier of energy to shield himself (and sometimes his comrades) from attack.

Game Information: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 4m high, and ½m thick), Non-Anchored, Dismissable (64 Active Points); Costs Endurance (to maintain; -½), Limited Range (100m; -¼). Total cost: 36 points.

Options:

- 1) *Strong Energy Wall*: Increase to Barrier 10 PD/10 ED, 10 BODY (up to 12m long, 4m high, and ½m thick). 72 Active Points; total cost 41 points.
- 2) *Weak Energy Wall*: Decrease to Barrier 6 PD/6 ED, 6 BODY (up to 8m long, 3m high, and ½m thick). 51 Active Points; total cost 29 points.
- 3) *Larger Energy Wall*: Add +4m length and +2m height. 70 Active Points; total cost 40 points.
- 4) *Anti-Energy Wall*: The character's Barrier is more effective against energy attacks. Change to 6 PD/10 ED; cost remains the same.

**EYES OF ENERGY**

Effect: Sight Group Flash Defense (15 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The energy that infuses the character's body also infuses his eyes, making it more difficult than normal to blind him with bright flares of light and the like.

Game Information: Sight Group Flash Defense (15 points). Total cost: 15 points.

Options:

- 1) *Strong Eyes*: Increase to Sight Group Flash Defense (20 points). Total cost: 20 points.
- 2) *Weak Eyes*: Decrease to Sight Group Flash Defense (10 points). Total cost: 10 points.

MOVEMENT POWERS**ENERGY SWINGLINE**

Effect: Swinging 40m
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can create a line of pure energy and use it to swing on.

Game Information: Swinging 40m. Total cost: 20 points.

Options:

- 1) *Strong Swingline*: Increase to Swinging 50m. Total cost: 25 points.
- 2) *Weak Swingline*: Decrease to Swinging 30m. Total cost: 15 points.

**POWER-FLIGHT**

Effect: Flight 40m
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can use his energy powers to propel himself through the air.

Game Information: Flight 40m. Total cost: 40 points.

Options:

- 1) *Strong Flight*: Increase to Flight 50m. Total cost: 50 points.
- 2) *Weak Flight*: Decrease to Flight 30m. Total cost: 30 points.
- 3) *Swift Flight*: The character can fly at high speeds if necessary. Increase to x8 Noncombat. Total cost: 50 points.
- 4) *Agile Flight*: The character's energy powers provide him with great control over his Flight, allowing him to turn on a dime. Add No Turn Mode (+¼). Total cost: 50 points.

SENSORY POWERS**ENERGIZED EYES**

Effect: Various Sight-based Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Energy infuses the character's eyes, making them more powerful than normal (and even able to see things normal human eyes cannot). The character may buy as many of the powers listed below as he wishes.

Game Information:**Cost Power**

12	Augmented Eyes: +8 versus Range for Sight Group
5	See Infrared Energy: Infrared Perception (Sight Group)
3	See Sonic Energy: Ultrasonic Perception (Sight Group)
5	See Ultraviolet Energy: Ultraviolet Perception (Sight Group)
15	X-Ray Vision: Fully Penetrative for Sight Group (cannot see through lead, gold, or force-fields)

**SENSE ENERGY FIELDS**

Effect: Detect Energy Fields, Discriminatory, Range, Sense
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's Energy Manipulation powers attune him to the presence and nature of energy fields in general, allowing him to perceive when energy fields are near. He can distinguish the type of energy (e.g., magnetic, electric, pulson, sonic...), and to some extent the strength and quality of the field.

Game Information: Detect Energy Fields (INT Roll) (no Sense Group), Discriminatory, Range, Sense. Total cost: 22 points.

Options:

- 1) *Strong Sense*: Add +3 PER. Total cost: 25 points.
- 2) *Weak Sense*: Remove Discriminatory. Total cost: 17 points.
- 3) *Enhanced Sense Energy Fields*: The character can tell precisely what sort of energy field he's perceiving, how strong it is, and its general qualities. Add Analyze. Total cost: 27 points.
- 4) *Combat Sense Energy Fields*: The character can use his life force perception to target attacks. Add Targeting. Total cost: 32 points.
- 5) *Universal Sense Energy Fields*: The character's ability to perceive life forces is omni-directional. Add Increased Arc Of Perception (360 Degrees). Total cost: 27 points.
- 6) *Tiring Sense Energy Fields*: Using this power can tire the character out. Add Costs Endurance (-½). 22 Active Points; total cost 15 points.

MISCELLANEOUS POWERS

**BODY OF ENERGY**

Effect: Various powers related to having a body made of energy

Target: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Description: The character's body is made of pure energy, giving him a variety of powers. The character may buy as many of the powers listed below as he wishes. Any of the other Energy Manipulation powers would also be appropriate.

Game Information:**Cost Power**

- 40 **Pure Energy Form**: Desolidification (affected by any form of energy)
- 35 **Pure Energy Form**: Life Support (Total)
- 50 **True Energy Sheath**: Blast 8d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½), Persistent (+¼) (100 Active Points); Always On (-½), No Range (-½)
- 60 **True Energy Shield**: Resistant Protection (15 PD/25 ED)

**ENERGY ABSORPTION**

Effect: Absorption 30 BODY (to STUN)

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character has the power to absorb any form of energy, using it to increase his own resilience. Typically he Absorbs the power from other superhumans' energy attacks, but he can also Absorb from things like ordinary household current if necessary (see 6E2 148-50).

This power write-up assigns the Absorbed points to STUN, but you can specify some other Characteristic or Power if you wish. Endurance, or an Endurance Reserve, is an obvious candidate; so is increasing the power of various attacks.

Game Information: Absorption 30 BODY (energy, to STUN). Total cost: 30 points.

Options:

- 1) *Strong Absorption*: Increase to Absorption 40 BODY. Total cost: 40 points.
- 2) *Weak Absorption*: Decrease to Absorption 20 BODY. Total cost: 20 points.
- 3) *Long-Lasting Power*: The STUN gained from the character's Absorption fades at a much slower rate than normal. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). Total cost: 60 points.
- 4) *Greater Absorption*: The character's capacity for Absorption is much greater than normal. Add Increased Maximum (x2; +¼). Total cost: 37 points.

**ENERGY RESERVES**

Effect: Endurance Reserve (100 END, 12 REC)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's body stores the energy that fuels his powers.

Game Information: Endurance Reserve (100 END, 12 REC). Total cost: 33 points.

Options:

- 1) *Bigger Reserves*: Increase to Endurance Reserve (160 END, 16 REC). Total cost: 52 points.
- 2) *Smaller Reserves*: Decrease to Endurance Reserve (60 END, 9 REC). Total cost: 21 points.
- 3) *Faster Recovery*: Increase to Endurance Reserve (100 END, 18 REC). Total cost: 37 points.
- 4) *Much Faster Recovery*: Increase to Endurance Reserve (100 END, 24 REC). Total cost: 41 points.
- 5) *Slower Recovery*: Decrease to Endurance Reserve (100 END, 6 REC). Total cost: 29 points.



FIRE AND HEAT POWERS

BODY OF FIRE

Some characters have bodies made of flame. There's no specific "Body of Fire" power; instead, you can simulate this by buying other powers listed in this section. Appropriate powers include Fiery Flight, Fire Immunity, Fire Shield, and Flame Aura.

Powers based on fire and heat occur commonly among superhumans in most campaign settings; sometimes it seems as if every team has its own flame manipulator. Colorful, powerful, and often with just a hint of magic and mystery surrounding it, fire offers a lot of inspiration for superheroes and supervillains alike.

Players and GMs desiring more "realism" in their games should apply the $-\frac{1}{4}$ Limitation *Requires Oxygen* to virtually all Fire powers. This means the powers won't work underwater or in a vacuum, and also deplete the available oxygen in the area. However, many superhumans find ways to overcome these "realistic" restrictions, so it's perfectly appropriate not to apply this Limitation if you prefer not to.

See 6E2 150-52 for more rules about fire in the *HERO System*.

OFFENSIVE POWERS

Fire is commonly associated with damage and destruction, and therefore it comes as no surprise that most of the powers associated with this special effect are offensive in nature. As a default, the examples below are built using Blast, but with RKA as an option — fire, after all, can be deadly. The Limitation *No Knockback* would be appropriate for most fire attacks if desired, since fire has relatively little forceful impact, but it's not included in most of the examples.



DESSICATE

Effect: Blast 6d6, NND
Target: One character
Duration: Instant
Range: 300m
END Cost: 6

Description: Also known as *Withering Heat*, this power allows a character to create a zone of such intense heat around a target that it almost instantly dessicates and dehydrates him, causing him to experience pain and go into shock. Characters with a tolerance for intense heat are immune to the effect.

Game Information: Blast 6d6, NND (defense is Life Support [Safe Environment: Intense Heat]; +1). Total cost: 60 points.

Options:

- 1) *Intense Dessication:* Increase to Blast 8d6. Total cost: 80 points.
- 2) *Mild Dessication:* Decrease to Blast 4d6. Total cost: 40 points.
- 3) *But It's A Dry Heat:* The character's power has such severe effects that it can kill a living being. Decrease to Blast 3d6 and add Does BODY (+1) and No Knockback ($-\frac{1}{4}$). 45 Active Points; total cost 36 points.
- 4) *Heatwave:* The character can maintain the dessication effect, keeping it focused on the target until he passes out from dehydration and other effects. Decrease to Blast 5d6 and add Constant ($+\frac{1}{2}$). Total cost: 62 points.
- 5) *Hot Zone:* The character can apply dessicating heat over a large area, affecting numerous targets. Decrease to Blast 4d6 and add Area Of Effect (24m Radius; +1). Total cost: 60 points.



DESSICATION FIELD

Effect: Drain Water Powers 2d6
Target: One character
Duration: Instant
Range: 200m
END Cost: 10

Description: The character can create a tiny "field" of focused heat around a character so intense that it inhibits all of the target's water-based powers.

Game Information: Drain Water Powers 2d6, Expanded Effect + Variable Effect (all Water powers simultaneously; +4). Total cost: 100 points.

Options:

- 1) *Intense Dessication:* Increase to Drain Water Powers 3d6. Total cost: 150 points.
- 2) *Weak Dessication:* Decrease to Drain Water Powers 1d6. Total cost: 50 points.
- 3) *Dessication Touch:* Add No Range ($-\frac{1}{2}$). 100 Active Points; total cost 67 points.
- 4) *Dessication Effect:* The Dessication Field continues to affect the target as long as the character wills it (and pays END). Add Constant ($+\frac{1}{2}$). Total cost: 110 points.
- 5) *Dessication Zone:* The character can affect multiple water-powered characters at once. Add Area Of Effect (8m Radius; $+\frac{1}{2}$). Total cost: 110 points.



EXTINGUISH FIRE

Effect: Dispel 12d6, any one Fire Power
Target: See text
Duration: Instant
Range: 360m
END Cost: 5

Description: The character's control over fire allows him to extinguish flames.

For fire powers possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills a 1m radius area or less, use its Active Points (typically for an RKA, Constant) to determine whether the Dispel works (see 6E2 150 for suggested damage ranges for fires). If it fills a larger area, the character can either extinguish it in 1m radius area sections, or in larger "pieces." To determine the Active Points for a large fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: Dispel Fire 12d6, Variable Effect (any one Fire/Heat power at a time; +½). Total cost: 54 points.

Options:

- 1) *Strong Extinguishing:* Increase Dispel to 20d6. Total cost: 90 points.
- 2) *Weak Extinguishing:* Decrease Dispel to 10d6. Total cost: 45 points.
- 3) *Broad-Spectrum Extinguishing I:* Add Expanded Effect (any two Fire Powers simultaneously; +½). Total cost: 72 points.
- 4) *Broad-Spectrum Extinguishing II:* Add Expanded Effect (any four Fire Powers simultaneously; +1½). Total cost: 108 points.
- 5) *Broad-Spectrum Extinguishing III:* Change to Expanded Effect + Variable Effect (all Fire Powers simultaneously; +4). Total cost: 180 points.
- 6) *Wide Extinguishing I:* A character with this power can apply his Dispel to larger areas' worth of fire simultaneously and ignore the Area Of Effect on the fire for purposes of determining the Active Points he must overcome with his Dispel roll, or may affect multiple fire-using characters within an area at once. Add Area Of Effect (8m Radius; +½). Total cost: 72 points.
- 7) *Wide Extinguishing II:* Like Wide Extinguishing I, but covering a much smaller area, and mostly useful for easily hitting fast-moving fire-using characters. Add Area Of Effect (1m Radius; +¼). Total cost: 63 points.

- 8) *Increasing Extinguishing:* A character with this option might not always put out a fire on the first try, but often he can whittle it down until there's eventually nothing left. Add Cumulative (+½). Total cost: 72 points.
- 9) *Feed My Flames:* The character doesn't just extinguish fires — he takes their power for himself. Change to: Dispel Fire 12d6, Variable Effect (any one Fire/Heat power at a time; +½) (54 Active Points); Unified Power (-¼) (total cost: 43 points) **plus** Aid Fire Powers 2d6, Expanded Effect + Variable Effect (all Fire powers simultaneously; +4), Delayed Return Rate (points fade at the rate of 5 per Minute; +1), Trigger (when character successfully uses Dispel, activating Trigger takes no time, Trigger immediately automatically resets; +1) (84 Active Points); Only Aid Self (-1), Linked (-¼), Unified Power (-¼) (total cost: 34 points). Total cost: 77 points.



FIERY PRISON

Effect: RKA 2d6
Target: 1m Radius
Duration: Constant
Range: 300m
END Cost: 0

Description: The character can surround a 1m radius area with a cage made of flame. Persons trapped in the cage can leave — but they have to pass through the bars of the cage and take damage. Those who remain in the cage can attack anyone inside or outside it normally, though physical attacks that pass through the bars of the cage take damage.

Game Information: RKA 2d6, Area Of Effect (1m Radius; +¼), Constant (+½), Reduced Endurance (0 END; +½) (67 Active Points); Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Area (-½). Total cost: 45 points.

Options:

- 1) *Hellfire Prison:* Increase damage to RKA 3d6. 101 Active Points; total cost 67 points.
- 2) *Flickering Fiery Prison:* Decrease damage to RKA 1d6. 34 Active Points; total cost 23 points.
- 3) *Large Fiery Prison:* The character can cover a much larger area with, and thus capture more people inside, his prison. Change to Area Of Effect (8m Radius; +½). 75 Active Points; total cost 50 points.
- 4) *Man, It's Hot In Here:* The heat of the cage dessicates those trapped within, causing them to become tired and pass out. Add Blast 2d6, Area Of Effect (1m Radius; +¼), NND (defense is Life Support [Safe Environment: Intense Heat]; +1), Constant (+½) (27 Active Points); Linked (-½) (total cost: 18 points). 67 + 27 = 94 Active Points; total cost 45 + 18 = 63 points.



FIRE BLAST

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a blast of flame capable of inflicting severe burns and injuries on targets.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Fire Blast:* Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Fire Blast:* Decrease to Blast 8d6. Total cost: 40 points.
- 3) *Lethal Fire Blast:* Change to RKA 3d6. Total cost: 45 points.
- 4) *Brightfire Blast:* The light from the character's firebolt is intense enough to blind targets. Add Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). 60 + 20 = 80 Active Points; total cost 60 + 13 = 73 points.
- 5) *Fiery Forms:* The character's firebolt takes the form of a gout of flame (perhaps in some predefined shape, such as a phoenix, fire-snake, or the like) whose flight he can control. This allows him to arc it around corners or behind a foe to strike from behind. Decrease to Blast 8d6 and add Indirect (Source Point is always the character, but the Path can vary from use to use to strike the target from any angle; +½). Total cost: 60 points.
- 6) *Multi-Fire:* The character can fire a volley of firebolts, creating a deadly barrage of flame. Decrease to Blast 8d6 and add Autofire (5 shots; +½). Total cost: 60 points.
- 7) *Mini-Fireballs:* Instead of projecting bolts of flame, the character creates and throws miniature fireballs. Decrease to Blast 8d6 and add Autofire (5 shots; +½) and Range Based On STR (-¼). 60 Active Points; total cost 48 points.
- 8) *Everburning Fire Blast:* The character can maintain his Fire Blast, keeping it focused on his original target until that target falls. Decrease to Blast 8d6 and add Constant (+½). Total cost: 60 points.
- 9) *Cutting Fire I:* The character's flames are particularly hot and intense, allowing them to cut through targets with ease. Decrease to Blast 10d6 and add Armor Piercing (+¼). Total cost: 62 points.
- 10) *Cutting Fire II:* Like Cutting Fire I, but add Penetrating (+½) instead. Total cost: 75 points.
- 11) *Nova-Fire I:* The character can, if necessary, increase the intensity of his firebolt to the point where it can burn almost anything. This is particularly tiring and requires special effort. Add Blast +10d6 (50 Active Points); Increased Endurance Cost (x5 END; -2), Requires A Fire Powers Roll (-½) (total cost: 14 points). 60 + 50 = 110 Active Points; total cost 60 + 14 = 74 points.

- 12) *Nova-Fire II:* Similar to Nova-Fire I, but substitute RKA 3d6 + RKA 3d6. 45 + 45 = 90 Active Points; total cost 45 + 13 = 58 points.
- 13) *Line Of Fire:* The character's firebolt is large enough to burn anyone its path intersects. Decrease to Blast 8d6 and add Area Of Effect (32m Line; +½) and No Range (-½). 60 Active Points; total cost 40 points.
- 14) *Narrow Cone Fire Blast:* The character's firebolt takes the form of a narrow cone, making it easy for him to hit targets. Decrease to Blast 8d6 and add Area Of Effect (1m Radius; +¼). Total cost: 50 points.
- 15) *Broad Cone Fire Blast:* The character's firebolt takes the form of a cone that affects everything in a 60 degree arc in front of him. Decrease to Blast 8d6 and add Area Of Effect (32m Cone; +¾) and No Range (-½). 70 Active Points; total cost 47 points.
- 16) *Dangerous Fire Blast:* The character's Fire Blast ignites flammable objects nearby when used. Add Side Effects (ignites easily flammable environmental objects within 4m of character, always occurs; -0). Total cost: 60 points.
- 17) *Firestarter Blast:* The character's blast sets the target on fire; the target keeps burning even after the attack ends. Add the *Kindle* effect (see below) with Linked (-½). 60 + 19 = 79 Active Points; total cost 60 + 11 = 71 Active Points.



FIREBALL

Effect: Blast 8d6
Target: 18m Explosion
Duration: Instant
Range: 400m
END Cost: 6

Description: This classic fire power consists of a huge blast of flame, usually sphere-shaped, that the character projects at his opponents. Few targets have the ability to avoid or resist the blast.

Game Information: Blast 8d6, Area Of Effect (18m Radius Explosion; +½). Total cost: 60 points.

Options:

- 1) *Intense Fireball:* Increase to Blast 12d6. Total cost: 90 points.
- 2) *Weak Fireball:* Decrease to Blast 6d6. Total cost: 45 points.
- 3) *Large Fireball I:* Increase to Area Of Effect (32m Radius Explosion; +½). Total cost: 60 points.
- 4) *Large Fireball II:* Increase to Area Of Effect (50m Radius Explosion; +¾). Total cost: 70 points.
- 5) *Lethal Fireball:* Change to RKA 3d6. Total cost: 67 points.
- 6) *Bright Fireball:* The flames of this Fireball are so bright they blind as well as injure. Add Sight Group Flash 4d6, Area Of Effect (18m Radius Explosion; +½) (30 Active Points); Linked (-½) (total cost: 20 points). 60 + 30 = 90 Active Points; total cost 60 + 20 = 80 points.

- 7) *Firestorm*: Instead of projecting a ball of fire, the character surrounds himself with a maelstrom of flame that damages anyone who comes near him. Change to RKA 2d6, Area Of Effect (16m Radius; +½), Constant (+½), Personal Immunity (+¼) (75 Active Points); No Range (-½). Total cost: 50 points.
- 8) *Conflagration*: Similar to Firestorm, but usable at range. Remove Personal Immunity (+¼) and No Range (-½). Total cost: 67 points.
- 9) *Moving Conflagration*: As Conflagration, but add Mobile (+½). Total cost: 82 points.
- 10) *Rain Of Fire*: The character can cause fiery orbs or beams to rain down on his target from above. Add Indirect (Source Point is always above target; +¼). Total cost: 70 points.
- 11) *Novaball*: If necessary, the character can super-charge his Fireball, making its heat so intensive and deadly that few people can resist it. Increase to Blast 15d6, Area Of Effect (32m Radius Explosion; +½) (112 Active Points); Increased Endurance Cost (x2 END; -½), Extra Time (Full Phase; -½). Total cost: 56 points.
- 12) *Flamethrower Blast*: Instead of being a literal fireball, the character's blast of flame takes the form of a cone, similar to that projected by a flamethrower. Change to Area Of Effect (24m Cone; +¾) and add No Range (-½). 70 Active Points; total cost 47 points.
- 13) *Firestarter Ball*: The character's Fireball sets the targets on fire; the targets keeps burning even after the attack ends. Add RKA 1 point, Area Of Effect (18m Radius; +1), Constant (+½), Indirect (Source Point and Path can change from use to use to strike from any angle; +1), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (see text; +½) (24 Active Points); Limited Range (40m; -¼), Linked (-½) (total cost 14 points). 60 + 24 = 84 Active Points; total cost 60 + 14 = 74 Active Points.
- 3) *Expanded Fire Mastery I*: Add Expanded Effect (two Fire Powers simultaneously; +½). 80 Active Points; total cost 53 points.
- 4) *Expanded Fire Mastery II*: Decrease to Suppress Fire Powers 3d6 and add Expanded Effect (four Fire Powers simultaneously; +1½). 90 Active Points; total cost 60 points.
- 5) *Expanded Fire Mastery III*: Decrease to Suppress Fire Powers 2d6 and add Expanded Effect (all Fire Powers simultaneously; +3½). 80 Active Points; total cost 53 points.
- 6) *Stealing The Flame*: A character with this power literally takes the Fire Powers from another character and uses them to augment his own. Change to: Drain Fire Powers 4d6, Variable Effect (any one Fire Power at a time; +½) (60 Active Points); Unified Power (-¼) (total cost: 48 points) **plus** Aid Fire Powers 3d6 (standard effect: same roll as Drain dice), Variable Effect (any one Fire Power at a time; +½), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1) (45 Active Points); Linked (-½), Unified Power (-¼), Only Aid Self (-1) (total cost: 16 points). Total cost: 64 points.



FLAME AURA

Effect: RKA 2d6, Damage Shield
Target: Self
Duration: Constant
Range: Touch
END Cost: 3

Description: A sheath or mantle of flame covers the character's body. Anyone who touches him, or whom he Grabs, gets burned.

Game Information: RKA 2d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½) (52 Active Points); No Range (-½). Total cost: 35 points.

Options:

- 1) *Intense Flame Aura*: Increase to RKA 3d6. 79 Active Points; total cost 53 points.
- 2) *Weak Flame Aura*: Decrease to RKA 1d6. 26 Active Points; total cost 17 points.
- 3) *Easy Flame Aura*: Add Reduced Endurance (0 END; +½). 67 Active Points; total cost 45 points.
- 4) *Cutting Flame Aura*: The intensity of the character's Flame Aura slices through armor and other defenses like a hot knife through butter. Add Armor Piercing (+¼). 60 Active Points; total cost 40 points.
- 5) *Expanded Flame Aura*: This form of the Flame Aura extends beyond the character's body to engulf the area he stands in. This hurts people near him, but has no effect on physical missiles. Gamemasters should evaluate this power carefully before allowing it in play, since it involves a Damage Shield that's not confined to a character's body. If the GM allows it in the game, he should also allow the effect to move with the character as the character moves. Add Area Of Effect (4m Radius; +¼). 60 Active Points; total cost 30 points.



FIRE MASTERY

Effect: Suppress Fire Powers 4d6
Target: One character
Duration: Constant
Range: 400m
END Cost: 6

Description: The character's control of heat and fire is so great he can interfere with, and perhaps even temporarily prevent the use of, another character's Fire Powers.

Game Information: Suppress Fire Powers 4d6, Variable Effect (any one Fire Power at a time; +½) (60 Active Points); Costs Endurance (to maintain; -½). Total cost: 40 points.

Options:

- 1) *Strong Fire Mastery*: Increase to Suppress 6d6. 90 Active Points; total cost 60 points.
- 2) *Weak Fire Mastery*: Decrease to Suppress 2d6. 30 Active Points; total cost 20 points.

- 6) *Perpetual Flame Aura*: The character's Flame Aura never goes out, even when he sleeps. Decrease to RKA 1d6 and add Reduced Endurance (0 END; +½), Persistent (+¼), and Always On (-½). 37 Active Points; total cost 18 points.
- 7) *Firestarter Aura*: The character's Flame Aura sets the target on fire; the target keeps burning even after the attack ends. Add RKA 1 point, Constant (+½), Indirect (Source Point and Path can change from use to use to strike from any angle; +1), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (see text; +½) (19 Active Points); Linked (-½), No Range (-½) (total cost 9 points). 52 + 19 = 71 Active Points; total cost 35 + 9 = 44 Active Points.



FLASHFIRE

Effect: Sight Group Flash 8d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 4

Description: The character projects a bright bolt of flame not with the intent of hurting anyone, but to blind someone temporarily.

Game Information: Sight Group Flash 8d6. Total cost: 40 points.

Options:

- 1) *Intense Flashfire*: Increase to Sight Group Flash 12d6. Total cost: 60 points.
- 2) *Dull Flashfire*: Decrease to Sight Group Flash 6d6. Total cost: 30 points.
- 3) *Flare*: The character can project a flare of fire that blinds many people. Add Area Of Effect (18m Radius Explosion; +½). Total cost: 60 points.



FLY IN THE AMBER

Effect: Entangle 4d6, 6 PD/6 ED
Target: 1m Radius
Duration: Instant
Range: 500m
END Cost: 7

Description: The character uses heat to melt the ground underneath his target. After the target sinks in the molten area, the heat is quickly withdrawn causing the target to be trapped in the now hardened ground (but without suffering any significant burns).

Game Information: Entangle 4d6, 6 PD/6 ED, Area Of Effect (1m Radius; +¼) (62 Active Points); Only Affects Targets On The Ground (-¼). Total cost: 50 points.

Options:

- 1) *Heavy Amber*: Increase to Entangle 6d6, 6 PD/6 ED. 75 Active Points; total cost 60 points.
- 2) *Slow Cooling*: The character does not completely cool the molten area. Add RKA 1d6, Constant (+½), Uncontrolled (lasts for 2d6 Segments or until character is freed from Entangle; +½) (37 Active Points); Linked (-½). Total cost: 25 points; total cost for the overall power 50 + 20 = 70 points.



HEAT BEAM

Effect: Blast 12d6; RKA 4d6; RKA ½d6 Surface
Target: One character/One Character/Surface
Duration: Instant
Range: 600m/600m/100m
END Cost: 6/6/2

Description: The character can project a beam of pure heat. Depending on how intense he makes it, it can harm, kill, or simply heat the surface of a metallic object so that it's dangerous to hold.

Game Information:

Cost Power

- 60 **Heat Beam:** Multipower, 60-point reserve
- 6f 1) **Standard Heat Beam:** Blast 12d6
- 4f 2) **Intense Heat Beam:** RKA 4d6; Increased Endurance Cost (x2 END; -½)
- 1f 3) **Heating Up Objects:** RKA ½d6, Area Of Effect (Surface of any object up to human size; +¼), Constant (+½); Only Works On Metallic Objects (-½)

Total cost: 71 points.

Options:

- 1) *Strong Power*: Increase Multipower reserve to 70 points, slot one to Blast 14d6, and slot two to RKA 4½d6. Total cost: 83 points.
- 2) *Weak Power*: Decrease to 40 points, slot one to Blast 8d6, and slot two to RKA 2½d6. Total cost: 48 points.



IMMOLATION

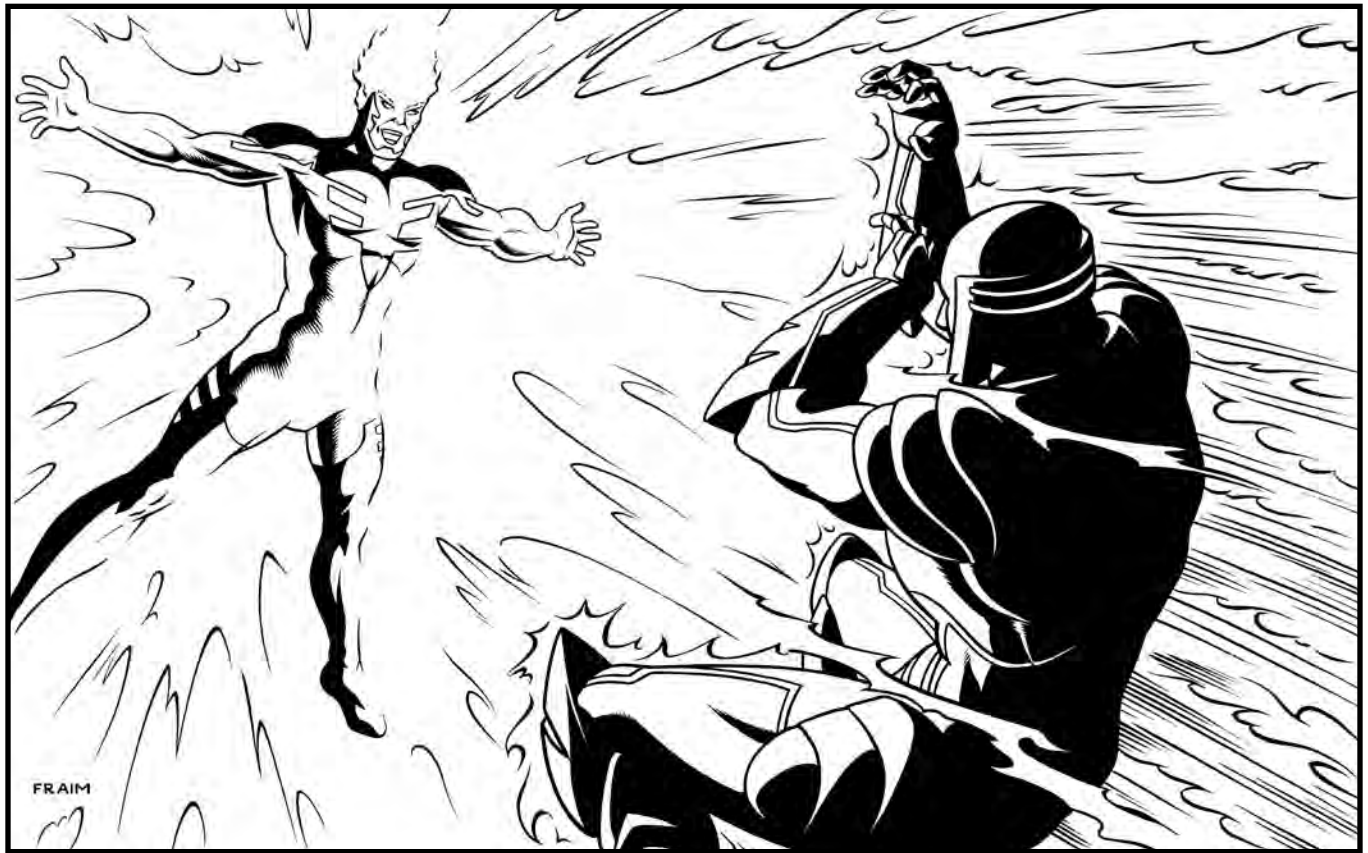
Effect: RKA 2d6, Indirect, Accurate
Target: One character
Duration: Instant
Range: 300m
END Cost: 6

Description: The character can cause another person or object to burst into flame.

Game Information: RKA 2d6, Area Of Effect (1m Radius Accurate; +½), Indirect (Source Point is always the character, but Path can change from use to use to strike from any angle; +½) (60 Active Points); No Knockback (-¼), Not Versus Targets In Or Under Water (-¼). Total cost: 40 points.

Options:

- 1) *Strong Immolation*: Increase to RKA 3d6. 90 Active Points; total cost 60 points.
- 2) *Weak Immolation*: Decrease to RKA 1d6. 30 Active Points; total cost 20 points.
- 3) *Long-Range Immolation*: The character can set another character on fire over great distances. Add No Range Modifier (+½). 75 Active Points; total cost 50 points.
- 4) *Lasting Immolation*: The character can keep the target burning. Add Constant (+½). 75 Active Points; total cost 50 points.
- 5) *Immolation Variant I*: This form of Immolation does slightly less damage, but has a greater chance of penetrating a target's defenses. Decrease to RKA 1½d6 and add Penetrating (+½). 62 Active Points; total cost 41 points.



- 6) *Immolation Variant II*: This version of Immolation allows the character to set someone on fire, and then attack another person while the fire continues to burn. Add Constant (+½) and Uncontrolled (+½). 90 Active Points; total cost 60 points.
- 7) *Immolation Variant III*: This type of Immolation can badly injure almost any target. Decrease to RKA 1d6 and add NND (defense is ED Resistant Protection defined as a force-field, or the like; +1), Does BODY (+1), and Constant (+½). 67 Active Points; total cost 45 points.



KINDLE

Effect: RKA 1 point
Target: One character
Duration: Uncontrolled
Range: 40m
END Cost: 0

Description: This simple ability allows a character to ignite any flammable object. He doesn't need to have a direct line of attack to ignite a flammable object — if he can see it, he can ignite it, regardless of intervening barriers like walls. The object keeps burning until it consumes all the fuel, it runs out of oxygen, or someone smothers it. If another flammable object touches the flames, it catches on fire as well.

Game Information: RKA 1 point, Constant (+½), Indirect (Source Point and Path can change from use to use to strike from any angle; +1), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (see text; +½) (19 Active Points); Limited Range (40m; -¼). Total cost: 15 points.

Options:

- 1) *Intense Fire*: Increase to RKA 1d6. 56 Active Points; total cost 45 points.
- 2) *Burning Down The House*: The character can ignite any flammable object within an 16m radius area. He can choose which items to set on fire, and which remain untouched by the flames. Since the power has Area Of Effect Selective Accurate, the rolls the character makes to hit both the area and the Selective targets are all against DCV 3. Add Area Of Effect (16m Radius Selective Accurate; +1¼). 25 Active Points; total cost 20 points.



MELTING BEAM

Effect: RKA 2d6, Penetrating (+½)
Target: One character
Duration: Instant
Range: 300m
END Cost: 4

Description: The character can project a beam of heat and fire specifically designed to melt materials. Rather than set them on fire or damage them with impact, this attack causes them to liquefy.

Game Information: RKA 2d6, Penetrating (+½). Total cost: 45 points.

Options:

- 1) *Sustained Melting Beam*: This beam continues to melt targets as long as the character maintains it. Add Constant (+½). Total cost: 60 points.
- 2) *Irresistible Melting Beam*: This beam is so powerful that few characters or objects can withstand its effects. Decrease to RKA 1d6, remove Penetrating (+½), and add

Constant (+½), NND (defense is ED Resistant Protection defined as a force-field, or Fire powers; +1), and Does BODY (+1). Total cost: 52 points.

- 3) *Anti-Metal Melting Beam*: This form of melting beam is particularly effective against metals and plastics. Add RKA +2d6, Penetrating (+½) (45 Active Points); Only Versus Metals And Plastics (-½), Linked (-½) (total cost: 22 points). 45 + 45 = 90 Active Points; total cost 45 + 22 = 67 points.



PYROKINESIS

Effect: Telekinesis (30 “STR”), Only On Fire
Target: Special
Duration: Constant
Range: 450m
END Cost: 4

Description: The character has the power to “pick up” masses of flame doing up to 6 Damage Classes’ worth of damage (see APG 122). He can move the flame around without causing it to go out, and can “touch” targets with it to inflict damage (which “uses up” the flame, extinguishing it). He can also shape the fire into simple forms, such as geometric shapes, a bird of flame, or the like.

Game Information: Telekinesis (30 “STR”) (45 Active Points); Only Works On Fire (-1). Total cost: 22 points.

Options:

- 1) *Greater Pyrokinesis*: Increase to Telekinesis (40 “STR”). 60 Active Points; total cost 30 points.
- 2) *Weaker Pyrokinesis*: Decrease to Telekinesis (20 “STR”). 30 Active Points; total cost 15 points.
- 3) *Firesculpting*: The character has the power to form elaborate, detailed shapes out of fire. Add Fine Manipulation (actually creating the fire sculptures may require a PS: Sculpture roll or the like; the Adder does not confer artistic talent). 55 Active Points; total cost 27 points.



SUMMER'S WARMTH

Effect: Drain Ice/Cold Powers 4d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 5

Description: The character can leech away the power of cold and ice.

Game Information: Drain Ice/Cold Powers 4d6, Variable Effect (any one Ice/Cold power at a time; +½). Total cost: 60 points.

Options:

- 1) *Strong Touch*: Increase to Drain 6d6. Total cost: 90 points.
- 2) *Weak Touch*: Decrease to Drain 3d6. Total cost: 45 points.
- 3) *Expanded Summer's Touch I*: Decrease to Drain Ice/Cold Powers 3d6 and add Expanded Effect (two Ice/Cold powers at a time; +½). Total cost: 60 points.

- 4) *Expanded Summer's Touch II*: Decrease to Drain Ice/Cold Powers 2d6 and add Expanded Effect (four Ice/Cold powers at a time; +1½). Total cost: 60 points.

- 5) *Expanded Summer's Touch III*: Decrease to Drain Ice/Cold Powers 2d6 and add Expanded Effect (all Ice/Cold powers simultaneously; +3½). Total cost: 100 points.

- 6) *Summer's Touch*: The character has to touch an opponent to affect him with this power. Add No Range (-½). 60 Active Points; total cost 40 points.



TOUCH OFF

Effect: Mind Control 8d6, ACV
Target: One explosive device
Duration: Instant
Range: 50m
END Cost: 4

Description: The character sends a mild flash of fire coursing over a person's body. Any flammable explosive on his person — grenades, gunpowder in bullets, firecrackers, dynamite — detonates from the heat and the charge. The explosion may hurt other people nearby (this is simulated with the *Side Effects* Limitation at -0), based on how the explosives are built in game terms and the GM's judgment.

See APG 70-73 for rules about applying Mind Control to weapons and other devices.

Game Information: Mind Control 8d6, ACV (uses OCV against DCV; +0) (40 Active Points); Limited Normal Range (50m; -½), Only Works On Explosive Devices (-1), Set Effect (only to make the devices explode; -1), Side Effects (see text; -0). Total cost: 11 points.



WELDING

Effect: Major Transform 1d6 (fuse two metal objects together)
Target: One object
Duration: Constant
Range: Touch
END Cost: 1

Description: The character can focus his control of fire to generate a super-hot flame that welds two metal objects together. He has to know how to do it, though; the power takes the place of equipment, but doesn't provide the necessary skill.

Game Information: Major Transform 1d6 (two pieces of metal into one, heals back by being broken or separated by force), Constant (+½), Reduced Endurance (½ END; +¼) (17 Active Points); No Range (-½), Requires A PS: Welder Roll (-¼). Total cost: 10 points.

Options:

- 1) *Stronger Arc Welding*: Increase to Major Transform 2d6. 35 Active Points; total cost 20 points.
- 2) *Weaker Arc Welding*: Decrease to Major Transform ½d6. 9 Active Points; total cost 5 points.
- 3) *Ranged Arc Welding*: Remove No Range (-½). Total cost: 14 points.
- 4) *Tiring Arc Welding*: Remove Reduced Endurance (+¼). 15 Active Points; total cost 8 points.

DEFENSIVE POWERS



COLD RESISTANCE

Effect: Resistant Protection (0 PD/20 ED); Only Works Against Ice/Cold

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's power over fire and heat allows him to more easily resist damage from ice and cold.

Game Information: Resistant Protection (0 PD/20 ED) (30 Active Points); Only Works Against Ice/Cold (-½). Total cost: 20 points.

Options:

- 1) *Extreme Cold Resistance:* Character also buys Energy Damage Reduction, Resistant, 50% (30 Active Points); Only Works Against Ice/Cold (-½) (total cost: 20 points). 30 + 30 = 60 Active Points; total cost 20 + 20 = 40 points.
- 2) *Lesser Cold Resistance:* Decrease to Resistant Protection (0 PD/12 ED). 18 Active Points; total cost 12 points.



EYES OF FIRE

Effect: Sight Group Flash Defense (12 points)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Because he has a body (including eyes) made of or sheathed in flame, or simply due to long exposure to bright fires, the character is less vulnerable to the effects of bright lights than other characters.

Game Information: Sight Group Flash Defense (12 points) (12 Active Points); Only Versus Flashes Based On Light (-¼). Total cost: 10 points.

Options:

- 1) *Strong Eyes:* Increase to Sight Group Flash Defense (15 points). 15 Active Points; total cost 12 points.
- 2) *Weak Eyes:* Decrease to Sight Group Flash Defense (9 points). 9 Active Points; total cost 7 points.



FIERY WARMTH

Effect: Life Support (Safe Environment: Intense Cold, Intense Heat)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's fire powers keep him warm in the coldest environments, and comfortably cool in the hottest ones.

Game Information: Life Support (Safe Environment: Intense Cold, Intense Heat). Total cost: 4 points.

Options:

- 1) *Gather 'Round The Fire:* The character's powers help keep his friends warm (or cool) as well. Add Usable By Nearby (+1). Total cost: 8 points.



FIRE IMMUNITY

Effect: Energy Damage Reduction, Resistant, 75%, Only Works Against Fire

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's fire powers make it difficult (at best) for anyone to hurt him with fire.

Game Information: Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Fire (-½). Total cost: 40 points.

Options:

- 1) *Fire Immunity Shield:* Instead of being immune to fire damage all the time, the character must activate and maintain the power. Add Costs Endurance (-½). Total cost: 30 points.
- 2) *Enhanced Fire Immunity:* The character has extra ED to help him resist fire damage. Character also buys Resistant Protection (0 PD/30 ED) (45 Active Points); Only Works Against Fire (-½). Total cost: 30 points.



FIRE SHIELD

Effect: Resistant Protection (16 PD/24 ED)

Target: Self

Duration: Constant

Range: Self

END Cost: 6

Description: The character surrounds himself with a mantle of fire that protects him from attacks. It has greater effect against energy attacks than physical attacks.

Game Information: Resistant Protection (18 PD/22 ED) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Stronger Shield:* Increase to Resistant Protection (23 PD/27 ED). 75 Active Points; total cost 50 points.
- 2) *Weaker Shield:* Decrease to Resistant Protection (13 PD/17 ED). 45 Active Points; total cost 30 points.
- 3) *Burning Shield:* Anyone who touches the character's protective field gets burned; prolonged or repeated contact could prove fatal. Add RKA ½d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼) (17 Active Points); Linked (-½), No Range (-½). Total cost 8 points; total cost of overall power 48 points.

**MISSILE MELTING****Effect:** Deflection, Only Works Against Physical Projectiles**Target:** Target's OCV**Duration:** Instant**Range:** 200m**END Cost:** 2**Description:** The character uses his fire powers to melt physical missiles before they hit him.**Game Information:** Deflection (20 Active Points); Only Works Against Physical Projectiles (-¼). Total cost: 16 points.**NEGATE HEAT SIGNATURE****Effect:** Invisibility to Infrared Perception**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 2**Description:** By controlling the temperature of his body and his powers, a character can “blend in” with the ambient heat, thus rendering himself invisible to the ability to perceive thermal variations.**Game Information:** Invisibility to Infrared Perception. Total cost: 20 points.**Options:**

- 1) *Easy Body Heat Control:* The character's control over his body heat is effortless. Add Reduced Endurance (0 END; +½). Total cost: 30 points.
- 2) *Automatic Body Heat Control:* The character automatically blends in with the ambient heat at all times. Add Reduced Endurance (0 END; +½), Persistent (+¼), and Always On (-½). 35 Active Points; total cost 23 points.
- 3) *Precise Body Heat Control:* Even persons close to the character can't perceive his body heat. Add No Fringe. Total cost: 30 points.

**WALL OF FIRE****Effect:** RKA 2d6**Target:** 25m long, 2m wide, 4m high Line**Duration:** Constant**Range:** 300m**END Cost:** 5**Description:** The character can erect a wall of flame. Anyone or anything can pass through the fiery wall easily, but they suffer damage from the flames when they do so.**Game Information:** RKA 2d6, Area Of Effect (25m long, 2m wide, 4m high Line; +¾). Total cost: 52 Active Points.**Options:**

- 1) *Longer Wall:* Increase to Area Of Effect (50m long, 2m wide, 4m high Line; +1). Total cost: 60 points.
- 2) *Shorter Wall I:* Decrease to Area Of Effect (15m long, 2m wide, 4m high Line; +½). Total cost: 45 points.
- 3) *Shorter Wall II:* Decrease to Area Of Effect (25m long, 2m wide, 2m high Line; +½). Total cost: 45 points.

MOVEMENT POWERS**FIERY FLIGHT****Effect:** Flight 40m**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 4**Description:** Virtually all characters with Fire powers have Flight, whether it derives from fiery wings, projecting flame behind the character to propel him like a rocket, creating thermals that lift and move the character, or some other method.**Game Information:** Flight 40m. Total cost: 40 points.**Options:**

- 1) *Fast Flight:* Increase to Flight 60m. Total cost: 60 points.
- 2) *Slow Flight:* Decrease to Flight 30m. Total cost: 30 points.

**FIREWALKING****Effect:** Teleportation 40m, Only Through Fires**Target:** Self**Duration:** Instant**Range:** Self**END Cost:** 4**Description:** The character can travel instantly from one place to another — provided that there's a fire in both places. If he has no fire available, he cannot Teleport; and even when he does have a fire to use at his departure point, he can only designate as arrival points other places where fire exists. Both areas of fire must be at least 2m big (big enough to cover an adult human).**Game Information:** Teleportation 40m (40 Active Points), Only Through Fire (-1). Total cost: 20 points.**Options:**

- 1) *Big Steps I:* Increase to Teleportation 60m. 60 Active Points; total cost 30 points.
- 2) *Big Steps II:* Add x8 Noncombat. 50 Active Points; total cost 25 points.
- 3) *Big Steps III:* The character can step to fires many miles away, provided he can perceive them. Decrease to Teleportation 10m and add MegaScale (1m = 100 km; +1½). 25 Active Points; total cost 12 points.
- 4) *Short Steps:* Decrease to Teleportation 20m. 20 Active Points; total cost 10 points.
- 5) *Fiery Road:* The character's comrades can accompany him on his journey, but the departure and arrival points must have fires large enough to contain the entire group (2m of fire per person). Add Usable By Nearby (+1). 80 Active Points; total cost 40 points.
- 6) *Fiery Portal I:* The character can open a “portal” from one area of fire to another. People can travel either way through the portal, or fire attacks through them. Change to Teleportation 30m, Area Of Effect (1m Radius; +¼),

Constant (+½), Usable On Others (+¼)
(60 Active Points); Gate (-½), Only Through
Fire (-1). Total cost: 24 points.

- 7) *Fiery Portal II*: Like Fiery Portal I, but add
MegaScale (1m = 1 km; +1). 90 Active Points;
total cost 36 points.
- 8) *Smokewalking*: Like Firewalking, but the
character can use 2m of smoke or fire to travel
through. He can start in fire and end up in
smoke, or vice-versa; he's not restricted to fire-
fire or smoke-smoke. Change Only Through
Fire (-1) to Only Through Fire Or Smoke (-½).
Total cost: 27 points.

SENSORY POWERS



SENSE TEMPERATURE

Effect: Detect Temperature
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's affinity for heat allows
him to quickly gauge the local temperature.

Game Information: Detect Temperature (INT
Roll), Sense. Total cost: 5 points.



THERMAL VISION

Effect: Infrared Perception
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can perceive heat
differentials. Among other things, this often allows
him to see in the dark.

Game Information: Infrared Perception (Sight
Group). Total cost: 5 points.

MISCELLANEOUS POWERS



ABSORB FIRE

Effect: Absorption 30 BODY (to STUN), Fire Only
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character has the power to
absorb fire and heat, using it to increase his own
power and resilience. Typically he Absorbs the
power from other superhumans' fire attacks, but
he can also Absorb from things like ordinary
hearth fires if necessary (see 6E2 150-52).

This power write-up assigns the Absorbed
points to STUN, but you can specify some other
Characteristic or Power if you wish. Endurance, or
an Endurance Reserve, would be helpful; so would
increasing the power of various attacks.

Game Information: Absorption 30 BODY (to
STUN) (30 Active Points); Limited Phenomenon
(fire only; -½). Total cost: 20 points.

Options:

- 1) *Greater Absorption*: Increase to Absorption 40
BODY. 40 Active Points; total cost 27 points.
- 2) *Lesser Absorption*: Decrease to Absorption 20
BODY. 20 Active Points; total cost 13 points.
- 3) *Power Boost*: The STUN gained from the char-
acter's Absorption fades at a much slower rate
than normal. Add Delayed Return Rate (points
fade at the rate of 5 per Minute; +1). 60 Active
Points; total cost 40 points.
- 4) *More Power!:* The character's capacity for
Absorption is much greater than normal.
Add Increased Maximum (x2; +¼). 37 Active
Points; total cost 25 points.
- 5) *Your Puny Flames Only Make Me Stronger!:*
The character's ability to Absorb fire/heat
energy also defends him against attacks. Add
Defensive Absorption (Resistant Defense; +1).
60 Active Points; total cost 40 points.

SMOKE POWERS

Where there's fire, there's smoke, so many
characters with Fire and Heat-based powers also
have some ability to create and manipulate smoke.
Air-based characters may also have some of these
powers.



CHOKING SMOKE

Effect: Blast 5d6, NND
Target: 8m Radius
Duration: Instant
Range: 250m
END Cost: 4

Description: The character can create a cloying
cloud of smoke that isn't thick enough to obscure
vision, but does cause anyone inside it to choke.

Game Information: Blast 5d6, NND (defense is
Life Support [Self-Contained Breathing]; +1),
Area Of Effect (8m Radius; +½) (62 Active
Points); Does Not Work In High Winds Or Rain
(-¼). Total cost: 50 points.

Options:

- 1) *Thicker Smoke*: Increase to Blast 6d6. 75 Active
Points; total cost 60 points.
- 2) *Thinner Smoke*: Decrease to Blast 4d6. 50 Active
Points; total cost 40 points.
- 3) *Lingering Smoke*: The character can maintain
his cloud of smoke as long as he likes (and
can pay END). Add Constant (+½). 75 Active
Points; total cost 60 points.

**OBSCURING SMOKE**

Effect: Change Environment, -4 to Sight Group PER Rolls
Target: 8m Radius
Duration: Constant
Range: 140m
END Cost: 2

Description: The character creates a cloud of smoke that isn't thick enough to block peoples' vision totally, but does significantly interfere with it.

Game Information: Change Environment, -4 to Sight Group PER Rolls, Area Of Effect (8m Radius; +½) (18 Active Points); Does Not Work In High Winds Or Rain (-¼). Total cost: 14 points.

Options:

- 1) *Thicker Smoke:* Increase to -6 to Sight Group PER Rolls. 27 Active Points; total cost 22 points.
- 2) *Thinner Smoke:* Decrease to -2 to Sight Group PER Rolls. 18 Active Points; total cost 14 points.
- 3) *Larger Cloud:* Increase to Area Of Effect (32m Radius; +1). 24 Active Points; total cost 19 points.

**SMOKE CLOUD**

Effect: Darkness to Sight Group
Target: 8m Radius
Duration: Constant
Range: 400m
END Cost: 4

Description: The character can create a cloud of smoke so thick that no one can see through it.

Game Information: Darkness to Sight Group 8m radius (40 Active Points); Does Not Work In High Winds Or Rain (-¼). Total cost: 32 points.

Options:

- 1) *Larger Cloud:* Increase to 12m radius. 60 Active Points; total cost 48 points.
- 2) *Smaller Cloud:* Decrease to 6m radius. 30 Active Points; total cost 24 points.
- 3) *Stinking Smoke:* The heavy odor of the smoke also blocks characters' olfactory senses. Add Smell/Taste Group. 45 Active Points; total cost 36 points.
- 4) *Thick, Choking Smoke:* The character's smoke not only blocks vision, it chokes anyone inside the cloud. Decrease to 6m radius, add Choking Smoke (above), and Link Smoke Cloud to Choking Smoke. $62 + 40 = 102$ Active Points; total cost $50 + 32 = 82$ points.

**SMOKE FORM**

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into smoke, allowing him to seep through any barrier that's not airtight.

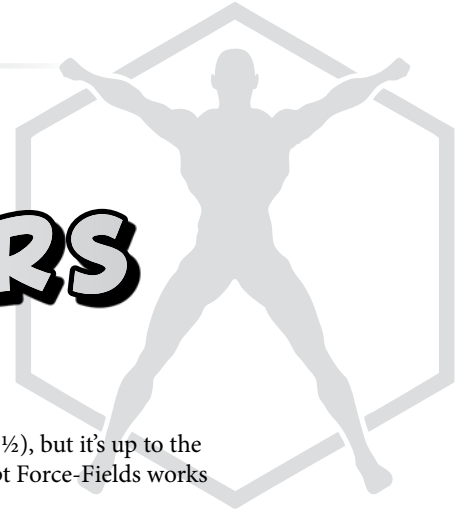
You can also use this as a general *Gaseous Form* power.

Game Information: Desolidification (affected by fire and air attacks) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.

Options:

- 1) *Body Of Smoke:* The character exists in permanent smoke form; he has no solid physical body. Add Reduced Endurance (0 END; +½), Persistent (+¼), and Always On (-½). 70 Active Points; total cost 35 points.

FORCE POWERS



Force powers involve the control and manipulation of planes and fields of force, not only for defense but for various offensive purposes as well. The exact nature of the “force” involved isn’t necessarily clearly defined; it’s a sort of “rubber science” phenomenon common to Superhero settings, much like Cosmic Energy. Direct Force attacks usually work against Physical rather than Energy defenses, but the GM can define things as he wishes.

As a fictional form of energy, Force doesn’t have any unusual “side effects” — its existence and nature defy scientific laws. Thus, the GM can have Force function however he wants. For example, in some settings Force powers may interact with the air like Electricity, creating ozone and thus posing some risks in enclosed areas. In others it may not be possible to curve fields of Force, thus creating exploitable weak points wherever the straight planes intersect or “bend.” In some it may conduct Electricity; in others it’s a perfect insulator. The possibilities are limited only by the general nature of Force and the GM’s imagination.

Force powers are closely associated with Energy Manipulation Powers, Kinetic Energy Powers, and Telekinetic Powers in many cases. Powers listed in those sections may be appropriate for some Force-based characters (perhaps with minor changes).

OFFENSIVE POWERS



DISRUPT FORCE-FIELDS

Effect: Suppress Resistant Protection 6d6, Only Works On Force-Fields
Target: One character
Duration: Constant
Range: 600m
END Cost: 6

Description: The character’s control over fields and planes of force is so great that he can disrupt protective force-fields around other characters and objects.

Because this power derives from a character’s ability to manipulate “force energy,” it only works on forms of the *Resistant Protection* Power that are defined as “force-fields” or the like. Typically this means most forms of Resistant Protection with the

Limitation *Costs Endurance* (-½), but it’s up to the GM to decide whether Disrupt Force-Fields works on a particular power.

Game Information: Suppress Resistant Protection 6d6 (60 Active Points); Costs Endurance (to maintain; -½), Limited Effect (only works on force-fields, see text; -½). Total cost: 30 points.

Options:

- 1) *Strong Disruption:* Increase to Suppress Resistant Protection 8d6. 80 Active Points; total cost 40 points.
- 2) *Weak Disruption:* Decrease to Suppress Resistant Protection 4d6. 40 Active Points; total cost 20 points.
- 3) *Easy Disruption:* Add Reduced Endurance (½ END; +¼). 75 Active Points; total cost 37 points.
- 4) *Expanded Disruption:* This form of the power also works on Barriers defined as force-fields or force-walls. Decrease to Suppress Resistant Protection 5d6 and add Variable Effect (either Resistant Protection or Barrier; +½). 75 Active Points; total cost 37 points.



FORCE BLAST

Effect: Blast 12d6 (physical)
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a bolt, blast, or beam of force that smashes targets with tremendous power.

Game Information: Blast 12d6 (physical). Total cost: 60 points.

Options:

- 1) *Strong Blast:* Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Blast:* Decrease to Blast 10d6. Total cost: 50 points.
- 3) *Sharp Force Blast:* The character can “shape” the leading edge of his force blast, giving it the ability to penetrate defenses more easily. Decrease to Blast 10d6 and add Armor Piercing (+¼). Total cost: 62 points.
- 4) *Force Fusillade:* The character can fire multiple beams of force at one or more targets. Decrease to Blast 8d6 and add Autofire (5 shots; +½). Total cost: 60 points.



- 5) *Force Fist*: Instead of firing a beam of force, the character shapes force into a gigantic fist, hammer, or the like, with which he can strike his enemies from any angle. Decrease to Blast 8d6 and add Indirect (Source Point and Path can vary from use to use; +1). Total cost: 80 points.
- 6) *Uncontrollable Force Blast*: The character's body emits a Force Blast at all times, requiring him to use a special device to keep the power under control. The nature of the device depends upon how the power works: if the blast comes from his hands, the device is a gauntlet; if from his eyes, special goggles; if from his mouth, a high-tech muzzle; and so on. In game terms, the device "buys off" the value of the *Always On* Limitation for the power, blocking it for a time. This is a highly unusual construct; it requires the GM's permission to introduce into a game and should not be used repeatedly to alter *Always On* powers. Add Reduced Endurance (0 END; +½), Constnat (+½), Persistent (+¼), and *Always On* (-½) (135 Active Points; total cost 90 points) and buy off the *Always On* (45 Active Points); OIF (special restraining device; -½) (total cost: 30 points). Total cost: 120 points.
- 7) *Force Analysis*: The character's Force powers and understanding of force-fields makes it easy for him to penetrate such defenses with this attack. (See APG 137 for rules on multiple Armor Piercing.) Add Armor Piercing (x2; +¾)

- for Force Blast (45 Active Points); Extra Time (makes whole attack take a Full Phase; -½), Only Applies Against Force-Fields (-½), Requires A PER Roll (-½). Total cost: 18 points.
- 8) *Unseen Force*: The character's Force isn't visible. Decrease to Blast 8d6 and add Invisible to Sight Group (+½). Total cost: 60 points.
 - 9) *Pushing Force*: The character's Force Blast is particularly likely to knock targets around. Decrease to Blast 8d6 and add Double Knockback (+½). Total cost: 60 points.



FORCE EXPLOSION

Effect: Blast 8d6 (physical)
Target: 8m Radius
Duration: Instant
Range: 400m
END Cost: 6

Description: The character fires a blast of Force power that detonates like a bomb, flinging enemies around like leaves.

Game Information: Blast 8d6 (physical), Area Of Effect (8m Radius; +½), Double Knockback (+½). Total cost: 80 points.

Options:

- 1) *Strong Blast*: Increase to Blast 10d6. Total cost: 100 points.
- 2) *Weak Blast*: Decrease to Blast 6d6. Total cost: 60 points.

**FORCE LIFTING**

Effect: Telekinesis (20 STR)
Target: One character or object
Duration: Constant
Range: 300m
END Cost: 3

Description: By manipulating planes of force, the character can pick up and move objects and people. He may shape the force to resemble a giant hand or platform, but he doesn't have to. (For stronger powers and related powers with other applications, see the *Telekinetic Powers* section of this book.)

Game Information: Telekinesis (20 STR). Total cost: 30 points.

Options:

- 1) *Unseen Force:* The character's Force isn't visible. Add Invisible to Sight Group (+½). Total cost: 45 points.

**FORCE PULSE**

Effect: Blast 8d6 (physical)
Target: 4m Radius
Duration: Instant
Range: No Range
END Cost: 6

Description: The character emits a "pulse" of force around himself to blast everyone standing nearby.

Game Information: Blast 8d6 (physical), Area Of Effect (4m Radius; +¼), Personal Immunity (+¼) (60 Active Points); No Range (-½). Total cost: 40 points.

Options:

- 1) *Stronger Pulse:* Increase to Blast 12d6. 90 Active Points; total cost 60 points.
- 2) *Weaker Pulse:* Decrease to Blast 6d6. 45 Active Points; total cost 30 points.
- 3) *Larger Pulse I:* Increase to Area Of Effect (8m Radius; +½). 70 Active Points; total cost 47 points.
- 4) *Larger Pulse II:* Increase to Area Of Effect (16m Radius; +¾). 80 Active Points; total cost 53 points.
- 5) *Repeating Pulse:* Force pulses roll off the character like waves. Decrease to Blast 6d6 and add Autofire (5 shots; +½). 90 Active Points; total cost 60 points.
- 6) *Powerful Pulse:* The character's Force Pulse knocks his opponents around like tenpins. Add Double Knockback (+½). 80 Active Points; total cost 53 points.
- 7) *Unseen Pulse:* The character's Force Pulse isn't visible. Decrease to Blast 6d6 and add Invisible to Sight Group (+½). 60 Active Points; total cost 40 points.

**FORCE SHACKLES**

Effect: Entangle 4d6, 8 PD/8 ED
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can shape force to create bindings to restrain other characters. The power may manifest as bands of force that wrap the victim from head to toe, glowing "energy chains" that wrap his wrists and feet, or the like. Regardless of the power's appearance, the character can also re-shape it to form barriers.

Game Information: Entangle 4d6, 8 PD/8 ED. Total cost: 60 points.

Options:

- 1) *Strong Shackles:* Increase to Entangle 6d6, 9 DEF. Total cost: 75 points.
- 2) *Weak Shackles:* Decrease to Entangle 3d6, 5 PD/5 ED. Total cost: 40 points.
- 3) *Chain Gang:* The character can shackle many enemies at once. Decrease to Entangle 4d6, 4 PD/4 ED and add Area Of Effect (16m Radius Selective; +1). Total cost: 80 points.
- 4) *Force Cage:* The character's Entangle manifests as a barred cage. The victim can't leave the cage unless he breaks free, but he can still make Ranged attacks and use Foci. Add Does Not Prevent The Use Of Accessible Foci (-1). 60 Active Points; total cost 30 points..
- 5) *Blinding Force:* The character's force-bands block the victim's sight and hearing. Decrease to Entangle 4d6, 4 PD/4 ED and add Stops Sight And Hearing Groups. Total cost: 60 points.
- 6) *Lasting Shackles:* The character must maintain the shackles. Add Costs Endurance (to maintain; -¼). 60 Active Points; total cost 48 points.
- 7) *Unseen Bonds:* The character's Force Shackles aren't visible. Decrease to Entangle 4d6, 4 PD/4 ED and add Invisible to Sight Group (+½). Total cost: 60 points.

**FORCE SPEAR**

Effect: RKA 3d6
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character can project a sharp-pointed blast of force capable of killing people or penetrating light tank armor.

Game Information: RKA 3d6. Total cost: 45 points.

Options:

- 1) *Strong Spear:* Increase to RKA 4d6. Total cost: 60 points.
- 2) *Weak Spear:* Decrease to RKA 2d6. Total cost: 30 points.
- 3) *Spear Projection Zone I:* The character can project a blast of Force Spears that covers the entire area around himself. Add Area Of Effect (16m Radius; +¾), Personal Immunity (+¼),

and No Range (-½). 90 Active Points; total cost 60 points.

- 4) *Spear Projection Zone II*: As Spear Projection Zone I, but the character covers the area by projecting multiple beams of force, so he can control who he attacks. As Spear Projection I, but decrease to RKA 2½d6 and add Selective (+¼). 90 Active Points; total cost 60 points.
- 5) *Sharp Force Spear*: The character can “shape” the leading edge of his force blast, making it even sharper and more likely to injure the target. Add Armor Piercing (+¼). Total cost: 56 points.
- 6) *Spear Fusillade*: The character can fire multiple beams of force at one or more targets. Decrease to RKA 2½d6 and add Autofire (5 shots; +½). Total cost: 60 points.
- 7) *Force Weapon*: Instead of firing a beam of force, the character shapes force into a gigantic weapon — such as a sword, a spear, or an axe — with which he can strike his enemies from any angle. Decrease to RKA 2½d6 and add Indirect (Source Point and Path can vary from use to use; +1). Total cost: 80 points.
- 8) *Force Analysis*: The character’s Force powers and understanding of force-fields makes it easy for him to penetrate such defenses with this attack. (See APG 137 for rules on multiple Armor Piercing.) Add Armor Piercing (x2; +¾) for Force Spear (34 Active Points); Extra Time (makes whole attack take a Full Phase; -½), Requires A PER Roll (-½). Total cost: 17 points.
- 9) *Unseen Spear*: The character’s Force Spear isn’t visible. Decrease to RKA 2d6 and add Invisible to Sight Group (+½). Total cost: 45 points.



GADGET CRACKING

Effect: RKA 3d6, Only Versus Devices
Target: One object
Duration: Instant
Range: 450m
END Cost: 4

Description: The character can create a tiny bubble of force inside a technological object — a suit of powered armor, a lock, a gun, a car — and then expand the bubble, breaking and ruining the device.

Game Information: RKA 3d6 (45 Active Points); Only Versus Devices (-1). Total cost: 22 points.

Options:

- 1) *Stronger Cracking*: Increase to RKA 4d6. 60 Active Points; total cost 30 points.
- 2) *Weaker Cracking*: Decrease to RKA 2d6. 30 Active Points; total cost 15 points.
- 3) *Enhanced Cracking*: If the character can see a technological device, he can create a bubble inside it to break it, regardless of intervening barriers such as windows. Decrease to RKA 2d6 and add Indirect (Source Point and Path can vary from use to use; +1). 60 Active Points; total cost 30 points.



STRANGULATION BUBBLE

Effect: RKA ½d6, NND, Does BODY
Target: One character
Duration: Constant
Range: 100m
END Cost: 3

Description: The character can create a bubble of force around a person’s head (or other breathing organs, as appropriate) that slowly but surely strangles the life out of him by preventing him from getting oxygen. (See also the *Suffocation I* power on page 18 for a non-lethal version of this ability.)

Game Information: RKA ½d6, NND (defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1), Does BODY (+1), Constant (+½). Total cost: 35 points.

Options:

- 1) *Quicker Strangulation*: Increase to RKA 1d6. Total cost: 52 points.
- 2) *Slower Strangulation*: Decrease to RKA 1 point. Total cost: 17 points.
- 3) *Realistic Strangulation*: The Strangulation Bubble causes characters to die from lack of oxygen much more quickly than the rules ordinarily allow (see 6E2 130). To simulate drowning, build the power using the optional rule on APG 83: Change Environment (suffocation). Total cost: 20 points.
- 5) *No Air For Any Of You*: The character can create multiple Strangulation Bubbles around multiple targets. Add Area Of Effect (16m Radius Selective; +1). Total cost: 45 points.
- 6) *Enhanced Strangulation*: If the character can see a target, he can create a bubble around the target’s head, regardless of intervening barriers such as windows. Add Indirect (Source Point and Path can vary from use to use; +1). Total cost: 45 points.
- 7) *Psychokinetic Strangulation*: This form of the power is more like a psionic attack. Add ACV (uses OMCV against DCV; +0) and Line Of Sight (+½). Total cost: 40 points.
- 8) *Unseen Bubble*: The character’s Strangulation Bubble isn’t visible. Add Invisible to Sight Group (+½). Total cost: 40 points.

DEFENSIVE POWERS



FORCE POINT DEFENSE

Effect: Deflection
Target: Target’s OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character uses his defensive force-field to deflect, block, or misdirect Ranged attacks aimed at him.

Game Information: Deflection. Total cost: 20 points.

Options:

- 1) *Improved Force Point Defense*: Add +4 with Deflection. Total cost: +8 points.

**FORCE SHIELD**

Effect: Resistant Protection (20 PD/20 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can create a strong field of force around his body that protects him against attacks.

Game Information: Resistant Protection (20 PD/20 ED) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Strong Force Shield:* Increase to Resistant Protection (30 PD/30 ED). Total cost: 90 points.
- 2) *Weak Force Shield:* Decrease to Resistant Protection (15 PD/15 ED). Total cost: 45 points.
- 3) *Tough Force Shield:* Add Hardened (+¼) or Impenetrable (+¼). 75 Active Points; total cost 50 points.
- 4) *Full-Spectrum Force Shield:* The character's Force Shield protects him against just about any type of attack. Change to Resistant Protection (12 PD/12 ED/8 Mental Defense/10 Power Defense/8 Sight Group Flash Defense). 75 Active Points; total cost 50 points.
- 5) *Comfortable Shield:* The character's force shield traps enough oxygen inside to allow him to breathe freely in harsh conditions, or filters out harmful gases while allowing breathable ones in. Add Life Support (Self-Contained Breathing) (10 Active Points); Linked (-½). Total cost: 7 points.
- 6) *Nobody's Getting Hurt While I'm Around:* The character can give other characters the ability to create force shields around themselves. Decrease to Resistant Protection (10 PD/10 ED), Usable Simultaneously (up to 8 people; +1), Ranged (+½). 75 Active Points; total cost 50 points.
- 7) *Variable Force Shield:* The character has up to 40 points' worth of Resistant Protection, which he can change the allocation of from Phase to Phase if he wants. Add Allocatable (+¼). 75 Active Points; total cost 50 points.
- 8) *Expansible Force Shield:* The character's force-field protects things he carries. Adds Protects Carried Items. 70 Active Points; total cost 47 points.

**FORCE BARRIER**

Effect: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable
Target: Area
Duration: Constant
Range: 700m
END Cost: 7

Description: The character can create a shimmering barrier of force that blocks attacks.

Game Information: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable (70 Active Points); Costs Endurance (to maintain; -½). Total cost: 47 points.

Options:

- 1) *Strong Barrier:* Increase to Barrier 12 PD/12 ED, 12 BODY (up to 12m long, 4m tall, and ½m thick). 80 Active Points; total cost 53 points.
- 2) *Weak Barrier:* Decrease to Barrier 8 PD/8 ED, 8 BODY (up to 8m long, 3m tall, and ½m thick). 59 Active Points; total cost 39 points.
- 3) *Larger Barrier:* Add +10m length and +1m height. 81 Active Points; total cost 54 points.
- 4) *Variable Barrier:* Add Allocatable (+¼). 87 Active Points; total cost 58 points.
- 5) *Standing Barrier:* Remove Costs Endurance (-½). Total cost: 70 points.
- 6) *Force Bridge:* Add +40m length, remove Non-Anchored, and add Horizontal Only (i.e., the character can only use the power to create bridges and other horizontal "platforms"; -1). 100 Active Points; total cost 40 points.

MOVEMENT POWERS**FORCERIDING**

Effect: Flight 20m, Must Remain Within 30m Of A Solid Surface, Physical Manifestation
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can create a "column" or "arm" of force and move it, thus carrying himself through the air. However, he must have something solid to "anchor" the force to — typically the ground, but possibly the side of a building or the like (non-solid surfaces, such as a body of water, won't suffice). Furthermore, the column/arm manifests physically, so other characters may attack it, possibly causing the character to fall.

Game Information: Flight 20m (20 Active Points); Must Remain Within 30m Of A Solid Surface (-¼), Physical Manifestation (-¼). Total cost: 13 points.

Options:

- 1) *Faster Riding:* Increase to Flight 30m. 30 Active Points; total cost 20 points.
- 2) *Slower Riding:* Decrease to Flight 16m. 16 Active Points; total cost 11 points.
- 3) *Force-Flight:* The character can fly simply by projecting force behind himself, eliminating the need for a physical manifestation. Change to Flight 30m with no Limitations. Total cost: 30 points.



GRAVITY POWERS

G gravity powers involve the manipulation or alteration of gravity. This allows for a wide range of effects, from creating zones of zero gravity, to making people too heavy to move, to moving enormous objects around at will, to flying, to a variety of gravitic blasts and attacks. They're mostly offensive and defensive in nature.

Gravity powers are often closely related to Density Alteration, Force, and Telekinetic powers. When you build a gravity-manipulating character, review those categories for other powers that might be appropriate, such as Selective Density Alteration (page 84), Too Heavy To Move (page 86), Gadget Cracking (page 150), or The Big Squeeze (page 324).

Unlike many other abilities, Gravity powers should be fairly "absolute" — if they affect a character, they do so to an extreme degree (either normal gravity applies to him, or it doesn't). To simulate this, many of the powers below have relatively high Active Point totals. If necessary you can scale them back, but the GM should keep the nature of the special effect in mind.

OFFENSIVE POWERS



GRAVITIC BLAST

Effect: Blast 12d6 (physical)
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a blast of concentrated gravitic energy that hits the target like a sledgehammer.

Game Information: Blast 12d6 (physical). Total cost: 60 points.

Options:

- 1) *Strong Gravitic Blast:* Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Gravitic Blast:* Decrease to Blast 8d6. Total cost: 40 points.

- 3) *Tenpins Blast:* The gravitic force of the character's blast has a much greater chance than normal of knocking the target head over heels. Decrease to Blast 10d6 and add Double Knockback (+½). Total cost: 75 points.
- 4) *Disabling Blast:* The lingering gravitic effects of the character's blast make it difficult for the character to move his limbs. Add Entangle 2d6, 2 PD/2 ED (20 Active Points); Linked (-½) (total cost: 13 points). 60 + 20 = 80 Active Points; total cost 60 + 13 = 73 points.



GRAVITIC DRAG

Effect: Suppress Movement Powers 4d6
Target: One character
Duration: Constant
Range: 400m
END Cost: 6

Description: The character manipulates gravity to interfere with another character's ability to move. In effect, he enhances the gravitic pull on the target to slow him down, maybe even stop him from moving altogether. It doesn't affect Teleportation or other forms of movement that have no relation to gravity, but most Movement Powers are subject to it.

Game Information: Suppress Movement Powers 4d6, Variable Effect (any one gravity-related Movement Power at a time; +½) (60 Active Points); Costs Endurance (to maintain; -½). Total cost: 40 points.

Options:

- 1) *Heavy Drag:* Increase to Suppress Movement Powers 6d6. 90 Active Points; total cost 60 points.
- 2) *Less Drag:* Decrease to Suppress Movement Powers 3d6. 45 Active Points; total cost 30 points.
- 3) *Enhanced Drag:* Add Expanded Effect (any two Movement Powers simultaneously; +½). 80 Active Points; total cost 53 points.
- 4) *Group Drag:* The character can make everyone in a wide area around him suffer the same diminished movement effect. Decrease to Suppress Movement Powers 3d6 and add Area Of Effect (16m Radius; +¾) and Personal Immunity (+¼). 75 Active Points; total cost 50 points.

**GRAVITIC LOOSENING**

Effect: Major Transform 6d6 (make target take Double Knockback)
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character alters the pull of gravity on a target, “loosening” him (or it) so that gravity doesn’t hold it as strongly. In game terms, treat the target as if it had a Physical Complication that it takes Double Knockback from all attacks that would do Knockback (calculate the KB using the rules for the Advantage of the same name).

At the GM’s option, this Transform may have some other effects. The character’s “lightness” may reduce his weight for purposes of people picking him up and/or throwing him, and it might enhance his Leaping or make him fall more slowly.

Game Information: Major Transform 6d6 (ordinary target into a target who takes Double Knockback from all attacks that do Knockback; heals back normally or through another application of this power). Total cost: 60 points.

Options:

- 1) *Greater Loosening:* Increase to Major Transform 9d6. Total cost: 90 points.
- 2) *Lesser Loosening:* Increase to Major Transform 4d6. Total cost: 40 points.

**GRAVITIC MANIPULATION**

Effect: Telekinesis (50 STR)
Target: One character
Duration: Constant
Range: 750m
END Cost: 7

Description: One of the most basic and common Gravity powers, this is the ability to alter or manipulate gravitic forces to move objects without having to touch them. The character’s control is precise enough to allow him to throw, squeeze, or “punch” a target in addition to simply lifting and moving him. (For more complex “tricks” involving this sort of power, see the *Telekinetic Powers* section of this book.)

Game Information: Telekinesis (50 STR). Total cost: 75 points.

Options:

- 1) *Strong Gravitic Manipulation:* Increase to Telekinesis (60 STR). Total cost: 90 points.
- 2) *Weak Gravitic Manipulation:* Decrease to Telekinesis (40 STR). Total cost: 60 points.
- 3) *Precise Gravitic Manipulation:* Decrease to Telekinesis (40 STR) and add Fine Manipulation. Total cost: 70 points.
- 4) *Imprecise Gravitic Manipulation:* Add Affects Whole Object (-¼). 75 Active Points; total cost 60 points.

**GRAVITIC SHOCK**

Effect: Blast 6d6, AVAD (Power Defense)
Target: One character
Duration: Instant
Range: 80m
END Cost: 6

Description: The character can “whipsaw” a target with concentrated gravity, creating an effect similar to the intense “G forces” that can cause jetfighter pilots to black out. (For more information about G forces, including expanded rules, see *Star Hero*.)

Game Information: Blast 6d6, AVAD (Power Defense; +1) (60 Active Points); Limited Range (80m; -¼). Total cost: 48 points.

Options:

- 1) *Strong Shock:* Increase to Blast 8d6. 80 Active Points; total cost 64 points.
- 2) *Weak Shock:* Decrease to Blast 4d6. 40 Active Points; total cost 32 points.
- 3) *Ongoing Shock:* The character can maintain the G force effect until the target passes out. Decrease to Blast 5d6 and add Constant (+½). 62 Active Points; total cost 50 points.

**GRAVITIC VERTIGO**

Effect: Suppress DEX, CON, OCV, and DCV 3d6
Target: One character
Duration: Constant
Range: 300m
END Cost: 7

Description: The character manipulates gravity to interfere with the bones and tissues in the target’s inner ear so that he can’t maintain his balance, doesn’t know which way is “up” or “down,” and otherwise loses control of his body.

Game Information: Suppress DEX, CON, OCV, and DCV 3d6, Expanded Effect (four Characteristics simultaneously; +1½) (75 Active Points); Costs Endurance (-½). Total cost: 50 points.

Options:

- 1) *High Vertigo:* Increase to Suppress DEX 4d6. 100 Active Points; total cost 67 points.
- 2) *Low Vertigo:* Decrease to Suppress DEX 2d6. 50 Active Points; total cost 33 points.
- 3) *Group Vertigo:* The character can make everyone in a wide area around him suffer the same disorienting effect. Decrease to Suppress 2d6 and add Area Of Effect (16m Radius; +¾), Personal Immunity (+¼), and No Range (-½). 70 Active Points; total cost 35 points.



GRAVITIC VULNERABILITY

Effect: Drain DCV 6d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character uses his control over gravity to slow his enemies down, making them easier to hit.

Game Information: Drain DCV 6d6. Total cost: 60 points.

Options:

- 1) *Greater Vulnerability:* Increase to Drain DCV 8d6. Total cost: 80 points.
- 2) *Lesser Vulnerability:* Decrease to Drain DCV 4d6. Total cost: 40 points.
- 3) *Gravitic Vulnerability Field:* Decrease to Drain DCV 4d6 and add Area Of Effect (8m Radius; +½). Total cost: 60 points.
- 4) *Vulnerable And Less Accurate:* The power also inhibits the targets' ability to move their arms, aim their attacks, and so forth. Decrease to Drain 4d6 and add Expanded Effect (OCV and DCV simultaneously; +½). Total cost: 60 points.



GRAVITY ALTERATION

Effect: Telekinesis (40 STR)
Target: 16m Radius
Duration: Constant
Range: 600m
END Cost: 10

Description: The character can create a field of altered gravity. He can either increase the gravity, pinning everyone inside the affected area to the ground, or he can cancel gravity and hold them all motionless off the ground. He must choose one or the other each time he uses the power; he cannot pin some people down while holding others up in the air.

Anyone in the affected area has to break out of the Telekinesis using STR before he can move his body in any way (including relatively trivial motions such as pulling a trigger or aiming a Blast). If he succeeds, he can act normally, though he will have to make further rolls if he does not leave the affected area before the character's next Phase. Anyone who enters the affected area after it's established has to make rolls as well (see 6E1 127).

If he pins the targets to the ground, the character can also cause STR damage to them as if performing a Grab and Squeeze. He cannot do this if he's holding them off the ground.

Game Information: Telekinesis (40 STR), Area Of Effect (16m Radius; +¾) (105 Active Points); Only To Pull Objects Straight Down To Earth Or Hold Them Off The Ground (-1). Total cost: 52 points.

Options:

- 1) *Strong Gravity Alteration:* Increase to Telekinesis (60 STR). 157 Active Points; total cost 78 points.
- 2) *Weak Gravity Alteration:* Decrease to Telekinesis (30 STR) and Area Of Effect (8m Radius; +½). 67 Active Points; total cost 33 points.
- 3) *Large Gravity Alteration:* Increase to Area Of Effect (32m Radius; +1). 120 Active Points; total cost 60 points.
- 4) *Selective Gravity Alteration:* The character can choose who to affect within the area covered; some people can walk through it freely, others cannot. Add Selective (+¼). 120 Active Points; total cost 60 points.
- 5) *Gravity Field:* As a cheaper, but more restricted, alternative, characters can buy the following: Change Environment, -5 to STR Rolls, Area Of Effect (32m Radius; +1) (total cost: 30 points). Anyone who enters the affected area has to make a STR Roll to keep moving or perform any STR-based action (like moving limbs). A character who fails his roll cannot move, though he retains his full OCV/DCV; he can make further rolls to break free in his later Phases, and anyone outside the field can easily get him out of it with, say, Telekinesis or a lasso. For greater effect, increase the penalty to the STR Roll (-8 to STR Roll, 48 points; -10 to STR Roll, 60 points; -15 to STR Roll, 90 points).



GRAVITY CANCELLATION

Effect: Flight 16m, Usable As Attack
Target: One character
Duration: Constant
Range: 160m
END Cost: 6

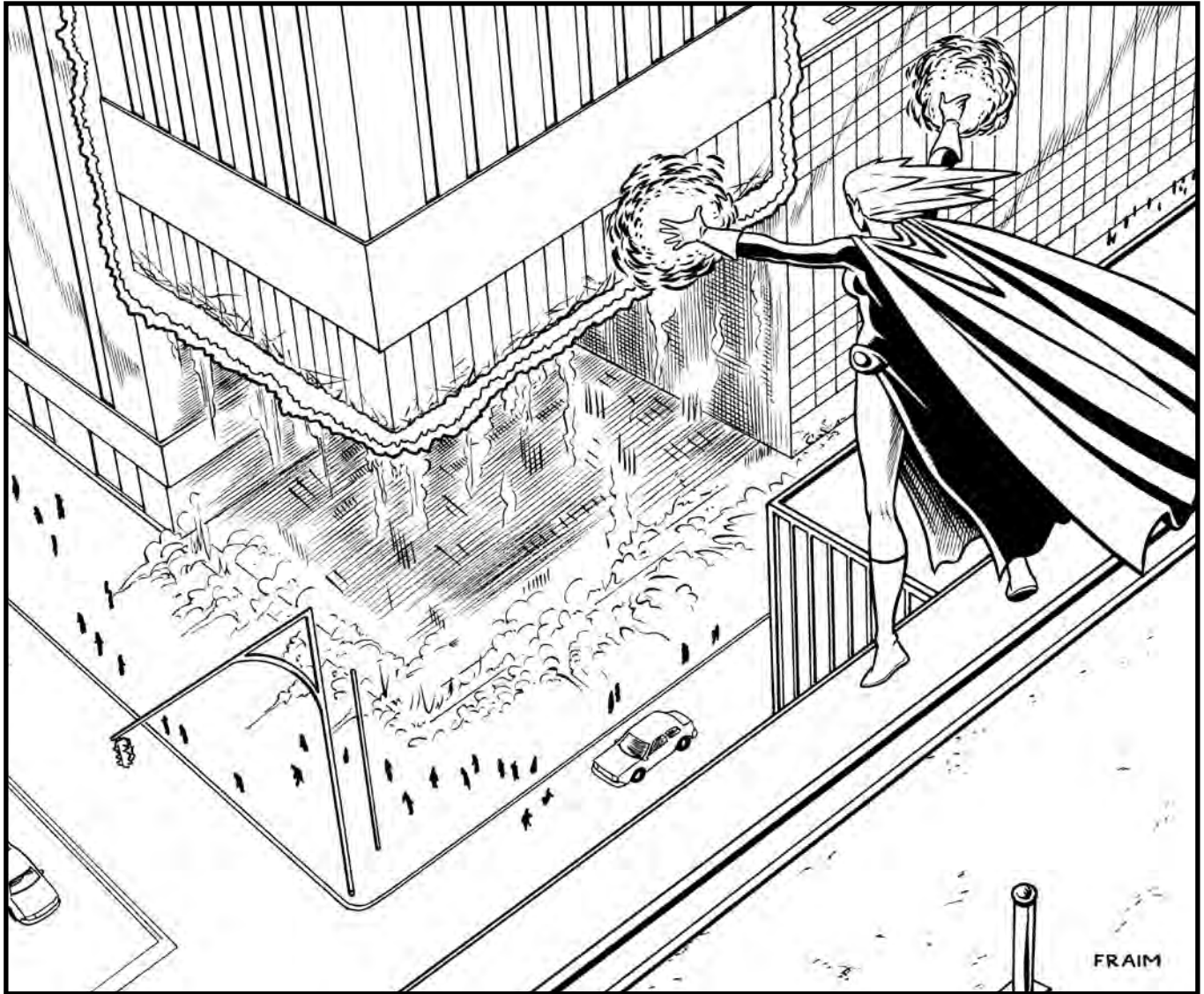
Description: This power allows the character to cancel the effects of gravity on another person and move him around at will (though usually he just holds him off the ground, helpless). Unlike Telekinesis, which the victim can break free from using his STR, this power is built with Flight Usable As Attack, which leaves the victim with no means of escape.

Given the nature of this power, technically it should work on *any* object, but the rules limit the amount of object mass it can pick up (a character's mass does not matter). The GM may, in the interest of common sense and dramatic sense, allow the character to ignore the weight restriction if he feels that doing so won't cause game balance problems.

Game Information: Flight 16m, Usable As Attack (affects any character or any object of up to 1,600 kg; defense is Density Increase, Desolidification, Power Defense, or gravity-manipulation abilities; +2¼), Ranged (+½). Total cost: 60 points.

Options:

- 1) *Swifter Movement:* Increase to Flight 24m. Total cost: 90 points.
- 2) *Slower Movement:* Decrease to Flight 10m. Total cost: 37 points.



- 3) *Gravity Cancellation Field I*: The character can affect everyone within an area. The standard mass restriction applies *per object* in the affected area, not for the overall area. Add Area Of Effect (16m Radius; +¾). Total cost: 72 points.
- 4) *Gravity Cancellation Field II*: As Gravity Cancellation Field I, but the character controls gravity's effect on the persons and objects in the field on a case-by-case basis. He makes his attack against DCV 3 for each individual or object he wants to affect. Add Area Of Effect (16m Radius Selective Accurate; +1¼). Total cost: 80 points.
- 5) *Enhanced Mass*: The character has enough power to cancel the effects of gravity on objects weighing 400 metric tons. Increase to Usable As Attack (affects any character or any object of up to 400,000 kg; defense is Density Increase, Desolidification, Power Defense, or gravity-manipulation abilities; +4¼). Total cost: 92 points.

DEFENSIVE POWERS



GRAVITIC POINT DEFENSE

Effect: Deflection, Only Works Against Physical Projectiles

Target: Target's OCV

Duration: Instant

Range: 200m

END Cost: 2

Description: The character can instantly make any physical missile so heavy that it drops to the ground.

Game Information: Deflection (20 Active Points); Only Works Against Physical Projectiles (-¼). Total cost: 16 points.

Options:

- 1) *Improved Gravitic Point Defense*: Add +8 OCV with Deflection. Total cost: +8 points.
- 2) *Easy Gravitic Point Defense*: The character doesn't tire himself out using this power. Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 24 points.

**GRAVITIC SHIELD**

Effect: Resistant Protection (22 PD/18 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can manipulate gravitic energy to create a protective field around himself. The field is slightly more effective against physical attacks.

Game Information: Resistant Protection (22 PD/18 ED) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Strong Gravitic Shield:* Increase to Resistant Protection (27 PD/23 ED). 75 Active Points; total cost 50 points.
- 2) *Weak Gravitic Shield:* Decrease to Resistant Protection (17 PD/13 ED). 45 Active Points; total cost 30 points.

**GRAVITIC WALL**

Effect: Barrier 8 PD/8 ED, 8 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable
Target: Area
Duration: Constant
Range: 620m
END Cost: 6

Description: The character can create a barrier of gravitic energy to shield himself (and sometimes his comrades) from attack.

Game Information: Barrier 8 PD/8 ED, 8 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable (62 Active Points); Costs Endurance (to maintain; -½). Total cost: 41 points.

Options:

- 1) *Strong Wall:* Increase to Barrier 10 PD/10 ED, 10 BODY. 70 Active Points; total cost 47 points.
- 2) *Weak Wall:* Decrease to Barrier 6 PD/6 ED, 6 BODY. 54 Active Points; total cost 36 points.
- 3) *Larger Wall:* Add +7m length and +1m height. 70 Active Points; total cost 47 points.

MOVEMENT POWERS**GRAVITON MANIPULATION**

Effect: Flight 40m
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: By manipulating gravitons (“gravity particles”), the character can control the effects of gravity on his body with such precision that he can fly, often with a high degree of maneuverability.

Game Information: Flight 40m. Total cost: 40 points.

Options:

- 1) *Fast Graviton Manipulation I:* Increase to Flight 50m. Total cost: 50 points.
- 2) *Fast Graviton Manipulation II:* Increase to Flight 40m, x8 Noncombat. Total cost: 50 points.
- 3) *Slow Graviton Manipulation:* Decrease to Flight 30m. Total cost: 30 points.
- 4) *Agile Graviton Manipulation I:* The character’s control over gravitons allows him to make much sharper turns than the average flyer. He can make as many turns in a Phase as he wants, with no penalty, as long as he has the Flight meters to traverse the desired path. Add No Turn Mode (+¼). Total cost: 50 points.
- 5) *Agile Graviton Manipulation II:* The character also buys +3 with Flight. Total cost: +6 points.
- 6) *Twin Graviton Manipulation:* The character can bring along some friends when he flies. Add Usable By Nearby (+1). Total cost: 80 points.

**MOONLEAPING**

Effect: Leaping +30m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character minimizes the effect of gravity on himself so that he can make prodigious leaps.

Game Information: Leaping +30m. Total cost: 15 points.

Options:

- 1) *Strong Leaping:* Increase to Leaping +40m. Total cost: 20 points.
- 2) *Weak Leaping:* Decrease to Leaping +20m. Total cost: 10 points.

**PERSONAL GRAVITY BUBBLE**

Effect: Clinging
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can create a gravity well in a thin field around himself (or at least his hands and feet) that lets him walk up walls and along ceilings.

Game Information: Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Costs Endurance (-½). Total cost: 6 points.

Options:

- 1) *Strong Gravity Bubble:* Increase Clinging STR to normal STR + 15. 15 Active Points; total cost 9 points.
- 2) *Effortless Gravity Bubble:* Remove Costs Endurance (-½). Total cost: 8 points.

SENSORY AND MISCELLANEOUS POWERS



GRAVITIC FIELD READING

Effect: Spatial Awareness
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense the incredibly minute gravitic attraction exerted by persons, objects, and other things of small mass, thus obtaining a “picture” of the world around him.

Game Information: Spatial Awareness. Total cost: 32 points.



SENSE GRAVITIC FIELD

Effect: Detect Gravity
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the innate ability to sense the local gravitic field. He can evaluate its strength, determine what (if anything) is manipulating it, and so on.

Game Information: Detect Gravity (INT Roll) (Touch Group), Discriminatory, Analyze, Range. Total cost: 18 points.



GRAVITY ADAPTATION

Effect: Environmental Movement (Zero-G Training)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character’s innate sense for and ability to manipulate gravity allows him to function without hindrance in zero-gravity environments.

Game Information: Environmental Movement (Zero-G Training). Total cost: 6 points.



GRAVITY LENS

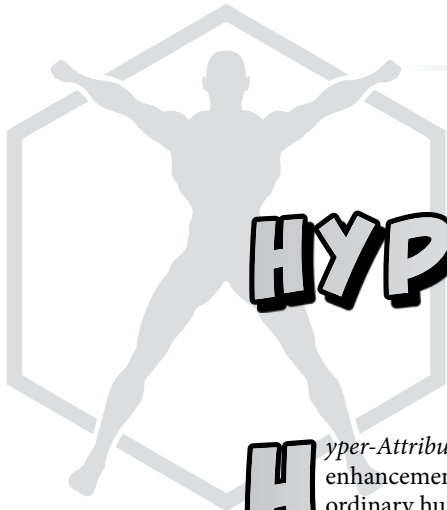
Effect: Telescopic (+20 PER versus Range Modifier) for Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character uses gravity to bend light so he can easily see things at a distance.

Game Information: Telescopic (+20 PER versus Range Modifier) for Sight Group (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

Options:

- 1) *Strong Lens:* Increase to Telescopic (+24 PER versus Range Modifier). 36 Active Points; total cost 24 points.
- 2) *Weak Lens:* Decrease to Telescopic (+16 PER versus Range Modifier). 24 Active Points; total cost 16 points.



HYPER-ATTRIBUTES

Hyper-Attributes are powers that involve enhancements to, or expansions of, ordinary human abilities. They come in two categories: Hyper-Characteristics and Hyper-Senses.

HYPER-CHARACTERISTICS

The Strength And Toughness Powers category later in this book represent characters with far more powerful STR (and CON, PD, and ED) than normal — Hyper-Strength Powers, if you will. Similarly, at least some of the Speedster Powers can in some respects be regarded as Hyper-Dexterity and -Speed Powers. *Hyper-Characteristics Powers* represent superpowers that derive from having superhumanly powerful versions of some of the other *HERO System* Characteristics and related abilities, such as INT or good looks (the *Striking Appearance* Talent). In addition to the two categories mentioned above, you can find other powers that could have the special effect of “Hyper-Characteristics” in such categories as Body Control Powers, Mental And Psionic Powers, and Precognition Powers.

HYPER-DEXTERITY POWERS



QUADRUPLE-JOINTED

Effect: Stretching 1m, Always Direct, No Noncombat Stretching, Cannot Do Damage

Target: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character’s joints and body are so malleable and flexible that he can actually extend his reach for up to 1m, or otherwise contort his body in ways that would make even the most accomplished yoga practitioner green with envy.

Game Information: Stretching 1m (1 Active Point); Always Direct (-¼), No Noncombat Stretching (-¼), Cannot Do Damage (-½). Total cost: 1 point.

HYPER-CONSTITUTION POWERS



IMMUNITY

Effect: Life Support (Immunity to all terrestrial diseases, poisons, and biological and chemical warfare agents)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character’s metabolism is so superhumanly strong and efficient that he shrugs off the effects of poisons, drugs, chemicals, and the like.

Game Information: Life Support (Immunity to all terrestrial diseases, poisons, and biological and chemical warfare agents). Total cost: 10 points.

HYPER-BODY POWERS



REDUNDANT ORGANS

Effect: +5 BODY plus +10 BODY, Only To Extend Point Of Death

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character’s body contains two or more copies of many (if not all) of his vital organs. This makes him hardier and tougher in general, but most importantly it makes him significantly harder to kill. Being shot through the heart is much less traumatic for a hero when he’s got a second heart on the other side of his chest to take over and keep the blood pumping, after all....

In game terms, this power is represented in two ways. First, the character has a higher BODY than normal. That’s represented here with +5 BODY, but you could buy even more if you like. Second, he has an additional +10 BODY that only count for purposes of determining the “negative BODY” point at which he dies. It doesn’t improve the amount of positive BODY damage he can take before reaching the negatives... but once he reaches the negative BODY range, it takes a lot longer before he dies.

Game Information: +5 BODY (total cost: 5 points) plus +10 BODY (10 Active Points); Only To Extend Point Of Death (-1½) (total cost: 4 points). Total cost: 9 points.

Options:

- 1) *Strong Redundant Organs:* Increase to +8 BODY and +13 BODY. $8 + 13 = 21$ Active Points; total cost $8 + 5 = 13$ points.
- 2) *Weak Redundant Organs:* Decrease to +3 BODY and +8 BODY. $3 + 8 = 11$ Active Points; total cost $3 + 3 = 6$ points.

HYPER-INTELLIGENCE POWERS

Hyper-Intelligence Powers is one of the largest and most flexible groups of Hyper-Characteristic abilities. In addition to the powers listed here, the special effect of “Hyper-Intelligence” could justify buying a wide range of Enhanced Senses, Talents, and Super-Skills that aren’t listed here.



ANTICIPATION

Effect: Precognition, Time Modifiers, Requires An INT Roll
Target: Self
Duration: Constant
Range: No Range
END Cost: 0

Description: The character’s hyper-analytical mind can evaluate the most likely course of actions for people, phenomena, and events around him and predict the outcome with astonishing accuracy. The further forward in time the time period the character analyzes, the less accurate his predictions tend to be.

Game Information: Clairsentience (Sight and Hearing Groups), Precognition, Reduced Endurance (0 END; +½) (75 Active Points); No Range (-½), Precognition Only (-1), Requires An INT Roll (-½), Time Modifiers (-½). Total cost: 21 points.

Options:

- 1) *Strong Anticipation:* Remove Time Modifiers (-½). Total cost: 25 points.



BATTLE ANALYSIS

Effect: +2 SPD, Requires An INT Roll
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character’s computer-like mind can analyze a combat or crisis situation instantly and devise the best possible course of action, thus allowing the character to maximize his efficiency and act as quickly and decisively as possible. In game terms, he gets +2 SPD if he makes an INT Roll; the character should roll in each Post-Segment 12 period to see if he gets the +2 SPD for the coming Turn.

Game Information: +2 SPD (20 Active Points); Requires An INT Roll (Active Point penalty of -1 per 5 Active Points; -1). Total cost: 10 points.

Options:

- 1) *More Accurate Analysis:* Increase to +3 SPD. 30 Active Points; total cost 15 points.
- 2) *Less Accurate Analysis:* Decrease to +1 SPD. 10 Active Points; total cost 5 points.
- 3) *Expanded Battle Analysis:* The character’s analysis of the situation also allows him to time his actions so that he acts before his enemies. Character also buys Lightning Reflexes (+8 to act first with All Attacks) (8 Active Points); Requires An INT Roll (Active Point penalty of -1 per 5 Active Points; -1) (total cost: 4 points). Total cost of ability: 14 points.



LINGUISTIC ANALYSIS

Effect: Universal Translator (INT Roll +4)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character’s ultra-intelligent mind can rapidly analyze even a few spoken or written words, and from them deduce the form and nature of the other words in that language, its grammatical and linguistic forms, and so forth, making him instantly fluent in it.

Game Information: Universal Translator (INT Roll +4). Total cost: 24 points.

Options:

- 1) *More Accurate Analysis:* Increase to INT Roll +6. Total cost: 26 points.
- 2) *Less Accurate Analysis:* Decrease to INT Roll +2. Total cost: 22 points.



SYNERGY ANALYSIS

Effect: +4 Overall, Only When Working With Other People
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can use his Hyper-Intelligence to instantly analyze a situation in which he’s working with one or more people to accomplish some mutual task, and then direct his efforts to best complement the others so that they do a better job and/or finish more quickly. This includes most situations in which the character provides a Complementary Skill Roll for another character’s Skill Roll.

Game Information: +4 Overall (48 Active Points); Only When Working With Other People (-½). Total cost: 32 points.

Options:

- 1) *More Accurate Analysis:* Increase to +6 Overall. 72 Active Points; total cost 48 points.
- 2) *Less Accurate Analysis:* Decrease to +2 Overall. 24 Active Points; total cost 16 points.

**THINK FAST**

Effect: +15 with Intellect Skills, Only To Counteract Penalties For Rapid Performance

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character's hyper-accelerated thought processes allow him to perform mental tasks much, much faster than most people without sacrificing accuracy or quality.

In game terms, this power consists of a large number of Skill Levels that the character can only use to counteract the penalty for performing a task more rapidly than normal (-3 per step up the Time Chart). The GM decides the base time needed to perform a task with an Intellect Skill, and whether the character can apply these Levels. He may also allow the character to apply them to some Knowledge and Science Skills.

Game Information: +15 with Intellect Skills (60 Active Points); Only To Counteract Penalties For Rapid Performance (-1). Total cost: 30 points.

Options:

- 1) *Really Fast Thinking:* Increase to +21 with Intellect Skills. 84 Active Points; total cost 42 points.
- 2) *Not Quite As Fast Thinking:* Decrease to +9 with Intellect Skills. 36 Active Points; total cost 18 points.

**TRUE EIDETIC MEMORY**

Effect: Retrocognition, Personal History Only

Target: Self

Duration: Constant

Range: No Range

END Cost: 0

Description: The character's memory is absolutely perfect, even compared to an ordinary person with supposed "photographic memory." Anything he's read, seen, or otherwise experienced he can recall instantly and in precise detail. His ability to "see into the past" doesn't extend to any other events, objects, or people; it only covers his personal history.

Game Information: Clairsentience (Sight, Hearing, and Smell/Taste Groups), Retrocognition, Reduced Endurance (0 END; +½) (90 Active Points); No Range (-½), Personal History Only (see text; -1), Retrocognition Only (-1). Total cost: 26 points.

Options:

- 1) *Weaker Memory:* Add Requires An INT Roll (-½) and Time Modifiers (-½). Total cost: 20 points.

HYPER-EGO POWERS**IRON WILL**

Effect: Mental Defense (20 points)

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character's willpower is superhumanly strong — so much so that he can resist the effects of Mental Powers more easily than ordinary people can.

Game Information: Mental Defense (20 points) (20 Active Points); Nonpersistent (-¼). Total cost: 16 points.

Options:

- 1) *Steel Will:* Increase to Mental Defense (25 points). 25 Active Points; total cost 20 points.
- 2) *Bronze Will:* Decrease to Mental Defense (15 points). 15 Active Points; total cost 12 points.

HYPER-PRESENCE POWERS**AWE**

Effect: +40 PRE

Target: Varies

Duration: Constant

Range: Self

END Cost: 4 to activate

Description: The character's nigh-godlike bearing and general force of personality make it easy for him to overawe and impress others. Even when he doesn't actively exert his Presence (*i.e.*, make a Presence Attack), people near him tend to adopt attitudes of deference, respect, adoration, and even worshipfulness.

Game Information: +40 PRE (40 Active Points); Costs Endurance (to activate; -¼). Total cost: 32 points.

Options:

- 1) *Truly Awesome:* Increase to +60 PRE. 60 Active Points; total cost 48 points.
- 2) *Slightly Less Awesome:* Decrease to +30 PRE. 30 Active Points; total cost 24 points.

**SPIN DOCTOR**

Effect: +20 with Conversation, Persuasion, and Charm

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character is so superhumanly likeable, friendly, and persuasive that it's difficult for anyone to resist his charms. His ability to persuade and befriend doesn't quite rise to the level of Mind Control, but it doesn't fall far short, either.

Game Information: +20 with Conversation, Persuasion, and Charm. Total cost: 60 points.

Options:

- 1) *Strong Spin Doctor:* Increase to +24 with Conversation, Persuasion, and Charm. Total cost: 72 points.
- 2) *Weak Spin Doctor:* Decrease to +16 with Conversation, Persuasion, and Charm. Total cost: 48 points.
- 3) *Expanded Spin Doctor:* No one can resist the character's charms. Change to +20 with all Interaction Skills. Total cost: 80 points.



TERRIFYING MAJESTY

Effect: +40 PRE, Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls

Target: Varies

Duration: Constant

Range: Self

END Cost: 4 to activate

Description: While the character is pretty impressive in most situations, when it comes time to intimidate or terrify someone, his true talents come to the fore. Like the God of the Old Testament, he possesses a majesty and grandeur of personality that is often terrifying in its aspect, and those on whom he turns his baleful glance tremble in fear.

Game Information: +40 PRE (40 Active Points); Costs Endurance (to activate; -¼), Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls (-1). Total cost: 18 points.

Options:

- 1) *Truly Awesome:* Increase to +60 PRE. 60 Active Points; total cost 27 points.
- 2) *Slightly Less Awesome:* Decrease to +30 PRE. 30 Active Points; total cost 13 points.

HYPER-APPEARANCE POWERS



ALTER APPEARANCE

Effect: Shape Shift (Sight and Touch Groups, any humanoid face)

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character's control over his own appearance allows him to alter the shape of his face to adopt any appearance desired.

Game Information: Shape Shift (Sight and Touch Groups, any humanoid form), Makeover, Reduced Endurance (0 END; +½) (34 Active Points); Only Changes The Face (-½). Total cost: 23 points.

Options:

- 1) *Tiring Appearance Alteration:* Remove Reduced Endurance (+½). 23 Active Points; total cost 15 points.

- 2) *Copy Appearance:* The character can not only change his appearance, he can flawlessly copy the facial features of another person. Add Imitation. 49 Active Points; total cost 33 points.
- 3) *Lasting Appearance Alteration:* Once changed, the character's appearance doesn't revert to his true facial features until he wills it. Even if he's Knocked Out or goes to sleep, his face remains in its altered form. Add Persistent (+¼). 40 Active Points; total cost 27 points.
- 4) *Full Appearance Alteration:* The character can alter the appearance of his entire body, not just his face. Remove Only Changes The Face (-½). Total cost: 34 points.



BEAUTY TOO WONDROUS TO HARM

Effect: Mind Control 12d6, Set Effect (don't hurt me), Only Versus Persons Who Look At Character

Target: 16m Radius

Duration: Persistent

Range: No Range

END Cost: 0

Description: The character's handsomeness/beauty is so great, so exquisite, that no one who looks at him can bear to hurt him or mar his appearance. Not even the most evil person can raise his hand to destroy such beauty.

In game terms, any character who comes within 16m of the character and can perceive his appearance is affected by the Mind Control, which functions like an area-affecting Constant Power. Typically "don't hurt me/mar my appearance" is something the character would be inclined to do (EGO +0) or wouldn't mind doing (EGO +10), but in combat against the character it may rise to something he would normally be against doing (EGO +20).

A character shouldn't be allowed to buy this power unless he's also bought several levels of Striking Appearance (attractiveness).

Game Information: Mind Control 12d6, Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½), Constant (+½), Persistent (+¼) (180 Active Points); No Range (-½), Set Effect (don't hurt me/mar my appearance; -1), Only Versus Persons Who Look At Character (-½). Total cost: 60 points.

Options:

- 1) *Even Greater Beauty:* Increase to Mind Control 14d6. 210 Active Points; total cost 70 points.
- 2) *Slightly Lesser Beauty:* Decrease to Mind Control 10d6. 150 Active Points; total cost 50 points.

**JUST HOW YOU LIKE 'EM**

Effect: +20 to Charm
Target: Self
Duration: Constant
Range: Self
END Cost: 4 to activate

Description: The character has the ability to subconsciously and instinctively read the thoughts and desires of another person and respond by subtly transforming his body to fit that person's physical ideal. For example, suppose the other person likes women with long blonde hair and green eyes. If a female character with this ability was using Charm on him, her hair would slowly become longer and blonder until it reached just the length and shade the target finds most attractive, and her eyes would gradually become green. The change doesn't take place all at once — it's so gradual and low-key that the person the target of the character's *Charm* Skill doesn't consciously realize it's happening. All he knows is that the other person is *really* attractive....

Game Information: +20 to Charm (40 Active Points); Costs Endurance (to activate; -¼). Total cost: 32 points.

Options:

- 1) *Strong Seductiveness:* Increase to +24 to Charm. 48 Active Points; total cost 38 points.
- 2) *Weak Seductiveness:* Decrease to +16 to Charm. 32 Active Points; total cost 26 points.

**NOWHERE MAN**

Effect: Invisibility to Sight Group, No Fringe, Only Works In Crowds
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character has the ability to subtly transform his form and features so that he looks like a completely ordinary, average individual — one who can blend in with a crowd and “vanish.” A character who's searching for him can literally stare right at him and not realize that he's the person he (the searcher) is looking for... even though if you compared a picture of him to the “real” character in other conditions, the resemblance between them would be obvious.

In game terms, this power provides a character with Invisibility that only works when he can blend in with crowds of people. The GM determines what constitutes a “crowd” for these purposes — a handful of people isn't enough, but the character doesn't have to be attending a rock concert, either.

Game Information: Invisibility to Sight Group, No Fringe (30 Active Points); Only Works In Crowds (see text; -1). Total cost: 15 points.

Options:

- 1) *Strong Nowherism:* The character can blend in with crowds all day and not get tired out. Add

Reduced Endurance (0 END; +½). 45 Active Points; total cost 22 points.

- 2) *Weak Nowherism:* If a searcher can get close enough to the character, he may realize who he is. Remove No Fringe. 20 Active Points; total cost 10 points.

**PERSUASIVE BEAUTY**

Effect: +10 with Interaction Skills, Only For Pleasant Interaction
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character is so beautiful or handsome, and so socially graceful, that other people instinctively respond to him in a positive way, provided he acts pleasantly toward them. His good looks don't help if he's haranguing someone or trying to force information out of them (*i.e.*, most uses of Oratory or Interrogation), but they're extremely helpful when it comes to convincing people to help him, do him favors, or the like. The GM determines what constitutes “pleasant interaction” for the purposes of this ability.

Game Information: +10 with Interaction Skills (40 Active Points); Only For Pleasant Interaction (-½). Total cost: 27 points.

Options:

- 1) *Really Beautiful:* Increase to +12 with Interaction Skills. 48 Active Points; total cost 32 points.
- 2) *Not Quite As Beautiful:* Decrease to +8 with Interaction Skills. 32 Active Points; total cost 21 points.

**TERRIFYING VISAGE**

Effect: +30 PRE, Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls
Target: Varies
Duration: Constant
Range: Self
END Cost: 0

Description: The character is so horrifically ugly that it's easy for him to frighten or intimidate people. Even other ugly people's ugliness pales beside his own.

Game Information: +30 PRE (30 Active Points); Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls (-1). Total cost: 15 points.

Options:

- 1) *Truly Ugly:* Increase to +40 PRE. 40 Active Points; total cost 20 points.
- 2) *Slightly Less Ugly:* Decrease to +20 PRE. 20 Active Points; total cost 10 points.
- 3) *Adopt Terrifying Visage:* Fortunately for the character, he's not ugly *all* the time... he just has the ability to make himself terrifyingly ugly when he needs to be. Add Costs Endurance (to activate; -¼). Total cost: 13 points.



UGLY ENOUGH TO STOP A BUS

Effect: Drain CON 2d6, Always On
Target: Sight Range (see text)
Duration: Persistent
Range: No Range
END Cost: 0

Description: The character is so revoltingly ugly that anyone who sees his face becomes nauseous. Anyone within approximately 64m in a 60-degree cone in front of him is assumed to be able to see his face, but of course people who are blind(ed), who rely on senses other than Sight, and the like are immune to the effect.

Game Information: Drain CON 2d6, Area Of Effect (Sight Range Cone; +1), Line Of Sight (+½), Reduced Endurance (0 END; +½), Constant (+½), Persistent (+¼) (75 Active Points); Always On (-½), No Range (-½), Only Works On People Who Can See Character's Face (-½). Total cost: 30 points.

Options:

- 1) *Even Uglier:* Increase to Drain CON 3d6. 105 Active Points; total cost 42 points.
- 2) *Not Quite As Ugly:* Decrease to Drain CON 1d6. 35 Active Points; total cost 14 points.



VOICE OF BEAUTY

Effect: Mind Control 8d6, Telepathic, Set Effect (stand quietly and listen to me talk)
Target: Voice Range (see text)
Duration: Constant
Range: No Range
END Cost: 0

Description: The character's voice is so beautiful that it puts nightingales to shame. When he puts his mind to it, he speaks so beautifully that most people who hear him can't do anything but stand quietly and listen to him talk. They won't necessarily even remember his words or follow the course of his logic — all they want to do is hear the beautiful sounds pouring from his mouth.

Characters with this power usually buy the *Perfect Pitch* Talent as well.

Game Information: Mind Control 8d6, Telepathic (+¼), Area Of Effect (Voice Range; +1), Constant (+½), Reduced Endurance (0 END; +½) (130 Active Points); Incantations (throughout; -½), No Range (-½), Set Effect (stand quietly and listen to me talk; -1). Total cost: 43 points.

Options:

- 1) *Strong Voice:* Increase to Mind Control 10d6. 162 Active Points; total cost 54 points.
- 2) *Weak Voice:* Decrease to Mind Control 6d6. 97 Active Points; total cost 32 points.



YOU LOOK STUNNING

Effect: Blast 4d6, STUN Only
Target: One character
Duration: Instant
Range: No Range
END Cost: 2

Description: The character is so beautiful/handsome that when he turns the full force of his attractiveness and charm against a specific person, that person feels faint.

Game Information: Blast 4d6 (20 Active Points); No Range (-½), STUN Only (-0), Only Works Against Targets Of Appropriate Sexual Orientation (-½). Total cost: 10 points.

Options:

- 1) *What A Knockout!:* Increase to Blast 6d6. 30 Active Points; total cost 15 points.
- 2) *She's Not All That:* Decrease to Blast 2d6. 10 Active Points; total cost 5 points.

HYPER-SENSES

Hypersenses reflect a character's ability to perceive the world with much greater efficiency or accuracy than the average person. In some cases this reflects enhancements of his normal five senses; in others, it means he has senses ordinary people do not possess.

Given the flexibility and scope of the *Detect* Power, this category could contain an almost endless list of unusual and enhanced forms of perception — far, far too many to even attempt to list here. Instead, this category covers some common sensory abilities for superhuman characters. You should also look at the "Sensory Powers" sections of the other power categories in this book for other ideas.

OFFENSIVE POWERS



ACCURACY

Effect: +5 OCV with Ranged Combat
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's precise senses of touch and sight allow him to shoot or project attacks with extreme accuracy.

Game Information: +5 OCV (25 Active Points); Only Applies To Ranged Combat (-½). Total cost: 17 points.

Options:

- 1) *Greater Accuracy:* Increase to +7 OCV. 35 Active Points; total cost 23 points.
- 2) *Lesser Accuracy:* Decrease to +3 OCV. 15 Active Points; total cost 10 points.



ANTICIPATION

Effect: Lightning Reflexes (+10 to act first with All Attacks)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's senses are so acute that he can perceive what's about to happen and respond to it more quickly than others.

Game Information: Lightning Reflexes: +10 DEX to act first with All Attacks (10 Active Points); Requires A PER Roll (-½). Total cost: 7 points.

Options:

- 1) *Strong Anticipation:* Increase to +14 DEX. 14 Active Points; total cost 9 points.
- 2) *Weak Anticipation:* Decrease to +6 DEX. 6 Active Points; total cost 4 points.
- 3) *Tiring Anticipation:* Add Costs Endurance (-½). 10 Active Points; total cost 5 points.

DEFENSIVE POWERS



ALERTNESS

Effect: Danger Sense (self only, in combat) (INT Roll)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's heightened senses make him preternaturally alert for anything that might pose a danger to him in combat situations.

Game Information: Danger Sense (self only, in combat) (INT Roll). Total cost: 15 points.

Options:

- 1) *Local Alertness:* The character's Alertness extends beyond himself to other people and things near him. Change to immediate vicinity. Total cost: 20 points.
- 2) *Expanded Alertness:* The character remains aware of dangers even when not in combat. Change to out of combat. Total cost: 20 points.
- 3) *Heightened Alertness:* Increase to INT Roll +3 and add Sense. Total cost: 20 points.
- 4) *Full Awareness:* Change to Danger Sense (immediate vicinity, out of combat, sense) (INT Roll +3). Total cost: 30 points.



ATTACK TRACKING

Effect: +4 DCV

Target: Self

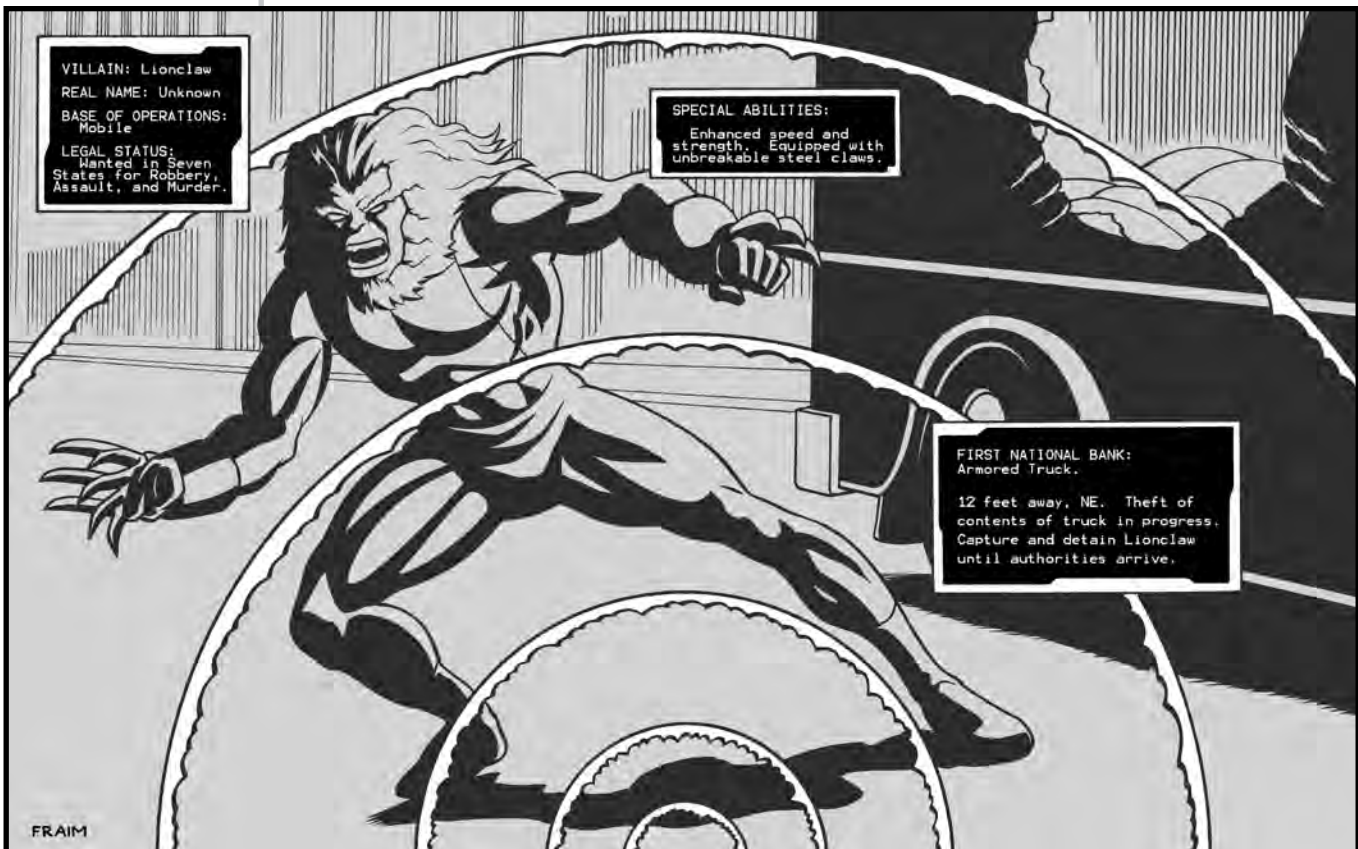
Duration: Constant

Range: Self

END Cost: 0

Description: The character's senses work so quickly and so well that he can, consciously or subconsciously, track incoming attacks and dodge them.

Game Information: +4 DCV (20 Active Points); Does Not Work If Two Or More Of Character's Sense Groups Are Flashed Or Similarly "Blocked" (-¼). Total cost: 16 points.



**AWARENESS**

Effect: Defense Maneuver IV
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's senses allow him to remain aware of the locations and actions of all his attackers in combat, thus preventing any of them from taking him by surprise.

Game Information: Defense Maneuver IV. Total cost: 10 points.

**DANGER SENSE DODGING**

Effect: Resistant Protection (20 PD/20 ED), Hardened
Target: Self
Duration: Instant
Range: Self
END Cost: 7

Description: The character uses his ability to sense danger to track and avoid incoming attacks (though he has to be prepared to do so). If he succeeds with an Acting roll, he can time events so precisely that it *looks* like the attack hit him, even though at best it only grazed him.

Game Information: Resistant Protection (20 PD/20 ED), Hardened (+¼) (75 Active Points); Requires A Danger Sense Roll (-½), Costs Endurance (-½), Nonpersistent (-¼), Instant (-½). Total cost: 27 points.

**RESILIENT SENSES**

Effect: Flash Defense (various types)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's senses are so strong, or so acute, that it's much harder to "blind" or block them. The character may buy some or all of the abilities listed below.

Game Information:

Cost Power

- 10 **Resilient Vision:** Sight Group Flash Defense (10 points)
- 10 **Resilient Hearing:** Hearing Group Flash Defense (10 points)
- 10 **Resilient Smell:** Smell/Taste Group Flash Defense (10 points)
- 10 **Resilient Feel:** Touch Group Flash Defense (10 points)

SENSORY POWERS**COMBAT PERCEPTION**

Effect: Combat Sense (INT Roll)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Even if some (or all) of the character's normal senses are blinded or blocked, he retains enough awareness to fight effectively.

Game Information: Combat Sense (INT Roll). Total cost: 15 points.

Options:

- 1) *Heightened Combat Perception:* Increase to INT Roll +5. Total cost: 20 points.

**HEIGHTENED HEARING**

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has one or more abilities reflecting his heightened sense of hearing.

Game Information:

Cost Power

- 10 **Enhanced Hearing:** +5 PER with Hearing Sense Group
- 18 **Parabolic Hearing:** +12 versus Range for Hearing Group
- 10 **Combat Hearing I:** Targeting for Normal Hearing
- 20 **Combat Hearing II:** Targeting for Hearing Group
- 3 **Ultrasonic Hearing:** Ultrasonic Perception (Hearing Group)

**HEIGHTENED SENSES**

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's natural senses are far more acute than those of normal people.

Game Information:

Cost Value

- 15 **Heightened Senses:** +5 PER with all Sense Groups
- 18 **Precise Focusing:** +12 versus Range Modifier for any one Sense Group (chosen when the character purchases the power)

Options:

- 1) *Tiring Senses:* The character can only heighten his senses by force of effort. Add Costs Endurance (-½). Total cost: 10 points for Heightened Senses; 12 points for Precise Focusing.

**HEIGHTENED SIGHT**

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has one or more abilities reflecting his heightened sense of sight.

Game Information:**Cost Power**

- 10 **Enhanced Sight:** +5 PER with Sight Sense Group
- 15 **Far Seeing:** +10 versus Range for Sight Sense Group
- 5 **Thermalvision:** Infrared Perception (Sight Group)
- 5 **Ultravision:** Ultraviolet Perception (Sight Group)
- 5 **Nightsight:** Nightvision
- 5 **Heat Trace Reading:** Tracking for Infrared Perception
- 15 **Microsight:** Microscopic (x1000) for Sight Group

**HEIGHTENED SMELL**

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has one or more abilities reflecting his heightened senses of smell and taste.

Game Information:**Cost Power**

- 10 **Enhanced Smell:** +5 PER with Smell/Taste Sense Group
- 15 **Far Smell:** +10 versus Range for Smell/Taste Sense Group
- 10 **Combat Smell:** Targeting for Normal Smell
- 10 **Tracking Smell:** Tracking for Smell/Taste Group
- 15 **Trace Odor Detection:** Microscopic (x1000) for Smell/Taste Group

**HEIGHTENED TOUCH**

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has one or more abilities reflecting his heightened sense of touch.

Game Information:**Cost Power**

- 10 **Enhanced Touch:** +5 PER with Touch Sense Group
- 10 **Reading By Touch:** A character with this power has such sensitive fingertips that he can read printed words by brushing his fingers across them. Discriminatory and Analyze for Normal Touch.

**I CAN HEAR YOU BREATHING**

Effect: Detect Respiration
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's hearing is so acute that he can perceive the sounds made by living beings when they breathe. Even the sneakiest thief with the highest Stealth roll has to breathe, after all!

Game Information: Detect Respiration (INT Roll) (Hearing Group). Total cost: 3 points.

Options:

- 1) *Strong Hearing:* Increase to +3 to PER Rolls. Total cost: 6 points.
- 2) *Discriminatory Hearing:* The character's ability to differentiate between different types of respiration tells him whether the being breathing is a man or a woman, a human or some other sentient species, a humanoid or an animal, and so forth. Add Discriminatory. Total cost: 8 points.
- 3) *Analytical Hearing:* The character's ability to differentiate between different types of respiration tells him exactly what sort of species is doing the breathing, and may provide other sorts of information (such as a rough estimate of the being's CON or lung capacity). Add Discriminatory, Analyze. Total cost: 13 points.

**LIE DETECTOR**

Effect: Detect Spoken Falsehood
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Thanks to his heightened sense of hearing, the character can discern changes in someone's heartbeat and subvocal quavers in his voice that indicate that person is telling a lie. The character doesn't know what the truth is, only that the person has just spoken a falsehood. If the person has a pacemaker or is a sociopathic liar, the character may be fooled into thinking he's telling the truth even when he's not.

Game Information: Detect Spoken Falsehood (INT +2) (Hearing Group). Total cost: 5 points.

**RADAR-SENSE**

Effect: Radar
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character possesses a unique, radar-like sense that allows him to sense objects all around him even if he's blinded or deafened. His radar-sense belongs to no Sense Group, making it difficult to disable. However, the presence of large amounts of physical matter around him — such as when he's in a sandstorm, rainstorm, or blizzard — may create “static” that hinders or blinds his radar.

Game Information: Radar (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense. Total cost: 32 points.

Options:

- 1) *Enhanced Radar-Sense I:* Add +3 to Radar-Sense PER Rolls. Total cost: 35 points.
- 2) *Enhanced Radar-Sense II:* Add Telescopic (+8 versus Range Modifier). Total cost: 36 points.
- 3) *True Radar:* The character has a true radar sense, based on the emission of radio waves. Change to Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees). Total cost: 25 points.

**RADIO SENSE**

Effect: Radio Perception
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has an innate ability to perceive radio waves, allowing him to detect conventional radar, listen to music whenever he wants, and so forth.

Game Information: Radio Perception. Total cost: 8 points.

**SONAR**

Effect: Active Sonar
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has a natural sonar sense — he can emit sound waves, then detect nearby objects by hearing the “bounce” of the sound off them.

Game Information: Active Sonar (Hearing Group). Total cost: 15 points.

Options:

- 1) *Piscine Sonar:* The character's sonar only functions underwater. Add Only Works Underwater (-½). 15 Active Points; total cost 10 points.

**TRUE AWARENESS**

Effect: Spatial Awareness
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character possesses an unusual form of awareness that allows him to detect all the physical objects around him, including fine details about those objects. This sense is nearly impossible to block or blind.

Game Information: Spatial Awareness (no Sense Group), Discriminatory, Analyze, Range. Total cost: 47 points.

**X-RAY VISION**

Effect: Fully Penetrative for Sight Group
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can see x-rays, thus allowing him to see through walls and other solid objects when necessary. He can control the “depth” of this sense, allowing him to, for example, see through the door of a file cabinet to read one of the pieces of paper filed inside without seeing straight through all the paper and the wall behind the cabinet. However, he cannot instantly “home in” on one object out of a group at greater than normal speeds. While looking through the cabinet for that one piece of paper, he'd have to gradually work his way through, page by page, until he found the one he wanted — much like an ordinary person flipping through the files.

Game Information: Fully Penetrative for Sight Group (blocked by lead, gold, or force-fields). Total cost: 15 points.



ICE AND COLD POWERS

THE EFFECTS OF EXTREME COLD

In extremely cold temperatures — ones approaching zero degrees Kelvin, or absolute zero (-273.15° Celsius, or -460° F) — standard material properties can change when they encounter their thermal thresholds. Some substances become superconductive, conducting electricity with no resistance. Organic material can become ceramic-like, shattering easily, while metals behave like rubber. Liquified gases can actually flow uphill, and water ice becomes denser than water and sinks. A character who can “create” cold at this level, or who has the power to manipulate an object’s or substance’s thermal threshold, could achieve all sorts of similar, and potentially deadly, effects.

Ice/Cold is a flexible special effect that provides characters with a wide variety of power options (particularly attacks). Characters with Ice/Cold powers are sometimes known as *cryokinetics*.

Typically Ice/Cold attacks, however defined, are considered Energy damage for ease of game play. However, in the interest of more “realistic” play the GM might divide them into two types. The first type, involving pieces of actual ice, would do Physical damage because they are, in fact, physical objects. This includes blocks of ice hurled at a target, invoked hailstorms, needle-sharp ice darts, snowballs, and the like. The second type uses pure “Cold energy” and does Energy damage.

Cold, like Darkness, is technically the absence of something — heat — rather than something a character “creates.” That absence can be created by somehow conducting the heat away or through various chemical reactions and processes, but “realistically” using Ice/Cold powers will often generate heat in some fashion. A character using “realistic” Ice/Cold powers might himself become very hot (or make the area around himself, or where the power manifests, hot) as he draws local heat into himself to “create” cold and ice nearby. He might eventually have to find a way to rid himself of that heat or suffer negative effects. The GM could allow the character to represent this either as a Side Effect of one or more powers, or more generally as a Physical Complication; in either case the exact consequences of absorbing so much heat and/or not getting rid of it would be more precisely defined in rules terms. (A local increase in heat could be a minor Change Environment of +1 Temperature Level; the possible harmful effects of not “dumping” absorbed heat could be built many ways. A character might even have a mix of Ice/Cold and Fire/Heat powers, with Limitations requiring him to use the former as a way of “powering up” the latter to the point of effectiveness.)

Alternately, whether it’s realistic or not, an Ice/Cold using character might make the area around himself much colder — Change Environment (-1 Temperature Level, or more) as a Side Effect of generating so much “cold energy” or so much ice. If the effect is severe enough, he might need to pay Character Points for it as an Area-affecting Damage Shield. Even if the character doesn’t have

this full effect, his slight “cooling” effect on the area around him may make him popular during the summertime or when the characters have to venture into the lava tunnels leading to a villain’s lair.

LOCAL MOISTURE

For superpowers that involve or create actual ice, it’s often thought that the character uses the water vapor in the air (which makes up 1-4% of the atmosphere, depending on circumstances) as part of the process — he freezes it to make the ice. In that case, the powers may not work as well, or at all, when local conditions are too hot or dry.

With the GM’s permission, Ice/Cold manipulators can (or must) take the Limitation *Will Not Work In Hot Or Dry Conditions* for their powers. If the character’s likely to encounter those conditions occasionally, the Limitation is worth -¼; if he rarely encounters them, it’s -0. Also at the GM’s option, the degree to which a character can use a power with this Limitation depends on the local environment. If it’s extremely hot/dry (most deserts), he can’t use them at all. If it’s just ordinarily hot or dry (e.g., a drought in Kansas in midsummer), he can use them, but only at 50-75% effect. On the other hand, if he has access to lots of moisture — he’s in a rain forest, near a large body of water, or the like — he might become *more* powerful (add +1-2 DCs to attacks and 1-2 PD and ED to defenses, increase all powers by 10% Active Points, or the like). (None of the powers described below have this Limitation, but you can easily add it if you want.)

The GM may also want to consider what happens as the character uses up the local moisture. “Realistically” he’s going to run out sometime unless he’s near the ocean or a similar large source of water. A cubic meter contains 1,000 liters (264 gallons) of air, which is typically 0.4-4% water vapor depending on conditions (amounts of 1% or higher are most common at sea level and/or in tropical areas). That means there are 4-40 liters of water vapor per cubic meter (thus, an average cubic meter of air contains about an ounce of water in vapor form). Assume that any Ice/Cold power that requires moisture uses 1 liter of water vapor per 20 Active Points per Phase of use. (The GM can increase or decrease this rate to allow for Area-affecting powers and the like.) As the character uses up the moisture by converting it to Ice,

the conditions become dryer and dryer until he begins to suffer loss of power as described above. Lack of available moisture is only likely to become a problem in enclosed areas, but it's still a "realistic" factor the GM may want to keep in mind.

Of course, the character isn't literally "stealing" the local moisture and making it go away — he's simply re-arranging it, moving some of it from vapor or liquid form over *there* to blocks, chunks, sheets, or darts of Ice over *here*. After a long battle at the local park the water level in the lake may have dropped a few inches, while over near the jungle gym there are large blocks of ice that show where the Ice/Cold character used his powers. Eventually that ice will melt and the water will make its way back into the lake as runoff or rain. In some situations a character might even use this aspect of his powers in minor beneficial ways, like helping a rural community move water from a nearby river to an enclosed irrigation system.

Taken further, an Ice/Cold character's effect on moisture may justify buying powers that don't specifically relate to Ice and Cold. He could Drain or otherwise affect Water powers negatively (and possibly even Aid his own Ice/Cold powers by a like amount).

BODY FLUIDS

When considered "realistically," Ice/Cold powers have the potential to be deadly to living things. Living bodies are mostly liquid. If a character has the power to freeze that liquid, he could cause massive internal damage on the cellular level, rupture eyes by freezing their humors, cause blockages by freezing bits of blood or the like, and so on. These effects are rarely shown in the Super-hero genre fiction because they're so gruesome, but they may be appropriate for some campaign settings.

OFFENSIVE POWERS



BLIZZARD

Effect: Change Environment (-3 Temperature Levels, -3 Sight Group PER)
Target: 32m Radius
Duration: Constant
Range: 180m
END Cost: 4

Description: The character can generate a small but intense blizzard that not only cools down the affected area, but makes it much harder to see.

Game Information: Change Environment (create blizzard), -3 Temperature Levels, -3 Sight Group PER Rolls, Area Of Effect (32m Radius; +1). Total cost: 36 points.

Options:

- 1) *Intense Blizzard:* Increase to -6 Temperature Levels and -5 Sight Group PER. Total cost: 66 points.
- 2) *Mild Blizzard:* Decrease to -2 Temperature Levels and -1 Sight Group PER. Total cost: 18 points.

- 3) *Large Blizzard I:* Increase to Area Of Effect (250m Radius; +1¾). Total cost: 49 points.
- 4) *Large Blizzard II:* The character can alter the weather patterns over a large region around himself. Decrease to Area Of Effect (16m Radius; +¾) and add MegaScale (1m = 1 km; +1), Personal Immunity (+¼), and No Range (-½). 54 Active Points; total cost 36 points.
- 5) *Accumulation:* If the character can maintain his blizzard effect long enough, the buildup of snow and ice on the ground makes it hard to walk in the affected area. Add -1 to DEX Rolls and all DEX-based Skill Rolls involving footing (3 Active Points); Extra Time (must have maintained Blizzard for 20 Minutes; -2½) (total cost: 1 point). 36 + 3 = 39 Active Points; total cost 36 + 1 = 37 points.



BRITTLIZE

Effect: Drain PD/PD Resistant Protection 4d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: By super-freezing a nonliving object, the character can render it so brittle and fragile that it's easy for physical attacks to damage it.

Game Information: Drain 4d6, Variable Effect (either PD or PD Resistant Protection; +½) (60 Active Points); Only Versus Nonliving Matter (-½). Total cost: 40 points.

Options:

- 1) *Strong Brittization:* Increase to Drain 6d6. 90 Active Points; total cost 60 points.
- 2) *Weak Brittization:* Decrease to Drain 2d6. 30 Active Points; total cost 20 points.
- 3) *Ongoing Brittization:* The longer the character applies this power, the more brittle an object becomes. Decrease to Drain 3d6 and add Constant (+½). 60 Active Points; total cost 40 points.
- 4) *Lasting Brittization:* Decrease to Drain 3d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 75 Active Points; total cost 50 points.
- 5) *Brittizing Touch:* Add No Range (-½). Total cost; 30 points.



DEEP FREEZE

Effect: Blast 6d6, NND
Target: One character
Duration: Instant
Range: 300m
END Cost: 6

Description: The character can so quickly and thoroughly chill another character to the bone that he causes intense pain and weakness which may daze the target or make him pass out.

Game Information: Blast 6d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1). Total cost: 60 points.

Options:

- 1) *Arctic Deep Freeze*: Increase to Blast 8d6. Total cost: 80 points.
- 2) *Shallow Freeze*: Decrease to Blast 4d6. Total cost: 40 points.
- 3) *Ice Storm*: The character can freeze everyone within an area. Decrease to Blast 4d6 and add Area Of Effect (16m Radius; +¾) and Personal Immunity (+¼). Total cost: 60 points.
- 4) *I Can't Wait Until Summer Gets Here*: The character can maintain the Deep Freeze as long as he needs or until he runs out of END. Add Constant (+½). Total cost: 75 points.
- 5) *Deadly Freeze*: The character creates such bitter cold that it can kill. Decrease to Blast 4d6 and add Does BODY (+1). Total cost: 60 points.

**FREEZE FLESH**

Effect: RKA 1d6, AVAD (Power Defense), Does BODY

Target: One character

Duration: Instant

Range: 150m

END Cost: 5

Description: The character freezes a target's flesh so quickly that the cells instantly crystallize and burst. This only works on targets with normal organic chemistry; inorganic targets such as robots or vehicles, characters with Life Support (Safe Environment: Extreme Cold), or certain others with unusual biochemistry are immune.

Game Information: RKA 1d6, AVAD (Power Defense; +1), Does BODY (+1) (45 Active Points); Only Versus Targets With Normal Organic Body Chemistry (see text; -½). Total cost: 30 points.

Options:

- 1) *Deeper Freeze*: Increase to RKA 2d6. 90 Active Points; total cost 60 points.
- 2) *Not So Deep Freeze*: Decrease to RKA ½d6. 30 Active Points; total cost 20 points.
- 3) *Easy Freeze*: Add Reduced Endurance (0 END; +½). 52 Active Points; total cost 35 points.
- 5) *Tiring Freeze*: Add Increased Endurance Cost (x2 END; -½). Total cost 22 points.

**FROZEN STIFF**

Effect: Drain SPD 6d6

Target: One character

Duration: Instant

Range: 600m

END Cost: 6

Description: The character rapidly freezes another person and generates ice all around him so he can't move swiftly.

Game Information: Drain SPD 6d6. Total cost: 60 points.

Options:

- 1) *Stiff As An Icicle*: Increase to Drain SPD 8d6. Total cost: 80 points.
- 2) *Easily Thawed*: Decrease to Drain SPD 4d6. Total cost: 40 points.

- 3) *Eternal Winter*: The character can keep freezing his target until the target can't move. Decrease to Drain SPD 4d6 and add Constant (+½). Total cost: 60 points.
- 4) *Freezing Touch*: The character has to touch a target to freeze him. Add No Range (-½). 60 Active Points; total cost 40 points.

**HAILSTORM**

Effect: Blast 8d6 (physical), Indirect (always from above)

Target: 16m Radius

Duration: Instant

Range: 400m

END Cost: 8

Description: The character creates a miniature storm of large hailstones that fall onto and injure everyone in a 16m radius area.

Game Information: Blast 8d6 (physical), Area Of Effect (16m Radius; +¾), Indirect (Source Point is always from above target; +¼). Total cost: 80 points.

Options:

- 1) *Mighty Hailstorm*: Increase to Blast 10d6. Total cost: 100 points.
- 2) *Mild Hailstorm*: Decrease to Blast 6d6. Total cost: 60 points.
- 3) *Large Hailstorm*: The character's Hailstorm covers a much larger area than normal. Increase to Area Of Effect (32m Radius; +1). Total cost: 90 points.
- 4) *No Sign Of Letting Up*: The character can keep his Hailstorm going as long as he's got END to spend. Add Constant (+½). Total cost: 100 points.
- 5) *Crushing Block Of Ice*: Instead of creating a storm of hailstones, the character creates one large block of ice to fall on a single target. Change to Blast 10d6 (physical), Area Of Effect (1m Radius; +¼), Indirect (Source Point is always from above target; +¼). Total cost: 75 points.

**ICE BLAST**

Effect: Blast 12d6

Target: One character

Duration: Instant

Range: 600m

END Cost: 6

Description: The character can injure his enemies with a blast of icy energy.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Ice Blast*: Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Ice Blast*: Decrease to Blast 8d6. Total cost: 40 points.
- 3) *Freezing Ice Blast*: The icy effects of the character's blast often freeze the target where he stands. Add Entangle 2d6, 2 PD/2 ED

(20 Active Points); Linked (-½), Vulnerable (Fire/Heat; -1) (total cost: 8 points). 60 + 20 = 80 Active Points; total cost 60 + 8 = 68 points.

- 4) *Chilling Ice Blast*: Instead of freezing the target in place, the character's Ice Blast slows him down, with every hit making it harder and harder for the target to move. Add Drain SPD 2d6 (20 Active Points); Linked (-½) (total cost: 13 points). 60 + 20 = 80 Active Points; total cost 60 + 13 = 73 points.
- 5) *Broad Ice Blast I*: The character's Ice Blast is so large he has little trouble hitting targets. Add Area Of Effect (1m Radius; +¼). Total cost: 75 points.
- 6) *Broad Ice Blast II*: The character's Ice Blast is large enough to hit multiple targets. Add Area Of Effect (32m Line; +½) and No Range (-½). 90 Active Points; total cost 60 points.



ICE BLOCK

Effect: Entangle 5d6, 6 PD/6 ED
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character creates a solid block of ice around the target, trapping him.

Game Information: Entangle 5d6, 6 PD/6 ED (60 Active Points); Vulnerable (Fire/Heat; -1). Total cost: 30 points.

Options:

- 1) *Tough Ice Block*: Increase to Entangle 6d6, 8 PD/8 ED. 70 Active Points; total cost 35 points.
- 2) *Weak Ice Block*: Decrease to Entangle 4d6, 4 PD/4 ED. 40 Active Points; total cost 20 points.
- 3) *Large Ice Block I*: The block of ice the character creates is so large, he has little trouble catching targets in it. Add Area Of Effect (1m Radius; +¼). 75 Active Points; total cost 37 points.
- 4) *Large Ice Block II*: The character can create a block of ice large enough to trap multiple people at once. Decrease to Entangle 4d6, 4 PD/4 ED and add Area Of Effect (8m Radius; +½). 60 Active Points; total cost 30 points.
- 5) *Large Ice Block III*: The character can trap multiple people in ice, but the effect gets weaker as it spreads out. Change to Entangle 5d6, 5 PD/5 ED and add Area Of Effect (26m Radius Explosion; +½). 75 Active Points; total cost 37 points.
- 6) *Blinding Ice Block*: The ice covers the victim's eyes and ears, rendering him virtually insensate. Decrease to Entangle 4d6, 4 PD/4 ED, Stops A Given Sense (Sight and Hearing Groups). 60 Active Points; total cost 30 points.
- 7) *Ice Cage I*: Instead of trapping the target in a solid block of ice, the character surrounds him with a cage made of bars of solid ice. The victim can't leave the cage unless he breaks free, but he can still make Ranged attacks and use Foci. Add Does Not Prevent The Use Of Accessible Foci (-1). Total cost: 18 points.

- 8) *Ice Cage II*: Like Ice Cage I, but capable of trapping multiple people if they stand close together. Add Area Of Effect (8m Radius; +½). 90 Active Points; total cost 45 points.



ICE COLUMN

Effect: Blast 8d6, Indirect, Knockback Is Always Straight Up
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: This power causes a hard, sharp column of ice to rise up beneath the target, battering him and flinging him up into the air.

Game Information: Blast 8d6, Indirect (Source Point is always beneath target; +½) (60 Active Points); Knockback Is Always Straight Up (-0). Total cost: 60 points.

Options:

- 1) *Strong Power*: Increase to Blast 10d6. 75 Active Points; total cost 75 points.
- 2) *Weak Power*: Decrease to Blast 6d6. 45 Active Points; total cost 45 points.
- 3) *Large Column*: The column of ice is so large that it can hit multiple targets. The main target (designated by the character) and anyone within 1m of him gets flung up in the air like usual; anyone further away but still within the Area takes normal Knockback in a direction away from the Column. Add Area Of Effect (3m Radius; +¼). 70 Active Points; total cost 70 points.
- 4) *Powerful Column*: Decrease to Blast 6d6 and add Double Knockback (+½). 60 Active Points; total cost 60 points.



ICE DART

Effect: RKA 3d6
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character can create and project a sharp dart of ice capable of piercing heavy defenses.

Game Information: RKA 3d6. Total cost: 45 points.

Options:

- 1) *Large Ice Dart*: Increase to RKA 4d6. Total cost: 60 points.
- 2) *Small Ice Dart*: Decrease to RKA 2d6. Total cost: 30 points.
- 3) *Sharp Ice Dart*: The character's dart has an edge sharp enough to cut through just about anything. Add Armor Piercing (+¼). Total cost: 56 points.
- 4) *Icicle Storm*: The character can fire a volley of Ice Darts. Decrease to RKA 2d6 and add Auto-fire (5 shots; +½) and Reduced Endurance (½ END; +½). Total cost: 60 points.



ICE GAUNTLET

Effect: HA +4d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: Similar to Ice Armor (see below) but more limited, this power allows the character to form a “gauntlet” of ice around his fists. Much like using a pair of brass knuckles, this packs more power into his punch.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-¼). Total cost: 16 points.



ICE SHEET

Effect: Change Environment (create ice sheet), -4 to DEX Rolls to move on
Target: 16m Radius
Duration: Constant
Range: 120m
END Cost: 3

Description: The character creates a sheet of ice on the ground that makes it difficult for others to move. Anyone entering or moving through the area on the ground must make a DEX Roll every Phase to move safely; failure indicates the character has slipped and fallen down (he may continue sliding in the direction he was traveling, if he were moving fast enough). The character can walk on his Ice Sheet without difficulty.

Game Information: Change Environment (create ice sheet), -4 to DEX Rolls to move on, Area Of Effect (Surface 16m radius; +1), Personal Immunity (+¼) (27 Active Points); Can Only Be Applied To Horizontal Surfaces (e.g., the ground and floors; -0). Total cost: 27 points.

Options:

- 1) *Extremely Slippery Ice:* Increase to -7 to DEX Rolls. 47 Active Points; total cost 47 points.
- 2) *Not So Slippery Ice:* Decrease to -2 to DEX Rolls. 13 Active Points; total cost 13 points.
- 3) *Large Ice Sheet I:* The character's Ice Sheet covers a much larger area than normal. Increase to Area Of Effect (Surface 125m radius; +1¼). 36 Active Points; total cost 36 points.
- 4) *Large Ice Sheet II:* The character can shut down commerce and travel over an entire region by coating all ground surfaces with ice. Add MegaScale (1m = 1 km; +1) and No Range (-½). 39 Active Points; total cost 26 points.
- 5) *Lasting Ice Sheet:* The character's Ice Sheet lingers after he stops maintaining it. Add Long Lasting (1 Hour). 49 Active Points; total cost 49 points.



SNOWBLIND

Effect: Sight Group Flash 8d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 4

Description: The character creates a small patch of ice over the target's eyes, briefly blinding him until it melts or he can chip it away.

Game Information: Sight Group Flash 8d6 (40 Active Points); Victim Can Cancel Effect By Taking One Full Phase (-½), Does Not Work Against Desolidified Characters (-¼). Total cost: 23 points.

Options:

- 1) *Strong Snowblind*: Increase to Sight Group Flash 12d6. 60 Active Points; total cost 34 points.
- 2) *Weak Snowblind*: Decrease to Sight Group Flash 6d6. 30 Active Points; total cost 17 points.
- 3) *Snowblind, Deaf, And Dumb*: The ice covers not only the victim's eyes, but his ears, nose, and mouth, preventing him from using any senses (or, at the GM's option, speaking). Change to Sight, Hearing, and Smell/Taste Group Flash 6d6. 40 Active Points; total cost 23 points.

**SUPERCONDUCTIVITY FIELD**

Effect: Drain DCV 3d6, DCV Loss Only
Applies Against Electrical Attacks

Target: 16m Radius

Duration: Constant

Range: 500m

END Cost: 5

Description: This power allows a character to reduce the temperature in an area to such an extreme low that the air in the area has a superconductive effect. This in turn makes anyone in the area more vulnerable to electrical attacks.

Game Information: Drain DCV 3d6, Area Of Effect (16m Radius; +¾) (52 Active Points); DCV Loss Only Applies Against Electrical Attacks (-1). Total cost: 26 points.

Options:

- 1) *Extreme Superconductivity*: Increase to Drain DCV 4d6. 70 Active Points; total cost 35 points.
- 2) *Minor Superconductivity*: Decrease to Drain DCV 2d6. 35 Active Points; total cost 17 points.
- 3) *Realistic Superconductivity*: This version takes into account the extreme temperatures needed for superconductivity. Add Change Environment, -5 Temperature Levels, Area Of Effect (16m Radius; +¾) (26 Active Points); Linked (-½). Total cost 17 points; total cost of overall power 43 points.
- 4) *Superconductivity Field Variant*: This version of the Superconductivity Field enhances electrical powers instead of making characters easier to hit with them. Change to: Aid Electrical Powers 4d6, Expanded Effect + Variable Effect (all Electrical Powers simultaneously; +4), Area Of Effect (16m Radius; +¾), Constant (+½), Ranged (+½). Total cost: 162 points.

**WINTER'S CHILL**

Effect: Drain Fire/Heat Powers 4d6

Target: One character

Duration: Instant

Range: 400m

END Cost: 6

Description: The character can, by touch, leech away the power of heat and flame.

Game Information: Drain Fire/Heat Powers 4d6, Variable Effect (any one Fire/Heat power at a time; +½). Total cost: 60 points.

Options:

- 1) *Strong Touch*: Increase to Drain Fire/Heat Powers 6d6. Total cost: 90 points.
- 2) *Weak Touch*: Decrease to Drain Fire/Heat Powers 3d6. Total cost: 45 points.
- 3) *Expanded Winter's Chill I*: Add Expanded Effect (two Fire/Heat powers simultaneously; +½). Total cost: 80 points.
- 4) *Expanded Winter's Chill II*: Decrease to Drain 3d6 and add Expanded Effect (four Fire/Heat powers simultaneously; +1½). Total cost: 90 points.
- 5) *Expanded Winter's Chill III*: Decrease to Drain 2d6 and add Expanded Effect (all Fire/Heat powers simultaneously; +3½). Total cost: 100 points.
- 6) *Winter's Touch*: The character has to touch an opponent to drain his heat. Add No Range (-½). 60 Active Points; total cost 40 points.

DEFENSIVE POWERS**ARCTIC ADAPTATION**

Effect: Life Support (Safe Environment: Intense Cold, Intense Heat)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's cold powers protect him from even the most intense natural cold. He can walk around in antarctic weather wearing a t-shirt and shorts and feel perfectly comfortable. Furthermore, when he's in hot areas, such as deserts, he can keep himself cool and comfortable.

Game Information: Life Support (Safe Environments: Intense Cold, Intense Heat). Total cost: 4 points.

**HEAT RESISTANCE**

Effect: Resistant Protection (0 PD/20 ED); Only Works Against Fire/Heat

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's power over ice and cold allows him to more easily resist damage from fire and heat.

Game Information: Resistant Protection (0 PD/20 ED) (30 Active Points); Only Works Against Fire/Heat (-½). Total cost: 20 points.

Options:

- 1) *Extreme Heat Resistance*: Character also buys Energy Damage Reduction, Resistant, 50% (30 Active Points); Only Works Against Fire/Heat (-½) (total cost: 20 points). 30 + 30 = 60 Active Points; total cost 20 + 20 = 40 points.
- 2) *Lesser Heat Resistance*: Decrease to Resistant Protection (0 PD/12 ED). 18 Active Points; total cost 12 points.

**ICE ARMOR**

Effect: Resistant Protection (22 PD/18 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The cryokinetic can surround his body with armor made of ice. The armor offers slightly more protection against physical attacks. If the character becomes Stunned or unconscious, the armor falls off or melts away; he'll have to re-create it when he regains his senses. Other people can see the armor, and hear it cracking and re-forming as the character moves.

Game Information: Resistant Protection (22 PD/18 ED) (60 Active Points); Nonpersistent (-¼), Perceivable (-0). Total cost: 48 points.

Options:

- 1) *Strong Ice Armor:* Increase to Resistant Protection (27 PD/23 ED). 75 Active Points; total cost 60 points.
- 2) *Weak Ice Armor:* Decrease to Resistant Protection (17 PD/13 ED). 45 Active Points; total cost 36 points.
- 3) *Tough Ice Armor:* The character's armor has enough durability to resist armor-piercing attacks. Decrease to Resistant Protection (20 PD/16 ED) and add Hardened (+¼). 67 Active Points; total cost 54 points.
- 4) *Lasting Ice Armor:* The character's ice armor continues to protect him even if he's Knocked Out or Stunned. Remove Nonpersistent (-¼). Total cost: 60 points.
- 5) *Tiring Ice Armor:* The character has to expend effort to maintain his ice armor. Replace Nonpersistent (-¼) with Costs Endurance (-½). Total cost: 40 points.
- 6) *Ice Armor Variant:* This form of Ice Armor provides equal protection against all phenomena. Change to Resistant Protection (20 PD/20 ED). 60 Active Points; total cost 48 points.

**ICE FORM**

Effect: Invisibility to Sight Group; Chameleon, Only When Not Attacking
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can transform his body into completely transparent ice, allowing him to become virtually undetectable... as long as he stands still.

Game Information: Invisibility to Sight Group (20 Active Points); Chameleon (-½), Only When Not Attacking (-½). Total cost: 10 points.

Options:

- 1) *Easy Ice Form:* The character can remain in ice form effortlessly. Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 15 points.

- 2) *Body Of Ice I:* The character's body is made of ice permanently. In addition to this power, he should consider taking a Physical Complication to represent the difficulties his condition imposes. Add Reduced Endurance (0 END; +½), Persistent (+¼), and Always On (-½) (35 Active Points; total cost 14 points) **plus** Resistant Protection (12 PD/12 ED) (total cost: 36 points). 35 + 36 = 71 Active Points; total cost 14 + 36 = 50 points.

- 3) *Body Of Ice II:* Like Body Of Ice I, but the character's body has an even higher degree of resilience. Replace the Resistant Protection with Physical and Energy Damage Reduction, Resistant, 50% (total cost: 60 points). 35 + 60 = 95 Active Points; total cost 14 + 60 = 74 points.

**ICE SLIDE RESCUE**

Effect: Flight 12m, Usable As Attack, Gliding
Target: 60m long and 8m wide Line
Duration: Constant
Range: 40m
END Cost: 5

Description: The character can use his ice powers to create a slide-like construct that catches people who are falling and lets them slide safely down to the ground. The construct is 40m long and 8m wide, so it can catch multiple people at once.

This power requires the GM's permission because it uses some unusual constructs. Instead of applying a form of Usable On Others and increasing the number of people the power can affect, it uses a combination of Usable As Attack (so the character controls the creation and location of the slide, and pays the END for it) plus Area Of Effect to define the size of the slide and thus how many people it can catch.

Game Information: Flight 12m, Area Of Effect (60m long and 8m wide Line; +1¼), Usable As Attack (+1¼), Limited Range (40m; +¼) (45 Active Points); Costs Endurance (-½), Gliding (-1), Physical Manifestation (-¼), Only To Slide People To The Ground (-¼). Total cost: 15 points.

**ICE WALL**

Effect: Barrier 12 PD/8 ED, 10 BODY (up to 10m long, 3m high, and 1m thick)
Target: Area
Duration: Instant
Range: 550m
END Cost: 5

Description: The character can create a solid wall of ice that protects him (and sometimes other people) from attacks. The wall offers more protection against physical attacks, since energy attacks are more likely to melt through it. He can also use it to englobe a single human-sized enemy.

Game Information: Barrier 12 PD/8 ED, 10 BODY (up to 10m long, 3m high, and 1m thick). Total cost: 55 points.

Options:

- 1) *Strong Ice Wall:* Increase to Barrier 16 PD/12 ED, 14 BODY. Total cost: 71 points.

- 2) *Weak Ice Wall*: Decrease to Barrier 8 PD/6 ED, 8 BODY. Total cost: 44 points.
- 3) *Larger Wall*: Add +8m length, +2m height, and +1m thickness. Total cost: 67 points.
- 4) *Opaque Ice Wall*: This form of Ice Wall blocks sight. Add Opaque (Sight Group). Total cost: 65 points.
- 5) *Freezing Ice Wall*: The wall is so cold and powerful that anyone touching it gets frozen stiff and covered with ice himself! Add Entangle 4d6, 4 PD/4 ED, Area Of Effect (Surface sufficient to cover both sides of the Barrier, Damage Shield; +1¼), Reduced Endurance (0 END; +½) (110 Active Points); Linked (-¼), No Range (-½), Susceptible (breaking Barrier where character is automatically frees him; -1), Vulnerable (Fire/Heat; -1). Total cost 29 points; total cost of overall power 84 points.

MOVEMENT POWERS



ICE SLIDES

Effect: Running +18m and Flight (Gliding) 30m
Target: Self
Duration: Constant
Range: Self
END Cost: 2/0

Description: The character can create narrow sheets of ice in front of himself on which he can “skate” at high speeds. Normally he just uses the slides to move along the ground, but if he starts above ground level, he can slide downward, provided he has a nearby solid surface (the ground itself, the side of a building, a large tree, or the like) to which he can anchor the slide. As the character “skates” downward, he can occasionally create a small “mogul” to give himself a little bit more altitude. Unfortunately, this power leaves large chunks of ice lying around after the character passes through the area, which may pose various hazards until they melt.

Game Information:

Cost Power

- 24 **Ice Slides**: Multipower, 30-point reserve, all Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0)
- 1f **1) Basic Ice Slide**: Running +18m; Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0)
- 1f **2) Aboveground Ice Slide**: Flight 30m; Gliding (-1), Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0)

Total cost: 26 points.

Options:

- 1) *Faster Ice Sliding*: Increase first slot to Running +30m. Total cost: 27 points.
- 2) *Slower Ice Sliding*: Decrease Multipower reserve to 12 points, first slot to Running +12m, and second slot to Flight 12m. Total cost: 12 points.



ICEWALKING

Effect: Environmental Movement (Icewalking)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has as sure footing on ice as he does on ordinary ground.

Game Information: Environmental Movement (Icewalking). Total cost: 2 points.

SENSORY POWERS



SENSE TEMPERATURE

Effect: Detect Temperature
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's affinity for coldness allows him to quickly gauge the local temperature.

Game Information: Detect Temperature (INT Roll) (no Sense Group), Sense. Total cost: 5 points.

MISCELLANEOUS POWERS



ICE SCULPTURES

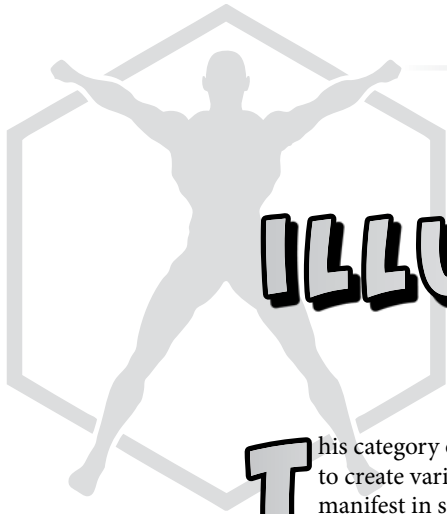
Effect: Major Transform 4d6 (air into ice sculptures)
Target: One sculpture
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can create shapes and sculptures out of thin air by freezing water or water vapor. Each BODY rolled on the Transform dice creates .25 cubic meters' worth of ice. Typically the shapes are simple — geometric shapes like cubes, spheres, or stairs, vaguely detailed humanoid forms, and the like. If the character makes a PS: Sculptor roll, he can make the sculptures more detailed (the more he makes the roll by, the finer the detail and the more aesthetically pleasing the overall creation).

Game Information: Major Transform 4d6 (air into ice sculptures; heals back by melting) (40 Active Points); No Range (-½), Uses A PS: Sculptor Roll (see text; -0). Total cost: 27 points.

Options:

- 1) *Strong Sculptures*: Increase to Major Transform 6d6. 60 Active Points; total cost 40 points.
- 2) *Weak Sculptures*: Decrease to Major Transform 2d6. 20 Active Points; total cost 13 points.
- 3) *Ranged Sculptures*: The character can create his sculptures at a distance. Remove No Range (-½). Total cost: 40 points.



ILLUSION POWERS

This category of powers represents the ability to create various illusions that typically manifest in some physical way — as holograms or sounds, for example. It doesn't include purely mental illusions; for those, see the *Mental And Psionic Powers* section of this book. Although this power set is relatively small, characters often combine it with minor powers from other categories — such as Mental and Psionic Powers, Shape Alteration Powers, Telekinetic Powers, or Teleportation Powers — to create characters with a wide variety of deception and manipulation powers.

OFFENSIVE POWERS



ILLUSIONS

Effect: Sight, Hearing, and Smell/Taste Group Images, -3 to PER Rolls

Target: 16m Radius

Duration: Constant

Range: 2510m

END Cost: 5

Description: The character can generate highly believable illusions that look, sound, and even smell like the real thing. Unfortunately, touching them reveals them for the trickery that they are.

Game Information: Sight, Hearing, and Smell/Taste Group Images, -3 to PER Rolls, Area Of Effect (16m Radius; +¾). Total cost: 51 points.

Options:

- 1) *Enhanced Illusions:* Increase to -6 to PER Rolls. Total cost: 66 points.
- 2) *Poorer Illusions:* Remove PER Roll modifier. Total cost: 35 points.
- 3) *Larger Illusions:* Increase to Area Of Effect (32m Radius; +1). Total cost: 58 points.
- 4) *Smaller Illusions:* Decrease to Area Of Effect (8m Radius; +½). Total cost: 43 points.
- 5) *Tactile Illusions:* The character's illusions are so realistic, other people can even feel them. Add Touch Group. Total cost: 59 points.
- 6) *Visual Illusions:* The character's illusions can only be seen; they make no sound and have no smell. Remove Hearing and Smell/Taste Sense Groups. Total cost: 33 points.

- 7) *Cue The Sound:* The character's illusions can be seen and heard, but have no odor. Remove Smell/Taste Sense Group. Total cost: 42 points.
- 8) *Restricted Illusion:* The character can only create an illusion of one thing, defined when he purchases the power — a dragon, a group of automobiles, a symphony orchestra, or the like. If the illusion itself does not fill an 16m radius, then it's limited to moving within that area. Add Set Effect (-1). 51 Active Points; total cost 25 points.
- 9) *Programmed Illusion:* The character has an illusion power that creates one specific type of illusion that is triggered by a particular event or circumstance (both defined when he buys the power). Add Trigger (+¼) and Set Effect (-1). 58 Active Points; total cost 29 points.
- 10) *Image Animation:* The character's illusion-creation powers are limited to making pictures, illustrations, photographs, or like images come to life (at the GM's option, this include pictures on a television or computer screen). The "created" beings or things must remain within 16m of the frame or piece of paper they sprang from, since part of the illusion is making that object appear "blank" or "empty," so it's the center of the effect. The Limitation assumes the character doesn't carry around any images himself, or otherwise have ready access to predictable ones he can use; if that's not the case, decrease its value. Add Set Effect (only to animate two-dimensional images; -1). 51 Active Points; total cost 25 points.



MASTER MIMIC

Effect: Hearing Group Images, -4 to PER Rolls

Target: 8m Radius

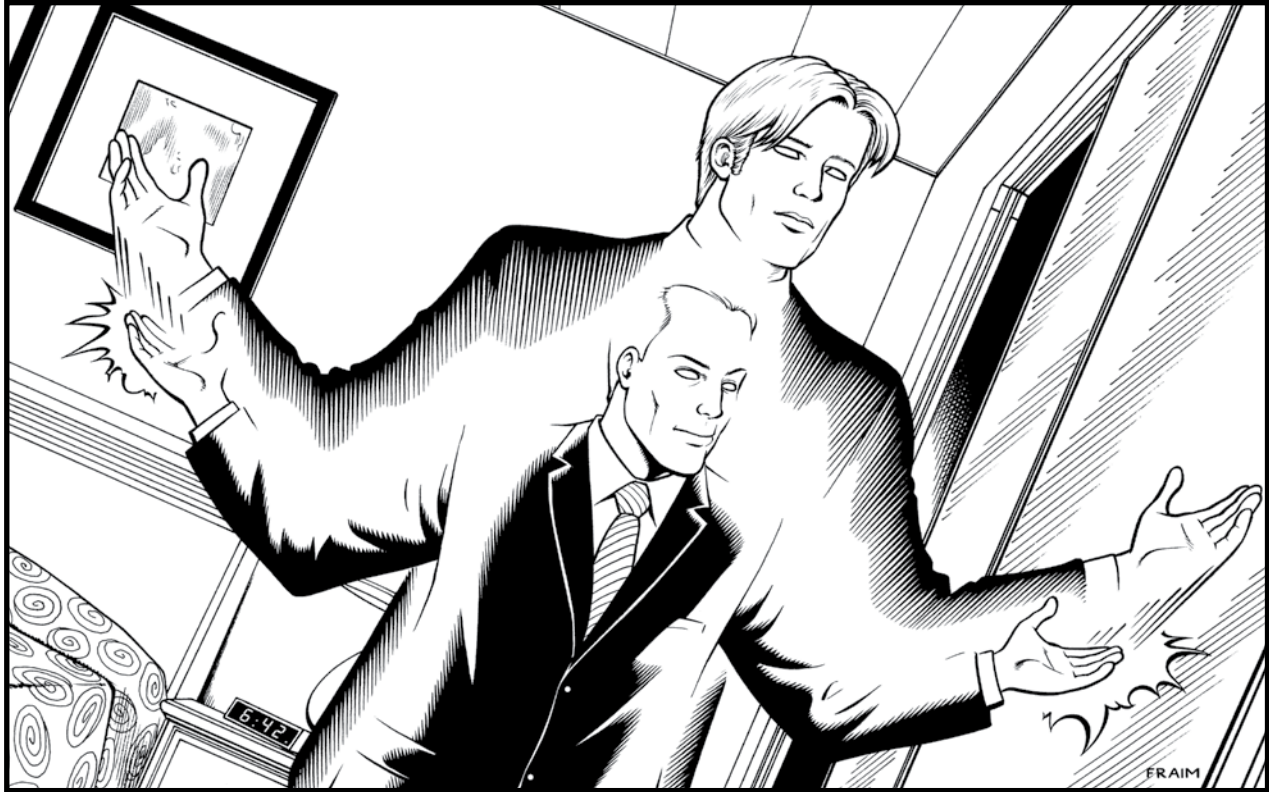
Duration: Constant

Range: 250m

END Cost: 2

Description: The character has such control over sound and voice that he can convincingly mimic virtually any sound. The range of the power allows him to accomplish "ventriloquism" tricks as well.

Game Information: Hearing Group Images, -4 to PER Rolls, Area Of Effect (8m Radius; +½). Total cost: 25 points.

**Options:**

- 1) *Enhanced Mimicry*: Increase to -6 to PER Rolls. Total cost: 34 points.
- 2) *Poorer Mimicry*: Decrease to -2 PER Roll modifier. Total cost: 16 points.
- 3) *Larger Mimicry*: Increase to Area Of Effect (16m Radius; +¾). Total cost: 30 points.
- 4) *Smaller Mimicry*: Decrease to Area Of Effect (4m Radius; +¼). Total cost: 21 points.
- 5) *Skillful Mimicry*: The character's ability to use this power depends on his skill as a mimic or ventriloquist. Add Requires A Mimicry Or Ventriloquism Roll (-¼). 25 Active Points; total cost 20 points.

Options:

- 1) *Easy Cloak*: Add Reduced Endurance (0 END; +½). Total cost: 60 points.
- 2) *Restricted Cloak*: The character can hide himself visually, but he can't cover noises he makes or smells he emits. Remove Hearing and Smell/Taste Groups. Total cost: 30 points.
- 3) *Group Cloak*: The character can extend his illusion so that it covers a group of his friends nearby. The character controls the power and pays the END cost. All the persons he wants to affect must remain within 8m of him at all times; if they move outside that zone, the power immediately ceases to effect them. Remove Hearing and Smell/Taste Groups and add Usable By Nearby (+1). Total cost: 80 points.

DEFENSIVE POWERS



CLOAK OF ILLUSION

Effect: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can conceal himself in an illusion that he's not there. Someone could stand right next to him and neither see, hear, nor smell him because of the illusion.

Game Information: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe. Total cost: 40 points.



ILLUSIONARY DISGUISE

Effect: Shape Shift (to Sight Group; any humanoid form), Instant Change, Imitation

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character covers himself in a skintight illusion that makes him look like someone else. His voice remains the same, he feels the same to the touch, and he appears the same in a radar profile — but to visual inspection, he's a different person altogether.

Game Information: Shape Shift (Sight Group; any humanoid form), Instant Change, Imitation. Total cost: 28 points.

Options:

- 1) *Easy Disguise*: Add Reduced Endurance (0 END; +½). Total cost: 42 points.
- 2) *Illusory Voice*: The character's powers of illusion also change his voice, allowing him to flawlessly mimic other persons. Add Hearing Group. Total cost: 33 points.
- 3) *Group Disguise*: The character can extend his illusion so that it covers a group of his friends nearby. Each person affected may look like a different person. The character controls the power and pays the END cost. All the persons he wants to affect must remain within 8m of him at all times; if they move outside that zone, the power immediately ceases to effect them. Add Usable By Nearby (+1). Total cost: 56 points.

**MIRROR IMAGE**

Effect: Sight and Hearing Group Images, -5 to PER Rolls

Target: 8m Radius

Duration: Constant

Range: No Range

END Cost: 4

Description: The character creates an illusion of five duplicates identical to himself. The image also makes it look as if all six "characters" are moving around within the 8m radius of the power, and makes all five duplicates mimic whatever the character does. The illusion even mirrors wounds or other effects received by the character or one image on all six of them. However, if an attack would "kill" one of the images, it simply disappears, leaving the remaining images behind and unchanged.

If an attacker has no way to figure out which of the six is the real person (such as making a Smell-based PER Roll to sniff him out), and no area-affecting attack big enough to cover the 8m radius, the GM should roll 1d6 for each attack. On a 1, the real character gets hit; otherwise, an image takes the blow, leaving the character unharmed.

Game Information: Sight and Hearing Group Images, -5 to PER Rolls, Area Of Effect (8m Radius; +½) (45 Active Points); Set Effect (-1), No Range (-½). Total cost: 18 points.

**REPOSITIONING**

Effect: +10 DCV

Target: Self

Duration: Constant

Range: Self

END Cost: 5

Description: This powerful defensive illusion makes it seem as if the character is standing somewhere other than where he really is. Typically it makes other characters, regardless of what senses they use, believe the character is standing one or two feet away from his true location. As a result, it's very difficult to hit the character in combat — though sometimes the attacker figures out the target's real location, or the character does something that gives his position away... and of course an area-affecting power can hit the character easily.

Game Information: +10 DCV (50 Active Points); Activation Roll 13- (-¼), Costs Endurance (-½). Total cost: 28 points.

SENSORY POWERS**CAN'T FOOL ME**

Effect: +5 PER, Only To See Through Illusions

Target: Self

Duration: Persistent

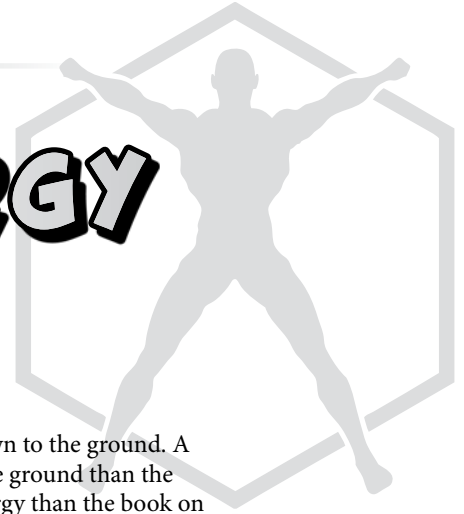
Range: Self

END Cost: 0

Description: The character's penchant for illusions makes him good at spotting what's real, and what's not. He gains a +5 bonus to PER Rolls to see through illusions, regardless of what Power they're constructed with.

Game Information: +5 PER with all Sense Groups (15 Active Points); Only To See Through Illusions (-1). Total cost: 7 points.

KINETIC ENERGY POWERS



Kinetic Energy Powers involve control of, and the ability to manipulate, kinetic energy and related phenomena like inertia, momentum, and friction.

Although these terms have precise scientific meanings (see below), in many cases those meanings have little or no effect on how the powers are built and used in game terms. This section discusses ways to model them more “realistically” if you choose, but for most games you can consider all these phenomena as part of the broad special effect of Kinetic Energy.

Because manipulating such fundamental forces often requires absolute, or nearly absolute, effects, many Kinetic Energy powers have high Active Point and Real Point costs. If necessary, the GM can adjust them downward, and then address the “absoluteness” of effect as part of a dramatic sense interpretation of game events.

KINETIC AND POTENTIAL ENERGY

Broadly speaking, all energy consists of one of two types. *Kinetic energy* is the energy an object has because of its motion. By technical definition, it's the amount of work (energy transferred by some force) required to accelerate the object to its current velocity from a state of motionlessness. Absent outside forces (such as friction), it keeps moving at that velocity. Negative work of the same amount brings the object back to a state of motionlessness.

Potential energy is the amount of “stored” energy an object has based on work done to it to change its position. It varies by the type of force applied in the work. For example, there's gravitational potential energy created by lifting an object off the ground (the most common type of potential energy likely to occur in a roleplaying game situation); and elastic potential energy created by deforming an elastic object with stress (such as a longbow), which when released returns the object to its original shape. Consider a book on a table. Work has been done — force has been applied, probably with someone's muscles — to move that book from the floor to the table. The book now has potential energy. If it's moved off the table the book crashes to the floor because its gravitational

potential energy moves it down to the ground. A book on a shelf (higher off the ground than the table) has more potential energy than the book on the table; so does a book on the same table that has greater mass.

In terms of powers exhibited by characters, kinetic and potential energy can both be manipulated. A character might have the power to change or enhance a moving object's kinetic energy to bring it to a dead stop, redirect it, or make it move faster. Or he could exploit an object's potential energy for various purposes.

FRICTION

Friction is a force that opposes the motion (or potential motion) of two physical objects in contact with one another. The friction (which consists of electromagnetic forces between the atoms of the two objects) transforms the kinetic energy of the two objects into heat (thermal energy). When it occurs between a solid object and a gas or liquid, friction is referred to as *drag*. Various methods and materials (such as lubricants) are used to reduce friction within the moving parts of machines and the like; the science of friction and lubrication is known as tribology.

In game terms, a character can manipulate friction to increase it (thus making it harder, or impossible, for a person or object to move) or decrease it (which could, among other things, let him run faster or escape from being Grabbed). Perhaps in the process he somehow taps the thermal energy friction creates and can use it for other purposes. To the extent a character who manipulates friction can also manipulate the thermal energy involved, you may want to consult the *Fire/Heat* section for potential special effects interactions and consequences.

INERTIA

Inertia is the property of physical objects to either remain at rest (if already at rest) or to remain in motion at a constant velocity (if already in motion) unless and until acted upon by an outside force. In a gaming context, manipulating kinetic/potential energy and manipulating inertia are essentially the same thing.

MOMENTUM

An object's *momentum* is a property derived by multiplying its mass by its velocity to get a figure of kilograms per meter per second. Electromagnetic fields can also have momentum when they move, even though their mass is minute or non-existent. You can also think of momentum as how difficult it is to stop a moving object, taking into account its inertia (resistance to being moved) and velocity. Thus, a slow-moving but very heavy object may have more momentum than a light-weight but fast object, since it takes more energy to get the heavy object to move. In other words, it's harder to stop a car rolling down a hill at 10 miles per hour than it is to stop a baseball moving at 100 miles per hour.

In game terms, manipulating an object's momentum can make it harder or easier to move, and thus potentially slower or faster. A character could use this to make a physical Ranged attack hit the target harder (or not as hard), to make another character move slower or faster, and so forth.

OFFENSIVE POWERS



FRICITION CONTROL

Effect: Telekinesis (30 STR), Only For Frictionlessness Effects
Target: One character
Duration: Constant
Range: 670m
END Cost: 7

Description: The character can render an object or surface frictionless (or nearly so), making it difficult for someone to keep hold of, remain standing or seated on, or the like. This effect is simulated with Telekinesis. When the character uses the power successfully, he engages in a Strength versus Strength Contest with the target. If the character wins, the victim loses his grip on held objects (which fall to the floor), suddenly slides right off his chair (taking telekinetic STR damage from hitting the floor unexpectedly), and so forth.

Game Information: Telekinesis (30 STR), Area Of Effect (1m Radius Accurate; +½) (67 Active Points); Affects Whole Object (-¼), Only For Frictionlessness Effects (-¾), Limited Range (40m; -¼). Total cost: 30 points.

Options:

- 1) *Greater Frictionlessness:* Increase to Telekinesis (40 STR). 90 Active Points; total cost 40 points.
- 2) *Lesser Frictionlessness:* Decrease to Telekinesis (20 STR). 45 Active Points; total cost 20 points.
- 3) *Butterfingers All 'Round:* The character can affect a group of people with frictionlessness. He must apply the same affect to all of them — they all lose hold of held objects, all slip and fall, or the like. Replace Area Of Effect (1m Radius Accurate; +½) with Area Of Effect (16m Radius; +¾). 79 Active Points; total cost 35 points.



FRICITIONLESS FIELD

Effect: Change Environment (frictionlessness), -5 to DEX Rolls
Target: 16m Radius
Duration: Constant
Range: 200m
END Cost: 4

Description: The character creates a field where friction becomes less effective or non-existent. Characters moving on the ground through the field must make a DEX Roll at -5 each Phase to keep from falling down; characters using other DEX-Based Skills suffer a similar penalty to their rolls if the GM rules that friction is involved in the task.

Game Information: Change Environment (frictionlessness field), -5 to all DEX Rolls and DEX-Based Skill Rolls, Area Of Effect (16m Radius; +¾), Personal Immunity (+¼). Total cost: 40 points.

Options:

- 1) *Greater Frictionlessness:* Increase to -9 to DEX Rolls. Total cost: 72 points.
- 2) *Lesser Frictionlessness:* Decrease to -3 to DEX Rolls. Total cost: 24 points.
- 3) *Larger Field:* Increase to Area Of Effect (32m Radius; +1). Total cost: 45 points.
- 4) *Smaller Field:* Decrease to Area Of Effect (8m Radius; +½). Total cost: 35 points.



FRICITION MANIPULATION

Effect: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks
Target: One character
Duration: Instant
Range: 400m
END Cost: 8

Description: The character reduces the frictional forces around a character to the extent the target cannot move — all he can do is flail around helplessly. Unless he has enough strength to overcome the effect, or he has some physical object or phenomenon to grab hold of, he can't get enough traction to move.

Game Information: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks (+1) (80 Active Points); Vulnerable (to any attack made by a victim who has a physical effect/object to grab hold of or use to escape; -½). Total cost: 53 points.

Options:

- 1) *Heightened Friction Manipulation:* Increase to Entangle 6d6, 6 PD/6 ED. 120 Active Points; total cost 80 points.
- 2) *Reduced Friction Manipulation:* Decrease to Entangle 3d6, 3 PD/3 ED. 60 Active Points; total cost 40 points.
- 3) *Friction Manipulation Variant:* The character so vastly *increases* the friction inherent in another character's movement that the target cannot move unless he has the strength to overcome the friction and break free. Remove Vulnerable (-½). Total cost: 80 points.

- 4) *Wide-Area Friction Manipulation I*: The character can negate friction over a wide area, potentially rendering many people unable to move. Decrease to Entangle 3d6, 3 PD/3 ED and add Area Of Effect (8m Radius; +½). 75 Active Points; total cost 50 points.
- 5) *Wide-Area Friction Manipulation II*: As Wide-Area Friction Manipulation I, but the character can selectively negate friction, leaving his enemies trapped but his friends able to move normally. Add Selective (+¼). 82 Active Points; total cost 55 points.



INERTIA MANIPULATION

Effect: Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks; Boost Movement 10d6, Only To Maintain Motion

Target: One character

Duration: Instant/Constant

Range: 400m/400m

END Cost: 8/8

Description: The character can control another character's inertia (or in some cases, his own). If the target is at rest, the character can force him to remain at rest by increasing his inertia, making it difficult (if not impossible) for him to move. If the target is in motion, the character can help to negate forces that might tend to hinder or halt that motion (he can also apply this effect to himself).

In game terms, the first effect is an Entangle that Takes No Damage From Attack, a relatively easy effect to adjudicate. The second effect — maintenance of motion — involves boosting the target's inertia-based movement (typically Running or Flight). He can only use the extra meters of movement to keep himself in motion; they do not increase his actual speed. Examples include enhancing his velocity for purposes of smashing through obstacles (performing a Move Through, whether intentional or not), withstanding the effects of Drains against Movement Powers, or resisting Knockback. In the latter case, the GM may choose to allow the extra movement from this power to "brace" the character against Knockback even if he doesn't declare that he's bracing (see 6E2 117).

Game Information:

Cost Power

- 80 **Inertia Manipulation:** Multipower, 80-point reserve
- 5f **1) Bodies At Rest Tend To Remain At Rest:** Entangle 4d6, 4 PD/4 ED, Takes No Damage From Attacks (+1); Vulnerable (to any attack that causes Knockback; -½)
- 3f **2) Bodies In Motion Tend To Remain In Motion:** Boost Movement 4d6, Variable Effect (any one kinetic energy-based Movement Power at a time; +½), Ranged (+½); Costs Endurance (to maintain; -½), Only To Maintain Motion (-1)

Total cost: 88 points.



KINETIC ABSORPTION

Effect: Absorption 20 BODY (half to STR, half to PD), Varying Effect

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: This power gives a character the innate ability to absorb the kinetic force of any attack — whether physical or energy — and use it to augment his own strength and resilience. However, he must be prepared for the category of energy he has to Absorb; if he expects and prepares for a physical attack and gets hit with an energy bolt, his Absorption does not work.

Game Information: Absorption 20 BODY (half to STR, half to PD), Varying Effect (+¾). Total cost: 35 points.

Options:

- 1) *Improved Absorption I*: Increase to Absorption 30 BODY. Total cost: 52 points.
- 2) *Improved Absorption II*: Increase to Absorption 40 BODY. Total cost: 70 points.
- 3) *Improved Absorption III*: Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). Total cost: 55 points.
- 4) *Improved Absorption IV*: Add Expanded Effect (adds to STR and PD simultaneously; +½). Total cost: 45 points.
- 5) *Weaker Absorption*: Decrease to Absorption 15 BODY. Total cost: 26 points.
- 6) *Heightened Physical Absorption*: The character's ability to Absorb energy from physical blows is greater. Add Absorption +20 BODY (physical) (total cost: 20 points). Total cost: 35 + 20 = 55 points.
- 7) *Energy Conversion*: The character can Absorb energy from just about any phenomena, and can vary from Phase to Phase what it adds to. Add Variable Effect (any one Characteristic or Kinetic Energy Power at a time; +½). Total cost: 45 points.



KINETIC BOOST

Effect: Aid Movement Powers 4d6

Target: One character

Duration: Instant

Range: 240m

END Cost: 5

Description: The character's control over kinetic energy, momentum, and similar forces allows him to enhance the velocity of objects or people currently in motion. The effect dissipates the instant the person/object stops moving (voluntarily or involuntarily). The power does not affect Teleportation, Extra-Dimensional Movement, or some forms of Faster-Than-Light Travel, which do not involve kinetic motion.

Game Information: Aid Movement Powers 4d6, Variable Effect (any one kinetic energy-based Movement Power at a time; +½), Ranged (+½) (48 Active Points); Only Works On People/Objects Currently In Motion (-¼), Points Fade Immediately When Person/Object Stops Moving (-½). Total cost: 27 points.

Options:

- 1) *Big Boost*: Increase to Aid Movement Powers 5d6. 60 Active Points; total cost 34 points.
- 2) *Little Boost*: Decrease to Aid Movement Powers 3d6. 36 Active Points; total cost 20 points.
- 3) *Long-Term Boost*: Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). 72 Active Points; total cost 41 points.

**KINETIC DRAIN**

Effect: Drain Movement Powers 4d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: This ability is similar to Kinetic Boost, but represents a character's capacity to *hinder* kinetic energy-based movement rather than help it.

Game Information: Drain Movement Powers 4d6, Variable Effect (any one kinetic energy-based Movement Power at a time; +½) (60 Active Points); Only Works On People/Objects Currently In Motion (-¼), Points Fade Immediately When Person/Object Stops Moving (-½). Total cost: 34 points.

Options:

- 1) *Big Drain*: Increase to Drain Movement Powers 5d6. 75 Active Points; total cost 43 points.
- 2) *Little Drain*: Decrease to Drain Movement Powers 3d6. 45 Active Points; total cost 26 points.
- 3) *Long-Term Drain*: Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). 100 Active Points; total cost 57 points.

**KINETIC MISSILE**

Effect: Blast 8d6/RKA 2½d6, OIF (objects of opportunity)
Target: One character
Duration: Instant
Range: 60m
END Cost: 4

Description: The character can impart kinetic energy into small objects (pebbles, eating utensils, ball bearings, salt shakers, marbles, pencils...) and cause them to fly toward the target with such speed and force that they inflict severe injuries. Blunt objects do Normal Damage; sharp or pointed ones Killing Damage. The GM may, at his discretion, reduce the damage caused by larger, softer, or more fragile objects.

Game Information:
Cost Power

- 20 **Kinetic Missile:** Multipower, 40-point reserve; all slots OIF (objects of opportunity; -½), Limited Range (60m; -¼), Beam (-¼)
- 2f **1) Blunt Objects:** Blast 8d6; OIF (objects of opportunity; -½), Limited Range (60m; -¼), Beam (-¼)
- 2f **2) Sharp Objects:** RKA 2½d6; OIF (objects of opportunity; -½), Limited Range (60m; -¼), Beam (-¼)

Total cost: 24 points

Options:

- 1) *Faster Missiles*: Increase Multipower reserve to 60 points, Slot 1 to Blast 12d6, and Slot 2 to RKA 4d6. Total cost: 36 points.
- 2) *Slower Missiles*: Decrease Multipower reserve to 30 points, Slot 1 to Blast 6d6, and Slot 2 to RKA 2d6. Total cost: 17 points.
- 3) *Kinetic Volley*: Provided he has enough objects to impart kinetic energy to, the character can fire multiple shots at his target. Increase Multipower reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 36 points.

**MOMENTUM COMPENSATION**

Effect: Telekinesis (50 STR), Only To Throw
Target: One character
Duration: Instant
Range: 750m
END Cost: 7

Description: The character's control over momentum, inertia, friction, and kinetic and potential energy allows him to neutralize a person's or object's movement with respect to the movement of the Earth itself. In other words, Earth keeps rotating but the target doesn't keep moving with it, effectively "flinging" the target away in a direction opposite that of the planet's rotation (westward, on Earth).

Game Information: Telekinesis (50 STR) (75 Active Points); Instant (-½), Only To Throw Target Opposite Planet's Rotation (westward, on Earth; -1). Total cost: 30 points.

**MOMENTUM ENHANCEMENT**

Effect: Boost Movement Powers 6d6, Only For Move Throughs
Target: One character
Duration: Instant
Range: 300m
END Cost: 6

Description: The character's control over kinetic energy, momentum, and similar forces allows him to enhance the velocity of objects or people to increase the force with which they impact objects. In game terms, this counts as extra movement only for performing Move Throughs (increasing both the damage done, and the OCV penalty, but not the actual meters of movement the character travels). The power does not affect Teleportation, Extra-Dimensional Movement, or some forms of Faster-Than-Light Travel, which do not involve kinetic motion.

Game Information: Boost Movement Powers 5d6, Variable Effect (any one kinetic energy-based Movement Power at a time; +½), Ranged (+½) (60 Active Points); Costs Endurance (to maintain; -½), Only Works On People/Objects Currently In Motion (-¼), Only For Calculating Damage And OCV Penalty For Move Throughs (-1). Total cost: 22 points.

Options:

- 1) *Greater Enhancement*: Increase to Boost 6d6.
72 Active Points; total cost 26 points.
- 2) *Lesser Enhancement*: Decrease to Boost 4d6.
48 Active Points; total cost 17 points.

**MOMENTUM SUBTRACTION**

Effect: Suppress Movement Powers 4d6
Target: One character
Duration: Constant
Range: 400m
END Cost: 6

Description: The character's control over kinetic energy, momentum, and similar forces allows him to reduce the velocity of objects or people to decrease the force with which they impact objects. The power does not affect Teleportation, Extra-Dimensional Movement, or some forms of Faster-Than-Light Travel, which do not involve kinetic motion.

Game Information: Suppress Movement Powers 4d6, Variable Effect (any one kinetic energy-based Movement Power at a time; +½) (60 Active Points); Costs Endurance (to maintain; -½), Only Works On People/Objects Currently In Motion (-¼). Total cost: 34 points.

Options:

- 1) *Greater Subtraction*: Increase to Suppress 6d6.
90 Active Points; total cost 51 points.
- 2) *Lesser Subtraction*: Decrease to Suppress 3d6.
45 Active Points; total cost 26 points.
- 3) *Momentum-Subtracting Field*: The character can decrease characters' ability to move through a particular area. The character must affect the same type of movement for all targets with any

given use of the power, but from use to use he can change the type of Movement Power he can affect. Change to Change Environment (momentum-subtracting field), -20m movement, Varying Combat Effects (only to change mode of movement power affects), Area Of Effect (32m Radius; +1) (60 Active Points); Only Works On People/Objects Currently In Motion (-¼). Total cost: 48 points.

**SIPHONED PUNCH**

Effect: Reflection (60 Active Points' worth), Any Target, Only Works Against Physical HTH Attacks
Target: One character
Duration: Instant
Range: Self
END Cost: 6

Description: The character uses his control over kinetic energy and momentum to tap into the force of a punch (or other HTH Combat attack) being made at him and direct that force injure someone else.

This power requires the GM's permission, since it uses the optional HTH Combat form of Reflection, and then applies the *Ranged* (+½) Advantage to it so the character can Reflect the force at someone who's not in HTH Combat range with him. (The power cannot be used to Reflect an attack made at someone else; the Advantage just lets the Reflected attack's damage affect a target at Range.)

Game Information: Reflection (HTH) (60 Active Points' worth), Any Target (+½) (60 Active Points); Only Works Against Physical HTH Attacks (-¼). Total cost: 48 points.



Options:

- 1) *Strong Siphoning*: Increase to Reflection (81 Active Points' worth). 81 Active Points; total cost 65 points.
- 2) *Weak Siphoning*: Decrease to Reflection (42 Active Points' worth). 42 Active Points; total cost 34 points.
- 3) *Ranged Siphoning*: This more powerful version of Siphoned Punch allows a character to siphon the energy from a punch or other HTH Combat attack made against someone other than himself (*i.e.*, at Range). It requires the GM's permission because it's built using Deflection to Block HTH attacks at Range, which is ordinarily not allowed. Change to: Deflection (20 Active Points); Only HTH Combat Attacks (see text; -0), Unified Power (-¼) (total cost: 16 points) **plus** Blast 8d6, Trigger (when character successfully Deflects a HTH Combat attack, activating Trigger is an action that takes no time, Trigger immediately automatically resets; +1) (80 Active Points); Limited Range (60m; -¼), Linked (-¼), Restricted Damage (attack cannot do more DCs of Blast than there were DCs in the Deflected attack; -0), Unified Power (-¼) (total cost: 46 points). Total cost 16 + 46 = 62 points.

**STOP DEAD**

Effect: Blast 18d6, Double Knockback
Target: One character
Duration: Instant
Range: 100m
END Cost: 16

Description: This unusual power allows a character to alter the inertia and momentum of a moving object to make it instantly stop moving, just as if it had hit an immovable wall. To determine whether the power works, the character makes his Attack Roll. If that succeeds, he rolls damage and determines the Knockback. If the power does no Knockback (taking into account both the rolls and any ability the target has, or action he takes, to resist Knockback), it has no effect whatsoever on the target, just as if the character had missed. If it does Knockback, then the target takes damage (see below) and stops dead in his tracks. The Knockback doesn't move him in any direction; it simply stops him from moving further — again, just as if he'd hit a wall. He will, however, fall to the ground (which may cause flying characters additional damage). In the event the meters of Knockback do not equal or exceed the meters of movement the target's currently using, he takes no damage and keeps moving.

Although the Knockback effect is determined by the Blast dice, the damage from this attack depends more on the target's velocity than on the Blast dice. After the attack succeeds, the GM should roll dice equal to the target's velocity divided by 6 (just as if he'd performed a Move Through, but without using any STR). He then compares the STUN and BODY of that roll to

the damage rolled on the Blast dice. The target takes the *lesser* of the two rolls (determined from the STUN). (For the sake of simplicity and swift game play, the GM can just apply the Blast damage outright.)

Game Information: Blast 18d6, Double Knockback (+½) (135 Active Points); Only Works On Moving Characters (-½), Damage Based On Move Through Velocity Damage (-½), Does Not Work If Does No Knockback (-½), Knockback Only Causes Character To Stop Moving (-0), Limited Range (100m; -¼). Total cost: 49 points.

Options:

- 1) *Improved Stoppage*: Increase to Blast 21d6. 157 Active Points; total cost 57 points.
- 2) *Weaker Stoppage*: Decrease to Blast 12d6. 90 Active Points; total cost 33 points.

**STOP WHERE YOU ARE**

Effect: Teleportation 1m, No Relative Velocity, Usable As Attack, Only To Stop A Moving Character From Moving
Target: One character
Duration: Instant
Range: 10m
END Cost: 2

Description: This power is similar to Stop Dead (see above), but without the harmful effects. The character simply bleeds off all of the kinetic energy, momentum, and/or inertia that keeps a moving character moving, causing him to stop moving completely in 1m of distance no matter how fast he was moving.

Game Information: Teleportation 1m, No Relative Velocity, Usable As Attack (does not work on characters with Teleportation or dimensional manipulation powers; +1¼), Ranged (+½) (30 Active Points); Only To Stop A Moving Character From Moving (-¼). Total cost: 24 points.

Options:

- 1) *Disorienting Stop*: The sudden stop disorients the target. Add Blast 2d6, NND (defense is Teleportation or dimensional manipulation powers; +1) (20 Active Points); Linked (-¼) (total cost: 16 points). 30 + 20 = 50 Active Points total; total cost 24 + 16 = 40 points.
- 2) *Damaging Stop*: The sudden stop inflicts injury on the target due to the sudden absorption of momentum. Add Blast 4d6, NND (defense is Teleportation or dimensional manipulation powers; +1), Does BODY (+1) (60 Active Points); Linked (-¼) (total cost: 48 points). 30 + 60 = 90 Active Points total; total cost 24 + 48 = 72 points.
- 3) *Vehicle Stop*: The power can affect enough mass to stop most small vehicles. Add x64 mass (6,400 kg). 113 Active Points; total cost 90 points.
- 4) *Long-Range Stopping*: Add Increased Maximum Range (x8, or 80m; +¾). 38 Active Points; total cost 30 points.

**TURNABOUT**

Effect: Change Environment (impose Turn Mode)
Target: One character
Duration: Constant
Range: 170m
END Cost: 2

Description: A character with this power can use his control over inertia to make it difficult for persons or vehicles to turn or maneuver while moving. If the target (be it a person or vehicle) tries to turn more frequently or sharply than allowed by the Turn Mode rules (6E2 28), he must make a DEX Roll at -4. If he fails, either he cannot turn, he doesn't turn far enough, or some other result applies (he slips and falls, he skids out of control, or the like). This applies regardless of the mode of movement used, and even if the mode of movement has the *No Turn Mode* Advantage.

Game Information: Change Environment (impose Turn Mode), -4 to DEX Rolls (12 Active Points); Only Applies If Target Tries To Turn More Frequently/Sharply Than Allowed By Turn Mode Rules (-1). Total cost: 6 points.

Options:

- 1) *Strong Turnabout:* Increase to -6 to DEX Rolls. 18 Active Points; total cost 9 points.
- 2) *Weak Turnabout:* Decrease to -2 to DEX Rolls. 6 Active Points; total cost 3 points.

DEFENSIVE POWERS**KINETIC CANCELLATION**

Effect: Knockback Resistance -20m
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character's control over momentum and inertia allows him to prevent attacks from knocking him around.

Game Information: Knockback Resistance -20m (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

Options:

- 1) *Subconscious Cancellation:* The character doesn't even have to think about cancelling out Knockback; it happens automatically. Remove Costs Endurance (-½). Total cost: 20 points.

**KINETIC SHIELD**

Effect: Resistant Protection (25 PD/15 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character uses his control over kinetic energy, potential energy, and other forces to establish a protective field around himself that deflects attacks. The field provides more protection against physical attacks than energy attacks.

Game Information: Resistant Protection (25 PD/15 ED) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Strong Shield:* Increase to Resistant Protection (35 PD/25 ED). 90 Active Points; total cost 60 points.
- 2) *Weak Shield:* Decrease to Resistant Protection (20 PD/10 ED). 45 Active Points; total cost 30 points.

**KINETIC THEFT**

Effect: Deflection, Only Versus Physical Projectiles
Target: Target's OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character robs incoming missiles of their kinetic energy, inertia, and momentum, causing them to drop harmlessly to the ground.

Game Information: Deflection (20 Active Points); Only Versus Physical Projectiles (-¼). Total cost: 16 points.

Options:

- 1) *Improved Theft:* Character also buys +5 OCV with for Deflection. Total cost of CSLs 10 points; total cost of power 26 points.

**MOVEMENT SHIELD**

Effect: Resistant Protection (40 PD/0 ED), Hardened, Only While Moving
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character harnesses the power of his own motion to create an energy shield around himself that's nearly impenetrable to physical forces. He has to make at least a Half Move each Phase to maintain the Shield; otherwise it stops working immediately.

Game Information: Resistant Protection (40 PD/0 ED), Hardened (+¼) (75 Active Points); Only While Moving (see text; -¼). Total cost: 60 points.

Options:

- 1) *Strong Shield:* Increase to Resistant Protection (50 PD/0 ED). 62 Active Points; total cost 50 points.
- 2) *Weak Shield:* Decrease to Resistant Protection (30 PD/0 ED). 56 Active Points; total cost 45 points.



PERSONAL FRICTIONLESSNESS

Effect: +40 STR, Only To Escape Entangles/Grabs
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can reduce the friction acting on his body so that he slips out of Entangles and Grabs like a greased pig.

Game Information: +40 STR, Reduced Endurance (0 END; +½) (60 Active Points); Only To Escape Entangles And Grabs (-1½). Total cost: 24 points.

Options:

- 1) *Improved Frictionlessness:* Increase to +60 STR. 90 Active Points; total cost 36 points.
- 2) *Weak Frictionlessness:* Decrease to +30 STR. 45 Active Points; total cost 18 points.
- 3) *Frictionless Friends:* The character can make another person frictionless instead of himself. Add Usable By Other (+¼) and Ranged (+½). 90 Active Points; total cost 36 points.

MOVEMENT POWERS



ADHERENCE

Effect: Clinging
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character uses his powers of friction control to stick to walls. Because he's using friction to hold himself up, he can't stick to surfaces with more than ninety degree slopes (such as ceilings) unless there are handholds or some similar way around the problem.

Game Information: Clinging (normal STR) (10 Active Points); Cannot Cling To Surfaces With More Than Ninety Degree Slopes (-1), Cannot Resist Knockback (-¼), Costs Endurance (-½). Total cost: 4 points.

Options:

- 1) *Strong Adherence:* Increase Clinging STR to normal STR +15. 15 Active Points; total cost 5 points.
- 2) *Very Strong Adherence:* Increase Clinging STR to normal STR +30. 20 Active Points; total cost 7 points.



FRICTION NEGATION

Effect: Running +40m
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character minimizes the friction between his feet and the ground, allowing him to "skate" or "slide" at tremendous speeds.

Game Information: Running +40m. Total cost: 40 points.

Options:

- 1) *Enhanced Friction Negation:* Increase to Running +60m. Total cost: 60 points.
- 2) *Reduced Friction Negation:* Decrease to Running +30m. Total cost: 30 points.



MOMENTUM TELEPORTATION

Effect: Teleportation 40m/200 km
Target: Self
Duration: Instant
Range: Self
END Cost: 4/6

Description: The character's control over momentum, inertia, friction, and kinetic and potential energy allows him to neutralize his movement with respect to the movement of the Earth itself. In other words, Earth keeps rotating but the character doesn't keep moving with it, effectively "flinging" the target away in a direction opposite that of the planet's rotation (westward, on Earth). The drawback to this is that if the character doesn't have a clear field of travel (which he would typically have if he is, for example, up in the air), there's a chance he'll smash into some obstacle as the Earth rotates that obstacle through the point where he's standing.

Game Information:
Cost Power

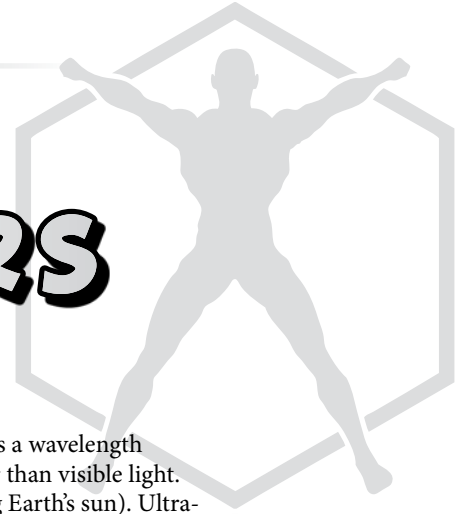
- 11 **Momentum Teleportation:** Multipower, 40-point reserve; all Requires A Kinetic Energy Tricks Roll (-½), Side Effects (takes velocity-based Move Through damage; -1), and Only Westward (-1)
- 1f **1) Short-Range Teleportation:** Teleportation 40m; Requires A Kinetic Energy Tricks Roll (-½), Side Effects (takes velocity-based Move Through damage; -1), Only Westward (-1)
- 1f **2) Long-Range Teleportation:** Teleportation 20m, MegaScale (1m = 1 km; +1); Requires A Kinetic Energy Tricks Roll (-½), Side Effects (takes velocity-based Move Through damage; -1), Only Westward (-1)

Total cost: 13 points.

Options:

- 1) *Enhanced Momentum Teleportation:* Increase Multipower reserve to 60 points and the slots to Teleportation 60m/30 km. Total cost: 21 points.
- 2) *Shorter Momentum Teleportation:* Decrease Multipower reserve to 30 points and both slots to Teleportation 30m/15 km. Total cost: 10 points.

LIGHT POWERS



Characters with Light Powers can create, control, and manipulate one of the world's most fundamental forces. Scientifically speaking, light is a form of electromagnetic radiation that's visible to the naked eye. (For game purposes, this category also includes infrared and ultraviolet light, though humans cannot see those forms of light without devices to enhance sight.) It's measured in terms of *intensity* (amplitude), or brightness; *frequency* (wavelength), which humans perceive as its color; and polarization (angle of vibration). It exhibits properties of both a wave and a particle (creating a mystery for physicists); its elementary particle is the *photon*.

In a roleplaying game situation, Light can range from benign effects like illumination all the way up to the devastating power of laser beams, "light blasts" fired by superhumans, transforming to light to travel at phenomenal speeds, and the like. Typically this involves powers like Images (to create light), Flashes of the Sight Group, Blast, and RKA. More exotic powers involve "solidifying" light to create force-fields and the like. In short, the Light special effect provides characters with a lot of flexibility and combat options.

Given light's association with high speeds, many Light-based characters are quasi-speedsters, with DEXs and SPDs notably higher than the campaign average. But you don't have to build Light characters that way; it's possible to control Light without taking on all of its qualities.

TYPES OF LIGHT

Besides ordinary, visible, light, there are several other types of light that characters can use in superpowers.

Infrared light ("IR") has a wavelength shorter than a radio wave, but longer than visible light. Humans cannot see it unaided, but with the aid of devices can perceive and project it for many purposes: telecommunications; television remote controls; target acquisition and tracking by weapons systems, and so on. Perception of infrared light involves perception of heat, since heat generates IR radiation. A sufficiently powerful character or sophisticated device can determine all sorts of information about an object or person based on the infrared radiation it emits, see an object "through walls" by seeing its infrared heat patterns, and so forth.

Ultraviolet light ("UV") has a wavelength longer than x-rays but shorter than visible light. It's emitted by stars (including Earth's sun). Ultraviolet light stimulates the production of Vitamin D by the skin, but overexposure to UV can lead to skin cancer, eye damage, and other health problems.

LASERS

A *laser* (an acronym for "light amplification by stimulated emission of radiation") is a beam of coherent light — one in which all the light waves are in phase with one another. This makes the "laser beam" perfectly straight, allows it to remain tightly concentrated over long distances, and gives it a defined color (based on the medium) and significant burning power (see below). Higher-powered lasers use more energetic photons, like ultraviolet light, x-rays, or gamma rays.

Contrary to what's seen in the movies, real laser beams aren't visible to the naked eye. A spot of light can be seen where they're generated, and a spot of light where the light impacts a solid object, but there's no "beam" connecting the two points (they only show up in the air if smoke or other particulates render them visible).

Since their development in the mid-twentieth century, lasers have become widely used in industry, consumer and retail electronics, and the military. As weapons, lasers do damage by suddenly superheating the surface of whatever they hit. The energies are modest, but concentrated into so tiny an area that they cause significant damage. Solid materials melt and shatter, and living tissue burns. A sufficiently powerful laser can "cut" through almost anything. "Realistically" this may take time, depending on the power of the laser and the substance being cut through. In combat, lasers are useful because it's very difficult to detect where they were fired from (see above), there is no recoil, and they can fire as long as the power holds out.

In game terms, a laser is usually bought as an RKA, often with the *Armor Piercing* and/or *Penetrating* Advantages to simulate its cutting power (the former is particularly appropriate for UV lasers, and both are appropriate for x-ray and gamma ray lasers). They always have the *Beam* (-¼) Limitation because they cannot be Spread. Depending on the exact nature of a laser power, the GM might require (or permit) a character to

take the *Invisible Power Effects* Advantage for it, though typically this isn't any more necessary than it is for a gun that fires bullets (which also can't be seen by the naked eye). "Realistic" optical and ultraviolet lasers are blocked by smoke and steam (they take the Limitation *Blocked By Smoke Or Steam* (-¼)); X-ray and gamma ray lasers are not, but special anti-laser aerosols do interfere with them normally. In games that feature Knockback, lasers should take the *No Knockback* (-¼) Limitation; they have no physical impact to speak of. (See the *Electromagnetic Powers* subsection of the *Magnetism Powers* section for some examples of powers based on these forms of electromagnetic radiation.)

OFFENSIVE POWERS

In addition to the abilities listed here, Light-based characters who can generate or control lasers or infrared light might be able to use those abilities to manipulate or affect machines that rely on those technologies; see the *Cyberkinesis Powers* section for more information.



DISPELLING THE DARKNESS

Effect: Dispel Darkness to Sight Group 20d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character's powers of light generation are so strong that he can instantly disrupt fields of darkness and shadow, whether it's the quasi-mystic inky blackness created by a superhuman or a mere smoke grenade.

Game Information: Dispel Darkness to Sight Group 20d6. Total cost: 60 points.

Options:

- 1) *Strong Dispelling:* Increase to Dispel 24d6. Total cost: 72 points.
- 2) *Weak Dispelling:* Decrease to Dispel 16d6. Total cost: 48 points.
- 3) *Touch Dispelling:* The character can only Dispel Darkness fields that he touches. Add No Range (-½). 60 Active Points; total cost 40 points.



FLARE BLAST

Effect: Sight Group Flash 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character projects a beam of concentrated light so bright that it temporarily blinds the target.

Game Information: Sight Group Flash 12d6. Total cost: 60 points.

Options:

- 1) *Bright Flare Blast:* Increase to Sight Group Flash 14d6. Total cost: 70 points.
- 2) *Dim Flare Blast:* Decrease to Sight Group Flash 8d6. Total cost: 40 points.
- 3) *Ultrabright Flare Blast:* This blast is so bright that not even polarized lenses can fully shield the eyes from its effects. Decrease to Sight Group Flash 8d6 and add Armor Piercing (+¼). Total cost: 50 points.
- 4) *Flare Field:* The character can blind many people at once. Decrease to Sight Group Flash 8d6 and add Area Of Effect (8m Radius; +½). Total cost: 60 points.
- 5) *Flare Cone:* The character can project a short-range cone of blinding light. Decrease to Sight Group Flash 8d6 and add Area Of Effect (16m Cone; +½) and No Range (-½). 60 Active Points; total cost 40 points.
- 6) *Strobe Blast:* The character can fire multiple beams of blinding light. Decrease to Sight Group Flash 6d6 and add Autofire (5 shots; +1½). Total cost: 75 points.
- 7) *Strobe Field:* The character can project multiple blinding flashes of light that cover large areas. Decrease to Sight Group Flash 5d6 and add Area Of Effect (8m Radius; +½) and Autofire (5 shots; +1½). Total cost: 75 points.
- 8) *Stunning Flare:* This beam of light is so intense that it overloads the victim's optic nerves, causing pain as well as temporary blindness. Decrease to Sight Group Flash 8d6 and Blast 4d6, AVAD (defense is Sight Group Flash Defense; +1) (40 Active Points); Linked (-½) (total cost: 27 points). 40 + 40 = 80 Active Points; total cost 40 + 27 = 67 points.
- 9) *Retinal Burnout:* This is a beam of light so powerful that it causes permanent blindness if it strikes the target's eyes. Change to Major Transform 6d6 (sighted creature to blind creature; heal back through eye transplant or the like) (60 Active Points); Limited Target (beings with eyesight; -¼). Total cost: 48 points.



HOLOGRAMS

Effect: Sight Group Images, -2 to PER Rolls
Target: 16m Radius
Duration: Constant
Range: 180m
END Cost: 3

Description: The character's control over light allows him to create holograms so real that they fool most people. However, they're not tangible and emit neither odors nor sounds, which may give them away if the character isn't careful.

Characters who are skilled at creating and manipulating holograms may also want to consider buying some of the powers in the *Illusions* section of this book.

Game Information: Sight Group Images, -2 to PER Rolls, Area Of Effect (16m Radius; +¾). Total cost: 28 points.

Options:

- 1) *Enhanced Holograms*: Increase to -4 to PER Rolls. Total cost: 38 points.
- 2) *Poorer Holograms*: Remove PER Roll modifier. Total cost: 17 points.
- 3) *Larger Holograms*: Increase to Area Of Effect (32m Radius; +1). Total cost: 32 points.
- 4) *Smaller Holograms*: Decrease to Area Of Effect (8m Radius; +½). Total cost: 24 points.

**HYPNOTIC LIGHTS****Effect:** Mind Control 10d6**Target:** One character**Duration:** Instant**Range:** 20m**END Cost:** 5

Description: The character can create a pattern of lights in front of the target's eyes that instantly mesmerizes him, making him susceptible to the character's "suggestions." At the GM's option, it may be ineffective, or less effective, in bright light when it's harder to see the pattern clearly.

Game Information: Mind Control 10d6 (50 Active Points); Limited Normal Range (20m; -½). Total cost: 33 points.

**INFRARED BLAST****Effect:** Blast 8d6 plus Infrared Perception Flash 4d6**Target:** One character**Duration:** Instant**Range:** 400m**END Cost:** 5

Description: The character can attack his foes with a concentrated beam of infrared radiation. Treat the damaging part of the attack as a Heat power rather than Light; the blinding part is a Light special effect.

Game Information: Blast 8d6 (total cost: 40 points) plus Infrared Perception Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). Total cost: 53 points.

Options:

- 1) *More Intense IR*: Increase to Blast 10d6 + Flash 6d6. $50 + 30 = 80$ Active Points; total cost $50 + 20 = 70$ points.
- 2) *Weaker IR*: Increase to Blast 6d6 + Flash 2d6. $30 + 10 = 40$ Active Points; total cost $30 + 7 = 37$ points.

**LASER BLAST****Effect:** RKA 3d6**Target:** One character**Duration:** Instant**Range:** 450m**END Cost:** 4

Description: The character can focus his light-bolts down into narrow beams, with all the photons facing in the same direction. This gives the beams tremendous cutting power.

Game Information: RKA 3d6 (45 Active Points); Beam (-¼). Total cost: 36 points.

Options:

- 1) *Powerful Laser*: Increase to RKA 4d6. 60 Active Points; total cost 48 points.
- 2) *Weaker Laser*: Decrease to RKA 2d6. 30 Active Points; total cost 24 points.
- 3) *Cutting Laser*: This Laser Blast has even greater cutting power than normal. Add Armor Piercing (+¼). 56 Active Points; total cost 45 points.
- 4) *Pulse Laser*: The character can fire a series of shorter laser beam blasts. Decrease to RKA 2½d6 and add Autofire (5 shots; +½). 60 Active Points; total cost 48 points.
- 5) *Blinding Laser*: This form of Laser Blast causes temporary blindness when aimed at the eyes. Add Sight Group Flash 3d6 (15 Active Points); Linked (-½), Requires A DEX Roll (-½) (total cost: 7 points). $45 + 15 = 60$ Active Points; total cost $36 + 7 = 43$ points.
- 6) *Realistic Laser Blast*: Most superhumans with Light powers can fire laser blasts powerful enough to cut through just about anything, but if you prefer a more "realistic" approach, add the Limitation *Blocked By Smoke Or Steam* (-¼). 45 Active Points; total cost 30 points.
- 7) *Reflected Laser*: The character can "bounce" his Laser Blast off highly reflective surfaces (such as mirrors, polished metal, or calm bodies of water) to strike at a foe from any angle. Character also buys as a naked Advantage Indirect (Source Point is always the character, but the Path can change to strike target from any angle; +½) (22 Active Points); Requires Highly Reflective Surface, The Placement Of Which Dictates The Angle Of Attack (-½), Requires A Light Tricks Skill Roll (-½). Total cost: 11 points.
- 8) *Aiming Pulse*: The character can emit a short, extremely low-power laser pulse microseconds before firing his Laser Blast so that he can adjust his aim for maximum accuracy. Character also buys +5 OCV with Laser Blast (he could buy Combat Skill Levels for other Light powers, too, with this special effect). Total cost: 10 points.
- 9) *Unseen Laser*: The source point and impact point of the laser are so difficult to see that it's effectively invisible when fired... though of course its effects are quite obvious. Add Invisible to Sight Group (+½). 67 Active Points; total cost 54 points.

**LIGHT BOLT****Effect:** Blast 12d6**Target:** One character**Duration:** Instant**Range:** 600m**END Cost:** 6

Description: The character can project a bolt of light so powerful that it strikes with an almost physical impact. It's even capable of knocking the target backwards in some instances.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Light Bolt*: Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Light Bolt*: Decrease to Blast 8d6. Total cost: 40 points.
- 3) *Blinding Bolt*: The brightness of the character's Light Bolt blinds his foes. Decrease to Blast 8d6 and add Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 80 Active Points; total cost 40 + 13 = 53 points.
- 4) *Optic Overload*: The character fires a specially-modulated pulse of light right into the victim's eyes, causing his brain to overload from pain and shock, stunning him. Decrease to Blast 6d6 and add AVAD (Sight Group Flash Defense; +1). Total cost: 60 points.
- 5) *Lightcone*: The character's Light Bolt actually takes the form of a short-range cone. Decrease to Blast 8d6 and add Area Of Effect (16m Cone; +½) and No Range (-½). 60 Active Points; total cost 40 points.
- 6) *Pulse Bolts*: The character can fire a short series of pulsed Light Bolts at one or more targets. Decrease to Blast 8d6 and add Autofire (5 shots; +½). Total cost: 60 points.
- 7) *Light Beam*: The character cannot widen his Light Bolt to improve its accuracy, and it has little kinetic impact. Add Beam (-¼) and No Knockback (-¼). 60 Active Points; total cost 40 points.

LIGHTFIELD

Effect: Darkness to Sight Group, Personal Immunity

Target: 8m radius

Duration: Constant

Range: 400m

END Cost: 5

Description: The character can generate a field of light so brilliant and blinding that no one can see into, out of, or through it.

Alternately, a character could define this power as using his ability to control light to redirect all the light away from a 12m radius area, making that area impenetrably black.

Game Information: Darkness to Sight Group 8m radius, Personal Immunity (+¼). Total cost: 50 points.

Options:

- 1) *Larger Field*: Increase to Darkness 12m radius. Total cost: 75 points.
- 2) *Smaller Field*: Decrease to Darkness 6m radius. Total cost: 37 points.
- 3) *Multiple Fields*: The character can create multiple smaller fields of blinding light. Add Autofire (5 shots; +1½). Total cost: 100 points.

**MESMERIZING LIGHTS**

Effect: Drain EGO 6d6, AVAD (Sight Group Flash Defense)

Target: One character

Duration: Instant

Range: 600m

END Cost: 6

Description: The character can create a pattern of swirling, hypnotic lights that weakens the will of anyone who looks at it, making that person more susceptible to Mental Powers and other forms of suggestion.

Game Information: Drain EGO 6d6, AVAD (Sight Group Flash Defense; +0). Total cost: 60 points.

Options:

- 1) *Strong Mesmerizing Lights*: Increase to Drain EGO 8d6. Total cost: 80 points.
- 2) *Weak Mesmerizing Lights*: Decrease to Drain EGO 4d6. Total cost: 40 points.
- 3) *Short-Range Mesmerizing Lights*: Add Limited Range (50m; -¼). 60 Active Points; total cost 48 points.
- 4) *Long-Lasting Mesmerizing Lights*: Decrease to Drain EGO 3d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). Total cost: 60 points.
- 5) *Lasting Lights*: Decrease to Drain EGO 4d6 and add Constant (+½). Total cost: 60 points.

**PHOTONIC AURA**

Effect: Sight Group Flash 2d6

Target: 1m Radius

Duration: Constant

Range: Touch

END Cost: 0

Description: The character can emit a small field of blinding light that fills the area he stands in. Anyone who enters the area becomes blinded.

In game terms, this power is a No Range Constant Area Of Effect surrounding the character (so it moves as he moves). The GM should evaluate this power carefully before allowing it in the campaign, since it may cause game balance problems (though even a small amount of Sight Group Flash Defense tends to negate its effects).

Game Information: Sight Group Flash 2d6, Area Of Effect (1m Radius; +¼), Constant (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (25 Active Points); No Range (-½). Total cost: 17 points.

Options:

- 1) *Brighter Aura*: Increase to Sight Group Flash 3d6. 37 Active Points; total cost 25 points.
- 2) *Intensely Bright Aura*: Increase to Sight Group Flash 10d6. 125 Active Points; total cost 83 points.



ULTRAVIOLET FLARE

Effect: Major Transform 10d6 (sighted person to blind person), NND

Target: One character

Duration: Instant

Range: 20m

END Cost: 10

Description: The character can emit a flare of ultraviolet light so intense that it can permanently blind the target.

Game Information: Major Transform 10d6 (sighted person to blind person, heals back through eye transplant surgery, eye regeneration, or the like), NND (defense is Sight Group Flash Defense; +0) (100 Active Points); All Or Nothing (-½), Limited Range (20m; -¼), Limited Target (sighted living beings; -½). Total cost: 44 points.

DEFENSIVE POWERS



EYES OF LIGHT

Effect: Sight Group Flash Defense (20 points)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Because he has a body (including eyes) made of or sheathed in light, or simply due to long exposure to bright lights, the character is less vulnerable to the effects of bright lights than other characters.

Game Information: Sight Group Flash Defense (20 points) (20 Active Points); Only Versus Flashes Based On Light (-¼). Total cost: 16 points.

Options:

- 1) *Strong Eyes:* Increase to Sight Group Flash Defense (25 points). 25 Active Points; total cost 20 points.
- 2) *Weak Eyes:* Decrease to Sight Group Flash Defense (15 points). 15 Active Points; total cost 12 points.
- 3) *Tough Eyes:* Decrease to Sight Group Flash Defense (16 points), Hardened (+¼). 20 Active Points; total cost 16 points.



LASER POINT DEFENSE

Effect: Deflection

Target: Target's OCV

Duration: Instant

Range: 200m

END Cost: 2

Description: The character uses laser beams to destroy incoming projectiles and disrupt incoming energy bolts.

Game Information: Deflection. Total cost: 20 points.

Options:

- 1) *Improved Laser Point Defense:* Add +4 with Deflection. Total cost: +8 points.



LIGHTBENDING

Effect: Invisibility to Sight Group, No Fringe

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can conceal himself by bending light waves around his body. Unless someone hears him or happens to bump into him accidentally, no one will ever know he's there.

THE REALM OF LIGHT

One interesting possibility for a character who can transform himself into light is the ability to travel along fiber optic cables as light pulses. You can buy this as a form of Extra-Dimensional Movement similar to Cybertravel (page 70), but with the dimension being “the world’s fiber optic cable network.” Additionally, the character could buy a limited form of the Erase/Alter Records power (page 67) to reflect his ability to change or re-arrange the pulses of light that carry information over fiber optic cable, or perhaps even on compact discs.

Game Information: Invisibility to Sight Group, No Fringe. Total cost: 30 points.

Options:

- 1) *Easy Lightbending:* Add Reduced Endurance (0 END; +½). Total cost: 45 points.
- 2) *Crude Lightbending:* Remove No Fringe. Total cost: 20 points.
- 3) *Group Lightbending:* The character can extend his power so that he bends light around a group of his friends nearby. Add Usable By Nearby (+1). Total cost: 60 points.



PHOTONIC SHIELD

Effect: Resistant Protection (12 PD/18 ED/10 Sight Group Flash Defense)

Target: Self

Duration: Constant

Range: Self

END Cost: 6

Description: The character can protect himself from harm with a force-field of glowing light. The field provides better protection against energy attacks than physical attacks, but also protects the character’s eyes against bright glare.

Game Information: Resistant Protection (12 PD/18 ED/10 Sight Group Flash Defense) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Strong Shield:* Increase to Resistant Protection (15 PD/20 ED/15 Sight Group Flash Defense). 75 Active Points; total cost 50 points.
- 2) *Weak Shield:* Decrease to Resistant Protection (8 PD/14 ED/8 Sight Group Flash Defense). 45 Active Points; total cost 30 points.



PHOTONIC WALL

Effect: Barrier 8 PD/8 ED, 8 BODY (up to 12m long, 4m high, and 1m thick), Non-Anchored

Target: Area

Duration: Constant

Range: 100m

END Cost: 6

Description: Similar to Photonic Shield, this power allows the character to create a protective barrier of light.

Game Information: Barrier 10 PD/6 ED, 8 BODY (up to 12m long, 4m high, and 1m thick), Non-Anchored (60 Active Points); Costs Endurance (to maintain; -½), Limited Range (100m; -¼). Total cost: 34 points.

Options:

- 1) *Strong Wall:* Increase to 14 PD/10 ED. 72 Active Points; total cost 41 points.
- 2) *Blinding Wall:* The glare from the Photonic Wall keeps people from seeing through it. Add Opaque (Sight Group). 70 Active Points; total cost 40 points.

MOVEMENT POWERS



LIGHTSPEED TRAVEL

Effect: Flight 60m/Teleportation 2m
MegaScale/FTL Travel

Target: Self

Duration: Constant/Instant/Constant

Range: Self

END Cost: 6/5/0

Description: The character can transform himself into pure light for travel purposes. This makes it very easy to move long distances quickly.

Game Information:

Cost Power

60 **Lightspeed Travel:** Multipower, 60-point reserve

6f 1) **Slow Lightspeed Travel:** Flight 60m

1f 2) **Atmospheric Lightspeed Travel:** Teleportation 1m, MegaScale (1m = 30,000 km; +2¼)

1f 3) **Space Lightspeed Travel:** FTL Travel (1 LY/year)

Total cost: 68 points.

SENSORY POWERS



DETECT INVISIBILITY

Effect: Detect Invisibility

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character’s innate awareness of light and its properties allows him to detect when someone is bending light to become invisible.

The GM should evaluate this power carefully before allowing it in the game, since it could effectively make most forms of Invisibility to Sight Group, and perhaps some applications of Invisible Power Effects, useless.

Game Information: Detect Invisibility (INT Roll) (no Sense Group), Discriminatory, Range, Sense, Targeting (25 Active Points); Can Only Perceive Invisibility Based On Bending Light (-½). Total cost: 17 points.



LIGHT MANIPULATION

Effect: Various Enhanced Senses

Target: Self

Duration: Persistent/Constant

Range: Varies

END Cost: Varies

Description: This ability represents a suite of powers; Light-based characters can purchase as many of them as they wish, in whatever order they wish. All involve bending and manipulating light waves to carry visual information to the character. The Far-Off Light power is particularly useful for characters who can travel at lightspeed.

Game Information:**Cost Power**

- 5 **Enhanced Light:** Nightvision
- 10 **Surrounding Light:** Increased Arc Of Perception (360 Degrees) for Sight Group
- 45 **Distant Light:** +30 versus Range Modifier for Sight Group
- 62 **Far-Off Light:** Multipower, 62-point reserve
- 3f **1) Far-Off Light I:** Clairsentience (Sight Group), 8x Range (1,600m)
- 6f **2) Far-Off Light II:** Clairsentience (Sight Group), 2x Range (400m), MegaScale (1m = 750 km; +1½)



PENETRATING INFRARED SCAN

Effect: Fully Penetrative for Normal Sight
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can use his ability to see infrared radiation, and his knowledge of heat patterns, to see “through” walls and other barriers.

Game Information: Fully Penetrative for Normal Sight (cannot see through force-fields or anything that generates its own heat). Total cost: 10 points



RANGEFINDING

Effect: Absolute Range Sense
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character emits a low-powered laser that reflects off objects and returns to him, thus telling him precisely how far away those objects are.

Game Information: Absolute Range Sense. Total cost: 3 points

MISCELLANEOUS POWERS



BODY OF LIGHT

Effect: Desolidification, Only Through Non-Opaque Objects
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into light, thus allowing him to pass through solid objects that aren't opaque (like glass or plexiglass) as well as through tiny spaces of air

(such as through a pipe or between the bars of a jail cell). However, the character retains the normal immunity from damage conferred by Desolidification even if there are no translucent or transparent materials for him to pass through. The *Only Through Non-Opaque Objects* Limitation is a form of the *Cannot Pass Through Solid Objects* Limitation, and all the appropriate rules for that Limitation apply.

In addition to this basic power, a character who can change into light-form should have several other powers described in this section — Light-speed Travel, at a minimum.

Game Information: Desolidification (affected by light or darkness attacks) (40 Active Points); Only Through Non-Opaque Objects (-¼). Total cost: 32 points.

Options:

- 1) *Easy Lightform:* Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 48 points.
- 2) *Safe Lightform:* While in his light form, the character doesn't suffer from ordinary human weaknesses such as the need to breathe and sleep, and he can survive in hostile environments. He still needs to eat, but “eats” pure light instead of physical food. Add Life Support: Total (except for Diminished Eating) (32 Active Points); Linked (-½). Total cost: 21 points; overall total 53 points.
- 3) *Permanent Lightform:* The character is always in light form; he has no normal physical body. Add Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼), and Always On (-½). 80 Active Points; total cost 46 points.



CREATE LIGHT

Effect: Images to Sight Group, +4 to PER Rolls, Only To Create Light
Target: 16m Radius
Duration: Constant
Range: 380m
END Cost: 4

Description: The character can illuminate an area, making it easier for everyone to see.

Game Information: Images to Sight Group, +4 to PER Rolls, Area Of Effect (16m Radius; +¾) (38 Active Points); Only To Create Light (-1). Total cost: 19 points.

Options:

- 1) *Wider Light:* Increase to Area Of Effect (32m Radius; +1). 44 Active Points; total cost 22 points.
- 2) *Smaller Light:* Decrease Area Of Effect (8m Radius; +½). 33 Active Points; total cost 16 points.



LUCK POWERS

This rare and unusual category of powers represents abilities possessed by character who are preternaturally lucky or who can manipulate probability in various ways.

Because the concept of “luck” and probability manipulation are so nebulous and open-ended, they’re often difficult to handle or adjudicate in game terms. After all, in theory a character in a Champions campaign could spontaneously, through “luck,” suddenly develop just about any sort of superpower — it’s incredibly improbable, but not necessarily impossible.

To keep the situation from getting too out of control, most GMs prefer that players build luck-based characters in one of two ways. The first is simply to buy several dice of the Power *Luck*, such as:



LUCK OF HEROES

Effect: Luck 6d6
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is phenomenally lucky. Somehow things almost always seem to go his way.

Game Information: Luck 6d6. Total cost: 30 points.

Options:

- 1) *Really Lucky:* Increase to Luck 8d6. Total cost: 40 points.
- 2) *Damn Lucky:* Increase to Luck 10d6. Total cost: 50 points.
- 3) *Godawful Lucky:* Increase to Luck 12d6. Total cost: 60 points.

Buying lots of Luck keeps probability manipulation powers from getting too out of hand. But it also leaves the result of any successful use of the power in the GM’s hands more than many players or GMs are comfortable with. (The same can be true, to a lesser extent, if the GM allows the character to use Heroic Action Points instead, or in addition.)

Thus, some luck-based characters have a Variable Power Pool or Multipower of “Luck Effects” that they can use. In some cases they can activate the powers consciously (direct probability

manipulation); in others, they simply happen without any input from the character. The latter powers, built with the *Trigger Advantage* and the *No Conscious Control* and *Only Works Once Per Scene* Limitation so they can occur instantly and automatically, fall under the GM’s control; he decides when they activate and what happens when they do. He has to decide what constitutes a “scene” during the game; most combats count as one scene.

Most of the powers described below are written up as “direct probability manipulation” powers, for ease of game play. If you want to remove them from the character’s control, buy the “uncontrollable” option instead. Alternately, you could add the *Requires A Luck Roll* Limitation to just about any of these powers (see APG 144). Typically a character can attempt to use any such power at will (*i.e.*, he doesn’t have to wait until the GM would ordinarily allow him a Luck roll to use them), but he still has to succeed with the roll.

OFFENSIVE POWERS



CLUMSY IN COMBAT

Effect: Drain OCV 6d6
Target: One character
Duration: Constant
Range: 50m
END Cost: 6

Description: The character can cause an opponent to become so clumsy and unlucky in combat that he significantly impairs the opponent’s accuracy.

Game Information: Drain OCV 6d6 (60 Active Points); Limited Range (50m; -¼). Total cost: 48 points.

Options:

- 1) *Even Clumsier:* Increase to Drain OCV 8d6. 80 Active Points; total cost 64 points.
- 2) *Not Quite So Clumsy:* Decrease to Drain OCV 4d6. 40 Active Points; total cost 32 points.
- 3) *Unfortunate Opening:* The target’s accuracy remains unimpaired, but he has a much harder time defending himself. Replace Drain OCV with Drain DCV; cost remains the same.

- 4) *Complete Combat Clumsiness*: Both the target's accuracy and defensiveness suffer. Decrease to Drain 4d6 and add Expanded Effect (OCV and DCV simultaneously; +½). 60 Active Points; total cost 48 points.
- 6) *Uncontrollable Combat Clumsiness*: The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 75 Active Points; total cost 20 points.



COMBAT TIMING

Effect: Lightning Reflexes (+10 to go first with All Attacks)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's control over probabilities and luck affects things so that somehow, he always gets to attack first in combat. Unexpected events (such as stumbling over a pebble at just the wrong moment) or equipment failures give him the edge when it comes to attacking first.

Game Information: Lightning Reflexes (+10 to go first with All Attacks). Total cost: 10 points.

Options:

- 1) *Really Lucky*: Increase to +14 to go first with All Attacks. Total cost: 14 points.
- 2) *Not Quite So Lucky*: Decrease to +6 to go first with All Attacks. Total cost: 6 points.
- 3) *Uncontrollable Combat Timing*: The standard power assumes the character has some control over his luck power and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½) and No Conscious Control (-2). 10 Active Points; total cost 3 points.



ENVIRONMENTAL MAYHEM

Effect: Blast 6d6, Indirect

Target: One character

Duration: Instant

Range: 50m

END Cost: 0

Description: The character's incredible luck makes life tough for his opponents. Somehow the environment ends up hurting them — pots fall off of ledges onto their heads, a column breaks and part of the roof collapses on them, they trip and hit their heads on rocks, and so forth. This effect only works in situations where the GM thinks it's appropriate (thus the *OIF* Limitation); sometimes there's nothing that could accidentally hurt an enemy.

As a Side Effect, this power causes minor amounts of damage to the local environment — the breaking of things that fall on the victim and so forth. The GM decides exactly what happens. Unless it's dramatically appropriate and won't unbalance the game, the damage to the environment should not be significant; it shouldn't, for example, cause an entire building to collapse.

Game Information: Blast 6d6, Indirect (Source Point and Path can change from use to use; +1), Reduced Endurance (0 END; +½) (75 Active Points); OIF (environmental objects of opportunity; -½), Limited Range (50m; -¼), Side Effects (miscellaneous minor damage to the environment, automatically occurs; -0), Only Does Knockdown (-0). Total cost: 43 points.

Options:

- 1) *Uncontrollable Environmental Mayhem*: The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 82 Active Points; total cost 19 points.



LUCKY YOU

Effect: Major Transform 6d6 (into person with Luck 4d6)

Target: One character

Duration: Instant

Range: 50m

END Cost: 6

Description: The character can use his control over probabilities to make another person nearly as lucky as he is for a short time.

Game Information: Major Transform 6d6 (ordinary person into person with Luck 4d6, heals back normally) (60 Active Points); Limited Range (50m; -¼), Limited Target (humans; -½), Rapid Healing (character heals his REC in Transformed BODY per Hour; -1). Total cost: 22 points.

Options:

- 1) *Even Luckier*: Increase to Major Transform 8d6. 80 Active Points; total cost 29 points.
- 2) *Less Lucky*: Decrease to Major Transform 4d6. 40 Active Points; total cost 14 points.

**MALFUNCTION**

Effect: Dispel Technological Object 12d6
Target: One object
Duration: Instant
Range: 50m
END Cost: 5

Description: Sadly for the character's enemies, their gadgets and technology have a tendency to break down and malfunction when they're near the character.

Game Information: Dispel Technological Object 12d6, Variable Effect (any one Device power at a time; +½) (54 Active Points); Limited Range (50m; -¼). Total cost: 43 points.

Options:

- 1) *Bad Malfunction:* Increase to Dispel 16d6. 72 Active Points; total cost 58 points.
- 2) *Really Bad Malfunction:* Increase to Dispel 20d6. 90 Active Points; total cost 72 points.
- 3) *Extensive Malfunctions I:* The character can cause many functions of a device to stop working. Add Expanded Effect (two Device powers simultaneously; +½). 72 Active Points; total cost 58 points.
- 4) *Extensive Malfunctions II:* Like Extensive Malfunctions I, but increase to Expanded Effect (four Device powers simultaneously; +1½). 108 Active Points; total cost 86 points.
- 5) *Uncontrollable Malfunctions:* The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 63 Active Points; total cost 17 points.

**NOT AS LUCKY AS ME**

Effect: Drain Luck Powers 2d6
Target: One character
Duration: Instant
Range: 50m
END Cost: 10

Description: The character is so lucky that he can out-luck even other characters with probability manipulation powers.

Game Information: Drain Luck Powers 2d6, Expanded Effect + Variable Effect (all Luck powers simultaneously; +4) (100 Active Points); Limited Range (50m; -¼). Total cost: 80 points.

Options:

- 1) *Really Lucky:* Increase to Drain Luck Powers 3d6. 150 Active Points; total cost 120 points.
- 2) *Not Quite So Lucky:* Decrease to Drain Luck Powers 1d6. 50 Active Points; total cost 40 points.
- 3) *Long-Lasting Luck:* Add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 120 Active Points; total cost 96 points.

- 4) *Uncontrollable Luck:* The standard power assumes the character has some control over his luck power and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½) and No Conscious Control (-2). 105 Active Points; total cost 28 points.

**OOOH, THAT'S GOTTA HURT...**

Effect: Aid Attacks 8d6
Target: Self
Duration: Instant
Range: Self
END Cost: 7

Description: The character's so lucky that he has a knack for hitting his opponents in the weakest or most vulnerable spot.

Game Information: Aid Attacks 8d6, Variable Effect (any one attack ability at a time; +½) (72 Active Points); Only Aid Self (-1). Total cost: 36 points.

Options:

- 1) *Really Lucky:* Increase to Aid Attacks 10d6. 90 Active Points; total cost 45 points.
- 2) *Less Lucky:* Decrease to Aid Attacks 6d6. 54 Active Points; total cost 27 points.
- 3) *Unreliable Luck:* Add Requires A Luck Roll (1 level of Luck; -1). Total cost: 24 points.
- 4) *Easy Luck:* The character doesn't have to stop and think about using this power, it just happens when he wants it to. Decrease to Aid Attacks 5d6 and add Trigger (when character wants power to work, activating Trigger takes no time, Trigger immediately automatically resets; +1). 75 Active Points; total cost 37 points.
- 5) *Uncontrollable Luck:* The standard power assumes the character has some control over his luck power and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½) and No Conscious Control (-2). 84 Active Points; total cost 19 points.

**SLIP, TRIP, AND FALL**

Effect: Change Environment, -5 to DEX Rolls
Target: One character
Duration: Instant
Range: 50m
END Cost: 0

Description: Somehow, the character's enemies just don't seem to have as much grace and agility as normal. When they get near him, they're sometimes prone to tripping over their feet, accidentally dropping held objects, and other such clumsiness.



When a character uses this power, the GM should have the target make a DEX Roll. If the target fails the roll, he does something clumsy and graceless — falls down, drops his fusion pistol, or the like. Since the power does not “attach” to the character and move with him as he moves, it’s a minor, one-time effect.

Game Information: Change Environment (make target slip and fall) -5 to DEX Rolls, Reduced Endurance (0 END; +½) (22 Active Points); Instant (-½), Limited Range (50m; -¼). Total cost: 12 points.

Options:

- 1) *Really Clumsy:* Increase to -8 to DEX Rolls. 36 Active Points; total cost 20 points.
- 2) *Not Quite So Clumsy:* Decrease to -3 to DEX Rolls. 13 Active Points; total cost 7 points.
- 3) *Butterfingers:* The power doesn’t make characters fall down, it just makes them prone to dropping held objects. Add Only To Make Target Drop Held Objects (-½). Total cost: 10 points.
- 4) *Uncontrollable Clumsiness:* The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that’s not the case — if the character’s luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 26 Active Points; total cost 6 points.



UNFORTUNATE IMPRISONMENT

Effect: Entangle 6d6, no DEF, Indirect
Target: One character
Duration: Instant
Range: 50m
END Cost: 7

Description: Structures just inexplicably collapse near the character, burying his enemies in rubble. However, the collapse causes no injury, and anyone can wriggle free of the debris given time. (To cause injury at the same time, use this power as part of a Multiple Attack with *Environmental Mayhem*, above.)

Game Information: Entangle 6d6, Indirect (Source Point is always from above target; +¼) (75 Active Points); OIF (environmental objects of opportunity; -½), Limited Range (50m; -¼), No Defense (-1½), Side Effects (miscellaneous minor damage to the environment, always occurs; -0). Total cost: 23 points.

Options:

- 1) *Uncontrollable Unfortunate Imprisonment:* The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that’s not the case — if the character’s luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 90 Active Points; total cost 16 points.

**UNLUCKY BREAK**

Effect: Major Transform 6d6 (inflict Unluck)
Target: One character
Duration: Instant
Range: 50m
END Cost: 6

Description: The character can alter probability to make another character particularly unlucky. The effect typically lasts for about a month.

Game Information: Major Transform 6d6 (person into person with Unluck 3d6; heals back normally) (60 Active Points); Limited Range (50m; -¼), Limited Target (humans; -½). Total cost: 34 points.

Options:

- 1) *Fast Break:* Increase to Major Transform 8d6. 80 Active Points; total cost 46 points.
- 2) *Slow Break:* Decrease to Major Transform 4d6. 40 Active Points; total cost 23 points.
- 3) *Touch Of Ill Fortune:* The character has to touch the target to manipulate the target's personal probability field. Add No Range (-½). Total cost: 27 points.
- 4) *Unluck For Everyone:* The character can affect the personal probability fields of beings besides humans. Change to Limited Target (living creatures and sentient beings; -¼). Total cost: 40 points.

DEFENSIVE POWERS**DIDN'T WORK, DID IT?**

Effect: Resistant Protection (15 PD/15 ED/15 Mental Defense/15 Power Defense/15 Sight Group Flash Defense/15 Hearing Group Flash Defense)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's control over probabilities and luck protects him from attacks. Somehow, something always seems to go wrong with the attack, or goes right with his protective measures, so that he suffers less injury or effect (or none!) from the attack.

Game Information: Resistant Protection (15 PD/15 ED/15 Mental Defense/15 Power Defense/15 Sight Group Flash Defense/15 Hearing Group Flash Defense). Total cost: 135 points.

Options:

- 1) *Really Lucky:* Increase to 20 points of defense in all categories. Total cost: 180 points.
- 2) *Not Quite So Lucky:* Decrease to 10 points of defense in all categories. Total cost: 90 points.
- 3) *Uncontrollable Luck:* The standard power assumes the character has some control over his luck power and can cause this effect to occur at will. If that's not the case — if the

character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½) and No Conscious Control (-2). 169 Active Points; total cost 48 points.

**LUCKY BREAK**

Effect: Desolidification, Only To Protect Against Limited Type Of Attack
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: Even in situations where it seems virtually impossible that the character could avoid harm or escape from a dangerous situation, he gets an incredibly lucky break that saves him. For example, if stuck in a collapsing building or an avalanche zone, he just happens to stand where no debris falls; or multiple enemies could target him with Autofire weapons at point-blank range but miss with every shot.

Unfortunately, the character's luck is not perfect. It will not protect him against attacks or other effects that "saturate" an area, such as fireballs, gas clouds, or anything else the GM believes the character cannot avoid. Furthermore, the character can only use this power to save himself from one dangerous situation per Phase; once he activates it, it won't work again until the character's next Phase.

Game Information: Desolidification (affected by "saturation" attacks, see text) (40 Active Points); Only To Protect Against Limited Type Of Attack (see text; -1), Instant (-½). Total cost: 16 points.

Options:

- 1) *Continuing Lucky Break:* The power works for as long as the character pays END. Remove Instant (-½). Total cost: 20 points.
- 2) *Persistent Lucky Break:* The power remain in effect all the time, even when the character sleeps. This requires the GM's permission, or the character has to buy *Affects Physical World* for all of his other abilities. Remove Instant (-½) and add Reduced Endurance (0 END; +½) and Persistent (+¼). 70 Active Points; total cost 35 points.
- 3) *Uncontrollable Lucky Break:* The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 50 Active Points; total cost 10 points.

**LUCKY WARRIOR****Effect:** Resistant Protection (15 PD/15 ED), Hardened, Impenetrable**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 0**Description:** The character has extraordinary luck when it comes to evading blows. Somehow, attacks that ought to inflict serious injuries either just miss him, or only nick him.

This power is just a form of the Talent *Combat Luck* writ large. The *Luck-Based* Limitation functions as described for that Talent.

Game Information: Resistant Protection (15 PD/15 ED), Hardened (+¼), Impenetrable (+¼) (67 Active Points); Luck-Based (-¾), Nonpersistent (-¼). Total cost: 33 points.**Options:**

- 1) *Really Lucky Warrior*: Increase to Resistant Protection (20 PD/20 ED). 90 Active Points; total cost 45 points.
- 2) *Not As Lucky Warrior*: Decrease to Resistant Protection (10 PD/10 ED). 45 Active Points; total cost 22 points.
- 3) *Lucky Warrior Variant*: Substitute Physical and Energy Damage Reduction, Resistant, 50%. 60 Active Points; total cost 30 points.

**MISSED ME!****Effect:** +8 DCV**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character's preternatural luck keeps him safe from most attacks in combat. Somehow he never seems to get hit — he bends over to tie his shoelace just in time for a bullet to zing over his lowered head, someone jostles an attacker's arm just as he shoots an energy bolt at the character, and the like.**Game Information:** +8 DCV. Total cost: 40 points.**SOMETHING GOT IN THE WAY****Effect:** +12 DCV, Only Versus Ranged Attacks**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** If the character exerts his luck powers, something happens to get in the way of a ranged attacker. Whether it's a windblown piece of debris, a chunk of masonry falling in the way, or just someone accidentally jostling the attacker's arm as he fires, *something* stops the attack from striking home.**Game Information:** +12 DCV (60 Active Points); Only Versus Ranged Attacks (-1). Total cost: 30 points.**Options:**

- 1) *Uncontrollable Luck*: The standard power assumes the character has some control over his luck power and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½) and No Conscious Control (-2). 75 Active Points; total cost 17 points.

SENSORY POWERS**ALARM CLOCK OF LUCK****Effect:** Lightsleep**Target:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0**Description:** The character is so lucky that no matter how soundly he may be sleeping, if there's something he should hear, he will. Even when he's asleep, sneaking up on him is virtually impossible — something happens to awaken him in time.**Game Information:** Lightsleep. Total cost: 3 points.**I JUST HAPPENED TO NOTICE...****Effect:** +10 to PER Rolls with all Sense Groups**Target:** Self**Duration:** Constant**Range:** Self**END Cost:** 0**Description:** The character notices things more readily than other people because he "just happens" to look at the right spot, pay attention to the right voice, or think about the right things to check on.**Game Information:** +10 to PER Rolls with all Sense Groups. Total cost: 30 points.**Options:**

- 1) *Better Noticing*: Increase to +15 PER. Total cost: 45 points.
- 2) *Lesser Noticing*: Decrease to +5 PER. Total cost: 15 points.
- 3) *Uncontrollable Noticing*: The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 37 Active Points; total cost 11 points.



I'VE GOT A FUNNY FEELING ABOUT THIS...

Effect: Danger Sense (self only, out of combat) (INT Roll)

Target: One character

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's luck makes him unusually aware of dangerous phenomena. His "hunches" about what might be wrong are often completely correct.

Game Information: Danger Sense (self only, out of combat) (INT Roll). Total cost: 20 points.

Options:

- 1) *Local Hunches:* Dangers to other people and things near the character can trigger his hunches. Change to immediate vicinity. Total cost: 25 points.
- 2) *Heightened Hunches:* Increase to INT Roll +3 and add Sense. Total cost: 25 points.



SHINGUARDS OF LUCK

Effect: Spatial Awareness

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's luck is such that even when he can't see or hear, he has a knack for not bumping into things. He could walk through a warehouse full of junk and somehow manage to step in just the right places in just the right ways to keep from ever hurting himself by running into or stepping on something harmful. However, he can't use this ability to attack people.

Game Information: Spatial Awareness (but remove Targeting) (no Sense Group). Total cost: 22 points.

MISCELLANEOUS POWERS



AGAINST ALL ODDS

Effect: Luck 10d6, No Conscious Control

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Some characters have the ability to survive against seemingly impossible odds. When a character with Against All Odds finds himself in a situation the GM deems hopeless, the power takes effect to give him a fighting chance to succeed (or at least escape!).

This power uses the second option for Luck described on APG 105: when the GM tells the player the power has activated, the player rolls ten dice of Luck. The total on the dice represents points the character can add to or subtract from his rolls for the rest of "the scene" (as defined by the GM) and/or until events reach a dramatically satisfying conclusion for Our Hero (note that this doesn't necessarily mean total triumph, or even triumph at all; sometimes living to fight another day is a dramatically satisfying thing).

Game Information: Luck 10d6 (50 Active Points); No Conscious Control (only GM can activate power, but once it's activated the character controls the use of the "Luck points"; -1), Effect Only Remains For One Scene Or Until Dramatically Satisfying Conclusion Is Reached (-0). Total Cost: 25 points.

Options:

- 1) *The Will To Succeed:* The character's ability to come out ahead depends less on sheer luck than on his overwhelming will to succeed when the chips are down. Add Requires An EGO Roll (-½). Total cost: 20 points.
- 2) *Fate Is Fickle:* The character's Luck doesn't always kick in to help him. Even when the GM activates the power, it might not work! Add Activation Roll 11- (-1). Total cost: 17 points.



LUCKY GUESS

Effect: Detect Correct Answer

Target: Self

Duration: Instant

Range: Self

END Cost: 0

Description: When faced with a question he doesn't know the answer to, the character can, after just a little thought, take a guess that's usually the correct answer. He doesn't know *why* the answer is correct, and he may not know it's correct until it's confirmed, but his answers are usually the right ones.

Obviously, this power has the potential to unbalance many games, particularly ones that focus on investigation and character interaction, so characters should get the GM's approval before buying it.

Game Information: Detect Correct Answer (INT Roll) (no Sense Group), Discriminatory. Total cost: 15 points.

Options:

- 1) *Accurate Guess:* Increase to INT +5. Total cost: 20 points.
- 2) *Incredible Guess:* Increase to INT +10. Total cost: 25 points.
- 3) *That's My Contribution For The Day:* Add 1 Charge (-2). 15 Active Points; total cost 5 points.

**PUSHING YOUR LUCK**

Effect: Luck +2d6
Target: Self
Duration: Instant
Range: Self
END Cost: 10

Description: In a particularly difficult situation, the character may attempt to put extra effort into manipulating probability in his favor. He must already have at least one die of Luck to buy this power. As usual with Luck, he has no control over the exact results of his effort, or even any assurance it will work.

Game Information: Luck +2d6 (10 Active Points); Costs Endurance (-½), Increased Endurance Cost (x10 END; -4). Total cost: 2 points.

**RESCUER**

Effect: Summon 400-point superbeing
Target: One character
Duration: Instant
Range: No Range
END Cost: 10

Description: In genre fiction, when things go badly for the hero, rescuers tend to show up at just the right moment. Typically the person who arrives is the character's ally or colleague, but could simply be an enemy of the person the character is fighting. The end result — the person who arrives helps the character — remains the same.

As a default, this power assumes the character's rescuer is built on a total of 400 Character Points. You can easily adjust the point total up or down by changing the cost of the power.

Game Information: Summon one 400-point character (80 Active Points), Arrives Under Own Power (-½). Total cost: 53 points.

Options:

- 1) *Guess Who's In The Neighborhood:* The power only works if the Summoned character is close enough to arrive in time, and/or if he can hear the "cry for help." Add Summoned Being Must Inhabit Locale (-½). Total cost: 40 points.
- 2) *It's The Bloomin' Cavalry!:* Increase to eight 400-point characters. 95 Active Points; total cost 63 points.

**YOU'RE A WINNER!**

Effect: Money (Well Off)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's amazing luck manifests itself in a most welcome way: he's constantly winning sweepstakes, door prizes, lotteries, and other such prizes. He can support himself quite nicely just on his winnings without having to do a lick of work.

Game Information: Money (Well Off). Total cost: 5 points.

Options:

- 1) *Big Winner:* The character routinely wins significant prizes. Increase to Money (Wealthy). Total cost: 10 points.
- 2) *Really Big Winner:* The character routinely wins major lotteries. Increase to Money (Filthy Rich). Total cost: 15 points.



MAGNETISM POWERS

THE MAGNETO-SPHERE

Planets, stars, and other astronomical objects have *magnetospheres* — regions around them which are organized or otherwise affected by their strong magnetic fields. For example, Earth's magnetosphere extends about 70,000 kilometers from Earth's center on the side of the planet facing the Sun. Some characters' Magnetism powers may derive from their ability to manipulate Earth's magnetosphere in subtle but powerful ways; a character with self-generated Magnetism powers may be powerful enough to alter Earth's magnetosphere to achieve various effects (such as interfering with telecommunications systems). In game terms that sort of effect could be built as a Suppress, Area Of Effect, MegaScale.

Magnetism is a physical phenomenon by which materials exert an attracting or repelling force on other objects. Magnetic properties are most easily detected in ferrous metals, such as iron, steel, nickel, and magnetite, but to some degree (however small), all objects are subject to the presence of magnetic fields.

Magnetism powers typically give a character the ability not only to use or manipulate magnetic force directly — for example, to fire magnetic blasts, erect protective shields of magnetic energy, or fly by harnessing magnetic fields — but to manipulate objects (primarily metallic ones) by “picking them up” with magnetism and moving them. Scientifically, Magnetism is closely related to Electricity and Gravity; a character with powers based on one of these special effects could easily develop the other type(s) if appropriate.

The most basic Magnetism power tends to be Telekinesis (“Magnetokinesis”), possibly with Limitations restricting what it can affect (see below). But as with Matter Manipulation powers, that basic concept can be expanded to allow characters with Magnetism power to manipulate and alter objects in many ways.

The breadth of Magnetism powers depends on how “realistic” the GM wants to be. At their most “realistic,” Magnetism powers (particularly attacks) require Limitations like *Only Works On Ferrous Metals* or *Requires Ferrous Metals* (both typically -½, though the value depends on how common ferrous metals are in the campaign). This allows Magnetism Telekinesis (and other powers) to affect iron, steel, and the like, but not lead (of which bullets are made), copper, tin, aluminum, or zinc.

One step away from “realistic” is to change those Limitations so the character can affect any metal, not just ferrous ones — a not-uncommon ability in Superhero settings. That's usually a -¼ Limitation, but possibly a -0 in settings where metal's very common. The least “realistic” view of Magnetism powers lets them affect *anything* — the character is so powerful he can manipulate the Earth's magnetic field, or the minute magnetic field emitted by any material, to affect objects and people regardless of what they're made of.

Given how many machines feature metallic parts, and how modern information systems often uses magnetic technology to store data and the

like, Magnetism powers may allow a character to control machinery in Cyberkinesis-like ways (see the *Cyberkinesis Powers* section for many example powers, and the *Computer Manipulation* power below). Characters might buy a Side Effect for their Magnetism powers to indicate how they interfere with magnetic storage media and the like; alternately, the GM may rule that the powers work that way by default, for no Limitation value.

BASIC POWER



MAGNETOKINESIS

Effect: Telekinesis (40 STR), Only Works On Ferrous Metals

Target: One character or object

Duration: Constant

Range: 600m

END Cost: 6

Description: The most basic of Magnetism powers, the one from which all others typically derive, is the ability to move and manipulate ferrous metal objects without touching them.

Characters interested in buying “Magnetokinesis Tricks” — special applications of Magnetokinesis built with other Powers — should look at Telekinetic Powers (page 323). By applying either the *Only Works On Ferrous Metals* or *Requires Ferrous Metals* Limitation to them, you can convert them into Magnetokinesis Tricks.

Game Information: Telekinesis (40 STR) (60 Active Points); Only Works On Ferrous Metals (-½). Total cost: 40 points.

Options:

- 1) *Strong Magnetokinesis:* Increase to Telekinesis (60 STR). 90 Active Points; total cost 60 points.
- 2) *Weak Magnetokinesis:* Decrease to Telekinesis (30 STR). 45 Active Points; total cost 30 points.
- 3) *Precise Magnetokinesis:* The character's control over magnetic energy is so well-developed that he can perform tasks requiring a high degree of dexterity. Add Fine Manipulation. 70 Active Points; total cost 47 points.
- 4) *Less Restricted Magnetokinesis:* Change to Only Works On Metals (-¼). Total cost: 48 points.
- 5) *Unrestricted Magnetokinesis:* Remove Only Works On Ferrous Metals (-½). Total cost: 60 points.

OFFENSIVE POWERS



ELECTROMAGNETIC PULSE

Effect: Dispel Electricity Powers 8d6
Target: One character or device
Duration: Instant
Range: 240m
END Cost: 12

Description: The character projects a pulse of electromagnetic energy that disrupts the flow of electricity. This allows the character to shut off electrical devices by frying their circuitry, and to temporarily diminish or de-activate electricity-based superpowers.

Game Information: Dispel Electricity Powers 8d6, Expanded Effect + Variable Effect (all Electricity Powers simultaneously; +4). Total cost: 120 points.

Options:

- 1) *Powerful Pulse:* Increase to Dispel Electricity Powers 12d6. Total cost: 180 points.
- 2) *Weaker Pulse:* Decrease to Dispel Electricity Powers 6d6. Total cost: 90 points.
- 3) *Unfocused Pulse:* Add Area Of Effect (32m Radius; +1) and No Range (-½). 144 Active Points; total cost 96 points.
- 4) *Variant Electromagnetic Pulse:* Change to Drain Electricity Powers 3d6. Total cost: 150 points.
- 5) *Electromagnetic Touch:* The character has to touch a device or character to disrupt its electrical powers. Add No Range (-½). Total cost: 80 points.



FERROUS DISRUPTION

Effect: Dispel Ferrous Metal Powers 16d6, RKA 3d6, Only Versus Ferrous Metals
Target: One character/object
Duration: Instant
Range: 720m/670m
END Cost: 7

Description: The character's magnetic powers allow him to disintegrate or rip apart objects made of ferrous metals. In the case of characters who have powers based on ferrous metals (such as golems with metal bodies, or characters who can transform their hands into metal claws), the GM has to determine the exact effects of the Dispel. The victim may be able to re-activate the power instantly, or it may take him a short time (one Full Phase, perhaps) to re-form the metallic part of his body or get the power working again.

Game Information:

Cost Power

- 72 **Ferrous Disruption:** Multipower, 72-point reserve
 7f 1) **Ferrous Disruption I:** Dispel Ferrous Metal Powers 16d6, Variable Effect (any one Ferrous Metal power at a time; +½)
 3f 2) **Ferrous Disruption II:** RKA 3d6, Penetrating (+½); Only Versus Ferrous Metals (-1)

Total cost: 82 points.

Options:

- 1) *Enhanced Disruption:* Change to:

- 90 **Ferrous Disruption:** Multipower, 90-point reserve
 9f 1) **Ferrous Disruption I:** Dispel Ferrous Metal Powers 15d6, Expanded Effect (two Ferrous Metal powers at a time; +½), Variable Effect (any two Ferrous Metal power at a time; +½)
 4f 2) **Ferrous Disruption II:** RKA 4d6, Penetrating (+½); Only Versus Ferrous Metals (-1)

Total cost: 103 points.

- 2) *Disruption Touch:* The character has to touch ferrous metal to disincorporate it. Add No Range (-½) to both slots and to the reserve. Total cost: 56 points.



GAUSS BLAST

Effect: Blast 9d6, RKA 3d6
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character uses his control over magnetism to pick up small metal objects and "throw" them at a target with tremendous force.

Game Information:

Cost Power

- 30 **Gauss Blast:** Multipower, 45-point reserve; all OIF (-½)
 3f 1) **Blunt Object Gauss Blast:** Blast 9d6; OIF (small, blunt ferrous metal objects of opportunity; -½)
 3f 2) **Sharp Object Gauss Blast:** RKA 3d6; OIF (small, sharp ferrous metal objects of opportunity; -½)

Total cost: 36 points.

Options:

- 1) *Strong Gauss Blast:* Increase reserve to 60 points, slot one to Blast 12d6, and slot two to RKA 4d6. Total cost: 48 points.
- 2) *Weak Gauss Blast:* Decrease reserve to 40 points, slot one to Blast 8d6, and slot two to RKA 2½d6. Total cost: 33 points.
- 3) *Gauss Blast Variant:* As Weak Gauss Blast, but increase reserve to 56 points and add Armor Piercing (+¼) to both slots. Total cost: 45 points.
- 4) *Rapid-Fire Gauss Blast:* If the character has enough small metal objects available, he can quickly shoot several of them at one target, or one each at multiple targets. As Weak Gauss Blast, but increase reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 48 points.

**INTENSE MAGNETIC FIELD**

Effect: Change Environment, -4 to Radio Group PER Rolls
Target: 32m Radius
Duration: Constant
Range: 120m
END Cost: 4

Description: The character can create a field of intense magnetic energy that inhibits the use of radar, the transmission or reception of radio waves, and the functioning of other Radio Group senses.

Game Information: Change Environment (create intense magnetic field), -4 to Radio Group PER Rolls, Area Of Effect (32m Radius; +1). Total cost: 24 points.

Options:

- 1) *More Intense Interference:* Increase to -6 to Radio Group PER Rolls. Total cost: 36 points.
- 2) *Weaker Interference:* Decrease to -2 to Radio Group PER Rolls. Total cost: 12 points.
- 3) *Larger Field:* Increase to Area Of Effect (250m Radius; +1¼). Total cost: 33 points.
- 4) *Smaller Field:* Decrease to Area Of Effect (16m Radius; +¾). Total cost: 21 points.

**MAGNETIC BLAST**

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a bolt of pure, concentrated magnetic energy to injure his foes.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Magnetic Blast:* Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Magnetic Blast:* Decrease to Blast 8d6. Total cost: 40 points.
- 3) *Metal-Shredding Magnetic Blast:* The character's bolt of magnetic force is particularly effective against metal targets, or targets protected by metallic armor. Decrease to Blast 10d6 and add Blast +5d6 (25 Active Points); Only Versus Metal Or Metal-Protected Targets (-1) (total cost: 12 points). 50 + 25 = 75 Active Points; total cost 50 + 12 = 62 points.
- 4) *Radio-Interfering Magnetic Blast:* The energies of the character's magnetic blast creates static that blocks the use of Radio Group senses for a short time. Add Radio Group Flash 6d6 (18 Active Points); Linked (-½) (total cost: 12 points). 60 + 18 = 78 Active Points; total cost 60 + 12 = 72 points.

**MAGNETIC REVERSAL**

Effect: Reflection (60 Active Points' worth), Any Target, Only Works Against Ferrous Physical Projectiles
Target: One character
Duration: Instant
Range: Self
END Cost: 6

Description: The character can direct a Ranged attack involving a ferrous physical object (such as a steel arrowhead or throwing knife) away from himself and back at the person who fired it at him, or at anyone else.

Game Information: Reflection (60 Active Points' worth), Any Target (+½) (60 Active Points); Only Works Against Ferrous Physical Projectiles (-½). Total cost: 40 points.

Options:

- 1) *Stronger Reflection:* Increase to Reflection (81 Active Points' worth). 81 Active Points; total cost 54 points.
- 2) *Weaker Reflection:* Decrease to Reflection (42 Active Points' worth). 42 Active Points; total cost 28 points.

**METALLIC WRAP-UP**

Effect: Entangle 6d6, 6 PD/6 ED, Requires Ferrous Metals
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: If the character has a sufficient supply of ferrous metals available — a length of chain-link fence, girders from a construction site, railroad tracks, chains, scrap metal, car bodies, or the like — he can wrap them around someone, preventing that person from moving or attacking.

Game Information: Entangle 6d6, 6 PD/6 ED (60 Active Points); OIF (sufficient amount of ferrous metals of opportunity within 20m of target; -½). Total cost: 40 points.

Options:

- 1) *Tougher Wrap-Up:* While he wraps the target up, the character magnetically strengthens and enhances the metal used, making it even harder for the target to escape. Increase to Entangle 8d6, 8 PD/8 ED. 80 Active Points; total cost 53 points.
- 2) *Weaker Wrap-Up:* The process of moving and bending the metals weakens them, making them more brittle and thus easier to break out of. Decrease to Entangle 4d6, 4 PD/4 ED. 40 Active Points; total cost 27 points.
- 3) *Wriggling Free:* The metals don't wrap around the character too tightly. If he can just loosen them a little, he can squirm free. Add Entangle Has 1 BODY (-½). Total cost: 30 points.

**PAIN IN VEIN**

Effect: Mental Blast 6d6, NND, Based On CON
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character's control of magnetic energy is so precise that he can disrupt the flow of blood within the human body, causing intense headaches and pain.

Game Information: Mental Blast 6d6, NND (defense is not having blood, a Magnetism-based Resistant Protection or Barrier, or Power Defense; +0) (60 Active Points); Based On CON (-1). Total cost: 30 points.

Options:

- 1) *Intense Pain:* Increase to Mental Blast 8d6. 80 Active Points; total cost 40 points.
- 2) *Milder Pain:* Decrease to Mental Blast 4d6. 40 Active Points; total cost 20 points.
- 3) *Chronic Pain:* The character can maintain the disruption effect, causing the victim to experience ongoing agony. At the GM's option, extended use of this power may cause the victim to develop gangrene in the extremities. Decrease to Mental Blast 4d6 and add Constant (+½). 60 Active Points; total cost 30 points.

**STUCK UP**

Effect: Telekinesis (30 STR)
Target: One character
Duration: Uncontrolled
Range: 450m
END Cost: 3

Description: The character can fire a pulse of magnetic energy that causes two ferrous metal objects to cling to each other until the power of the pulse dissipates (or until someone with sufficient STR pulls them apart by winning a STR versus STR Contest).

For this power to work, the two objects have to be relatively close to each other. The heavier of the two, or the one that's firmly attached to the ground or some other object, counts as the "anchor" for the power; the other object moves to it. (The character may also define himself as the anchor.) Determine the moving object's weight, then use the Throwing Table on 6E2 81 to determine how far the character can move it as a Running Throw with 30 STR. The object must be no further away than that for the power to work. When the character successfully uses the power, the moving object instantly crosses the intervening space and attaches itself to the "anchor." If the moving object is itself attached to something (e.g., a metal gauntlet worn by a 100 kg character; a metal statue bolted to a 400 kg stone pedestal), add the attached object's weight to that of the metal object to determine the distance it can move with this power.

IRON IN FLESH AND BLOOD

The *Pain In Vein* power has some interesting implications. The human body contains as much as 3-4 grams of iron, a substance that's necessary for life but toxic in high concentrations. (A poorly-nourished person might have significantly less than 3-4 grams.) About 2.5 of those grams are in hemoglobin, which allows blood to carry oxygen throughout the body; another 400 milligrams are used by cellular proteins for various biological processes like storing oxygen or performing redox reactions. Iron is crucial for oxygen transportation; anemia (iron deficiency) can become severe enough to cause death or organ damage.

A sufficiently broad definition of Magnetism powers, even ones restricted to only ferrous materials, would allow a Magnetism-based character to manipulate aspects of the human form by affecting the iron in the body. At the simplest level the iron would let a Magnetism character magnetokinetically pick up or affect someone even if that person wasn't wearing/carrying any ferrous metal. More sophisticated or delicate uses could include:

- altering the blood flow to the brain to cause unconsciousness, hallucinations, loss of memories, or even outright Mind Control
- cause aneurysms, heart attacks, strokes, and similar medical conditions
- killing someone by removing all the iron from his body, inducing fatal anemia, or the like

Game Information: Telekinesis (30 STR), Reduced Endurance (½ END; +¼), Uncontrolled (turned off by applying a countervailing magnetic energy, a mild electric spark, or water, or by using STR to separate them; +½) (79 Active Points); Affects Whole Object (-¼), Only To "Attach" Ferrous Metal To Nearby Ferrous Metal (-1). Total cost: 35 points.

Options:

- 1) *Strong Sticking:* Increase to Telekinesis (40 STR). 105 Active Points; total cost 47 points.
- 2) *Weak Sticking:* Decrease to Telekinesis (20 STR). 52 Active Points; total cost 23 points.
- 3) *Group Attraction:* The character defines a single piece of metal as his "anchor" (he may also define himself as the anchor). All metal objects weighing 400 kg or less that are within 10m of the "anchor" instantly travel to and stick to it. Decrease to Telekinesis (20 STR) and add Area Of Effect (10m Radius, with the "anchor" at the center; +¾). 67 Active Points; total cost 30 points.

DEFENSIVE POWERS



MAGNETIC REPULSION

Effect: Deflection, Only Works Against Ferrous Physical Projectiles

Target: Self

Duration: Instant

Range: 200m

END Cost: 2

Description: The character's control over magnetism allows him to repel ferrous metal missiles fired at him or anyone else he wishes to protect.

Game Information: Deflection (20 Active Points); Only Works Against Ferrous Physical Projectiles (-½). Total cost: 13 points.

Options:

- 1) *Improved Magnetic Repulsion:* Add +4 OCV with Deflection. Total cost: +8 points.



MAGNETIC SHIELD

Effect: Resistant Protection (20 PD/20 ED)

Target: Self

Duration: Constant

Range: Self

END Cost: 6

Description: The character can manipulate magnetic energy to create a protective field around himself.

Game Information: Resistant Protection (20 PD/20 ED) (60 Active Points); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Stronger Magnetic Shield:* Increase to Resistant Protection (30 PD/30 ED). 90 Active Points; total cost 60 points.
- 2) *Weaker Magnetic Shield:* Decrease to Resistant Protection (15 PD/15 ED). 45 Active Points; total cost 30 points.



MAGNETIC WALL

Effect: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable

Target: Area

Duration: Constant

Range: 700m

END Cost: 7

Description: The character can create a barrier of magnetic energy to shield himself (and sometimes his comrades) from attack.

Game Information: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable (70 Active Points); Costs Endurance (to maintain; -½). Total cost: 47 points.

Options:

- 1) *Strong Wall:* Increase to Barrier 12 PD/12 ED, 12 BODY (up to 12m long, 4m tall, and ½m thick). 80 Active Points; total cost 53 points.
- 2) *Weak Wall:* Decrease to Barrier 8 PD/8 ED, 8 BODY (up to 8m long, 3m tall, and ½m thick). 59 Active Points; total cost 39 points.
- 3) *Larger Wall:* Add +10m length and +1m height. 81 Active Points; total cost 54 points.



MOVEMENT POWERS



MAGNETIC BONDING

Effect: Clinging (normal STR +30), Can Only Cling To Ferrous Metals

Target: Self

Duration: Constant

Range: Touch

END Cost: 0

Description: Although not strictly a Movement Power, this ability is primarily used to assist a character's movement. It allows him to cling to any metal object like a fly clings to a wall. He could, for example, walk right up the side of a steel-frame skyscraper (provided the steel "skeleton" were near the building's surface), or attach himself to the hull of a steel-framed vehicle and ride along.

Game Information: Clinging (normal STR +30) (20 Active Points); Can Only Cling To Ferrous Metals (-1). Total cost: 10 points.



MAGNETIC FORCE RIDING

Effect: Flight 40m

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Description: By manipulating the Earth's magnetic field, the character can pick himself up and fly through the air.

At the GM's option a character using this power moves slightly faster (+1-4m) when flying north or south, and slightly slower (-1-4m) when flying east or west.

Game Information: Flight 40m. Total cost: 40 points.

Options:

- 1) *Fast Force Riding I:* Increase to Flight 60m. Total cost: 60 points.
- 2) *Fast Force Riding II:* Increase to Flight 40m, x8 Noncombat. Total cost: 50 points.
- 3) *Slow Force Riding:* Decrease to Flight 30m. Total cost: 30 points.
- 4) *True Force Riding:* The character has such precise control over magnetic fields that he can turn on a dime. Add No Turn Mode (+¼). Total cost: 50 points.

SENSORY POWERS



ELECTROMAGNETIC RADAR

Effect: Radar

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can emit pulses of electromagnetic energy, then "read" the pulses as they bounce off objects and return to him to perceive

the world around him without having to use his eyes. The presence of large amounts of physical matter around him — such as when he's in a sandstorm, rainstorm, or blizzard — may create "static" that hinders or blinds this radar. Also, it does not work in an intense magnetic field or other conditions which hinder Radio Group senses.

Game Information: Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees). Total cost: 25 points.

Options:

- 1) *Enhanced Electromagnetic Radar I:* Add +3 to Radar-Sense PER Rolls. Total cost: 28 points.
- 2) *Enhanced Electromagnetic Radar II:* Add Tele-scopic (+8 versus Range Modifier). Total cost: 29 points.



MAGNETIC FIELD AWARENESS

Effect: Spatial Awareness

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's innate awareness of magnetic fields, and how the presence of objects alters those fields, allows him to perceive things the naked eye cannot.

Game Information: Spatial Awareness (INT Roll) (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range. Total cost: 52 points.

MISCELLANEOUS POWERS



COLD WEATHER ENHANCEMENT

Effect: Aid Magnetism Powers 2d6, Only In Cold Conditions

Target: Self

Duration: See text

Range: Self

END Cost: 0

Description: Cold temperatures enhance magnetism. Whenever the character is in cold conditions, his magnetic powers become stronger. "Cold conditions" are defined in two ways. First, any temperature of 40o Fahrenheit (4o Celsius) or below constitutes "cold conditions." At the GM's option, the gain may be proportionate to the temperature — the character gains Aid ½d6 from 30-40o F, Aid 1d6 from 20-29o F, and Aid 2d6 at 19o F and below. Second, any time the character is attacked with, or otherwise directly exposed to the effects of an Ice/Cold Power, he experiences "cold conditions"; however, the conditions only last as long as the power remains in effect (in the case of Instant Powers, the Aid applies for the character's next Full Phase).

In either case, the effect of this power occurs automatically; the character doesn't have to activate it. The Trigger activates the power once per Minute until the full 12 points' worth of Aid effect is achieved. Once the character leaves the cold conditions, the effects of this power fade instantly (this also occurs if something, such as direct contact with a Fire/Heat Power, warms the character up). If the character remains in cold conditions, the power keeps Triggering itself every time the Aid effect fades below 12 points.

Game Information: Aid Magnetism Powers 2d6, Expanded Effect + Variable Effect (all Magnetism Powers simultaneously; +4), Delayed Return Rate (points fade at the rate of 5 per Minute; +1), Trigger (activation requires no action, resets automatically immediately after activation; +1), Reduced Endurance (0 END; +½) (90 Active Points); Only In Cold Conditions (effect fades instantly when character leaves cold conditions or is warmed up; -1), Only Aid Self (-1). Total cost: 30 points

Options:

- 1) *More Efficient Enhancement:* Increase to Aid 3d6. 135 Active Points; total cost 45 points.
- 2) *Less Efficient Enhancement:* Decrease to Aid 1d6. 45 Active Points; total cost 15 points.
- 3) *Cold Weather Enhancement Variant:* As an alternative, a character can simply buy +10 (or more) Active Points' worth of any given power with the Limitation *Only In Cold Conditions* (-1).



COMPUTER MANIPULATION

Effect: Computer Programming (INT +7)

Target: One computer

Duration: Constant

Range: Touch

END Cost: 2

Description: The character's control over magnetism allows him to work with magnetic and digital storage media without the need for a keyboard or monitor. In addition to this ability, characters could also buy the Erase/Alter Records power (page 67).

Game Information: Computer Programming (INT +7) (17 Active Points); Costs Endurance (-½). Total cost: 11 points.

ELECTROMAGNETIC SPECTRUM POWERS

Electromagnetic energy, or more accurately electromagnetic radiation (EM radiation), encompasses an enormous variety of energy phenomena. Ranging from highest to lowest frequency these include electricity, radio waves, microwave radiation, infrared light, visible light, ultraviolet light, x-rays, and gamma rays. For the purposes of this book, Electricity and Light are covered in their own sections. This subsection focuses on the other types: radio waves; microwaves; x-rays; and gamma rays.

Radio devices — whether the kind in a car stereo that can only receive, or models that both receive and transmit — use the *radio spectrum*, a section of the electromagnetic spectrum, to send and/or transmit communications. The radio spectrum ranges from about just a few cycles, to thousands of cycles (kilohertz), to 300 gigacycles (gigahertz). It's divided into "bands," such as ELF (extremely low frequency, used to send messages to submarines), HF (high frequency, used for ham radios, CB radios, law enforcement radios, most alarm systems, and more), VHF (very high frequency, used for FM radio, most television stations bugs [listening devices], and more), and UHF (ultra-high frequency, used for cell phones).

Typically, *microwaves* are defined as electromagnetic energy with frequencies ranging from 1 to 1000 GHz (gigahertz). They're well-known to modern humans because of microwave ovens, which pass microwaves through food to heat the water, fat, and sugar molecules in them. Other uses include broadcasting and communications, some radar applications, some wireless and networking technology, radio astronomy, masers (which are like lasers, but operate at microwave frequencies), long-range power transmission (at least experimentally), and cable television/Internet access.

X-rays are a form of electromagnetic radiation with frequencies ranging from 30 to 30,000 PHz (petahertz). They're measured in *rems*. Because they can pass through solid matter and make images of it on a medium behind that matter, they're often used for medical and dental imaging. Exposure to x-rays, which are a form of ionizing radiation, can be dangerous.

Famed among comic book fans for having created the Marvel Comics character the Hulk, *gamma rays* (or gamma radiation) have the shortest wavelength, and thus the highest frequency and energy, of any part of the electromagnetic spectrum. This also makes them the most dangerous; exposure to them can lead to leukemia and many other forms of cancer.

CHARACTERISTICS AND SECONDARY EFFECTS

The forms of electromagnetic energy described above have a few characteristics in common. First, they're invisible to the unaided human eye. In game terms this would justify buying the *Invisible To Normal Sight* (+¼) Advantage (Infrared Perception or Ultraviolet Perception could still perceive them). Alternately, the GM might consider them Invisible as a default rule up to a certain amount of Damage Classes or Active Points (such as 6 DCs or 30 Active Points), but visible when used in greater amounts due to ionization or the like.

Second, they all penetrate most physical barriers easily (and the higher the frequency of the Electromagnetic energy, the better the penetration). Attacks based on these forms of energy often have Advantages like *Armor Piercing* or *Penetrating*.

Generating large amounts of Electromagnetic Energy in an area might interfere with radio and television reception in that area, and nearby. The GM can treat this as a Change Environment that interferes with the PER Rolls of persons using those devices (*i.e.*, it makes it harder for the transmission to come through clearly, and thus for the user to hear/see it clearly), or even as a Darkness that blocks out the transmissions entirely.

If appropriate, the GM can use the rules for Radiation later in this chapter to model the effects of x-rays and gamma rays.

Here are some example powers using various electromagnetic special effects:



ELECTROMAGNETIC SENSE

Effect: High-Range Radio Perception, Reception Only

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can naturally perceive all sorts of electromagnetic waves, allowing him to receive radio and television broadcasts, sense radar emissions, and so forth. He cannot broadcast himself, only receive.

Game Information: HRRP (Radio Group) (12 Active Points); Reception Only (-1). Total cost: 6 points.

Options:

- 1) *Maser Emission:* The character can use his ability to project maser beams and other forms of EM radiation to communicate as well as receive. Remove Reception Only (-1). Total cost: 12 points.



ELECTROMAGNETIC SHIELD

Effect: Resistant Protection (8 PD/14 ED/8 Power Defense)

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can surround himself with a "shield" of electromagnetic force that protects him from attacks. It works better against Energy attacks than Physical ones.

Game Information: Resistant Protection (8 PD/14 ED/8 Power Defense) (45 Active Points); Costs Endurance (-½). Total cost: 30 points.

Options:

- 1) *Stronger Shield:* Increase to Resistant Protection (12 PD/18 ED/10 Power Defense). 60 Active Points; total cost 40 points.
- 2) *Weaker Shield:* Decrease to Resistant Protection (6 PD/8 ED/6 Power Defense). 30 Active Points; total cost 20 points.



ELECTROMAGNETIC TELEPORTATION

Effect: Teleportation 40m

Target: Self

Duration: Instant

Range: Self

END Cost: 4

Description: The character transforms his body to pure electromagnetic energy, high-instantaneously travels to any location within 40m, and then rematerializes.

Game Information: Teleportation 40m. Total cost: 40 points.

Options:

- 1) *Longer Teleportation I:* Increase to Teleportation 50m. Total cost: 50 points.
- 2) *Longer Teleportation II:* Decrease to Teleportation 30m and add MegaScale (1m = 100 km; +1½). Total cost: 75 points.
- 3) *Shorter Teleportation:* Decrease to Teleportation 25m. Total cost: 25 points.
- 4) *Adaptable Teleportation:* The character has total control over how he rematerializes. Add Position Shift and No Relative Velocity. Total cost: 55 points.

**GAMMA BLAST**

Effect: RKA 2d6, NND, Does BODY, Indirect, No Knockback
Target: One character
Duration: Instant
Range: 100m
END Cost: 10

Description: The character can project a powerful blast of deadly gamma rays.

Game Information: RKA 2d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Indirect (Source Point is always the character, but Path can vary from use to use so the attack passes “through” intervening barriers and the like; +½) (105 Active Points); No Knockback (-¼), Limited Range (100m; -¼). Total cost: 70 points.

Options:

- 1) *More Intense Blast:* Increase to RKA 3d6. 157 Active Points; total cost 105 points.
- 2) *Less Intense Blast:* Decrease to RKA 1d6. 52 Active Points; total cost 35 points.
- 3) *Gamma Burst:* The character can emit a pulse of deadly gamma rays all around him. Decrease to RKA 1d6 and add Area Of Effect (16m Radius; +¾) and Personal Immunity (+¼). 67 Active Points; total cost 45 points.
- 4) *Sustained Gamma Burst:* The character can continue to emit gamma rays as long as he can pay END. Add Constant (+½) to Gamma Burst. 75 Active Points; total cost 50 points.

**MICROWAVE BLAST**

Effect: RKA 2d6, Armor Piercing (x2), Penetrating, Indirect, No Knockback
Target: One character
Duration: Instant
Range: 100m
END Cost: 7

Description: The character can project a powerful blast of microwave radiation.

Game Information: RKA 2d6, Armor Piercing (x2; +½), Indirect (Source Point is always the character, but Path can vary from use to use so the attack passes “through” intervening barriers and the like; +½), Penetrating (+½) (75 Active Points); No Knockback (-¼), Limited Range (100m; -¼). Total cost: 50 points.

Options:

- 1) *More Intense Blast:* Increase to RKA 3d6. 112 Active Points; total cost 75 points.
- 2) *Less Intense Blast:* Decrease to RKA 1d6. 37 Active Points; total cost 25 points.

MATTER MANIPULATION POWERS



Matter Manipulation powers involve the ability to create, destroy, alter, and otherwise affect matter in its many forms. Usually this reflects some ability to control molecules and atoms, highly advanced forms of Telekinetic Powers (see that section of this book), or the like.

At its simplest level, Matter Manipulation simply allows characters to move objects. But for most characters it goes beyond that into animating and rearranging matter, and in some cases even altering it on the molecular or atomic level. Taken to extremes, a Matter Manipulation character can instantly transmute one object into another, (dis)assemble the most complex objects in the blink of an eye, disintegrate matter, unleash the energy from matter in various ways (such as by initiating and controlling nuclear explosions), and so on. In a truly cosmic campaign, this special effect is virtually limitless.

Because manipulating matter on such a fundamental level often requires absolute, or nearly absolute, effects, many Matter Manipulation powers have high Active Point and Real Point costs. If necessary, the GM can adjust them downward, and then address the “absoluteness” of effect as part of a dramatic sense interpretation of game events.

Most Matter Manipulation abilities are offensive abilities, often quite powerful ones. Defenses are relatively rare, and usually involve physical objects — either disintegrating them before they hit the character, or telekinetically imposing a physical object to block an attack. But while a matter manipulator may rarely get hurt by Physical objects, his defenses against Energy attacks may be lower-powered.

In many cases Matter Manipulation powers apply primarily to inorganic matter. Characters who can turn people into frogs and the like are an exception, and the GM may grant others as he sees fit; given their control over the physical world, some matter manipulators may even be able to create life or heal the injured! If appropriate, the GM may reduce the effectiveness of Matter Manipulation powers used directly against living matter by as much as 50% (either as a campaign ground rule for no point savings, or by requiring matter manipulators to buy half of each attack power’s DCs with the Limitation *Does Not Work Against Living Matter* (-1)).

OFFENSIVE POWERS



AIR INTO GAS

Effect: Blast 4d6, NND; RKA 1d6 NND Does BODY
Target: 8m Radius
Duration: Instant
Range: 200m/150m
END Cost: 6

Description: The character can transmute a quantity of normal, breathable air into some form of chemical weapon — either knockout gas, or poisonous gas. The transmutation affects the air in a 8m radius area.

Game Information:

Cost Power

- 42 **Air Into Gas:** Multipower, 52-point reserve, all Does Not Work In High Winds Or Rain (-¼)
- 4f **1) Knockout Gas:** Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (8m Radius; +½); Does Not Work In High Winds Or Rain (-¼)
- 3f **2) Poisonous Gas:** RKA 1d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Area Of Effect (8m Radius; +½); No Knockback (-¼), Does Not Work In High Winds Or Rain (-¼)

Total cost: 49 points.

Options:

- 1) **Lingering Gas:** The character can make the gas linger by continuously transforming air that flows into the area. Increase reserve to 60 points and add Constant (+½) to both slots. Total cost: 57 points.



ANIMATE OBJECT

Effect: Summon 150-point animated object
Target: One object
Duration: Instant
Range: No Range
END Cost: 8

Description: The character uses his control over matter to animate it, giving it “life” so that it can do his bidding. The most common type of object to animate is furniture, since it already has legs to move, but the character could also animate a mass of rocks or soil, a statue, a tree, or just about anything else.

To determine the STR, attacks, and other abilities of animated matter, you can write the object up yourself or use the *HERO System Bestiary*. Select a creature from the *Bestiary* who's as similar to the animated object as possible. For example, for an animated statue, you could use the Metal Golem (or for a bunch of rocks, the Stone Golem); for a large wooden table, you might use a Horse or Bear; for a small piece of furniture, perhaps a Dog or Great Cat would do. Then adjust the character sheet to suit. For example, few animated objects have claws or fangs, so remove such natural weaponry (perhaps replacing it with a few HA dice to represent the object's ability to bash and smash). Additionally, many animated objects move fairly slowly, and have little (if any) ability to manipulate objects; you may want to reduce the movement and DEX listed on the animal's character sheet, impose relevant Physical Complications, or restrict it in other ways.

Game Information: Summon one animated object built on up to 150 Total Points, Expanded Class (any object; +½), Slavishly Devoted (+1) (75 Active Points); Summoned Being Must Inhabit Locale (-½). Total cost: 50 points.

Options:

- 1) *Animated Servitors:* Increase to up to eight 150-point animated objects. 112 Active Points; total cost 75 points.
- 2) *Animate Large Objects:* Increase to Summon 300-point animated object. 150 Active Points; total cost 100 points.
- 3) *Tiring Animate Object:* The character has to maintain the animation effect, which may tire him out quickly. Add Costs Endurance (to maintain; -½). Total cost 33 points.
- 4) *Restricted Animation I:* The character can only animate objects made out of a particular substance (such as stone or wood). Add Only Works On Objects Of [Substance] (-¼). Total cost: 43 points.
- 5) *Restricted Animation II:* The character can only animate a specific type of object, such as furniture or statues. Add Only Works On [Objects] (-½). Total cost: 37 points.
- 6) *Telekinetic Animation:* Instead of simulating this power with Summon, you can do it with Telekinesis using the rules on APG 123: Telekinesis (30 STR) (45 Active Points); Animate Object (-½); total cost: 30 points. You can increase the STR, apply the *Multiple Animated Objects* Adder, and so on to increase the power's effectiveness.



BLADE ENHANCEMENT

Effect: Aid Killing Attacks 4d6, Blades Only, Only For One Attack
Target: One weapon/attack
Duration: Instant
Range: Touch
END Cost: 4

Description: The character can use his control over matter to make a bladed weapon sharper, and thus more likely to inflict injury. The enhanced sharpness wears off in a few seconds if the weapon isn't used, as the object returns to its normal shape; if the weapon scores a hit on a target, the effect wears off immediately thereafter.

Game Information: Aid Killing Attacks 4d6, Variable Effect (any Killing Attack power one at a time; +½) (36 Active Points); Only Works On Blades (-1), Points Fade Instantly After One Successful Attack (-1). Total cost: 12 points.

Options:

- 1) *Razor Sharp:* Increase to Aid 6d6. 45 Active Points; total cost 15 points.
- 2) *Not Quite So Sharp:* Decrease to Aid 3d6. 27 Active Points; total cost 9 points.
- 3) *Ongoing Sharpness:* The character can keep the weapon sharp as long as he continues paying END. Change to Boost Killing Attacks 4d6, remove Points Fade Instantly (-1), and add Costs Endurance (to maintain; -½). 36 Active Points; total cost 14 points.
- 4) *Distant Enhancement:* The character doesn't have to touch the weapon to sharpen it. Add Ranged (+½). 48 Active Points; total cost 16 points.



CIRCE'S CURSE

Effect: Severe Transform 5d6 (human into any animal)
Target: One character
Duration: Instant
Range: 60m
END Cost: 9

Description: The character can transform people into swine, cattle, or other animals.

Game Information: Severe Transform 5d6 (human into any animal, heals back through application of the same power), Improved Results Group (any animal; +¼) (94 Active Points); Limited Target (humans; -½), Limited Range (60m; -¼). Total cost: 54 points.

Options:

- 1) *Powerful Curse:* Increase to Severe Transform 7d6. 131 Active Points; total cost 75 points.
- 2) *Weak Curse:* Decrease to Severe Transform 4d6. 75 Active Points; total cost 43 points.
- 3) *Circe's Touch:* The character must touch the victim to transform him. Replace Limited Range (-¼) with No Range (-½). Total cost: 47 points.

- 4) *Circe's Blast*: The character's power can affect far-away targets. Remove Limited Range (-¼). Total cost: 63 points.
- 5) *Absolute Curse*: The character's power either works completely, or fails entirely. Add All Or Nothing (-½). Total cost: 42 points.



COLOR ALTERATION

Effect: Cosmetic Transform 9d6 (being/object to differently-colored being/object)

Target: One object

Duration: Instant

Range: 270m

END Cost: 3

Description: The character can change the color of any person, being, or object. At the GM's option, this may provide a small temporary bonus to Concealment or Stealth (though the subject must pay Character Points to make such a bonus permanent, if desired; see *Chameleon Camouflage*, page 37). Also at the GM's discretion, "color" can include "transparent" (colorless), thus allowing the character to, for example, make the side of a briefcase see-through so he can examine its contents without opening it.

Game Information: Cosmetic Transform 9d6 (being/object to differently-colored being/object; heals back through another application of this power), Improved Results Group (any color; +¼). Total cost: 34 points.

Options:

- 1) *Strong Colors*: Increase to Cosmetic Transform 12d6. Total cost: 45 points.
- 2) *Weak Colors*: Decrease to Cosmetic Transform 6d6. Total cost: 22 points.



CREATE BINDINGS

Effect: Entangle 6d6, 6 PD/6 ED

Target: One character

Duration: Instant

Range: 600m

END Cost: 6

Description: The character uses his control over matter to either warp local matter so that it snares his target, or to create a stone-like substance out of thin air around the target.

Game Information: Entangle 6d6, 6 PD/6 ED. Total cost: 60 points.

Options:

- 1) *Strong Bindings*: Increase to Entangle 8d6, 8 PD/8 ED. Total cost: 80 points.
- 2) *Weak Bindings*: Decrease to Entangle 4d6, 4 PD/4 ED. Total cost: 40 points.
- 3) *Large Bindings*: The character can create bindings large enough to capture entire groups of people. Decrease to Entangle 5d6, 5 PD/5 ED and add Area Of Effect (8m Radius; +½). Total cost: 75 points.



DISINTEGRATION

Effect: RKA 6d6, NND

Target: One character

Duration: Instant

Range: 900m

END Cost: 27

Description: The character can disintegrate objects or persons, causing them to disincorporate instantly and thus destroying/killing them.

The GM may need to adjudicate the effects of Disintegrate carefully. Some forms of Disintegration are thought of as "absolute" effects — either they work exactly as intended, or they have no effect; they either kill/destroy, or they leave the victim unharmed. They shouldn't just injure someone. But in game terms, injury is often the result, since a poor dice roll may not cause enough damage to kill someone, or the power simply may not have enough dice to kill a target regardless of how well the attacker rolls (NND Killing Attacks are pretty expensive, after all, and with good reason). Given the power's special effects, in many cases it may make dramatic sense for the GM to let the power have an "absolute" effect against minor opponents, insignificant objects, and the like, rather than having the player roll the damage dice every time. Against major foes or significant objects, the player still has to roll the dice, however.

Game Information: RKA 6d6, NND (defense is ED Resistant Protection defined as a force-field or the like; +1), Does BODY (+1). Total cost: 270 points.

Options:

- 1) *Lesser Disintegration*: Decrease to RKA 3d6. Total cost: 135 points.
- 2) *Disintegration Variant*: This version of Disintegration uses Drain BODY instead of an RKA. It's very effective against objects, which can't "heal" the damage they take, but has illogical effects against living targets, which "heal" the damage (*i.e.*, regain the Drained points) unless the attack kills them. Change to Drain BODY 8d6. Total cost: 80 points.



EXCITE MOLECULES

Effect: RKA 1 point

Target: One character

Duration: Uncontrolled

Range: 40m

END Cost: 0

Description: The character uses his control over matter to excite the molecules in an object, causing it to burst into flame. He doesn't need to have a direct line of attack to ignite a flammable object — if he can see it, he can ignite it, regardless of intervening barriers like walls. The object keeps burning until it consumes all the fuel, it runs out of oxygen, or someone smothers it. If another flammable object touches the flames, it catches on fire as well.

Game Information: RKA 1 point, Constant (+½), Indirect (Source Point and Path can change from use to use to strike from any angle; +1), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (see text; +½) (19 Active Points); Limited Range (40m; -¼). Total cost: 15 points.

Options:

- 1) *Intense Fire:* Increase to RKA 1d6. 56 Active Points; total cost 45 points.
- 2) *Burning Down The House:* The character can excite the molecules in any flammable object within an 16m radius area. He can choose which items to set on fire, and which remain untouched by the flames. Since the power has Area Of Effect Selective Accurate, the rolls the character makes to hit both the area and the Selective targets are all against DCV 3. Add Area Of Effect (16m Radius Selective Accurate; +1¼). 25 Active Points; total cost 20 points.



MATTER CONTROL

Effect: Telekinesis (30 STR), Fine Manipulation
Target: One character
Duration: Constant
Range: 450m
END Cost: 5

Description: The character can move, throw, and otherwise manipulate matter without having to touch it. (Characters interested in having greater, or expanded, Matter Control abilities should look at the *Telekinetic Powers* section, later in this book.)

Game Information: Telekinesis (30 STR), Fine Manipulation. Total cost: 55 points.

Options:

- 1) *Strong Matter Control:* Increase to Telekinesis (40 STR). Total cost: 70 points.
- 2) *Weak Matter Control:* Decrease to Telekinesis (20 STR). Total cost: 40 points.



MATTER CREATION ATTACK

Effect: Blast 8d6, Indirect
Target: One character
Duration: Instant
Range: 400m
END Cost: 5

Description: The character can use his power to create chunks of rock, metal, or similar materials above a target to drop on him and cause injury.

Game Information: Blast 8d6, Indirect (Source Point is always above the target; +¼). Total cost: 50 points.

Options:

- 1) *Sharp Matter Dropping:* The character can also create sharp or pointed chunks of matter to drop on his foes. Convert to a Multipower with a 50-point reserve, one slot Blast 8d6 and one RKA 2½d6. Total cost: 60 points.



MATTER LANCE

Effect: Blast 8d6, Indirect
Target: One character
Duration: Instant
Range: 60m
END Cost: 8

Description: The character can reshape matter to strike his enemies. At his command, nearby matter reshapes itself, lashing out to attack the target from some angle. For example, a countertop or the arm of a chair would warp and elongate into a sort of fist to bash someone, or a long projection of rock could lash out of the ground to hit a target from below or behind.

Game Information: Blast 8d6, Indirect (Source Point and Path can vary from use to use; +1) (80 Active Points); Limited Range (60m; -¼). Total cost: 64 points.

Options:

- 1) *Strong Lance:* Increase to Blast 10d6. 100 Active Points; total cost 80 points.
- 2) *Weak Lance:* Decrease to Blast 6d6. 60 Active Points; total cost 48 points.



MATTER WARPING

Effect: Dispel Device/Object Powers 14d6
Target: One device/object
Duration: Instant
Range: 420m
END Cost: 6

Description: The character can warp and mold physical objects to break them, ruin their properties and powers, and so forth.

Game Information: Dispel Device/Object Powers 14d6, Variable Effect (any one Device/Object power at a time; +½). Total cost: 63 points.

Options:

- 1) *Strong Matter Warping:* Increase to Dispel 16d6. Total cost: 72 points.
- 2) *Weak Matter Warping:* Decrease to Dispel 12d6. Total cost: 54 points.
- 3) *Enhanced Matter Warping I:* Decrease to Dispel 12d6 and add Expanded Effect (any two Device/Object powers simultaneously; +½). Total cost: 72 points.
- 4) *Enhanced Matter Warping II:* Decrease to Dispel 10d6 and add Expanded Effect (any four Device/Object powers simultaneously; +1½). Total cost: 90 points.
- 5) *Enhanced Matter Warping III:* Decrease to Dispel 8d6 and add Expanded Effect (all Device/Object powers simultaneously; +3½). Total cost: 120 points.
- 6) *Enhanced Matter Warping IV:* If the character can see a device or object, he can warp and reshape it regardless of intervening barriers such as windows. Decrease to Dispel 12d6 and add Indirect (Source Point is the character, but Path can vary from use to use; +½). Total cost: 72 points.

- 7) *Matter Enhancement*: The character can not only ruin objects, he can make them better. For example, he could upgrade the hardware in a computer or strengthen a column to keep it from collapsing. Character also buys (possibly in a Multipower with standard Matter Warping): Minor Transform 8d6 (object into improved version of itself, heals back through another application of this power), Improved Results Group (+¼). Total cost: 50 points.



MOLECULAR INCOHESION

Effect: RKA 2d6, Armor Piercing, Penetrating (x2)
Target: One character
Duration: Instant
Range: Touch
END Cost: 7

Description: The character can remove the cohesion between molecules, thus allowing him to rip, tear, or pull apart an object with ease. Even the toughest materials have little chance against this power.

Game Information: RKA 2d6, Armor Piercing (+¼), Penetrating (x2; +1) (67 Active Points); No Range (-½), No Knockback (-¼). Total cost: 38 points.

Options:

- 1) *Strong Incohesion*: Increase to RKA 3d6. 101 Active Points; total cost 58 points.
- 2) *Weak Incohesion*: Decrease to RKA 1d6. 37 Active Points; total cost 21 points.
- 3) *Easy Incohesion*: Add Reduced Endurance (0 END; +½). 82 Active Points; total cost 47 points.
- 4) *Really Painful Incohesion*: Add +1 Increased STUN Multiplier (+¼). 75 Active Points; total cost 43 points.



PETRIFICATION

Effect: Severe Transform 5d6 (living creature into stone statue)
Target: One character
Duration: Instant
Range: 40m
END Cost: 7

Description: The character can petrify people — turn them to stone — with but a thought.

Game Information: Severe Transform 5d6 (living creature into stone statue, heals back through application of the same power) (75 Active Points); Limited Target (living beings; -¼), Limited Range (40m; -¼). Total cost: 50 points.

Options:

- 1) *Strong Petrification*: Increase to Severe Transform 7d6. 105 Active Points; total cost 70 points.
- 2) *Weak Petrification*: Decrease to Severe Transform 4d6. 60 Active Points; total cost 40 points.
- 3) *Petrifying Touch*: The character must touch the victim to petrify him. Replace Limited Range (-¼) with No Range (-½). Total cost: 43 points.
- 4) *Petrification Blast*: The character can petrify affect far-away targets. Remove Limited Range (-¼). Total cost: 60 points.
- 5) *Absolute Petrification*: The character's power either works completely, or fails entirely. Add All Or Nothing (-½). Total cost: 37 points.



RUST

Effect: Major Transform 5d6 (unrusted metal object to rusted metal object)
Target: One character
Duration: Instant
Range: 40m
END Cost: 5

Description: The character can cause metal objects to rust (or, in the case of non-ferrous metals, to have similar oxidation reactions, such as bronze becoming covered with verdigris). In some cases this may simply cause an object to look bad, but at the GM's option an object that rusts enough may fall apart, become weaker, have its moving parts lock up as they rust together, and so forth.

Game Information: Major Transform 5d6 (unrusted metal object to rusted metal object, heals back by being cleaned, repaired, or the like), Improved Results Group (any metal object; +½) (50 Active Points); Limited Target (living beings; -¼), Limited Range (40m; -¼). Total cost: 33 points.

Options:

- 1) *Strong Rusting*: Increase to Major Transform 7d6. 70 Active Points; total cost 47 points.
- 2) *Weak Rusting*: Decrease to Major Transform 4d6. 40 Active Points; total cost 27 points.
- 3) *Rusting Touch*: The character must touch the victim to petrify him. Replace Limited Range (-¼) with No Range (-½). Total cost: 28 points.
- 4) *Rusting Blast*: The character can petrify affect far-away targets. Remove Limited Range (-¼). Total cost: 40 points.
- 5) *Absolute Rusting*: The character's power either works completely, or fails entirely. Add All Or Nothing (-½). Total cost: 25 points.

**STUCK ON YOURSELF**

Effect: Entangle 3d6, 6 PD/6 ED, Takes No Damage From Attacks, Cannot Be Escaped With Teleportation

Target: One character

Duration: Instant

Range: 450m

END Cost: 10

Description: The character can increase the molecular attraction between the target's atoms, causing the target's limbs and extremities to stick to their body. Since there's no actual binding agent save the target itself, the Entangle effect is transparent to attacks. Similarly, the victim cannot escape the effect via Teleportation (since the target carries the attraction effect with him as he moves).

Game Information: Entangle 3d6, 6 PD/6 ED, Takes No Damage From Attacks (+1), Cannot Be Escaped With Teleportation (+¼). Total cost: 101 points.

Options:

- 1) *Strong Attraction:* Increase to Entangle 6d6, 6 PD/6 ED. Total cost: 135 points.
- 2) *Weak Attraction:* Decrease to Entangle 3d6, 3 PD/3 ED. Total cost: 67 points.

**TRANSMUTATION**

Effect: Severe Transform 3d6 (anything into anything)

Target: One character/object

Duration: Instant

Range: 900m

END Cost: 9

Description: The character has broad powers of transmutation. He can create objects out of thin air, change lead into gold, turn water into wine, or effect just about any other change he can think of.

Game Information: Severe Transform 3d6 (anything into anything; heal back through another application of this power or appropriate natural processes), Improved Results Group (anything; +1). Total cost: 90 points.

Options:

- 1) *Improved Transmutation:* Increase to Severe Transform 5d6. Total cost: 150 points.
- 2) *Weak Transmutation:* Decrease to Severe Transform 2d6. Total cost: 60 points.
- 3) *Transmutation Touch:* The character can only transmute things he can touch. Add No Range (-½). 90 Active Points; total cost 60 points.

**WEAPON CREATION**

Effect: Variable Power Pool, Only To Create Weapons

Target: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Description: The character has the ability to create any type of weapon he can think of out of thin air. With the GM's permission, he can even apply the *Usable Simultaneously* Advantage and create weapons for his friends.

Game Information: Variable Power Pool (Weapon Creation Pool): 60 Pool + 60 Control Cost; Only To Create Weapons (-½), Focus (all powers bought with this VPP must have at least -½ worth of this Limitation; -½). Total cost: 60 + 15 = 75 points.

Options:

- 1) *We're Going To Need Guns...:* Increase to 90 Pool + 90 Control Cost. Total cost: 90 + 22 = 112 points.
- 2) *Smaller Arsenal:* Decrease to 40 Pool + 40 Control Cost. Total cost: 40 + 10 = 50 points.

DEFENSIVE POWERS**ALTERED SKIN**

Effect: Resistant Protection (12 PD/12 ED)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character transmutes his skin into metal, wood, or some other substance to protect himself from attacks. (If the character wants to transform his entire body, he should consider buying *Body Of Metal* [page 111] or *Body Of Wood* [page 371].)

Game Information: Resistant Protection (12 PD/12 ED). Total cost: 36 points.

Options:

- 1) *Tougher Skin:* Increase to Resistant Protection (16 PD/16 ED). Total cost: 48 points.
- 2) *Weaker Skin:* Decrease to Resistant Protection (8 PD/8 ED). Total cost: 24 points.
- 3) *Tiring Armor:* The character's skin only remains in protective form as long as he keeps paying END. Add Costs Endurance (-½). Total cost: 24 points.



DISINTEGRATION POINT DEFENSE

Effect: Deflection (all physical attacks)
Target: Target's OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character can disintegrate physical missiles before they hit their target.

Game Information: Deflection (20 Active Points); Only Versus Physical Projectiles (-¼). Total cost: 16 points.

Options:

- 1) *Improved Disintegration Point Defense:* Add +4 OCV with Deflection. Total cost: +8 points.



MOLECULAR COHESION

Effect: Resistant (+½) for 20 PD/20 ED plus Resistant Protection (0 PD/3 ED), Only Versus Disintegration
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can enhance the cohesion of the molecules in his body, making it much more difficult for attacks to penetrate his flesh. Additionally, his control over his own personal molecules prevents other matter manipulators from disintegrating him.

This write-up assumes the character has 20 PD and 20 ED. If not, adjust the Resistant (+½) cost to suit.

Game Information: Resistant (+½) for 20 PD/20 ED (20 Active Points); Costs Endurance (-½) (total cost: 13 points) **plus** Resistant Protection (0 PD/3 ED) (6 Active Points); Only To Protect Against Disintegration (-1) (total cost: 3 points). 20 + 6 = 26 Active Points; total cost 13 + 3 = 16 points.



WEAPON WARPING

Effect: +6 DCV, Only Versus Weapon Attacks
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can, without any significant conscious thought, temporarily warp or alter any weapon aimed at him, making it much harder for his attacker to hit him.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½), Only Versus Weapon Attacks (-1), Must Be Aware Of Attack (-¼). Total cost: 11 points.

Options:

- 1) *Greater Warping:* Increase to +8 DCV. 40 Active Points; total cost 14 points
- 2) *Lesser Warping:* Decrease to +4 DCV. 20 Active Points; total cost 7 points.

MOVEMENT POWERS



UNIMPEDED PASSAGE

Effect: Tunneling 12m through PD 20 materials, Fill In
Target: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character uses his control over matter to move it out of the way (or disintegrate it) so he can walk through it unimpeded. Even heavy vault doors can't withstand his power. He can fill the hole he makes in behind him if he wishes.

Game Information: Tunneling 12m through PD 20 material, Fill In. Total cost: 62 points.

SENSORY POWERS



MATTER AWARENESS

Effect: Spatial Awareness
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's innate awareness of matter allows him to perceive things he cannot see with the naked eye, even if other physical obstacles (like walls) are in the way.

Game Information: Spatial Awareness (INT Roll) (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range. Total cost: 52 points.



SPEAKING STATUES

Effect: Retrocognition (Sight and Hearing Groups)
Target: See text
Duration: Constant
Range: No Range
END Cost: 5

Description: This power allows a character to animate a statue, the characters in a painting, or the like so that they can tell him what's happened near them in the past. They have trouble remembering things accurately the further back in time the character asks them to remember, and at the GM's option may have difficulty with human concepts (such as large numbers). Nevertheless, they usually provide valuable information.

Game Information: Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); Extra Time (1 Turn; -1¼), No Range (-½), Requires Appropriate Artwork (-½), Retrocognition Only (-1), Time Modifiers (-½). Total cost: 10 points.

Options:

- 1) *Clear Revelation*: The artwork can remember any point in the past with equal clarity. Remove Time Modifiers (-½). Total cost: 12 points.
- 2) *Quick Power*: Remove Extra Time (-1¼). Total cost: 14 points.

**WINDOW CREATION**

Effect: Clairsentience (Sight Group), Usable Simultaneously, Two-Way Effect
Target: One opaque object
Duration: Constant
Range: No Range
END Cost: 4

Description: If the character wants to see through an opaque object, he simply transmutes some of it to make that section transparent. (The object retains its normal BODY and PD/ED; actually changing it to glass would require a Transform.) Anyone else can see through it, too, including persons on the other side of the opaque object. As soon as the character stops concentrating (*i.e.*, paying END), the object reverts to its normal, opaque state.

Game Information: Clairsentience (Sight Group), Usable By Nearby (+1) (40 Active Points); Two-Way Effect (people on the other side of the “window” can see the character through it; -½), No Range (-½). Total cost: 20 points.

MISCELLANEOUS POWERS**CLOTH CONTROL**

Effect: Various (see text)
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character has broad powers of control over cloth, thread, and textile fibers in general. He can change one type or color of cloth to another, “stitch” clothes together to prevent the person wearing them from moving, or shred clothes.

Game Information:**Cost Power**

- 20 **Cloth Control:** Multipower, 20-point reserve
- 1f 1) **Alter Clothing:** Cosmetic Transform 1d6 (one set of clothing into any other clothing; method of healing back varies based on character), Improved Results Group (any clothing; +¼), Trigger (changing clothing is a Zero Phase Action, Trigger immediately automatically resets; +¾); Limited Target (the clothes currently worn by character; -½)
- 1f 2) **Confining Stitching:** Entangle 2d6, 2 PD/2 ED; Only Works Against Persons Wearing Appropriate Clothing (-½)
- 1f 3) **Unstitch:** RKA 1d6+1; Only Works Against Cloth (-2)

Total cost: 23 points.

Note that this power only works against cloth (including artificial fibers like polyester) and objects made from it. It would not work against leather, the rubber soles of shoes, metal buckles, ivory buttons, or the like.

**CLOTHES HORSE**

Effect: Cosmetic Transform 2d6 (clothing into any other clothing)
Target: One set of clothes
Duration: Instant
Range: Touch
END Cost: 1

Description: The character can transmute his clothes into any other type of clothes. He cannot grant the clothing any unusual or protective properties; he can only change their appearance.

Game Information: Cosmetic Transform 1d6 (one set of clothing into any other clothing; method of healing back varies based on character), Improved Results Group (any type of clothing; +¼), Trigger (changing clothing is a Zero Phase Action, Trigger immediately automatically resets; +¾) (6 Active Points); Limited Target (the clothes currently worn by character; -½). Total cost: 3 points.

Options:

- 1) *Group Wardrobe*: The character can transmute other peoples’ clothes as well as his own. Change to Limited Target (clothes; -½). 6 Active Points; total cost 4 points.

**EASY TASKS**

Effect: +4 with all Agility Skills, Usable Simultaneously, Only Task/Tool/Object-Oriented Skills
Target: Self and up to eight others
Duration: Constant
Range: No Range
END Cost: 5

Description: When the character performs some physical task, such as picking a lock, repairing an engine, installing a security system, or the like, he can perform the task more effectively by using his powers of matter control. He either creates special tools out of thin air, or he alters the physical object(s) he’s working with to make the job easier. Anyone working with him also gains these benefits.

Game Information: +4 with all Agility Skills, Usable By Nearby (+1) (48 Active Points); Costs Endurance (-½), Only Task/Tool/Object-Oriented Skills (-½). Total cost: 24 points.

**ELEMENT ALTERATION**

Effect: Severe Transform 2d6 (any element into any other element), Requires A SS: Chemistry Roll
Target: One element
Duration: Instant
Range: 20m
END Cost: 4

Description: Also known as *Chemical Control* or *Super-Alchemy*, this power allows a character to transmute any one element into any one other



element. He can transmute lead into gold, oxygen into iron, osmium into uranium, or whatever else he can think of.

This power only works on pure samples of a given element. It cannot, for example, transmute just the oxygen in water into iridium, leaving the hydrogen behind. Nor can it transmute the carbon in a human body into copper, effectively killing the target, since the carbon is mixed together with many other elements.

For purposes of this power, each BODY rolled on the Transform dice, minus the target's Power Defense, equals one gram of material successfully transmuted (up to a maximum of the grams of the element the character uses the power on, of course). Using the power depends on the character having a proper understanding of the relationship between the two elements; the required SS: Chemistry roll simulates this.

Game Information: Severe Transform 2d6 (any element into any other element), Improved Results Group (any element; +¼) (37 Active Points); Limited Target (pure elements only; -¼), Requires A SS: Chemistry Roll (-¼), Limited Range (20m; -¼). Total cost: 21 points.

Options:

- 1) *Strong Alteration:* Increase to Severe Transform 3d6. 56 Active Points; total cost 32 points.
- 2) *Weak Alteration:* Decrease to Severe Transform 1d6. 19 Active Points; total cost 11 points.
- 3) *True Element Alteration:* The character can transmute any element, pure or not. Since transmuting the elements in a multi-element object or could effectively cripple or kill it, part of this effect requires an RKA:

Cost Power

- 37 **True Element Alteration:** Multipower, 56-point reserve, all Requires A SS: Chemistry Roll (-¼), Limited Range (40m; -¼)
- 4f **1) Pure Element Alteration:** Severe Transform 3d6 (any element into any other element), Improved Results Group (any element; +¼); Requires A SS: Chemistry Roll (-¼), Limited Range (20m; -¼)
- 3f **2) Mixed Element Alteration:** RKA 1d6, AVAD (defense is Power Defense; +1½), Does BODY (+1); Requires A SS: Chemistry Roll (-¼), Limited Range (40m; -¼), No Knockback (-¼)

Total cost: 44 points.



INSTANT FEAST

Effect: Life Support (Diminished Eating: character only has to eat once per week)

Target: Up to eight people

Duration: Constant

Range: No Range

END Cost: 1 to activate

Description: The character can make delicious food and drink out of thin air. With but a wave of his hand, he can create enough food to last himself and up to seven other people for a week (assuming they want to carry it with them).

Game Information: Life Support (Diminished Eating: character only has to eat once per week), Usable Simultaneously (up to eight people at once; +1) (2 Active Points); Costs Endurance (to activate; -¼). Total cost: 2 points.

**MOLECULAR ADHESION**

Effect: Clinging (STR +30)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character uses his control of molecular properties to “stick” to any surface — he can even walk up walls!

Game Information: Clinging (STR +30). Total cost: 20 points.

Options:

- 1) *Strong Adhesion:* Increase to Clinging (STR +60). Total cost: 30 points.
- 2) *Weak Adhesion:* Decrease to Clinging (normal STR). Total cost: 10 points.

**OBJECT CREATION I**

Effect: Severe Transform 4d6 (create objects out of thin air)
Target: One object
Duration: Instant
Range: No Range
END Cost: 7

Description: The character can transmute air to create objects. Typically this means simple objects that have little (if any) game effect or game definition, such as a coffee mug, a thin board, a shrub, a backpack, or clothes. Creating more complex objects (such as a computer, a marionette, a mechanical or electronic lock, or the like) requires special skills; the character has to know how to build or work with such devices before he can create working versions of them. In any event, the character cannot create (a) weapons or other objects that should be built and defined using other Powers or rules, (b) objects that improve or enhance a character’s ability to perform Skills, (c) living objects, or (d) objects that could reasonably be considered the special effect of some other power or ability. As always, the GM should apply common sense, dramatic sense, and considerations of game balance when deciding whether to allow specific uses of this power.

A character cannot use this power to create flawless duplicates of other objects, unless (a) he has an appropriate *Forgery* Skill, and (b) the GM allows him to.

Game Information: Severe Transform 4d6 (create objects out of thin air; “heals” back by being broken or re-Transformed), Improved Results Group (complex objects; +¼) (75 Active Points); No Range (-½), Requires A Skill Roll (whatever Skill is most appropriate to using or working with the object, such as Computer Programming to create a computer, but no Skill is required for simple objects; -0). Total cost: 50 points.

Options:

- 1) *Expanded Object Creation:* The character can create objects defined or built with any power, not just Transform, such as a sword (HKA), a jetpack (Flight), food (Life Support [Diminished Eating]), gold, coins, or anything else so valuable the character could sell it for large amounts of money (Money), or the like. Change to Variable Power Pool, 60 Pool + 60 Control Cost; Object Creation Only (-¼). Total cost: 84 points.
- 2) *No Skill Required:* The character can create any sort of object, no matter how complex, regardless of whether he knows anything about it. Remove Requires A Skill Roll (-0). Total cost: 50 points.

**OBJECT CREATION II**

Effect: Summon Object built on up to 1,000 Character Points
Target: One object
Duration: Instant
Range: No Range
END Cost: 0

Description: The character’s control over matter allows him to instantly create vehicles, buildings, and other such objects that can be defined with Character Points. The GM determines what the character can and cannot create using this power. Since it’s similar to a Severe Transform that creates objects out of thin air, the GM should apply the rules for such abilities (for example, he shouldn’t let a character create an object that would require a Skill to build unless the character has that Skill).

Game Information: Summon one object built on up to 1,000 Character Points, Expanded Class (any object that can be built or defined with Character Points; +1), Slavishly Devoted (+1), Reduced Endurance (0 END; +½) (700 Active Points); Extra Time (minimum of 1 Minute, and often much longer, depending on the complexity of the object; -1½). Total cost: 280 points.

Options:

- 1) *Strong Creation:* Increase to Summon one object built on up to 1,500 Character Points. 1,050 Active Points; total cost 420 points.
- 2) *Weak Creation:* Decrease to Summon one object built on up to 500 Character Points. 350 Active Points; total cost 140 points.
- 3) *Ranged Creation:* The character can create objects at a distance from himself. Add Ranged (+½). 800 Active Points; total cost 320 points.
- 4) *Object Duplication:* The character can only create exact duplicates of object available to him. Add Can Only Duplicate Existing, Available Objects (-1). Total cost: 200 points.

MENTAL AND PSIONIC POWERS

This large and varied category of powers represents the powers of the mind: the ability to read, control, alter, and otherwise manipulate minds or do things with mental power. This includes, by most peoples' definition, various forms of psychokinetic (telekinetic) manipulation, but neither those abilities, or other related powers are included in this category if they're more appropriately grouped by themselves. See Animal Powers (regarding animal control and speech), Cyberkinesis Powers, Emotion Control Powers, Illusion Powers, Precognition Powers, Sleep and Dreams Powers, and especially Telekinetic Powers for other powers that psionic characters might possess.

Unlike psionic powers featured in other genres, such as Science Fiction (see *Star Hero*) or fantasy, the abilities described here are true superpowers, and so generally don't have Limitations such as *Concentration*, *Extra Time*, *Gestures*, and *Incantations*. However, you can easily add them if you're trying to create a more "restricted" feel for your character's mind powers.

Due to the breadth of this category, it's organized somewhat differently than most other categories. The Offensive Powers section is replaced with a series of sections based on the primary Mental Power used to construct the ability: Mental Blast, Mental Illusions, Mind Control, or Telepathy. Related abilities are grouped as appropriate; for example, many AVAD/ACV attacks are under "Mental Blast Powers," while altering memories is listed under "Telepathy Powers." The other powers sections (such as Defensive and Sensory) remain unchanged; Sensory Powers includes Mind Scan-based abilities.

MENTAL BLAST POWERS



MIND BLAST

Effect: Mental Blast 4d6
Target: One character
Duration: Instant
Range: LOS
END Cost: 4

Description: Perhaps the most basic form of psionic attack is simply to assault another person's mind with mental energy. This could represent mentally lulling the victim to sleep, inflicting torturous headaches, or a painful mental overload.

Game Information: Mental Blast 4d6. Total cost: 40 points.

Options:

- 1) *Strong Mind Blast:* Increase to Mental Blast 6d6. Total cost: 60 points.
- 2) *Weak Mind Blast:* Decrease to Mental Blast 3d6. Total cost: 30 points.
- 3) *Mind Lance:* The character's Mind Blast manifests as a visible beam of light emanating from his forehead, or the like. Add Perceivable (-¼). 40 Active Points; total cost 32 points.
- 4) *Mind Blast Touch I:* The character must touch the target to attack him psionically. Increase to Mental Blast 5d6 and add No Range (-½) and Requires A DEX Roll (-½). 50 Active Points; total cost 25 points.
- 5) *Mind Blast Touch II:* As Mind Blast Touch I, but the character must make skin-to-skin contact to use his Mind Blast. Replace No Range (-½) with Skin Contact Required (-1). 50 Active Points; total cost 20 points.
- 6) *Ongoing Mind Blast:* The character can keep his Mind Blast focused on the target until the target passes out. Decrease to Mental Blast 3d6 and add Constant (+½). Total cost: 45 points.
- 7) *Harmful Mind Blast:* The character's Mind Blast can cause physical injury. Decrease to Mental Blast 3d6 and add Does BODY (+1). Total cost: 60 points.
- 8) *Mind-Pulse:* The character can quick project several mental beams. Decrease to Mental Blast 3d6 and add Autofire (5 shots; +1½). Total cost: 75 points.

**BRAINBURNING**

Effect: RKA 2d6, AVAD (Mental Defense), ACV, Does BODY
Target: One character
Duration: Instant
Range: LOS
END Cost: 10

Description: By turning his telepathic powers on a target full-force, the character can literally fry the target's brain, killing him without leaving any outward trace.

Game Information: RKA 2d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +1), Does BODY (+1). Total cost: 97 points.

Options:

- 1) *Strong Burn:* Increase to RKA 3d6. Total cost: 146 points.
- 2) *Weak Burn:* Decrease to RKA 1d6. Total cost: 49 points.
- 3) *Lasting Burn:* The character can keep assaulting the target's brain without making another MCV Attack Roll as long as he keeps paying END. Add Constant (+½). Total cost: 112 points.

**BRAIN DRAIN**

Effect: Drain EGO 4d6, AVAD, ACV
Target: One character
Duration: Instant
Range: LOS
END Cost: 5

Description: The character can psionically attack other people to reduce their general willpower and resistance to other Mental Powers. This version applies against Mental Defense; the character can change that to Power Defense when he buys the ability if he prefers.

Characters can build this power as Drain INT instead — or even buy a Drain EGO and Drain INT as two slots of a *Brain Drain* Multipower.

Game Information: Drain EGO 4d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0). Total cost: 50 points.

Options:

- 1) *Strong Brain Drain I:* Increase to Drain EGO 5d6. Total cost: 62 points.
- 2) *Weak Brain Drain I:* Decrease to Drain EGO 3d6. Total cost: 37 points.
- 3) *Psiphoning:* The character can keep Draining the victim's EGO as long as he can afford to pay END. Add Constant (+½). Total cost: 70 points.
- 4) *Brain Drain Touch:* The character cannot use Brain Drain at range; he must touch the target to affect him. Add No Range (-½). Total cost: 33 points.

**PSI-BLADE**

Effect: Mental Blast 6d6, ACV
Target: One character
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can form a blade of pure psychic energy and use it to attack as he would a sword or dagger — except that it doesn't cut the victim, it inflicts psionic damage that stuns him.

Game Information: Mental Blast 6d6, ACV (uses OCV against DCV; +0) (60 Active Points); No Range (-½). Total cost: 40 points.

Options:

- 1) *Strong Psi-blade:* Increase to Mental Blast 8d6. 80 Active Points; total cost 53 points.
- 2) *Weak Psi-blade:* Decrease to Mental Blast 4d6. 40 Active Points; total cost 27 points.
- 3) *Deadly Psi-blade I:* Add Does BODY (+1). 120 Active Points; total cost 80 points.
- 4) *Deadly Psi-blade II:* Change to: RKA 2d6, ACV (uses OCV against DCV; +0), AVAD (Mental Defense; +1), Does BODY (+1) (90 Active Points); No Range (-½). Total cost: 60 points.

**PSI-DARTS**

Effect: Mental Blast 6d6, ACV
Target: One character
Duration: Instant
Range: RBS
END Cost: 6

Description: The character can form a "dart" of pure psychic energy and throw it at targets (for these purposes the dart is assumed to have a "weight" of .25 kg). The dart doesn't cut the victim, it inflicts psionic damage that stuns him.

Game Information: Mental Blast 6d6, ACV (uses OCV against DCV; +0) (60 Active Points); Normal Range Based On STR (-¼). Total cost: 48 points.

Options:

- 1) *Strong Psi-dart:* Increase to Mental Blast 8d6. 80 Active Points; total cost 64 points.
- 2) *Weak Psi-dart:* Decrease to Mental Blast 4d6. 40 Active Points; total cost 32 points.
- 3) *Deadly Psi-dart I:* Add Does BODY (+1). 120 Active Points; total cost 96 points.
- 4) *Deadly Psi-dart II:* Change to: RKA 2d6, ACV (uses OCV against DCV; +0), AVAD (Mental Defense; +1), Does BODY (+1). 90 Active Points; total cost 72 points.
- 5) *Multiple Psi-darts:* Add Autofire (3 shots; +1¼). 135 Active Points; total cost 108 points.
- 6) *Seeking Psi-darts:* The character can throw the darts so that they arc around corners and other obstacles. Add Indirect (Source Point is always the character, but Path can alter from use to use; +½). 90 Active Points; total cost 72 points.

**PSIONIC ASSAULT**

Effect: Blast 6d6, AVAD, ACV
Target: One character
Duration: Instant
Range: 300m
END Cost: 7

Description: The character can blast his enemies with a bolt of psychic energy. It can only stun, not kill.

Game Information: Blast 6d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +1). Total cost: 67 points.

Options:

- 1) *Strong Psionic Assault:* Increase to Blast 8d6. Total cost: 90 points.
- 3) *Weak Psionic Assault I:* Decrease to Blast 4d6. Total cost: 45 points.
- 3) *Weak Psionic Assault II:* The character's Psionic Assault gets weaker the further it has to travel to the target. Add Reduced By Range (-¼). 67 Active Points; total cost 54 points.
- 4) *Psionic Assault Variant I:* This form of Psionic Assault is as much a physical power as a psionic one. Add Does Knockback (+¼). Total cost: 75 points.
- 5) *Psionic Assault Variant II:* This form of Psionic Assault is more psychic than physical. Add Line Of Sight (+½). Total cost: 82 points.
- 6) *Harmful Psionic Assault:* Most forms of Psionic Assault simply overwhelm the target's mind, dazing and stunning him. This one can cause actual physical injury. Decrease to Blast 4d6 and add Does BODY (+1). Total cost: 65 points.
- 7) *Lethal Psionic Assault:* The deadliest (and also most expensive) form of Psionic Assault allows the character to kill other people with but a thought. Change to RKA 2d6 and add Does BODY (+1). Total cost: 97 points.

**PSIONIC DEFENSE REFLEX**

Effect: Mental Blast 3d6, Damage Shield
Target: Self
Duration: Constant
Range: Mental contact
END Cost: 5

Description: The character has a form of "active psionic defense" that automatically lashes out to hurt anyone who attacks or contacts him mentally.

Game Information: Mental Blast 3d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼) (52 Active Points); No Range (-½), Mental Contact Only (-½). Total cost: 26 points.

Options:

- 1) *Strong Psionic Defense:* Increase to Mental Blast 4d6. 70 Active Points; total cost 35 points.
- 2) *Weak Psionic Defense:* Decrease to Mental Blast 2d6. 35 Active Points; total cost 17 points.

- 3) *Physical Psionic Defense:* The character's psionic defenses affect people who touch him mentally *or* physically. Add Unified Power (-¼) and Linked (-½) to base power and also buy Mental Blast 3d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼) (52 Active Points); No Range (-½), Unified Power (-¼) (total cost: 30 points). 52 + 52 = 104 Active Points; total cost 19 + 30 = 49 points.
- 4) *Leave Me Alone:* The character's psionic defenses don't hurt attackers, they just make attackers leave him alone. Change to Mind Control 8d6, Telepathic (+¼), Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½) (80 Active Points); No Range (-½), Mental Contact Only (-½), Set Effect (don't attack me anymore; -½). Total cost: 32 points.

**PSIONIC PALSY**

Effect: Drain DEX 4d6, AVAD, ACV
Target: One character
Duration: Instant
Range: LOS
END Cost: 5

Description: The character projects a pulse of psionic energy into the victim's mind that interferes with his brain's ability to send nerve impulses to the rest of his body. This makes him clumsy and his attacks less accurate. This version applies against Mental Defense; the character can change that to Power Defense when he buys the ability if he prefers.

If they prefer, characters can build this power as Drain STR instead — or even buy a Drain DEX and Drain STR as two slots of a *Psionic Palsy* Multipower. See also *Neural Blocking*, page 233.

Game Information: Drain DEX 4d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0). Total cost: 50 points.

Options:

- 1) *Strong Psionic Palsy:* Increase to Drain DEX 6d6. Total cost: 75 points.
- 2) *Weak Psionic Palsy:* Decrease to Drain DEX 3d6. Total cost: 37 points.
- 3) *Perpetual Palsy:* The character can keep Draining the victim's DEX as long as he can afford to pay END. Add Constant (+½). Total cost: 70 points.
- 4) *Psionic Palsy Touch:* The character cannot use Psionic Palsy at range; he must touch the target to affect him. Change to: Drain DEX 4d6 (40 Active Points); No Range (-½), Requires An EGO Roll (-½). Total cost: 20 points.

**PSIONIC SHUTDOWN**

Effect: Suppress 4d6, any Mental Power power one at a time, AVAD, ACV

Target: One character

Duration: Instant

Range: 400m

END Cost: 7

Description: This power allows a mentalist to turn off or mentally “break” one of another mentalist’s psionic powers temporarily. The effect remains as long as the attacking mentalist concentrates on it (*i.e.*, pays END).

Game Information: Suppress 4d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Variable Effect (any one Mental Power one at a time; +½) (70 Active Points); Costs Endurance (to maintain; -½). Total cost: 47 points.

Options:

- 1) *Strong Shutdown:* Increase to Suppress 6d6. 105 Active Points; total cost 70 points.
- 2) *Weak Shutdown:* Decrease to Suppress 2d6. 35 Active Points; total cost 23 points.
- 3) *Broad-Spectrum Shutdown I:* The character has the ability to deactivate multiple psionic powers at once. Reduce to Suppress 3d6 and add Expanded Effect (any two Mental Powers simultaneously; +½). 67 Active Points; total cost 45 points.
- 4) *Broad-Spectrum Shutdown II:* Reduce to Suppress 2d6 and add Expanded Effect (any four Mental Powers simultaneously; +1½). 65 Active Points; total cost 43 points.
- 5) *Broad-Spectrum Shutdown III:* Reduce to Suppress 2d6 and add Expanded Effect (all Mental Powers simultaneously; +3½). 105 Active Points; total cost 70 points.

**PSYCHIC VAMPIRISM**

Effect: Drain EGO 3d6, ACV, AVAD *plus* Aid EGO 3d6

Target: One character/Self

Duration: Instant

Range: 300m/Self

END Cost: 8

Description: The character can leech psionic energy from another person’s mind for his own use — he strengthens his willpower while weakening the other person’s. Many mentalists use this attack to “soften up” a target before applying continuing-effect Mental Powers like Mind Control.

You can also use this power as a model for one that leeches a target’s Intelligence. Just substitute INT for EGO.

Game Information: Drain EGO 3d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0) (37 Active Points); Unified Power (-¼) (total cost: 30 points) **plus** Aid EGO 3d6 (standard effect: same roll as Drain dice), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1) (36 Active Points); Linked (-½), Unified Power (-¼), Only Aid Self (-1) (total cost: 13 points). Total cost: 43 points.

Options:

- 1) *Strong Vampirism:* Increase to Drain 4d6 and Aid 4d6. $50 + 48 = 98$ Active Points; total cost $40 + 17 = 57$ Active Points.
- 2) *Weak Vampirism:* Decrease to Drain 2d6 and Aid 2d6. $25 + 24 = 49$ Active Points; total cost $20 + 9 = 29$ Active Points.
- 4) *Expanded Vampirism I:* The character can affect either the target’s EGO or his INT. Add to Drain Variable Effect (either EGO or INT one at a time; +½). $52 + 36 = 88$ Active Points; total cost $42 + 13 = 55$ points.
- 5) *Expanded Vampirism II:* The character can affect both the target’s EGO and INT simultaneously. Add to Drain Expanded Effect (both EGO and INT simultaneously; +½). $52 + 36 = 88$ Active Points; total cost $42 + 13 = 55$ points.
- 8) *Lasting Vampirism:* The power stolen from the victim neither returns to him nor fades from the character for a long time. Add to both powers Delayed Return Rate (points fade/return at the rate of 5 per Minute; +1). $67 + 54 = 124$ Active Points; total cost $54 + 20 = 74$ Active Points.
- 9) *Vampiric Touch:* The character must touch the victim to leech his psychic energy. Add No Range (-½) to the Drain. $37 + 36 = 73$ Active Points; total cost $21 + 13 = 34$ Active Points.

**TELEPATHIC SHRIEK**

Effect: Mental Blast 4d6, No Range

Target: 12m Radius

Duration: Instant

Range: No Range

END Cost: 8

Description: The character can “shout” mentally, inflicting psychic distress on anyone near him.

Game Information: Mental Blast 4d6, Area Of Effect (12m Radius; +¾), Personal Immunity (+¼) (80 Active Points); No Range (-½). Total cost: 53 points.

Options:

- 1) *Strong Shriek:* Increase to Mental Blast 5d6. 100 Active Points; total cost 67 points.
- 2) *Weak Shriek:* Decrease to Mental Blast 3d6. 60 Active Points; total cost 40 points.
- 3) *Lasting Shriek:* The character can continue shrieking as long as he can pay END to do so. Decrease to Mental Blast 3d6 and add Constant (+½). 75 Active Points; total cost 50 points.

MENTAL ILLUSIONS POWERS



MINDSCAPES

Effect: Mental Illusions 12d6

Target: One character

Duration: Constant

Range: LOS

END Cost: 6

Description: The character can project vivid, believable images directly into another character's mind.

Game Information: Mental Illusions 12d6. Total cost: 60 points.

Options:

- 1) *Strong Mindscapes:* Increase to Mental Illusions 14d6. Total cost: 70 points.
- 2) *Weak Mindscapes:* Decrease to Mental Illusions 8d6. Total cost: 40 points.
- 3) *Illusionary Killer I:* The character's Mental Illusions are particularly likely to cause the victim to suffer actual injuries. Add Mental Illusions +6d6 (30 Active Points); Only To Achieve +20 "Does STUN And BODY" Results (-1) (total cost: 15 points). 60 + 30 = 90 Active Points; total cost 60 + 15 = 75 points.
- 4) *Illusionary Killer II:* A variant on Illusionary Killer I. The character also buys Blast 8d6, Line Of Sight (+½) (60 Active Points); Linked (character must achieve at least an EGO +20 result with Mental Illusions; -¼) (total cost: 48 points). 60 + 60 = 120 Active Points; total cost 60 + 48 = 108 points



GROUP HALLUCINATION

Effect: Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Group Images, -3 to PER Rolls

Target: 8m Radius

Duration: Constant

Range: 360m

END Cost: 7

Description: The character has the ability to create an illusion in the minds of a group of people. The power affects everyone in a 8m radius. Those persons continue to be affected even if they leave the area — for example, if they leave the area and look back, they can still see what the illusion depicts, still hear the sounds it makes, and so forth. However, no one outside the area when the power was used can perceive or be affected by it, even if he later enters the area while the power remains in effect. To an outsider's senses, the victims of the illusion are interacting and reacting to nothing.

Game Information: Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Group Images, -3 to PER Rolls, Area Of Effect (8m Radius; +½) (66 Active Points); Only Perceivable By Persons Originally In Affected Area (-¼). Total cost: 53 points.

Options:

- 1) *Enhanced Hallucinations:* Increase to -5 to PER Rolls. 75 Active Points; total cost 60 points.
- 2) *Poorer Hallucinations:* Remove PER Roll modifier. 52 Active Points; total cost 42 points.
- 3) *Larger Hallucinations:* Increase to Area Of Effect (32m Radius; +1). 88 Active Points; total cost 70 points.
- 4) *Smaller Hallucinations:* Decrease to Area Of Effect (4m Radius; +¼). 55 Active Points; total cost 44 points.
- 5) *Restricted Hallucinations:* The character can only create an illusion of one thing, defined when he purchases the power — a dragon, a group of automobiles, a symphony orchestra, or the like. If the illusion itself does not fill a 8m radius, then it's limited to moving within that area. Add Set Effect (-1). Total cost: 29 points.
- 6) *True Mental Hallucinations:* The character's hallucinations power works like a true psionic power. Add ACV (uses OMCV against DMCV; +¼) and Line Of Sight (+½). 99 Active Points; total cost 79 points.

**ILLUSIONARY DISGUISE**

Effect: Mental Illusions 12d6, Self Only
Target: Self
Duration: Constant
Range: LOS
END Cost: 6

Description: The character can create illusions that change his appearance. However, anyone he's not affecting with the power (*i.e.*, against whom he's made an MCV Attack Roll to use the power) automatically sees his true appearance.

Game Information: Mental Illusions 12d6 (60 Active Points), Self Only (-1). Total cost: 30 points.

Options:

- 1) *Stronger Disguises:* Increase to Mental Illusions 14d6. 70 Active Points; total cost 35 points.
- 2) *Weaker Disguises:* Decrease to Mental Illusions 8d6. 40 Active Points; total cost 20 points.
- 3) *Illusory Disguise Variant:* This form of Illusory Disguise automatically affects anyone the character knows about. If he doesn't know someone can perceive him, or a person comes upon him by surprise, or the like, that person can see his true appearance for at least one Phase. Change to Shape Shift (Sight Group, any humanoid form), Imitation (23 Active Points); Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 15 points.

**ILLUSIONARY EFFECTS**

Effect: Variable Power Pool to create effects that accompany Mental Illusions
Target: Varies
Duration: Varies
Range: LOS
END Cost: Varies

Description: Instead of just being able to inflict Normal Damage, the character can create illusions so powerful that they can inflict other types of harm on the target — Killing Damage, NND damage, Drains, Change Environment effects, Aid PRE, and so forth. This power requires the GM's permission because it involves Linking an entire Variable Power Pool to a power, and generally Linking a power to an entire Power Framework isn't allowed.

Game Information: Variable Power Pool, 40 Pool + 20 Control Cost, Line Of Sight (+½); Linked (to Mental Illusions, need not be used proportionately; -0), Only To Create Effects Of Mental Illusions (-¼), Only Affects Victim Of Mental Illusions (-0). Total cost: 40 base + 24 Control Cost = 64 points.

Options:

- 1) *Strong Illusory Effects:* Increase to 60 Pool + 30 Control Cost. Total cost: 60 Pool + 36 Control Cost = 96 points.

- 2) *Supreme Illusory Effects:* The character can re-allocate his Pool instantly. Add Powers Can Be Changed As A Zero-Phase Action (+1) and No Skill Roll Required (+1). Total cost: 40 Pool + 56 Control Cost = 96 points.
- 3) *Weak Illusory Effects:* Decrease to 30 Pool + 15 Control Cost. Total cost: 30 Pool + 18 Control Cost = 48 points.

**LOST HIS GRIP ON REALITY**

Effect: Major Transform 1 point (make person insane), AVAD, ACV
Target: One character
Duration: Constant
Range: LOS
END Cost: 1

Description: The character uses his powers of illusion to make the victim unable to distinguish reality from hallucination. Slowly but surely, this warps the victim's mind until he becomes utterly insane. The insanity usually lasts for at least a month or two before the victim comes to himself.

Game Information: Major Transform 1 point (sentient being into being with the Psychological Complication *Utterly, Gibberingly Insane* [Very Common, Total]; heals back normally), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼), Constant (+½) (6 Active Points); Limited Target (sentient beings; -¼). Total cost: 5 points.

Options:

- 1) *Faster Loss:* Increase to Major Transform ½d6. 10 Active Points; total cost 8 points.
- 2) *Restricted Loss:* This form of the power only works if the character has affected the target with Mental Illusions at the EGO +10 level or higher. Add Linked (victim must be suffering effects of EGO +10 or better Mental Illusion; -½). Total cost: 3 points.

**MIND GAMES**

Effect: Images to the Mental Sense Group
Target: 16m Radius
Duration: Constant
Range: 300m
END Cost: 3

Description: The mentalist can create illusions designed to fool Senses like Mental Awareness and Detect Mind. This allows him to temporarily alter mental signatures and traces, make a mind "look" like another mind, make a mentalist think someone's under the effects of a Mental Power when he's really not, or even create false "minds" where none actually exist.

Game Information: Images to the Mental Sense Group, -4 to PER Rolls, Area Of Effect (16m Radius; +¼). Total cost: 30 points.

Options:

- 1) *Strong Mind Games:* Increase to -6 to PER Rolls. Total cost: 40 points.
- 2) *Weak Mind Games:* Decrease to -3 to PER Rolls. Total cost: 24 points.



- 3) *Larger Mind Games*: Increase to Area Of Effect (32m Radius; +1) Total cost: 34 points.
 4) *True Mind Games*: Add ACV (uses OMCV against DMCV; +¼). Total cost: 34 points.



PHOBIC MANIPULATION

Effect: Mental Illusions 12d6, No Conscious Control (greatest fear only)
Target: One character
Duration: Constant
Range: LOS
END Cost: 6

Description: The character can inflict upon the target a convincing illusion of the target's greatest fear. While the character can activate the power at will, he has no control over what it shows the character, and in fact doesn't even *know* what it shows the character — he just activates the illusion, which then plays out in the victim's terrified mind.

You can use this power as a template for creating similar abilities based on other emotions and the like — such as a target's greatest desire, what the target most covets, or the like.

Game Information: Mental Illusions 12d6 (60 Active Points); No Conscious Control (only to force target to experience his greatest fear; -1). Total cost 30 points.

Options:

- 1) *Terrifying Fear*: Increase to Mental Illusions 14d6. 70 Active Points; total cost 35 points.

- 2) *Less Terrifying Fear*: Decrease to Mental Illusions 8d6. 40 Active Points; total cost 20 points.
 3) *Uncontrollable Fear*: The character simply activates the illusion and then lets the fear effect run on its own; he need not maintain it or pay any attention to it. Decrease to Mental Illusions 8d6 and add Constant (+½) and Uncontrolled (turns off if target is affected by or attacked with any other Mental Power; +½). 80 Active Points; total cost 40 points.
 4) *Touch Of Fear*: The character must touch the target to inflict terrifying visions. Add No Range (-½) and Requires A DEX Roll (-½). 60 Active Points; total cost 20 points.



PSIONIC INVISIBILITY

Effect: Invisibility to Sight and Hearing Groups, No Fringe, Only Works Against Sentient Persons Character Is Aware Of
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can alter others' perceptions to make it seem as if he is not present. The power affects the perceptions of anyone he knows about. If he doesn't know someone can perceive him, or a person comes upon him by surprise, or the like, that person can see his true appearance. However, even people affected by the power can still touch or smell the character.

Game Information: Invisibility to Sight and Hearing Groups, No Fringe (35 Active Points); Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 23 points.

Options:

- 1) *Full Psionic Invisibility:* The power also covers the targets' sense of touch and smell. Add Smell/Taste and Touch Groups. 45 Active Points; total cost 30 points.
- 2) *Sight Psionic Invisibility:* The character's ability to remove himself from others' perceptions covers only the sense of sight. Remove Hearing Group. 30 Active Points; total cost 20 points.
- 3) *Easy Psionic Invisibility:* Add Reduced Endurance (0 END; +½). 52 Active Points; total cost 35 points.
- 4) *No-Mind I:* The character can't hide from ordinary senses, but can hide from Mental Senses such as Mind Scan. Replace Sight and Hearing Groups with Mental Group. 20 Active Points; total cost 13 points.
- 5) *No-Mind II:* As No-Mind I, but the character doesn't have to be aware of others to hide from their Mental Group senses. Remove Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 20 points.
- 6) *No-Mind III:* The character's mind is always invisible to Mental Senses. Change to Invisible to Mental Sense Group, No Fringe, Reduced Endurance (0 END; +½), Persistent (+¼) (35 Active Points); Always On (-½). Total cost: 23 points.

MIND CONTROL POWERS



MENTAL CONTROL

Effect: Mind Control 12d6
Target: One character
Duration: Constant
Range: LOS
END Cost: 6

Description: The character has the ability to take control of another person's mind. The more extreme or dangerous the commands he gives, the more likely it is that his attempt to control another person will fail.

Game Information: Mind Control 12d6. Total cost: 60 points.

Options:

- 1) *Mental Domination:* Increase to Mind Control 14d6. Total cost: 70 points.
- 2) *Suggestability:* Decrease to Mind Control 8d6. Total cost: 40 points.
- 3) *Telepathic Mental Control:* The character can communicate orders to the target with his thoughts alone. Add Telepathic (+¼). Total cost: 75 points.
- 4) *Building Mental Control:* The character's Mental Control takes time to build up to full effect, but can achieve extreme effects given enough time.

Change to Mind Control 2d6, Cumulative (+½), Increased Cumulative Points (96 points; +¾). Total cost: 22 points.

- 5) *Hidden Mind Control:* The character's Mental Control is so precise, and his skill with using it so great, that the victim isn't aware that he (the victim) wasn't acting of his own volition. Decrease to Mind Control 10d6 and add Invisible Power Effects (effects of power are invisible to target; +½). Total cost: 75 points.
- 6) *Restricted Mind Control:* The character can only issue one type of command with his Mental Control. Add Set Effect (-½ or -1). Total cost: 40 points (-½) or 30 points (-1). Some examples:
A Calming Effect: Only To Make People Stop Fighting (-½)
All Sales Final: Only To Make People Spend Money (-½)
Donations Accepted: Only To Make People Give [Character] Their Money (-½)
Fighting Fury: Only To Make People Fight (-½)
- 7) *Silver-Tongued:* The character's Mental Control powers are more limited than those of a typical psionic. Instead of reflecting literal control of the mind, they represent his extreme persuasiveness. With a few glib words, he can convince people to do just about anything. Add Requires A Persuasion Roll (-½) and Incantations (-¼). Total cost: 34 points.



BODYJACKING

Effect: Possession plus Desolidification, Projection, Merging
Target: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character can merge with and take over another person's body. He converts his own body to psychic energy and invades the mind of his target, "imprinting" himself on the target's mind and controlling his body. He must touch the person to do this. If he ever fails an Effect Roll or voluntarily ends his possession of a victim, he appears in physical form right next to the victim, in the same spatial relationship they had when he attacked. For example, if he touched a victim from the left side, he'll re-appear to the left of that person.

This power uses the optional *Possession* and *Projection* Powers from APG 74, 92, and thus requires the GM's permission.

Game Information: Possession (Mind Control EGO +60, Telepathy EGO +40), Reduced Endurance (0 END; +½) (127 Active Points); No Range (-½), Unified Power (-¼) (total cost: 72 points) **plus** Desolidification, Projection (+0), Merging (+0), Reduced Endurance (0 END; +½) (60 Active Points); Feedback From Host Body (-1), Linked (-½), Unified Power (-¼) (total cost: 21 points). Total cost: 93 points.

Options:

- 1) *Ranged Bodyjacking*: The character doesn't have to touch his victim to possess him; he can do so as long as he can perceive the victim. Remove No Range (-½) from Possession. Total cost 102 + 21 = 123 points.
- 2) *Corporeal Remnant*: Instead of transforming wholly into psychic energy, the character leaves his body behind when he projects his mind into another person's body. Remove Merging (+0) from Desolidification and change Feedback From Host Body (-1) to Feedback (-1). Total cost: 72 + 21 = 93 points.

**COMBAT CONTROL**

Effect: HA +2d6, Requires An EGO Roll
Target: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: By reflexively exerting just a small degree of control over an opponent's mind, the character can alter his opponent's moves *just so*, making the opponent move into the character's blows so that he suffers greater injury. (If the character also uses weapons or has multiple Attack Powers, you can buy this ability as a Multipower, with different slots adding to different types of attacks.)

Game Information: HA +2d6 (10 Active Points); Hand-To-Hand Attack (-¼), Psionic (-½), Requires An EGO Roll (-½). Total cost: 4 points.

Options:

- 1) *Lengthy Power*: Add Extra Time (Full Phase; -½). Total cost: 4 points.

**GO WHERE YOU'RE TOLD**

Effect: Teleportation 20m, Usable As Attack
Target: One character
Duration: Instant
Range: LOS
END Cost: 6

Description: With this power, a character can take control of another person for just a split second and cause him to move to a designated spot. He moves there using his own movement abilities, to a maximum of 20m of movement; if he has less than 20m of movement in all his movement abilities, he only moves as far as his maximum Combat Movement with the ability that has the most meters of movement.

Game Information: Teleportation 20m, ACV (uses OMCV against DMCV; +¼), Usable As Attack (defense is Desolidification or Mental Defense; +1¼), Ranged + Line Of Sight (+1) (70 Active Points); Must Pass Through Intervening Space (-¼), Limited Movement (victim must move under own power; -¼). Total cost: 47 points.

Options:

- 1) *Longer Travel*: Increase to Teleportation 30m. 105 Active Points; total cost 70 points.
- 2) *Shorter Travel*: Decrease to Teleportation 12m. 42 Active Points; total cost 28 points.

**HYPNOTISM**

Effect: Mind Control 7d6, Eye Contact Required, Requires A PS: Hypnotist Roll
Target: One character
Duration: Constant
Range: No Range
END Cost: 3

Description: The character has a crude mental control power: he can hypnotize other characters. This requires a Skill Roll and is subject to many other restrictions. Among other things, the character cannot achieve the full range of Mind Control effects — he cannot order the character to do literally anything. He's limited to the sort of orders commonly associated with hypnosis: go to sleep, pet an imaginary dog, recount or relive some traumatic event, do not notice or remember this event, and so forth.

Game Information: Mind Control 7d6 (35 Active Points); OIF (any watch, pen, or other object for the subject to focus on; -½), Hypnosis Only (cannot achieve full range of Mind Control effects; -½), No Range (-½), Extra Time (1 minute; -1½), Concentrate (0 DCV; -½), Gestures (must wave focusing object in front of subject's eyes; -¼), Incantations ("You are getting sleepy..."; -¼), Eye Contact Required (-½), Requires A PS: Hypnotist Roll (-¼). Total cost: 6 points.

Options:

- 1) *Stronger Hypnosis*: Increase to Mind Control 10d6. 50 Active Points; total cost 9 points.
- 2) *Master Hypnosis I*: The character's mesmeric powers are much more effective, more like a true superpower than a skill. Change to Mind Control 8d6 (40 Active Points); Hypnosis Only (cannot achieve full range of Mind Control effects; -½), No Range (-½), Extra Time (1 minute; -1½), Concentrate (0 DCV; -½). Total cost: 10 points.
- 3) *Master Hypnosis II*: As Master Hypnosis I, but increase to Mind Control 10d6. 50 Active Points; total cost 12 points.
- 4) *Post-Hypnotic Suggestion*: The character plants a hypnotic suggestion — a specific order — in a subject by hypnotizing him in advance. (How the character arranges to do this is up to him and the circumstances of the scenario.) He can trigger the suggestion at a later point when he encounters the subject again, without having to go through the usual procedures for using hypnosis. (At the GM's option, the character can also specify some event as triggering the suggestion.) Add Delayed Effect (+¼). 44 Active Points; total cost 8 points.

**LEGION OF ATTACKERS**

Effect: Change Environment (impose Always On and No Conscious Control on one of target's attacks)

Target: One weapon

Duration: Instant

Range: 50m

END Cost: 5

Description: With this power, a character can take control of another person (the "puppet") for just a split second and cause him to attack someone (the "victim").

Although the special effect of this power involves mentally controlling a person, in *HERO System* terms it's written up as a Change Environment that imposes two Limitations on one of the puppet's attacks, using the rules on APG 82: No Conscious Control (-2) and Always On (-½). Ordinarily this combination wouldn't entirely make sense, but for purposes of Legion Of Attackers it causes the attack to instantly activate and fire at the victim. The attack is made with the puppet's base OCV or OMCV (*i.e.*, don't add in any Combat Skill Levels or the like); the Range Modifier and applicable Combat Modifiers affect the puppet's OCV. "Making" the attack doesn't require the puppet to have or use an Action, but it does cause him to spend END or Charges. After that one attack is made, the puppet "regains control" of his power.

For the character to use this power, he must have some idea of what powers the puppet has that he can "target." Usually this means he's seen the puppet use them, but in some cases just being told that the puppet has them is sufficient. If for some reason the character tries to make the puppet use an attack that the puppet doesn't actually have, the character's attack fails.

Game Information: Change Environment (impose Always On and No Conscious Control on one of target's attacks; see text) (50 Active Points); Instant (-½), Limited Range (50m; -¼). Total cost: 28 points.

Options:

- 1) *Reflection Option:* Instead of building this power with Change Environment, another, more restricted, possibility is to use the optional rule on APG 113 to allow a character to use Reflection with Deflection. Change to: Deflection (20 Active Points); Linked (-¼), Unified Power (-¼) (total cost: 13 points) **plus** Reflection (60 Active Points' worth), Any Target (+½), Ranged (+½) (80 Active Points); Linked (-¼), Unified Power (-¼) (total cost: 53 points). Total cost: 66 points.

TELEPATHY POWERS**TELEPATHY**

Effect: Telepathy 12d6

Target: One character

Duration: Constant

Range: LOS

END Cost: 6

Description: The character has the ability to read the thoughts in another person's mind, or to communicate with another person mentally by projecting his own thoughts into that person's mind. The deeper the character wants to delve into another person's mind, the more likely it is that his attempt to find information will fail.

Game Information: Telepathy 12d6. Total cost: 60 points.

Options:

- 1) *Deep Telepathy:* Increase to Telepathy 14d6. Total cost: 70 points.
- 2) *Weak Telepathy:* Decrease to Telepathy 8d6. Total cost: 40 points.
- 3) *Rapid Telepathy:* The character can search the victim's mind quickly, gathering a lot of information in a short period of time. Decrease to Telepathy 8d6 and add Autofire (5 shots; +1½). Total cost: 100 points.
- 4) *Communicative Telepathy:* The character can only communicate telepathically; he cannot search through another person's mind for information. Add Communication Only (-¼). 60 Active Points; total cost 48 points.
- 5) *Telepathically Deaf:* The character can broadcast his thoughts to other people, but cannot "hear" their thoughts in return. Add Broadcast Only (-½). 60 Active Points; total cost 40 points.
- 6) *Telepathically Mute:* The character can hear the thoughts of other people, but cannot "speak" his thoughts to them in return. Add Receive Only (-½). 60 Active Points; total cost 40 points.
- 7) *Hidden Telepathy:* The character's Telepathy is so precise, and his skill with using it so great, that he can often conceal from the victim the fact that he (the character) has read the victim's mind. Decrease to Telepathy 10d6 and add Invisible Power Effects (effects of power are invisible to target; +½). Total cost: 75 points.

**MENTAL CLARITY**

Effect: Aid INT 4d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 2

Description: The character can expand his (or another person's) consciousness and enhance the clarity of his thought processes, enabling him to perceive things better, think more quickly, and solve problems he would otherwise find unsolvable.

Game Information: Aid INT 4d6. Total cost: 24 points.

Options:

- 1) *Greater Clarity:* Increase to Aid INT 6d6. Total cost: 36 points.
- 2) *Lesser Clarity:* Decrease to Aid INT 3d6. Total cost: 18 points.
- 3) *Distant Clarity:* The character can improve another person's mental clarity without having to touch him. Add Ranged (+½). Total cost: 36 points.
- 4) *Psychic Clarity:* The character's ability to enhance mental clarity functions like a Mental Power. Add ACV (uses OMCV against DMCV; +¼), Ranged (+½), and Line Of Sight (+½). Total cost: 54 points.
- 5) *Personal Clarity:* The character can only enhance his own mental clarity. Add Only Aid Self (-1). 24 Active Points; total cost 12 points. (For the opposite version, add Only Aid Others (-½), for a total cost of 16 points.)
- 6) *Clarity Of Will:* With the character's heightened mental clarity comes greater strength of will. Change to Aid Mental Clarity 4d6, Expanded Effect (both INT and EGO simultaneously; +½). Total cost: 36 points.



MENTAL CLOUD

Effect: Darkness to Mental Group
Target: 16m Radius
Duration: Constant
Range: 480m
END Cost: 5

Description: The character can generate a field of "telepathic interference" that Mental Senses cannot perceive into, out of, or through.

Game Information: Darkness to Mental Group 16m radius. Total cost: 48 points.

Options:

- 1) *Larger Cloud:* Increase to 32m radius. Total cost: 96 points.
- 2) *Smaller Cloud:* Decrease to 8m radius. Total cost: 24 points.



MENTAL IMPAIRMENT

Effect: Change Environment (-4 to Breakout Rolls)
Target: One character
Duration: Constant
Range: 120m
END Cost: 1

Description: This power allows a mentalist to weaken a victim's capacity for shaking off the effects of a continuing-effect Mental Power. He can't totally prevent the possibility of a victim breaking free from a Mental Power, but he makes it a lot less likely. See also *Will-Sapping Field*, below.

Game Information: Change Environment (mentally impair target), -4 to Breakout Rolls. Total cost: 12 points.

Options:

- 1) *Strong Impairment:* Increase to -6 to Breakout Rolls. Total cost: 18 points.
- 2) *Weak Impairment:* Decrease to -2 to Breakout Rolls. Total cost: 6 points.



MENTAL LINK

Effect: Mind Link, one specific mind
Target: One character
Duration: Persistent
Range: LOS
END Cost: 0

Description: The character can establish a limited form of telepathic contact — a mental communications link — between himself and one other person, whom he must define when he purchases the power. Typically this person is a spouse, sidekick, trusted friend, faithful animal companion, or the like.

Game Information: Mind Link, one specific mind. Total cost: 5 points.

Options:

- 1) *Group Mental Link I:* The character can establish a Mental Link with any one member of a specific group of persons (such as his family, his teammates, or the cast of *To Save The World*). Increase to Mind Link, one specific person within a defined group. Total cost: 10 points.
- 2) *Group Mental Link II:* The character can establish a Mental Link with any eight members of a specific group of persons. Increase to Mind Link, up to eight persons within a defined group. Total cost: 25 points.
- 3) *Universal Mental Link I:* The character can establish a Mental Link with any one person. Increase to Mind Link, any one willing target. Total cost: 15 points.
- 4) *Universal Mental Link II:* The character can establish a Mental Link with up to any eight people. Increase to Mind Link, up to any eight willing targets. Total cost: 30 points.
- 5) *Greater Mental Link:* Once the character establishes a Mental Link with someone, he can maintain contact with that person wherever they go — anywhere in the Universe, other dimensions, and so forth. Increase to Mind Link, one specific mind, any distance, any dimension. Total cost: 15 points.
- 6) *Psychic Bond:* The character has a permanent Mental Link with one person. Add Psychic Bond. Total cost: 10 points.
- 7) *True Psychic Bond:* The character's has so profound a Mental Link with another person that he feels the pain they feel. Add Psychic Bond and Feedback (STUN only; -1). Total cost: 5 points.

**MENTAL PARALYSIS**

Effect: Entangle 3d6, 3 PD/3 ED, Mental Paralysis
Target: One character
Duration: Instant
Range: 300m
END Cost: 7

Description: The character can paralyze another character with psionic energy alone. He may temporarily cut off the brain's ability to send neural signals to the rest of the body to make it move, implant an irresistible mental command of "Don't move a muscle!", or the like.

Game Information: Entangle 3d6, 3 PD/3 ED, ACV (uses OMCV against DMCV; +¼), Takes No Damage From Physical Attacks (see 6E1 217; +¾), Work Against EGO, Not STR (+¼) (67 Active Points); Mental Defense Adds To EGO (-½). Total cost: 45 points.

Options:

- 1) *Strong Paralysis I:* Increase to Entangle 4d6, 4 PD/4 ED. 90 Active Points; total cost 60 points.
- 3) *Strong Paralysis II:* This form of Mental Paralysis works equally well whether a target has Mental Defense or not. Remove Mental Defense Adds To EGO (-½). Total cost: 67 points.
- 4) *Weak Paralysis:* Decrease to Entangle 2d6, 2 PD/2 ED. 45 Active Points; total cost 30 points.
- 5) *Paralytic Touch:* The character has to touch a victim to paralyze him. Add No Range (-½). Total cost: 33 points.
- 6) *True Mental Paralysis:* Add Line Of Sight (+½). 82 Active Points; total cost 55 points.
- 6) *Permanent Paralysis:* Instead of just temporarily incapacitating his victims, the character permanently cripples them, leaving them unable to move their muscles at all. Change to Severe Transform 4d6 (mobile human to human unable to move; heals back through another application of this power or use of Telepathy with EGO +40 effect against victim's standard EGO), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (90 Active Points); Limited Target (humans; -½). Total cost: 60 points.

**MENTAL SHADOW**

Effect: Darkness to Mental Group
Target: 8m Radius
Duration: Constant
Range: 200m
END Cost: 2

Description: The character can generate a field of "telepathic interference" that makes it impossible for Mental Senses to perceive into, out of, or through.

Game Information: Darkness to Mental Group 8m radius, Personal Immunity (+¼). Total cost: 30 points.

Options:

- 1) *Larger Shadow:* Increase to Darkness 12m radius. Total cost: 45 points.
- 2) *Smaller Shadow:* Decrease to Darkness 6m radius. Total cost: 22 points.

**MENTAL SUPPRESSION FIELD**

Effect: Suppress Mental/Psionic Powers 3d6
Target: 8m Radius
Duration: Constant
Range: 300m
END Cost: 8

Description: The character can create a zone of "psionic interference" that weakens or disrupts any mental power used within or through it. For example, if the character hits an area and rolls 12 on his Suppress dice, anyone within the area who uses a mental or psionic power must subtract 12 Active Points (minus their Power Defense) of effect from the power. The same applies to anyone who wants to project a mental or psionic power through the field, even if neither he nor his target are actually within the field.

This power uses the optional rules for "Suppression fields" on 6E1 197, and therefore requires the GM's permission. It also requires the GM's permission because it applies the *Reduced Endurance* Advantage and *Costs Endurance* Limitation to a power, which is ordinarily not allowed by the rules.

Game Information: Suppress Mental/Psionic Powers 3d6, Expanded Effect + Variable Effect (all Mental/Psionic Powers simultaneously; +4), Area Of Effect (8m Radius; +½), Reduced Endurance (½ END; +¼) (172 Active Points); Costs Endurance (to maintain; -½). Total cost: 115 points.

Options:

- 1) *Strong Field:* Increase to Suppress Mental/Psionic Powers 4d6. 230 Active Points; total cost 153 points.
- 2) *Weak Field:* Decrease to Suppress Mental/Psionic Powers 2d6. 115 Active Points; total cost 77 points.
- 3) *Larger Field:* Increase to Area Of Effect (16m Radius; +¾). 180 Active Points; total cost 120 points.
- 4) *Smaller Field:* Change to Area Of Effect (4m Radius; +¼). 165 Active Points; total cost 110 points.
- 5) *Protective Field:* The character can use his Mental Suppression Field defensively because he's immune to its effects. Add Personal Immunity (+¼). 180 Active Points; total cost 120 points.



MIND TRANSFER

Effect: Possession (Mind Control EGO +60, Telepathy EGO +40)

Target: One character

Duration: Constant

Range: LOS

END Cost: 0

Description: The character has the ability to “switch minds” with the target. The character’s mind ends up in the target’s body, while the target’s mind ends up in the character’s body. See APG 74-77 for more information.

This power uses the optional *Possession* Power from APG 74, and thus requires the GM’s permission.

Game Information: Possession (Mind Control EGO +60, Telepathy EGO +40), Reduced Endurance (0 END; +½) (127 Active Points); Mind Transfer (-1). Total cost: 63 points.

Options:

- 1) *Transfer Touch I:* The character must touch the victim to accomplish a Mind Transfer. Add No Range (-½). Total cost: 51 points.
- 2) *Transfer Touch II:* The character must touch the victim skin-to-skin to accomplish a Mind Transfer. Add Skin Contact Required (-1). Total cost: 42 points.
- 3) *Tiring Transfer:* The transferral process is tiresome. Change Reduced Endurance (0 END; +½) to Reduced Endurance (½ END; +¼). 106 Active Points; total cost 53 points.
- 4) *Slow Mind Transfer:* The character may have to spend a little longer attacking the victim to accomplish the Mind Transfer, but he usually succeeds eventually. Add Extra Time (1 Turn; -1¼). Total cost: 39 points.
- 5) *Mind Switch:* Instead of transferring his mind into someone else’s body, the character can switch the minds of two other people. This requires him to make a Multiple Attack with the power against two targets whose minds he wants to switch. Add Usable As Attack (defense is Mental Defense; +1¼) and Must Be Multiple Attacked (see text; -0), and change Reduced Endurance (0 END; +½) to Reduced Endurance (½ END; +¼). 212 Active Points; total cost 106 points.



NEURAL BLINDNESS

Effect: Sight Group Flash 9d6, AVAD, ACV

Target: One character

Duration: Instant

Range: 450m

END Cost: 6

Description: The character can temporarily blind his opponents by telepathically reaching into their minds and “shutting off” the optic nerve for a few seconds.

Game Information: Sight Group Flash 9d6, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0). Total cost: 56 points.

Options:

- 1) *Strong Neural Blindness:* Increase to Sight Group Flash 12d6. Total cost: 75 points.
- 2) *Weak Neural Blindness:* Decrease to Sight Group Flash 6d6. Total cost: 37 points.
- 3) *Neural Deafness:* Instead of affecting sight, the character shuts off the target’s hearing. (You can use the same cost for any other Nontargeting Sense Group, or even build a Multipower with all of the different types of Neural Blindness as slots.) Change to Hearing Group Flash 10d6. Total cost: 37 points.
- 4) *Neural Asensia:* The character telepathically shuts off all of the target’s senses. Change to Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Sense Group Flash 6d6. Total cost: 69 points.
- 5) *True Neural Blindness:* Reduce to Sight Group Flash 8d6 and add Line Of Sight (+½). Total cost: 70 points.



NEURAL BLOCKING

Effect: Variable Power Pool for Drain/Suppress, AVAD, ACV

Target: One character

Duration: Instant

Range: LOS

END Cost: Varies

Description: The character has the power to telepathically reach into an opponent’s mind and slow down or shut down the neural pathways that control a particular ability — his Blast, perhaps, or his STR, HKA, Telescopic Hearing, or whatever else the character wants to hinder the target’s ability to use. See *Psionic Palsy*, above, as an example.

This is a very powerful ability, one the GM should review and approve before it enters the game. Some GMs may prefer that characters buy a Multipower of pre-defined Neural Blocking effects instead.

Game Information: Variable Power Pool (Neural Blocking Pool), 40 Pool + 40 Control Cost, ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0); Only For Drains/Suppresses (-1). 40 + 25 = 65 Active Points; total cost 40 + 12 = 52 points.

Options:

- 1) *Larger Pool:* Increase to 50 Pool + 50 Control Cost. 50 + 31 = 81 Active Points; total cost 50 + 15 = 65 points.
- 2) *Smaller Pool:* Decrease to 30 Pool + 30 Control Cost. 30 + 19 = 49 Active Points; total cost 30 + 9 = 39 points.

**PSIONIC SURGERY**

Effect: Major Transform 4d6 (change memories and Psychological Complications), AVAD, ACV
Target: One character
Duration: Instant
Range: 400m
END Cost: 6

Description: The character can use his telepathic powers to effect long-term change in another person's memories, thoughts, and feelings. He can add, alter, or remove memories and Psychological Complications. Additionally, if desired, whatever change the character makes includes "and forget I did this to you," so that the victim doesn't remember the telepathic assault. The change wears off over the course of a month or more (though a character may choose, when he buys the power, to define the power as requiring another application of the power to "heal").

Game Information: Major Transform 4d6 (alter, remove, or add memories or Psychological Complications, heals back normally [or through repeated applications of this power, character's choice at purchase]), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼) (60 Active Points); Limited Target (mental "objects" in the minds of sentient beings; -½). Total cost: 40 points.

Options:

- 1) *Strong Surgery:* Increase to Major Transform 5d6. 75 Active Points; total cost 50 points.
- 2) *Weak Surgery:* Decrease to Major Transform 3d6. 45 Active Points; total cost 30 points.
- 3) *Surgery Touch:* The character must touch the target to affect him. Add No Range (-½). Total cost: 30 points.
- 4) *True Psionic Surgery:* Add Line Of Sight (+½). 80 Active Points; total cost 53 points.
- 5) *Amnesia Induction:* The character cannot change a target's personality and basic behavior patterns (Psychological Complications), nor can he implant memories — all he can do is take existing memories away. Add Only To Remove Memories (-1). Total cost: 24 points.
- 6) *Memory Theft:* As Amnesia Induction, but the character doesn't just remove memories, he steals them from the target to keep in his own mind. Add to Amnesia Induction Unified Power (-¼), and character also buys Telepathy 15d6 (75 Active Points); Linked (-¼), Mandatory Effect (EGO +20; -½), Only To Steal Memories (-1), Unified Power (-¼) (total cost: 25 points). 60 + 75 = 135 Active Points; total cost 22 + 25 = 47 points.

**TELEPATHIC TIME STOP**

Effect: Entangle 3d6, 3 PD/3 ED, AVAD, ACV
Target: 32m Radius
Duration: Instant
Range: 300m
END Cost: 0

Description: A character with this power can telepathically "freeze" everyone in a 32m radius area. While frozen, the victims cannot use their senses, or even sense the passage of time; they "wake up" thinking nothing unusual has happened (though they may experience odd physical sensations, such as a funny taste in the mouth, for a few moments). The user of the ability can selectively chose to leave some people "unfrozen" so he can interact with them.

Game Information: Entangle 3d6, 3 PD/3 ED, Stops A Given Sense Group (Sight Group, Hearing Group, Smell/Taste Group, Passage Of Time), Takes No Damage From Physical Attacks (see 6E1 217; +¾), ACV (uses OMCV against DMCV; +¼), Works Against EGO, Not STR (+¼), Area Of Effect (32m Radius Selective; +1¼), Reduced Endurance (0 END; +½) (280 Active Points); Mental Defense Adds To EGO (-½), Susceptible (to Mental Powers, Uncommon; -¼). Total cost: 160 points.

Options:

- 1) *Strong Telepathic Time Stop:* Increase to Entangle 4d6, 4 PD/4 ED. 320 Active Points; total cost 183 points.
- 2) *Weak Telepathic Time Stop:* Decrease to Entangle 2d6, 2 PD/2 ED. 240 Active Points; total cost 137 points.
- 3) *Larger Area:* Increase to Area Of Effect (250m Radius Selective; +2). 332 Active Points; total cost 190 points.
- 4) *Smaller Area:* Decrease to Area Of Effect (16m Radius Selective; +1). 226 Active Points; total cost 150 points.
- 5) *Escape Time Stop:* The character uses this power solely to foil pursuit. Remove Selective (+¼). 240 Active Points; total cost 137 points.

**UNCLEAR THOUGHTS**

Effect: Change Environment, -4 to all INT Rolls and Intellect Skill rolls
Target: 16m Radius
Duration: Constant
Range: 160m
END Cost: 3

Description: The character can generate a field of "telepathic static" that makes it hard for other people to think, remember things, or generally use their minds.

Game Information: Change Environment (create field of "telepathic static"), -4 to all INT Rolls and Intellect Skill rolls, Area Of Effect (16m Radius; +¾), Personal Immunity (+¼). Total cost: 32 points.

Options:

- 1) *Intense Field*: Increase to -6 to all INT Rolls and Intellect Skill rolls. Total cost: 48 points.
- 2) *Mild Field*: Decrease to -2 to all INT Rolls and Intellect Skill rolls. Total cost: 16 points.
- 3) *Larger Field*: Increase to Area Of Effect (32m Radius; +1). Total cost: 36 points.
- 4) *Smaller Field*: Decrease to Area Of Effect (8m Radius; +½). Total cost: 28 points.

DEFENSIVE POWERS



BACKGROUND MIND

Effect: Reduced Endurance (0 END) for up to EGO 30, Only To Hide From Mind Scan

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character has an easy time “dampening down” his mental powers so that he’s not easy to find with Mind Scan. To most Scans he seems to be an ordinary mind, just part of the “mental background.”

Game Information: Reduced Endurance (0 END; +½) for up to EGO 30, Reduced Endurance (0 END; +½) (22 Active Points); Only To Hide From Mind Scan (-¼). Total cost: 18 points.

Options:

- 1) *Strong Power*: Increase to Reduced Endurance (0 END; +½) for up to EGO 40. 20 Active Points; total cost 16 points.
- 2) *Weak Power*: Decrease to Reduced Endurance (0 END; +½) for up to EGO 20. 10 Active Points; total cost 8 points.



DEFENSIVE EGO

Effect: +10 EGO, Only To Resist Mental Powers

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character is particularly difficult to affect with continuing-effect Mental Powers — in game terms, his EGO’s unusually high for that one purpose. The EGO does not grant extra Mental Defense, an improved EGO Roll or MCV, or anything like that; it just increases his EGO when it comes time to compare an Effect Roll to it. (See *Iron Will*, below, for a similar power.)

Game Information: +10 EGO (10 Active Points); Only To Resist Mental Powers (-½). Total cost: 7 points.

Options:

- 1) *Strong Power*: Increase to +15 EGO. 15 Active Points; total cost 10 points.
- 2) *Weak Power*: Decrease to +5 EGO. 5 Active Points; total cost 3 points.



IRON WILL

Effect: Aid EGO 4d6, Only To Resist Mental Powers

Target: One character

Duration: Instant

Range: Touch

END Cost: 2

Description: The character can enhance his, or another person’s, willpower for purposes of resisting mental and psionic powers. This increases the character’s DMCV, his Mental Defense (if he has some already), and his EGO for the purposes of determining the results of Effect Rolls for continuing-effect Mental Powers. It does not increase his OMCV, his EGO Roll, or the like.

Game Information: Aid EGO 4d6 (24 Active Points); Only To Resist Mental Powers (-½). Total cost: 16 points.

Options:

- 1) *Stronger Will*: Increase to Aid EGO 6d6. 36 Active Points; total cost 24 points.
- 2) *Weaker Will*: Decrease to Aid EGO 3d6. 18 Active Points; total cost 12 points.
- 3) *Distant Will*: The character can increase another person’s willpower without having to touch him. Add Ranged (+½). 36 Active Points; total cost 24 points.
- 4) *Mental Iron Will*: The character’s ability to enhance willpower functions like a Mental Power. Add Ranged (+½) and Line Of Sight (+½). 48 Active Points; total cost 32 points.
- 5) *Personal Iron Will*: The character can only enhance his own will. Add Only Aid Self (-1). Total cost: 10 points. (For the opposite version, add Only Aid Others (-½); total cost 12 points.)



MENTAL BASTION

Effect: Power Defense (20 points); Only Works Against Limited Type Of Attack (mental/psionic powers; -½)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has such strong willpower and psychic defenses that efforts to use mental or psionic powers to drain, block, or alter his mental abilities are much more difficult than normal.

Game Information: Power Defense (20 points) (20 Active Points); Only Works Against Limited Type Of Attack (attacks versus, or involving, mental/psionic powers; -½). Total cost: 13 points.

Options:

- 1) *Stronger Bastion*: Increase to Power Defense (30 points). 30 Active Points; total cost 20 points.
- 2) *Weaker Bastion*: Decrease to Power Defense (10 points). 10 Active Points; total cost 7 points.

- 3) *Tiring Bastion*: The character's defenses don't protect him all the time; he has to concentrate to maintain them. Add Costs Endurance (-½). Total cost: 10 points.
- 4) *Group Bastion*: The character can also give his friends the power to protect themselves from draining mental attacks. Add Usable By Nearby (+1) and Costs Endurance (-½). 40 Active Points; total cost 20 points.



MENTAL DEFLECTION

Effect: Deflection (Mental Deflection)
Target: Target's OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character can deflect mental attacks away from his mind, regardless of how strong they are.

Characters may only buy this power with the GM's permission, because it uses the optional rules on APG 88.

Game Information: Deflection (Mental Deflection). Total cost: 20 points.



MENTAL IMPERVIOUSNESS

Effect: Damage Negation (-6 DCs Mental)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's mental defenses are unusually resilient. (See APG 86 for rules about applying Damage Negation to mental attacks.)

Game Information: Damage Negation (-6 DCs Mental). Total cost: 30 points.

Options:

- 1) *Greater Imperviousness*: Increase to Damage Negation (-8 DCs Mental). Total cost: 40 points.
- 2) *Lesser Imperviousness*: Decrease to Damage Negation (-4 DCs Mental). Total cost: 20 points.



MENTAL INVULNERABILITY

Effect: Mental Damage Reduction, 75%
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character possesses a high degree of protection against mental and psionic powers. Even those that manage to hit him rarely have much, if any, effect.

Game Information: Mental Damage Reduction, 75%. Total cost: 60 points.

Options:

- 1) *Enhanced Invulnerability I*: Just to make sure mental and psionic powers can't affect him, the character has lots of Mental Defense. Character

also buys Mental Defense (40 points) (total cost: 40 points). Total cost for both powers: 100 points.

- 2) *Enhanced Invulnerability II*: Characters with mental and psionic powers often find it difficult to "draw a bead" on the character; somehow, they can't seem to hit his mind. Character also buys +8 DMCV (total cost: 24 points). Total cost for both powers: 84 points.
- 3) *Tiring Invulnerability*: The character's Mental Invulnerability doesn't protect him all the time; he has to concentrate to maintain it. Add Costs Endurance (-½). Total cost: 40 points.
- 4) *Group Invulnerability*: The character can extend his psionic invulnerability to his friends. Add Usable By Nearby (+1) and Costs Endurance (-½). 120 Active Points; total cost 80 points.



MIND SHIELD

Effect: Mental Defense (20 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character possesses strong mental "shields" that make it difficult for other people to affect him with mental and psionic powers.

Game Information: Mental Defense (20 points). Total cost: 20 points.

Options:

- 1) *Strong Shield*: Increase to Mental Defense (30 points). Total cost: 30 points.
- 2) *Weak Shields*: Decrease to Mental Defense (10 points). Total cost: 10 points.
- 3) *Tiring Shield*: The character's mental defenses don't protect him all the time; he has to concentrate to maintain them. Add Costs Endurance (-½). Total cost: 13 points.
- 4) *Group Shield*: The character can also give his friends the power to protect themselves from mental attacks. Add Usable By Nearby (+1) and Costs Endurance (-½). 40 Active Points; total cost 27 points.



MISDIRECTED AIM

Effect: +4 DCV, Usable As Attack
Target: One character
Duration: Constant
Range: Self/200m
END Cost: 2/5

Description: The character has the ability to contact attackers' minds telepathically and "nudge" them so their attacks are more likely to miss. He can use this ability for himself, or for another person (in the latter case it's bought *Usable As Attack* so the character controls how long it remains active, pays the END for it, and can grant the ability to someone without their needing to take any action).

Game Information:**Cost Power**

- 37 **Misdirected Aim:** Multipower, 55-point powers; all Costs Endurance (-½)
- 1f **1) Self-Protection:** +4 DCV; Costs Endurance (-½)
- 4f **2) Protection Of Another:** +4 DCV, Usable As Attack (+1¼), Ranged (+½); Costs Endurance (-½)

Total cost: 42 points.

Options:

- 1) *Strong Misdirection:* Increase reserve to 82 points and both slots to +6 DCV. Total cost: 61 points.
- 2) *Weak Misdirection:* Decrease reserve to 27 points and both slots to +2 DCV. Total cost: 22 points.

SENSORY POWERS

**AURA VISION**

Effect: Detect Aura (see text)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: This is the ability to see *auras* around objects and living beings. An aura is a brightly colored radiance that extends for several meters about a person. The color of a person's (or an object's) aura has meaning to those experienced in perceiving auras. (See the Aura Table for details.)

All objects have a basic blue-white aura (magical or unusual objects are an exception); living things have more variation in their aura colors. Creatures and monsters also have auras. No one can “disguise” his aura (at least, not without really special and bizarre powers); that’s why auras are so useful for figuring out who’s really a werewolf or which person in the room is actually a psychotic killer. Auras lack individuality and specificity — they’re *not* unique to individuals like fingerprints or DNA are — but the character should suspect something if a supposedly meek, mild-mannered person has a blazing red aura. A person’s aura rarely consists of one color; it’s normally a mixture of several hues, and the mix changes with the current emotional state of the person.

Aura Vision normally depends on the character’s Sight; anything that blocks or interferes with Sight (such as a Sight Group Flash or Darkness versus the Sight Group) prevents him from seeing auras. However, the effective range of Aura Vision is only about 6m in dim light, or 2m or less in bright sunlight. The GM should apply modifiers to the Aura Vision roll for ambient conditions, such as bright lights (-1 to -3), many people crowded together (-2), distractions (-1 to -3), and so on. Rare instances exist of characters whose Aura “Vision” relates to some other sense (see Options).

AURA TABLE

Color	Meaning
Blue-white	The basic aura color; the color of all inanimate objects
Pink	Compassionate, warm, sociable
Pale Pink	Psychotic; indicates weakness or confusion
Rose	Generous, unassuming, motherly
Red	Energetic, a leader, extroverted; anger, moodiness
Dark Red	Emotion, desire, sensuality
Orange	Sincere, open-hearted, a sense of justice, fair play
Yellow-orange	Friendly, witty, humorous
Dark Yellow	Cowardice, fear, inferiority
Yellow	Intellectual, a teacher, deep thinker
Pale Yellow	Idealistic, humanitarian
Yellow-green	Greedy, stubborn; also jealous, deceitful, distrusting
Green	Practical, composed; also indicates a love for nature
Light Green	Brooding, lonely; often a loner
Dark Green	Envy, hate, maliciousness
Blue-green	Psychic or spiritual powers, a seeker after knowledge
Blue	Peaceful, calm, a strong character
Light Blue	Creative, spiritual
Dark Blue	Blind faith, superstitious, fearful
Lavender	Conservative, sensitive, civilized
Violet	Excitable, easily swayed by arguments, loves variety
Purple	Royalty, majesty, calm; a true leader
White	Purity, innocence, honesty; often found in children
Gray	Sickness, anxiety, a negative attitude
Black	Rage, anger, savagery, black magic, extreme illness
Gold	The color of saints; the highest, most spiritual color

The GM should handle Aura Vision carefully in a game. Since it’s so difficult to hide or disguise an aura, Aura Vision may prove unbalancingly helpful to PCs, especially ones engaged in solving mysteries, so the GM may not always want to allow characters to buy it. However, if the GM creatively describes the various patterns and colors a hero sees in an aura, Aura Vision can really contribute to a game. The GM should feel free to add more colors to the table, and also the meanings of different colors in combinations or patterns. It’s more fun when the meanings of colors remain at least slightly ambiguous, so the players must interpret the results for themselves.

Game Information: Detect Aura (INT Roll) (Sight Group), Discriminatory. Total cost: 10 points.

Options:

- 1) *Enhanced Aura Vision:* The character’s Aura Vision is especially acute. Increase to INT Roll +4. Total cost: 14 points.
- 2) *Psionic Aura Vision:* The character’s ability to “see” auras depends on his mental senses, not his visual ones. Change to Mental Group and add Sense. Total cost: 12 points.
- 3) *True Aura Vision:* The character’s ability to “see” auras depends on no other senses; he can perceive them even when blind and deaf. Change to no Sense Group and add Range and Sense. Total cost: 17 points.



COMBAT AWARENESS

Effect: Combat Sense
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's mental senses can perceive the minds and events near him sufficiently to warn him of attackers in hand-to-hand combat even if his other senses are blinded or blocked.

Game Information: Combat Sense (INT Roll). Total cost: 15 points.

Options:

- 1) *Enhanced Combat Awareness:* Increase to INT Roll +5. Total cost: 20 points.



DETECT MINDS

Effect: Detect Minds
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense the presence of other minds near his, making it easy to, among other things, track targets in combat when the character cannot use his eyesight. The character

can also tell if the minds he perceives have any mental or psionic powers, including the type of power (or its typical effects) and its rough power level ("much stronger than mine," "about the same as mine," and so forth). He can make the same determinations about the target's INT and EGO. He does not, however, know what the target's Psychological Complications are; that requires Telepathy.

Game Information: Detect Minds (INT Roll) (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Targeting. Total cost: 27 points.

Options:

- 1) *Enhanced Detect Minds:* Increase to INT Roll +3. Total cost: 30 points.
- 2) *Precise Detect Minds:* The character's ability to perceive other minds is so acute that he can discern exactly which mental and psionic powers the target has, including their Active Points or DCs within about +/-10%. He can also determine the INT and EGO of the mind within 1-2 points. Add Analyze. Total cost: 32 points.
- 3) *Distant Detect Minds:* The character can perceive minds that are far away with less difficulty than normal. Add Telescopic (+10 versus Range Modifier). Total cost: 32 points.



- 4) *Mindhunter*: The character can follow the “mental trail” left by a person’s mind. The trail dissipates over time (impose a -1 to the PER Roll for each step down the Time Chart since the target passed this way), and other minds “crossing the path” of the target mind can also confuse the character’s perceptions (-1 to -5 penalty). Add Tracking. Total cost: 32 points.



FINDING

Effect: Detect Stolen/Lost Item
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: This power allows a character to find an item that a someone has lost, or which has been stolen. He must “attune” himself to the person (this requires 1 Turn concentrating on the person while in the person’s presence), and then can locate missing or stolen items which still carry that person’s “psychic signature.” However, he must be in fairly close proximity to the item to have a respectable chance to perceive it; otherwise the Range Modifier makes the task virtually impossible. The character can only perceive a single person’s objects at a time.

Game Information: Detect Lost/Stolen Items (INT Roll) (Mental Group), Discriminatory (10 Active Points); Can Only Detect A Single, Attuned, Person’s Items At A Time (-½), Nonpersistent (-¼). Total cost: 6 points.

Options:

- 1) *Enhanced Finding*: Increase to INT Roll +5. 15 Active Points; total cost 8 points.
- 2) *Distant Finding*: The character has an easier time finding objects at great distances than the average finder. Add Telescopic (+8 versus Range Modifier). 14 Active Points; total cost 8 points.
- 3) *Itemhunter*: The character can follow the “psychic trail” left by a lost or stolen object. The trail dissipates over time (impose a -1 to the PER Roll for each step down the Time Chart since the target passed this way). Add Tracking. 15 Active Points; total cost 8 points.



MENTAL EYE

Effect: Mental Awareness
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can perceive Mental Powers used by other characters.

Game Information: Mental Awareness. Total cost: 5 points.

Options:

- 1) *Group Mental Eye*: The character can extend his own sensitivity for detecting the use of Mental Powers to other people. Add Usable By Nearby (+1) (10 Active Points); Costs Endurance (-½). Total cost: 7 points.

- 2) *Precise Mental Eye*: The character’s ability to perceive Mental Powers is so acute that he can discern exactly which mental and psionic powers the target has, including their Active Points or DCs within about +/-10%. Add Discriminatory and Analyze. Total cost: 15 points.



MENTAL SCANNING

Effect: Mind Scan 12d6
Target: Self
Duration: Constant
Range: Special
END Cost: 6 to activate

Description: The character can scan for specific minds, and even establish a “mental lock-on” that enables him to target the subject mind with Mental Powers.

Game Information: Mind Scan 12d6. Total cost: 60 points.

Options:

- 1) *Strong Scanning*: Increase to Mind Scan 14d6. Total cost: 70 points.
- 2) *Weak Scanning*: Decrease to Mind Scan 10d6. Total cost: 50 points.
- 3) *Enhanced Scanning*: The character is skilled at pinpointing just the mind he’s looking for. Character also buys +10 OMCV with Mind Scan. Total cost: +10 points.
- 4) *Combat Scanning*: The character’s Mind Scan allows him to attack targets mentally, but won’t let them attack him back through the lock-on. Decrease to Mind Scan 8d6 and add One-Way Link (+1). Total cost: 80 points.
- 5) *Mind-Finding*: The character’s mental scanning only lets him find people; he cannot attack the people he finds. Add Cannot Attack Through Link (-1). 60 Active Points; total cost 30 points.



PERCEIVE PSIONIC TRACES

Effect: Retrocognition
Target: Self
Duration: Constant
Range: No Range
END Cost: 4

Description: When beings with minds inhabit or pass through an area, or handle an object, they leave psionic traces. A skilled mentalist can read these traces and know that someone was present — and if he’s mentally encountered the person before, he’ll recognize who it is by that person’s “mental signature.” (Similarly, after reading psionic traces, he can later recognize the same trace in the person’s mind if he has mental contact with it.) The longer it’s been since the subject was in the area (or handled the object), the harder it is to perceive his psionic trace.

Game Information: Clairsentience (Mental Sense Group), Retrocognition (40 Active Points); Retrocognition Only (-1), No Range (-½), Time Modifiers (-½). Total cost: 13 points.

Options:

- 1) *Strong Power*: Remove Time Modifiers (-½). Total cost: 16 points.
- 2) *Psychometric Psi-Reading*: This form of the power only works to perceive psionic traces in objects that a person has handled. Add Psychometry (-½) (see APG 85). Total cost: 11 points.

**REMOTE VIEWING**

Effect: Clairsentience (Sight Group)
Target: Self
Duration: Constant
Range: 3,200m
END Cost: 4

Description: The character can perceive distant areas without having to look at them directly — a handy ability for spying on the enemy or surveying an area for ambushes and traps before entering it.

Game Information: Clairsentience (Sight Group), 16x Range (3,200m). Total cost: 40 points.

Options:

- 1) *Long-Range Remote Viewing*: The character can remotely view areas many kilometers away. Remove Increased Range and add MegaScale (1m = 1,000 km; +1¾). Total cost: 55 points.
- 2) *Remote Hearing*: The character can both see and hear distant places. Add Hearing Group (makes range 4,800m). Total cost: 50 points.
- 3) *Enhanced Remote Viewing*: The character's control over his long-distance "visions" allows him to move the perception point. Add Mobile Perception Point. Total cost: 45 points.
- 4) *Multi-Viewing*: The character can open multiple perception points at a single time, allowing him to view several areas at once. Add Multiple Perception Points (up to four at once). Total cost: 50 points.
- 5) *Blind Viewing*: While using Remote Viewing, the character cannot use any of his normal senses. Add Blackout (-½). 40 Active Points; total cost 27 points.

**SENSORY LINK**

Effect: Clairsentience (Sight, Hearing, and Smell/Taste Groups), Mobile Perception Point, Only Through Senses Of Others, Blackout
Target: Self
Duration: Constant
Range: 450m
END Cost: 4

Description: The character can link his mind to that of another person and experience what that person perceives with his sight, hearing, and smell. While doing this, the character cannot use his own senses.

Game Information: Clairsentience (Sight, Hearing, and Smell/Taste Groups), Mobile Perception Point (45 Active Points); Only Through Senses Of Others (-½), Blackout (-½). Total cost: 22 points.

Options:

- 1) *Full Sensory Link*: Increase to Clairsentience (Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Groups). 75 Active Points; total cost 37 points.
- 2) *Duosenses*: The character can perceive through both the subject's senses, and his own. Remove Blackout (-½). Total cost: 30 points.

**TELEPATHIC HEARING**

Effect: Detect Surface Thoughts
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: In fiction it's not uncommon for telepaths to be able to casually "hear" the thoughts of anyone near them, even without necessarily making any effort to do so — similar to the way people hear nearby noises whether they want to or not, but can concentrate on a specific noise if necessary. Doing this with Telepathy is difficult, since it requires an Attack Action. This Enhanced Sense lets a character passively perceive all nearby thoughts if he wants to, without the need for Attack Actions. Characters should get the GM's permission to buy it, though, since it may effectively replace Telepathy in some ways (some GMs may prefer that characters use Triggered Telepathy to accomplish this result).

Game Information: Detect Surface Thoughts (INT Roll) (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Total cost: 17 points.

MISCELLANEOUS POWERS



ASTRAL FORM

Effect: Desolidification (Projection), Must Return To Physical Body

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character can create an “astral form,” a second self composed of pure psychic energy that leaves his body and can act on its own. While the astral form exists, the character’s physical body remains helpless, incapacitated, and unable to act, with 0 DCV (comatose, essentially). However, because the two are both just aspects of the same being, any damage inflicted upon one is inflicted on the other as well (thus, killing either form kills both). Additionally, the two can only remain separate for up to 24 hours; if they do not recombine within that time, they both die.

See APG 92 for rules about Projection.

Game Information: Desolidification, Projection (+0), Reduced Endurance (0 END; +½) (60 Active Points); Feedback (-1), Physical Body Left Behind (-½), Must Return To Physical Body (24 Hours; -½). Total cost: 20 points.

Options:

- 1) *Additional Powers:* See APG 92 for a list of powers commonly bought for Projected Forms, such as Flight, Invisibility, Life Support, and Detect State/Location Of Body.



KNOWLEDGE SHARING

Effect: Variable Power Pool for sharing Knowledge Skills

Target: Varies

Duration: Constant

Range: Self/Touch

END Cost: Varies

Description: The character can share knowledge — either granting what he knows to others temporarily, or gaining the use of another person’s memories and information.

In game terms, this rather broad effect is defined as a Variable Power Pool. The Pool can do two things: first, the character can use it to apply the *Usable Simultaneously* Advantage to any of the character’s Knowledge Skills (an exception to the general rule against buying naked Advantages in Power Frameworks); second, the character can use it to buy a Knowledge Skill that another character has (an exception to the general rule about not buying Skills through Power Frameworks). In either case, he must touch the character to/from whom he transfers a Knowledge Skill. (At the GM’s option, this ability might apply to Skills other than Knowledge Skills that involving knowing things, such as Languages or some aspects of Computer Programming.)

The Skills remain in the character’s mind, or the mind of the person to whom he transferred them, only as long as he keeps the Power Pool assigned to the appropriate abilities. Changing the allocation of the Pool means the knowledge shared fades away instantly. If a character wants to gain a Knowledge Skill permanently through psionic sharing, he has to buy the Skill with Character/Experience Points.

Because this ability can cause significant game balance problems, it must be approved by the GM.

Game Information: Variable Power Pool (Knowledge Sharing Pool), 20 Pool + 20 Control Cost; Only For Sharing Knowledge (see text; -1). 20 + 10 = 30 Active Points; total cost 20 + 5 = 25 points.

Options:

- 1) *Enhanced Knowledge Sharing:* Increase to 30 Pool + 30 Control Cost. 30 + 15 = 45 Active Points; total cost 30 + 7 = 37 points.
- 2) *Restricted Knowledge Sharing:* Decrease to 10 Pool + 10 Control Cost. 10 + 5 = 15 Active Points; total cost 10 + 2 = 12 points.



PSYCHIC TRANSLATOR

Effect: Universal Translator INT +5, Must Involve Minds

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character possesses an instinctive gift for languages and linguistics based on his (perhaps latent) psionic powers. By subconsciously reading the surface of another person’s mind, he can understand what that person is saying, and respond in the same language. Similarly, he can read text in other languages, *provided* that someone else is around to read it with him. This makes it easy to read signs on a crowded city street (there’s almost always someone nearby who’s also reading the sign, even subconsciously) but impossible to read a letter in private.

Game Information: Universal Translator INT +5 (25 Active Points); Must Involve Minds (see text; -½). Total cost: 17 points.

Options:

- 1) *Linguistic Savant:* The character has an instinctive gift for understanding other languages regardless of whether other minds are present. Remove Must Involve Minds (-½). Total cost: 25 points.

**PSYCHOMORPH**

Effect: Shape Shift (Mental Group, any shape)
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can alter his brain waves and other mental/psionic “identifying marks” to make a person with mental powers think he’s someone else. He still looks, feels, sounds, and smells the same, but someone perceiving or reading his mind perceives a “completely different” mind inside his skull. He cannot, however, make his thought patterns resemble those of someone else.

A character who can Psychomorph cannot change his Psychological Complications, any more than a character who has Shape Shift (Touch Group) can make himself stronger or eliminate his Physical Complications. Changing Psychological Complications requires Multiform, but few characters ever buy such an ability — after all, the new personality might not want to change back!

Game Information: Shape Shift (Mental Group, any shape). Total cost: 12 points.

Options:

- 1) *Easy Psychomorphing:* The character does not find it difficult to maintain his psychomorphed state. Add Costs Endurance Only To Change Shape (+¼). Total cost: 15 points.
- 2) *Psychomorphic Copycat:* The character can duplicate the brain waves and thought patterns of another being, thus disguising himself as that person for purposes of Mental Group senses. He must have perceived the other person’s mind at some point (using Telepathy, Detect Minds, or the like) to copy it. Add Imitation. Total cost: 22 points.
- 3) *Rapid Psychomorphing:* The character can change his “mental shape” quickly. Add Instant Change. Total cost: 17 points.

**SPEED OF THOUGHT**

Effect: +2 SPD, Only For Using Mental Powers
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can use his mental abilities much more quickly than he can move or perform physical tasks. This power requires GM’s approval, since it may pose significant game balance problems.

Game Information: +2 SPD (20 Active Points); Only To Use Mental Powers (-½). Total cost: 13 points.

Options:

- 1) *Greater Speed:* Increase to +3 SPD. 30 Active Points; total cost 20 points.
- 2) *Lesser Speed:* Decrease to +1 SPD. 10 Active Points; total cost 7 points.
- 3) *Single-Power Speed:* Change Only to Use Mental Powers (-½) to Only To Use [Single Mental Power] (-1). 20 Active Points; total cost 10 points.

**THOUGHTOGRAPHY**

Effect: Cosmetic Transform 1d6 (imprint mental image onto paper)
Target: One piece of paper
Duration: Instant
Range: No Range
END Cost: 1

Description: Thoughtography, also known as “projected thermography” or *nensha* (“spirit photography”), is the ability to imprint or “burn” a mental image onto a piece of paper, film, or similar medium.

Game Information: Cosmetic Transform 1d6 (imprint mental image onto paper or the like; heals back from further imprinting) (3 Active Points); Concentration (0 DCV; -½), Extra Time (1 Turn; -1¼), No Range (-½), Limited Target (blank paper or the like; -1). Total cost: 1 point.

**UNIMIND**

Effect: Aid Mental/Psionic Powers 8d6
Target: Self
Duration: Instant
Range: Touch
END Cost: 7

Description: The character can join his mind to the minds of one or more other characters who also have this power, thereby enhancing their “gestalt” mental and psionic abilities and giving them the ability to accomplish tasks and defeat enemies they otherwise could not.

To use this power, the character must be in both physical and mental contact with another person who has this power. Physical contact means touching him some way — holding hands or having one hand on his shoulder, perhaps — or touching someone who’s touching him. Mental contact means a Mind Link, Telepathy, or any like method the GM considers appropriate. As many characters as want to participate and have bought this power can take part, but at most the group can only add 48 points’ worth of effect to whom-ever they choose to Aid. All participants must Aid the same person, and the Aid effect does not apply to this power (nor can the person being Aided use this power on himself).

Everyone in the unimind may only add points to the Aid at the rate dictated by the SPD of the slowest member. For example, if eight people form a unimind, and they have SPDs of 3, 4, 4, 4, 5, 5, 5, and 6, each of them can only apply the Aid effect a maximum of three times per Turn — the same number of times the slowest member (SPD 3) could. It doesn't matter how many times the slowest person actually uses his Aid, only how many times he *could* use it if he wanted to. Members with higher SPDs may decide which of their Phases to apply the Aid effect on. Any member may choose not to apply Aid if he wants to do something else in a Phase (after all, Aid requires an Attack Action to use, and the member may need to do something else, like defend himself from an attacker). The unimind may only agree to "stop acting" as a whole on the Phases dictated by the slowest character's SPD, though individual members may leave the unimind at any time by breaking physical or mental contact with the subject.

The subject being Aided by the unimind decides which mental or psionic power to assign the points to. Once he chooses what to assign them to, he may not change to something else unless the Unimind stops and then re-starts. In any event, no more than 48 points' worth of power, total, may be added to the subject's mental/psionic powers. He could, for example, apply 20 points to increase his Mental Blast, have the unimind stop and then add 20 points to his Mind Control, have it stop and then add 8 points to his Mental Defense. At the GM's option, the unimind need not stop and start again; the subject can simply assign the points he receives each Segment to whatever mental/psionic abilities he wants.

Game Information: Aid Mental/Psionic Powers 8d6, Variable Effect (any one Mental/Psionic power at a time; +½) (72 Active Points); Physical Contact Required (-0), Mental Contact Required (-½), Extra Time (Full Phase; -½), Only Works On Others Who Have This Power (-1), Aid Effect Does Not Apply To This Power (-¼), Can Only Add Points At The Slowest SPD (-0). Total cost: 22 points.

Options:

- 1) *Distant Unimind*: The character can create a unimind without physical contact — as long as he can perceive the subject (even with Mind Scan) and establish mental contact, the Aid applies. Remove Physical Contact Required (-0) and add ACV (uses OMCV against DMCV; +¼) and Ranged (+½). 108 Active Points; total cost 33 points.
- 2) *Lasting Unimind*: Once the character establishes mental and physical contact with the subject, he can keep Aiding him again and again until the maximum effect is reached without using further Attack Actions. Add Constant (+½). 96 Active Points; total cost 29 points.
- 3) *Gestalt Power*: The power added to the subject by the unimind lasts a long time. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). 120 Active Points; total cost 37 points.
- 4) *Enervating Unimind*: All the participants in the unimind also give of their life essence to the subject, making him more vital and vibrant while they become weaker. In game terms, every Phase they apply the Aid to the subject, they lose an equal number of points of STR; when they reach 0 STR, they lose an equal number of CON; when they reach 0 CON, they lose an equal number of points of BODY. They cannot regain any of the lost points of STR, CON, and BODY until they leave the unimind; once they do so, the lost points return at the rate of 5 per Turn. Add Side Effect (participants in unimind lose STR, CON, and BODY as described, always occurs; -½). Total cost: 19 points.



PRECOGNITION POWERS

Precognition Powers reflect a character's ability to anticipate, perceive, react to, or otherwise account for future events (or at least possible/probable future events). They also include the ability to see the past (retro-cognition) and similar powers.

Although this category of powers is relatively limited, it can be quite powerful. It has some relation to Luck Powers, Mental and Psionic Powers, and Time Powers, so characters with one of those types of powers could easily have Precognition Powers, and vice-versa. For example, a Time-based character could have the power to see the future, and a Luck-based character's "luck" might actually represent his power to comprehend and prepare for future events.

OFFENSIVE POWERS



COMBAT PRECOGNITION

Effect: HA +2d6, Requires An EGO Roll, Psionic
Target: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: By glancing a split-second into the future and seeing which way his opponent intends to move, the precognitive can place his punches *just so*, creating maximum pain. (If the character also uses weapons or has multiple Attack Powers, you can buy this ability as a Multipower, with different slots adding to different types of attacks.)

Game Information: HA +2d6 (10 Active Points); Hand-To-Hand Attack (-¼), Psionic (-½), Requires An EGO Roll (-½). Total cost: 4 points.



DANGER! DANGER!

Effect: Images to Danger Sense, +4 to PER Rolls
Target: 2m Radius
Duration: Constant
Range: No Range
END Cost: 2

Description: The character has the power to make a 1 cubic meter area (or perhaps, with the GM's permission, one object within that area) seem unusually dangerous. Characters with the ability to sense danger have an easy time "seeing" the danger although none exists.

Game Information: Images to Danger Sense, +4 to PER Rolls (22 Active Points); No Range (-½). Total cost: 15 points.

Options:

- 1) *Strong Power:* Increase to +6 to PER Rolls. 28 Active Points; total cost 19 points.
- 2) *Weak Power:* Decrease to +2 to PER Rolls. 16 Active Points; total cost 11



OBSCURE DANGER

Effect: Change Environment (-4 to Danger Sense rolls)
Target: 4m Radius
Duration: Constant
Range: 80m
END Cost: 1

Description: The opposite in some ways of *Danger! Danger!*, this power allows a precognitive to hide or camouflage a danger that actually exists.

Game Information: Change Environment (create "obscure danger" field), -4 to Danger Sense Rolls, Area Of Effect (4m Radius; +¼). Total cost: 10 points.

Options:

- 1) *Strong Obscurement:* Increase to -6 to Danger Sense PER Rolls. Total cost: 15 points.
- 2) *Weak Obscurement:* Decrease to -2 to Danger Sense PER Rolls. Total cost: 5 points.

**PRECOGNITIVE AIM**

Effect: +6 OCV
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: By glancing just a split-second into the future, the character can determine how a target will react to his (the character's) attack. He then adjusts his attack accordingly so the target's defensive efforts avail him naught.

Game Information: +6 OCV (30 Active Points), Costs Endurance (-½). Total cost: 20 points.

Options:

- 1) *Sharper Aim:* Increase to +8 OCV. 40 Active Points; total cost 27 points.
- 2) *Less Accurate Precognition:* Decrease to +4 OCV. 20 Active Points; total cost 13 points.

**PRECOGNITIVE ANTICIPATION**

Effect: Lightning Reflexes (+10 to act first with All Attacks)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When he's in combat, the character reflexively perceives a microsecond forward in time, allowing him to act and react to the other combatants more swiftly.

Game Information: Lightning Reflexes: +10 to act first with All Attacks. Total cost: 10 points.

Options:

- 1) *Strong Anticipation:* Increase to +14 DEX. Total cost: 14 points.
- 2) *Weak Anticipation:* Decrease to +6 DEX. Total cost: 6 points.
- 3) *Tiring Anticipation:* Add Costs Endurance (-½). 10 Active Points; total cost 7 points.

DEFENSIVE POWERS**ANTICIPATORY SHIELDING**

Effect: Sight Group and Hearing Group Flash Defense (10 points each)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's precognitive abilities warn him a split-second before a bright light, loud noise, or the like might blind or deafen him, giving him time to shut his eyes and/or cover his ears to protect himself.

Game Information:**Cost Power**

- 10 **Anticipatory Shielding:** Sight Group Flash Defense (10 points)
 10 **Anticipatory Shielding:** Hearing Group Flash Defense (10 points)

Total cost: 20 points

Options:

- 1) *Strong Anticipation:* Increase to 15 points of each form of Flash Defense. Total cost: 30 points.
- 2) *Weak Anticipation:* Decrease to 7 points of each form of Flash Defense. Total cost: 14 points.

**BEEN THERE, DONE THAT**

Effect: +20 PRE, Only To Protect Against Presence Attacks
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character sometimes foresees future events. Since he knows what's going to happen (at least vaguely), it's difficult to shock, impress, frighten, or intimidate him.

The player should roll this power's Activation Roll whenever the character is subjected to a Presence Attack. If the roll succeeds, the character has foreseen this event and reacts appropriately; if it fails, he hasn't foreseen this and doesn't get the benefit of his "defensive PRE."

Game Information: +20 PRE (20 Active Points); Activation Roll 11- (-½), Only To Protect Against Presence Attacks (-1). Total cost: 8 points.

Options:

- 1) *Been There, Done Everything:* Increase to +30 PRE. Total cost: 12 points.
- 2) *Incomplete Visions:* The character's foresight isn't quite as reliable as he'd like. Change to Activation Roll 9- (-1). Total cost: 7 points.

**PRECOGNITIVE DODGE**

Effect: +6 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: By glancing just a split-second into the future, the character can determine how an enemy plans to attack him, then react accordingly so his attacker is almost certain to miss.

Game Information: +6 DCV (30 Active Points), Costs Endurance (-½). Total cost: 20 points.

Options:

- 1) *Better Dodging:* Increase to +8 DCV. 40 Active Points; total cost 27 points.
- 2) *Slower Dodging:* Decrease to +4 DCV. 20 Active Points; total cost 13 points.



PRECOGNITIVE NULL

Effect: Invisibility to Danger Sense and Precognition

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character is a “precognitive null” — he doesn’t exist for precognition purposes. People looking into the future can’t see him (though they can see the results of his actions, or the physical effect he leaves on the world as he passes through it); people who have special senses to forewarn them of danger can’t “see” him with them.

Game Information: Invisibility to Danger Sense and Precognition, No Fringe, Reduced Endurance (0 END; +½), Persistent (+¼). Total cost: 58 points.

SENSORY POWERS



PRECOGNITION

Effect: Clairvoyance (Sight and Hearing Groups), Precognition Only

Target: Self

Duration: Constant

Range: 500m

END Cost: 5

Description: The character can foresee the future — though the further into the future he looks, the harder it becomes to see clearly. However, even

visions of the near future often prove vague and unreliable; the visions the character receives are typically unclear, and he can often interpret them in multiple ways.

As noted on 6E1 180, and further discussed on APG 83-85, the GM must determine whether the events the character views are immutable (they *will* happen, regardless of what the character does) or flexible (the character can change the future through his present conduct). The GM must also decide what the character’s vision really means, and should keep in mind that Clairvoyance in general, and Precognitive Clairvoyance in particular, is a “stop sign” power that can easily wreak havoc with game balance if not handled properly.

Game Information: Clairvoyance (Sight and Hearing Groups), Precognition (50 Active Points); Precognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 17 points.

Options:

- 1) *Uncontrollable Precognition:* The character cannot invoke his precognitive powers at will; visions come upon him unbidden and unexpectedly. Add No Conscious Control (-2). Total cost: 10 points.
- 2) *Eyes Of The Future:* The character can only perceive the future through the eyes and ears of its inhabitants (possibly his future self!). Add Only Through The Senses Of Others (-½). Total cost: 14 points.
- 3) *Future’s Panoply:* The character’s foresight remains just as clear for events centuries from now as events tomorrow. Remove Time Modifiers (-½). Total cost: 20 points.



- 4) *Clear Foresight*: The character's oracular powers are generally accurate, but become less so the further he peers into the future. Remove Vague And Unclear (-½). Total cost: 20 points.
- 5) *True Precognition*: The character has true foresight, with no doubts or unclarity about what he perceives regardless of how far in the future he looks. Remove Time Modifiers (-½) and Vague And Unclear (-½). Total cost: 25 points.



PREMONITIONS

Effect: Danger Sense (immediate vicinity, any danger, sense)

Target: Immediate vicinity

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can foresee threats that exist and dangers that are about to arise near him.

Game Information: Danger Sense (immediate vicinity, any danger, sense) (INT Roll). Total cost: 32 points.

Options:

- 1) *Greater Premonitions I*: The character can perceive dangers in his greater locale, not just near him. Add general area. Total cost: 37 points.
- 2) *Greater Premonitions II*: The character can perceive dangers anywhere. Add any area. Total cost: 42 points.
- 3) *Accurate Premonitions*: The character's foresight for dangers is particularly acute. Increase to INT Roll +3. Total cost: 35 points.
- 4) *Precise Premonitions*: The character's foresight tells him *exactly* what the danger is (he still has to make half roll to attack the danger at full OCV). Add Discriminatory, Analyze. Total cost: 42 points.



RETROCOGNITION

Effect: Clairsentience (Sight and Hearing Groups), Retrocognition Only

Target: Self

Duration: Constant

Range: 500m

END Cost: 5

Description: The character can perceive the past — he can see and hear what once happened in a particular place, making it easy for him to solve mysteries and fill in the gaps in his information. However, even visions of the recent past often prove vague and unreliable; the visions the character receives are typically unclear, and can often be interpreted in multiple ways. The further back in time the character looks, the harder it becomes to obtain a clear picture.

As noted on 6E1 180, and further discussed on APG 83-85, the GM should handle retrocognitive powers carefully. Used properly, they add a lot of flavor and fun to adventures; used improperly, they can completely spoil mystery- and investigation-oriented scenarios.

Game Information: Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); Retrocognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 17 points.

Options:

- 1) *Eyes Of The Past*: The character can only perceive the past through the eyes and ears of its inhabitants. Add Only Through The Senses Of Others (-½). Total cost: 14 points.
- 2) *History's Panoply*: The character's Retrocognition remains just as clear for events centuries ago as events yesterday. Remove Time Modifiers (-½). Total cost: 20 points.
- 3) *20-20 Hindsight*: The character's retrocognitive powers are generally accurate, but become less so the further he peers into the past. Remove Vague And Unclear (-½). Total cost: 20 points.
- 4) *True Retrocognition*: The character has true retrocognition, with no doubts or unclarity about what he perceives regardless of how far in the past he looks. Remove Time Modifiers (-½) and Vague And Unclear (-½). Total cost: 25 points.
- 5) *Psychometry*: Replace Vague And Unclear (-½) with Psychometry (-½) (see APG 85). Total cost: 17 points.

MISCELLANEOUS POWERS



ATHLETIC ADVANTAGE

Effect: +8 with all Competitive Athletic Skills

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Description: By glancing just a split-second into the future, the character can determine how his opponent in some competition sport — basketball, tennis, hockey, football, soccer, or the like — will act, and adjust his own actions accordingly to win.

Game Information: +8 with all Competitive Athletic Skills (32 Active Points); Costs Endurance (-½). Total cost: 21 points.



FORESIGHT COMPETENCE

Effect: +4 Overall Skill Levels

Target: Self

Duration: Constant

Range: Self

END Cost: 5

Description: The character can use his foresight to improve his ability to use his Skills. If he wants to hide something, he can glance into the future and see where his adversaries are likely to look for it, then use that knowledge to improve his chances to hide that object with Concealment. If he's planting a bomb, he can look into the future to see what types of methods his enemies will try to disarm it, then counteract them in advance when he makes

his Demolitions roll. If he's trying to pick a lock, he can look into the future and see all the methods he's tried that failed, making it easier to pick the right method. The possibilities are practically endless.

Game Information: +4 Overall Skill Levels (48 Active Points); Costs Endurance (-½), Extra Time (1 Turn; -1¼), Requires A Precognition Tricks Roll (-½). Total cost: 15 points.

Options:

- 1) *Strong Foresight:* Increase to +5 Overall Skill Levels. 60 Active Points; total cost 18 points.
- 2) *Weak Foresight:* Decrease to +3 Overall Skill Levels. 36 Active Points; total cost 11 points.



FORESIGHT INVISIBILITY

Effect: Invisible to Sight Group

Target: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character uses his precognitive abilities to hide himself from a person or persons who are looking for him. By glancing a few seconds into the future, he can see where his pursuers will look for him and what they'll do to find him — then all he has to do is be somewhere they're not looking. He could be standing right next to them, but they'll never know it because they're always looking the wrong way. Obviously this works best against one person or a small group; it doesn't work if too many people are looking around trying to find the character. (The GM decides how many is too many; for some size groups he may simply give the members PER Roll bonuses to see the character.)

As it's built here, this power requires a Power: Precognition Tricks roll. If the GM doesn't want to require characters to buy a Skill like that for just one power, he can substitute an EGO Roll instead.

Game Information: Invisible to Sight Group (20 Active Points); Doesn't Work Against Large Groups (see text; -¼), Requires A Precognition Tricks Roll (-½). Total cost: 11 points.

Options:

- 1) *Easy Foresight:* Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 17 points.



LOOKS LIKE I WIN AGAIN

Effect: Gambling (Card Games, Dice Games, Board Games, Roulette, Sports Betting) (INT Roll +10)

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Description: By glancing into the near future, the character can determine how the dice will fall, who will play what cards, what moves his opponent will make, and the like — in short, he can see exactly what he needs to do to win at games of chance and strategy.

Game Information: Gambling (Card Games, Dice Games, Board Games, Roulette, Sports Betting) (INT Roll +10) (30 Active Points); Costs Endurance (-½). Total cost: 20 points.



PRECOGNITIVE'S LUCK

Effect: Luck 8d6, Precognitive

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's ability to foresee the future allows him to position himself to avoid peril and take maximum advantage of opportunities that come his way. However, he can only roll the Luck dice when the ability to see the future could influence his actions. His Luck probably wouldn't apply to, for example, save him from a fall — once he starts falling, it's not likely that foreseeing the probable outcome of the fall can help him avoid splattering on the ground.

Game Information: Luck 8d6 (40 Active Points); Precognitive (see text; -¼). Total cost: 32 points.



WINNING WAYS

Effect: +8 with Interaction Skills

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character's oracular abilities give him the edge in social situations. He can see how people will react to him before he actually does anything (and thus adjust his actions for maximum effect), anticipate a situation so he's got just the right *bon mot* ready, know how others will react to his words, and so forth.

Game Information: +8 with Interaction Skills (32 Active Points); Costs Endurance (-½). Total cost: 21 points.

RADIATION POWERS



Radiation Powers involve the manipulation, control of, and ability to project or give off radiation in its many forms. The radiation in question is “comic book radiation” — the sort that can be projected as concussive blasts or which can almost instantly mutate someone. It has relatively little resemblance to real-world radiation, which works much more slowly and insidiously in most situations.

Many Radiation powers have an optional Side Effect called *irradiation*. This means that when used, they make the environment around the place where the character was standing radioactive. The more powers a character uses in that location, the more radioactive it becomes. A radioactive location registers on geiger counters, and living beings exposed to it for too long may develop cancers or other health problems. The radiation lasts for a fairly long time (days or weeks, sometimes even months), gradually getting weaker until it no longer poses a threat to anyone.

See 6E2 153-55 for *HERO System* rules about radiation in general.

OFFENSIVE POWERS



DEADLY RADIATION

Effect: RKA 3d6, Living Beings Only
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character can project a blast of radiation that's so intense it can kill living beings instantly through cellular disruption and decay. It has no effect on non-living material.

Game Information: RKA 3d6 (45 Active Points); Only Works On Living Beings (-½). Total cost: 30 points.

Options:

- 1) *Strong Radiation:* Increase to RKA 4d6. 60 Active Points; total cost 40 points.
- 2) *Weak Radiation:* Decrease to RKA 2d6. 30 Active Points; total cost 20 points.
- 3) *Irresistible Radiation I:* Only the strongest, toughest armor can fully protect a target from the character's radioactive attack. Add

Penetrating (+½). 67 Active Points; total cost 45 points.

- 4) *Irresistible Radiation II:* As Irresistible Radiation I, but even more intense. Add Penetrating (x2; +1). 90 Active Points; total cost 60 points.
- 5) *Radiation Pulse:* The character's attack takes the form of pulses of deadly radiation. Add Autofire (5 shots; +½). 67 Active Points; total cost 45 points.
- 6) *Sickening Deadly Radiation:* The character's attack also causes the target to become sick and weak. Add Drain CON 3d6 (30 Active Points); Linked (-½), Only Works On Living Beings (-¼) (total cost: 17 points). 45 + 30 = 75 Active Points; total cost 30 + 17 = 47 points.
- 7) *Truly Deadly Radiation:* The character's radiation bolt is so deadly that it affects even the mightiest targets. Decrease to RKA 2d6 and add NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1). 90 Active Points; total cost 60 points.
- 8) *Irradiating Deadly Radiation:* The character's radiation bolt irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). 45 Active Points; total cost 30 points.



RADIATION ACCIDENT

Effect: Severe Transform 10d6 (living being to living being with new/different superpowers)
Target: One character
Duration: Instant
Range: 1,500m
END Cost: 15

Description: The character can project a blast of radiation so powerful that it may mutate the character (sometimes, for whatever reason, the effect fails to work at all). The mutation grants him superpowers — or, if he already has superpowers, it changes the ones he has. It doesn't alter the character's memories, and rarely affects his Skills (except where they represent superpowers instead of learning and experience). His Complications may change as well, to the extent radiation can affect them.

The GM must randomly determine what powers the target gains, or how his powers alter. He could use the Superhero Gallery on pages 243-87 of *Champions*, flip through this book until

BODY OF RADIATION

If you want to create a character whose body is radioactive, you can represent that with the Radiation Field power (typically with the *Small Radiation Field* option). If the character's body actually consists of pure radiation, buy a Desolidification power similar to Body Of Electricity (page 121), plus Radiation Field and whatever other powers seem appropriate.

he sees something he likes, or come up with a set of powers dramatically appropriate to the current state of the campaign. The standard rules for granting powers and abilities with Transform still apply (see 6E1 306). The character has no control whatsoever over the powers the target develops.

Generally speaking, undergoing a radiation accident should be a traumatic process. The results may ultimately benefit the character, but at first he may have difficulty using his new powers (for example, his existing Combat Skill Levels may not apply to them) or suffer other problems.

Game Information: Severe Transform 10d6 (living being to living being with new/different super-powers, heals back through various super-scientific means) (150 Active Points); No Conscious Control (character can control activation of power, but has no control over the result; -1), Activation Roll 14- (-¼), Limited Target (living beings; -¼), All Or Nothing (-½). Total cost: 50 points.

Options:

- 1) *Sickening Radiation Accident:* The character's attack also causes the target to become sick and weak. Add Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1) (60 Active Points); Linked (-½), Only Works On Living Beings (-¼) (total cost: 34 points). 150 + 60 = 210 Active Points; total cost 50 + 34 = 84 points.
- 2) *Irradiating Radiation Accident:* The character's radiation attack irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). 150 Active Points; total cost 50 points.

RADIATION BLAST

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can fire a bolt of radiation so intense that it can inflict serious physical injury, and even propel a target backwards.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Radiation Blast:* Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Radiation Blast:* Decrease to Blast 8d6. Total cost: 40 points.
- 3) *Sickening Radiation Blast I:* The character's Radiation Blast also causes the target to become nauseous and weak. Add Drain CON 3d6 (30 Active Points); Linked (-½), Only Works On Living Beings (-¼) (total cost: 17 points). 60 + 30 = 90 Active Points; total cost 60 + 17 = 77 points.

- 4) *Sickening Radiation Blast II:* The character's Radiation Blast has no physical force; it simply causes temporary sickness and weakness in the target, often making him pass out. Decrease to Blast 6d6 and add NND (defense is Life Support [Safe Environment: High Radiation]; +1). Total cost: 60 points.
- 5) *Sickening Radiation Blast III:* The character's Radiation Blast not only weakens the target; it can cause injury. Decrease to Blast 4d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1). Total cost: 60 points.
- 6) *Pure Radiation Blast:* The character's Radiation Blast can cause physical injury (such as deep tissue burns), but has no physical impact. Add No Knockback (-¼). 60 Active Points; total cost 48 points.
- 7) *Irradiating Radiation Blast:* The character's Radiation Blast irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). Total cost: 60 points.

RADIATION FIELD

Effect: RKA ½d6, NND, Does BODY, Damage Shield
Target: 1m Radius
Duration: Constant
Range: Touch
END Cost: 0

Description: An area of intense radiation surrounds the character's body. Anyone who comes within 1m of him or touches him, or whom he Grabs, suffers radiation burns and the like.

Game Information: RKA ½d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Area Of Effect (1m Radius around character; +¼), Reduced Endurance (0 END; +½) (45 Active Points); No Range (-½), Only Works On Living Beings (-½), Side Effects (irradiates environment, always occurs; -0). Total cost: 22 points.

Options:

- 1) *Radiation Field Variant I:* Change to Blast 2d6. 45 Active Points; total cost 22 points.
- 2) *Radiation Field Variant II:* Change to Drain CON 1d6 and remove Does BODY (+1) and change Only Works On Living Beings to (-¼). 35 Active Points; total cost 20 points.
- 3) *Small Radiation Field:* The character's body is radioactive, and can cause burns and injury to anyone who touches him. Remove Area Of Effect (1m Radius; +¼). 42 Active Points; total cost 21 points.



RADIATION SICKNESS

Effect: Drain CON 6d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a blast of withering radiation that makes living beings sicken.

Game Information: Drain CON 6d6. Total cost: 60 points.

Options:

- 1) *Stronger Sickness:* Increase to Drain CON 8d6. Total cost: 80 points.
- 2) *Weaker Sickness:* Decrease to Drain CON 4d6. Total cost: 40 points.
- 3) *Irresistible Radiation Sickness:* Only defenses against hard radiation can protect a target from this attack. Add NND (defense is Life Support [Safe Environment: High Radiation]; +0). Total cost: 75 points.
- 4) *Sickness Field:* The character can emit a field of sickening radiation. Decrease to Drain CON 4d6 and add Area Of Effect (8m Radius; +½). Total cost: 60 points.
- 5) *Irradiating Radiation Sickness:* The character's attack irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). 60 Active Points; total cost 60 points.



RADIOACTIVE ZONE

Effect: Change Environment (create radiation)
Target: 32m radius
Duration: Constant
Range: 240m
END Cost: 5

Description: The character can create a field of intense radiation equal to 300 rads — about one-twentieth of the radiation emitted by an unshielded nuclear reactor core. Characters exposed to such intense radiation often sicken, and may die.

For purposes of this power, every 50 rads of radiation costs 4 Character Points as a combat effect. Compare the rads received to the character's CON and consult the accompanying table to determine the effect. The GM may, if necessary, adjust the results of the table to keep this power from unbalancing or hindering the game, since its effects can be somewhat more extreme than a typical damaging Change Environment power.

Game Information: Change Environment (create radiation field), 300 rads, Area Of Effect (32m Radius; +1). Total cost: 48 points.

Options:

- 1) *Larger Zone:* Increase to Area Of Effect (250m Radius; +1¾). Total cost: 66 points.
- 2) *Smaller Zone:* Decrease to Area Of Effect (16m Radius; +¾). Total cost: 42 points.
- 3) *More Intense Zone:* Increase to 500 rads. Total cost: 80 points.
- 4) *Milder Zone:* Decrease to 150 rads. Total cost: 24 points.

DEFENSIVE POWERS



RADIATION BASTION

Effect: Power Defense (20 points); Only Works Against Limited Type Of Attack (radiation; -½)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's Radiation Powers make it difficult to weaken or sicken him with radiation.

Game Information: Power Defense (20 points) (20 Active Points); Only Works Against Limited Type Of Attack (radiation; -¾). Total cost: 11 points.

Options:

- 1) *Strong Bastion:* Increase to Power Defense (30 points). 30 Active Points; total cost 17 points.
- 2) *Weak Bastion:* Decrease to Power Defense (10 points). 10 Active Points; total cost 6 points.
- 3) *Tiring Bastion:* The character's defenses don't protect him all the time; he has to concentrate to maintain them. Add Costs Endurance (-½). Total cost: 9 points.
- 4) *Group Bastion:* The character can also give his friends the power to protect themselves from radiation. Add Usable By Nearby (+1) and Costs Endurance (-½). 40 Active Points; total cost 18 points.

RADIATION EFFECTS

Exposure (Rads) is...	Effect
Greater than 5 x CON	Radiation Sickness: Individual loses 1d6 CON (heals normally)
Greater than 10 x CON	Serious Sickness: Lose 2d6 CON (heals normally)
Greater than 20 x CON	Internal Damage: Lose 2d6 CON and 1d6 BODY (heals normally)
Greater than 30 x CON	Lethal Threshold: Lose 3d6 CON and 2d6 BODY (heals at half normal rate)
Greater than 50 x CON	Fatal Dose: Lose 4d6 CON and 3d6 BODY (does not heal)

Armor and other defenses do not reduce BODY damage from radiation; consider it as NND Does BODY damage, with the defense being Life Support: Safe Environment (High Radiation).



RADIATION RESISTANCE

Effect: Life Support (Safe Environment: High Radiation)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's powers make him naturally immune to the effects of ordinary radiation.

Game Information: Life Support (Safe Environment: High Radiation). Total cost: 2 points.



RADIATION SHIELD

Effect: Resistant Protection (15 PD/15 ED)

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can create a screen of protective radiation around himself.

Game Information: Resistant Protection (15 PD/15 ED) (45 Active Points); Costs Endurance (-½). Total cost: 30 points.

Options:

- 1) **Strong Shield:** Increase to Resistant Protection (20 PD/20 ED). 60 Active Points; total cost 40 points.
- 2) **Weak Shield:** Decrease to Resistant Protection (10 PD/10 ED). 30 Active Points; total cost 20 points.
- 3) **Irradiating Radiation Shield:** The character's Radiation Shield irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). 45 Active Points; total cost 30 points.

- 4) **Radiation Invulnerability:** The character's powers make him virtually immune to the damage from radiation. Add the following:

Cost Power

- 8 **Enhanced Radiation Shield:** Resistant Protection (+0 PD/+10 ED) (15 Active Points); Only Works Against Limited Type Of Attack (radiation; -¾)
- 34 **Radiation Protection:** Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Limited Type Of Attack (radiation; -¾)

Total cost: 42 points.

SENSORY POWERS



HUMAN GEIGER COUNTER

Effect: Detect Radiation

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can perceive and analyze radiation (not all types of energy, or even all types of electromagnetic radiation, but the sort of hard radiation that geiger counters detect).

Game Information: Detect Radiation (INT Roll) (no Sense Group), Discriminatory, Analyze, Range. Total cost: 18 points.

Options:

- 1) **Radiation Sense:** The character can perceive radiation without having to concentrate. Add Sense. Total cost: 20 points.

SHAPE ALTERATION POWERS



Shape Alteration Powers represent a character's ability to change his own form and shape. The change may only affect part of his body (allowing him to grow claws, or enhance the muscles in his legs), or it may involve a complete change of form. This category doesn't include the ability to alter other characters' shape; for that sort of ability, see the Matter Manipulation Powers section. You might also want to look at Animal Powers, Body Control Powers, and Size Alteration Powers; many of those abilities could be re-defined as "changing shape or form."

The two basic Powers for this category are Multiform and Shape Shift. You should use Multiform when a change substantially alters a character's abilities; examples include a metamorph who can transform himself into various animal shapes, or a character with a malleable body who can change into an airplane or similar objects. You should use Shape Shift when the changes the character can make in his body are more "cosmetic" — when they don't change his powers or abilities, but just the way others perceive him. See the Basic Powers, below, for examples.

BASIC POWERS



FORM ALTERATION

Effect: Multiform (one other form of up to 300 Character Points)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has the ability to assume the form of one being or object built with 300 Character Points. This is often an animal form, but it doesn't have to be; the character simply has to define the alternate form when he purchases the power. For alternate forms of greater or lesser cost, simply recalculate the cost of the power accordingly.

Game Information: Multiform (alternate form built on up to 300 Total Points; true form is human form). Total cost: 60 points.

Options:

- 1) *Multiple Forms:* The character can change into multiple alternate forms, though he must define those forms when he purchases the power. Add the ability to change into up to eight forms. Total cost: 75 points.
- 2) *Swift Change:* The character can assume his alternate form quickly and easily. Add Instant Change. Total cost: 65 points.
- 3) *Tiring Change:* Changing forms places some strain on the character's system. Add Costs Endurance (to change forms; $-\frac{1}{2}$). Total cost: 40 points.
- 4) *Altered Nature:* The character must take care not to spend too long in alternate form, lest the alternate form's instincts overwhelm his human personality. This only applies if the alternate form has a different personality (animal instincts, for example). Add Personality Loss (1 Minute; $-1\frac{3}{4}$). Total cost: 22 points.
- 5) *True Form Alteration:* The character can alter his form into nearly any creature or being built on up to 300 Total Points. The GM may wish to restrict or forbid this ability to preserve game balance. In any event, a character should not be allowed to change into a form for which he does not have a prepared character sheet (or one he can use from a book like the *HERO System Bestiary*) to avoid slowing down or complicating the game. Change to Variable Power Pool, 60 Pool + 60 Control Cost, Powers Can Be Changed As A Half-Phase Action ($+\frac{1}{2}$); Only For Multiform ($-\frac{1}{4}$). $60 + 45 = 105$ Active Points; total cost $60 + 36 = 96$ points.
- 6) *Restricted True Form Alteration:* As True Form Alteration, but with restrictions on the forms the character can assume — only animals, for example. This increases the value of the Limitation, though the GM may leave it at $-\frac{1}{4}$ if the category of forms is so broad it doesn't really impose additional hindrances on the character. Change to Only For [Defined Category] Multiforms ($-\frac{1}{2}$). Total cost: $60 + 30 = 90$ points.

**HUMAN MIMICRY**

Effect: Shape Shift (any humanoid form), Imitation
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: This is a tailored example of *Shape Alteration*, below. The character can alter his form to resemble any other human or humanoid being. The only ways to discern his true identity are to read his mind or perform a cellular analysis.

Game Information: Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any humanoid form), Imitation. Total cost: 37 points.

Options:

- 1) *Easy Human Mimicry:* The character only has to pay END when shifting shape; thereafter maintaining his new shape doesn't tire him out. Add Costs Endurance Only To Change Shape (+¼). Total cost: 46 points.
- 2) *Swift Human Mimicry:* The character can change shape quickly. Add Instant Change. Total cost: 42 points.
- 3) *Enhanced Human Mimicry I:* Even cellular analysis can't tell the character apart from whoever he's imitating. Add Cellular. Total cost: 47 points.
- 4) *Enhanced Human Mimicry II:* As Enhanced Human Mimicry I, but the character can change shape quickly. Add Instant Change. Total cost: 52 points.
- 5) *Restricted Human Mimicry I:* The character can change into other humanoid shapes at will, but if he wants to imitate someone, he has to touch that person. Remove Imitation from power (changing its cost to 27 points) and then buy it as a naked Adder: Imitation (10 Active Points); Must Touch Person To Be Imitated Skin-To-Skin (-1) (total cost: 5 points). Total cost of power: 32 points.
- 6) *Restricted Human Mimicry II:* As Restricted Human Mimicry I, but the character needs an actual biological sample — typically blood or skin cells — from the person to be imitated. Change Must Touch Person To Be Imitated Skin-To-Skin (-1) to Must Have Biological Sample from Person To Be Imitated (-1½). Total cost of Imitation 4 points; total cost of power 31 points.
- 7) *Restricted Human Mimicry III:* The character can only change his body; his clothing, small carried items, and the like remain unchanged. Add Affects Body Only (-½). 37 Active Points; total cost 25 points.

**SHAPE ALTERATION**

Effect: Shape Shift (Sight Group, one form)
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can alter the appearance of his form to the Sight Group by assuming a single other shape. He must define this shape when he purchases the power. He still sounds, feels, smells, tastes, and appears to Radio Senses like his normal form. (See the *Human Mimicry* and *Appearance Manipulation* powers, below, for more defined versions of this power.)

Several Adders could apply to this power or any of its options. You can add *Imitation* to any of the options for +10 Character Points, and *Cellular* for another +10 Character Points. *Instant Change* (the ability to alter shape as a Zero-Phase Action) costs +5 Character Points.

Game Information: Shape Shift (Sight Group, one form). Total cost: 8 points.

Options:

Multiple Shapes: The character can assume more than one shape, but only as to the Sight Group.

- 1) *Multiple Shapes I:* The character can assume any one of four predefined shapes, but the change still only applies to Sight Group senses. Increase to Shape Shift (Sight Group, four predefined forms). Total cost: 11 points.
- 2) *Multiple Shapes II:* The character can assume any form within a predefined limited group (such as "humanoids," "animals," or "furniture"), but the change still only applies to Sight Group senses. Increase to Shape Shift (Sight Group, Limited Group of forms). Total cost: 13 points.
- 3) *Multiple Shapes III:* The character can assume any shape, but the change still only applies to Sight Group senses. Increase to Shape Shift (Sight Group, any form). Total cost: 18 points.

Multiple Senses (Sight, Hearing, Touch): The character's shape(s) change as to these three Sense Groups.

- 4) *Multiple Senses I:* The character's ability to change shape affects not only how people see him, but how he sounds and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, one form). Total cost: 18 points.
- 5) *Multiple Senses II:* The character can assume any one of four predefined forms, and this change affects how he looks, sounds, and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, four predefined forms). Total cost: 21 points.
- 6) *Multiple Senses III:* The character can assume any form within a predefined limited group (such as "humanoids," "animals," or "furniture"), and this change affects how he looks, sounds, and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, Limited Group of forms). Total cost: 23 points.

- 7) *Multiple Senses IV*: The character can assume any form, and this change affects how he looks, sounds, and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, any form). Total cost: 28 points.

Multiple Senses (all but Mental): The character's shape(s) change as to all Sense Groups except the Mental Sense Group (for that, see *Psychomorph*, page 242).

- 8) *Multiple Senses V*: The character's ability to change shape affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, one form). Total cost: 22 points.
- 9) *Multiple Senses VI*: The character can assume any one of four predefined forms, and this change affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, four predefined forms). Total cost: 25 points.
- 10) *Multiple Senses VII*: The character can assume any form within a predefined limited group (such as "humanoids," "animals," or "furniture"), and this change affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, Limited Group of forms). Total cost: 27 points.
- 11) *Multiple Senses VIII*: The character can assume any form, and this change affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any form). Total cost: 32 points.

Linked Abilities

- 12) *Shape Powers*: The character can use some or all of the powers of the form he changes to. If he changes to a "winged man" form, he can have Flight; if he changes into an animal, he could have extra Running or claws. Due to the high cost of simulating all of the major abilities (never mind *all* the abilities) of various forms, this power becomes quite expensive — and if anything, this VPP is too small. Multiform is a preferable method for creating such radical alterations in a character's shape. Additionally, this power requires the GM's permission because it involves Linking an entire Power Framework to a power. Character also buys Variable Power Pool, 100 Pool + 100 Control Cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Linked (to Shape Shift; -¼), Only To Create Powers Of Shifted Form (-¼). 100 + 150 = 250 Active Points; total cost 100 + 100 = 200 points.
- 13) *Large Forms*: The character can become taller/larger than the +10% allowed by the normal Shape Shift power. Character also buys Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, 6,400 kg, +4 OCV to hit character, +4 PER Rolls to perceive character, 8m tall, 4m wide) (50 Active Points); Linked (need not be proportional to Shape Shift; -¼). Total cost: 40 points.

- 14) *Small Forms*: The character can become shorter/smaller than the -10% allowed by the normal Shape Shift power. Character also buys Shrinking (.25 m tall, .2 kg mass, -6 to PER Rolls to perceive character, +6 DCV, takes +18m KB) (18 Active Points); Linked (need not be proportional to Shape Shift; -¼). Total cost: 14 points.

OFFENSIVE POWERS



ARMS INTO BLADES

Effect: HKA 1d6 (plus STR), Armor Piercing
Target: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character can reshape his hands or arms into razor-sharp cutting and stabbing blades.

Game Information: HKA 1d6 (plus STR), Armor Piercing (+¼). Total cost: 19 points.

Options:

- 1) *Bigger Blades*: Increase to HKA 1½d6 (plus STR). Total cost: 31 points.
- 2) *Smaller Blades*: Decrease to HKA ½d6 (plus STR). Total cost: 12 points.
- 3) *Arms Into Clubs*: The character can transform his hands into sledgehammers, blunt maces, blocks of stone, or some other type of bludgeon. Change to HA +3d6 (15 Active Points); Hand-To-Hand Attack (-¼). Total cost: 12 points. (The character could buy this ability in a Multipower with Arms Into Blades; this would cost 19 (reserve) + 2 + 1 = 22 points.)



HORRIFIC TRANSFORMATION

Effect: +20 PRE, Only For Fear-Based Presence Attacks During Transformation
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's change of shape is particularly horrifying, disgusting, or disturbing. People who witness the transformation are likely to run screaming in fear. (In game terms, when the character changes shape he always makes an accompanying Presence Attack with the command "run in fear from the terrible shapechanger!")

Game Information: +20 PRE (20 Active Points); Only For Fear-Based Presence Attacks During Transformation (-1½). Total cost: 8 points.

Options:

- 1) *Really Horrifying Change*: Increase to +30 PRE. 30 Active Points; total cost 12 points.
- 2) *Less Horrifying Change*: Decrease to +10 PRE. 10 Active Points; total cost 4 points.



NATURAL WEAPONRY

Effect: HKA 1d6 (plus STR)
Target: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: The character can morph part of his body to create natural weaponry. He could grow claws from his hands, turn his mouthful of teeth into a mouthful of fangs, sprout horns, or the like.

Game Information: HKA 1d6 (plus STR). Total cost: 15 points.

Options:

- 1) *Bigger Natural Weapons:* Increase to HKA 1½d6 (plus STR). Total cost: 25 points.
- 2) *Smaller Natural Weapons:* Decrease to HKA ½d6 (plus STR). Total cost: 10 points.
- 3) *Blunt Natural Weapons:* Change to HA +3d6 (15 Active Points); Hand-To-Hand Attack (-¼). Total cost: 12 points.

DEFENSIVE POWERS



ARMOR UP

Effect: Resistant Protection (9 PD/9 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character alters the shape and nature of his skin, making it into something flexible, yet protective — such as chitin, “organic metal,” or “organic wood.”

Game Information: Resistant Protection (9 PD/9 ED) (27 Active Points); Costs Endurance (-½). Total cost: 18 points.

Options:

- 1) *Tougher Armor:* Increase to Resistant Protection (12 PD/12 ED). 36 Active Points; total cost 24 points.
- 2) *Softer Armor:* Decrease to Resistant Protection (6 PD/6 ED). 18 Active Points; total cost 12 points.

MOVEMENT POWERS



GROW WINGS

Effect: Flight 24m, Restrainable
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can grow wings, thus enabling him to fly. (See the *Wings* power, page 28, for other options.)

Game Information: Flight 24m (24 Active Points); Restrainable (-½). Total cost: 16 points.

Options:

- 1) *Strong Wings:* Increase to Flight 30m. 30 Active Points; total cost 20 points.
- 2) *Weak Wings:* Decrease to Flight 18m. 18 Active Points; total cost 12 points.
- 3) *Manipulable Wings:* The character can rapidly grow and re-absorb his wings, making it impossible to foul or snare them. Remove Restrainable (-½). Total cost: 24 points.

**LEG ENHANCEMENT**

Effect: Running +14m, Leaping +28m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can alter the shape of, or enhance the musculature of, his legs so that he can run faster and leap further.

Game Information:**Cost Power**

- 11 **Leg Enhancement:** Multipower, 14-point reserve, all Extra Time (Full Phase to activate; -¼)
 1f **1) Enhanced Running:** Running +14m; Extra Time (Full Phase to activate; -¼)
 1f **2) Enhanced Leaping:** Leaping +28m; Extra Time (Full Phase to activate; -¼)

Total cost: 13 points.

Options:

- 1) *Stronger, Longer Legs:* Increase Multipower reserve to 20 points, slot one to Running +20m, and slot two to Leaping +40m. Total cost: 20 points.
 2) *Weaker, Shorter Legs:* Decrease Multipower reserve to 10 points, slot one to Running +10m, and slot two to Leaping +20m. Total cost: 10 points.

SENSORY POWERS**SENSORY ENHANCEMENT**

Effect: Various (see below)
Target: Self
Duration: Constant
Range: Self
END Cost: Varies

Description: The character can alter the shape or nature of his sensory organs to improve his ability to perceive. A character can buy whichever of the listed powers he wants.

Game Information:**Cost Power**

- 3 **Animal's Nose I:** +2 PER for Smell/Taste Group; Costs Endurance (-½)
 3 **Animal's Nose II:** Tracking for Normal Smell; Costs Endurance (-½)
 3 **Bigger Ears:** +2 PER for Hearing Group; Costs Endurance (-½)
 3 **Bigger Eyes:** +2 PER for Sight Group; Costs Endurance (-½)
 3 **Cat's Eyes:** Nightvision; Costs Endurance (-½)
 6 **Falcon's Eyes:** +6 versus Range for Sight Group; Costs Endurance (-½)

MISCELLANEOUS POWERS**APPEARANCE MANIPULATION**

Effect: Shape Shift (Sight Group), Imitation
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can alter the cosmetic details of his appearance — hair color, eye color, facial shape, lack or presence of facial and body hair, and so forth.

Game Information: Shape Shift (Sight Group), Imitation, Makeover, Reduced Endurance (0 END; +½) (34 Active Points); Cosmetic Details Only (-¼), Extra Time (takes 1 Minute to alter shape; -¾). Total cost: 17 points.

Options:

- 1) *Scent Manipulation:* The character can alter his scent, thereby throwing off hunting dogs and other creatures that track by smell. Change to Shape Shift (Smell/Taste Group), Imitation, Reduced Endurance (0 END; +½) (18 Active Points); Extra Time (takes 1 Minute to alter scent; -¾). Total cost: 10 points.

**DNA ALTERATION**

Effect: Shape Shift (Sight and Touch Groups), Cellular, Imitation, Only To Alter DNA
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can alter his DNA at will, even imitating the DNA of other people if necessary.

Game Information: Shape Shift (Sight and Touch Groups), Cellular, Imitation (33 Active Points); Only To Alter DNA (-2). Total cost: 11 points.

Options:

- 1) *Fingerprint Alteration:* Instead of changing his DNA, the character can only change his fingerprints. Change to Only To Alter Fingerprints (-1½). Total cost: 13 points.

**GROW GILLS**

Effect: Life Support (Expanded Breathing: Breathe Underwater)
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can grow gills, thus enabling him to breathe underwater.

Game Information: Life Support (Expanded Breathing: Breathe Underwater) (5 Active Points); Costs Endurance (-½). Total cost: 3 points.

**HUMAN LOCKPICK**

Effect: Lockpicking (DEX Roll +5)
Target: One lock
Duration: Instant
Range: Touch
END Cost: 1

Description: The character can extend tiny portions of his finger into a mechanical lock, adjusting the tumblers by feel until it opens.

Game Information: Lockpicking (DEX Roll +5) (13 Active Points); Costs Endurance (-½), Only Versus Mechanical Key Locks (-1). Total cost: 5 points.

Options:

- 1) *Precise Lockpick:* Increase to Lockpicking (DEX Roll +10). 23 Active Points; total cost 9 points.
- 2) *Simple Lockpick:* Decrease to Lockpicking (DEX Roll). 3 Active Points; total cost 1 point.

**TWO-DIMENSIONAL FORM**

Effect: See text
Target: Self
Duration: Varies
Range: Self, Touch
END Cost: Varies

Description: The character can alter the shape of his body so that he has a form with only two dimensions, height and width (or nearly only two). When in this form, he can slip underneath doors and through tiny cracks, become “invisible” by turning edge-on to a person’s perceptions (a difficult trick to maintain), glide easily, and inflict vicious poking damage.

Game Information:**Cost Two-Dimensional Form**

- 14 **Two-Dimensional Form:** Desolidification (affected by any attack) (40 Active Points); Only To Pass Through Long, Narrow Cracks (-¾), Does Not Protect Against Damage (-1)
- 18 **Edge-On Invisibility:** Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Chameleon (-½), Only Versus A Single Person At Once (-1)
- 8 **Glide Like Paper:** Flight 16m (16 Active Points); Gliding (-1)
- 30 **Two-D Poke:** Armor Piercing (x2; +½) for up to 20 STR, Affects Physical World (+2)

Total cost: 70 points.

Options:

- 1) *Two-Dimensional Body:* The character has a two-dimensional form permanently. Change to:

Cost Two-Dimensional Body

- 28 **Two-Dimensional Form:** Desolidification (affected by any attack), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼) (90 Active Points); Always On (-½), Only To Pass Through Long, Narrow Cracks (-¾), Does Not Protect Against Damage (-1)
- 18 **Edge-On Invisibility:** Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Chameleon (-½), Only Versus A Single Person At Once (-1)
- 8 **Glide Like Paper:** Flight 16m (16 Active Points); Gliding (-1)
- 30 **Two-D Poke:** Armor Piercing (x2; +½) for up to 20 STR, Affects Physical World (+2)

Total cost: 84 points.

The character should also take the following Complications:

- 30 **Vulnerability:** 2 x Effect from Knockback (Very Common)
- 30 **Vulnerability:** 2 x BODY from Killing Attacks (Very Common)

**VOICE MANIPULATION**

Effect: Shape Shift (Hearing Group), Imitation, Voice Only
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can change his voice at will, even flawlessly imitating other peoples’ voices as well as other sounds.

Game Information: Shape Shift (Hearing Group, any humanoid voice), Imitation (20 Active Points); Voice Only (power doesn’t change character’s appearance to Sonar or the like, it just alters his voice; -¼). Total cost: 16 points.

Options:

- 1) *Weak Voice Manipulation:* The character can change his voice, but not precisely enough to imitate other people. Remove Imitation. 10 Active Points; total cost 8 points.
- 2) *Easy Voice Manipulation:* Maintaining a change of voice doesn’t tire the character out. Add Costs Endurance Only To Activate (+¼). 25 Active Points; total cost 20 points.
- 3) *Lengthy Voice Manipulation:* It takes the character a little time to alter his voice. Add Extra Time (takes 1 Turn to alter voice; -¾). Total cost: 10 points.
- 4) *Focused Voice Manipulation:* The character has to concentrate to change his voice. Add Concentration (½ DCV; -¼). Total cost: 13 points.

SIZE ALTERATION POWERS



Characters with Size Alteration Powers can become much bigger or smaller than normal (sometimes both). The basic powers for doing this are, naturally enough, Growth and Shrinking, but characters can create many related powers based on the effects of being extremely large or extremely small. See the Size Templates on 6E1 442-45 for more information on the effects of being unusually large or small in *HERO System* terms.

BASIC POWERS



ENORMOUS SIZE

Effect: Growth (8m tall)
Target: Self
Duration: Constant
Range: Self
END Cost: 5

Description: The character can grow to a height of as much as 32 meters (105 feet). While at that height, he becomes prodigiously strong and much tougher — but also easier to perceive and to hit in combat.

Game Information: Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, 6,400 kg, +4 OCV to hit character, +4 PER Rolls to perceive character, 8m tall, 4m wide). Total cost: 50 points.

Options:

- 1) *Huge Size:* Increase to Growth (+45 STR, +15 CON, +15 PRE, +9 PD, +9 ED, +9 BODY, +18 STUN, +7m Reach, +36m Running, -18m KB, +6 to others' OCV to hit character, +6 to others' PER Rolls to perceive character, 16m tall, 8m wide, 50,000 kg). Total cost: 90 points.
- 2) *Gigantic Size:* Growth (+60 STR, +20 CON, +20 PRE, +12 PD, +12 ED, +12 BODY, +24 STUN, +15m Reach, +48m Running, -24m KB, +8 to others' OCV to hit character, +8 to others' PER Rolls to perceive character, 32m tall, 16m wide, 400,000 kg). Total cost: 120 points.
- 3) *Easy Growth:* Remaining at gigantic sizes doesn't tire the character out. Add Costs Endurance Only To Activate (+¼). Total cost: 62 points.
- 4) *Tiring Growth:* Remaining at gigantic sizes places a terrible strain on the character's body. Add Increased Endurance Cost (x2 END; -½). 50 Active Points; total cost 33 points.



MICROSIZE

Effect: Shrinking (.032 m tall)
Target: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can shrink to a height of as little as .032 meters (about 1 inch). While at that height, he's much harder to perceive, or to hit in combat, but he gets knocked around easily if an attack does hit him.

Game Information: Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB). Total cost: 36 points.

Options:

- 1) *Picosize:* Increase to (.008 m tall [about .25 inch], .0000063 kg mass, -16 to PER Rolls to perceive character, +16 DCV, takes +48m KB). Total cost: 48 points.
- 2) *Miniature Size:* Decrease to (.125 m tall [about 4 meters], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +24m KB). Total cost: 24 points.
- 3) *Easy Microsize:* Changing size only stresses the character's metabolism while he's doing it; once he stops shrinking, he can remain at reduced height without difficulty. Add Costs Endurance Only To Activate (+¼). Total cost: 45 points.
- 4) *Tiring Microsize:* Remaining at tiny sizes places a significant strain on the character's body. Add Increased Endurance Cost (x2 END; -½). 36 Active Points; total cost 24 points.
- 5) *Small But Slow:* While small, the character can't run very fast. Add Side Effect (reduce Running by -2m per 10 points of Shrinking, to a minimum of 2m, always occurs; -½). 36 Active Points; total cost 24 points.
- 6) *Small But Weak:* While small, the character can't exert his full Strength. Character applies the *Reduced By Shrinking* (-¼) Limitation (6E1 283) to his STR.
- 7) *Let's Get Small:* The character can make his friends tiny, too. Add Usable Simultaneously (up to four people at once; +¾). Total cost: 63 points.

OFFENSIVE POWERS



GIGANTIC MUSCLES

Effect: +20 STR, Linked to Growth
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: As he grows, the character becomes even stronger than normal growing characters. He gains +5 STR per level of Growth (adjust the cost to suit if the character has less than 120 points' worth of Growth [Gigantic]).

Game Information: +20 STR (20 Active Points); Linked (to Growth, gains +5 STR per level of Growth; -½). Total cost: 13 points.

Options:

- 1) *Really Gigantic Muscles:* Increase to +40 STR (+10 STR per level of Growth). 40 Active Points; total cost 27 points.



GIGANTIC SWING

Effect: Area Of Effect (8m long, 120-degree Cone) for up to 60 STR
Target: Self
Duration: Constant
Range: Touch
END Cost: 0

Description: The character knows how to use his long, strong arms to make a powerful, scything stroke that hits several foes at once.

In game terms, this is built as an Area Of Effect (Cone) for up to 60 STR. The Cone has 8m long sides (defined by the length of the character's arms at a Huge level of Growth), and has been doubled in size to cover a 120-degree arc rather than a 60-degree arc. You should adjust the way the power's built for characters who can become taller (or not as tall), or who have greater strength.

Game Information: Area Of Effect (8m long, 120-degree Cone; +½) for up to 60 STR. Total cost: 30 points.



IMPRESSIVENESS

Effect: +20 PRE, Linked to Growth
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes even more impressive than normal growing characters. He gains +5 PRE per level points of Growth (adjust the cost to suit if the character has less than 120 points' worth of Growth).

Game Information: +20 PRE (20 Active Points); Linked (to Growth, gains +5 PRE per level of Growth; -½). Total cost: 13 points.

Options:

- 1) *Really Impressive:* Increase to +40 PRE (+10 PRE per level of Growth). 40 Active Points; total cost 27 points.



INTERNAL AGONY

Effect: Blast 6d6, Affects Physical World, Penetrating
Target: One character
Duration: Instant
Range: Special
END Cost: 10

Description: This power depends on the character's ability to become so small that he can move among the molecules of a target's body (see the *Walking Between Molecules* power, below). The character moves *into* the target and begins punching, kicking, and generally wreaking havoc. Despite the character's microscopic size, he can inflict serious damage because of the sensitive internal places he attacks.

In game terms, an Internal Agony attack qualifies as a Blast 6d6 — though the amount of “energy” released by the attack isn't nearly equal to that of most Blasts 6d6, it has an equivalent effect on the target's body because it hits such a vulnerable location. The target still gets to apply his defenses normally against the attack, but it's Penetrating, so in most cases the character can inflict at least a little damage each time.

Game Information: Blast 6d6, Affects Physical World (+2), Penetrating (+½) (105 Active Points); Only When Desolidified Inside Target (-1), No Knockback (-¼). Total cost: 47 points.

Options:

- 1) *Strong Internal Agony:* Increase to Blast 8d6. 140 Active Points; total cost 62 points.
- 2) *Weak Internal Agony:* Decrease to Blast 4d6. 70 Active Points; total cost 31 points.
- 3) *Weakening Agony:* The character can't inflict any permanent harm, but can make a target pass out by causing pain, restricting his blood flow, and so forth. Decrease to Blast 4d6, remove Penetrating (+½) and No Knockback (-¼), and add NND (defense is Desolidification or natural PD Resistant Defense of some sort; +1). 80 Active Points; total cost 40 points.
- 4) *Deadly Internal Agony I:* The character can inflict serious, even deadly, injuries while inside a target. Change to HKA 2d6 and add No STR Bonus (-½). 105 Active Points; total cost 38 points.
- 5) *Deadly Internal Agony II:* As Deadly Internal Agony I, but reduce to HKA 1d6 and add NND (defense is Desolidification or natural PD Resistant Defense of some sort; +1) and Does BODY (+1). 75 Active Points; total cost 27 points.

**MICRO-COMBAT**

Effect: Blast 6d6, Penetrating, Transdimensional
Target: One character
Duration: Instant
Range: No Range
END Cost: 7

Description: This attack resembles *Internal Agony*; it's a way of achieving the same result (becoming small enough to enter the victim and attack him "from inside") using different mechanics. Characters often buy both powers as part of a Multipower. In this case, the character doesn't need to have size-based Desolidification, but instead must have the ability to go into the Microverse (see *Enter The Microverse!*, below). Once in the Microverse, he can get inside the target and attack with impunity from another "dimension."

Game Information: Blast 6d6, Indirect (allows for Transdimensional; +½), Penetrating (+½), Transdimensional (from the Microverse to the normal-sized world; +½) (75 Active Points); No Range (must be "inside" target; -½), No Knockback (-¼). Total cost: 43 points.

Options:

- 1) *Strong Micro-Combat*: Increase to Blast 8d6. 100 Active Points; total cost 57 points.
- 2) *Weak Micro-Combat*: Decrease to Blast 4d6. 50 Active Points; total cost 28 points.
- 3) *Weakening Micro-Combat*: The character can't inflict any permanent harm, but can make a target pass out by causing pain, restricting his blood flow, and so forth. Remove Penetrating (+½) and No Knockback (-¼), and add NND (defense is Desolidification or natural PD Resistant Defense of some sort; +1). 90 Active Points; total cost 60 points.
- 4) *Deadly Micro-Combat I*: The character can inflict serious, even deadly, injuries while inside a target. Change to RKA 2d6. 75 Active Points; total cost 43 points.
- 5) *Deadly Micro-Combat II*: As *Deadly Micro-Combat I*, but reduce to RKA 1d6, remove Penetrating (+½), and add NND (defense is Desolidification or natural PD Resistant Defense of some sort; +1) and Does BODY (+1). 60 Active Points; total cost 34 points.

**OPTIC NERVE TRAMPOLINE**

Effect: Sight Group Flash 6d6, NND, Transdimensional
Target: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: This power is similar to *Micro-Combat*; characters often buy it with that power in a Multipower or the like. It allows the character to get inside the character's nervous system and assault his optic nerve, creating temporary blindness.

Game Information: Sight Group Flash 6d6, NND (defense is Desolidification or inherent Sight Group Flash Defense; +0), Indirect (allows for

Transdimensional; +½), Transdimensional (from the Microverse to the normal-sized world; +½) (60 Active Points); No Range (must be "inside" target; -½). Total cost: 40 points.

Options:

- 1) *Strong Assault*: Increase to Sight Group Flash 8d6. 80 Active Points; total cost 53 points.
- 2) *Weak Assault*: Decrease to Sight Group Flash 4d6. 40 Active Points; total cost 27 points.
- 3) *Auditory Nerve Trampoline*: Instead of impairing the target's sight, the character can disrupt his hearing. (Characters often buy this power in a Multipower with Optic Nerve Trampoline; they can also include other slots for other senses.) Change to Hearing Group Flash 10d6 (and change "Sight Group Flash Defense" to Hearing Group Flash Defense as a defense to the NND). 60 Active Points; total cost 40 points.
- 4) *Optic Internal Agony*: This variant accomplishes the same thing, but uses the "Internal Agony" power structure instead. Change to Sight Group Flash 5d6, NND (defense is Desolidification or inherent Sight Group Flash Defense; +½), Affects Physical World (+2) (75 Active Points); Only When Desolidified Inside Target (-1). Total cost: 37 points.

DEFENSIVE POWERS**FORM COHESION**

Effect: Resistant (+½) for 12 PD/12 ED
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As the character shrinks in size, his molecules become more compact, making him more resistant to damage. He gains Resistant (+½) for 2 PD/2 ED for every 6 points' worth of Shrinking he uses (this power, as built, assumes the character as 36 points' worth of Shrinking total).

Game Information: Resistant (+½) for 12 PD/12 ED (12 Active Points); Linked (to Shrinking; -¼). Total cost: 10 points.

Options:

- 1) *Form Cohesion Variant*: Instead of becoming more resistant to lethal damage, the character just becomes generally tougher. Substitute +12 PD. 12 Active Points; total cost 10 points.
- 2) *Neural Cohesion*: The character's mind also becomes more "compact," and thus tougher to hurt or probe mentally. When he uses his first 10 points of Shrinking, he gains 2 points of Mental Defense. Each additional level of Shrinking he uses adds +2 Mental Defense. Character also buys Mental Defense (12 points); Linked (-½). 12 Active Points; total cost 8 points.

**GIGANTIC DEFENSE**

Effect: +20 PD and ED, Linked to Growth
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes even tougher to hurt than normal growing characters. He gains +5 PD and ED per level of Growth (adjust the cost to suit if the character has less than 120 points' worth of Growth).

Game Information: +20 PD (20 Active Points); Linked (to Growth, gains +5 PD per level of Growth; -¼) (total cost: 16 points) **plus** +20 ED (20 Active Points); Linked (to Growth, gains +5 ED per level of Growth; -¼) (total cost: 16 points). Total cost: 32 points.

Options:

- 1) *Really Gigantic Defenses:* Increase to +40 PD and ED (+10 PD/ED per level of Growth). 40 and 40 Active Points; total cost 32 and 32 points.

**GIGANTIC PHYSIQUE**

Effect: +20 CON, Linked to Growth
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes even harder and more resistant to being stunned than normal growing characters. He gains +5 CON per level of Growth (adjust the cost to suit if the character has less than 120 points' worth of Growth).

Game Information: +20 CON (20 Active Points); Linked (to Growth, gains +5 CON per level of Growth; -¼). Total cost: 16 points.

Options:

- 1) *Really Gigantic Physique:* Increase to +40 CON (+10 CON per level of Growth). 40 Active Points; total cost 32 points.

**GIGANTIC RESILIENCE**

Effect: Resistant (+½) for 20 PD/20 ED, Linked to Growth
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes even more resistant to lethal damage than normal growing characters. He gains Resistant for +5 PD and ED per level of Growth (adjust the cost to suit if the character has less than 120 points' worth of Growth).

Game Information: Resistant (+½) for 20 PD/20 ED (20 Active Points); Linked (to Growth, gains Resistant for +5 PD/5 ED per level of Growth; -¼). Total cost: 16 points.

Options:

- 1) *Really Gigantic Resilience:* Increase to Resistant (+½) for 40 PD/40 ED (10 PD/10 ED per level of Growth). 40 Active Points; total cost 32 points.

**GIGANTIC TOUGHNESS**

Effect: Physical and Energy Damage Reduction, Resistant, 25%, Linked to Growth
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes harder to hurt. He has to become at least 8m (8 meters) tall before this ability applies.

Game Information: Physical and Energy Damage Reduction, Resistant, 25% (30 Active Points); Linked (to Growth, only applies at 50 points' worth of Growth or more; -¼). Total cost: 24 points.

Options:

- 1) *Really Gigantic Toughness:* Increase to Damage Reduction 50%. 60 Active Points; total cost 48 points.

**NICE TRY, LITTLE MAN**

Effect: +15 PD and ED versus smaller attackers
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Smaller beings just don't cause as much harm as those of the character's size.

Game Information: +15 PD (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼) (total cost: 12 points) **plus** +15 ED (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼) (total cost: 12 points). Total cost: 24 points.

Options:

- 1) *Even Tougher:* Increase both Characteristics to +20. 20 + 20 = 40 Active Points; total cost 16 + 16 = 32 points.
- 2) *Weaker Defenses:* Decrease both Characteristics to +10. 10 + 10 = 20 Active Points; total cost 8 + 8 = 16 points.
- 3) *What Was That, A Mosquito?:* The base power assumes the character's toughness due to size doesn't work as well against Killing Attacks. Some characters don't suffer from that problem. Change to Resistant Protection (15 PD/15 ED) (45 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼). Total cost: 36 points.



MOVEMENT POWERS



ENTER THE MICROVERSE!

Effect: Extra-Dimensional Movement
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can shrink down to such tiny sizes that he enters the Microverse — the atomic and sub-atomic level of reality, where a single molecule can be an island, or even a solar system! This effectively means the character is in another reality altogether, since normal-size persons cannot perceive or interact with him in any way. However, he needs special powers (such as the Transdimensional Blasts described above) to affect normal-sized reality, and also a special sense (Spatial Correspondence Detection, below) to keep himself oriented with regard to normal-sized space.

Game Information: Extra-Dimensional Movement (any location in a single dimension [the Microverse], corresponding to the point character is at in this dimension). Total cost: 22 points.

Options:

- 1) *Come See The Microverse:* The character can shrink some of his comrades down and bring them into the Microverse with him. Add x8 Increased Mass. Total cost: 37 points.



MICROFLIGHT

Effect: Flight 24m, Linked to Shrinking
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: As the character shrinks in size, he can harness the kinetic power from compacting his molecules to propel himself through the air. He gains Flight 4m per 6 points of Shrinking (adjust the cost to suit if the character has less than 36 points' worth of Shrinking).

Game Information: Flight 24m (24 Active Points); Linked (to Shrinking, gains 4m Flight per 6 points of Shrinking used; $-\frac{1}{4}$). Total cost: 19 points.

Options:

- 1) *Faster Microflight:* Increase to Flight 36m (6m per 6 points of Shrinking). 36 Active Points; total cost 29 points.
- 2) *Slower Microflight:* Decrease to Flight 12m (2m per 6 points of Shrinking). 12 Active Points; total cost 10 points.



SURFING THE 'NET

Effect: Teleportation 20m, MegaScale, Only Through Phone Lines
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character shrinks down to such tiny size that he can ride the electronic and light impulses that carry telephone messages through

phone and fiber optic cables. The GM may require him to buy an appropriate Knowledge Skill, Navigation Skill, or Power (such as Clairsentience) to properly discern where he's going when he wants to travel to places he's never been to before.

Game Information: Teleportation 20m, MegaScale (1m = 10 km; +1¼) (45 Active Points); Only Through Phone Lines (-1). Total cost: 22 points.

Options:

- 1) *Faster Surfing*: Increase to MegaScale (1m = 100 km; +1½). 50 Active Points; total cost 25 points.
- 2) *Slower Surfing*: Decrease to Teleportation 10m. 22 Active Points; total cost 11 points.

SENSORY POWERS



GIGANTIC EYES

Effect: See below
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: When the character becomes taller, his eyes become larger, making them more efficient at seeing things and gathering light.

Game Information:

Cost Power

- 3 **Gigantic Eyes:** +2 PER with Sight Group; Linked (to Growth, only applies at 50 points' worth of Growth or more; -¼)
- 4 **Gigantic Eyes:** Nightvision; Linked (to Growth, only applies at 50 points' worth of Growth or more; -¼)

Total cost: 7 points.



SPATIAL CORRESPONDENCE DETECTION

Effect: Detect Point In Normal-Sized Space
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When the character is in the Microverse, he can stop, concentrate for a moment, and gain an exact understanding of where he currently is in relation to normal space. This allows him to target Transdimensional attacks accurately and travel to desired locations without error.

Game Information: Detect Point In Normal-Sized Space Corresponding To Current Position In The Microverse (INT Roll +6) (no Sense Group), Dimensional, Targeting. Total cost: 24 points.

MISCELLANEOUS POWERS



WALKING BETWEEN MOLECULES

Effect: Desolidification, Only To Pass Through Solid Objects (-½) and Clinging
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can shrink down to the point where he's small enough to slip between the molecules of solid matter and walk through walls, get inside peoples' bodies to attack them, and so forth.

Game Information:

Cost Power

- 27 **Walking Between Molecules:** Desolidification (affected by any attack that breaks the object character is in); Only To Pass Through Solid Objects (-½)
- 3 **Walking Between Molecules:** Clinging (normal STR); Only To Remain Merged With A Body/ Object If It's Moved Involuntarily (-2), Linked (to Desolidification; -½)

Total cost: 30 points.

Options:

- 1) *Come Along For The Trip*: The character can shrink some of his comrades down and bring them through the walls with him. Add Usable Simultaneously (up to four people at once; +¾) to both powers. 70 and 17 Active Points; total cost 47 + 5 = 52 points.

EXTERNAL SIZE ALTERATION

Most characters with size alteration powers can only alter their own size. But some have the power to change the size of other people or objects.

OFFENSIVE POWERS



DIMINUTION

Effect: Shrinking, Usable As Attack
Target: One character
Duration: Constant
Range: Touch
END Cost: 5

Description: The character has the power to shrink other people (and objects up to 100 kg) down to as little as four inches in height (for a normal-sized human). The target remains tiny as long as the character keeps paying END to maintain the effect.

To reduce someone's STR or Running by Shrinking them, buy some Linked Drains or a Transform.

Game Information: Shrinking (.125 m tall, .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +24m KB), Usable As Attack (defense is Growth, Shrinking, or Power Defense; +1¼). Total cost: 54 points.

Options:

- 1) *Tiny Enemies:* The character can reduce targets to as little as one inch tall. Increase to Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB). Total cost: 81 points.
- 2) *Easy Diminution:* The character can maintain the Diminution effect without difficulty. It still stops working if he's Stunned, Knocked Out, or killed. Add Reduced Endurance (0 END; +½). Total cost: 66 points.



ENLARGE/REDUCE OBJECTS

Effect: Major Transform 6d6 (non-living object into same object but different size)
Target: One object
Duration: Instant
Range: No Range
END Cost: 3

Description: The character can increase or decrease the size of non-living objects many hundred times. Typically he does this for utility purposes — to make something easier to carry, for example — but the power has many other applications. Use the rules on 6E2 170-73 to determine the BODY of objects.

Game Information: Major Transform 6d6 (non-living object into same object but different size, heals back normally (4 BODY/day) or through another application of this power), Improved Results Group (+¼), Reduced Endurance (½ END; +¼) (90 Active Points); No Range (-½), Limited Target (non-living objects; -¼). Total cost: 51 points.

Options:

- 1) *Strong Enlarge/Reduce:* Increase to Major Transform 8d6. 120 Active Points; total cost 68 points.
- 2) *Weak Enlarge/Reduce:* Decrease to Major Transform 4d6. 60 Active Points; total cost 34 points.
- 3) *Ranged Enlarge/Reduce:* The character can use this power at range. Remove No Range (-½). Total cost: 72 points.



ENLARGED OBJECT BARRIERS

Effect: Barrier up to 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group), OIF (small objects of opportunity)

Target: Area
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can enlarge non-living objects — pebbles and twigs on the ground, for example — to create barriers to foil pursuit or give him cover from attacks.

Game Information: Barrier up to 6 PD/10 ED, 11 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group) (63 Active Points); OIF (small objects of opportunity; -½), No Range (-½), Size And Defense Of Barrier Depend On Materials Used (-½). Total cost: 25 points.



FALL THROUGH A HOLE

Effect: Teleportation 10m, Usable As Attack, Only To Drop Victim Through Something He's Standing On That Has Holes In It
Target: One character
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can make an object under someone's feet that has holes — such as a subway grating — grow so large the person falls through. The object returns to its normal size immediately thereafter.

Game Information: Teleportation 10m, x8 Increased Mass, Area Of Effect (1m Radius Nonselective; +¼), Usable As Attack (defense is Teleportation, Flight, Growth, or dimension-manipulating powers; +1¼) (62 Active Points); Only To Drop Victim Through Something He's Standing On That Has Holes In It (-1), Must Pass Through Intervening Space (-¼), No Noncombat Movement (-¼). Total cost: 25 points.

Options:

- 1) *Strong Falling:* Increase to Teleportation 16m. 77 Active Points; total cost 31 points.
- 2) *Weak Falling:* Decrease to Teleportation 6m. 52 Active Points; total cost 21 points.
- 3) *Ranged Falling:* The character can use this power on targets at range. Add Ranged (+½). 75 Active Points; total cost 30 points.



HIS HEART GREW THREE SIZES THAT DAY

Effect: RKA 2d6, NND, Does BODY
Target: One character
Duration: Instant
Range: 60m
END Cost: 9

Description: The character can enlarge (or perhaps shrink) a living being's heart, causing collapse of the circulatory system, heart attacks, and agonizing death.

Game Information: RKA 2d6, NND (defense is Power Defense or not having a circulatory system; +½), Does BODY (+1) (75 Active Points); Limited Range (60m; -¼). Total cost: 60 points.

Options:

- 1) *Strong Power:* Increase to RKA 3d6. 112 Active Points; total cost 90 points.
- 2) *Weak Power:* Decrease to RKA 1d6. 37 Active Points; total cost 30 points.
- 3) *Ongoing Enlargement:* The character can keep the victim's heart large (or small) until the pain and effects kill the victim. Decrease to RKA 1d6+1 and add Constant (+½). 60 Active Points; total cost 48 points.



OBJECT SHRINKING

Effect: Drain Focus 2d6
Target: One character
Duration: Instant
Range: 60m
END Cost: 12

Description: The character can shrink all or part of an object — in game terms, a Focus — so that it becomes unusable.

Game Information: Drain Focus 2d6, Expanded Effect + Variable Effect (all powers defined as belonging to a single Focus simultaneously; +4), Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +1½) (130 Active Points); Limited Range (60m; -¼). Total cost: 104 points.

Options:

- 1) *Strong Shrinking:* Increase to Drain Focus 3d6. 180 Active Points; total cost 144 points.
- 2) *Weak Shrinking:* Decrease to Drain Focus 1d6. 65 Active Points; total cost 52 points.



PEBBLES INTO BOULDERS

Effect: Blast 8d6
Target: 1m Radius
Duration: Instant
Range: 50m
END Cost: 5

Description: The character can throw a small, harmless object — such as a pebble or a twig — at a target, then enlarge it in mid-flight so it hits with crushing impact!

Game Information: Blast 8d6, Area Of Effect (1m Radius; +¼) (50 Active Points); OIF (small item of opportunity; -½), Limited Range (50m; -¼). Total cost: 28 points.

Options:

- 1) *Strong Enlargement:* Increase to Blast 10d6. 62 Active Points; total cost 35 points.
- 2) *Weak Enlargement:* Decrease to Blast 6d6. 37 Active Points; total cost 21 points.
- 3) *Pebbles And Needles:* Sometimes the object the character enlarges in mid-flight is sharp or pointed, so that it pierces and slices instead of crushing the target. Change power to:

Cost Power

- 28 **Enlarged Thrown Objects:** Multipower, 50-point reserve; all OIF (small item of opportunity; -½), Limited Range (50m; -¼)
- 3f **1) Enlarged Blunt Objects:** Blast 8d6, Area Of Effect (1m Radius; +¼); OIF (small blunt item of opportunity; -½), Limited Range (50m; -¼)
- 2f **2) Enlarged Sharp Objects:** RKA 2d6, Area Of Effect (1m Radius; +¼); OIF (small sharp/pointed item of opportunity; -½), Limited Range (50m; -¼)

Total cost: 33 points.

DEFENSIVE POWERS



MINIATURIZATION POINT DEFENSE

Effect: Deflection, Only Versus Physical Projectiles
Target: Attacker's OCV
Duration: Instant
Range: 10m
END Cost: 2

Description: The character can make any physical missile fired at him so tiny that they have no effect when they hit him.

Game Information: Deflection (20 Active Points); Only Versus Physical Projectiles (-¼). Total cost: 16 points.

Options:

- 1) *Skilled Deflection:* Character also buys +4 OCV with for Deflection. Total cost: +8 points.

MOVEMENT POWERS



SHRINK TUNNELING

Effect: Tunneling 12m through 12 PD materials, Fill In
Target: Self
Duration: Constant
Range: Self
END Cost: 5

Description: The character can shrink doors, parts of walls, or even grains of dirt and sand to create a tunnel through the ground or a wall. If he wants, he can make the material resume normal size after he passes through (*i.e.*, use the Fill In option), otherwise it remains in existence for anyone to use.

Game Information: Tunneling 12m through 12 PD materials, Fill In. Total cost: 46 points.

Options:

- 1) *Strong Tunneling:* Increase to 20 PD materials. Total cost: 62 points.
- 2) *Weak Tunneling:* Decrease to 8 PD materials. Total cost: 38 points.
- 3) *Shrinking Only:* The character can't make the shrunken materials re-grow. Remove Fill In. Total cost: 36 points.

MISCELLANEOUS POWERS



SHRUNKEN ARSENAL

Effect: Variable Power Pool, 50 Pool + 50 Control Cost; Only For Mundane Devices
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character carries an arsenal of weapons and devices that he's pre-shrunk so he can fit them in his pockets without any problem. His array of useful devices ranges from guns, to flashlights, to spare sets of clothing. The one restriction is that the objects have to be mundane ones — the sort anyone could buy in a store or make for himself. (At the GM's option, the character can also "create" non-mundane devices that he's obtained during his adventures, such as a Focus he takes from a villain.)

Game Information: Variable Power Pool, 50 Pool + 50 Control Cost; all slots OAF (-1), Only For Mundane Devices (see text; -½). Total cost: 60 points.

Options:

- 1) *Big Arsenal:* Increase to 80 Pool + 80 Control Cost. Total cost: 96 points.
- 2) *Small Arsenal:* Decrease to 30 Pool + 30 Control Cost. Total cost: 36 points.
- 3) *Expanded Arsenal:* The character has gadgeteering skills, or access to someone who does, and so can carry all sorts of devices, not just mundane ones. Remove Only For Mundane Devices (-½). Total cost: 62 points.



SUPERSIZE ME

Effect: Growth, Usable By Other
Target: One character
Duration: Constant
Range: Touch
END Cost: 15

Description: The character can make other persons (or beings) vastly larger. The recipient can control his own size, but becoming larger puts a strain on his body (*i.e.*, costs him END).

Game Information: Growth (+60 STR, +20 CON, +20 PRE, +12 PD, +12 ED, +12 BODY, +24 STUN, +15m Reach, +48m Running, -24m KB, +8 to others' OCV to hit character, +8 to others' PER Rolls to perceive character, 32m tall [about 105 feet], 16m wide, 400,000 kg), Usable By Other (+¼) (150 Active Points); Character Cannot Use Power On Himself (-0). Total cost: 150 points.

Options:

- 1) *Strong Supersizing:* Increase to Growth (+75 STR, +25 CON, +25 PRE, +15 PD, +15 ED, +15 BODY, +30 STUN, -30m, +31m Reach, +60m Running, -30m KB, +10 to others' OCV to hit character, +10 to others' PER Rolls to perceive character, 64m [about 200 feet] tall, 32m wide, 3,200,000 kg). Total cost: 187 points.
- 2) *Weak Supersizing:* Decrease to Growth (+45 STR, +15 CON, +15 PRE, +9 PD, +9 ED, +9 BODY, +18 STUN, +7m Reach, +36m Running, -18m KB, +6 to others' OCV to hit character, +6 to others' PER Rolls to perceive character, 16m tall, 8m wide, 50,000 kg). Total cost: 112 points.
- 3) *Controlled Supersizing:* The character with this power, not the recipient of it, controls the ability (and pays the END cost). Change Usable By Other (+¼) to Usable As Attack (defense is Growth, Shrinking, or declining the power; +1¼). Total cost: 270 points.



SLEEP AND DREAMS POWERS

This small and exotic category of powers deals with abilities relating to sleeping and dreaming. Characters with these powers can put people to sleep, control how they dream, use dreams to predict the future, and so forth. Sleep and Dreams Powers are often closely related to Mental and Psionic Powers and Precognition Powers; characters who have sleep powers might also have powers from those categories.

OFFENSIVE POWERS



DREAMWEAVING

Effect: Mental Illusions 12d6, Only To Manipulate Dreams
Target: One character
Duration: Constant
Range: LOS
END Cost: 6

Description: The character has the power to manipulate a sleeping person's dreams. If he can see a sleeping person, he can use this power to alter the dreams the target has. He might do this to disturb the target's sleep, impart a message or warning, or just to have fun.

Game Information: Mental Illusions 12d6 (60 Active Points); Only To Manipulate Dreams (-1). Total cost: 30 points.

Options:

- 1) *Stronger Dreamweaving:* Increase to Mental Illusions 14d6. 70 Active Points; total cost 35 points.
- 2) *Weaker Dreamweaving:* Decrease to Mental Illusions 8d6. 40 Active Points; total cost 20 points.
- 3) *Dreamweaving Touch:* The character must be near a target to manipulate his dreams. Add No Range (-½). Total cost: 24 points.
- 4) *Dreamroiling:* The character has no control over the effect he has on the target's dreams. He can initiate the dream manipulation at will, but cannot direct or affect the changes his power makes to the target's dreams. Add No Conscious Control (-1). Total cost: 20 points.
- 5) *Nightmare Creation:* The character can manipulate other peoples' dreams, but only to give them nightmares. Change To Only To Cause Nightmares (-1½). Total cost: 24 points.



MORPHEAN ASSAULT

Effect: Mental Blast 4d6, NND
Target: One character
Duration: Instant
Range: LOS
END Cost: 6

Description: This power is a variant on *Sleep Infliction* (see below). It makes anyone who has to sleep so sleepy they may pass out right then and there.

Game Information: Mental Blast 6d6, NND (defense is Life Support [Diminished Sleep] or the *Dreamshield* power; +0). Total cost: 60 points.

Options:

- 1) *Strong Assault:* Increase to Mental Blast 8d6. Total cost: 80 points.
- 2) *Weak Assault:* Decrease to Mental Blast 4d6. Total cost: 40 points.
- 3) *Assault Of The Sleepies:* The sleepiness continues to afflict the target until he falls asleep. Decrease to Mental Blast 4d6 and add Constant (+½). Total cost: 60 points.
- 4) *Easy Assault:* Add Reduced Endurance (0 END; +½). Total cost: 90 points.



MORPHEAN ATTACK

Effect: Minor Transform 12d6 (awake person to sleeping person), All Or Nothing
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character has the power to put other people into a gentle slumber. They remain asleep until something awakens them — a loud noise, a bright light in their face, being splashed with water or slapped, and so forth.

This power requires the GM's permission, for two reasons. First, it uses Transform in an unusual way that some GMs may object to, since in large part it duplicates some other powers (such as Mental Blast). Second, some GMs may consider this effect too powerful for a Minor Transform, and prefer to upgrade it to a Severe Transform instead. However, since the effects are relatively limited — it's very easy for the character to "heal" back from the Transform — this power shouldn't prove unbalancing, and may make an interesting alternative to the usual means of trying to put

someone to sleep. It may also be a tactically better choice for use on characters with high STUN totals, who are very hard to put to sleep instantly with a single Mental Blast or Drain STUN.

Game Information: Minor Transform 12d6 (awake being to sleeping being; heals back through any means that would awaken character) (60 Active Points); Limited Target (living beings that need to sleep; -¼), All Or Nothing (-½). Total cost: 34 points.

Options:

- 1) *Strong Attack:* Increase to Minor Transform 14d6. 70 Active Points; total cost 40 points.
- 2) *Weak Attack:* Decrease to Minor Transform 8d6. 40 Active Points; total cost 23 points.
- 3) *Morphean Touch:* The character has to touch his target to affect him. Add No Range (-½). Total cost: 27 points.
- 4) *Morphean Caress:* The character can use the attack repeatedly if it fails to work the first time. Remove All Or Nothing (-½). Total cost: 48 points.
- 5) *Attack Of The Sleepies:* The victim gets sleepier and sleepier until he falls asleep. Decrease to Minor Transform 8d6, remove All Or Nothing (-½), and add Constant (+½). 60 Active Points; total cost 48 points.
- 6) *Mass Morphean Attack:* The character can make a lot of people fall asleep at once. Decrease to Minor Transform 8d6 and add Area Of Effect (8m Radius; +½). 60 Active Points; total cost 34 points.



RESTLESS SLEEP

Effect: Drain END 2d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 7

Description: The character can disrupt the effects of sleep on a sleeping person, making his sleep so restless that he obtains no benefit from it — in fact, he wakes up more tired than he was when he went to sleep! It may take weeks for the victim to recover from the loss, though one good night's uninterrupted sleep makes up for the lack.

Game Information: Drain END 2d6, Delayed Return Rate (points return at the rate of 5 per Week; +2½) (70 Active Points); Only Works On Sleeping Persons (-1), Drained Points Return Immediately If Victim Gets Six Hours Of Uninterrupted, Restful Sleep (-1). Total cost: 23 points.

Options:

- 1) *Disturbed Sleep:* Increase to Drain END 3d6. 105 Active Points; total cost 35 points.
- 2) *Tossing And Turning:* Decrease to Drain END 1d6. 35 Active Points; total cost 12 points.



SLEEP INFLECTION

Effect: Mental Blast 6d6
Target: One character
Duration: Instant
Range: LOS
END Cost: 6

Description: The character can cause slumber to overcome another person. The target's eyelids become heavy, and once the character inflicts enough "damage," the target collapses onto the nearest surface to sleep.

Game Information: Mental Blast 6d6. Total cost: 60 points.

Options:

- 1) *Strong Sleep Inflection:* Increase to Mental Blast 8d6. Total cost: 80 points.
- 2) *Weaker Sleep Inflection:* Decrease to Mental Blast 4d6. Total cost: 40 points.
- 3) *Visit From The Sandman:* Resist as he might, the character soon falls asleep when the character uses this power. Decrease to Mental Blast 4d6 and add Constant (+½) and NND (defense is Life Support [Diminished Sleep]; +0). Total cost: 60 points.
- 4) *Naptime:* The character can inflict sleepiness on everyone in a wide area. Decrease to Mental Blast 4d6 and add Area Of Effect (8m Radius; +½). Total cost: 60 points.



WAKING DREAMS

Effect: Mental Illusions 12d6
Target: One character
Duration: Constant
Range: LOS
END Cost: 6

Description: The character has such precise control over dreams and dreaming that he can plunge a person who's awake into a dream-like state.

Game Information: Mental Illusions 12d6. Total cost: 60 points.

Options:

- 1) *Vivid Dreams:* Increase to Mental Illusions 14d6. Total cost: 70 points.
- 2) *Pale Dreams:* Decrease to Mental Illusions 8d6. Total cost: 40 points.
- 3) *Waking Nightmares:* The power only allows the character to make the victim experience terrifying nightmares. Change to: Drain PRE 6d6. Total cost: 60 points.



YOU'RE FEELING VEEEERRRRY SLEEPY...

Effect: Drain END 6d6

Target: One character

Duration: Instant

Range: 600m

END Cost: 6

Description: When a character uses this power on another character, the victim becomes so fatigued he may have trouble moving, much less performing more strenuous actions. Fortunately, the feeling is only temporary.

Game Information: Drain END 6d6. Total cost: 60 points.

Options:

- 1) *Strong Sleepy:* Increase to Drain END 8d6. Total cost: 80 points.
- 2) *Weak Sleepy:* Decrease to Drain END 4d6. Total cost: 40 points.

DEFENSIVE POWERS



DREAMSHIELD

Effect: Mental Defense (30 points), Only Versus Sleep/Dreams Powers (-2)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's power over sleep and dreams makes him largely immune to the effects of similar powers.

Game Information: Mental Defense (30 points) (30 Active Points); Only Versus Sleep/Dreams Powers (-2). Total cost: 10 points.

Options:

- 1) *Strong Dreamshield:* Increase to Mental Defense (40 points). 40 Active Points; total cost 13 points.
- 2) *Weak Dreamshield:* Decrease to Mental Defense (20 points). 20 Active Points; total cost 7 points.

MOVEMENT POWERS



ENTER THE DREAMZONE

Effect: Extra-Dimensional Movement
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can enter the Dreamzone, the plane of existence where all dreams currently being dreamed exist. While in the Dreamzone, the character can physically interact with dream-beings and dream-objects. This may prove quite dangerous, since the local dreamscape can shift quickly (sometimes in the blink of an eye), and even at the best of times often proves difficult to understand and cope with.

If the character wants to affect the physical world while he's in the Dreamzone, he needs powers with the *Transdimensional* Advantage (and if necessary, Indirect as well). He usually also needs some Skill or sense (such as Navigation (Astral), Navigation (Dreamzone), or the like) to orient himself to physical reality, or else he may not emerge from the Dreamzone where he expects to.

Game Information: Extra-Dimensional Movement (any location in a single dimension [the Dreamzone], corresponding to the point character is at in this dimension). Total cost: 22 points.

Options:

- 1) *Dream Vacation:* The character can bring some of his comrades into the Dreamzone with him. Add x8 Increased Weight. Total cost: 37 points.

SENSORY POWERS



DREAM MESSENGER

Effect: Mind Link (any one willing target), Only Via Dreams
Target: One character
Duration: Constant
Range: Special
END Cost: 2

Description: The character can send messages via the Dreamzone to any dreaming person. The dreaming character cannot reply. The character cannot send a psionic attack or use a Mental Power on the subject through the Mind Link.

Game Information: Mind Link (any one willing target), No LOS Needed (25 Active Points); Only Via Dreams (-1), One-Way Communication (character can only send a message, but recipient of message cannot reply; -1), Costs Endurance (-½). Total cost: 7 points.

Options:

- 1) *Two-Way Messaging:* The dreamer can respond, via his dreams, to the character's dream messenger. Replace One Way Communication (-1) with No Mental Attacks Allowed (-½). Total cost: 8 points.



DREAM ORACLE

Effect: Clairsentience (Sight and Hearing Group), Precognition Only
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character has dreams that show him events to come. By willing himself to have a prophetic dream, and then sleeping for at least one hour, the character gains a glimpse of the future. However, the information imparted to him may be unclear, muddled, or highly symbolic, as dreams themselves so often are.

Game Information: Clairsentience (Sight and Hearing Groups), Precognition, Reduced Endurance (0 END; +½) (75 Active Points); Precognition Only (-1), Only Through Dreams (-1), Vague And Unclear (-½), Extra Time (must sleep for at least 1 Hour to experience prophetic dreams; -3). Total cost: 11 points.

Options:

- 1) *Uncontrollable Dreams:* The character has no control over when he will have a prophetic dream; sometimes they just come upon him unbidden while he sleeps, at other times he can't seem to have one no matter how much he wants to. Add No Conscious Control (-2). Total cost: 9 points.
- 2) *Unreliable Dreams:* The character can try to induce a prophetic dream, but doesn't always succeed. Add Activation Roll 11- (-½). Total cost: 11 points.
- 3) *Dream Scrying:* The character's dreams aren't prophetic, but they do allow him to see and hear what people are doing far away. Remove Precognition, Precognition Only (-1), and Vague And Unclear (-½), and add 16x Range (7,200m). 75 Active Points; total cost 15 points.
- 4) *Dreams Of Long Ago:* The character dreams about the past, not the future. Replace Precognition with Retrocognition, and Precognition Only (-1) with Retrocognition Only (-1). Total cost: 11 points.



DREAMREADING

Effect: Detect Dreams
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can, when in the presence of a sleeping person, perceive whether that person is dreaming, and if so, the contents of his dreams. The character shares in the dream, seeing it play out in his mind's eye as it plays out in the subject's sleeping mind, almost as if he were watching a movie.

Game Information: Detect Dreams (INT Roll) (Mental Group), Discriminatory. Total cost: 8 points.

Options:

- 1) *Wiser Dreamreading:* Increase to INT Roll +2. Total cost: 10 points.

MISCELLANEOUS POWERS



DREAMSCOPE

Effect: Sight and Hearing Group Images, Only To Show Dreams

Target: 4m Radius

Duration: Constant

Range: No Range

END Cost: 0

Description: The character can, by touching the brow of a sleeping, dreaming person, project an image of that person's dream for others to see.

Game Information: Sight and Hearing Group Images, Area Of Effect (8m radius; +½) (22 Active Points); No Range (-½), Set Effect (only to show dreams; -1), Requires A Detect Dreams Roll (-½). Total cost: 7 points.

Options:

- 1) *Dreamscape:* Increase to Area Of Effect (32m radius; +1). 30 Active Points; total cost 10 points.



ETERNAL WAKEFULNESS

Effect: Life Support (Diminished Sleep: no need to sleep)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's mastery of sleep allows him to stave off the assaults of Morpheus and remain forever awake.

Game Information: Life Support (Diminished Sleep: no need to sleep). Total cost: 3 points.

Options:

- 1) *Let's Stay Up:* The character can extend his wakefulness to his friends. As long as the effect is maintained, the characters have no need for sleep; once the power is deactivated, they begin acquiring the need to sleep at the normal rate. Character also buys Life Support (Diminished Sleep: no need to sleep), Usable Simultaneously (up to eight people at once; +1) (6 Active Points); Costs Endurance (-½). Total cost: 4 points.



SLEEPS WITH ONE EYE OPEN

Effect: Lightsleep

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Even though he must sleep, the character can awaken from sleep instantly.

Game Information: Lightsleep. Total cost: 3 points.

SOLAR AND CELESTIAL POWERS

This category of powers covers abilities connected to celestial phenomena such as the Sun, the Moon, the stars, comets, and so forth. Although this could potentially encompass many different powers, the list here is fairly small, because you can find the appropriate powers already listed in categories like Cosmic Energy Powers, Fire and Heat Powers, Gravity Powers, and Light Powers. Simply refer to those sections of the book, choose the powers you want, and re-name them to change the special effect. For example, you could retile the *Fireball* (page 138) as a *Solar Fireball*, describing it as brighter and more impressive than an ordinary Fireball, and just use the same game statistics for it. The powers described below simply provide a few additional possibilities for this special effect.

OFFENSIVE POWERS



BLACK HOLE BODY

Effect: Telekinesis (100 STR) plus RKA 10d6, NND, Does BODY, Damage Shield
Target: 32m Radius/Self
Duration: Constant
Range: No Range
END Cost: 0

Description: The character's body can become a "living black hole," or is surrounded by a skintight "black hole field." As a result, any object within 32m is inexorably pulled toward him; when any object contacts him, it's crushed into a singularity by the force of his gravity and killed.

Game Information: Telekinesis (100 STR), Area Of Effect (32m Radius; +1), Reduced Endurance (0 END; +½) (375 Active Points); No Range (-½), Linked (-½), Affects Whole Object (-¼), Only To Pull Objects Directly To Character (-½) (total cost: 136 points) **plus** RKA 10d6, NND (defense is ED Barrier; +1), Does BODY (+1), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½) (637 Active Points); No Range (-½), No Knock-back (-¼) (total cost: 364 points). Total cost: 500 points.

Options:

- 1) *Perpetual Black Hole Body:* The character's body is always in black hole form; he can never turn the effect off. Add Persistent (+¼) and Always On (-½) to both powers. $412 + 675 = 1,087$ Active Points; total cost $127 + 300 = 427$ points.



COMET BLAST

Effect: Blast 9d6 (physical), Can Be Deflected
Target: 1m Radius
Duration: Instant
Range: 670m
END Cost: 7

Description: The character can create and shoot at his foes a large, fiery, comet-like projectile that hits with a physical impact.

Game Information: Blast 9d6 (physical), Area Of Effect (1m Radius; +¼) (56 Active Points); Can Be Deflected (-¼). Total cost: 45 points.

Options:

- 1) *Strong Comet:* Increase to Blast 12d6. 75 Active Points; total cost 60 points.
- 2) *Weak Comet:* Decrease to Blast 7d6. 44 Active Points; total cost 35 points.
- 3) *Haily Comets:* Instead of projecting one Comet Blast, the character can hurl several smaller comets, pelting an entire area with them... but only hitting his enemies. Decrease to Blast 8d6 and increase to Area Of Effect (8m Radius Selective; +¾). 70 Active Points; total cost 56 points.



LUNAR STRENGTH

Effect: Increased STR in moonlight
Target: Self
Duration: Persistent
Range: Self
END Cost: Depends on amount of STR used

Description: The character becomes stronger at night ("under the light of the moon," as they say, though the power doesn't require the character to remain in moonlight). The greater the moonlight, the greater his might.

PLASMA

Plasma is an ionized gas considered to be the fourth state of matter (in addition to solids, liquids, and gases). Its ionization makes it electrically conductive, so it's easily channeled (or otherwise affected) by electromagnetic fields. Stars are balls of plasma heated by ongoing massive nuclear fusion reactions; lightning is an example of a plasma at Earth's surface, and ordinary fires are sometimes considered low-temperature partial plasmas. Plasma is also used in many technologies, such as plasma-screen televisions.

A plasma attack would "realistically" involve using a controlled fusion reaction to generate superhot plasma, then directing the plasma toward the target via a magnetic field. In game terms you can consider this a form of Solar/Celestial fire, or simply make it a particularly powerful Fire/Heat attack.

Game Information: +5 STR (5 Active Points); Only At Night (-¼) (total cost: 4 points) **plus** +5 STR (5 Active Points); Only At Night During A Quarter Moon (-½) (total cost: 3 points) **plus** +5 STR (5 Active Points); Only At Night During A Gibbous Moon (-1) (total cost: 2 points) **plus** +5 STR (5 Active Points); Only At Night During A Full Moon (-2) (total cost: 2 points). Total cost: 11 points.

Options:

- 1) *Greater Lunar Strength:* Increase to +10 STR per increment. Total cost: 23 points.
- 2) *Moonlight Chains:* With this form of the power, the character *does* have to remain in moonlight. If he goes indoors, or clouds block the moonlight, he doesn't get the extra STR. Increase all the Limitations by -½. Total cost: 8 points.



NEBULA FIELD

Effect: Darkness to Sight and Radio Groups
Target: 8m radius
Duration: Constant
Range: 450m
END Cost: 4

Description: The character can create a field effect that resembles a thick nebula, with wispy gases and strange energies that block sight and interfere with radio signals.

Game Information: Darkness to Sight and Radio Groups 8m radius. Total cost: 45 points.

Options:

- 1) *Larger Nebula:* Increase to 12m radius. Total cost: 65 points.
- 2) *Smaller Nebula:* Decrease to 6m radius. Total cost: 35 points.
- 3) *Tactical Nebula:* The character's Nebula Field may interfere with other people's perceptions, but he can see and transmit radio through it clearly. Add Personal Immunity (+¼). Total cost: 56 points.



PLASMA BLAST

Effect: Blast 8d6
Target: 18m Radius Explosion
Duration: Instant
Range: 400m
END Cost: 6

Description: The character generates a tiny fusion reaction which releases superhot solar plasma. Then he directs the plasma toward a target. The plasma spreads quickly over a wide area, which makes it possible to affect lots of people with it, but diminishes its effect over range.

Game Information: Blast 8d6, Area Of Effect (18m Radius Explosion; +½) (60 Active Points); Can Be Deflected (-¼), Reduced By Range (-¼). Total cost: 40 points.

Options:

- 1) *Strong Plasma Blast:* Increase to Blast 12d6. 90 Active Points; total cost 60 points.
- 2) *Weak Plasma Blast:* Decrease to Blast 6d6. 45 Active Points; total cost 30 points.
- 3) *Coherent Plasma Blast:* The character has enough control over the plasma he creates to keep it from spreading out too much. Remove Reduced By Range (-¼). Total cost: 48 points.



SOLAR STRENGTH

Effect: +40 STR, Only In Daylight
Target: Self
Duration: Persistent
Range: Self
END Cost: Depends on amount of STR used

Description: The character's cells are like living solar batteries — the sun supercharges them, making him immensely strong when the sun is out. At nighttime, he loses the benefit, though he still gets the extra STR on cloudy days or when he's indoors in the daytime.

You could, if desired, explain many other powers — toughness, flight, the ability to project beams of heat, and so on — as the results of the “living solar battery” concept.

Game Information: +40 STR (40 Active Points); Only In Daylight (see text; -¼). Total cost: 32 points.

Options:

- 1) *Greater Solar Strength:* Increase to +60 STR. 60 Active Points; total cost 48 points.
- 2) *Lesser Solar Strength:* Decrease to +30 STR. 30 Active Points; total cost 24 points.
- 3) *Suntanning Strength:* The character only gains the benefits of his solar-enhanced physiology when he's actually in direct sunlight. If clouds block the sun, or he goes into the shade, he loses the extra STR. Change to Only In Direct Sunlight (-¾). Total cost: 23 points.
- 4) *Nighttime Weakness:* The character builds up a “reserve” of solar power during the day. After the sun sets, his Strength begins to diminish. Depending on the time of year and the latitude he's at, this may mean the last of his enhanced STR dissipates just before dawn, or it may leave him no stronger than a normal human for several hours each night. For ease of game play, the GM should assume this power keeps the character fully “charged up” with +40 STR throughout the day, then start subtracting 5 STR per Hour as soon as night falls (and subtract 5 STR more each time the character Pushes his STR). Change to Aid STR 8d6, Delayed Return Rate (points fade at the rate of 5 per Hour; +1¾), Trigger (when exposed to daylight; +¼) (144 Active Points); Only Aid Self (-1), No Conscious Control (cannot activate power on his own, but can use the STR freely once it's activated; -1), Character Loses 5 STR Automatically Whenever He Pushes His STR (-¼). Total cost: 44 points.

**SUNFIRE BLAST**

Effect: Blast 12d6 plus Sight Group Flash 6d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 9

Description: The character can fire a blast of brilliantly-glowing solar fire at a target, simultaneously blinding and burning him.

Game Information: Blast 12d6 (total cost: 60 points) **plus** Sight Group Flash 6d6 (30 Active Points); Linked (-½) (total cost: 20 points). Total cost: 60 + 20 = 80 points.

Options:

- 1) *Strong Sunfire Blast:* Increase to Blast 15d6 plus Sight Group Flash 10d6. 75 + 50 = 125 Active Points; total cost 75 + 33 = 108 points.
- 2) *Weak Sunfire Blast:* Decrease to Blast 10d6 plus Sight Group Flash 4d6. 50 + 20 = 70 Active Points; total cost 50 + 13 = 63 points.

**SUNFIRE MANTLE**

Effect: RKA 2d6, Damage Shield plus Sight Group Flash 4d6, Damage Shield
Target: 1m Radius
Duration: Constant
Range: Touch
END Cost: 0

Description: A sheath or mantle of white-hot sunfire wreathes the character's body, burning and blinding anyone who comes within 1m of him.

Game Information: RKA 2d6, Area Of Effect (1m Radius; +¼), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½) (75 Active Points); No Range (-½) (total cost: 50 points) **plus** Sight Group Flash 4d6, Area Of Effect (1m Radius; +¼), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½) (50 Active Points); Linked (-½), No Range (-½) (total cost: 25 points). Total cost: 75 points.

Options:

- 1) *Weak Solar Mantle:* Decrease to RKA 1d6 and Sight Group Flash 2d6. 37 + 25 = 62 Active Points; total cost 25 + 12 = 37 points.
- 2) *Cutting Solar Mantle:* So white-hot is the character's solar mantle that it cuts easily through even strong defenses and the darkest eye protection. Add Armor Piercing (+¼) to both powers. 82 + 55 = 137 Active Points; total cost 55 + 27 = 82 points.

MISCELLANEOUS POWERS**CELESTIAL FLIGHT**

Effect: FTL Travel (1 LY per Hour)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can ride the winds and energies of space to fly thousands of times faster than the speed of light.

Game Information: FTL Travel (8,000 LY/year, or about 1 LY/Hour). Total cost: 36 points.

Options:

- 1) *Faster Spaceflight:* Increase to FTL Travel (500,000 LY/year, or about 1 LY/minute). Total cost: 48 points.
- 2) *Come Fly With Me:* Add Usable Simultaneously (up to eight people at once; +1). Total cost: 72 points.
- 3) *Tiring Celestial Flight:* Add Costs Endurance (-½). Total cost: 24 points.

**SOLAR STORAGE**

Effect: Endurance Reserve (100 END, 12 REC)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character stores solar energy in his body and uses it to fuel his celestial powers. He can only replenish his power by exposing himself to direct sunlight or starlight.

Game Information: Endurance Reserve (100 END) (total cost: 25 points) **plus** Endurance Reserve (12 REC) (8 Active Points); Limited Recovery (only in direct sun/starlight; -1) (total cost: 4 points). Total cost: 29 points.

Options:

- 1) *Bigger Supply:* Increase to Endurance Reserve (160 END, 15 REC). Total cost: 45 points.
- 2) *Smaller Supply:* Decrease to Endurance Reserve (60 END, 12 REC). Total cost: 19 points.
- 3) *Faster Recovery:* Increase to Endurance Reserve (100 END, 15 REC). Total cost: 30 points.
- 4) *Slower Recovery:* Decrease to Endurance Reserve (100 END, 6 REC). Total cost: 27 points.



SONIC POWERS

DEAFENING

Unless they rely exclusively on infrasound or ultrasound, Sonic powers tend to be loud — their volume reflects their power. At the GM's option, a Sonic power may function as a Hearing Group Flash attack, with 1d6 of effect per 10 Active Points in the power, to anyone in the same 1m radius area as the character using the power. (Or the GM can treat the effect as an Explosion, so that people in the same area as the Sonic character suffer the full effect, but those who are further away experience a lesser effect.)

Alternately, being in the same 1m radius area as a character using a Sonic power may be the equivalent of a Darkness to Hearing Group 1m radius (or a Change Environment 1m radius that imposes a -3 penalty on Hearing Group PER Rolls). Once a character leaves that area he continues to suffer the penalty for a number of Segments equal to the Segments he spent in the area. (In this case, 3 or more points of Hearing Group Flash Defense is enough to counteract the penalty.)

Even if the GM doesn't want to allow these effects for free, a character can take it for his Sonic powers as a -0 *Side Effect* Limitation. In either case, the effect applies to the character using the Sonic power unless the power has the *Personal Immunity* (+¼) Advantage or he has enough Hearing Group Flash Defense to counteract it.

SHATTERING GLASS

A common "side effect" of high-pitched Sonic powers is to shatter nearby glass — a not unreasonable result, given that even in the real world some singers can shatter glass by hitting the proper high note. If the GM wants to take this into account, use the following rule: when a character uses Sonic powers, any glass within (Active Points in the Sonic power/divided by 5) meters suffers an RKA 1d6. This only applies to ordinary glass, mirrors, crystal, and the like; it can't damage other characters or have any significant combat effect. (Alternately, the GM can require characters to take this as a -½ *Side Effect*, or permit them to do so.)

Sonic Powers involve the control and manipulation of sound. Control of sound allows a character to create a wide range of effects — amplifying low-level sounds to make tasks easier, preventing people from speaking, generating deafening shrieks, or creating beams of focused sound powerful enough to cut through objects or liquify flesh.

Sound requires a medium to propagate through — typically air or water. Thus, in the vacuum of space, Sonic powers generally don't work. This is usually represented with a -¼ Limitation, *Does Not Work In A Vacuum* (which is really a shorthand way of saying "doesn't work in any situation where there's no medium for sound waves to propagate through"). In games where characters are rarely exposed to vacuum or similar situations, the GM should reduce the value of the Limitation to -0.

"Realistically," aiming or controlling Sonics may be difficult. The GM may require characters to buy them as Areas Of Effect/Explosions, or to take the *Inaccurate* Limitation (from USPD) for them. Additionally, "realistically" Sonic has relatively little physical impact (though some infrasonic shockwaves are powerful enough to knock people over). Depending on the nature of the campaign and the powers, the GM might require a Sonic power to take the Limitations *No Knockback* (-¼) or *Only Does Knockdown* (-0), or convert the *Does Knockback* (+¼) Advantage into *Does Knockdown* (+0 or +¼).

Sound Powers are often closely related to some Vibration Powers, such as Vertigo Generation. Sonic-based characters might want to look at that power category for further power ideas.

OFFENSIVE POWERS



AMPLIFICATION

Effect: Images to Hearing Group, +4 to PER Rolls
Target: 8m radius
Duration: Constant
Range: 250m
END Cost: 2
Description: The character's control over sound allows him to amplify existing sounds, such as his own voice, music he enjoys, or the like. The

amplification grants everyone inside the affected 8m area a +4 bonus to perceive the amplified sound. If characters outside the area try to hear the sound, for every additional 8m beyond that zone, the GM should decrease the bonus by 1 until it reaches zero. However, the character can only amplify sounds he can hear without the amplification; he cannot, for example, amplify the sound of two people talking so far away that he can't overhear their conversation.

In some cases, amplifying sounds may make tasks easier for the character, granting a small bonus to appropriate Skill Rolls (say, +1 or +2). For example, he might make a speech sound clearer, thus getting a +1 with Oratory, or amplifying the sound of tumblers might help him make his Lockpicking roll to open a safe.

Since this power has Range, it also allows a character to become a superb ventriloquist (though you can still see his lips move when he talks).

Game Information: Images to Hearing Group, +4 to PER Rolls, Area Of Effect (8m Radius; +½) (25 Active Points); Does Not Work In A Vacuum (-¼), Set Effect (can only amplify existing sounds the character can hear; -1). Total cost: 11 points.

Options:

- 1) *Louder!:* Increase the PER Roll modifier to +8. 43 Active Points; total cost 19 points.
- 2) *Larger!:* Increase to Area Of Effect (32m Radius; +1). 34 Active Points; total cost 15 points.
- 3) *Loudspeaker:* The character can only amplify sounds he makes himself or that are very near him. Increase to Area Of Effect (32m Radius; +1) and add No Range (-½). 34 Active Points; total cost 12 points.
- 4) *Skillful Amplification:* To amplify sounds, the character must skillfully analyze and "boost" them. Add Requires A Mimicry Roll (-½). Total cost: 9 points.



DEAFENING SHRIEK

Effect: Hearing Group Flash 12d6
Target: One character
Duration: Instant
Range: 360m
END Cost: 4

Description: The character can project a beam of sound so loud that it temporarily deafens whom-ever it hits.

Game Information: Hearing Group Flash 12d6 (36 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 29 points.

Options:

- 1) *Banshee's Wail:* Increase to Hearing Group Flash 20d6. 60 Active Points; total cost 48 points.
- 2) *Modulated Shriek:* Decrease to Hearing Group Flash 8d6. 24 Active Points; total cost 19 points.
- 3) *Deafening The Crowd I:* The character's shriek can affect many people at once. Add Area Of Effect (26m Radius Explosion; +½). 54 Active Points; total cost 43 points.

- 4) *Deafening The Crowd II:* As Deafening The Crowd I, but the power only affects people near the character. Add Area Of Effect (26m Radius Explosion; +½), Hole In The Middle (fixed size; +¼), and No Range (-½). 63 Active Points; total cost 36 points.



FEEDBACK

Effect: Dispel Sonic Powers 12d6
Target: One character
Duration: Instant
Range: 360m
END Cost: 5

Description: The character can generate feedback, distortion, and opposing harmonics that distort, cancel out, and ruin other sounds. The effect is often temporary — it may only last for a Phase if whoever or whatever generated the opposing sound can easily create another sound — but the character can use this ability defensively to block incoming attacks if he times it right. In some cases, such as sonic powers generated by devices, the feedback may disable the machine for some time (at least until someone repairs it).

Game Information: Dispel Sonic Powers 12d6, Variable Effect (any one Sonic power at a time; +½). Total cost: 54 points.

Options:

- 1) *Strong Feedback:* Increase to Dispel 14d6. Total cost: 63 points.
- 2) *Weak Feedback:* Decrease to Dispel 10d6. Total cost: 45 points.
- 3) *Enhanced Distortion:* The character can affect two Sonic powers at once. Decrease to Dispel 10d6 and add Expanded Effect (two Sonic powers simultaneously; +½). Total cost: 60 points.
- 4) *Extreme Distortion:* The character can affect four Sonic powers at once. Decrease to Dispel 10d6 and add Expanded Effect (four Sonic powers simultaneously; +1½). Total cost: 90 points.
- 5) *My Ears Are Bleeding:* The character's feedback and counterharmonics are so strong they can Dispel all Sonic powers at once. Decrease to Dispel 10d6 and add Expanded Effect (all Sonic powers simultaneously; +3½). Total cost: 150 points.



INFRASONIC BLURRING

Effect: Sight Group Flash 8d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 4

Description: The character can generate a beam of infrasound that he precisely focuses on the target's eyes, causing the eyeballs to vibrate so badly that they temporarily distort the target's vision to the point of uselessness.

Game Information: Sight Group Flash 8d6. Total cost: 40 points.

Options:

- 1) *Strong Blurring*: Increase to Sight Group Flash 10d6. Total cost: 50 points.
- 2) *Weak Blurring*: Decrease to Sight Group Flash 6d6. Total cost: 30 points.

**INFRASONIC DREAD**

Effect: Drain PRE 6d6
Target: One character
Duration: Instant
Range: 50m
END Cost: 6

Description: Exposure to infrasound can induce feeling of fear, anxiety, dread, unease, revulsion, sorrow, and nervousness in humans. The character knows how to create this effect to an extreme degree — enough to make many opponents flee in terror.

Game Information: Drain PRE 6d6 (60 Active Points); Limited Range (50m; -¼). Total cost: 48 points.

Options:

- 1) *Strong Dread*: Increase to Drain PRE 8d6. 80 Active Points; total cost 64 points.
- 2) *Weak Dread*: Decrease to Drain PRE 4d6. 40 Active Points; total cost 32 points.
- 3) *Group Dread*: The character can induce feelings of dread in everyone around him. Decrease to Drain PRE 4d6 and add Area Of Effect (8m Radius; +½) and Personal Immunity (+¼), and replace Limited Range (-¼) with No Range (-½). 70 Active Points; total cost 47 points.
- 4) *Lasting Dread*: The feelings of dread the character can create linger for awhile. Decrease to Drain PRE 4d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 80 Active Points; total cost 64 points.

**PUMP UP THE VOLUME**

Effect: Absorption 10 BODY, Sonics Only
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can absorb the effect of incoming sonic and sound-based attacks and use them to enhance *all* of his own sonic powers.

Game Information: Absorption 10 BODY (energy), Expanded Effect + Variable Effect (all Sonic powers simultaneously; +4), Delayed Return Rate (points fade at the rate of 5 per Minute; +1) (60 Active Points); Limited Phenomena (sonics only; -½). Total cost: 40 points.

Options:

- 1) *Pump It Up Really Loud*: Increase to Absorption 20 BODY. 120 Active Points; total cost 80 points.
- 2) *Would Ya Mind Turning It Down?*: Decrease to Absorption 5 BODY. 30 Active Points; total cost 20 points.

- 3) *Turn Up The Treble*: The character can only enhance some of his powers by absorbing sonic energy. Change to Absorption 20 BODY, Expanded Effect (four defined Sonic powers simultaneously; +1½). 70 Active Points; total cost 47 points.
- 4) *Could Ya Just Turn It Up A Little?*: The character can only augment one power at a time by absorbing sonic energy. Change to Absorption 30 BODY, Variable Effect (any one Sonic power at a time; +½). 45 Active Points; total cost 30 points.

**THE SILENCE ZONE**

Effect: Darkness to Hearing Group
Target: 10m radius
Duration: Constant
Range: 250m
END Cost: 2

Description: The character's control of sound allows him to cancel out all sound within a 10m radius. In that area, no one can speak, play music, or otherwise generate sound, nor can they hear sounds created outside the area.

Game Information: Darkness to Hearing Group 10m radius. Total cost: 30 points.

Options:

- 1) *Larger Silence*: Increase to 14m radius. Total cost: 42 points.
- 2) *Smaller Silence*: Decrease to 8m radius. Total cost: 24 points.
- 3) *The Sounds Of Silence*: The character controls sound so precisely that he can hear sounds from within or without the zone. Add Personal Immunity (+¼). Total cost: 37 points.
- 4) *Personal Silence Field*: The character can create a zone of silence only around himself, though he remains able to hear. Add Personal Immunity (+¼) and No Range (-½). 37 Active Points; total cost 25 points.
- 5) *Unavoidable Silence*: The character can create a small field of silence that "sticks" to a target and follows him around, preventing him from escaping the effect. Change to (or buy in addition) Darkness to Hearing Group 1m radius, Usable As Attack (defense is sonic powers, vibration powers, or Power Defense; +1¼), Ranged (+½) (8 Active Points); Only Affects One Person (-¼). Total cost: 6 points.
- 6) *What Did You Say?*: Instead of creating a zone in which sound cannot propagate at all, the character creates a zone that interferes with the transmission of sound, making it difficult (but not impossible) for anyone inside the zone to hear. Change to Change Environment (create "silent zone"), -5 to Hearing Group PER Rolls, Area Of Effect (16m Radius; +¾), Personal Immunity (+¼). Total cost: 20 points.

**SIREN SONG**

Effect: Mind Control 8d6
Target: One character
Duration: Constant
Range: 40m
END Cost: 4

Description: The character can create sounds so haunting, they are hypnotic. He delivers his orders to the victim by words in the sounds (singing or the like).

Game Information: Mind Control 8d6 (40 Active Points); Limited Normal Range (40m; $-\frac{1}{2}$). Total cost: 27 points.

Options:

- 1) *Strong Song:* Increase to Mind Control 9d6. 45 Active Points; total cost 30 points.
- 2) *Weak Song:* Decrease to Mind Control 7d6. 35 Active Points; total cost 23 points.
- 3) *Loud Song:* The character's Song is so loud everyone in the vicinity can hear the noise. Add Noisy ($-\frac{1}{4}$). Total cost: 23 points.
- 4) *Group Song:* The song affects everyone who hears it. Add Area Of Effect (32m Radius; +1) and change Limited Normal Range ($-\frac{1}{2}$) to No Range ($-\frac{1}{2}$). 80 Active Points; total cost 53 points.

**SOLID SOUND**

Effect: Various Attack Powers
Target: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character has the ability to create constructs out of soundwaves so densely packed that they're effectively solid. If he creates chains of sound they can stop people from moving; if he creates a sound-tiger, it can hurt people with its sound-claws. The only restriction on the power is that the character cannot create sound-constructs in areas where sound cannot propagate (such as vacuums), or have them move through such areas.

A character who buys this power should also buy *Sonic Wall* (see below), perhaps as a third slot in the Multipower.

Game Information:**Cost Power**

- 144 **Solid Sound:** Multipower, 180-point reserve; all Not Into/Through Areas Where Soundwaves Cannot Propagate ($-\frac{1}{4}$)
- 4f 1) **Sound Shackles:** Entangle 5d6, 5 PD/5 ED; Not Into/Through Areas Where Soundwaves Cannot Propagate ($-\frac{1}{4}$)
- 14f 2) **Sound Creations:** Summon any being or object built on up to 300 Total Points, Expanded Class (anything; +1), Slavishly Devoted (+1); Not Into/Through Areas Where Soundwaves Cannot Propagate ($-\frac{1}{4}$)

Total cost: 162 points.

**SONIC BLAST**

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a beam of focused sound capable of inflicting serious injury.

Game Information: Blast 12d6 (60 Active Points); Does Not Work In A Vacuum ($-\frac{1}{4}$). Total cost: 48 points.

Options:

- 1) *Strong Sonic Blast:* Increase to Blast 14d6. 70 Active Points; total cost 56 points.
- 2) *Weak Sonic Blast:* Decrease to Blast 8d6. 40 Active Points; total cost 32 points.
- 3) *Deafening Blast:* The character's blast not only inflicts injury, it temporarily deafens the target. Add Hearing Group Flash 7d6 (21 Active Points); Linked ($-\frac{1}{2}$), Does Not Work In A Vacuum ($-\frac{1}{4}$) (total cost: 12 points). $60 + 21 = 81$ Active Points; total cost $48 + 12 = 60$ points.
- 4) *Vertigo Blast:* The character's blast not only inflicts injury, it temporarily dizzies the target. Add Drain DEX 3d6 (30 Active Points); Linked ($-\frac{1}{2}$), Does Not Work In A Vacuum ($-\frac{1}{4}$) (total cost: 17 points). $60 + 30 = 90$ Active Points; total cost $48 + 17 = 65$ points.
- 5) *Ultrasonic Blast:* The character uses focused ultrasound to give his attack enhanced power to cut through armor and other defenses. Add Armor Piercing ($+\frac{1}{4}$). 75 Active Points; total cost 60 points.
- 6) *Infrasonic Blast:* The character uses focused infrasound to enhance his attack's ability to affect targets. Add Penetrating ($+\frac{1}{2}$). 90 Active Points; total cost 72 points.
- 7) *Stunning Sound I:* The character's sonic attack can't inflict injuries, but its effect on the target's brain and body causes dizziness, disorientation, and even unconsciousness. Decrease to Blast 8d6 and add NND (defense is being deaf or having Hearing Group Flash Defense; $+\frac{1}{2}$). 60 Active Points; total cost 48 points.
- 8) *Stunning Sound II:* As Stunning Sound I, but even ear coverings don't offer complete protection (deafness still does, however). Decrease to Blast 6d6 and add AVAD (defense is Hearing Group Flash Defense; +1). 60 Active Points; total cost 48 points.
- 9) *Sonic Cone:* The character's blast of sound affects a cone-shaped area immediately in front of him. Decrease to Blast 8d6 and add Area Of Effect (16m Cone; $+\frac{1}{2}$) and No Range ($-\frac{1}{2}$). 60 Active Points; total cost 34 points.
- 10) *Sonic Beam:* Like Sonic Cone, but change to Area Of Effect (32m Line; $+\frac{1}{2}$). 60 Active Points; total cost 34 points.

**SONIC BOOM**

Effect: Blast 8d6
Target: 18m Radius Explosion
Duration: Instant
Range: 400m
END Cost: 6

Description: The character can emit a thundering boom of sonic energy capable of injuring anyone in a wide area (though the effect diminishes away from the center of the boom).

Game Information: Blast 8d6, Area Of Effect (18m Radius Explosion; +½) (60 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 48 points.

Options:

- 1) *Strong Sonic Boom* : Increase to Blast 10d6. 75 Active Points; total cost 60 points.
- 2) *Weak Sonic Boom* : Decrease to Blast 6d6. 45 Active Points; total cost 36 points.
- 3) *Larger Boom*: Increase to Area Of Effect (36m Radius Explosion; +¾). 70 Active Points; total cost 56 points.
- 4) *Personal Boom*: The character can't project his Sonic Boom, only use it in the area around himself. Increase to Area Of Effect (36m Radius Explosion; +¾) and add Personal Immunity (+¼), and No Range (-½). 80 Active Points; total cost 46 points.

**SONIC DISCOMFITURE**

Effect: Drain CON 3d6
Target: 20m Radius
Duration: Constant
Range: 750m
END Cost: 7

Description: The character emits a combination of infrasound and ultrasound that induces feelings of nausea and sickness. After sufficient exposure, targets may vomit, lose control of their bowels, or suffer similarly unpleasant physical effects.

Game Information: Drain CON 3d6, Area Of Effect (20m Radius; +1), Constant (+½) (75 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 60 points.

Options:

- 1) *Strong Discomfiture*: Increase to Drain CON 4d6. 100 Active Points; total cost 80 points.
- 2) *Weak Discomfiture*: Decrease to Drain CON 2d6. 50 Active Points; total cost 40 points.
- 2) *Easy Discomfiture*: Add Reduced Endurance (½ END; +¼). 82 Active Points; total cost 66 points.

**SONIC LIQUIFICATION**

Effect: RKA 3d6
Target: One character
Duration: Instant
Range: 450m
END Cost: 4

Description: The character can emit a blast of sound so powerful, and so focused, that it liquifies flesh, crumbles bone and other solid materials to powder, and otherwise wreaks havoc on targets.

Game Information: RKA 3d6 (45 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 36 points.

Options:

- 1) *Strong Liquification*: Increase to RKA 4d6. 60 Active Points; total cost 48 points.
- 2) *Weak Liquification*: Decrease to RKA 2d6. 30 Active Points; total cost 24 points.
- 3) *Ultrasonic Liquification*: The character uses focused ultrasound to give his attack enhanced power to cut through armor and other defenses. Add Armor Piercing (+¼). 56 Active Points; total cost 45 points.
- 4) *Infrasonic Liquification*: The character uses focused infrasound to enhance his attack's ability to affect targets. Add Penetrating (+½). 67 Active Points; total cost 54 points.
- 5) *Shattering*: The character's power works especially well against rigid, nonliving matter, such as glass, walls, and metal armor. Add RKA +2d6 (30 Active Points); Only Versus Rigid Nonliving Objects (-1), Does Not Work In A Vacuum (-¼). (total cost: 13 points). 45 + 30 = 75 Active Points; total cost 36 + 13 = 49 points.
- 6) *True Liquification*: Objects without special energy protection cannot resist the character's deadly sonic beam. Decrease to RKA 2d6 and add NND (defense is ED Resistant Protection defined as a force-field or the like, or an ED Barrier; +1) and Does BODY (+1). 90 Active Points; total cost 72 points.
- 7) *Ongoing Liquification*: The character can maintain the liquification effect until his target simply disintegrates. Add Constant (+½). 67 Active Points; total cost 54 points.
- 8) *True Ongoing Liquification*: The character's maintainable sonic beam is nigh-irresistible. Decrease to RKA 1d6+1 and add NND (defense is ED Resistant Protection defined as a force-field or the like, or an ED Barrier; +1), Does BODY (+1), and Constant (+½). 70 Active Points; total cost 56 points.



SOUND MANIPULATION

Effect: Images to Hearing Group, -4 to PER Rolls
Target: 16m radius
Duration: Constant
Range: 300m
END Cost: 3

Description: The character can create fictitious sounds — a conversation taking place where there's no one, footfalls approaching from behind, or whatever else he wants. Anyone who hears the sounds has to make a Hearing PER Roll at -4 to realize they're not real.

Since this power has Range, it allows a character to become a superb “ventriloquist” — he can generate any kind of sound he wants at a distance without moving his lips at all.

Game Information: Images to Hearing Group, -4 to PER Rolls, Area Of Effect (16m radius; +¾) (30 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 24 points.

Options:

- 1) *Better Sounds:* Increase the PER Roll modifier to -6. 40 Active Points; total cost 32 points.
- 2) *Poorer Sounds:* Decrease the PER Roll modifier to -2. 19 Active Points; total cost 15 points.
- 3) *Larger Area:* Increase to Area Of Effect (32m radius; +1). 34 Active Points; total cost 27 points.
- 4) *Skillful Manipulation:* To create sounds, the character must skillfully sculpt them. Add Requires A Mimicry Roll (-½). Total cost: 17 points.

DEFENSIVE POWERS

BODY OF SOUND

Effect: Physical and Energy Damage Reduction, Resistant, 50%, Not Versus Sonics
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is made of semi-solid sound waves. He has a strange, “buzzing” feel when touched (possibly worth a *Distinctive Features* Complication), and suffers less damage from attacks because he lacks a fully solid form. (However, sonic attacks have full effect against him.)

Game Information: Physical Damage Reduction, Resistant, 50% (total cost: 30 points) **plus** Energy Damage Reduction, Resistant, 50% (30 Active Points); Does Not Work Against Sonics (-¼) (total cost: 24 points). Total cost: 54 points.

Options:

- 1) *Total Sound:* The character can convert his body to pure sound so that he can pass through any physical object that's not soundproof. Character also buys Desolidification (affected by sonic attacks, vibratory attacks, and metal-based attacks) (40 Active Points); Cannot Pass Through Soundproof Materials (-¼), Does Not Work In A Vacuum (-¼). Total cost: 27 points.



FEEDBACK DEFENSE

Effect: Deflection, Only Works Against Sonics
Target: Target's OCV
Duration: Instant
Range: 200m
END Cost: 2

Description: The character uses his control of sound to generate feedback and distortion that disrupts ranged sonic attacks made against him.

Game Information: Deflection (20 Active Points); Only Works Against Limited Type Of Attack (sonics; -½). Total cost: 13 points.

Options:

- 1) *Skilled Feedback:* The character also buys +4 OCV with Deflection. Total cost: +8 points.



SILENT SELF

Effect: Invisibility to Hearing Group, No Fringe
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character uses his control over sound to make his movements absolutely silent.

Game Information: Invisibility to Hearing Group, No Fringe. Total cost: 20 points.

Options:

- 1) *Easy Silent Self:* Add Reduced Endurance (0 END; +½). Total cost: 30 points.



SONIC IMMUNITY

Effect: Energy Damage Reduction, Resistant, 75%, Only Against Sonics
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Thanks to his control over sound, the character reflexively negates most of the damage from any sonic attack made against him.

Game Information: Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Sonics (-½). Total cost: 40 points.

Options:

- 1) *Expanded Sonic Immunity:* Character also buys Resistant Protection (0 PD/30 ED) (45 Active Points); Only Works Against Sonics (-½). Total cost: 30 points.



SONIC SCREEN

Effect: Resistant Protection (20 PD/20 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can create a screen or shield of intensely-focused sound waves to protect his body. The compact sound waves disrupt energy attacks, and either disintegrate or deflect physical attacks.

Game Information: Resistant Protection (20 PD/20 ED) (60 Active Points); Costs Endurance (-½), Does Not Work In A Vacuum (-¼). Total cost: 34 points.

Options:

- 1) *Strong Screen:* Increase to Resistant Protection (30 PD/30 ED). 90 Active Points; total cost 51 points.
- 2) *Weak Screen:* Decrease to Resistant Protection (15 PD/15 ED). 45 Active Points; total cost 26 points.
- 3) *Tougher Screen:* Add Hardened (+¼). 75 Active Points; total cost 43 points.
- 4) *Energy-Resistant Screen:* The character's Sonic Screen offers greater protection against energy attacks than physical ones. Change to Resistant Protection (15 PD/25 ED). 60 Active Points; total cost 34 points.
- 5) *Anti-Sonics Screen:* The character's Sonic Screen is specially modulated to disrupt incoming sonic attacks. Add Resistant Protection (+0 PD/+10 ED) (15 Active Points); Only Works Against Sonics (-½), Does Not Work In A Vacuum (-¼) (total cost: 8 points). 60 + 15 = 75 Active Points; total cost 34 + 8 = 42 points.



SONIC WALL

Effect: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable
Target: Area
Duration: Constant
Range: 700m
END Cost: 7

Description: The character can create a wall-like structure of intensely-focused sound waves that shield a 2m area from attack. The compact sound waves disrupt energy attacks, and either disintegrate or deflect physical attacks.

Game Information: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable (70 Active Points); Costs Endurance (to maintain; -½). Total cost: 47 points.

Options:

- 1) *Strong Wall:* Increase to Barrier 12 PD/12 ED, 12 BODY (up to 12m long, 4m tall, and ½m thick). 80 Active Points; total cost 53 points.
- 2) *Weak Wall:* Decrease to Barrier 8 PD/8 ED, 8 BODY (up to 8m long, 3m tall, and ½m thick). 59 Active Points; total cost 39 points.
- 3) *Larger Wall:* Add +10m length and +1m height. 81 Active Points; total cost 54 points.
- 4) *Energy-Resistant Wall:* The character's Sonic Wall offers greater protection against energy attacks than physical ones. Change the defense to 8 PD/12 ED; cost remains the same.
- 5) *Anti-Sonics Wall:* The character's Sonic Wall is specially modulated to disrupt incoming sonic attacks. Increase ED to 14. 76 Active Points; total cost 51 points.

**SOUND TOLERANCE**

Effect: Hearing Group Flash Defense (20 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Turn the sound up as loud as you want! Nothing's going to deafen a character with this power. Thanks to his control over sonic energy, he can keep high-volume noises from ruining his hearing.

Game Information: Hearing Group Flash Defense (20 points). Total cost: 20 points.

Options:

- 1) *Higher Tolerance:* Increase to Hearing Group Flash Defense (30 points). Total cost: 30 points.
- 2) *Lower Tolerance:* Decrease to Hearing Group Flash Defense (12 points). Total cost: 12 points.
- 3) *Tough Tolerance:* Add Hardened (+¼). Total cost: 25 points.

MOVEMENT POWERS**RIDING THE SOUNDWAVES**

Effect: Flight 30m
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can use focused sound waves to propel himself through the air.

Game Information: Flight 30m (30 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 24 points.

Options:

- 1) *Fast Flight:* Increase to Flight 40m. 40 Active Points; total cost 32 points.
- 2) *Slow Flight:* Decrease to Flight 20m. 20 Active Points; total cost 16 points.
- 3) *Speed Of Sound:* Either by extremely rapid propulsion, or by converting his body to sound waves, the character can travel as fast as the speed of sound (about 750 mile per hour). This write-up assumes the character has SPD 5. Change to Flight 16m, x100 Noncombat (46 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 37 points.

**SOUNDWAVE TRAVEL**

Effect: Teleportation 40m
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character can transform himself into pure sound and travel nigh-instantaneously to a location within 40m before reverting to his physical form. He cannot travel to or through areas where soundwaves cannot propagate, such as vacuums.

Game Information: Teleportation 40m (40 Active Points); Not Into/Through Areas Where Soundwaves Cannot Propagate (-¼). Total cost: 32 points.

Options:

- 1) *Strong Power:* Increase to Teleportation 50m. 50 Active Points; total cost 40 points.
- 2) *Weak Power:* Decrease to Teleportation 30m. 30 Active Points; total cost 24 points.
- 3) *Speed Of Sound:* The character can remain in soundwave form for up to a second, allowing him to travel at the speed of sound (assumed to be 750 miles per hour for these purposes, though it actually varies based on the temperature, the medium traveled through, the elevation, and so forth). Add MegaScale (1m = 808m; +1). 80 Active Points; total cost 64 points.

SENSORY POWERS**AUGMENTED HEARING**

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's control over sound allows him to enhance his ability to hear. He may buy one, some, or all of the abilities listed below.

Game Information:**Cost Power**

20	Combat Hearing: Targeting for Hearing Group
10	Enhanced Hearing: +5 PER with Hearing Group
18	Parabolic Hearing: +12 versus Range Modifier for Hearing Group
3	Ultrasonic Hearing: Ultrasonic Perception (Hearing Group)

**FAR-HEARING**

Effect: Clairsentience (Hearing Group)
Target: Self
Duration: Constant
Range: 3,400m
END Cost: 0

Description: The character can "bend" sound waves, causing sounds too distant for him to hear to reach his ears.

Game Information: Clairsentience (Hearing Group), 32x Range (3,400m). Total cost: 45 points.

**INFRASONIC PERCEPTION**

Effect: Infrasonic Perception (Hearing Group)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has a new Enhanced Sense, *Infrasonic Perception* (usually defined as belonging to the Hearing Group). This allows him to perceive the full range of infrasound.

In the real world, hearing infrasound has many applications. Seismographs use this range of sound to detect earthquakes. (Infrasound can also result naturally from volcanoes, meteors, tornadoes, waves, and avalanches.) Because nuclear and chemical explosions can generate infrasound, agencies who monitor for such things use infrasonic detection devices. A character's Infrasonic Perception may not be as precise as the devices used for these purposes, though.

Similarly, many animals have the ability to perceive infrasound on some level. Because they can sense the advancing infrasonic wave from an impending disaster (like an earthquake or tidal wave), they know to flee the area long before humans are aware of any problem. Some animals (including whales, giraffes, elephants, rhinoceri, alligators, and hippopotami) use infrasound to communicate — infrasound can cover long distances and travel around obstacles with relatively little dissipation.

Game Information: Infrasonic Perception (Hearing Group). Total cost: 3 points.

**SONAR**

Effect: Active Sonar, Increased Arc Of Perception (360 Degrees)
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Like a dolphin or a bat, the character can emit ultrasonic “pings” and, by judging how they impact objects and return to his ears, “see” the world around him.

Game Information: Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

**ULTRASONIC SCAN**

Effect: Detect Medical Condition
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can emit ultrasonic waves and analyze how they pass through the materials of a person's body to determine various medical conditions (such as the development of a fetus, various cardiological conditions, assessing arterial bloodflow, fluid retention in various areas, and some musculoskeletal conditions) without the need for invasive surgery. However, unless the character has an appropriate Background Skill (such as SS: Medicine), he won't necessarily understand the significance of what he's perceiving.

Game Information: Detect Medical Condition (INT Roll) (Hearing Group), Discriminatory. Total cost: 10 points.

MISCELLANEOUS POWERS**SONIC SKILLFULNESS**

Effect: +6 with Sound-Based Skills
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can use his ability to manipulate sonic energy to improve his ability to perform tasks. He has Skill Levels that add to sound-based Skills. These include Mimicry and Ventriloquism, of course; the GM should decide on a case-by-case basis whether specific uses of other Skills could benefit from sonic manipulation, and thus from these Levels. Oratory and Persuasion can often benefit (the character makes his voice more impressive or soothing); other possibilities include Lockpicking (manipulating parts inside mechanical locks with subtle sonic vibrations), Security Systems (masking characters from sound monitors and sonic-based motion detectors), and the like.

Game Information: +6 with Sound-Based Skills. Total cost: 24 points.

SPEEDSTER POWERS



Speedster Powers involve the ability to move at extremely high velocities. Typically this means characters who can run incredibly fast, but flying and swimming speedsters are not unknown. (On the other hand, if you want a character whose movement powers depend on teleporting rather than rapid physical movement, you should look at Teleportation Powers.) See pages 89 and 278 of *Champions* for more on speedsters.

The list of abilities a character could create based on the concept of “moving incredibly fast” is extremely broad, particularly when superhero physics plays into the mix. The examples below are just some of the more common speedster-oriented powers. You can easily use these as inspiration for creating your own (or see *The Ultimate Speedster* for a much more comprehensive list).

Time Powers and Vibration Powers often relate closely to speedster powers in various ways; a speedster could, for example, define as his Speedster Powers as being aspects of his ability to speed up or slow down time. You may want to review those power categories for other ideas for speedster characters.

BASIC POWERS

To have speedster powers, the first thing a character needs is the ability to move really quickly. Here are several standard options for that.



HYPER-RUNNING

Effect: Running +40m, MegaScale (1m = 1 km)
Target: Self
Duration: Constant
Range: Self
END Cost: 5

Description: The character can run at tremendous velocities.

This form of Hyper-Running is built using the Power *Running*. The advantages to this are that the character can perform Combat Maneuvers like Grab By and Move Through, and he can turn on a dime because he has no Turn Mode. However, he cannot perform common speedster stunts like running up the sides of buildings or across bodies of water. See the Hyper-Running II and III options, below, for other ways to build

high-velocity running powers. (Of course, a character could combine all three versions into a Multipower to get the best of all worlds.)

Game Information:

Cost Power

- 48 **Hyper-Running:** Multipower, 48-point reserve
 5f **1) Super-Running:** Running +48m
 2f **2) Overdrive Running:** Running +8m, MegaScale (1m = 1 km, also applies to base 12m Running; +1)

Total cost: 55 points.

Options:

- 1) *Even Faster:* Increase Multipower reserve to 60 points, slot 1 to Running +60m, and slot 2 to Running +18m. Total cost: 70 points.
- 2) *Not Quite As Fast:* Decrease Multipower reserve to 40 points, and both slots to Running +30m. Total cost: 47 points.
- 3) *Running Up Buildings:* With this added power, the character can run up the sides of buildings. He cannot, however, run over bodies of water or the like. Character also buys Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Must Make At Least A Half Move Each Phase (-¼). Total cost: 7 points.
- 4) *Hyper-Running II:* This version of Hyper-Running uses Flight with the Limitation *Only In Contact With A Surface* (-¼). The advantage of this approach is that it allows the character to perform the common speedster stunts of running up the sides of buildings, across the surface of bodies of water, and even (if the GM is feeling lenient) along small objects thrown through the air (such as the glass from a shattered window). The drawback is that the character has a Turn Mode; he can't turn and maneuver as freely as a character with lots of Running can.

Game Information:

Cost Power

- 40 **Hyper-Running II:** Multipower, 50-point reserve, all Only In Contact With A Surface (-¼)
 4f **1) Super-Running:** Flight 50m; Only In Contact With A Surface (-¼)
 3f **2) Overdrive Running:** Flight 20m, MegaScale (1m = 1 km; +1); Only In Contact With A Surface (-¼)

Total cost: 47 points.

- 5) *Hyper-Running III*: This version of Hyper-Running uses Teleportation with the Limitation *Must Pass Through Intervening Space* (-¼). The advantage to this method is that it allows the character to reach a wide variety of locations (he can, for example, “run up the side” of a building by simply Teleporting to the top). It also allows the character to “appear in the blink of an eye,” a common and fun speedster trick. However, it comes with the severe drawback of preventing the character from performing Combat Maneuvers like Grab By, Move By, and Move Through.

Game Information:**Cost Power**

- 40 **Hyper-Running III**: Multipower, 50-point reserve; all *Must Pass Through Intervening Space* (-¼)
- 4f 1) **Super-Running**: Teleportation 50m; *Must Pass Through Intervening Space* (-¼)
- 3f 2) **Overdrive Running**: Teleportation 20m, MegaScale (1m = 1 km; +1); *Must Pass Through Intervening Space* (-¼)

Total cost: 47 points.

**HYPER-FLIGHT**

- Effect:** Flight 50m, also MegaScale (1m = 1 km)
- Target:** Self
- Duration:** Constant
- Range:** Self
- END Cost:** 6/6

Description: The character can fly faster than the fastest bird — or, for that matter, the fastest jetfighters, if he has to.

Game Information:**Cost Power**

- 50 **Hyper-Flight**: Multipower, 50-point reserve
- 5f 1) **Super-Flight**: Flight 50m
- 5f 2) **Machspeed Flight**: Flight 25m, MegaScale (1m = 1 km; +1)

Total cost: 60 points.

Options:

- 1) *Faster Flight*: Increase Multipower to 60-point reserve, slot one to Flight 60m, and slot two to Flight 30m MegaScale. Total cost: 72 points.
- 2) *Slower Flight*: Decrease Multipower to 40-point reserve, slot one to Flight 40m, and slot two to Flight 20m MegaScale. Total cost: 48 points.
- 3) *Aqua-Flight*: The character can use his ability to fly to “swim” as well. Increase Multipower reserve to 62 points and add Usable Underwater (+¼) to both slots. Total cost: 74 points.

**HYPER-SWIMMING**

- Effect:** Swimming +50m, also MegaScale (1m = 1 km)
- Target:** Self
- Duration:** Constant
- Range:** Self
- END Cost:** 3

Description: The character can swim so fast he leaves the best speedboats bobbing in his wake.

Game Information:**Cost Power**

- 25 **Hyper-Swimming**: Multipower, 25-point reserve
- 2f 1) **Super-Swimming**: Swimming +50m
- 2f 2) **Overdrive Swimming**: Swimming +20m, MegaScale (1m = 1 km, also applies to base 4m Swimming; +1)

Total cost: 29 points.

Options:

- 1) *Faster Swimming*: Increase Multipower reserve to 30 points, slot one to Swimming +60m, and slot two to Swimming +30m. Total cost: 36 points.
- 2) *Slower Swimming*: Decrease Multipower reserve to 20 points, slot one to Swimming +40m, and slot two to Swimming +15m. Total cost: 24 points.

OFFENSIVE POWERS

**AQUA-STRENGTH**

- Effect:** +20 STR, Only Works Underwater
- Target:** Self
- Duration:** Persistent
- Range:** Self
- END Cost:** 2

Description: The character's much stronger underwater than he is on the surface or in the air.

You can use this ability as a template for other powers that only manifest underwater. Alternately, you could give a swimming speedster high STR all the time but a Dependence on water that results in Weakness (and thus loss of STR).

Game Information: +20 STR (20 Active Points); Only Works Underwater (-½). Total cost: 13 points.

Options:

- 1) *Greater Aqua-Strength*: Increase to +30 STR. 30 Active Points; total cost 20 points.
- 2) *Lesser Aqua-Strength*: Decrease to +10 STR. 10 Active Points; total cost 7 points.

**BATTERING RAM**

- Effect:** HA +6d6, Only With Move Through/By plus +6 with Grab By, Move By, and Move Through
- Target:** One character
- Duration:** Instant
- Range:** Touch
- END Cost:** 3

Description: This power represents a character's enhanced ability to hurt his enemies by running into them. Not only is he more accurate than normal with such attacks, but he does more damage when he hits with them.

Characters with this power often have the *Impact Resistance* ability as well.

Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-¼), Only With Move Through/By (-1) (total cost: 13 points) and +6 with Grab By, Move By, and Move Through (total cost: 18 points). Total cost: 31 points.

Options:

- 1) *Better Battering:* Increase to HA +8d6 and +8 OCV. 40 + 24 = 64 Active Points; total cost 18 + 24 = 42 points.
- 2) *Bitter Battering:* Decrease to HA +4d6 and +4 OCV. 20 + 12 = 32 Active Points; total cost 9 + 12 = 21 points.



BURNING RUBBER

Effect: RKA ½d6, Penetrating, Only Affects The Ground Character Moves On

Target: Trail

Duration: Uncontrolled (lasts until fuel or oxygen runs out, or is extinguished)

Range: No Range

END Cost: 0

Description: The speedster moves so fast that he sets the ground behind him on fire. The fire keeps burning until it runs out of fuel or oxygen, or it's doused somehow; it can also set other flammable objects on fire.

Game Information: RKA ½d6, Area Of Effect (Trail; +1), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (fire ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (42 Active Points); Only Affects The Ground Character Moves On (-½). Total cost: 28 points.

Options:

- 1) *Strong Burning:* Increase to RKA 1d6. 64 Active Points; total cost 43 points.
- 2) *Weak Burning:* Decrease to RKA 1 point. 21 Active Points; total cost 14 points.



COMPRESSED AIR PUNCH

Effect: Blast 6d6

Target: One character

Duration: Instant

Range: 20m

END Cost: 3

Description: The speedster punches the air so quickly and with such speed-driven force that he compresses the air forward as a pulse to hit his target at range.

Game Information: Blast 6d6 (30 Active Points); Limited Range (20m; -¼). Total cost: 24 points.

Options:

- 1) *Strong Punch:* Increase to Blast 8d6. 40 Active Points; total cost 32 points.
- 2) *Weak Punch:* Decrease to Blast 5d6. 25 Active Points; total cost 20 points.
- 3) *Jackhammer Punch:* By "jackhammering" his fist, the speedster can hit the same target with multiple compressed air blasts, or hit several targets at once. Add Autofire (5 shots; +½). 45 Active Points; total cost 36 points.



DIZZYING SPIN

Effect: Drain DEX 6d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 6

Description: The character takes hold of a target and spins him around so quickly that the target becomes too dizzy to stand straight, walk straight, or hold onto and use devices.

Game Information: Drain DEX 6d6 (60 Active Points); No Range (-½). Total cost: 40 points.

Options:

- 1) *Really Dizzy:* Increase to Drain DEX 8d6. 80 Active Points; total cost 53 points.
- 2) *Not Quite So Dizzy:* Decrease to Drain DEX 4d6. 40 Active Points; total cost 27 points.
- 3) *I Think I'm Gonna Be Sick...:* Being spun around so fast makes the target sick as well as dizzy. Decrease to Drain 4d6 and add Expanded Effect (both DEX and CON simultaneously; +½). 60 Active Points; total cost 40 points.
- 4) *Got The Wobbles:* The dizzying effect of the character's attack lasts quite a while. Decrease to Drain 3d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 60 Active Points; total cost 40 points.
- 5) *Stunning Spin:* Instead of dizzying the target, the rapid spin knocks him out due to rapid changes in blood pressure. Change to: Blast 8d6, NND (defense is Power Defense; +½). 60 Active Points; total cost 40 points.



GRAB-AND-DROP

Effect: +10 with Move Throw

Target: One character

Duration: Instant

Range: Touch

END Cost: 4

Description: A speedster with this ability is particularly skilled at picking up a foe, moving with him at high speed, then letting him go so he slams into something. (See *Move Throw*, APG 168, for more information on this form of attack.)

In game terms this ability is bought as 3-point Combat Skill Levels with Move Throw so the character can use them to improve his OCV, DCV, or damage with the attack.

Game Information: +10 with Move Throw. Total cost: 30 points.

Options:

- 1) *Strong Drop:* Increase to +12 with Move Throw. Total cost: 36 points.
- 2) *Weak Drop:* Decrease to +8 with Move Throw. Total cost: 24 points.

**HOSTAGE RESCUE**

Effect: Teleportation 20m, Usable As Attack
Target: One character
Duration: Instant
Range: 20m
END Cost: 6

Description: The speedster can zip across a room, snatch a hostage out of harm's way, put the hostage anywhere within 20m of the hostage's starting point, and then return to where he was standing... all in a split second. Despite the power's name, it can be used to move anything weighing up to 100 kg, not just hostages.

Game Information: Teleportation 20m, Position Shift, Usable As Attack (defense is Teleportation or Power Defense; +1¼), Limited Range (20m; +¼) (62 Active Points); Must Pass Through Intervening Space (-¼). Total cost: 50 points.

Options:

- 1) *Strong Rescue:* Increase to Teleportation 40m. 112 Active Points; total cost 90 points.
- 2) *Weak Rescue:* Decrease to Teleportation 10m. 37 Active Points; total cost 30 points.
- 4) *Long-Range Rescue:* Remove Limited Range (+¼). 56 Active Points; total cost 45 points.

**HYPERTHROWING**

Effect: Blast 8d6, RKA 2d6
Target: One character
Duration: Instant
Range: RBS
END Cost: 4/3

Description: The character can throw objects with such velocity and force that they inflict serious injuries on targets they hit. Blunt objects do Normal Damage; sharp or pointed objects do Killing Damage.

Game Information:**Cost Power**

- 23 **Hyperthrowing:** Multipower, 40-point reserve; all OIF (-½), Range Based On STR (-¼)
- 2f 1) **Blunt Objects:** Blast 8d6; OIF (blunt objects of opportunity; -½), Range Based On STR (-¼)
- 2f 2) **Sharp Objects:** RKA 2d6; OIF (sharp objects of opportunity; -½), Range Based On STR (-¼)

Total cost: 27 points.

Options:

- 1) *Strong Hyperthrowing:* Increase the Multipower reserve to 50 points, slot one to Blast 10d6, and slot two to RKA 3d6. Total cost: 35 points.
- 2) *Weak Hyperthrowing:* Decrease the Multipower reserve to 30 points, slot one to Blast 6d6, and slot two to RKA 1½d6. Total cost: 20 points.
- 3) *Gatling Hyperthrowing:* If the character has enough objects to throw, he can throw them one after the other with the speed of a machine gun. Increase Multipower reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 40 points.

**I'LL TAKE THOSE!**

Effect: Telekinesis (20 STR), Only To Disarm
Target: 16m Radius Selective
Duration: Instant
Range: No Range
END Cost: 7

Description: The character can run around the area near him, snatching guns (or other objects) from peoples' hands and picking up other things. He has to make a separate Attack Roll, and if that succeeds a STR Versus STR Roll, against each person he wants to take an object from. (To pick up ordinary objects not being held or controlled by anyone, a simple Attack Roll suffices.) When he's done, the character ends up right back where he started, with his hands full of guns and other things he doesn't want his foes to have.

Game Information: Telekinesis (20 STR), Area Of Effect (16m Radius Selective; +1) (60 Active Points); Instant (-½), No Range (-½), Only To Disarm/Grab Objects (-1). Total cost: 20 points.

Options:

- 1) *Strong Taking:* Increase to Telekinesis (30 STR). 90 Active Points; total cost 30 points.
- 2) *Larger Taking:* Increase to Area Of Effect (32m Radius Selective; +1¼). 67 Active Points; total cost 22 points.
- 3) *I'll Take Those! Variant:* This form of I'll Take Those! uses Teleportation, rather than telekinetic strength, to snatch weapons out of enemies' hands. The character can target any object within 16m of him and "teleport" it to his hand. Change to Teleportation 16m, Area Of Effect (16m Radius Selective; +1), Usable As Attack (defense is having Desolidification, Teleportation, dimensional manipulation, or speedster powers; +1¼) (52 Active Points); Only To Disarm/Grab Objects (-1). Total cost: 26 points.

**LET'S WRAP THIS UP**

Effect: Entangle 4d6, up to 4 PD/4 ED
Target: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: The character can grab up some nearby flexible materials — cables, rope, chains, or the like — and then run around a target at high speed, wrapping him up just as neat as you please. The PD/ED of the Entangle depends on the materials the character uses — for example, rope might be PD/ED 2, chains PD/ED 4 — with a maximum of 4 PD/4 ED.

Game Information: Entangle 4d6, up to 4 PD/4 ED (40 Active Points); OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½). Total cost: 13 points.

Options:

- 1) *Strong Wrapping*: Increase to Entangle 6d6, up to 6 PD/6 ED. 60 Active Points; total cost 20 points.
- 2) *Weak Wrapping*: Decrease to Entangle 3d6, up to 3 PD/3 ED. 30 Active Points; total cost 10 points.
- 3) *Ranged Wrap-Up*: The character can get the material he needs and then run over to the target and wrap him up; he's not limited to targets standing next to him. Remove No Range (-½). Total cost: 16 points.
- 4) *Skillful Wrap-Up*: The character has to do the wrap-up just right or it doesn't work. Add Requires A DEX Roll (-½). Total cost: 11 points.

**MOVING ATTACK****Effect:** HA +5d6**Target:** Trail**Duration:** Instant**Range:** Touch**END Cost:** 6

Description: The character runs (or flies) past a line of foes, hitting each one of them in turn. He moves so fast they can barely defend themselves (he strikes against DCV 3). He receives no velocity bonus to damage, however; the movement is a part of the overall power, not a supplement to it.

Game Information: HA +5d6, Area Of Effect (Trail; +1) (50 Active Points); Hand-To-Hand Attack (-¼). Total cost: 40 points.

Options:

- 1) *Strong Moving Attack*: Increase to HA +7d6. 70 Active Points; total cost 56 points.
- 2) *Weak Moving Attack*: Decrease to HA +3d6. 30 Active Points; total cost 24 points.

**PHASING GRIP****Effect:** HKA 1½d6, Penetrating, No STR Bonus**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 4

Description: The character can grab hold of a target and inflict serious injuries either by velocity-phasing his hand partly into the target's body, or by shaking the target at tremendous velocities.

Game Information: HKA 1½d6, Penetrating (+½) (37 Active Points); No STR Bonus (-½), No Knockback (-¼). Total cost: 21 points.

Options:

- 1) *Strong Phasing Grip*: Increase to HKA 2½d6. 60 Active Points; total cost 34 points.
- 2) *Weak Phasing Grip*: Decrease to HKA 1d6. 22 Active Points; total cost 12 points.
- 3) *Friction Attack*: Instead of injuring the target by velocity-phasing, the character rubs his hands against the target at super-speed, causing damage by friction — and, if the target is flammable, starting a fire as well. Add RKA 1 point, Constant (+½), Uncontrolled (lasts until

flammable material affected by RKA 1½d6 is consumed, or a Full Phase is spent putting out the flames; +½), Reduced Endurance (0 END; +½), Sticky (anyone or anything flammable touching the victim also catches on fire; +½) (15 Active Points); Linked (-½), No Range (-½) (total cost: 7 points). 37 + 15 = 52 Active Points; total cost 21 + 7 = 28 points.

**RAPID-FIRE PUNCH****Effect:** HA +9d6**Target:** One character**Duration:** Instant**Range:** Touch**END Cost:** 4

Description: The character can punch a target dozens, hundreds, or even thousands of times in the blink of an eye. While each individual punch doesn't have much effect, taken together in such quick succession they can batter even a superpowered target to pulp.

Game Information: HA +9d6 (45 Active Points); Hand-To-Hand Attack (-¼). Total cost: 36 points.

Options:

- 1) *More Rapid Punches*: Increase to HA +12d6. 60 Active Points; total cost 48 points.
- 2) *Less Rapid Punches*: Decrease to HA +6d6. 30 Active Points; total cost 24 points.
- 3) *Autofire Punch*: The character's punches do less damage individually, but he can throw a lot of them. Change to HA +5d6, Autofire (5 shots; +½) (37 Active Points); Hand-To-Hand Attack (-¼), All Attacks Must Be Directed At The Same Target (-¼). Total cost: 25 points.

**RUBBLE BLAST****Effect:** Blast 8d6, OIF (rubble of opportunity)**Target:** 1m Radius**Duration:** Instant**Range:** No Range (see text)**END Cost:** 5

Description: This power uses the turbulence created by the character's ultra-fast movement to attack an opponent. The character first moves past or through a pile of rubble or like material. As he continues his move, the turbulence of his passage "picks up" a large section of rubble and carries it along in his wake. Then he moves past the target, stopping or turning at just the right moment so that the pile of rubble smashes into the target.

Game Information: Blast 8d6, Area Of Effect (1m Radius; +¼) (50 Active Points); OIF (rubble of opportunity; -½), Extra Time (character must spend a Full Phase to make a move that takes him past the rubble and toward the target, then another Full Phase to attack the target; -¾), No Range (-½). Total cost: 18 points.

Options:

- 1) *Strong Blast*: Increase to Blast 10d6. 62 Active Points; total cost 22 points.
- 2) *Weak Blast*: Decrease to Blast 6d6. 37 Active Points; total cost 13 points.



- 3) *Rubble Trail*: The speedster can pull a “trail” of rubble behind him to attack many targets. Change to: Blast 8d6, Area Of Effect (Trail; +1) (80 Active Points); OIF (rubble of opportunity; -½), Extra Time (Full Phase; -½). Total cost: 40 points.
- 4) *Variant Rubble Blast*: Instead of having to use an Extra Phase to make this attack, the character can make it nearly any time he moves past some rubble. Change to: Blast 8d6, Area Of Effect (1m Radius; +¼), Trigger (whenever character moves past appropriate rubble, activating Trigger requires a Zero Phase Action, resetting Trigger requires a Zero Phase Action; +½) (70 Active Points); OIF (rubble of opportunity; -½), No Range (-½). Total cost: 35 points.



RUN-BY GRABBING

Effect: +30 STR, Only For Grab Bys plus +10 OCV with Grab By

Target: One character

Duration: Instant

Range: Touch

END Cost: 3/0

Description: The character has developed a particular talent for running by someone and snatching objects out of that person’s hands.

Game Information: +30 STR (30 Active Points); Only For Grab Bys (-1), Nonpersistent (-¼) (total

cost: 13 points) and +10 OCV with Grab By (total cost: 20 points). Total cost: 33 points.

Options:

- 1) *Even Better Grabbing*: Increase to +40 STR (40 Active Points) and +12 OCV with Grab By. Total cost 18 + 24 = 42 points.
- 2) *Not Quite As Good Grabbing*: Decrease to +20 STR (20 Active Points) and +8 OCV with Grab By. Total cost 9 + 16 = 25 points.



SOME DISASSEMBLY REQUIRED

Effect: Dispel Technological Object 14d6

Target: One character

Duration: Instant

Range: No Range

END Cost: 6

Description: The character grabs hold of a device or technological object — a lock, a gun, a computer, a suit of powered armor — and then disassembles it in the blink of an eye because he moves so fast. It still takes time to break the device down into its component parts in some cases, though.

Game Information: Dispel Technological Object 14d6, Variable Effect (any one Technological Object power at a time; +½) (63 Active Points); No Range (-½). Total cost: 42 points.

Options:

- 1) *Strong Disassembly*: Increase to Dispel Technological Object 16d6. 72 Active Points; total cost 48 points.
- 2) *Weak Disassembly*: Decrease to Dispel Technological Object 12d6. 54 Active Points; total cost 36 points.
- 3) *Improved Disassembly I*: Decrease to Dispel Technological Object 12d6 and add Expanded Effect (any two Technological Object powers simultaneously; +½). 72 Active Points; total cost 48 points.
- 4) *Improved Disassembly II*: Decrease to Dispel Technological Object 10d6 and add Expanded Effect (any four Technological Object powers simultaneously; +1½). 90 Active Points; total cost 60 points.
- 5) *Improved Disassembly III*: Decrease to Dispel Technological Object 10d6 and add Expanded Effect (all Technological Object powers simultaneously; +3½). 120 Active Points; total cost 80 points.
- 6) *Variant Disassembly*: Instead of relying on Dispel, this power directly damages the target. Change to RKA 4d6 (60 Active Points); No Range (-½), Only Versus Machines (-1). Total cost: 24 points.

**SONIC BOOM ATTACK**

Effect: Blast 8d6
Target: 8m Radius
Duration: Instant
Range: 400m
END Cost: 6

Description: The character moves so quickly that he creates a mini-sonic boom that can damage foes near him. He moves to the area he wants to affect, moves through it fast enough to create the boom, then moves back to his starting position so quickly the boom doesn't affect him at all.

Game Information: Blast 8d6, Area Of Effect (8m Radius; +½) (60 Active Points); Must Pass Through Intervening Space (-¼), Does Not Work In A Vacuum (-¼). Total cost: 40 points.

Options:

- 1) *Stronger Boom*: Increase to Blast 10d6. 75 Active Points; total cost 50 points.
- 2) *Softer Boom*: Decrease to Blast 6d6. 45 Active Points; total cost 30 points.
- 3) *Local Boom*: The character can only create a sonic boom where he is after a brief, intensely fast spurt of movement. Change to: Blast 8d6, Area Of Effect (8m Radius; +½), Personal Immunity (+¼) (70 Active Points); Must Make A Half Move First (-¼), Must Pass Through Intervening Space (-¼), Does Not Work In A Vacuum (-¼). Total cost: 40 points.
- 4) *Boomity Boom Boom*: As the character moves, he creates a string of sonic booms along his movement path. Change to: Blast 8d6, Area Of Effect (Trail 16m wide; +1¾) (110 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 88 points.

**SONIC BOOM FINGERSNAP**

Effect: Blast 6d6, NND
Target: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: The character can put his hand next to a target's ear and snap his fingers at supersonic speeds, creating a miniature sonic boom that stuns the target.

Game Information: Blast 6d6, NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1) (60 Active Points); No Range (-½), Gestures (must hold hand near target's ear; -¼), Does Not Work In A Vacuum (-¼). Total cost: 30 points.

Options:

- 1) *Louder Boom*: Increase to Blast 8d6. 80 Active Points; total cost 40 points.
- 2) *Softer Boom*: Decrease to Blast 4d6. 40 Active Points; total cost 20 points.
- 3) *True Boomsnap*: The character can create a sonic boom capable of stunning everyone around him. Decrease to Blast 4d6 and add Area Of Effect (16m Radius; +¾) and Personal Immunity (+¼). 60 Active Points; total cost 30 points.

**TORNADO TRAP**

Effect: Entangle 5d6, 5 PD/5 ED, Can Be Dispelled, Lockout (must be maintained)
Target: One character
Duration: Instant (see text)
Range: No Range
END Cost: 5

Description: The speedster runs around someone so fast that he creates a "mini-tornado" that lifts the victim off the ground slightly and keeps him from moving or acting until he can break free. The speedster must use a Half Phase Action each Phase to keep the Entangle in place; if he fails to do so, the victim becomes free immediately.

Game Information: Entangle 5d6, 5 PD/5 ED (50 Active Points); Can Be Dispelled (-¼), Lockout (character must use a Half Phase Action each Phase to keep Entangle in place; -½), Must Pass Through Intervening Space (-¼), No Range (-½). Total cost: 20 points.

Options:

- 1) *Strong Trap*: Increase to Entangle 6d6, 6 PD/6 ED. 60 Active Points; total cost 24 points.
- 2) *Weak Trap*: Decrease to Entangle 4d6, 4 PD/4 ED. 40 Active Points; total cost 16 points.
- 3) *Dizzying Trap*: The Entangled character also becomes weak and nauseous due to being spun around so quickly. Add Drain 4d6, Expanded Effect (both DEX and CON simultaneously; +½), Linked (-¼), No Range (-½). 50 + 60 = 110 Active Points; total cost 20 + 34 = 54 points.



WHIRLWIND ARMS

Effect: Blast 8d6, Double Knockback
Target: One character
Duration: Instant
Range: 10m
END Cost: 6

Description: The character spins his arms (or one arm) so fast that it creates a blast of air powerful enough to knock a nearby target head over heels.

Game Information: Blast 8d6, Double Knockback (+½) (60 Active Points); Limited Range (10m; -¼). Total cost: 48 points.

Options:

- 1) *Strong Arms:* Increase to Blast 10d6. 75 Active Points; total cost 60 points.
- 2) *Weak Arms:* Decrease to Blast 6d6. 45 Active Points; total cost 36 points.
- 3) *Ongoing Whirlwind:* The character can keep up the whirlwind effect as long as he needs to. Decrease to Blast 6d6 and add Constant (+½). 60 Active Points; total cost 48 points.
- 4) *Cone Whirlwind:* The whirlwind can affect everyone near the character. Add Area Of Effect (16m Cone; +½) and change Limited Range (-¼) to No Range (-½). 80 Active Points; total cost 53 points.

DEFENSIVE POWERS



AFTERIMAGES

Effect: +8 DCV, Activation Roll 13-
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character runs or flies so quickly that he leaves visible afterimages of himself. The afterimages, combined with the character's speed, makes it difficult to determine where he really is, and thus to hit him with an attack. The afterimages have no effect on characters with Targeting Senses other than Sight that detect physical objects (such as Active Sonar, Radar, and Spatial Awareness), since the images aren't physical in any way.

Game Information: +8 DCV (40 Active Points); Activation Roll 13- (-¼), Costs Endurance (-½), Do Not Apply Against Attackers With Physical Targeting Senses (see text; -¼). Total cost: 20 points.

Options:

- 1) *Velocity Mirror Images:* Substitute the *Mirror Image* power on page 178.



ANTI-FRICTION PROTECTION

Effect: Resistant (+½) for 10 PD/20 ED, Only When Moving
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Given the speeds the character moves at, friction can become a serious problem. To compensate, his body has special defenses. It may be that his speed involves harnessing the energy of the atoms in his body, so that it hardens his skin or creates a protective field around him. Or maybe he generates a field of semi-solidified air around himself as he moves. In any event, the power protects him not only against the effects of the friction he generates, but outside attacks as well — but it only applies when he's moving (he must make at least a Half Move in each Phase to keep the power active).

Game Information: Resistant (+½) for 10 PD/20 ED (15 Active Points); Only When Moving (-¼). Total cost: 12 points.

Options:

- 1) *Anti-Friction Protection Variant I:* Change to Resistant Protection (8 PD/10 ED). 27 Active Points; total cost 22 points.
- 2) *Anti-Friction Protection Variant II:* Change to Resistant Protection (8 PD/10 ED) (27 Active Points); Costs Endurance (-½), Only When Moving (-¼). Total cost: 15 points.



CAN'T HIT ME

Effect: Desolidification, Only To Protect Against Damage, Character Must Move At Noncombat Velocities
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character moves so fast that when he's at his maximum rate of movement it's simply impossible to hit him with most attacks. But area-affecting attacks, even ones that don't necessarily hit him dead-on, can still hurt him.

Game Information: Desolidification (affected by any area-affecting attack that hits the character or that misses him by less than the radius in meters of the area) (40 Active Points); Only To Protect Against Damage (-½), Only Works If Character Moves At Noncombat Velocities (-½). Total cost: 20 points.

**DODGING BULLETS**

Effect: +8 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character moves so fast he can dodge bullets, energy bolts, and just about anything else his enemies attack him with.

Game Information: +8 DCV (40 Active Points); Costs Endurance (-½). Total cost: 27 points.

Options:

- 1) *Dodging Bullets With Ease:* Increase to +12 DCV. 60 Active Points; total cost 40 points.
- 2) *Dodging Bullets With Difficulty:* Decrease to +5 DCV. 25 Active Points; total cost 17 points.

**IMPACT RESISTANCE**

Effect: +20 PD, Only For Move Bys/Throughs
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is so used to, or so well adapted for, running into people and things that he suffers less effect from collisions.

Game Information: +20 PD (20 Active Points); Only Protects Against Damage From Move Bys/Throughs The Character Performs (-1). Total cost: 10 points.

Options:

- 1) *Rhino Tough:* Increase to +30 PD. 30 Active Points; total cost 15 points.
- 2) *Less Resistant:* Decrease to +10 PD. 10 Active Points; total cost 5 points.
- 3) *Impact Resistance Variant:* Change to Physical Damage Reduction, Normal, 50%. 20 Active Points; total cost 10 points.

**RAPID HEALING**

Effect: Regeneration (1 BODY per Minute)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's super-fast metabolism heals itself at incredible speeds.

Game Information: Regeneration (1 BODY per Minute). Total cost: 14 points.

Options:

- 1) *Faster Healing:* Increase to Regeneration (1 BODY per Turn). Total cost: 16 points.
- 2) *Slower Healing:* Decrease to Regeneration (1 BODY per Hour). Total cost: 8 points.

**SLOW MISSILES**

Effect: +10 OCV with Block, Only To Block Physical Ranged Attacks
Target: Attacker's OCV
Duration: Constant
Range: Self
END Cost: 2

Description: The character moves and perceives so fast that he can accelerate himself into a super-speed mode in which even the fastest bullets seem to move as slow as snails. Then he just bats them harmlessly out of the air or catches them.

Game Information: +10 OCV with Block (20 Active Points); Costs Endurance (-½), Only To Block Physical Ranged Attacks (-1). Total cost: 8 points.

Options:

- 1) *Even Slower Missiles:* Increase to +12 OCV with Block. 24 Active Points; total cost 10 points.
- 2) *Slightly Faster Missiles:* Increase to +8 OCV with Block. 16 Active Points; total cost 6 points.
- 3) *I Can Also Protect My Friends:* The character can also knock projectiles fired at other people out of the air, then move instantly back to where he was when he started. Character also buys (possibly in a Multipower with the standard form of the ability): Deflection (20 Active Points); Limited Range (40m; -¼), Only Versus Physical Projectiles (-¼). Total cost: 13 points.

**SPEED TRAP**

Effect: Telekinesis (40 STR), Only To Stop Falling Items
Target: One character
Duration: Instant
Range: No Range
END Cost: 6

Description: The character runs around in a tight circle which creates a cushion of air beneath a falling object.

Game Information: Telekinesis (40 STR) (60 Active Points); No Range (-½), Only To Catch Falling Items/Persons (-1). Total cost: 24 points.

Options:

- 1) *Strong Trap:* Increase To Telekinesis (50 STR). 75 Active Points; Total cost 30 points.
- 2) *Weak Trap:* Decrease To Telekinesis (30 STR). 45 Active Points; Total cost 18 points.
- 3) *I Can Catch 'Em All:* The character can create a much larger air cushion. Add Area Of Effect (16m Radius; +¾). 105 Active Points; total cost 42 points.



UNDERWATER RESILIENCE

Effect: Resistant Protection (10 PD/10 ED)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The toughness of the character's body, necessary to resist the friction of moving through the water and the pressure of the deeps, helps him resist the effects of attacks.

Game Information: Resistant Protection (10 PD/10 ED). Total cost: 30 points.

Options:

- 1) *Greater Resilience:* Increase to Resistant Protection (12 PD/12 ED). Total cost: 36 points.
- 2) *Lesser Resilience:* Decrease to Resistant Protection (8 PD/8 ED). Total cost: 24 points.
- 3) *Physical Resilience:* The character has greater resistance to physical attacks than energy attacks. Change to Resistant Protection (12 PD/8 ED). Total cost: 30 points.

MOVEMENT POWERS



COSMIC FLYING

Effect: FTL Travel (1 LY per minute)
Target: Self
Duration: Constant
Range: Self
END Cost: 5

Description: When in outer space, the character can fly at up to five hundred thousand times the speed of light.

Game Information: FTL Travel (250,000 LY/year, or about 1 LY/minute) (46 Active Points); Costs Endurance (-½). Total cost: 31 points.

Options:

- 1) *Faster Cosmic Flying:* Increase to FTL Travel (1,000,000 Light-Years/year, or about 1 LY/1 Turn). 50 Active Points; total cost 33 points.
- 2) *Slower Cosmic Flying:* Decrease to FTL Travel (64,000 Light-Years/year, or about 1 LY/7 minutes). 42 Active Points; total cost 28 points.
- 3) *Come Fly With Me:* Add Usable By Nearby (+1). 92 Active Points; total cost 61 points.



MOVING THROUGH DIMENSIONS

Effect: Extra-Dimensional Movement
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can move so fast that he can attune the "dimensional frequency" of his body to another dimension, thus crossing from this dimension into that one. The GM may require

the character to have Navigation (Dimensional) or some other Skill or source of knowledge to set the dimensional frequency to travel to a specific dimension.

Game Information: Extra-Dimensional Movement (any location in any dimension) (45 Active Points); Extra Time (1 Turn; -1¼). Total cost: 20 points.

Options:

- 1) *Group Moving:* Instead of crossing the dimensional barriers by himself, the character can also move at great speed around a group of his friends, changing the dimensional frequency of the area he's running around so everything in it shifts into another dimension with him. Add x8 Increased Weight. 60 Active Points; total cost 27 points.

SENSORY POWERS



SPEEDSTER STUDIOUSNESS

Effect: Speed Reading (x1000)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's super-speed powers allow him to read a thousand times faster than a normal person can.

Game Information: Speed Reading (x1000). Total cost: 8 points.



SWIFT OBSERVATION

Effect: +6 PER with Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: By speeding himself relative to the world around him, the character can make it seem as if everyone else is standing still (or at least moving incredibly slowly), which gives him the opportunity to observe things carefully.

Game Information: +6 PER with Sight Group (12 Active Points); Costs Endurance (-½). Total cost: 8 points.

Options:

- 1) *Strong Power:* Increase to +8 PER with Sight Group. 16 Active Points; total cost 11 points.
- 2) *Weak Power:* Decrease to +4 PER with Sight Group. 8 Active Points; total cost 5 points.

MISCELLANEOUS POWERS



AQUA-VITALITY

Effect: Endurance Reserve (200 END) plus (20 REC), Limited Recovery (only when in water)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has a lot of energy... but he tires quickly when out of water. Only when he's in the water can he truly relax and restore himself.

Game Information: Endurance Reserve (200 END) (total cost: 50 points) **plus** Endurance Reserve (21 REC) (14 Active Points); Limited Recovery (only when in water; -½) (total cost: 9 points). Total cost: 59 points.

Options:

- 1) *Strong Aqua-Vitality:* Increase to Endurance Reserve (300 END) **plus** (21 REC). 75 + 14 = 89 Active Points; total cost 75 + 9 = 84 points.
- 2) *Weak Aqua-Vitality:* Decrease to Endurance Reserve (100 END) **plus** (12 REC). 25 + 8 = 33 Active Points; total cost 25 + 5 = 30 points.



CLEAN UP YOUR ROOM!

Effect: Change Environment (clean things and perform similar tasks)

Target: 16m Radius

Duration: Long-Lasting (see text)

Range: No Range

END Cost: 4

Description: The speedster dusts, mops, wipes, washes, vacuums, and does anything else necessary to clean a space up to 16m radius in size... all in a mere second! The effects last until someone makes the area messy again, dust accumulates over time, and the like. The character can also use this power to arrange and sort groups of objects, do a lot of paperwork in the blink of an eye, put together a jigsaw puzzle, and perform similar tasks.

Game Information: Change Environment (clean things and perform similar tasks), 1 point of Telekinesis STR, Long-Lasting (see text), Area Of Effect (16m Radius; +¾) (37 Active Points); Must Pass Through Intervening Space (-¼), No Range (-½). Total cost: 21 points.

Options:

- 1) *Major Cleaning:* Increase to Area Of Effect (32m Radius; +1). 42 Active Points; total cost 24 points.
- 2) *Minor Cleaning:* Decrease to Area Of Effect (8m Radius; +½). 31 Active Points; total cost 18 points.



HIGH-VELOCITY PHASING

Effect: Desolidification

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can vibrate the molecules in his body at such high speeds that he can "slip through" the molecules in solid objects like walls, or even in physical missiles. The "phasing" also makes it impossible for energy attacks to hurt him, except for sonic-, vibration-, and air-based attacks.

Game Information: Desolidification (affected by sonic-, vibration-, and air-based attacks). Total cost: 40 points.



IN TWO PLACES AT ONCE

Effect: Duplication (creates one Duplicate built on 400 Total Points), Must Remain Within A Half Move

Target: Self

Duration: Constant

Range: Self

END Cost: 8

Description: The character can move so quickly that he can effectively be in two places at once, allowing him to accomplish twice as much. However, his "second self" must remain within a Half Move (using Combat Movement) of him at all times.

This write-up assumes the character is built on 400 Total Points; adjust the costs appropriately for characters built on more or fewer points.

Game Information: Duplication (creates one Duplicate built on 400 Total Points), Easy Recombination (Zero Phase Action at full DCV) (90 Active Points); Duplicate Must Remain Within A Half Move (-½), Feedback (-1), Costs Endurance (-½). Total cost: 30 points.

Options:

- 1) *In Five Places At Once:* The character moves so quickly he can be in four other places at once. Increase to four Duplicates. 100 Active Points; total cost 33 points.



ME FIRST!

Effect: Lightning Reflexes: +20 DEX to act first with All Attacks

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has such fast reflexes that he tends to move and act before anyone else... even other speedsters!

Game Information: Lightning Reflexes: +20 DEX to act first with All Attacks. Total cost: 20 points.

Options:

- 1) *Even Faster Reflexes:* Increase to +24 DEX. Total cost: 24 points.
- 2) *Not Quite As Fast Reflexes:* Decrease to +14 DEX. Total cost: 14 points.

**QUICK CHANGE**

Effect: Cosmetic Transform 1d6 (clothing into costume)
Target: One set of clothes
Duration: Instant
Range: Touch
END Cost: 1

Description: The character uses his ability to move at super-speed to change between his street clothes and his costume in the blink of an eye. He must have his costume with him, though it may be worn beneath his street clothing or packed in a container of some sort; he also needs a way to conceal his street clothes after he's changed.

Game Information: Cosmetic Transform 1d6 (any set of clothing into one costume), Trigger (changing clothing is a Zero Phase Action, Trigger immediately automatically resets; +¾) (5 Active Points); Limited Target (the clothes currently worn by character; -½). Total cost: 3 points.

**QUICKER THAN THE EYE**

Effect: Invisibility to Sight Group, Linked To Movement
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character moves so quickly that it's extremely difficult to see him (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active.

Game Information: Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); Linked to Movement (-½). Total cost: 20 points.

Options:

- 1) *But I Keep Kicking Up Dust:* The character leaves a trail of dust and debris which makes him easier to spot at short ranges. Apply Bright Fringe (-¼). 30 Active Points; total cost 17 points.
- 2) *And Machines Too:* The character moves so fast it's also difficult to pick him up on Radar. Add Invisibility to Radar. 37 Active Points; total cost 25 points.
- 3) *But It Takes A Lot Out Of Me:* Remove Reduced Endurance. 20 Active Points; total cost 13 points.

**RAPID TASKS**

Effect: +12 with Agility Skills, Only For Chores, Only To Counteract Time Modifier
Target: Self
Duration: Constant
Range: Self
END Cost: 7

Description: The character can use his super-speed to perform chores and menial tasks quickly. In game terms, you can simulate this as Skill Levels that counteract the standard modifier for performing tasks quickly (-3 per step up the Time Chart). These are Levels with Agility Skills, since performing most menial tasks adroitly would involve a DEX-based Skill. Using these Levels, a character can perform a task that normally takes an Hour in twelve seconds (one Turn), and it only takes him one second (a Phase) to finish a 20 minute task.

Since this power is defined as Skill Levels, the character needs a Skill to use them with. For ease of game play, the GM should assume that all characters have PS: Perform Chores & Menial Tasks 11-. Of course, the character still has to succeed with his normal Skill Roll; just because he can do the job quicker than normal doesn't mean he always does it properly.

Game Information: +12 with Agility Skills (72 Active Points); Only For Chores (-2), Only To Counteract Time Modifier (-1), Costs Endurance (-½). Total cost: 16 points.

Options:

- 1) *Really Rapid Tasks:* The character can perform even hours-long tasks in mere seconds. Increase to +15 with Agility Skills. 90 Active Points; total cost 20 points.
- 2) *Rapid Polymath:* The character can perform *any* task quickly, not just ones involving manual dexterity. Change to: +12 with All Noncombat Skills (120 Active Points); Only To Counteract Time Modifier (-1), Costs Endurance (-½). Total cost: 48 points.

**SPEED OF THOUGHT**

Effect: +20 INT
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can hyper-accelerate his thought processes, enabling him to reach conclusions faster than the fastest computer.

Game Information: +20 INT (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

Options:

- 1) *Super-Accelerated Thought:* Increase to +30 INT. 30 Active Points; total cost 20 points.
- 2) *Slow Speed Of Thought:* Decrease to +10 INT. 10 Active Points; total cost 7 points.

**SPEED TO SPARE**

Effect: +3 SPD
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can push himself to move and act faster if necessary, though it's tiring. In game terms, his +3 SPD costs END, and he must pay this END cost on all of his Phases (not just the extra three). The GM should evaluate this power carefully before allowing it in play, since it has the potential to unbalance the game.

Game Information: +3 SPD (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

WHIRLING POWERS

The following powers are all appropriate for a character whose abilities derive from his ability to spin his body at tremendous speeds, as if he were a "human top" or "human cyclone." Many of the general Speedster Powers listed above are also logical purchases for this sort of character (and regular speedsters may be able to purchase some of these powers by redefining the special effect slightly).

OFFENSIVE POWERS**CAN'T HOLD ME**

Effect: +40 STR, Only To Escape Entangles/Grabs
Target: Self
Duration: Persistent
Range: Self
END Cost: 4

Description: The speedster spins in place with such speed and force that it's difficult for other characters to hold him or bonds to restrain him. In short, he can escape from Entangles and Grabs with ease.

Game Information: +40 STR (40 Active Points); Only To Escape Entangles And Grabs (-1½). Total cost: 16 points.

Options:

- 1) *Improved Spinning:* Increase to +60 STR. 60 Active Points; total cost 24 points.
- 2) *Weak Spinning:* Decrease to +30 STR. 30 Active Points; total cost 12 points.

**DEADLY G FORCE**

Effect: RKA 1d6, NND, Does BODY, Must Follow Grab
Target: One character
Duration: Constant
Range: No Range
END Cost: 5

Description: After grabbing someone, the character spins at such high velocity that he subjects the victim to intense G (gravity) forces — intense enough to kill, if maintained long enough. If the victim breaks free from the Grab, the Killing Attack immediately ceases to affect him, but at the GM's option he suffers 2d6 meters of Knockback in a random direction.

Game Information: RKA 1d6, NND (defense is Life Support: Safe Environment [Immune to High Pressure]; +1), Does BODY (+1), Constant (+½) (52 Active Points); Must Follow Grab (-½), No Range (-½). Total cost: 26 points.

Options:

- 1) *Strong G Force:* Increase to RKA 2d6. 105 Active Points; total cost 52 points.
- 2) *Weak G Force:* Decrease to RKA ½d6. 35 Active Points; total cost 17 points.

**WHIRLWIND PUNCH**

Effect: HA +6d6
Target: 4m Radius
Duration: Instant
Range: Touch
END Cost: 4

Description: As the character spins, he holds out his fists so that he "punches" anyone standing around him (within arm's reach).

Game Information: HA +6d6, Area Of Effect (2m Radius; +¼), Personal Immunity (+¼) (45 Active Points); Hand-To-Hand Attack (-¼). Total cost: 36 points.

Options:

- 1) *Strong Punch:* Increase to HA +8d6. 60 Active Points; total cost 48 points.
- 2) *Weak Punch:* Decrease to HA +4d6. 30 Active Points; total cost 24 points.
- 3) *Round And Round He Goes....:* The character spins so quickly he can hit each of the targets surrounding him multiple times. Decrease to HA +4d6 and add Autofire (3 shots; +1¼). 55 Active Points; total cost 44 points.

**WHIRLWIND THROW**

Effect: +30 STR, Only For Throwing
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: After he grabs a person or object, the character can whirl around at great speed and then let go of the character, throwing him much farther and harder than he otherwise could thanks to momentum.

Game Information: +30 STR (30 Active Points); Extra Time (Full Phase; -½), Only For Throwing (-½), Must Follow Grab (-½). Total cost: 12 points.

Options:

- 1) *Strong Throw:* Increase to +40 STR. 40 Active Points; total cost 16 points.
- 2) *Weak Throw:* Decrease to +20 STR. 20 Active Points; total cost 8 points.

DEFENSIVE POWERS**SPINNING DODGE**

Effect: +6 DCV, Only While Moving
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: As long as the character keeps moving, it's very difficult for attackers to draw a bead on him or clearly discern the outlines of his body.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½), Only Works If Character Moved At Least 2m Using Whirlwind Travel In His Most Recent Phase (-½). Total cost: 15 points.

Options:

- 1) *Strong Dodge:* Increase to +8 DCV. 40 Active Points; total cost 20 points.
- 2) *Weak Dodge:* Decrease to +4 DCV. 20 Active Points; total cost 10 points.

MOVEMENT POWERS**WHIRLWIND DRILL**

Effect: Tunneling 8m through PD 10 material, Only Straight Down
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character spins himself at high velocity while pointing his feet downward. This turns him into a "human drill," able to create a hole downward through earth and rock. He can only drill straight down, though — and after digging the hole has to climb out it normally.

Game Information: Tunneling 8m through PD 10 material (28 Active Points); Only Straight Down (-½). Total cost: 19 points.

Options:

- 1) *Faster Drill:* Increase to Tunneling 12m. 32 Active Points; total cost 21 points.
- 2) *Slower Drill:* Decrease to Tunneling 4m. 24 Active Points; total cost 16 points.
- 3) *Tougher Drill:* Increase to PD 15 material. 38 Active Points; total cost 25 points.

**WHIRLWIND TRAVEL**

Effect: Running +24m
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: By slight changes of body orientation, the character can move across the ground at high speed when spinning.

Game Information: Running +24m. Total cost: 24 points.

Options:

- 1) *Faster Travel:* Increase to Running +32m. Total cost: 32 points.
- 2) *Slower Travel:* Decrease to Running +16m. Total cost: 16 points.

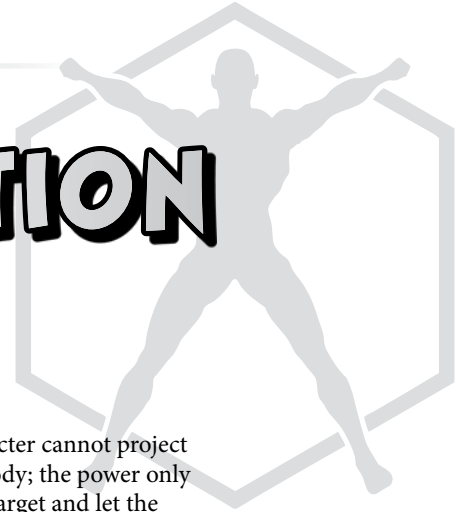
SENSORY POWERS**WHIRLWIND VISION**

Effect: Increased Arc of Perception (360 Degrees) for Sight Group
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: When spinning, the character is able to easily see around himself in all directions.

Game Information: Increased Arc of Perception (360 Degrees) for Sight Group (10 Active Points); Only When Using Another Whirling Power (-¼). Total cost: 8 points.

SPIRIT PROJECTION POWERS



Some superhumans have the ability to project their spirits, souls, or general “life force” outside of their bodies to achieve various effects. Also known as Life Force Powers, Bio-energy Powers, or the like, Spirit Projection Powers are often low-key and subtle... but not necessarily ineffective.

In many cases, Spirit Projection Powers are associated with “good,” “holy,” or “sacred” concepts or powers, but they don’t have to be. A character’s ability to separate his spirit from his body could result from a mutation, from mystic powers, or the like; the use of the terms “spirit” and “soul” don’t necessarily have religious connotations.

Because a character only has one spirit, and the spirit can only do one thing at a time, characters often buy Spirit Projection powers in Multipowers, with Lockout or similar Limitations on the slots if appropriate.

OFFENSIVE POWERS



LIFE FORCE BLAST

Effect: Blast 10d6, Personal Immunity
Target: One character
Duration: Instant
Range: 500m
END Cost: 6

Description: The character can project his life force as a bolt of energy. Because it’s his own life force, Reflecting it back, or otherwise using it against him, has no effect.

Game Information: Blast 10d6, Personal Immunity (+¼). Total cost: 62 points.

Options:

- 1) *Strong Blast:* Increase to Blast 12d6. Total cost: 75 points.
- 2) *Weak Blast:* Decrease to Blast 8d6. Total cost: 50 points.
- 3) *Weakening Blast:* Because the character’s using his own life force to power the blast, each blast actually hurts him. Add Side Effects (character takes 1 BODY damage every time he uses power, always occurs; -½). 62 Active Points; total cost 41 points.

- 4) *Life Force Touch:* The character cannot project his life force beyond his body; the power only works if he can touch his target and let the life force flow into him. Add No Range (-½). 62 Active Points; total cost 41 points.



LIFE FORCE DRAIN I

Effect: RKA 2d6, Penetrating, No Knockback
Target: One character
Duration: Instant
Range: 300m
END Cost: 4

Description: The character’s control over spirit or life energy allows him to drain that energy from other living beings, killing them.

Game Information: RKA 2d6, Penetrating (+½) (45 Active Points); Only Works On Living Beings (-½), No Knockback (-¼). Total cost: 26 points

Options:

- 1) *Strong Drain:* Increase to RKA 3d6. 67 Active Points; total cost 38 points.
- 2) *Weak Drain:* Decrease to RKA 1d6. 22 Active Points; total cost 12 points.
- 3) *Variant Life Force Drain I:* This form of Life Force Drain is even harder for the target to resist. Change to RKA 2d6, AVAD (defense is Power Defense; +1), Does BODY (+1). 90 Active Points; total cost 51 points.
- 4) *Draining Touch:* The character actually has to touch the target to drain his life force. Add No Range (-½). Total cost: 20 points.



LIFE FORCE DRAIN II

Effect: Drain BODY 6d6
Target: One character
Duration: Instant
Range: No Range
END Cost: 6

Description: This power is similar to Life Force Drain I, but the effects don’t last very long unless the power actually kills the target.

Game Information: Drain BODY 6d6 (60 Active Points); No Range (-½), Only Works On Living Beings (-½). Total cost: 30 points

Options:

- 1) *Strong Drain*: Increase to Drain BODY 8d6. 80 Active Points; total cost 40 points.
- 2) *Weak Drain*: Decrease to Drain BODY 4d6. 40 Active Points; total cost 20 points.
- 3) *Draining Blast*: The character can drain the target's life force at a distance. Remove No Range (-½). 60 Active Points; total cost 40 points.
- 4) *Extended Drain*: The effects of the Life Force Drain last longer than normal. Decrease to Drain BODY 4d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 80 Active Points; total cost 40 points.

**LIFE FORCE TRANSFER**

Effect: Drain BODY 3d6 plus Aid BODY 3d6, Only Aid Self
Target: One character/Self
Duration: Instant
Range: 300m/No Range
END Cost: 7

Description: This power is similar to Life Force Drain II, but the power gives the drained life force to the character, increasing his own life force for a short time.

Game Information: Drain BODY 3d6 (30 Active Points); Unified Power (-¼) (total cost: 24 points) **plus** Aid BODY 3d6 (standard effect: same roll as Drain dice), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1) (36 Active Points); Linked (-¼), Unified Power (-¼), Only Aid Self (-1) (total cost: 14 points). Total cost: 38 points.

Options:

- 1) *Strong Transfer*: Increase to Drain BODY 4d6 and Aid BODY 4d6. $40 + 48 = 88$ Active Points; total cost $32 + 19 = 51$ points.
- 2) *Weak Transfer*: Decrease to Drain BODY 2d6 and Aid BODY 2d6. $20 + 24 = 44$ Active Points; total cost $16 + 10 = 26$ points.
- 3) *Transferring Blast*: The character can only leech the target's life force if he can touch him. Add No Range (-½) to Drain. $30 + 36 = 66$ Active Points; total cost $17 + 14 = 31$ points.

**SPIRIT ENHANCEMENT**

Effect: Aid 3d6, any one physical Characteristic, Lockout
Target: One character
Duration: Instant
Range: 180m
END Cost: 4

Description: The character can cause his spirit to “merge” with that of another person and use its spirit energies to augment that person's physical capabilities. Maybe he becomes stronger, or faster, or tougher. Visually, the character's spirit (a ghostly form of himself) flies out of his body and into the target's body. After the Aid takes effect, someone who looks closely may be able to see the character's spirit “overlaid” on the victim.

Because the character only has one spirit to project into and merge with other peoples' spirits, he can only use this power on one person at a time. If he sends his spirit to Aid someone else, it leaves the body of the first victim, and the Aid ceases to affect the first victim (who loses all points gained from the Aid immediately).

Game Information: Aid 3d6, Variable Effect (any one physical Characteristic at a time; +½), Ranged (+½) (36 Active Points); Lockout (cannot use power on another person until effects fade completely; -½). Total cost: 24 points.

Options:

- 1) *Strong Enhancement*: Increase to Aid 4d6. 48 Active Points; total cost 32 points.
- 2) *Weak Enhancement*: Decrease to Aid 2d6. 24 Active Points; total cost 16 points.
- 3) *Short-Range Enhancement*: The character can only project his spirit a certain distance out of his body and still have it retain the power to enhance another person. Change to Limited Range (80m; +¼). 31 Active Points; total cost 21 points.
- 4) *Enhancement Touch*: The character must be able to touch the target to merge spirits with him. Remove Ranged (+½). 27 Active Points; total cost 18 points.

**SPIRIT MERGING**

Effect: Mind Control 10d6, Lockout
Target: One character
Duration: Instant
Range: LOS
END Cost: 5

Description: The character can cause his spirit to “merge” with that of another person, thus taking control of the other person's spirit and forcing the victim to do his bidding. Visually, the character's spirit (a ghostly form of himself) flies out of his body and into the target's body. After Mind Control is achieved, someone who looks closely may be able to see the character's spirit “overlaid” on the victim.

Because the character only has one spirit to project into and merge with other peoples' spirits, he can only use this power on one person at a time. If he sends his spirit to Mind Control someone else, it leaves the body of the first victim, and the Mind Control immediately ceases to affect the first victim.

Game Information: Mind Control 10d6 (50 Active Points); Lockout (cannot use power on more than one person at a time; -½). Total cost: 33 points.

Options:

- 1) *Strong Merging*: Increase to Mind Control 12d6. 60 Active Points; total cost 40 points.
- 2) *Weak Merging*: Decrease to Mind Control 8d6. 40 Active Points; total cost 27 points.
- 3) *Short-Range Merging*: The character can only project his spirit a certain distance out of his body and still have it retain the power to control another spirit. Add Limited Normal Range (80m; -½). Total cost: 25 points.

- 4) *Spirit Speech*: The character's spirit can communicate orders directly to the target's spirit without the need for speech. Add Telepathic (+¼). 62 Active Points; total cost 41 points.
- 5) *Merging Touch*: The character must be able to touch the target to merge spirits with him. Add No Range (-½). Total cost: 25 points.
- 6) *Spirit Merging Variant*: Alternately, you can build this sort of ability using the Possession and Projection Powers from the APG, though this leaves the character's body helpless and vulnerable while his spirit's out of it. Change to: Possession (Mind Control EGO +60, Telepathy EGO +40), Reduced Endurance (0 END; +½) (127 Active Points); No Range (-½), Unified Power (-¼) (total cost: 72 points) **plus** Desolidification, Projection (+0), Merging (+0), Reduced Endurance (0 END; +½) (60 Active Points); Feedback (-1), Linked (-½), Physical Body Left Behind (-½), Unified Power (-¼) (total cost: 18 points). Total cost: 90 points.



SPIRIT MOVEMENT

Effect: Telekinesis (10 STR), Fine Manipulation
Target: One character or object
Duration: Constant
Range: 250m
END Cost: 2

Description: The character can project his spirit outside of his body to move objects without his having to touch them. The spirit has as much STR as the character himself does (this example assumes a character with 10 STR), and the same armspan and the like — and since the character only has one spirit to project, he can't manipulate multiple targets at once. Visually, the character's spirit (a ghostly form of himself) leaves his body and picks up and moves the object.

Game Information: Telekinesis (10 STR), Fine Manipulation (25 Active Points); Restricted "Armspan" (see text; -¼), Lockout (can only maintain one use of telekinesis at a time; -½). Total cost: 14 points.



SPIRIT TOUCH

Effect: Mental Blast 6d6
Target: One character
Duration: Instant
Range: LOS
END Cost: 6

Description: The character can cause his spirit to "touch" that of another person in a way that causes the other person anguish and harm. Visually, the character's spirit (a ghostly form of himself) flies out of his body and touches the target's body.

Game Information: Mental Blast 6d6. Total cost: 60 points.

Options:

- 1) *Strong Touch*: Increase to Mental Blast 8d6. Total cost: 80 points.
- 2) *Weak Touch*: Decrease to Mental Blast 4d6. Total cost: 40 points.

- 3) *Short-Range Touch*: The character can only project his spirit a certain distance out of his body and still have it retain the power to harm another spirit. Add Limited Normal Range (80m; -½). 60 Active Points; total cost 40 points.
- 4) *True Spirit Touch*: The character must be able to touch the target to attack his spirit. Add No Range (-½). 60 Active Points; total cost 40 points.

DEFENSIVE POWERS



PROTECTED SPIRIT

Effect: Power Defense (15 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The strength of the character's spirit makes it difficult for attacks that strike at it, and related forms of attack, to affect him.

Game Information: Power Defense (15 points). Total cost: 15 points.

Options:

- 1) *Strong Protection*: Increase to Power Defense (20 points). Total cost: 20 points.
- 2) *Weak Protection*: Decrease to Power Defense (10 points). Total cost: 10 points.
- 3) *Shared Protection*: The character can use his Spirit Projection powers to protect the spirits of several of his friends. Add Usable Simultaneously (up to eight people at once; +1). Total cost: 30 points.



SPIRIT SHIELD

Effect: Resistant Protection (8 PD/8 ED/4 Power Defense)
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can wrap himself in a sheath of bio-energy that provides protection against many forms of attack.

Game Information: Resistant Protection (8 PD/8 ED/4 Power Defense) (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

Options:

- 1) *Strong Shield*: Increase to Resistant Protection (10 PD/10 ED/6 Power Defense). 39 Active Points; total cost 26 points.
- 2) *Weak Shield*: Decrease to Resistant Protection (6 PD/6 ED/4 Power Defense). 24 Active Points; total cost 16 points.
- 3) *Extended Shield*: If the character carries another person, his Spirit Shield protects that person as well. Add Protects Carried Items. 40 Active Points; total cost 27 points.

SENSORY POWERS



SENSE LIFE FORCE

Effect: Detect Life Force, Discriminatory, Range, Sense

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's Spirit Projection powers attune him to the presence and nature of life forces in general, allowing him to perceive when other living beings or manifestations of life force are near. The character can distinguish the type of life force (e.g., human, dog, cockroach...), and to some extent the strength and quality of the life force.

Game Information: Detect Life Force (INT Roll) (no Sense Group), Discriminatory, Range, Sense. Total cost: 22 points.

Options:

- 1) *Strong Sense:* Add +3 PER. Total cost: 25 points.
- 2) *Weak Sense:* Remove Discriminatory. Total cost: 17 points.
- 3) *Enhanced Sense Life Force:* The character can tell precisely what sort of life force he's perceiving, how strong it is, and its general qualities. Add Analyze. Total cost: 27 points.
- 4) *Combat Sense Life Force:* The character can use his life force perception to target attacks. Add Targeting. Total cost: 32 points.
- 5) *Universal Sense Life Force:* The character's ability to perceive life forces is omni-directional. Add Increased Arc Of Perception (360 Degrees). Total cost: 27 points.
- 6) *Tiring Sense Life Force:* Using this power can tire the character out. Add Costs Endurance (-½). 22 Active Points; total cost 15 points.



SPIRIT COMMUNICATION

Effect: Telepathy 8d6, Only Works On One Person At A Time

Target: One character

Duration: Instant

Range: LOS

END Cost: 4

Description: The character can cause his spirit to "merge" with that of another person, thus allowing him to communicate with that person via "spirit speech" (i.e., Telepathy). Visually, the character's spirit (a ghostly form of himself) flies out of his body and into the target's body. After telepathic contact is achieved, someone who looks closely may be able to see the character's spirit "overlaid" on the victim.

Because the character only has one spirit to project into and merge with other peoples' spirits, he can only use this power on one person at a time. If he sends his spirit to use Telepathy with someone else, it leaves the body of the first victim, and the Telepathy immediately ceases to affect the first victim.

Game Information: Telepathy 8d6 (40 Active Points); Lockout (cannot use power on more than one person at a time; -½). Total cost: 27 points.

Options:

- 1) *Strong Communication:* Increase to Telepathy 10d6. 50 Active Points; total cost 33 points.
- 2) *Weak Communication:* Decrease to Telepathy 6d6. 30 Active Points; total cost 20 points.
- 3) *Short-Range Communication:* The character can only project his spirit a certain distance out of his body and still have it retain the power to communicate with another spirit. Add Limited Normal Range (80m; -½). 40 Active Points; total cost 20 points.
- 4) *Communication Touch:* The character must be able to touch the target to merge spirits with him. Add No Range (-½). 40 Active Points; total cost 20 points.
- 5) *Restricted Spirit Communication:* The character's spirit can only converse with the spirit of the target — it can't acquire information from the target's memories, deep thoughts, or the like. Add Communication Only (-¼). Total cost: 23 points.

MISCELLANEOUS POWERS



MANIFESTATION

Effect: Sight and Hearing Group Images, Set Effect (make spirit visible and audible)

Target: 1m Radius

Duration: Constant

Range: 60m

END Cost: 1

Description: Most of the time, a spirit a character projects cannot be seen or heard (even if the character would want it to be). But some characters have the power to make their spirits more physically "real" — the spirit becomes visible (usually looking like a version of the character himself made out of energy or some ghostly essence) and can "speak" whatever the character says. However, it cannot hear, nor can the character "see" through its eyes.

Game Information: Sight and Hearing Group Images, 2m radius (15 Active Points); Limited Range (60m; -¼), Lockout (can only maintain one image at a time; -½), Set Effect (make spirit visible and audible, as described in text; -1). Total cost: 5 points.

Options:

- 1) *Spirit Link:* The character's spirit is so strong, and his control of it so profound, that he can see what it "sees" and hear what it "hears." Add Clairsentience (Sight and Hearing Groups) (30 Active Points); Limited Range (60m; -¼), Linked (-¼). Total cost 20 points; total cost of power 25 points.



SPIRIT FORM

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can convert his fleshly form to pure life force energy, allowing him to become intangible.

Game Information: Desolidification (affected by spirit powers or magic). Total cost: 40 points.

Options:

- 1) *Easy Spirit Form:* The character can assume Spirit Form without tiring himself out. Add Reduced Endurance (0 END; +½). Total cost: 60 points.



SPIRIT SELF

Effect: Duplication (create 250-point Duplicate), Altered Duplicate, Feedback
Target: Self
Duration: Persistent
Range: Self
END Cost: 10 to create

Description: The character's powers of Spirit Projection are so strong that he can separate his spirit from his body, creating a full "second self" that can act independently of him. The Spirit Self is obviously distinct from the character — it has a faded, almost translucent appearance that makes it clear it's a spirit — but it functions as a flesh-and-blood second self.

In game terms, the Spirit Self is a Duplicate built on 250 Total Points (this writeup assumes the original character is built on 400 Total Points). The Spirit Self typically has a range of Spirit Projection powers, often different ones from the character (including Desolidification), so it's bought as an Altered Duplicate. If the character prefers, he can construct the Duplicate so that Altered Duplicate isn't necessary. Since the Spirit Self is just an extension of the character's life force, he suffers any damage it takes, and vice-versa.

Game Information: Duplication (create one Duplicate built on 250 Total Points), Altered Duplicate (51% or greater difference in abilities; +1) (100 Active Points); Feedback (STUN and BODY damage; -1), Costs Endurance (to create Duplicate; -¼). Total cost: 44 points.

Options:

- 1) *Stronger Spirit Self:* Increase to 300-point Duplicate. 120 Active Points; total cost 53 points.
- 2) *Weaker Spirit Self:* Decrease to 200-point Duplicate. 80 Active Points; total cost 35 points.
- 3) *Enhanced Control:* The character's link with his Spirit Self is so strong that the two can easily recombine. Add Easy Recombination (Zero Phase Action at full DCV) and Ranged Recombination (+½). 150 Active Points; total cost 67 points.



SUCCORING SPIRIT

Effect: Simplified Healing 6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: The character can cause his own powerful life energy to pour forth into the body of an injured person, restoring that person's own life force to a stronger (perhaps even fully healed) state.

Game Information: Simplified Healing 6d6. Total cost: 60 points.

Options:

- 1) *Strong Boosting:* Increase to Simplified Healing 7d6. Total cost: 70 points.
- 2) *Weak Boosting:* Decrease to Simplified Healing 5d6. Total cost: 50 points.
- 3) *Sacrificial Boosting:* By giving of his own life force to heal another, the character suffers a temporary diminishment of that life force. Add Side Effects (character suffers a Drain BODY 1 point for every die of Healing used [i.e., -1 BODY per Healing 2d6], always occurs; -½). 60 Active Points; total cost 40 points.



STRENGTH AND TOUGHNESS POWERS

Strength and Toughness Powers represent abilities inherent in having a super-strong body — the sort of powers possessed by typical “brick” characters with high STR scores, in other words. Application of super-strength allows for many abilities, most of them clever ways of attacking, but a few (such as Coal Into Diamonds) showcasing the lighter side of this type of power. As with Speedster Powers, this is a broad category, and the examples listed below by no means exhaust the possibilities. Some other categories, such as Body Control Powers, may have abilities that could also be part of this section, and *The Ultimate Brick* has an extensive list of abilities for super-strong, super-tough characters.

Many of the powers below are built as naked Advantages for the character’s STR, using 60 STR as a basis (adjust the cost up or down for characters with different STRs). Some “brick” characters buy Variable Advantage for their STR so they can use many of these powers. At the GM’s option, characters can place these powers in a Multipower or other Power Framework, even though that’s normally not allowed.

OFFENSIVE POWERS

Several of the powers below have a Side Effect indicating that they cause damage to the nearby environment — typically because the character rips something up to use as a weapon. The character cannot use this aspect of the power to deliberately cause damage to objects and buildings as a sort of “free attack,” but the GM should, if appropriate, take the consequences of the character’s action into account. For example, using one of a building’s walls to Crack The Whip may cause the building to collapse; at the very least, the building’s owners will probably demand compensation from the character.



AGILE HAYMAKER

Effect: HA +4d6, Extra Time (Extra Segment)
Target: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: A brick with this power can perform a Haymaker-like attack, but he’s fast and skilled enough that he can move around a little while doing it. Unlike a character using the *Haymaker* Combat Maneuver, he suffers no DCV penalty for using the attack. (See also *Rapid Haymaker*, below.)

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-¼), Extra Time (Extra Segment; -½). Total cost: 11 points.

Options:

- 1) *Strong Agile Haymaker:* Increase to HA +6d6. 30 Active Points; total cost 17 points.
- 2) *Weak Agile Haymaker:* Decrease to HA +2d6. 10 Active Points; total cost 6 points.



ARMSWEEP

Effect: Area Of Effect (1m Radius) for up to 60 STR
Target: 1m Radius
Duration: Instant
Range: Touch
END Cost: 3

Description: The character can sweep his massive arms through the area in front of him, the better to swat pesky foes who are otherwise too agile for him to hit.

Game Information: Area Of Effect (1m Radius; +¼) for up to 60 STR. Total cost: 15 points.



AUGMENTED HAYMAKER

Effect: HA +4d6; Only When Using Haymaker To Punch
Target: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: A character with this power is especially good at Haymaking his punches — whether due to strength or skill, he strikes even harder after “winding up” than most people.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-¼), Only When Using Haymaker To Punch (-1). Total cost: 9 points.

Options:

- 1) *Strong Augmented Haymaker:* Increase to HA +6d6. 30 Active Points; total cost 13 points.
- 2) *Weak Augmented Haymaker:* Decrease to HA +2d6. 10 Active Points; total cost 4 points.
- 3) *Tiring Augmented Haymaker:* Using this ultra-powerful Haymaker tires the character out quickly. Add Increased Endurance Cost (x5 END; -2). Total cost: 5 points.



BEARHUG

Effect: Blast 6d6, NND
Target: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: After the character Grabs a foe, he can squeeze the victim so quickly and so hard that he drives all the air from the victim's lungs and keeps him from breathing in, possibly causing him to pass out. But if the character miscalculates, the target takes the character's full STR damage, which could easily crack ribs or inflict other serious harm. This is represented by a Side Effect, so the GM should be sure to treat it as an actual Limitation and not just a way for the character to substitute one type of damage for another when he fails his roll. Doing full STR damage should cause the character problems (at the very least, it ought to give him a reputation for clumsiness or brutality).

Game Information: Blast 6d6, NND (defense is Life Support [Self-Contained Breathing]; +1) (60 Active Points); Must Follow Grab (-½), No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼). Total cost: 22 points.

Options:

- 1) *Strong Bearhug:* Increase to Blast 8d6. 80 Active Points; total cost 29 points.
- 2) *Weak Bearhug:* Decrease to Blast 4d6. 40 Active Points; total cost 14 points.
- 3) *Squeeze Play:* The character can maintain the Bearhug as long as he has to until the target passes out. Decrease Blast to 4d6 and add Constant (+½). 60 Active Points; total cost 22 points.
- 4) *No Skill Required:* Remove Requires A Brick Tricks Roll (-½). Total cost: 27 points.



THE BIG WRAP-UP

Effect: Entangle 6d6, up to 6 PD/6 ED, Requires Appropriate Materials
Target: One character
Duration: Instant
Range: No Range
END Cost: 6

Description: The character uses available materials — I-beams, a chain-link fence, even rolled-up asphalt — to bind and confine a foe. The

effectiveness of this tactic depends largely on the strength of the materials used. As a side benefit, the character can use his Entangle to build walls with available scrap materials.

Game Information: Entangle 6d6, up to 6 PD/6 ED (60 Active Points); OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Side Effect (may cause considerable damage to the environment; -0). Total cost: 20 points.

Options:

- 1) *Tough Wrap-Up:* Increase to Entangle 8d6, up to 8 PD/8 ED. 80 Active Points; total cost 27 points.
- 2) *Weak Wrap-Up:* Decrease to Entangle 4d6, up to 4 PD/4 ED. 40 Active Points; total cost 13 points.
- 3) *Wriggle Free Wrap-Up:* The materials the character uses are too tough to wrap targets up tightly; a victim who loosens them a little can wriggle free. Add Entangle Has 1 BODY (-½). Total cost: 17 points.
- 4) *The Really Big Wrap-Up:* The character can wrap up lots of people at once if he has enough materials and they're lined up right. Reduce to Entangle 4d6, up to 4 PD/4 ED and add Area Of Effect (16m Line; +¾). 70 Active Points; total cost 28 points.
- 5) *Skillful Wrap-Up:* The character has to do the wrap-up just right or it doesn't work. Add Requires A Brick Tricks Roll (-½). Total cost: 17 points.



CRACK THE WHIP

Effect: Blast 8d6, Indirect (+½)
Target: One character
Duration: Instant
Range: See text
END Cost: 6

Description: This power allows a super-strong character to rip up some appropriate material — such as the asphalt of a road, cement of a sidewalk, or side of a building — and “whip” it so that a wave travels down its length and causes it to smack the target from an unexpected angle. The power only works if the character has access to “whip-able” material (the GM decides this) and the target is standing near enough to the other end of the “whip” to get hit.

Game Information: Blast 8d6, Indirect (Source Point is always the character, but the Path can alter [within limits, see text] to strike the target from one of several directions; +½) (60 Active Points); OIF (appropriate materials of opportunity; -½), Only Versus Properly-Positioned Targets (-¼), Limited Range (limited to length of “whip”; -¼), Side Effect (may cause considerable damage to the environment; -0). Total cost: 30 points.

**Options:**

- 1) *Strong Whip*: Increase to Blast 10d6. 75 Active Points; total cost 37 points.
- 2) *Weak Whip*: Decrease to Blast 6d6. 45 Active Points; total cost 22 points.
- 3) *Crack The Whip Variant*: This form of the power uses Telekinesis, which is already inherently Indirect in many ways. Change to Telekinesis (40 STR) (60 Active Points); OIF (appropriate materials of opportunity; -½), Only To Inflict Damage (-½), Only Versus Properly-Positioned Targets (-¼), Limited Range (limited to length of "whip"; -¼), Side Effect (may cause considerable damage to the environment; -0). Total cost: 24 points.
- 5) *Skillful Whip*: The character has to crack the whip just right or it doesn't work. Add Requires A Brick Tricks Roll (-½). Total cost: 24 points.

**COMIN' THROUGH!**

Effect: HA +6d6, Only With Move Throughs
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: Some bricks are better than others at dishing out damage when performing Move Throughs, and this ability represents that. The HA dice are part of the overall damage, and thus affect the damage the character himself takes from performing the Maneuver.

Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-¼), Only Works When Performing A Move Through (-1). Total cost: 13 points.

Options:

- 1) *Strong Charge*: Increase to HA +8d6. 40 Active Points; total cost 18 points.
- 2) *Weak Charge*: Decrease to HA +4d6. 20 Active Points; total cost 9 points.

**CRUSHING GRIP**

Effect: RKA 2d6, NND, Does BODY
Target: One character
Duration: Instant
Range: Touch
END Cost: 7

Description: Similar to Bearhug but deadlier, this power allows a brick to crush someone he's caught within his grasp, shattering bones and bursting internal organs.

Game Information: RKA 2d6, NND (defense is any sort of rigid Resistant PD; +½), Does BODY (+1) (75 Active Points); Must Follow Grab (-½), No Range (-½), Requires A Brick Tricks Roll (-½). Total cost: 30 points.

Options:

- 1) *Strong Grip*: Increase to RKA 3d6. 112 Active Points; total cost 45 points.
- 2) *Weak Grip*: Decrease to RKA 1d6. 37 Active Points; total cost 15 points.
- 3) *Death Squeeze*: The character can maintain the Grip as long as he has to until the target passes out. Decrease to RKA 1d6 and add Constant (+½). 45 Active Points; total cost 18 points.
- 4) *No Skill Required*: Remove Requires A Brick Tricks Roll (-½). Total cost: 37 points.

**DISTANCE PUNCH**

Effect: Double Knockback (+½) for up to 60 STR
Target: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: When the character punches or strikes someone in HTH Combat, he can hit them so hard that they fly a long way.

Game Information: Double Knockback (+½) for up to 60 STR (30 Active Points); Increased Endurance Cost (x2 END; -½). Total cost: 20 points.

**FLICK OF UNCONSCIOUSNESS**

Effect: Blast 8d6, NND
Target: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: The character flicks a foe in the head with his index finger, knocking him out without inflicting any serious harm. But if the character miscalculates, the target takes the character's full STR damage (not multiplied by Hit Location modifiers). This is represented by a Side Effect, so the GM should be sure to treat it an actual Limitation and not just a way for the character to substitute one type of damage for another when he fails his roll. Doing full STR damage should cause the character problems (at the very least, it ought to give him a reputation for clumsiness or brutality).

Game Information: Blast 8d6, NND (defense is rigid Resistant PD covering the head, or any innate Resistant PD protecting the head; +½) (60 Active Points); No Range (-½), Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼). Total cost: 27 points.

Options:

- 1) *Strong Flick:* Increase to Blast 10d6. 75 Active Points; total cost 33 points.
- 2) *Weak Flick:* Decrease to Blast 6d6. 45 Active Points; total cost 20 points.
- 3) *Flick Of Unconsciousness Variant:* This version of the power is bought as a naked Advantage for up to 60 STR. NND (defense is rigid Resistant PD covering the head, or any innate Resistant PD protecting the head; +½) for up to 60 STR (30 Active Points); Requires A Brick Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character's full STR damage; -¼). Total cost: 17 points.

**INTIMIDATION**

Effect: +20 PRE, Only To Make Fear/Intimidation-Style Presence Attacks
Target: Special
Duration: Persistent
Range: Self
END Cost: 0

Description: By virtue of their size and obvious brawn, bricks can be very intimidating. A menacing stare, a low growl, or the cracking of super-strong knuckles at just the right time can do wonders for frightening people.

Game Information: +20 PRE (20 Active Points); Extra Time (Full Phase; -½), Only To Make Fear/Intimidation-Style Presence Attacks (-1). Total cost: 8 points.

Options:

- 1) *Strong Intimidation:* Increase to +30 PRE. 30 Active Points; total cost 12 points.
- 2) *Weak Intimidation:* Decrease to +10 PRE. 10 Active Points; total cost 4 points.

**POKE**

Effect: Armor Piercing (+¼) for up to 60 STR
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: Rather than just smashing targets with his closed fist, the character can "poke" them with a single finger or a spearhand-style attack, which penetrates armor and other defenses more easily.

Game Information: Armor Piercing (+¼) for up to 60 STR. Total cost: 15 points.

**RAGE-AUGMENTED STRENGTH**

Effect: Aid STR 3d6, Only While Enraged/Berserk
Target: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The madder the character gets, the stronger he gets. As soon as he becomes Enraged (or Berserk), his fury triggers a reaction in his body that starts making him stronger. He rolls Aid 3d6 each Phase and applies it to his STR until he reaches a maximum of +18 STR. The points gained fade 1 Minute after he gains them, or immediately if he recovers from being Enraged/Berserk.

Game Information: Aid STR 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1), Trigger (becoming or being Enraged/Berserk, activating Trigger takes no time, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½) (63 Active Points); No Conscious Control (cannot activate power on his own, but can use the STR freely once it's activated; -1), Only Aid Self (-1), Points Fade Immediately If

Character Recovers From Being Enraged/Berserk (-½). Total cost: 18 points.

Options:

- 1) *Greater Enragement*: Increase to Aid STR 4d6. 84 Active Points; total cost 24 points.
- 2) *Lesser Enragement*: Decrease to Aid STR 2d6. 42 Active Points; total cost 12 points.
- 3) *Berserk Strength*: The character can trigger his increased STR at will, but this causes him to become uncontrollably angry. Change to Aid STR 3d6, Delayed Return Rate (points fade at the rate of 5 per Minute; +1), Trigger (on mental command or while Enraged/Berserk following giving of mental command, activating Trigger takes no time, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½) (63 Active Points); Only Aid Self (-1), Only In Combat (-½), Side Effect (automatically activates character's Berserk [or gives him the Complication Berserk In Combat, go 14-, recover 8-, and activates it]; -1), Points Fade Immediately If Character Recovers From Being Berserk (-½). Total cost: 16 points.



RAPID HAYMAKER

Effect: HA +4d6, Extra Time (Full Phase)
Target: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: A character with this power has practiced Haymaking so much that he can throw a Haymaker-style punch much more quickly than other characters — it only takes him a Full Phase, and he doesn't suffer some of the drawbacks of the *Haymaker* Combat Maneuver, either (such as losing the attack if the target moves slightly).

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-¼), Extra Time (Full Phase; -½), Side Effect (-5 DCV, always occurs; -½). Total cost: 9 points.

Options:

- 1) *Strong Rapid Haymaker*: Increase to HA +6d6. 30 Active Points; total cost 13 points.
- 2) *Weak Rapid Haymaker*: Decrease to HA +2d6. 10 Active Points; total cost 4 points.
- 3) *Agile Rapid Haymaker*: The character's so good at throwing "Haymakers" that he doesn't have to stand still when preparing one. Remove Side Effects (-½). Total cost: 11 points.



SCATTERSHOT

Effect: Blast 8d6, RKA 2½d6, Sight Group Flash 6d6 NND, OIF (objects of opportunity)
Target: 16m Cone
Duration: Instant
Range: No Range
END Cost: 7/6

Description: The character can pick up armfuls of loose material and hurl them at his enemies. If the material is light and fine, such a dust, dirt,

confetti, or styrofoam chips, it just blinds the foe for a few seconds. If it's heavier or sturdier, such as gravel or wood chips, it inflicts damage instead. If it's sharp (nails, bits of broken glass), it causes Killing Damage.

Game Information:

Cost Power

- 30 **Scattershot**: Multipower, 60-point reserve, all OIF (-½), No Range (-½)
- 3f **1) Heavy Material**: Blast 8d6, Area Of Effect (16m Cone; +½); OIF (appropriate objects of opportunity; -½), No Range (-½)
- 3f **2) Light Material**: Sight Group Flash 6d6, NND (defense is solid covering over the eyes; +½), Area Of Effect (16m Cone; +½); OIF (appropriate objects of opportunity; -½), No Range (-½)
- 3f **3) Sharp Material**: RKA 2½d6, Area Of Effect (16m Cone; +½); OIF (appropriate objects of opportunity; -½), No Range (-½)

Total cost: 39 points.

Options:

- 1) *Strong Shot*: Increase Multipower reserve to 75 points and slots to Blast 10d6, Sight Group Flash 7d6, and RKA 3d6+1. Total cost: 48 points.
- 2) *Wider Scatter*: Increase Multipower reserve to 70 points and all Area Of Effect to 32m Cone (+¾). Total cost: 44 points.



SHOCKWAVE

Effect: Area Of Effect (26m Radius Explosion; +½) for up to 60 STR, Hole In The Middle
Target: 26m radius
Duration: Instant
Range: No Range
END Cost: 4

Description: The character slams his fists into the ground with such force that he creates a small, but high-powered, seismic shockwave around him that injures people and knocks them off their feet. (Alternately, the character could define this ability as a super-strength foot-stomp instead of smashing the ground with his fists.)

Game Information: Area Of Effect (26m Radius Explosion; +½) for up to 60 STR, Hole In The Middle (the 1m radius area the character stands in when he uses the power; +¼) (37 Active Points); Extra Time (Full Phase; -½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0). Total cost: 21 points.

Options:

- 1) *Bigger Quake*: Increase to Area Of Effect (64m Radius Explosion; +¾). 56 Active Points; total cost 32 points.
- 2) *Shockwave Variant*: This version of the power uses Blast instead of a naked Advantage. Blast 12d6, Area Of Effect (26m Radius Explosion; +½), Hole In The Middle (fixed size; +¼) (105 Active Points); Extra Time (Full Phase; -½), No Range (-½), Only Affects Targets On The Ground (-¼), Restrained (-½), Only

Does Knockdown, Not Knockback (-0). Total cost: 38 points.

- 3) *Skillful Shockwave*: The character has to smash the ground just right or this power doesn't work. Add Requires A Brick Tricks Roll (-½). Total cost: 16 points.
- 4) *Ongoing Shockwave*: The character can maintain the effect by continuing to pound the ground. Add Constant (+½), Lockout (character cannot move or take any other actions while maintaining power; -½), and Being Knockbacked, Stunned, Or Knocked Out Stops Power (-0). 52 Active Points; total cost 23 points.
- 5) *Focused Shockwave*: The character creates the shockwave in a cone in front of him. Change to: Area Of Effect (30m Radius Explosion; +¼) for up to 60 STR (15 Active Points); Extra Time (Full Phase; -½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0). Total cost: 8 points.
- 6) *Shockwave Variant*: This form of the power uses the Area Of Effect (Surface) rules. Change to: Area Of Effect (Surface 26m radius Explosion; +¾) for up to 60 STR, Hole In The Middle (the 1m radius area the character stands in when he uses the power; +¼) (56 Active Points); Extra Time (Full Phase; -½), Can Only Be Applied To Horizontal Surfaces (e.g., the ground and floors; -0), Only Does Knockdown, Not Knockback (-0). Total cost: 37 points.



SUPER-PUNCH

Effect: HA +6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: The character's punches are so accurate, his muscles so strong, or his fists so hard that he does more damage than normal when he hits people.

Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-¼). Total cost: 24 points.

Options:

- 1) *Really Super Punch*: Increase to HA +8d6. 40 Active Points; total cost 32 points.
- 2) *Less Super Punch*: Decrease to HA +4d6. 20 Active Points; total cost 16 points.



SUPER-STRONG BREATH

Effect: Blast 8d6 Double Knockback, Dispel Fire Powers 8d6, Dispel Gas/Smoke/Mist Powers 8d6
Target: One character
Duration: Instant
Range: 30m
END Cost: 6/12/12

Description: The character's super-strong lungs make it possible for him to breathe with great strength, which has a variety of effects. First, he can hit his enemies with a blast of breath that sends them tumbling head over heels. Second, he can blow out raging fires (and Fire-based

superpowers) the way normal people blow out candles. Third, he can blow away gases, mists, and smokes (or, in some cases, suck them into his lungs and then blow them out somewhere where they can't cause harm).

Game Information:

Cost Power

- 96 **Super-Strong Breath**: Multipower, 120-points reserve; all Limited Range (30m; -¼)
- 5f **1) Blast Of Breath**: Blast 8d6, Double Knockback (+½); Limited Range (30m; -¼)
- 10f **2) Blowing Out Fires**: Dispel Fire Powers 8d6, Expanded Effect + Variable Effect (all Fire powers simultaneously; +4); Limited Range (30m; -¼)
- 10f **2) Blowing Away The Mist**: Dispel Gas/Smoke/Mist Powers 8d6, Expanded Effect + Variable Effect (all Gas/Smoke/Mist powers simultaneously; +4); Limited Range (30m; -¼)

Total cost: 121 points.

Options:

- 1) *Strong Breath*: Increase Multipower reserve to 180 points, slot one to Blast 10d6, and the last two slots to Dispel 12d6. Total cost: 178 points.



TEAR YOU LIMB FROM LIMB

Effect: HKA 2d6 (plus STR)
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: Rather than using his great strength to smash and batter his enemies, the character uses it in more lethal ways — to rip them in two and crush them.

Game Information: HKA 2d6 (plus STR). Total cost: 30 points.

Options:

- 1) *Strong Tearing*: Increase to HKA 3d6 (plus STR). Total cost: 45 points.
- 2) *Ongoing Mayhem*: Once the character gets his hands on a target, he can keep tearing and destroying until there's nothing left. Add Constant (+½). Total cost: 45 points.



THUNDERCLAP

Effect: Hearing Group Flash 8d6, Explosion, Does Knockback
Target: 28m radius
Duration: Instant
Range: No Range
END Cost: 5

Description: The character claps his hands together with such great strength that he creates a concussive wave of sound and air that deafens everyone near him, and may knock them back. If he's Entangled, or someone Grabs him, he can't use the power because he can't swing his arms for the clap.

Game Information: Hearing Group Flash 8d6, Area Of Effect (18m Radius Explosion; +½), Hole In The Middle (the 1m Radius the character is standing in when he uses the power; +¼), Does Knockback (+¼) (48 Active Points); Extra Time (Full Phase; -½), No Range (-½), Restrained (-½). Total cost: 19 points.

Options:

- 1) *Louder Thunderclap:* Increase to Hearing Group Flash 12d6. 72 Active Points; total cost 29 points.
- 2) *Softer Thunderclap:* Decrease to Hearing Group Flash 6d6. 36 Active Points; total cost 14 points.

YOU'LL HURT YOUR HAND...

Effect: Reflection (60 Active Points' worth), Only Works Against Punches
Target: One character
Duration: Instant
Range: Self
END Cost: 4

Description: The character's body is so tough that when he tenses up for a punch, anyone who punches him ends up hurting his own hand, not the character.

This power requires the GM's permission, since it uses the optional HTH Combat form of Reflection.

Game Information: Reflection (HTH) (60 Active Points' worth) (40 Active Points); Only Works Against Punches (-½). Total cost: 27 points.

DEFENSIVE POWERS

BRACING

Effect: Knockback Resistance -20m
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character's size and strength make it difficult (at best) for the force of attacks to push him back.

Game Information: Knockback Resistance -20m (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

Options:

- 1) *Improved Bracing I:* Increase to Knockback Resistance -30m. 30 Active Points; total cost 20 points.
- 2) *Improved Bracing II:* Remove Costs Endurance (-½). Total cost: 20 points.
- 3) *Weak Bracing:* Decrease to Knockback Resistance -12m. 12 Active Points; total cost 8 points.

I IGNORE YOUR PUNY ENERGY BLAST

Effect: Deflection plus +4 OCV
Target: Attacker's OCV
Duration: Instant
Range: Self
END Cost: 0

Description: The character's body is so tough and resilient that if he take the time to brace himself slightly, Ranged attacks just bounce right off him, no matter how powerful they are.

Game Information: Deflection (20 Active Points); Self Only (-½) (total cost: 13 points) **plus** +4 OCV with Deflection (total cost: 8 points). Total cost: 21 points.

INSTA-BARRIER

Effect: Barrier up to 8 PD/8 ED, 8 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group), Defense Depends On Materials Used
Target: Area
Duration: Instant
Range: No Range
END Cost: 6

Description: This power allows the brick to rip up a section of the ground, or perhaps tear off the side of a building or the like, and use it to form an impromptu barrier. The barrier lasts until destroyed.

Game Information: Barrier up to 8 PD/8 ED, 8 BODY (up to 12m long, 4m tall, and 1m thick), Opaque (Sight Group) (60 Active Points); OIF (appropriate materials of opportunity; -½), No Range (-½), Defense Depends On Materials Used (-½), Side Effect (always causes considerable damage to the environment; -0). Total cost: 2240 points.

IT'S LIKE HITTING A BRICK WALL

Effect: HKA 1d6+1, Damage Shield
Target: One character
Duration: Constant
Range: No Range
END Cost: 0

Description: The character's skin and body are so tough and strong that hitting them is like slamming your fists into a brick wall — literally. Anything smashed against the character (including weapons and fists) takes damage and may break.

Game Information: RKA 1d6+1, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½) (45 Active Points); Does Not Work Against Persons Who Grab Or Are Grabbed By The Character (-½), No Range (-½). Total cost: 22 points.

Options:

- 1) *Tougher Body:* Increase to RKA 2d6. 67 Active Points; total cost 33 points.

**NIGH-INVULNERABLE**

Effect: Damage Negation (-6 DCs Physical and Energy)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is so tough that attacks have much less effect against him than they do against other targets.

Game Information: Damage Negation (-6 DCs Physical and Energy). Total cost: 60 points.

Options:

- 1) *Stronger Body:* Increase to Damage Negation (-12 DCs Physical and Energy). Total cost: 120 points.
- 2) *Weaker Body:* Decrease to Damage Negation (-3 DCs Physical and Energy). Total cost: 30 points.

**RHINO RESILIENCE**

Effect: +15 PD, Only Protects Against Damage From Move Bys/Throughs The Character Performs
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's so accustomed to smashing into things that he takes less damage from the impact.

Game Information: +15 PD (15 Active Points); Only Protects Against Damage From Move Bys/Throughs The Character Performs (-1). Total cost: 7 points.

Options:

- 1) *Strong Resilience:* Increase to +20 PD. 20 Active Points; total cost 10 points.
- 2) *Weak Resilience:* Decrease to +10 PD. 10 Active Points; total cost 5 points.
- 3) *Variant Resilience:* Change To Physical Damage Reduction, 50%. 20 Active Points; total cost 10 points (or, for 75% Damage Reduction, 40 Active Points, total cost 20 points).

**SUPERTOUGH BODY**

Effect: Physical and Energy Damage Reduction, Resistant, 50%
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is incredibly resistant to the effects of injury. Attacks that would kill normal people barely leave a scratch on him.

Game Information: Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.

Options:

- 1) *Stronger Body:* Increase to Physical and Energy Damage Reduction, Resistant, 75%. Total cost: 120 points.
- 2) *Weaker Body:* Decrease to Physical and Energy Damage Reduction, Resistant, 25%. Total cost: 30 points.

**SUPERTOUGH FORM**

Effect: Power Defense (15 points)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The brick's body is so cohesive and tough that it's difficult to affect it with shape-altering attacks, many types of drugs and poisons, and other attacks that involve weakening it somehow.

Game Information: Power Defense (15 points). Total cost: 15 points.

Options:

- 1) *Supertougher Form:* Increase to Power Defense (20 points). Total cost: 20 points.
- 2) *Less Supertough Form:* Decrease to Power Defense (10 points). Total cost: 10 points.

**SUPERTOUGH SKIN**

Effect: Resistant (+½) for 30 PD/30 ED
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's skin can resist the effects of bullets and blades as easily as it can punches.

Game Information: Resistant (+½) for 30 PD/30 ED. Total cost: 30 points.

Options:

- 1) *Really Tough Skin:* Add Hardened (+¼) for 30 PD/30 ED (total cost: 15 points) and Hardened (+¼) for Resistant (+½) for 30 PD/30 ED (total cost: 7 points). Total cost: 22 points.
- 2) *Less Tough Skin:* Decrease to Resistant (+½) for 20 PD/20 ED. Total cost: 20 points.
- 3) *Armor Plating I:* The character's skin has thick plates of armor to protect him from attacks. Change to Resistant Protection (20 PD/20 ED), Perceivable (-¼). 60 Active Points; total cost 48 points.
- 4) *Armor Plating II:* As Armor Plating I, but add Hardened (+¼). 75 Active Points, total cost 60 points.

MOVEMENT POWERS



BRICK FLIGHT

Effect: Flight 30m
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: A surprising number of super-strong heroes can fly, even though Flight doesn't necessarily bear any relation to being super-strong.

Game Information: Flight 30m. Total cost: 30 points.

Options:

- 1) *Strong Power:* Increase to Flight 40m. Total cost: 40 points.
- 2) *Weak Power:* Decrease to Flight 20m. Total cost: 20 points.
- 3) *Flying Leap:* Alternately, a super-strong character can describe the special effect of his Flight as "really long, well-controlled leaps." Change to: Flight 30m (30 Active Points); May Not Make More Than Two 60 Degree Turns Without Landing First (-½), Once Character Starts Descending He May Not Ascend Without Landing First (-½). Total cost: 15 points.



SUPER-DIGGING

Effect: Tunneling 20m through PD 10 materials
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character uses his super-strong arms to burrow through the ground (and other substances) at incredible speeds. (See also *Super-Strength Smash-Through*, below.)

Game Information: Tunneling 20m through PD 10 materials. Total cost: 40 points.

Options:

- 1) *Faster Digging:* Tunneling 24m through PD 12 materials. Total cost: 48 points.
- 2) *Slower Digging:* Tunneling 12m through PD 8 materials. Total cost: 28 points.



SUPER-LEAPING

Effect: Leaping +76m, Leaping +16m MegaScale
Target: Self
Duration: Constant
Range: Self
END Cost: 4/2

Description: The character's leg muscles are so strong that he can leap prodigious distances.

Game Information:

Cost Power

- 38 **Super-Leaping:** Multipower, 38-point reserve
 4f 1) **Basic Super-Leaping:** Leaping +76m (80m forward, 40m upward)
 2f 2) **MegaLeaping:** Leaping +16m, MegaScale (1m = 1 km, leap takes 1 Phase per km; +1) (20 km forward, 10 km upward)

Total cost: 44 points.

Options:

- 1) *Strong Legs:* Increase Multipower reserve to 48 points, slot one to Leaping +96m, and slot two to Leaping +36m. Total cost: 57 points.
- 2) *Weak Legs:* Change to Leaping +56m (60m forward, 30m upward), x16 Noncombat. Total cost: 43 points.



SUPER-STRENGTH SMASH-THROUGH

Effect: Tunneling 2m through PD 18 materials
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can use his super-strength to rip through walls, vault doors, and the like effortlessly.

Game Information: Tunneling 2m through PD 18 materials (38 Active Points); Requires A Brick Tricks Roll (-½), No Noncombat Movement (-¼). Total cost: 22 points.

Options:

- 1) *Strong Smash-Through:* Increase to PD 24 materials. 50 Active Points; total cost 28 points.
- 2) *Weak Smash-Through:* Decrease to PD 12 materials. 26 Active Points; total cost 15 points.
- 3) *No Skill Required:* Remove Requires A Brick Tricks Roll (-½). Total cost: 30 points.
- 4) *Rapid Smash-Through:* The character can tear right through obstacles without pausing to use a Full Phase Action. Add Trigger (character can activate power as Zero-Phase Action; +¼). 47 Active Points; total cost 27 points.



**SUPER-STRONG LEGS**

Effect: Running +12m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character's super-strong leg muscles allow him to run more quickly.

Game Information: Running +12m. Total cost: 12 points.

SENSORY POWERS**SUPER-STRONG SENSES**

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The superhuman nature of the character's muscles and body extends to many of his sensory organs.

Game Information:**Cost Power**

- 4 **Super-Strong Ears:** +2 PER with Hearing Group
- 5 **Super-Sensitive Eyes:** Nightvision
- 6 **Super-Strong Eyes:** +3 PER with Sight Group
- 12 **Super-Strong Eyes:** +8 versus Range Modifier for Sight Group
- 10 **Super-Sensitive Touch:** Discriminatory and Analyze for Normal Touch

MISCELLANEOUS POWERS**COAL INTO DIAMONDS**

Effect: Severe Transform 2d6 (lump of coal into a diamond)
Target: One lump of coal
Duration: Instant
Range: No Range
END Cost: 6

Description: By holding a lump of pure coal between his hands and applying the full pressure of his super-strength, the character can convert the coal into a diamond! The diamond is worth \$1,000 per point of BODY rolled, so the GM should take care not to let the character wreck the campaign's economy (if the character wants full-time wealth, he should buy the *Money Perk* and use this power as the explanation for where his money comes from).

Game Information: Severe Transform 2d6 (lump of pure coal into a diamond; "heals" back through exposure to excessive heat) (30 Active Points); No Range (-½), Extra Time (1 Turn; -1¼), Limited

Target (pure coal; -1), All Or Nothing (-½). Total cost: 7 points.

**THE HARDER YOU HIT ME, THE STRONGER I GET**

Effect: Absorption 30 BODY (physical, to STR), Increased Maximum
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: A character with this power (or may not) start out stronger than normal — but once people start hitting him, he quickly gets stronger and stronger.

Game Information: Absorption 30 BODY (physical, to STR), Increased Maximum (120 BODY; +½). Total cost: 45 Active Points.

Options:

- 1) *Strong Absorbing:* Increase to Absorption 60 BODY. Total cost: 90 points.
- 2) *Weak Absorbing I:* Decrease to Absorption 20 BODY. Total cost: 30 points.
- 3) *Weak Absorbing II:* Decrease to Increased Maximum (60 BODY; +¼). Total cost: 37 points.
- 4) *Weak Absorbing III:* Decrease to Absorption 20 BODY, Increased Maximum (40 BODY; +¼). Total cost: 25 points.
- 5) *Long-Lasting Absorbing I:* The strength the character gains from physical impacts lasts a long time. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +1). Total cost: Standard Absorbing: 75 points. Strong Absorbing: 150 points. Weak Absorbing I: 50 points. Weak Absorbing II: 67 points. Weak Absorbing III: 45 points.
- 6) *Long-Lasting Absorbing II:* As Long-Lasting Absorbing I, but change to Delayed Return Rate (points fade at the rate of 5 per 20 Minutes; +1½). Total cost: Standard Absorbing: 90 points. Strong Absorbing: 180 points. Weak Absorbing I: 60 points. Weak Absorbing II: 82 points. Weak Absorbing III: 55 points.
- 7) *Variant Absorbing:* The character's power channels to things other than just his STR. Change to (physical, half to STR, half to PD) or (physical, one-fourth each to STR, CON, PD, and ED). Total cost: 45 points.
- 10) *Multiple Absorbing I:* The character's power channels to both his STR and his resilience. Add Expanded Effect (STR and PD simultaneously; +½). Total cost: Standard Absorbing: 60 points. Strong Absorbing: 120 points. Weak Absorbing I: 40 points. Weak Absorbing II: 52 points. Weak Absorbing III: 35 points.

- 8) *Multiple Absorbing II*: The character's power channels to many aspects of his physical form. Add Expanded Effect (STR, CON, PD, and ED simultaneously; +1½). Total cost:
 Standard Absorbing: 90 points.
 Strong Absorbing: 180 points.
 Weak Absorbing I: 60 points.
 Weak Absorbing II: 82 points.
 Weak Absorbing III: 55 points.
- 9) *Long-Lasting Multiple Absorbing*: Add both Expanded Effect (STR and PD simultaneously; +½) and Delayed Return Rate (points fade at the rate of 5 per Minute; +1). Total cost:
 Standard Absorbing: 90 points.
 Strong Absorbing: 180 points.
 Weak Absorbing I: 60 points.
 Weak Absorbing II: 82 points.
 Weak Absorbing III: 55 points.
- 10) *Protective Absorbing I*: The character's Absorption protects him; Absorbed force doesn't hurt him as much (or at all). Add Defensive Absorption (Normal Defense; +½). Total cost:
 Standard Absorbing: 60 points.
 Strong Absorbing: 120 points.
 Weak Absorbing I: 40 points.
 Weak Absorbing II: 52 points.
 Weak Absorbing III: 35 points.
- 11) *Protective Absorbing II*: As Protective Absorbing I, but the character's Absorption provides Resistant Defense. Add Defensive Absorption (Resistant Defense; +1). Total cost:
 Standard Absorbing: 75 points.
 Strong Absorbing: 150 points.
 Weak Absorbing I: 50 points.
 Weak Absorbing II: 67 points.
 Weak Absorbing III: 45 points.



REALLY DEEP BREATH

Effect: Life Support (Self-Contained Breathing)
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's powerful lungs and mighty metabolism allow him to suck in an enormous lungful of air and hold his breath for as much as an hour... but if he speaks, or is Stunned or Knocked Out, the power ceases to function.

Game Information: Life Support (Self-Contained Breathing) (10 Active Points); Extra Time (Extra Segment to activate; -¼), Can Only Be Activated In Breathable Atmosphere (-¼), Stops Working If Character Speaks, Is Stunned, Or Is Knocked Out (-½). Total cost: 5 points.



SUPER-PHYSIOLOGY

Effect: Life Support (Extended Breathing, Safe Environments)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

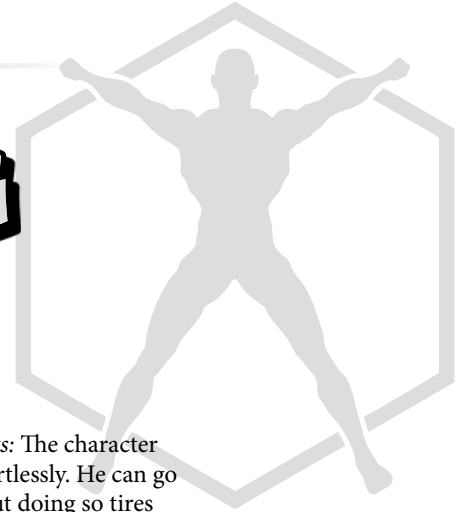
Description: The character's body is so durable that he can withstand the rigors of just about any environment (including the vacuum of space) and can hold his breath for much longer than a normal person.

Game Information: Life Support (Extended Breathing: 1 END per 20 Minutes; Safe Environments: all). Total cost: 13 points.

Options:

- 1) *True Super-Physiology*: The character's tough body can withstand just about anything the environment can throw at him. Change to: Life Support (Total). Total cost: 35 points.

STRETCHING POWERS



This category of powers includes abilities common to characters with malleable, stretchable bodies. In addition to the ones listed here, many powers in the Shape Alteration and Size Alteration categories, such as Human Mimicry, might be appropriate for stretching characters.

BASIC POWERS



MALLEABLE BODY

Effect: Stretching 20m
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can stretch and contort his malleable body, reaching distances of up to 20m away from where he's standing (or even 40m in some situations).

Game Information: Stretching 20m. Total cost: 20 points.

Options:

- 1) *Longer Malleable Body I:* Increase to Stretching 30m. Total cost: 30 points.
- 2) *Longer Malleable Body II:* Increase to Stretching 50m. Total cost: 50 points.
- 3) *Longer Malleable Body III:* Add x8 Noncombat. Total cost: 30 points.
- 4) *Shorter Malleable Body:* Decrease to Stretching 15m. Total cost: 15 points.
- 5) *Easy Malleable Body:* Add Reduced Endurance (0 END; +½). Total cost: 30 points.
- 6) *True Malleable Body:* The character can reduce one dimension of his body to up to one-sixteenth normal (down to 12.5 cm [5 inches] for a typical 2m tall character) by making the other two dimensions a total of 16 times larger (or, he can become 16 times larger in one dimension while the other two are reduced to a total of 1/16 normal) (see 6E1 284). Add x16 body dimension. This adds +20 points to the cost of the standard power (total cost: 40 points) or to any of the above options.

- 7) *Stretching Beyond My Limits:* The character can Stretch up to 20m effortlessly. He can go beyond that, up to 32m, but doing so tires him out and may even hurt. Character buys Stretching 20m, Reduced Endurance (0 END; +½) (total cost: 30 points) **plus** Stretching +20m (20 Active Points); Increased Endurance Cost (x3 END; -1), Requires A Stretching Tricks Roll (-½), Side Effects (Drain BODY 1d6, points return at the rate of 5 per 1 Hour; -¼) (total cost: 7 points). Total cost: 37 points.

OFFENSIVE POWERS



BIG FIST

Effect: HA +4d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character can make his fist larger and tougher, so that when he hits someone he inflicts more damage.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-¼). Total cost: 16 points.

Options:

- 1) *Bigger Fist:* Increase to HA +6d6. 30 Active Points; total cost 24 points.
- 2) *Smaller Fist:* Decrease to HA +3d6. 15 Active Points; total cost 12 points.
- 3) *Really Big Fist:* Add Area Of Effect (1m Radius; +¼). 25 Active Points; total cost 20 points.
- 4) *Big Spiky Fist:* The character also makes his fist sprout small spikes that allow his punch to penetrate armor and other defenses more easily. Add Armor Piercing (+¼). 25 Active Points; total cost 20 points.
- 5) *Mace-Hand:* Instead of making his fist bigger, the character makes it sprout sharp spikes. Change to HKA 1d6+1 (plus STR). Total cost: 20 points.

**BOUNCEBACK BODY**

Effect: Blast 6d6, Damage Shield, Double Knockback, Only Against Move Through Attacks
Target: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character's body is so springy that when he wants to, he can make other characters running into him bounce back.

Game Information: Blast 6d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Double Knockback (+½), Reduced Endurance (0 END; +½) (82 Active Points); No Range (-½), Only Against Move Through Attacks (-½). Total cost: 27 points.

Options:

- 1) *Strong Bounce:* Increase to Blast 8d6. 110 Active Points; total cost 37 points.
- 2) *Weak Bounce:* Decrease to Blast 4d6. 55 Active Points; total cost 18 points.
- 3) *Skilled Bounce:* The character's power doesn't always work. Add Requires A Stretching Tricks Roll (penalty is -1 per 20 Active Points; -¼). Total cost: 25 points.

**BOUNCED ATTACK**

Effect: Reflection (60 Active Points' worth), Any Target, Only Versus Physical Projectiles, Requires A DEX Roll
Target: One character
Duration: Instant
Range: Self
END Cost: 6

Description: The character's rubbery body is so flexible that physical missiles just bounce off it. By angling his body just so, he can make the attack ricochet back at his attacker, or at any other target he chooses.

At the GM's option, physical projectiles that are sharp (arrows, thrown blades, armor-piercing bullets...) impose a -1 to -3 penalty on the character's DEX Roll, since they're more likely to penetrate his skin.

Game Information: Reflection (60 Active Points' worth), Any Target (+½) (60 Active Points); Only Versus Physical Projectiles (-¼), Requires A DEX Roll (-½). Total cost: 34 points.

Options:

- 1) *Stronger Redirection:* Increase to Reflection (81 Active Points' worth). 81 Active Points; total cost 46 points.
- 2) *Weaker Redirection:* Decrease to Reflection (42 Active Points' worth). 42 Active Points; total cost 24 points.

**BOUNCING BASH**

Effect: Blast 6d6, Only In Enclosed Areas
Target: 32m Radius
Duration: Instant
Range: No Range
END Cost: 7

Description: Also known as *Bowl 'Em Over* when the character assumes a sphere-like form to make the attack, this power allows a character to bounce around in an enclosed area (such as most rooms, but few outdoor locations) hitting opponents as he goes. He's skilled enough to miss his friends and only hit his enemies. When he's done bouncing around he ends up back at the location where he started the attack.

Game Information: Blast 6d6, Area Of Effect (32m Radius Selective; +1¼) (67 Active Points); No Range (-½), Limited Power (only works in enclosed areas, see text; -½). Total cost: 33 points.

Options:

- 1) *Strong Bounce:* Increase to Blast 8d6. 90 Active Points; total cost 45 points.
- 2) *Weak Bounce:* Decrease to Blast 4d6. 45 Active Points; total cost 22 points.
- 3) *Awkward Bounce:* The character's not always so good at avoiding hitting his friends. Change Selective (+¼) to Nonselective (-¼). 52 Active Points; total cost 26 points.
- 4) *Skilled Bounce:* Sometimes the character doesn't get the bounce quite right and this power doesn't work properly. Add Requires A Stretching Tricks Roll (penalty is -1 per 20 Active Points; -¼) and Side Effects (character inflicts the damage on the nearby environment, usually in some humorous or disadvantageous way; -0). Total cost: 30 points.

**GOTCHA!**

Effect: Entangle 2d6, 2 PD/2 ED, Damage Shield
Target: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character's body is so malleable and flexible that anyone who strikes him gets stuck in him. Pulling free isn't too difficult (and may hurt the character), but in the meantime the victim is unable to move and thus easy prey for the character's attacks.

Game Information: Entangle 2d6, 2 PD/2 ED, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½) (45 Active Points); Feedback (character takes all damage done by victim or anyone else to break victim out of the Entangle; -1), No Range (-½). Total cost: 18 points.

Options:

- 1) *Strong Gotcha*: Increase to Entangle 3d6, 3 PD/3 ED. 67 Active Points; total cost 30 points.
- 2) *Safe Gotcha*: Breaking free from the Entangle doesn't harm the character. Remove Feedback (-1). 45 Active Points; total cost 27 points.
- 3) *Skillful Gotcha*: The character has to do the "capturing" just right or it doesn't work. Add Requires A Stretching Tricks Roll (-½). Total cost: 15 points.

**PUFF UP**

Effect: Growth (8m tall)
Target: Self
Duration: Constant
Range: Self
END Cost: 5

Description: The character can "puff up" his body until it's 8m tall and proportionately as large throughout, making him stronger and tougher to boot.

Game Information: Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, 6,400 kg, +4 OCV to hit character, +4 PER Rolls to perceive character, 8m tall, 4m wide). Total cost: 50 points.

Options:

- 1) *Tiring Puff*: Puffing one's self up is hard work! Add Increased Endurance Cost (x2 END; -½). 50 Active Points; total cost 33 points.

**SPIKY BODY**

Effect: RKA 1½d6, Damage Shield, No Knockback
Target: One character
Duration: Constant
Range: Touch
END Cost: 6

Description: The character causes his entire body to sprout sharp spikes, making it dangerous to hit him or try to hold on to him.

Game Information: RKA 1½d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼) (44 Active Points); No Knockback (-¼), No Range (-½). Total cost: 25 points.

Options:

- 1) *Bigger Spikes*: Increase to RKA 2d6. 52 Active Points; total cost 30 points.
- 2) *Smaller Spikes*: Decrease to RKA 1d6. 26 Active Points; total cost 15 points.
- 3) *Sharper Spikes*: Add Armor Piercing (+¼). 50 Active Points; total cost 28 points.

**STRETCHING SLINGSHOT**

Effect: +30 STR, Only For Throwing
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: After the character picks up an object, he stretches his arm around some appropriate object (such as a lamppost or telephone pole), pulls his arm tight so it's like the rubber strip in a slingshot, then uses his arm to throw or fling the object much further, and with much greater force, then he ordinarily could.

Game Information: +30 STR (30 Active Points); OIF (requires appropriate "pivot point" of opportunity; -½), Extra Time (Full Phase; -½), Only For Throwing (-½), Must Follow Grab (-½). Total cost: 10 points.

Options:

- 1) *Strong Throw*: Increase to +40 STR. 40 Active Points; total cost 13 points.
- 2) *Weak Throw*: Decrease to +20 STR. 20 Active Points; total cost 7 points.

**SUFFOCATE**

Effect: Blast 4d6, NND
Target: One character
Duration: Constant
Range: No Range
END Cost: 5

Description: Most people need air to breathe. After Grabbing someone (or Entangling him with Wraparound or its variants), the character can cause part of his body to flow over their mouth and nose, quickly causing the victim to pass out.

For possible variations on this power, see *Suffocation I* (page 18) and *Strangulation Bubble* (page 150).

Game Information: Blast 4d6, No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1), Constant (+½) (50 Active Points); No Range (-½), Must Follow Grab Or Entangle By Character (-½). Total cost: 25 points.

**VELOCITY DAMAGE**

Effect: HA +4d6, Always Direct
Target: One character
Duration: Instant
Range: No Range
END Cost: 5

Description: When the character lashes out to punch an enemy, the "velocity" of his Stretching adds to the blow. However, this only works if he Stretches in a straight line to the target.

This ability assumes the character has Stretching 20m. If he has a different amount, rebuild it, buying HA +1d6 for every 5m of Stretching he has.

Game Information: HA +4d6 (20 Active Points); Always Direct (see text; -¼), Hand-To-Hand Attack (-¼). Total cost: 13 points.



WRAPAROUND

Effect: Entangle 5d6, 5 PD/5 ED

Target: One character

Duration: Instant

Range: No Range

END Cost: 5

Description: The character can wrap another person up in his malleable body, preventing that person from moving. Any efforts to cut the trapped person free also inflicts damage on the character, so he needs to be careful when and on whom he uses this power. Another drawback to it is that it prevents him from using any other stretching powers while he maintains it.

Game Information: Entangle 5d6, 5 PD/5 ED (50 Active Points); Feedback (character takes all damage done to break out of the Entangle by victim or anyone else; -1), Lockout (character can only Entangle one person, and cannot use other stretching powers, while the Entangle remains in effect; -½), No Range (-½). Total cost: 17 points.

Options:

- 1) *Strong Wrapping:* Increase to Entangle 6d6, 8 PD/8 ED. 70 Active Points; total cost 23 points.
- 2) *Weak Wrapping:* Decrease to Entangle 4d6, 4 PD/4 ED. 40 Active Points; total cost 13 points.
- 3) *Unhinderling Wraparound:* The character only uses part of his malleable body to wrap up the victim, leaving other parts free to Entangle other characters or perform other tasks. Remove Lockout (-½). Total cost: 20 points.

- 4) *I'm Sorry, Did That Hurt?:* The character's flexible body "reflects" the victim's efforts to escape back at him, causing him to hurt himself in the process. Add Backlash (+½) and change Feedback to (character takes all damage done to break victim out of the Entangle by anyone other than victim; -1). 75 Active Points; total cost 25 points.
- 5) *Engulf:* The character so thoroughly wraps up the victim that the victim can neither see nor hear. Add Stops A Given Sense (Sight Group, Hearing Group). 70 Active Points; total cost 23 points.
- 6) *Big Wraparound:* The character can stretch his body enough to wrap up a lot of people. Decrease to Entangle 4d6, 4 PD/4 ED and add Area Of Effect (8m Radius; +½). 60 Active Points; total cost 20 points.
- 7) *Suffocating Wraparound:* The character can cut off a target's breathing while Entangling him. Link (-½) Suffocate to Wraparound. 50 + 50 = 100 Active Points; total cost 17 + 20 = 37 points.
- 8) *Adhesive Wraparound:* Anyone who touches the character also gets wrapped up. Add Sticky (+½). 75 Active Points; total cost 25 points.
- 9) *Alternate Wraparound:* Instead of buying this ability as an Entangle, the character buys an improved ability to Grab. This is particularly effective if the character has lots of Extra Limbs. On the other hand (no pun intended!), unlike the Entangle the extra STR costs END every Phase. Change to: +50 STR (50 Active Points); Only To Grab (-½). Total cost: 33 points.

DEFENSIVE POWERS



BODY BARRIER

Effect: Barrier 12 PD/12 ED, 10 BODY (up to 8m long, 3m high, and ½m thick), Opaque (Sight Group)

Target: Area

Duration: Constant

Range: No Range

END Cost: 7

Description: The character can stretch and flatten his body to form a sort of “living wall” to protect his friends or block access to an area. While he’s a wall he can’t move, attack, or do anything else; all his effort goes into creating and maintaining the wall shape. Even worse, he takes damage from the attacks he blocks. An attack that creates a hole in the Barrier (per the rules on 6E1 171) has hit him with enough force to force an opening in the character’s body; “repairing” the hole requires re-creating that part of the wall as per the rules for Barrier, or at the GM’s option may occur if Healing BODY is applied to heal all the damage.

Ideally the Barrier for this power should be bought with PD and ED equal to the character’s Resistant PD and ED, and BODY at least equal to his BODY. If necessary, adjust the example to suit.

Game Information: Barrier 12 PD/12 ED, 10 BODY (up to 8m long, 3m high, and ½m thick), Opaque (Sight Group), Dismissable (73 Active Points); Costs Endurance (to maintain; -½), Lockout (see text; -½), No Range (-½), Feedback (-1). Total cost: 21 points.

Options:

- 1) *Unconfining Barrier:* The character has enough control over his body, or enough stretchability, that he can continue to do other things (such as attack with his limbs) while maintaining the Barrier. However, he still cannot move, which may limit the possible actions available to him. Remove Lockout (-½). Total cost: 24 points.
- 2) *Bridgework:* Instead of forming a literal wall, the character can use this power to create a horizontal “barrier” to bridge over a gap or chasm. However, in that case his ability to support people walking across him depends on his STR. If he has STR 10, he can only hold one person; if two people walk on him at once the “bridge” will collapse and he and they will all fall. (Of course, he could Push his STR to hold up more people, if the GM permits.) If desired the character can buy extra STR with the Limitation *Only For Bridging* (-2) so he can support more weight. (He may also want to buy more length and width for his Body Barrier, so he can bridge larger gaps.)



FLEXIBLE DODGING

Effect: +6 DCV

Target: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can, easily and almost reflexively, stretch and contort his body to avoid attacks.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

Options:

- 1) *More Flexible:* Increase to +8 DCV. 40 Active Points; total cost 27 points.
- 2) *Less Flexible:* Decrease to +4 DCV. 20 Active Points; total cost 13 points.



IMPACT ABSORPTION

Effect: Knockback Resistance -10m

Target: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character’s body is so malleable that it “gives” with physical impact rather than getting Knocked Back. For example, if the character’s punched in the face at takes 8m of Knockback, his head flies back 8m while his body remains where it is, then his head snaps back into place instantly. Even if the character hits something while part of him is moving backwards, he just bounces off of it, taking no (or less) damage.

Game Information: Knockback Resistance -10m (10 Active Points); Nonpersistent (-¼). Total cost: 8 points.

Options:

- 1) *Strong Absorption:* Increase to Knockback Resistance -16m. 16 Active Points; total cost 13 points.
- 2) *Weak Absorption:* Decrease to Knockback Resistance -4m. 4 Active Points; total cost 3 points.
- 3) *Lesser Absorption:* Whenever parts of the character’s body are Knocked Back out of place, he has to spend a little time “retracting” them back to where they should be. Until he does this, he usually suffers -2 CV or other penalties established by the GM. Add Requires Half Phase Action To “Retract” Knocked Back Body Parts (-½). Total cost: 6 points.

**MISSILE GRABBING**

Effect: Deflection, Only Versus Non-Gunpowder Projectiles
Target: Target's OCV
Duration: Instant
Range: 20m
END Cost: 2

Description: The character can reach out and grab relatively slow-moving physical missiles to keep them from hitting himself, or his friends.

The range for this power depends on the character's meters of Stretching. As built, it assumes Stretching 20m.

Game Information: Deflection (20 Active Points); Limited Range (20m; -¼), Only Versus Non-Gunpowder Projectiles (-½). Total cost: 11 points.

Options:

- 1) *Skilled Deflection:* Character also buys +4 OCV with for Deflection. Total cost: +8 points.

**RUBBERY BODY**

Effect: Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Attacks just bounce off the character's malleable body, or have difficulty affecting so flexible a form. The effect is much more pronounced with physical attacks than energy ones.

Game Information: Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%. Total cost: 30 + 15 = 45 points.

Options:

- 1) *Tiring Rubbery Body:* The character has to exert himself to diminish the effect of attacks. Add Costs Endurance (-½) to both. 30 + 15 = 45 Active Points; total cost 20 + 10 = 30 points.
- 2) *Restricted Rubbery Body:* The character cannot bounce or avoid the effects of sharp, cutting, slashing, or piercing attacks. Change to Normal Damage Reduction. Total cost: 20 + 10 = 30 points.
- 3) *Skillful Rubbery Body:* The character has to use his body in just the right way to absorb or bounce attacks, or he gets hurt. Add Requires A Stretching Tricks Roll (-½). 30 + 15 = 45 Active Points; total cost 20 + 10 = 30 points.

**SAFETY PILLOW**

Effect: Breakfall DEX +10
Target: One character
Duration: Constant
Range: Self/Touch
END Cost: 2

Description: The character can form his body into a big, soft pillow-like form to minimize the damage he takes from falls (see *Caught Ya!*, below, for a similar power that lets him catch other people).

Game Information: Breakfall (DEX +10) (23 Active Points); Costs Endurance (-½). Total cost: 15 points.

**UNIFORM FORM**

Effect: No Hit Locations
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is such that he has no Hit Locations — a hit against one part of his form is no different than a hit against any other part.

This power requires the GM's permission, since it involves a living character taking an Automaton Power.

Game Information: No Hit Locations. Total cost: 10 points.

Options:

- 1) *Uniform Form Variant:* In games where the GM would rather the PCs not take Automaton Powers, use this power instead: +6 DCV (30 Active Points); Only To Increase Hit Location Penalties (-2). Total cost: 10 points.

MOVEMENT POWERS**MOLDING TO SURFACES**

Effect: Clinging (normal STR)
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: By carefully molding his malleable hands and feet into the cracks and rough spots of a surface (even a surface that seems smooth to the touch), the character can climb up walls, cling to ceilings, and the like. (Alternately, he may shape his hands into suction cups.)

Game Information: Clinging (normal STR) (10 Active Points); Costs Endurance (-½), Cannot Resist Knockback (-¼). Total cost: 6 points.

**PARASAIL FORM**

Effect: Flight 12m, Gliding
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character flattens his body out into a parasail-like form so he can glide through the air. He has to keep his body in the proper shape to stay airborne, which means he can't use other stretching powers.

Game Information: Flight 12m (12 Active Points); Gliding (-1), Lockout (character cannot use other stretching powers while Gliding; -½). Total cost: 5 points.

Options:

- 1) *Parachute Form:* The character shapes his malleable body into a parachute-like form, allowing him (and up to one person holding onto his arms and legs) to drift gently to the ground. Add Usable Simultaneously (character and one other person; +½) and Limited Movement (character cannot gain altitude, and must move at least 24m downward for every 2m forward; -½). 18 Active Points; total cost 6 points.

**PERSONAL BRACHIATION**

Effect: Swinging 20m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character uses his stretchable, malleable limbs as swinglines. He reaches out, grabs a branch, cornice, overhang, flagpole, or the like and swings swiftly to wherever he wants to go. The big difference between this type of Swinging and a version involving an external swingline that it uses the character's own body — if someone attacks the "swingline," the character takes the damage.

Game Information: Swinging 20m. Total cost: 10 points.

Options:

- 1) *Faster Brachiation:* Increase to Swinging 30m. Total cost: 15 points.
- 2) *Slower Brachiation:* Decrease to Swinging 10m. Total cost: 5 points.

**SPRING-LEAPING**

Effect: Leaping +20m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character changes shape to give his lower body some elasticity so he can travel by bouncing. He may change his legs into springs, or his entire body into a giant rubber ball, but whatever he does, it allows him to make enormous leaps.

Game Information: Leaping +20m. Total cost: 10 points.

Options:

- 1) *Super-Springiness:* Increase to Leaping +40m. Total cost: 20 points.
- 2) *Less Springy:* Decrease to Leaping +12m. Total cost: 6 points.

**STRETCH-SPRINTING**

Effect: Running +10m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character stretches his legs so he can take longer strides and thus run faster.

Game Information: Running +10m. Total cost: 10 points.

Options:

- 1) *Really Stretched Legs:* Increase to Running +16m. Total cost: 16 points.
- 2) *Less Stretched Legs:* Decrease to Running +6m. Total cost: 6 points.

SENSORY POWERS**PEEKING AROUND CORNERS**

Effect: Clairsentience (Sight and Hearing Group), Perceivable
Target: Self
Duration: Constant
Range: No Range
END Cost: 3

Description: The character can stretch his head, or perhaps just an eye and an ear, around corners and under doors to perceive where he normally could not.

Game Information: Clairsentience (Sight and Hearing Group) (30 Active Points); No Range (-½), Perceivable (perception point can be perceived; -¼). Total cost: 17 points.

MISCELLANEOUS POWERS



CAUGHT YA!

Effect: +50 STR, Only To Catch Falling Objects/Characters plus +3 OCV, Only With Grabbing Falling Characters
Target: Self
Duration: Persistent/Constant
Range: Self
END Cost: 5

Description: The character's particularly skilled at using his elastic form to catch falling objects and characters. Maybe he stretches his body out into a "chute" to catch them and lower them safely to the ground, or he makes his hands so large and pillow-like that it's easy to grab them as they plummet to Earth. Whatever the special effect, the end result is that both the falling object/person and the character are much less likely to be hurt by the maneuver than normal.

Game Information: +50 STR (30 Active Points); Only To Catch Falling Objects/Characters (-2) (total cost: 17 points) **plus** +3 OCV (15 Active Points); Only With Grabbing Falling Characters (-2) (total cost: 5 points). Total cost: 22 points.

Options:

- 1) *Strong Catching:* Increase to +75 STR. $75 + 15 = 90$ Active Points; total cost $25 + 5 = 30$ points.
- 2) *Weak Catching:* Decrease to +30 STR. $30 + 15 = 45$ Active Points; total cost $10 + 5 = 15$ points.



FEATURE MOLDING

Effect: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form)
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can mold and reshape his elastic flesh to change his appearance (and, by changing the shape of his mouth and vocal chords, his voice as well). He can't imitate other people (unless he makes a *Disguise* roll), but he can make himself look like a completely different person.

Game Information: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form). Total cost: 23 points.

Options:

- 1) *Strong Molding:* The character has fine enough control to imitate other people. Add Imitation. Total cost: 33 points.
- 2) *Weak Molding:* The character can't change his voice significantly. Remove Hearing Group. Total cost: 18 points.
- 3) *Lasting Molding:* The character's features remain in altered form until he decides to change them. Add Reduced Endurance (0 END; +½) and Persistent (+¼). Total cost: 40 points.

- 4) *Lengthy Molding:* The character has to take some time to mold his features into shape, almost like sculpting with clay. Add Extra Time (1 Minute to activate; -¾). 23 Active Points; total cost 13 points.



LOOK, MA, NO ORGANS!

Effect: Life Support (Total)
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's rubbery form has no internal organs — somehow he can survive with nothing but tissue, muscles, and malleable bones. As a result he can't be poisoned, doesn't have to sleep or eat, and can survive extreme environmental conditions.

Game Information: Life Support (Total). Total cost: 35 points.



PSEUDOPODS

Effect: Extra Limbs
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can extrude additional limbs from his body at will — as many as desired. Alternately, you can use this power to represent the difficulty of fighting someone who has a malleable body — even when his hands are occupied, he can always form another "loop" to wrap around a foe or Grab someone with.

Game Information: Extra Limbs (however many the character wants) (5 Active Points); Costs Endurance (-½). Total cost: 3 points.



SQUEEZING THROUGH CRACKS

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can squeeze his malleable body through the tiniest of openings — between jail bars, underneath doors, through mouseholes, even through chicken wire.

Game Information: Desolidification (affected by any attack) (40 Active Points); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½). Total cost: 16 points.

Options:

- 1) *Easy Squeezing:* Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 24 points.
- 2) *Taxing Squeezing:* The character has to focus his attention and take extra time to fit through small openings. Add Concentration (0 DCV; -½), Extra Time (Extra Phase; -¾). Total cost: 11 points.

TELEKINETIC POWERS



BASIC POWER

Telekinetic powers reflect a character's ability to move and affect objects without touching them. This may involve a form of psionic power, the ability to manipulate planes of force, or the like. Obviously the primary Power associated with this energy type/special effect is Telekinesis, but Telekinetic powers can do many other things. In addition to the powers listed below, see *The Ultimate Mentalist* for many examples.

Telekinetic is a broad and flexible energy type/special effect that can relate to many others, include Body Control, Matter Manipulation, Mental/Psionic, and especially Force — virtually any Force Power could be re-worked into a Telekinetic Power with little or no change. You may want to refer to those categories for other ideas for your character. For example, it's perfectly appropriate for a character with Telekinetic Powers to have Deflection, but since the *Force Point Defense* power (page 150) simulates that effect just fine, no such power is re-printed here.

As a fictional form of energy, Telekinetic force doesn't have any unusual "side effects" — its existence and nature defy scientific laws. Thus, the GM can have Telekinetic powers function however he wants. For example, in some settings Telekinetic powers may generate or give off heat, posing certain environmental risks but potentially expanding the range of what characters can do with them. In some it may conduct electricity; in others it's a perfect insulator. The possibilities are limited only by the general nature of Telekinetic powers and the GM's imagination.

Any ability to move objects (or even energy) without physically touching them is often referred to as a "-kinesis" — magnetokinesis (the Magnetism-based power to move ferrous metal), pyrokinesis (control over fire), cyberkinesis (control of machines), and so forth.



TELEKINESIS

Effect: Telekinesis (30 STR), Fine Manipulation
Target: One character or object
Duration: Constant
Range: 450m
END Cost: 5

Description: The character can move, damage, and otherwise manipulate objects without having to physically touch them. He can even perform fine work, like typing or playing the piano (assuming he knows how to do those things).

Game Information: Telekinesis (30 STR), Fine Manipulation. Total cost: 55 points.

Options:

- 1) *Strong Telekinesis:* Increase to Telekinesis (40 STR). Total cost: 70 points.
- 2) *Really Strong Telekinesis:* Increase to Telekinesis (60 STR). Total cost: 100 points.
- 3) *Weak Telekinesis:* Decrease to Telekinesis (20 STR). Total cost: 40 points.
- 4) *Area Telekinesis I:* The character can pick up or manipulate all the objects in an area telekinetically. However, he must do the same thing with all of them — lift them all 4m, move them all the same distance to the left, or the like. Remove Fine Manipulation and add Area Of Effect (4m Radius; +¼). Total cost: 56 points.
- 5) *Area Telekinesis II:* As Area Telekinesis I, but the character can choose which objects to pick up. He must still do the same thing with all of them. Add Selective (+¼). Total cost: 67 points.
- 6) *Psychokinesis:* The character's Telekinesis works like a Mental Power. Change to: Telekinesis (30 STR), ACV (uses OMCV against DCV; +0), Line Of Sight (+½). Total cost: 67 points.
- 7) *Expanded Telekinesis I:* The character has such precise telekinetic control that he can pick up liquids. Add Affects Porous. Total cost: 65 points.
- 8) *Expanded Telekinesis II:* The character's Telekinesis even allows him to manipulate gases and mists. Decrease to Telekinesis (20 STR), remove Fine Manipulation, and add Affects Porous and Area Of Effect (8m Radius; +½). Total cost: 60 points.

OFFENSIVE POWERS



THE BIG SQUEEZE

Effect: Blast 6d6, NND
Target: One character
Duration: Instant
Range: 300m
END Cost: 6

Description: The character squeezes the target throughout his body, disrupting many of his metabolic processes, driving the air from his lungs, and inflicting intense pain. Characters with force-field type defenses, or who don't need to breathe, aren't affected.

Game Information: Blast 6d6, NND (defense is PD Resistant Protection defined as a force-field or the like, a PD Barrier or Life Support [Self-Contained Breathing]; +1). Total cost: 60 points.

Options:

- 1) *The Really Big Squeeze:* Increase to Blast 8d6. Total cost: 80 points.
- 2) *The Little Squeeze:* Decrease to Blast 4d6. Total cost: 40 points.
- 3) *Group Hug:* The character can affect multiple characters at once. Add Area Of Effect (12m Radius; +¾). Total cost: 82 points.
- 4) *Ongoing Squeeze:* The character can maintain the "squeeze" effect as long as he can afford to pay END. Add Constant (+½). Total cost: 75 points.



BULLET MANIPULATION

Effect: Reflection (60 Active Points' worth), Any Target, Only Works Against Physical Projectiles
Target: One character
Duration: Instant
Range: Self
END Cost: 6

Description: The character exerts such powerful telekinetic control that he can alter the trajectory of physical missiles in flight, causing them to strike someone other than himself.

Game Information: Reflection (60 Active Points' worth), Any Target (+½) (60 Active Points); Only Works Against Physical Projectiles (-¼). Total cost: 48 points.

Options:

- 1) *Stronger Reflection:* Increase to Reflection (81 Active Points' worth). 81 Active Points; total cost 65 points.
- 2) *Weaker Reflection:* Decrease to Reflection (42 Active Points' worth). 42 Active Points; total cost 34 points.



CLOSE YOUR EYES

Effect: Sight Group Flash 6d6, NND
Target: One character
Duration: Constant
Range: 300m
END Cost: 6

Description: The character can telekinetically grab the target's eyelids and shut them, preventing him from seeing. Ordinary defenses against being blinded, such as a tolerance for bright lights, don't apply, but the character has to be able to see the target's eyes to use the attack.

Game Information: Sight Group Flash 6d6, NND (defense is anything that prevents the character from clearly seeing the victim's eyes, or not having eyelids; +½), Constant (+½). Total cost: 60 points

Options:

- 1) *Strong Closing:* Increase to Sight Group Flash 8d6. Total cost: 80 points.
- 2) *Weak Closing:* Decrease to Sight Group Flash 4d6. Total cost: 40 points.
- 3) *Can't Smell, Either:* The character also telekinetically holds the target's nose shut. Add Smell/Taste Group. Total cost: 70 points.
- 4) *Sight Blocking:* Instead of holding the target's eyelids shut, the character picks up a small opaque object and holds it directly in front of the target's eyes so he cannot see. Change to NND (defenses is having eyes further than 3 meters apart; +1) and OIF (appropriate small objects of opportunity; -½). 75 Active Points; total cost 50 points.
- 5) *Skillful Closing:* The character has to grab the target just right or this power doesn't work. Add Requires A Telekinetic Tricks Roll (-½). 60 Active Points; total cost 40 points.



CRUSHING AND RENDING

Effect: RKA 3d6, Indirect
Target: One character
Duration: Instant
Range: 670m
END Cost: 7

Description: The character has such power and precise control with his telekinesis that he can selectively crush, expand, twist, tear, and pull at a target's form, inflicting terrible wounds or damage.

Game Information: RKA 3d6, Indirect (Source Point is always the character, but Path can change from use to use; +½) (67 Active Points); No Knockback (-¼). Total cost: 54 points.

Options:

- 1) *Greater Crushing I:* Increase to RKA 4d6. 90 Active Points; total cost 72 points.
- 2) *Lesser Crushing:* Decrease to RKA 2d6. 45 Active Points; total cost 36 points.
- 3) *Greater Crushing II:* Defenses provide little protection against the character's attack. Add Penetrating (+½). 90 Active Points; total cost 72 points.



- 4) *Greater Crushing III*: Defenses are even less likely to provide protection. Add Armor Piercing (+¼) and Penetrating (+½). 101 Active Points; total cost 81 points.
- 5) *Greater Crushing IV*: Virtually no defense protects a target from this attack. Add NND (defense is PD Resistant Protection defined as a force-field or the like, or a PD Barrier; +1) and Does BODY (+1). 157 Active Points; total cost 126 points.
- 6) *The Deadly Squeeze*: The character can continue to crush and rend the target's form as long as he can pay END. Add Constant (+½). Total cost: 90 Active Points; total cost 72 points.



DUST STORM

Effect: Change Environment (-3 Sight Group PER Rolls), OIF (dust or powdery materials)
Target: 8m Radius
Duration: Constant
Range: 1010m
END Cost: 2

Description: The character uses his telekinetic powers to kick up all the dust in the area, to break open bags of flour, or spread some other sort of powdery material around in a cloud that interferes with sight.

Game Information: Change Environment (create dust cloud), -3 to Sight Group PER Rolls, Area Of

Effect (8m Radius; +½) (13 Active Points), OIF (dust or powdery materials of opportunity; -½). Total cost: 9 points.

Options:

- 1) *Strong Dust Storm*: Increase to Area Of Effect (16m Radius; +¾). 16 Active Points; total cost 11 points.
- 2) *Weak Dust Storm*: Decrease to Area Of Effect (4m Radius; +¼). 11 Active Points; total cost 7 points.
- 3) *Lengthy Dust Storm*: Add Extra Time (Full Phase; -½). Total cost: 6 points.
- 4) *Attentive Dust Storm*: Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 5) *Lengthy And Attentive Dust Storm*: Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). Total cost: 6 points.



GYRATOR

Effect: Drain DEX 6d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character telekinetically grabs a target and spins him around like a top, inducing dizziness and loss of dexterity.

Game Information: Drain DEX 6d6. Total cost: 60 points.

Options:

- 1) *Really Dizzy*: Increase to Drain DEX 8d6. Total cost: 80 points.
- 2) *Not Quite So Dizzy*: Decrease to Drain DEX 4d6. Total cost: 40 points.
- 3) *I Think I'm Gonna Be Sick...*: Being spun around so fast makes the target sick as well as dizzy. Decrease to Drain 4d6 and add Expanded Effect (both DEX and CON simultaneously; +½). Total cost: 60 points.
- 4) *Got The Wobbles*: The dizzying effect of the character's attack lasts quite a while. Decrease to Drain DEC 4d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). Total cost: 80 points.
- 5) *Skillful Gyration*: The character has to do the spin just right or it doesn't work. Add Requires A Telekinetic Tricks Roll (-½). Total cost: 40 points.

**LOCKDOWN**

Effect: Entangle 4d6, 4 PD/4 ED
Target: One character
Duration: Constant
Range: 400m
END Cost: 6

Description: The character can telekinetically grab another person and prevent him from moving. He maintains the "grab" (in game terms, the power is Constant). This means that if he doesn't roll the maximum BODY on the dice in his first attack, he can roll again in later Phases, adding a minimum of +1 BODY per Phase until he reaches the maximum of 6 BODY. If anything damages the Entangle, the character may add +1 BODY per Phase to "heal" the damage (see 6E1 215-16). If the victim breaks out of the Entangle entirely, that ends the attack.

Game Information: Entangle 4d6, 4 PD/4 ED, Constant (+½). Total cost: 60 points.

Options:

- 1) *Strong Lockdown*: Increase to Entangle 5d6, 5 PD/5 ED. Total cost: 75 points.
- 2) *Weak Lockdown*: Decrease to Entangle 3d6, 3 PD/3 ED. Total cost: 45 points.
- 3) *Lockdown Variant*: Change to Entangle 3d6, 4 PD/4 ED. Total cost: 52 points.
- 4) *Restricted Lockdown*: To maintain the lockdown, the character must refrain from using other telekinetic powers. Add Lockout (-½). 60 Active Points; total cost 40 points.
- 5) *Easy Lockdown*: Instead of having to maintain the Lockdown, the character simply binds the target with telekinetic energy and leaves him that way. Change to Entangle 6d6, 6 PD/6 ED. Total cost: 60 points.

**MISSILE PROJECTION**

Effect: Blast 9d6/RKA 3d6
Target: One character
Duration: Instant
Range: 500m
END Cost: 4

Description: The character uses his telekinetic powers to pick up small objects and "throw" them at a target with tremendous force.

Game Information:**Cost Power**

30 **Missile Projection**: Multipower, 45-point reserve; all OIF (-½)

3f 1) **Blunt Object Projection**: Blast 9d6; OIF (small, blunt objects of opportunity; -½)

3f 2) **Sharp Object Projection**: RKA 3d6; OIF (small, sharp objects of opportunity; -½)

Total cost: 36 points.

Options:

- 1) *Strong Missile Projection*: Increase reserve to 60 points, slot one to Blast 12d6, and slot two to RKA 4d6. Total cost: 48 points.
- 2) *Weak Missile Projection*: Decrease reserve to 40 points, slot one to Blast 8d6, and slot two to RKA 2½d6. Total cost: 33 points.
- 3) *Missile Projection Variant*: As Weak Missile Projection, but increase reserve to 56 points and add Armor Piercing (+¼) to both slots. Total cost: 45 points.
- 4) *Rapid-Fire Missile Projection*: If the character has enough small objects available, he can quickly shoot several of them at one target, or one each at multiple targets. As Weak Missile Projection, but increase reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 48 points.

**PERSONAL COMBAT FIELD**

Effect: Resistant Protection (30 PD/20 ED), HA +8d6
Target: Self/One character
Duration: Constant/Instant
Range: Self/Touch
END Cost: 7/4

Description: The character can surround his body with a form-hugging "bubble" of telekinetic energy. The field significantly increases the power of his punches, and protects him from attacks. Visually, it looks as if a field of glowing energy surrounds the character, making him look "bigger" and sort of puffed-up. While the power remains active, he may have trouble fitting into small spaces, sitting on normal-sized chairs, and the like.

Game Information:**Cost Power**

50 **Personal Combat Field (Protection)**: Resistant Protection (30 PD/20 ED) (75 Active Points); Costs Endurance (-½)

27 **Personal Combat Field (Punches)**: HA +8d6 (40 Active Points); Hand-To-Hand Attack (-¼), Linked (can be used in any Phase when Resistant Protection is active; -¼)

Total cost: 77 points.

Options:

- 1) *Strong Field*: Increase to Resistant Protection (35 PD/25 ED) and HA +10d6. 90 + 50 = 140 Active Points; total cost 60 + 33 = 93 points.
- 2) *Weak Field*: Decrease to Resistant Protection (25 PD/15 ED) and HA +6d6. 60 + 30 = 90 Active Points; total cost 40 + 20 = 60 points.
- 3) *Less Tiring Field*: Remove Costs Endurance (-½) from first power, and add Reduced Endurance (½ END; +¼) to the second power. 75 + 62 = 132 Active Points; total cost 75 + 33 = 108 points.
- 4) *Personal Telekinetic Field*: The Field doesn't just improve the character's punch, it enhances his Strength in general. Change HA +8d6 to +40 STR. 75 + 40 = 115 Active Points; total cost 50 + 27 = 77 points.

**SHUT YOUR MOUTH**

Effect: Darkness to Hearing Group, Only To Prevent Speech
Target: One character
Duration: Constant
Range: 30m
END Cost: 1

Description: The character uses his telekinetic powers to hold a target's mouth shut and tongue motionless, preventing him from speaking.

Game Information: Darkness to Hearing Group 1m radius, Usable As Attack (defense is Telekinesis, STR greater than the character's Telekinesis STR, PD Resistant Protection defined as a force-field, or anything that hides the target's mouth from the character's view; +1¼), Ranged (+½) (8 Active Points); Only Affects One Character (-½), Only To Prevent Speech (-1). Total cost: 3 points.

Options:

- 1) *Muzzle*: By holding the target's mouth shut, the character also prevents him from biting. Add Drain HKA 4d6, Delayed Return Rate (points return at the rate of 5 per Minute; +1) (80 Active Points); Linked (-¼), Only Bite-Based HKAs (-1½), Points Fade Immediately If Darkness Deactivated (-½) (total cost: 25 points). 14 + 80 = 94 Active Points; total cost 6 + 25 = 31 points.
- 2) *Skillful Shutting*: The character has to grab the target just right or he can't shut the target's mouth. Add Requires A Telekinetic Tricks Roll (-½). Total cost: 5 points.

**STUCK ON YOU**

Effect: Telekinesis (40 STR), Only To Stick Things Together
Target: One character
Duration: Uncontrolled
Range: 50m
END Cost: 0

Description: This power allows the character to stick two things to each other — a character to a wall, a door to its jamb, a weapon to its scabbard, or the like. The effect lasts until someone manages to separate the two objects, or breaks one of them.

Game Information: Telekinesis (40 STR), Uncontrolled (lasts until something separates the stuck things or breaks one of the stuck things; +½), Reduced Endurance (0 END; +½) (120 Active Points); Only To Stick Things Together (-1), Limited Range (50m; -¼). Total cost: 53 points.

Options:

- 1) *Strong Sticking*: Increase to Telekinesis (50 STR). 150 Active Points; total cost 67 points.
- 2) *Weak Sticking*: Decrease to Telekinesis (30 STR). 90 Active Points; total cost 40 points.

**TELEKINETIC BLADE**

Effect: HKA 2d6 (plus STR)
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: The character creates a "sword" of telekinetic force with which to strike his enemies.

Game Information: HKA 2d6 (plus STR). Total cost: 30 points.

Options:

- 1) *Telekinetic Greatsword*: Increase to HKA 2½d6 (plus STR). Total cost: 40 points.
- 2) *Telekinetic Dagger*: Decrease to HKA 1d6 (plus STR). Total cost: 15 points.
- 3) *Sharp Blade*: The character's telekinetic blade is unusually sharp. Add Armor Piercing (+¼). Total cost: 37 points.

**TELEKINETIC BLAST**

Effect: Blast 12d6 (physical)
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can telekinetically "punch" or "smash" his enemies.

Game Information: Blast 12d6 (physical). Total cost: 60 points.

Options:

- 1) *Strong Blast*: Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Blast*: Decrease to Blast 8d6. Total cost: 40 points.
- 3) *Sharp Telekinetic Blast*: The character can "shape" the leading edge of his attack so that it cuts through a target's defenses. Decrease to Blast 10d6 and add Armor Piercing (+¼). Total cost: 62 points.
- 4) *Telekinetic Barrage*: The character can fire multiple beams of force at one or more targets. Decrease to Blast 8d6 and add Autofire (5 shots; +½). Total cost: 60 points.
- 5) *Irresistible Blast*: The character telekinetically strikes at the target from all directions, hitting his most vulnerable spots, making most forms of protection useless. Decrease to Blast 5d6 and add NND (defense is PD Resistant Protection defined as a force-field, or a PD Barrier that surrounds the target; +1), Does BODY (+1),

and No Knockback (-¼). 75 Active Points; total cost 60 points.

- 6) *Telekinetic Assault*: Instead of projecting a telekinetic beam, the character uses his telekinetic powers to strike the target from any angle. Decrease to Blast 8d6 and add Indirect (Source Point is always the character, but Path can vary from use to use; +½). Total cost: 60 points.
- 7) *Expanded Telekinetic Attack*: The character can telekinetically attack everyone in an area. Decrease to Blast 8d6 and add Area Of Effect (8m Radius; +½). Total cost: 60 points.
- 8) *Telekinetic Cone*: As Expanded Telekinetic Attack, but change to Area Of Effect (16m Cone; +½) and add No Range (-½). 60 Active Points; total cost 40 points.



TELEKINETIC BLOCKING

Effect: Variable Power Pool for Dispel/Drain/Suppress

Target: One character

Duration: Instant

Range: LOS

END Cost: Varies

Description: The character has such fine and broad control of his telekinetic powers that he can reach “inside” a person’s body to shut off neural pathways, muscles, and the like, thus depriving the target of full control over his abilities... and perhaps the power to use them at all.

This is a very powerful ability, one the GM should review and approve before it enters the game. Some GMs may prefer that characters buy a Multipower of pre-defined Telekinetic Blocking effects instead.

Game Information: Variable Power Pool (Telekinetic Blocking Pool), 40 Pool + 40 Control Cost; Only For Dispels, Drains, And Suppresses (-1). 40 + 20 = 60 Active Points; total cost 40 + 10 = 50 points.

Options:

- 1) *Larger Pool*: Increase to 60 Pool + 60 Control Cost. Active Points 60 + 30 = 90; total cost 60 + 15 = 75 points.
- 2) *Smaller Pool*: Decrease to 30 Pool + 30 Control Cost. Active Points 30 + 15 = 45; total cost 30 + 7 = 37 points.



TELEKINETIC LANCE

Effect: RKA 2d6, Penetrating

Target: One character

Duration: Instant

Range: 300m

END Cost: 4

Description: Similar to Telekinetic Blast, this power instead penetrates, rips, and tears at the target, inflicting serious injuries. (See *Force Spear*, page 149, for a similar power you could borrow ideas from for this ability.)

Game Information: RKA 2d6, Penetrating (+½). Total cost: 45 points.

Options:

- 1) *Strong Lance*: Increase to RKA 3d6. Total cost: 67 points.
- 2) *Weak Lance*: Decrease to RKA 1d6+1. Total cost: 30 points.
- 3) *Power Lance*: This form of Telekinetic Lance is so powerful that it can affect almost anyone. Increase to Penetrating (x2; +1). Total cost: 60 points.
- 4) *Unavoidable Lance*: The character’s Telekinetic Lance can strike from any angle. Add Indirect (Source Point is always the character, but Path can vary from use to use; +½). Total cost: 60 points.
- 5) *Telekinetic Darts*: Instead of shooting a single “lance” of telekinetic force, the character fires a fusillade of smaller telekinetic “darts.” Add Autofire (5 shots; +½). Total cost: 60 points.



TELEKINETIC MACE

Effect: HA +6d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 3

Description: The character creates a sort of bludgeoning weapon out of telekinetic force and uses it to smash his foes.

Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-¼). Total cost: 24 points.

Options:

- 1) *Powerful Mace*: Increase to HA +8d6. 40 Active Points; total cost 32 points.
- 2) *Smaller Mace*: Decrease to HA +4d6. 20 Active Points; total cost 16 points.
- 3) *Spiked Mace*: The character’s force-mace has spikes on it so it can easily penetrate armor. Add Armor Piercing (+¼). 37 Active Points; total cost 30 points.
- 4) *Telekinetic Morningstar*: The character’s “club” has enough flexibility to bend around shields and similar defenses so it can more easily strike targets. Add Indirect (Path can be from the target’s right or left side, to avoid shields and like defenses; +¼). 37 Active Points; total cost 30 points.



TELEKINETIC SUMMONING

Effect: Summon one animal built on up to 300 Character Points, Slavishly Devoted

Target: N/A

Duration: Instant

Range: 60m

END Cost: 16

Description: The character can create an animal out of telekinetic force. This being functions just like the animal it resembles, but it’s obviously made of telekinetic force rather than flesh and blood, and it does whatever its creator wants.

Game Information: Summon one animal built on up to 300 Total Points, Expanded Class (any animal; +½), Limited Range (60m; +¼), Slavishly Devoted (+1) (165 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Costs Endurance (to maintain; -½). Total cost: 73 points.

Options:

- 1) *Strong Summoning:* Increase to up to four animals. 192 Active Points; total cost 85 points.
- 2) *Weak Summoning:* Decrease to one animal built on up to 200 Total Points. 110 Active Points; total cost 49 points.



TELEKINETIC TRANSMUTATION

Effect: Severe Transform 2d6, anything into anything
Target: One character/object
Duration: Instant
Range: 300m
END Cost: 6

Description: The character's telekinetic abilities are so precise, powerful, and profound that he can literally re-arrange matter at the molecular and atomic levels to transmute any substance or object into any other substance or object. In this fashion plants can be turned into crystal sculptures, lead can be turned into gold, and a Mack truck can be transformed into a sleek limousine.

Game Information: Severe Transform 2d6 (anything into anything, heals back by another application of this or a similar power), Improved Results group (anything; +1). Total cost: 60 points.

Options:

- 1) *Strong Transmutation:* Increase to Severe Transform 3d6. Total cost: 90 points.
- 2) *Weak Transmutation:* Decrease to Severe Transform 1d6. Total cost: 30 points.
- 3) *Psychokinetic Transmutation:* Add ACV (uses OMCV against DCV; +0) and Line Of Sight (+½). Total cost: 75 points.
- 4) *Transmutative Touch:* The character must touch the object he wants to transmute. Add No Range (-½). 60 Active Points; total cost 40 points.
- 5) *Lengthy Transmutation:* Add Extra Time (Full Phase; -½). 60 Active Points; total cost 40 points.
- 6) *Attentive Transmutation:* Add Concentration (½ DCV; -¼). 60 Active Points; total cost 48 points.
- 7) *Lengthy And Attentive Transmutation:* Add Extra Time (Full Phase; -½) and Concentration (½ DCV; -¼). 60 Active Points; total cost 34 points.

DEFENSIVE POWERS



TELEKINETICALLY MISDIRECTED AIM

Effect: +4 DCV, Usable As Attack
Target: One character
Duration: Constant
Range: Self/400m
END Cost: 2/5

Description: The character uses his telekinetic powers to "nudge" attackers so their attacks are more likely to miss. He can use this ability for himself, or for another person (in the latter case it's bought *Usable As Attack* so the character controls how long it remains active, pays the END for it, and can grant the ability to someone without their needing to take any action).

Game Information:
Cost Power

- 37 **Misdirected Aim:** Multipower, 55-point powers; all Costs Endurance (-½)
- 1f 1) **Self-Protection:** +4 DCV; Costs Endurance (-½)
- 4f 2) **Protection Of Another:** +4 DCV, Usable As Attack (+1¼), Ranged (+½); Costs Endurance (-½)

Total cost: 42 points.

Options:

- 1) *Strong Misdirection:* Increase reserve to 82 points and both slots to +6 DCV. Total cost: 61 points.
- 2) *Weak Misdirection:* Decrease reserve to 27 points and both slots to +2 DCV. Total cost: 22 points.



TELEKINETIC DEFENSE

Effect: Resistant Protection (up to 8 PD/up to 8 ED), Ablative, Activation Roll 14-, OIF
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character picks up an object, such as a trashcan lid, boulder, or the like, and uses it to block attacks. The amount of protection provided depends on the object; a metal plate offers more defense than a wooden board, for example. The attacks gradually destroy the object until there's nothing left of it. The character must make a roll each Phase to keep the object properly positioned (in game terms, this is an Activation Roll, bought to equal the character's Telekinetic Tricks roll).

Game Information: Resistant Protection (up to 8 PD/up to 8 ED) (24 Active Points); OIF (appropriate objects of opportunity; -½), Ablative (-½), Activation Roll 14- (-¼), Costs Endurance (-½), Only Provides Armor Up To DEF+BODY Of Object Or 8 PD/8 ED, Whichever Is Less (-½). Total cost: 7 points.

Options:

- 1) *Tougher Armor*: Increase to Resistant Protection (up to 12 PD/up to 12 ED). 36 Active Points; total cost 11 points.
- 2) *Weak Armor*: Decrease to Resistant Protection (up to 5 PD/up to 5 ED). 15 Active Points; total cost 4 points.
- 3) *Protect My Friends*: The character can use a “blocking object” to protect his friends instead of himself. Add Usable On Other (one recipient, grantor can force power on recipient, grantor controls power and pays END cost, can grant power to others or himself, limited range [30m], recipient must stay in LOS; +1½). 60 Active Points; total cost 18 points.

**TELEKINETIC SHIELD**

Effect: Resistant Protection (20 PD/20 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can create a field of telekinetic energy to protect himself from attacks.

Game Information: Resistant Protection (20 PD/20 ED) (60 Active Point); Costs Endurance (-½). Total cost: 40 points.

Options:

- 1) *Strong Telekinetic Shield*: Increase to Resistant Protection (30 PD/30 ED). 90 Active Points; total cost 60 points.
- 2) *Weak Telekinetic Shield*: Decrease to Resistant Protection (15 PD/15 ED). 45 Active Points; total cost 30 points.
- 3) *Nobody's Getting Hurt While I'm Around*: The character can telekinetically shield anyone near him. Decrease to Resistant Protection (10 PD/10 ED) and add Usable By Nearby (+1). 40 Active Points; total cost 27 points.

**TELEKINETIC WALL**

Effect: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable
Target: Area
Duration: Constant
Range: 700m
END Cost: 7

Description: The character can create a shimmering barrier of force that blocks attacks.

Game Information: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable (70 Active Points); Costs Endurance (to maintain; -½). Total cost: 47 points.

Options:

- 1) *Strong Wall*: Increase to Barrier 12 PD/12 ED, 12 BODY (up to 12m long, 4m tall, and ½m thick). 80 Active Points; total cost 53 points.
- 2) *Weak Wall*: Decrease to Barrier 8 PD/8 ED, 8 BODY (up to 8m long, 3m tall, and ½m thick). 59 Active Points; total cost 39 points.
- 3) *Larger Wall*: Add +10m length and +1m height. 81 Active Points; total cost 54 points.
- 4) *Variable Wall*: Add Allocatable (+¼). 87 Active Points; total cost 58 points.

**TELEKINETIC WHIRLWIND**

Effect: Resistant Protection (12 PD/12 ED), OIF, Ablative plus Blast 6d6, OIF
Target: Self/4m Radius
Duration: Constant
Range: Self/No Range
END Cost: 10

Description: The character picks up a large number of small objects and telekinetically whirls them around his body. As they orbit him, they not only protect him from attacks, but they hit and hurt anyone who comes within 6m of him. However, as they get destroyed by attacks, the whirlwind becomes less and less effective.

The OIF for this power indicates the need for a sufficient number of objects of opportunity with which to form a whirlwind. The GM decides what counts as “sufficient”; typically, a character needs enough small, reasonably sturdy objects to fill at least a cubic meter. If the character doesn't have that much material to work with, the GM can allow him to use the power anyway, but with the Ablative effect already reduced to an Activation Roll of 14-, or lower (depending on just how much material the character has).

The Area Of Effect for this power is voluntarily restricted to 6m, though it could be as large as 14m based on the points in the Blast. Area Of Effect powers normally don't move once established. However, given the nature of this ability the GM should consider allowing it to move with the character as he moves.

Game Information: Resistant Protection (12 PD/12 ED) (36 Active Points), OIF (sufficient quantity of objects of opportunity; -½), Ablative (-½), Activation Roll 14- (-¼), Costs Endurance (-½) (13 Active Points) **plus** Blast 6d6 (physical), Area Of Effect (4m Radius; +¼), Constant (+½), Hole In The Middle (+¼) (60 Active Points); OIF (sufficient quantity of objects of opportunity; -½), No Range (-½), Linked (character may use 1d6 of Blast per 2 PD/2 ED of Resistant Protection available; -¼), No Knockback (-¼) (total cost: 24 points). 36 + 60 = 96 Active Points; total cost 13 + 24 = 37 points.

MOVEMENT POWERS



GRASP THE WALL

Effect: Clinging
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character uses his telekinesis to “grab” a nearby wall, ceiling, or other surface and hold himself against it.

Game Information: Clinging (normal STR +30) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

Options:

- 1) *Strong Grasp:* Increase Clinging STR to normal STR +45. 25 Active Points; total cost 17 points.
- 2) *Not So Strong Grasp:* Decrease Clinging STR to normal STR +15. 15 Active Points; total cost 10 points.
- 3) *Easy Grasp:* Remove Costs Endurance (-½). Total cost: 20 points.
- 4) *Unsure Grasp:* Add Cannot Resist Knockback (-¼). Total cost: 11 points.
- 5) *Skilled Grasp:* Add Requires A Telekinesis Tricks Roll (-½). Total cost: 10 points.



TELEKINETIC FLIGHT

Effect: Flight 24m
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can telekinetically pick himself up, thus using his powers to fly.

Game Information: Flight 24m. Total cost: 24 points.

Options:

- 1) *Faster Telekinetic Flight:* Increase to Flight 30m. Total cost: 30 points.
- 2) *Slower Telekinetic Flight:* Decrease to Flight 20m. Total cost: 20 points.
- 3) *Telekinetic Levitation:* The character can only use his power to “fly” straight up and down. Add Levitation (can only fly straight up or down; -½). Total cost: 16 points.
- 4) *Come On Along For The Ride:* The character can also pick up some of his friends and bring them along with him. Buy as a naked Advantage Usable By Nearby (+1) (24 Active Points); Increased Endurance Cost (x2 END; -½). Total cost 16 points; total cost of overall power 40 points.



TELEKINETIC TUNNEL

Effect: Tunneling 16m through PD 8 materials
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character uses his telekinetic power to dig tunnels through the ground (and other substances).

Game Information: Tunneling 16m through PD 8 materials. Total cost: 32 points.

Options:

- 1) *Faster Digging:* Tunneling 24m through PD 12 materials. Total cost: 48 points.
- 2) *Slower Tunneling:* Tunneling 12m through PD 8 materials. Total cost: 28 points.
- 3) *Leave No Hole:* The character can fill in the hole he makes behind himself. Add Fill In. Total cost: 42 points.

SENSORY POWERS



TELEKINETIC AWARENESS

Effect: Radar
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character emits pulses of telekinetic energy that rebound from physical objects and return to him, allowing him to “feel” an area even if he cannot see it. However, the presence of large amounts of physical matter around him — such as when he’s in a sandstorm, rainstorm, or blizzard — may create “static” that hinders or blinds his radar.

Game Information: Radar (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense. Total cost: 32 points.

MISCELLANEOUS POWERS



ACTION/REACTION TELEKINESIS

Effect: Stretching 40m, Does Not Cross Intervening Space plus +30 STR, Only Works With Stretching

Target: Self

Duration: Constant

Range: Self

END Cost: 5 + 3

Description: Normal Telekinesis has no action/reaction — a character can't use it to, for example, grab onto a moving vehicle and be dragged along. This form of Telekinesis is different, allowing for standard action/reaction results.

Game Information: Stretching 40m, Does Not Cross Intervening Space (+¼) (50 Active Points), Range Modifier Applies (-¼) (total cost: 40 points) plus +30 STR (30 Active Points); Only Works With Stretching (-1) (total cost: 15 points). Total cost: 55 points.

Options:

- 1) *Longer Telekinesis:* Increase to Stretching 50m. $62 + 30 = 92$ Active Points; total cost $50 + 15 = 65$ points.
- 2) *Shorter Telekinesis:* Decrease to Stretching 30m. $37 + 30 = 67$ Active Points; total cost $54 + 15 = 69$ points.



PSYCHOKINETIC LIMBS

Effect: Extra Limbs

Target: Self

Duration: Constant

Range: 50m

END Cost: 1

Description: The character uses his psychokinetic power to manifest multiple “telekinetic limbs” with which to grab or manipulate objects. The limbs typically resemble arms or tentacles of glowing golden light, but the character can change that if he prefers. Typically the character can create no more than his EGO/5 limbs, but the GM may allow more (perhaps +1 limb per point by which the character makes an EGO Roll).

Game Information: Extra Limbs (5 Active Points); Costs Endurance (to activate; -¼). Total cost: 4 points.

Options:

- 1) *Long Limbs Of The Law:* The character's Psychokinetic Limbs can reach objects much further away than his ordinary limbs. Add Stretching 10m (10 Active Points); Limited Body Parts (Extra Limbs only; -¼) (total cost: 8 points). Total cost: 12 points.
- 2) *Effortless Psychokinetic Limbs:* Remove Costs Endurance (-¼). Total cost: 5 points.



TELEKINETIC DUPLICATE

Effect: Duplication (create one Duplicate built on 250 Total Points), Easy Recombination, Ranged Recombination

Target: Self

Duration: Constant

Range: Self

END Cost: 9 to activate

Description: The character can create a “duplicate” of himself out of pure telekinetic energy. The duplicate is a lesser version of himself, with reduced-power versions of the same abilities (including telekinetic powers other than this one). The character can dispel (recombine with) the duplicate with little difficulty.

Game Information: Duplication (create one Duplicate built on 250 Total Points), Easy Recombination (Zero Phase Action at full DCV), Ranged Recombination (+½) (90 Active Points); Costs Endurance (to activate; -¼). Total cost: 72 points

Options:

- 1) *Tiring Duplication:* The character must pay END every Phase to keep the Duplicate in existence. Change to Costs Endurance (-½). Total cost: 60 points.



TELEKINETIC TOUCH

Effect: Range (Touch Sense Group)

Target: Varies

Duration: Constant

Range: Self

END Cost: 0

Description: Some telekinetic characters can “reach out” with their powers and actually feel the environment around them.

Game Information: Range for Touch Sense Group (10 Active Points); Nonpersistent (-¼). Total cost: 8 points.

Options:

- 1) *Tiring Touch:* The character must exert energy to use this ability. Add Costs Endurance (-½). Total cost: 6 points.
- 2) *Targeting Touch:* The character can literally feel where his opponents are at range, and target them with his powers, weapons, or the like. Add Discriminatory and Targeting for Touch Sense Group. 38 Active Points; total cost 30 points.
- 3) *Feeling Around The Corner:* With just a little effort, the character can extend his sense of touch around corners and along winding routes. Change to Clairsentience (Touch Group), Mobile Perception Point (25 Active Points); Perception Point Must Start In Line Of Sight And Can Only Travel Through Open Spaces (-1). Total cost: 12 points.

ENERGY KINESIS POWERS

Here are a few examples of powers involving psychokinetic manipulation of energy and energy-related phenomena. In a Superheroes setting, Energy Kinesis powers can rise to the level of absolute energy control; see other sections of this book (such as Energy Manipulation, Fire/Heat, and Ice/Cold, among others) for hundreds of example powers suited to characters with that type of power.



ENERGY CONTROL

Effect: Telekinesis (30 “STR”), Energy Only
Target: Special
Duration: Constant
Range: 450m
END Cost: 4

Description: The character has the power to “pick up” masses of energy, such as electricity or fire, doing up to 6 Damage Classes’ worth of damage (see APG 122). He can move the energy without extinguishing it, and can “touch” targets with it to inflict damage (which “uses up” the energy). He can also shape the energy into simple forms, such as a sphere, writing, or the like.

Game Information: Telekinesis (30 “STR”) (45 Active Points); Only Works On Energy (-½). Total cost: 30 points.

Options:

- 1) *Greater Energy Control:* Increase to Telekinesis (40 “STR”). 60 Active Points; total cost 40 points.
- 2) *Weaker Control:* Decrease to Telekinesis (20 “STR”). 30 Active Points; total cost 20 points.
- 3) *Pyrokinesis:* Most types of this power work against a specific type of energy. The most common is *pyrokinesis*, or psychic generation and control of fire. Change Only Works On Energy (-½) to Only Works On Fire (-1). Total cost: 22 points.
- 4) *Attentive Control:* Add Concentration (½ DCV; -¼). Total cost: 26 points.



TEMPERATURE CONTROL

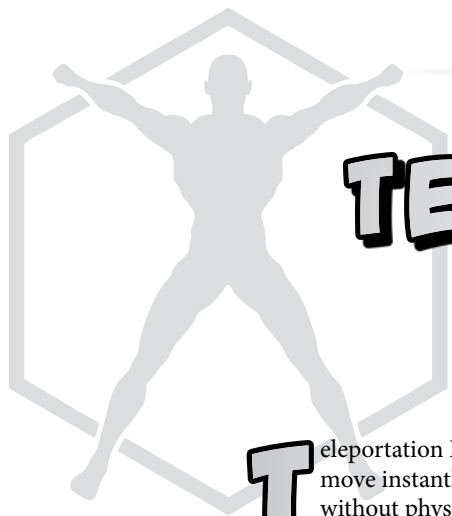
Effect: Change Environment (+/-2 Temperature Levels)
Target: 16m Radius
Duration: Constant
Range: No Range
END Cost: 1

Description: A pyrokinetic (controller of fire/heat) or cryokinetic (controller of ice/cold) can use this power to alter the local temperature in significant (but not extreme) amounts.

Game Information: Change Environment (alter temperature), +/-2 Temperature Levels, Area Of Effect (16m Radius; +¾), Varying Effect (+¼) (12 Active Points); No Range (-½). Total cost: 8 points.

Options:

- 1) *Strong Power:* Increase to +/-3 Temperature Levels. 18 Active Points; total cost 12 points.
- 2) *Weak Power:* Decrease to +/-1 Temperature Level. 6 Active Points; total cost 4 points.
- 3) *Attentive Power:* Add Concentration (½ DCV; -¼). Total cost: 7 points.



TELEPORTATION POWERS

Teleportation Powers allow a character to move instantly from one place to another without physically crossing the intervening space, or to cause other people or objects to do the same. Although more limited than many power categories, it often proves effective in combat because few characters can resist effects such as having small objects teleported into their bodies.

Many of the Dimensional Manipulation Powers and Speedster Powers are closely related to Teleportation Powers. You may want to review those categories as well when building a teleporting character.

BASIC POWER



TELEPORTATION

Effect: Teleportation 40m
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The most common power in this category, Teleportation allows a character to teleport himself from one location to another.

Game Information: Teleportation 40m. Total cost: 40 points.

Options:

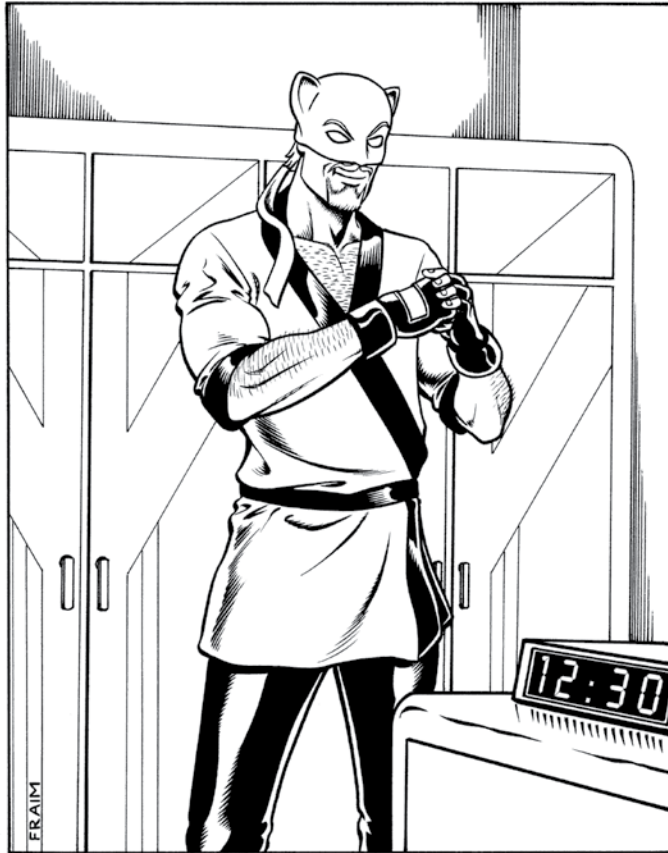
- 1) *Improved Teleportation I:* Increase to Teleportation 60m. Total cost: 60 points.
- 2) *Improved Teleportation II:* Add x8 Noncombat. Total cost: 50 points.
- 3) *Improved Teleportation III:* The character can Teleport anywhere on Earth, though he may need a way to see where he's going (such as Teleportation Sense, below) if he's never been there before. Decrease to Teleportation 30m and add MegaScale (1m = 1,000 km; +1¾). Total cost: 82 points.
- 4) *Shorter Teleportation:* Decrease to Teleportation 20m. Total cost: 20 points.
- 5) *Focused Teleportation:* The character's teleportation ability is so powerful he can Teleport through even substances designed to stop Teleportation. Add Armor Piercing (+¼). Total cost: 50 points.

- 6) *Group Teleportation:* The character can Teleport several friends, or one or more large objects weighing no more than 800 kg total, with him. Add x8 Increased Mass. Total cost: 55 points.
- 7) *Home Base:* The character has a special location he can always return to if it's within his Teleportation range, even if he cannot perceive it. Add one Fixed Location. Total cost: 40 + 1 = 41 points.
- 8) *Home Away From Home:* The character can establish a floating "return point" that he can Teleport to if it's in range, even if he cannot perceive it. Add one Floating Fixed Location. Total cost: 40 + 5 = 45 points.
- 9) *Dimensional Teleportation:* The character can Teleport to other dimensions as well as through his native plane. Add Usable As Extra-Dimensional Movement (+¼). Total cost: 50 points.
- 10) *Cosmic Teleportation:* In outer space, the character's Teleportation allows him to move far faster than the speed of light. Add Usable As FTL Travel (+¼). Total cost: 50 points.
- 11) *Versatile Teleportation:* This form of Teleportation allows a character to mix-and-match to obtain just the right combination of distance, weight carried, and other abilities for every situation. It requires the GM's permission because it has naked Advantages and Adders as slots in a Multipower.

Cost Power

60	Versatile Teleportation: Multipower, 60-point reserve
12v	1) Basic Teleportation: Teleportation 60m
7v	2) Longer-Range Teleportation I: up to x250 Noncombat (in addition to standard x2)
6f	3) Longer-Range Teleportation II: MegaScale (1m = 10 billion km; +3½) for up to Teleportation 17m
8v	4) Greater Mass Teleportation: up to x250 Increased Mass
1f	5) Controlled Teleportation: No Relative Velocity
1f	6) Shifting Teleportation: Position Shift
1f	7) Liquid Teleportation: Safe Aquatic Teleport
1f	8) Safe Teleportation: Safe Blind Teleport (+¼) for up to Teleportation 48m

Total cost: 85 points.



OFFENSIVE POWERS



APORTATION

Effect: Teleportation 20m Usable As Attack
Target: One character
Duration: Instant
Range: 200m
END Cost: 5

Description: The character can *aport* another person — teleport him against his will, a particularly dangerous form of attack when used against targets on rooftops, space stations, bridges, or the like.

Game Information: Teleportation 20m, Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Barrier; +1¼), Ranged (+½). Total cost: 55 points.

Options:

- 1) *Increased Aportation I:* Increase to Teleportation 30m. Total cost: 82 points.
- 2) *Increased Aportation II:* Increase to Teleportation 40m. Total cost: 110 points.
- 3) *Far Aportation I:* The character can send a victim *far* away. The GM should review this power carefully before allowing it in the game; it may prove unbalancingly effective. Add MegaScale (1m = 1 km; +1). Total cost: 75 points.
- 4) *Far Aportation II:* With this power, a character can teleport a target from the surface of the Earth directly into outer space. The GM should be even wrier of allowing this form of Aportation into the game. Add MegaScale (1m = 100 km; +1½). Total cost: 85 points.
- 5) *Shortened Aportation:* Decrease to Teleportation 14m. Total cost: 38 points.
- 6) *Altered Positioning:* The character cannot only move the target, he can cause him to change facing. This is particularly effective as an attack when used to make a character performing a Move By/Through hit one of his allies (or a wall) instead of his intended target. Add Position Shift. Total cost: 69 points.
- 7) *Long-Range Aportation:* If the character can see his target, he can easily hit him with this attack. Add Line Of Sight (+½). Total cost: 65 points.
- 8) *Short-Range Aportation:* The character can only attack targets within 60m with this power. Change to Limited Range (60m; +¼). Total cost: 50 points.
- 9) *Aportation Touch:* The character has to touch his target to aport him. Remove Ranged (+½). Total cost: 45 points.
- 10) *Aport Punch:* The character can aport someone to him and then punch them as they “land” right in front of him. This is a Multiple Attack that combines Aportation and a punch (or some other HTH Combat attack) against a single target. If the character only wants to be able to aport targets for this purpose, add Only To Aport Target To In Front Of Self (-½) as a Limitation to Aportation (55 Active Points; total cost 37 points).

**APORTIVE BLINDING****Effect:** Major Transform 8d6 (sighted person into blind person)**Target:** One character**Duration:** Instant**Range:** 60m**END Cost:** 8**Description:** The character aports the target's eyes right out of their sockets, leaving the victim totally blind.**Game Information:** Major Transform 8d6 (sighted person into blind person; heals back through eye transplantation) (80 Active Points); Limited Target (beings with eyes; -¼), All Or Nothing (-½), Limited Range (60m; -¼). Total cost: 40 points.**Options:**

- 1) *Aportive Mutilation:* The character can do more than just aport a target's eyes away; he can also inflict other crippling changes, such as aporting away the ears (deafness), the hands (impose a Physical Complication), the feet (permanent loss of meters of Running), and so forth. Add Improved Results Group (fully capable human into human suffering from various handicaps; +¼) and change to Limited Target (living beings, may only inflict one change at a time; -¼). 100 Active Points; total cost 50 points.

**APORT MISSILES****Effect:** RKA 2d6, Penetrating (x2), OIF**Target:** One character**Duration:** Instant**Range:** 300m**END Cost:** 6**Description:** The character can aport a small object into the target, disrupting his body/form and causing grievous damage.**Game Information:** RKA 2d6, Penetrating (x2; +1) (60 Active Points); OIF (small objects of opportunity; -½). Total cost: 40 points.**Options:**

- 1) *More Accurate Missiles:* Increase to RKA 3d6. 90 Active Points; total cost 60 points.
- 2) *Less Accurate Missiles:* Decrease to RKA 1d6. 30 Active Points; total cost 20 points.
- 3) *Aport Barrage:* The character can aport multiple objects into the target. Decrease to RKA 1½d6 and add Autofire (5 shots; +½). 62 Active Points; total cost 41 points.
- 4) *Accurate Aport Missiles:* If the character can see a target, he can hit it, regardless of the intervening distance. Add Line Of Sight (+½). 75 Active Points; total cost 50 points.

**COMBAT APORTATION****Effect:** Blast 6d6, NND**Target:** One character**Duration:** Instant**Range:** 300m**END Cost:** 4**Description:** The character aports a person in and out of existence dozens or hundreds of times in

the space of a second, wreaking havoc with the victim's metabolism and often causing him to pass out.

Game Information: Blast 6d6, NND (defense is Teleportation, Extra-Dimensional Movement, or Barrier; +1). Total cost: 60 points.**Options:**

- 1) *Strong Combat Aportation:* Increase to Blast 8d6. Total cost: 80 points.
- 2) *Weak Combat Aportation:* Decrease to Blast 4d6. Total cost: 40 points.
- 3) *Short-Range Combat Aportation:* The character can only use this attack on targets within 40m. Add Limited Range (40m; -¼). 60 Active Points; total cost 48 points.
- 4) *Long-Range Combat Aportation:* If the character can see his target, he can easily hit him with this attack. Decrease to Blast 5d6 and add Line Of Sight (+½). Total cost: 62 points.
- 5) *Combat Aportation Touch:* The character has to touch his target to attack him with this power. Add No Range (-½). 60 Active Points; total cost 40 points.
- 6) *Sickening Combat Aportation:* The effect of rapid teleportation sickens the victim. Add Drain CON 3d6 (+½) (30 Active Points); Linked (-½) (total cost: 20 points). 60 + 30 = 90 Active Points; total cost 60 + 20 = 80 points.
- 7) *Ongoing Combat Aportation:* The character can keep aporting the target until the target passes out. Decrease to Blast 5d6 and add Constant (+½). Total cost: 62 points.

**DEADLY APORTATION****Effect:** RKA 1d6, NND, Does BODY**Target:** One character**Duration:** Instant**Range:** 150m**END Cost:** 4**Description:** The character can aport away bits of the character's body and internal organs, inflicting terrible, and generally irresistible, wounds.**Game Information:** RKA 1d6, NND (defense is Teleportation, Extra-Dimensional Movement, or Barrier; +1), Does BODY (+1). Total cost: 45 points.**Options:**

- 1) *Deadlier Aportation:* Increase to RKA 2d6. Total cost: 90 points.
- 2) *Less Deadly Aportation:* Decrease to RKA ½d6. Total cost: 30 points.
- 3) *Aport Into Walls:* The character causes injury not by aporting away parts of the target's body, but by aporting him into solid objects, such as walls. There must be a solid object within 16m of the target for this attack to work. This doesn't trap the target, but does cause significant injury. Add Teleportation 12m, Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Barrier; +1¼), Ranged (+½) (33 Active Points); Linked (-½) (total cost: 22 points). 45 + 33 = 78 Active Points; total cost 45 + 22 = 67 points.

- 4) *Ongoing Deadly Aportation*: The character can keep aporting bits of the target away until he dies. Add Constant (+½). Total cost: 52 points.
- 5) *Short-Range Deadly Aportation*: The character can only use this attack on targets within 60m. Add Limited Range (60m; -¼). 45 Active Points; total cost 36 points.
- 6) *Long-Range Deadly Aportation*: If the character can see a target, he can easily attack him with this power. Add Line Of Sight (+½). Total cost: 52 points.



DROPPED OBJECTS

Effect: Blast 8d6/RKA 2d6, Indirect, OIF
Target: One character
Duration: Instant
Range: 370m
END Cost: 5/4

Description: The character can aport a nearby heavy object over the target and drop it on him. Blunt, heavy objects do Normal Damage; sharp, pointed, or spiked ones do Killing Damage.

Game Information:

Cost Power

- 33 **Dropped Objects**: Multipower, 50-point reserve; all OIF (-½)
- 3f **1) Blunt Objects**: Blast 8d6, Indirect (Source Point is always above target; +¼); OIF (heavy blunt objects of opportunity; -½), Limited Range (370m; -¼)
- 2f **2) Sharp/Pointed Objects**: RKA 2d6, Indirect (Source Point is always above target; +¼); OIF (heavy sharp objects of opportunity; -½)

Total cost: 38 points.



FLOAT LIKE A TELEPORTER, STING LIKE A BEE

Effect: Stretching 16m, Does Not Cross Intervening Space
Target: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character has mastered the ability to teleport to a target within 16m, strike, and teleport right back to where he was before the target has a chance to respond. Alternately, the character could teleport to some object within 16m, pick it up, and teleport back to where he was standing.

Game Information: Stretching 16m, Does Not Cross Intervening Space (+¼) (20 Active Points); No Noncombat Stretching (-¼), Instant (-½). Total cost: 11 points

Options:

- 1) *Long Combat Teleport*: Increase to 24m Stretching. 30 Active Points; total cost 17 points.
- 2) *Short Combat Teleport*: Decrease to 8m Stretching. 10 Active Points; total cost 6 points.
- 3) *Easy Combat Teleport*: Add Reduced Endurance (0 END; +½). 28 Active Points; total cost 16 points.



REDIRECTED MISSILES

Effect: Reflection (60 Active Points' worth), Any Target, Only Works Against Physical Projectiles
Target: One character
Duration: Instant
Range: Self
END Cost: 6

Description: The character can aport bullets, arrows, and other physical missiles to change their direction and make them hit someone other than himself.

Game Information: Reflection (60 Active Points' worth), Any Target (+½) (60 Active Points); Only Works Against Physical Projectiles (-¼). Total cost: 48 points.

Options:

- 1) *Stronger Redirection*: Increase to Reflection (81 Active Points' worth). 81 Active Points; total cost 65 points.
- 2) *Weaker Redirection*: Decrease to Reflection (42 Active Points' worth). 42 Active Points; total cost 34 points.
- 3) *Ranged Redirection*: If the character's also bought Aportation Point Defense (see below), and the GM's using the optional rules on APG 113 regarding Reflecting attacks at Range, this power can be used to Reflect attacks made against other persons. Add Ranged (+½). 80 Active Points; total cost 64 points.



TELEPORTATION BOXING

Effect: Blast 6d6
Target: 16m Radius
Duration: Instant
Range: See text
END Cost: 7

Description: The character teleports in and around a group of people, briefly appearing next to each one he's fighting to punch, kick, or otherwise smash him, never staying in one place long enough for anyone to block his attack or strike back. When it's all done, the character teleports right back to where he was when he began the attack.

Game Information: Blast 6d6, Area Of Effect (16m Radius Selective; +1) (60 Active Points); Extra Time (Full Phase; -½), Limited Range (center of Area must be within the character's Half Move using Teleportation at Combat velocity; -¼). Total cost: 34 points.

Options:

- 1) *Tougher Punches, Stronger Kicks*: Increase to Blast 8d6. 80 Active Points; total cost 46 points.
- 2) *Punier Punches, Weaker Kicks*: Decrease to Blast 4d6. Total cost: 40 Active Points; total cost 23 points.
- 3) *I'll Just Be Going Now...*: Instead of having to Teleport back to where he was standing when he started the attack, the character can Teleport himself somewhere else within 20m of the center of the Area, provided that location is within the range of his Combat move with

Teleportation of the point where he began the attack. Add Teleportation 20m, Trigger (ending of the Teleportation Boxing attack, activating Trigger takes no time, Trigger immediately automatically resets; +1) (40 Active Points); Linked (-½), Can Only Teleport To Points Within 20m Of Area's Center And Within A Teleportation Combat Move Of Starting Position (-½) (total cost: 20 points). 60 + 40 = 100 Active Points; total cost 34 + 20 = 54 points.

- 4) *Wide-Area Boxing*: Increase to Area Of Effect (32m Radius Selective; +1¼). 67 Active Points; total cost 38 points.
- 5) *Close-In Boxing*: Decrease to Area Of Effect (8m Radius Selective; +¾). 52 Active Points; total cost 30 points.



TRADING SPACES

Effect: Teleportation 30m, Usable As Attack plus Teleportation 30m, both Only To Trade Places

Target: Self and one other character

Duration: Instant

Range: 30m

END Cost: 10

Description: The character teleports a target to his own location, and himself to the target's location. While this "translocation" power has a wide variety of uses, in combat it's most often used when something bad is about to happen to the character — he "trades places" with the target right before the "something" occurs, thus escaping harm by putting his enemy in harm's way.

With the GM's permission, this power may be used to switch the places of two targets at range using Multiple Attack.

Game Information: Teleportation 30m, Usable As Attack (does not affect characters with teleportation or dimensional powers; +1¼), Limited Range (30m; +¼) (75 Active Points); Only To Trade Places (-1) (total cost: 37 points) **plus** Teleportation 30m (30 Active Points); Only To Trade Places (-1), Linked (-½) (total cost: 12 points). 75 + 30 = 105 Active Points; total cost 37 + 12 = 49 points.

Options:

- 1) *Long Trade I*: Increase both powers to Teleportation 60m and Limited Range to (60m; +¼). 150 + 60 = 210 Active Points; total cost 75 + 24 = 99 points.
- 2) *Long Trade II*: The character can trade position with virtually anyone he can see. Add Mega-Scale (1m = 1 km; +1) to both the meters and the Range of the first power and the meters of the second power. 135 + 60 = 195 Active Points; total cost 67 + 24 = 91 points.
- 3) *Position Trading*: The character and target not only exchange places, but also physical poses and even velocity. Add No Relative Velocity and Position Shift to both powers. 112 + 45 = 157 Active Points; total cost 56 + 18 = 74 points.

- 4) *Easy Trade*: The switch takes relatively little energy. Add Reduced Endurance (½ END; +¼) to both powers. 82 + 37 = 119 Active Points; total cost 41 + 15 = 56 points.



TRANSLOCATING PUNCH

Effect: Teleport 15m, Usable As Attack, Triggered by HTH Combat attack

Target: One character

Duration: Instant

Range: Touch

END Cost: 5

Description: The character has mastered the ability to teleport a target away immediately after striking him. When the target hits someone with a HTH attack (such as a punch or kick) he may, if he wishes, apert that person up to 20m away in any direction. The apertation occurs before the determination and occurrence of Knockback (if any), and so may enhance the Knockback effect in some way.

Game Information: Teleport 15m, Usable As Attack (does not affect characters with teleportation or dimensional powers; +1¼), Trigger (when character succeeds with a HTH Combat attack and chooses to Teleport target, activating Trigger takes no time, Trigger immediately automatically resets; +1). Total cost: 49 points.

Options:

- 1) *Longer Translocating Punch*: Increase to Teleportation 20m. Total cost: 65 points.
- 2) *Shorter Translocating Punch*: Decrease to Teleportation 10m. Total cost: 32 points.
- 3) *Easy Translocating Punch*: Add Reduced Endurance (0 END; +½). Total cost: 56 points.

DEFENSIVE POWERS



APORTATION POINT DEFENSE

Effect: Deflection, Only Versus Physical Projectiles

Target: Attacker's OCV

Duration: Instant

Range: 10m

END Cost: 2

Description: The character reflexively aperts physical missiles away so that they don't hit him (or other people).

Game Information: Deflection (20 Active Points); Only Versus Physical Projectiles (-¼). Total cost: 16 points.

Options:

- 1) *Skilled Deflection*: Character also buys +4 OCV with for Deflection. Total cost: +8 points.

**BLINK TELEPORTATION**

Effect: +8 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can reflexively teleport himself out of harm's way. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he winks out of existence right before they hit him, then reappears a micro-second later.

Game Information: +8 DCV (40 Active Points); Costs Endurance (-½). Total cost: 27 points.

**COHERENT FORM**

Effect: Resistant Protection (30 PD/0 ED), Only Versus Misteportation Damage
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: According to the rules on 6E2 29, a character who accidentally Teleports into a solid object can suffer severe injury — and no defense applies. However, if the GM wishes, he can allow characters with Teleportation Powers to buy this power as a specific defense that applies only against damage incurred by rolling on the Teleportation Damage Table.

Game Information: Resistant Protection (30 PD/0 ED) (45 Active Points); Only Versus Misteportation Damage (-2). Total cost: 15 points.

**PROTECTIVE APORT FIELD**

Effect: Resistant Protection (20 PD/10 ED), Only Versus Ranged Attacks
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can maintain around his body a field of “teleportation energy” that aports damaging substances and phenomena — bullets, energy bolts, thrown rocks, you name it) — partly or wholly away from him so that they don't hurt him (or hurt him less than they otherwise would). The field's more effective against physical attacks.

Game Information: Resistant Protection (20 PD/10 ED) (45 Active Points); Costs Endurance (-½), Only Works Against Limited Type Of Attack (ranged attacks; -¼). Total cost: 26 points.

Options:

- 1) *Strong Field:* Increase to Resistant Protection (25 PD/15 ED). 60 Active Points; total cost 34 points.
- 2) *Weak Field:* Decrease to Resistant Protection (15 PD/5 ED). 30 Active Points; total cost 17 points.

**RETURN TO SENDER**

Effect: Teleportation 20m, Trigger (when Thrown or Knocked Back)
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: This form of defensive teleportation activates automatically whenever another person Throws the character or does Knockback to him. It Teleports him to any place of his choice with 20m of the location into which he was Thrown or Knocked Back; this may even put him in a tactically advantageous position (such as right behind his attacker). In doing so it instantly re-orientes him, allowing him to get back to his feet without wasting any time.

Game Information: Teleportation 20m, Position Shift, Trigger (when Thrown or Knocked Back and wants this to happen, activating Trigger takes no time, Trigger automatically immediately resets; +1). Total cost: 50 points.

Options:

- 1) *Farther Return:* Increase to Teleportation 40m. Total cost: 90 points.
- 2) *Shorter Return:* Decrease to Teleportation 10m. Total cost: 30 points.
- 3) *Easy Return:* Add Reduced Endurance (0 END; +½). Total cost: 75 points.
- 4) *Restricted Return:* This form of Return To Sender only compensates for the Throw or Knockback — it returns him to the spot he was in when attacked. Change Trigger to (returns character to starting point when he's Thrown or Knocked Back, Trigger automatically immediately resets; +¾). Total cost: 44 points.

MOVEMENT POWERS**REFLEX TELEPORTATION**

Effect: Teleportation 10m, Trigger (after Teleporting or using a Teleportation-related power)
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: To give himself some extra combat flexibility, the teleporter has learned how to activate a short-range Teleport at the end of other uses of Teleportation or various Teleportation tricks. This is particularly handy for (a) getting away from opponents in HTH Combat range, and (b) not having to return to the character's starting location with powers like Teleportation Boxing.

Game Information: Teleportation 10m, Trigger (whenever character wants to after after Teleporting or using a Teleportation-related power, activating Trigger takes no time, Trigger immediately automatically resets; +1). Total cost: 20 points.

Options:

- 1) *Strong Reflex Teleport*: Increase to Teleportation 20m. Total cost: 40 points.
- 2) *Weak Reflex Teleport*: Decrease to Teleportation 6m. Total cost: 12 points.
- 3) *Skillful Reflex Teleport*: Add Requires A Teleportation Tricks Roll (-½). 20 Active Points; total cost 13 points.
- 4) *Easy Reflex Teleport*: Add Reduced Endurance (½ END; +¼). Total cost: 22 points.
- 5) *Tireless Reflex Teleport*: Add Reduced Endurance (0 END; +½). Total cost: 25 points.

**TELEPORTATION GATE**

Effect: Teleportation 30m, Gate
Target: 1m Radius
Duration: Constant
Range: No Range
END Cost: 6

Description: The character can open up a “teleportation portal” that anyone can move through. People can travel either way through the portal, or fire attacks through it.

Game Information: Teleportation 30m, Area Of Effect (1m Radius; +¼), Constant (+½), Usable On Others (+¼) (60 Active Points); Gate (-½). Total cost: 40 points.

Options:

- 1) *Improved Gate*: Increase to Teleportation 40m. 80 Active Points; total cost 53 points.
- 2) *MegaGate*: Decrease to Teleportation 16m and add MegaScale (1m = 1,000 km; +1¼). 60 Active Points; total cost 40 points.
- 3) *Greater Capacity*: The character’s Gate can handle loads of up to 1,600 kg. Increase to x16 Increased Mass. 100 Active Points; total cost 67 points.
- 4) *Greater Size*: The character’s Gate can handle objects or persons up to 32m wide and weighing up to 1,600 kg. Increase to x16 Increased Mass and add Area Of Effect (32m Radius; +1). 137 Active Points; total cost 91 points.

SENSORY POWERS**TELEPORTATION SENSE**

Effect: Clairsentience (Sight Group)
Target: Self
Duration: Instant
Range: 100,000 km
END Cost: 4

Description: The character has an innate sense for where he can teleport to, thus ensuring that he teleports safely.

Game Information: Clairsentience (Sight Group), Targeting, MegaScale (1m = 1,000 km; +1¼) (82 Active Points); Only To Perceive Teleportation Locations (-1), Instant (-½). Total cost: 33 points.

MISCELLANEOUS POWERS**CHEATING APORTATION**

Effect: Gambling (Card Games, Dice Games, Board Games) (INT Roll +5)
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character knows how to use short-range aportation to re-arrange cards, dice, or game pieces so that he can easily win games of chance.

You can use this power as a template for creating many others with a similar special effect. For example, a teleporter might have a high Fast Draw roll defined as aporting his weapon into his hand.

Game Information: Gambling (Card Games, Dice Games, Board Games) (INT Roll +5) (16 Active Points); Costs Endurance (-½). Total cost: 11 points.

Options:

- 1) *Strong Cheating*: Increase to INT Roll +8. 22 Active Points; total cost 15 points.
- 2) *Weak Cheating*: Decrease to INT Roll +3. 12 Active Points; total cost 8 points.
- 3) *Skillful Cheating*: Add Requires A Teleportation Tricks Roll (-½). Total cost: 8 points.

**COME TO ME**

Effect: Summon one character built on up to 400 Total Points
Target: One character
Duration: Instant
Range: No Range
END Cost: 22

Description: The character can teleport a specific individual to himself from any location — even other planes of existence.

To use this power, a character must prepare by memorizing the target’s “teleportation signature” — his distinctive physical attributes (exact dimensions, molecular vibrations, spiritual “color,” or the like). This takes time, and requires the character with the power to be in the target’s presence and have the target’s consent. Once the character has made the necessary preparations, he can teleport the character to him quickly. The power only works on one specific person; to use it on other people, the character has to buy it again.

This write-up assumes the target is built on no more than 400 Total Points. You can adjust the target’s cost up or down by altering the cost of the power.

Game Information: Summon one character built on up to 400 Total Points, Loyal (+½), Specific Being (+1), Delayed Effect (+¼) (220 Active Points); Concentration (0 DCV throughout; totally unaware of nearby events; -1½), Extra Time (1 Minute; -1½). Total cost: 55 points.

TIME POWERS



Time Powers represent a character's ability to travel through and manipulate time. He can speed things up, slow them down, and even stop time to create various effects. This provides him with great power, and great flexibility in how he applies that power, so GMs may want to evaluate characters with chronal powers carefully before allowing them into the game.

Speedster Powers, Precognition Powers, and Dimensional Manipulation Powers are all related to Time Powers in various ways. You may want to look at those categories when creating time-manipulating characters. For example, a chrono-manipulator might buy Speedster Studiosness (page 294) defined as putting himself in a bubble of "fast time" so he can read more quickly, or Me First! (page 295) to represent how he shifts himself forward in time a split-second so he can act before anyone else.

Because manipulating such a fundamental force as time often requires absolute, or nearly absolute, effects, many Time powers have high Active Point and Real Point costs. If necessary, the GM can adjust them downward, and then address the "absoluteness" of effect as part of a dramatic sense interpretation of game events.

OFFENSIVE POWERS



AGE ALTERATION

Effect: Major Transform 8d6 (aging)
Target: One character
Duration: Instant
Range: 800m
END Cost: 10

Description: The character can advance a person backward or forward through time, making him into a younger or older version of himself. This may cause related changes as well; for example, a mutant whose powers manifested during puberty loses those powers if he's regressed to age 5, and a person aged to the point of senility probably loses most (if not all) of his abilities.

Game Information: Major Transform 8d6 (anything into older/younger/newer version of itself; heals via the application of any chronal manipulation power), Improved Result Group (+¼). Total cost: 100 points.

Options:

- 1) *Weak Age Alteration:* Decrease to Major Transform 4d6. Total cost: 50 points.
- 2) *Ongoing Age Alteration:* The character can keep accelerating/reversing the effects of time on the subject as long as he (the character) continues to pay END. Decrease to Major Transform 6d6 and add Constant (+½). Total cost: 105 points.
- 3) *Age Alteration Touch:* The character must touch the target to reverse or accelerate the target's flow of time. Add No Range (-½). 100 Active Points; total cost 67 points.
- 4) *Aging Field:* The character can alter the age of multiple objects within an area. He must apply the same effect (accelerating or reversing the flow of time) to all affected objects. Decrease to Major Transform 6d6 and add Area Of Effect (16m Radius Selective; +1). Total cost: 135 points.



FAST TIME BUBBLE

Effect: Aid SPD 7d6, Costs Recipient END
Target: One character
Duration: Instant
Range: 420m
END Cost: 6

Description: The character can put himself or another person in a bubble of fast time, thus making it look and act as if the subject is moving in "fast forward" while the rest of the world moves at normal speed. This tires the subject out quickly; he must spend 2 END per point of SPD gained per Phase (every Phase, not just the extra ones) while the Aid remains in effect. (If the character uses the power on himself, he has to pay the standard END cost *and* the cost indicated by the Limitation on the power.)

Game Information: Aid SPD 7d6, Ranged (+½) (63 Active Points); Recipient Must Spend 2 END Per Point Of Extra SPD Gained Per Phase While Aid Remains In Effect (-½). Total cost: 42 points.

Options:

- 1) *Faster Time Bubble:* Increase to Aid SPD 10d6. 90 Active Points; total cost 60 points.
- 2) *Slower Fast Time Bubble:* Decrease to Aid SPD 5d6. 45 Active Points; total cost 30 points.
- 3) *Fast Time Touch:* The character must touch the subject to fast-forward him. Remove Ranged (+½). 42 Active Points; total cost 28 points.

- 4) *Fast Time Field*: The character can make multiple people move faster. Decrease to Aid SPD 5d6 and add Area Of Effect (16m Radius Selective; +1). 75 Active Points; total cost 50 points.



NO SLEEP 'TIL BROOKLYN

Effect: Blast 8d6, NND
Target: One character
Duration: Instant
Range: 400m
END Cost: 8

Description: The character rapidly accelerates the target through time for a day or more, until the target is too sleepy to stay awake.

Game Information: Blast 8d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1). Total cost: 80 points.

Options:

- 1) *Just Sleepy*: Decrease to Blast 6d6. Total cost: 60 points.
- 2) *The Yawns*: Decrease to Blast 4d6. Total cost: 40 points.
- 3) *Go To Sleep*: The character has to touch the target to make him fall asleep. Add No Range (-½). 80 Active Points; total cost 53 points.
- 4) *Contagious Yawns*: The character can make everyone in a given area sleepy. Decrease to Blast 4d6 and add Area Of Effect (8m Radius; +½). Total cost: 50 points.
- 5) *Ongoing Sleepiness*: The character can maintain the effect until the target collapses from induced sleeplessness. Decrease to Blast 3d6 and add Constant (+½). Total cost: 37 points.



SLOW TIME BUBBLE

Effect: Drain SPD 6d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can put another person in a bubble of slow time, thus making the subject look and act as if he is moving in “slow motion” while the rest of the world moves at normal speed.

Game Information: Drain SPD 6d6. Total cost: 60 points.

Options:

- 1) *Snail Time*: Increase to Drain SPD 8d6. Total cost: 80 points.
- 2) *Not So Slow Time*: Decrease to Drain SPD 4d6. Total cost: 40 points.
- 3) *Lasting Slowness*: Decrease to Drain SPD 4d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). Total cost: 80 points.
- 4) *Slowness Zone*: The character can make everyone in an area move more slowly. Decrease to Drain SPD 3d6 and add Area

Of Effect (16m Radius Selective; +1). Total cost: 60 points.

- 5) *Slow Touch*: The character must touch the target to slow down time around him. Add No Range (-½). 60 Active Points; total cost 40 points.



STAND THERE WHILE I HIT YOU

Effect: HA +6d6
Target: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: The character speeds up time around himself so he can punch a target dozens, hundreds, or even thousands of times in a split-second. From the character's perspective, it's as if the target has stopped moving and can't do anything but stand there and take it.

Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-¼). Total cost: 24 points.

Options:

- 1) *More Punches*: Increase to HA +8d6. 40 Active Points; total cost 32 points.
- 2) *Fewer Punches*: Decrease to HA +4d6. 20 Active Points; total cost 16 points.



STOP TIME

Effect: Extra-Dimensional Movement (stop time)
Target: Self
Duration: Constant
Range: No Range
END Cost: 4

Description: The character can stop time, “freezing” everyone and everything in place (even “stopping” energy such as gravity or fire). He himself remains immune to this effect, and can take whatever actions he wants to.

Obviously this power has *significant* potential for unbalancing the campaign, particularly given its low cost. It requires a great deal of common sense interpretation by the GM, and responsibility on the part of the player, so GMs should evaluate it *carefully* before allowing it in play. In most cases it works better as a “plot device” or NPC's power than as an ability possessed by PCs.

Game Information: Extra-Dimensional Movement (“travel” to the “dimension” where time is stopped for everyone but the character, to any point in that “dimension” corresponding to his current location in normal space-time). Total cost: 40 points.

Options:

- 1) *Time Manipulation*: The character can do more than just stop time — he can make it run backwards and forwards. This power presents even greater possibilities for abuse than Stop Time, and requires greater oversight by the GM. Add related group of dimensions (various points in time). Total cost: 45 points.



TEMPORAL ACCELERATION

Effect: RKA 1d6, NND, Does BODY
Target: One character
Duration: Constant
Range: 150m
END Cost: 5

Description: The character accelerates a person through time so rapidly that the victim ages, withers, and eventually dies/collapses.

At the GM's option, characters can also use this power on objects, though that creates some game balance considerations because few (if any) nonliving objects have Life Support (Longevity). If so, the GM may assign some long-lasting objects, like rocks, Life Support for purposes of this power, or increase the amount of BODY damage needed to "destroy" an object via aging.

Game Information: RKA 1d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Does BODY (+1), Constant (+½). Total cost: 52 points.

Options:

- 1) *Faster Acceleration:* Increase to RKA 2d6. Total cost: 105 points.
- 2) *Slower Acceleration:* Decrease to RKA ½d6. Total cost: 35 points.
- 3) *Acceleration Field:* The character can age everyone and everything he wants to in a 16m radius area. Add Area Of Effect (16m Radius Selective; +1). Total cost: 67 points.
- 4) *Acceleration Touch:* The character has to touch someone to age him. Add No Range (-½). 52 Active Points; total cost 35 points.

TEMPORAL AMBUSH

Effect: Blast 8d6, Indirect; RKA 2d6, Indirect; Change Environment (redirect an attack)
Target: One character
Duration: Instant
Range: 250m
END Cost: 5/4/5

Description: The character stops time throughout reality, puts a big physical object (like a rock) over his target's head, slightly re-directs an attack or moving object, or otherwise puts his target in harm's way. Then he returns to where he was standing and starts time again. The rock falls (or the like), hurting the target. To the target and everyone else, it's as if the rock appeared out of nowhere and fell on him!

See *Legion Of Attackers*, page 230, for an explanation of how the *Redirected Attack* slot of the Multipower works. The two powers function similarly.

Game Information:

Cost Power

50	Temporal Ambush: Multipower, 50-point reserve
3f	1) Blunt Objects Over The Head: Blast 8d6, Indirect (Source Point is always directly above target; +¼); OIF (heavy blunt objects of opportunity; -½), Limited Range (250m; -¼)
2f	2) Sharp/Pointed Objects Over The Head: RKA 2d6, Indirect (Source Point is always directly above target; +¼); OIF (heavy sharp objects of opportunity; -½), Limited Range (250m; -¼)
3f	3) Redirected Attack: Change Environment (impose Always On and No Conscious Control on one of target's attacks; see text); Instant (-½)

Total cost: 58 points.

**TEMPORAL DISHARMONY**

Effect: Blast 6d6, NND
Target: One character
Duration: Constant
Range: 300m
END Cost: 7

Description: The character “jerks” the target backward and forward through time, stressing the target’s system to the point where he passes out.

Game Information: Blast 6d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Constant (+½). Total cost: 75 points.

Options:

- 1) *Greater Disharmony:* Increase to Blast 8d6. Total cost: 100 points.
- 2) *Lesser Disharmony:* Decrease to Blast 4d6. Total cost: 50 points.
- 3) *Group Disharmony:* The character can expose multiple people in the same area to this effect. Decrease to Blast 4d6 and add Area Of Effect (16m Radius Selective; +1). Total cost: 70 points.
- 4) *Disharmony Touch:* The character must touch the target to affect him with this power. Add No Range (-½). 75 Active Points; total cost 50 points.

DEFENSIVE POWERS**FOREWARNED IS FOREDEFENDED**

Effect: +5 DCV
Target: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character glances forward in time a second or two to see what’s going to happen. This gives him a good chance of avoiding any attacks made against him. The effect only lasts for about a second (one Phase), since events change so rapidly that what the character sees one second may not apply in later seconds.

Game Information: +5 DCV (25 Active Points); Instant (-½). Total cost: 17 points.

Options:

- 1) *Better View:* Increase to +8 DCV. 40 Active Points; total cost 27 points.
- 2) *Worse View:* Decrease to +3 DCV. 15 Active Points; total cost 10 points.
- 3) *Danger Avoidance:* The character’s ability to see forthcoming dangers is what lets him avoid them. Add Requires A Danger Sense Roll (-½). Total cost: 12 points.

**TEMPORAL POINT DEFENSE**

Effect: Deflection, Only Versus Physical Projectiles
Target: Attacker’s OCV
Duration: Instant
Range: 10m
END Cost: 2

Description: The character instantly ages incoming physical missiles until they disintegrate.

Game Information: Deflection (20 Active Points); Only Versus Physical Projectiles (-¼). Total cost: 16 points.

Options:

- 1) *Skilled Deflection:* Character also buys +4 OCV with for Deflection. Total cost: +8 points.

**TIME SHIFT FIELD**

Effect: Resistant Protection (20 PD/20 ED), Hardened
Target: Self
Duration: Constant
Range: Self
END Cost: 7

Description: The character surrounds himself with a time manipulation field and advances time within the field by a microsecond. The temporal barrier thus created provides protection against attacks. Only strong attacks can overwhelm the time differential horizon and injure the character.

Game Information: Resistant Protection (20 PD/20 ED), Hardened (+¼) (75 Active Points); Costs Endurance (-½). Total cost: 50 points.

Options:

- 1) *Strong Time Shift Field:* Increase to Resistant Protection (30 PD/30 ED). 112 Active Points; total cost 75 points.
- 2) *Weak Time Shift Field:* Decrease to Resistant Protection (15 PD/15 ED). 56 Active Points; total cost 37 points.
- 3) *Expanded Time Shift Field:* The time shift effect protects the character from just about any form of attack. Change to Resistant Protection (15 PD/15 ED/Mental Defense 15/Power Defense 15). 75 Active Points; total cost 50 points.

**TIME SHIFT WALL**

Effect: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable
Target: Area
Duration: Constant
Range: 700m
END Cost: 7

Description: This is an expanded version of a Time Shift Field (see above). The character can even use it to trap other people in the shifted area.

Game Information: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable (70 Active Points); Costs Endurance (to maintain; -½). Total cost: 47 points.

Options:

- 1) *Strong Wall*: Increase to Barrier 12 PD/12 ED, 12 BODY (up to 12m long, 4m tall, and ½m thick). 80 Active Points; total cost 53 points.
- 2) *Weak Wall*: Decrease to Barrier 8 PD/8 ED, 8 BODY (up to 8m long, 3m tall, and ½m thick). 59 Active Points; total cost 39 points.
- 3) *Larger Wall*: Add +10m length and +1m height. 81 Active Points; total cost 54 points.

MOVEMENT POWERS



RAPID TRANSIT

Effect: Teleportation 60m, No Noncombat Multiple

Target: Self

Duration: Instant

Range: Self

END Cost: 6

Description: The character stops time throughout reality, walks up to 60m from where he started, and then starts time again. (Although he does have to cross the intervening space, this isn't taken as a Limitation because he has all the time he needs to avoid any obstacles.) To others, he seems to have vanished from his starting point and reappeared instantly at his destination.

Game Information: Teleportation 60m (60 Active Points); No Noncombat Multiple (-¼). Total cost: 48 points.

Options:

- 1) *Really Rapid Transit*: Increase to Teleportation 80m. 80 Active Points; total cost 64 points.
- 2) *Slower Transit*: Decrease to Teleportation 40m. 40 Active Points; total cost 32 points.
- 3) *Walkin' To Jerusalem*: The character stops time throughout reality, walks across Earth to get to wherever he wants to go, and then re-starts time. If he wants to cross the ocean, he selectively reverses time around Earth until he reaches the point where the continents are joined together, walks to where he wants to be, and then fast-forwards time back to the present day. Decrease to Teleportation 20m, remove No Noncombat Multiple, and add MegaScale (1m = 1,000 km; +1¾). Total cost: 55 points.



TIMEGATE

Effect: Extra-Dimensional Movement, Gate

Target: 1m Radius

Duration: Constant

Range: No Range

END Cost: 6

Description: The character opens up a portal through the time-stream that anyone can move through. People can travel either way through the portal, or fire attacks through it.

Game Information: Extra-Dimensional Movement (any point in the past or the future, cannot physically travel between locations), Area Of Effect (1m Radius; +¼), Constant (+½), Usable

On Others (+¼), Reduced Endurance (½ END; +¼) (151 Active Points); Gate (-½). Total cost: 101 points.

Options:

- 1) *Increased Capacity*: The timegate can handle loads of up to 1,600 kg. Add x16 Increased Mass. 196 Active Points; total cost 131 points.
- 2) *Increased Size*: Like Increased Capacity, but the timegate can also handle extra-large objects or persons. Increase to x16 Increased Mass, and Area Of Effect (32m Radius; +1). 261 Active Points; total cost 174 points.
- 3) *Effortless Gate*: Increase to Reduced Endurance (0 END; +½). 167 Active points; total cost 111 points.
- 4) *Tiring Gate*: Remove Reduced Endurance (+¼). 134 Active Points; total cost 89 points.
- 5) *Restricted Gate*: The character's timegate only leads to a specific time period. Change to Extra-Dimensional Movement (any single point in time, cannot physically travel between locations). 90 Active Points; total cost 60 points.



TIME TRAVEL

Effect: Extra-Dimensional Movement (time travel)

Target: Self

Duration: Constant

Range: Self

END Cost: 7

Description: The character can travel through time, instantly reaching any date he desires. Like the Stop Time power, this power can cause significant problems in the game, and requires a lot of reasonable interpretation by the GM.

Game Information: Extra-Dimensional Movement (any date in history or the future, cannot physically travel between locations). Total cost: 67 points.

Options:

- 1) *Restricted Time Travel*: The character can only time travel within a specific time period (such as only during his lifetime, only in the twentieth century, or only to any May 22nd throughout time). Total cost: 45 points.
- 2) *Want To Visit 1536?*: The character can take several friends along with him through time. Add x8 Increased Weight. Total cost: 82 points.
- 3) *Time Shift Touch*: The character can, by touching another character, send him through time against his will. Add Usable As Attack (defense is Extra-Dimensional Movement, Teleportation, time-manipulation powers, or Power Defense; +1¼). Total cost: 151 points.

SENSORY POWERS



CHRONOSENSE

Effect: Detect Time, Discriminatory, Analyze
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has an absolutely precise sense of time, even more accurate than Absolute Time Sense.

Game Information: Detect Time (INT +10) (no Sense Group), Discriminatory, Analyze. Total cost: 23 points.



FORESIGHT

Effect: Danger Sense
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: By maintaining a partial glimpse into the future of the immediate vicinity, the character can perceive (and hopefully avoid) dangers before they occur.

Game Information: Danger Sense (immediate vicinity, out of combat, Sense) INT +6. Total cost: 33 points.



LOOK AROUND

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target: Self
Duration: Instant
Range: Self
END Cost: 1

Description: The character stops time around himself just long enough to look around in all directions and see what's going on.

Game Information: Increased Arc Of Perception (360 Degrees) for Sight Group (10 Active Points); Costs Endurance (-½), Nonpersistent (-¼), Instant (-1). Total cost: 4 points.



TIMEVIEW

Effect: Clairsentience (Sight and Hearing Groups), Precognition, Retrocognition
Target: Self
Duration: Constant
Range: No Range
END Cost: 7

Description: The character's ability to manipulate time allows him to "fast forward" or "replay" events in his mind's eye, thus giving him a crystal-clear view of events in his future or past.

Game Information: Clairsentience (Sight and Hearing Groups), Precognition, Retrocognition (70 Active Points); Precognition And Retrocognition Only (-1), No Range (-½). Total cost: 28 points.

MISCELLANEOUS POWERS



BEST POSSIBLE FUTURE

Effect: +2 Overall Skill Levels
Target: Self
Duration: Persistent
Range: Self
END Cost: 4

Description: A character with this power can, whenever he chooses, stop time for half a second, scan forward into the timestream to evaluate the possible futures branching out from his current point in time, and choose the best one for him — thus making it more likely he'll succeed at tasks and actions he undertakes.

Game Information: +2 Overall Skill Levels (24 Active Points); Extra Time (Half Phase; -½), Costs Endurance (-½), Increased Endurance Cost (x2 END; -½). Total cost: 10 points.

Options:

- 1) *Accurate Futurescanning:* Increase to +4 Overall Levels. 48 Active Points; total cost 19 points.
- 2) *Vague Futurescanning:* Decrease to +1 Overall Level. 12 Active Points; total cost 5 points.
- 3) *Future Imperfect:* As one thing improves, another must worsen for choral balance to be maintained. While the timeline the character chooses is of greatest benefit to him, it's not quite so good for someone else. One of the character's friends in the vicinity (or, if there's no friend, a random person other than someone opposing the character) suffers problems at the same time the character's chances for success improve. Add Side Effect (someone in the environment other than the character or his enemies suffers -3 to one roll, chosen by the GM, always occurs; -½). Total cost: 8 points.



FUTURE ASSISTANCE

Effect: Aid Endurance 4d6
Target: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character can call upon the vigor and energy of his future self to help him in the present. This increases his END, making it easier for him to keep using powers, or to Push his powers. However, in essence he is burning his total life-force more quickly, which shortens his lifespan: he loses one month of life for every 1d6 of Aid he uses!

In game terms, the loss of lifespan is a Side Effect with a value of -0 — rarely, if ever, does a character's lifespan come into play in game terms. If the GM believes the Side Effect could seriously imperil a character during the game, he should increase the value of the Side Effect accordingly.

As an additional Side Effect, the GM may occasionally subject the character to a Drain END 4d6, reflecting the fact that his past self just drew upon him for extra power. If the GM plans to do this frequently, he should grant the character a -½ Side Effect for it.

Game Information: Aid Endurance 4d6 (24 Active Points); Only Aid Self (-1), Side Effect (each 1d6 of Aid used removes one month from the character's lifespan; -0). Total cost: 12 points.



FUTURE SELF

Effect: Duplication (create Duplicate built on up to 400 Total Points)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can summon one of his future selves to assist him in the present day. When he no longer needs help, the character returns his future self to its normal time-frame. The character cannot control exactly when his future self comes from, though it's far enough in the future that he will never be in a situation in which he reaches the future self's normal time-frame in his own timeframe.

Although highly useful, this power has two significant drawbacks. First, from the point in time at which he begins to use the power, the character is subject to suddenly vanishing without warning and re-appearing in his past to help his "past self." This could cause major problems if the character vanishes in the middle of a crisis, or during a date! Second, if one of his future selves is killed, the character has just prematurely ended his own life. He himself goes on living, but he knows that one day he will "vanish" and never re-appear, because he was killed in the past.

Game Information: Duplication (create Duplicate built on up to 400 Total Points), Easy Recombination (Zero Phase Action at full DCV) (90 Active Points); Side Effects (may periodically "vanish" in the future as he's called back to help his past self, the GM determines where and when this happens; -0). Total cost: 90 points.

Options:

- 1) *Eight Futures:* The character can summon up to eight future selves, for a total of nine of him existing in the same timeframe. Total cost: 105 points.
- 2) *Tiring Summoning I:* Summoning a future self strains the character's body. Add Costs Endurance (to activate; -¼). 90 Active Points; total cost 72 points.
- 3) *Tiring Summoning II:* As Tiring Duplication I, but the character must pay END to maintain the "temporal retrieval" effect. If he ever runs out of END, the Duplicate vanishes, and the character cannot summon another future self for one day. Add Costs Endurance (throughout; -½). 90 Active Points; total cost 60 points.



GONE OUT FOR FOOD

Effect: Life Support (Diminished Eating: No Need To Eat)

Target: Up to 8 persons

Duration: 1 Continuing Charge for 1 Day

Range: Self

END Cost: 0

Description: The character stops time throughout reality, walks to whatever restaurant he feels like eating at, starts time in that one area so he can get something to eat, then reverses time and walks back to where he was. He often brings food back to his friends, keeping it in a stop time bubble so it remains fresh. "Hey, great burgers, where'd you get 'em?" "California, 1973."

Game Information: Life Support (Diminished Eating: No Need To Eat), Usable Simultaneously (up to 8 people at once; +1), 1 Continuing Charge lasting for 1 Day (+¼). Total cost: 7 points.



OUTSIDE OF TIME

Effect: Life Support (Longevity: Immortality)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's chonal powers essentially place him "outside" the time-stream, making him ageless.

Game Information: Life Support (Longevity: Immortality). Total cost: 5 points.



RAPID HEALING

Effect: Simplified Healing 6d6

Target: One character

Duration: Instant

Range: Touch

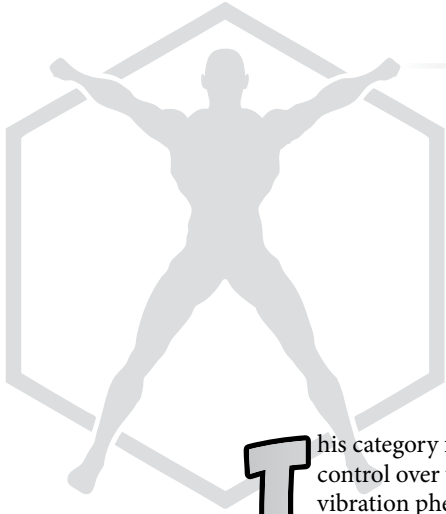
END Cost: 6

Description: The character places an injury in a bubble of "fast time" so that it heals in seconds.

Game Information: Simplified Healing 6d6. Total cost: 60 points.

Options:

- 1) *Really Rapid Healing:* Increase to Simplified Healing 9d6. Total cost: 90 points.
- 2) *Slower Rapid Healing:* Decrease to Simplified Healing 4d6. Total cost: 40 points.



VIBRATION POWERS

This category features powers that involve control over vibratory energy and related vibration phenomena. This “energy” is not necessarily clearly defined. It could involve rapid movement of the body (in which case the character might also have Speedster Powers, such as Rapid-Fire Punch or Phasing Grip), concussive air pulses (maybe leading to other Air Powers), some sort of specialized control of sound waves (in which case the character might also have Sonic Powers), a connection to seismic forces (which may mean the character has other Earth and Stone Powers), a strange form of electromagnetic radiation, or something else altogether. Nevertheless, Vibration Powers usually include certain common abilities, such as those listed below.

For many types of Vibration Powers, the Limitation *Does Not Work In A Vacuum* (-¼) may be appropriate — the vibration pulses need

a medium to propagate through, such as air or water. You can easily add this to any of the powers below, if desired.

Typically Vibration attacks apply against Physical defenses due to the shaking, shattering, tearing nature of the damage they cause. However, characters may want to define some of them, such as an attack that infuses the target with pure vibrational energy, as applying against Energy defenses instead.

OFFENSIVE POWERS



THE BLENDER

Effect: Drain DEX and CON 4d6
Target: One character
Duration: Instant
Range: No Range
END Cost: 6

Description: The character grabs a target and shakes him so badly he gets sick and dizzy.

Game Information: Drain DEX and CON 4d6, Expanded Effect (DEX and CON simultaneously; +½) (60 Active Points); No Range (-½). Total cost: 40 points.

Options:

- 1) *Strong Blender:* Increase to Drain DEX and CON 6d6. 90 Active Points; total cost 60 points.
- 2) *Weak Blender:* Decrease to Drain DEX and CON 3d6. 45 Active Points; total cost 30 points.
- 3) *Ranged Blender:* The character doesn't grab the target, he blasts him with vibrational energy. Remove No Range (-½). Total cost: 60 points.
- 4) *Long-Lasting Blender:* The effects of being shaken last for a while. Decrease to Drain 3d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 75 Active Points; total cost 50 points.
- 6) *Stunning Blender I:* Instead of making a character sick and dizzy, being shaken weakens him and knocks him out. Change to: Blast 8d6, NND (defense is Power Defense; +½) (60 Active Points); No Range (-½). Total cost: 40 points.
- 7) *Stunning Blender II:* Decrease to Drain 3d6 and change to Expanded Effect (DEX, CON, END,

BADLY SHAKEN

Depending on the intensity of a character's Vibration powers, they might cause one or several of many potential “side effects” are possible. The worst of them would be the chance to trigger earthquakes and tremors, though “realistically” this is probably only possible if (a) the character is on or very near a major faultline, and (b) is using a *lot* of vibrational energy (say, at least 250 Active Points' worth, combined).

On a smaller scale, if the character vibrates constantly, he might in turn continuously vibrate the air around him and thus affect people nearby. Possible effects include nausea (a small Drain CON), vertigo (a small Drain DEX), blurred vision due to vibrating the eyeballs (a Change Environment with -1 to Sight Group PER Rolls, or a small Sight Group Flash).

If the character wants to use abilities like this offensively, he should probably pay points for them, but if the GM feels like these effects should hinder the Vibration character's friends as much as his foes, he might let the character buy it as a *Side Effect* Limitation (typically a Minor one worth -¼, multiplied to -½ if it occurs all the time).

and STUN simultaneously; +1½). 75 Active Points; total cost 50 points.

- 8) *Damaging Blender*: Sudden, intense shaking can cause serious injuries to a target. Change to Blast 12d6 (60 Active Points); No Range (-½). Total cost: 40 points.
- 9) *Deadly Blender*: Like Damaging Blender, but even more likely to inflict serious injury or to damage objects. Change to RKA 3d6 (45 Active Points); No Range (-½). Total cost: 30 points.



GYROSCOPIC INTERFERENCE

Effect: Drain DEX 6d6, Only Versus Gyroscopes
Target: One "character"
Duration: Instant
Range: 600m
END Cost: 6

Description: The character's vibratory pulses play hob with gyroscopes (and similar devices), making it impossible for people and devices who rely on them to function properly. Vehicles such as spacecraft, submarines, and airplanes typically have gyroscopes; so might many robots or mechanized weapons. The GM determines whether this power can affect any given person or object.

Game Information: Drain DEX 6d6 (60 Active Points); Only Versus Gyroscope-Based DEX (-1½). Total cost: 24 points.

Options:

- 1) *Weak Interference*: Decrease to Drain DEX 4d6. 40 Active Points; total cost 16 points.
- 2) *Interference Touch*: The character has to touch a gyroscope-based device to interfere with it. Add No Range (-½). Total cost: 20 points.



QUAKE BLAST

Effect: Blast 8d6
Target: 18m Radius Explosion
Duration: Instant
Range: 400m
END Cost: 6

Description: The character projects a wave of vibratory energy into the ground, causing a sort of intense mini-earthquake that can injure anyone standing on the ground.

Game Information: Blast 8d6, Area Of Effect (18m Radius Explosion; +½) (60 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0). Total cost: 34 points.

Options:

- 1) *Strong Quake*: Increase to Blast 10d6. 75 Active Points; total cost 43 points.
- 2) *Weak Quake*: Decrease to Blast 6d6. 45 Active Points; total cost 26 points.
- 3) *Bigger Quake*: Increase to Area Of Effect (48m Radius Explosion; +¾). 70 Active Points; total cost 40 points.
- 4) *Localized Quake*: The character can only cause quakes where he's standing. Add Personal

Immunity (+¼) and No Range (-½). 70 Active Points; total cost 31 points.

- 5) *Devastating Quake*: The character can create earthquakes measuring up to about 6.0 on the Richter scale, potentially causing tremendous damage over an enormous area. The damage can affect the ground-floor interiors of buildings and the like because it's fully Indirect. Change to Blast 6d6, Area Of Effect (18m Radius Explosion; +½), MegaArea (1m = 1 km wide and broad; +1), Indirect (see text; +1), Personal Immunity (+¼) (112 Active Points); No Range (-½), Only Affects Targets On The Ground (-¼), Extra Time (1 Minute; -1½), Only Does Knockdown, Not Knockback (-0). Total cost: 34 points.
- 6) *Quake Blast Variant*: This form of the power uses the Area Of Effect (Surface) rules. Change to: Blast 8d6, Area Of Effect (Surface 18m radius Explosion; +¾) (70 Active Points); Extra Time (Full Phase; -½), Can Only Be Applied To Horizontal Surfaces (e.g., the ground and floors; -0), Only Does Knockdown, Not Knockback (-0). Total cost: 47 points.



QUAKE CANCELLATION

Effect: Telekinesis (40 STR), Only To Stop Earthquakes
Target: 32 km Radius
Duration: Constant
Range: No Range
END Cost: 18

Description: The character's control over vibratory and seismic forces allows him to absorb or cancel the energy of an earthquake, stopping it in mid-shake or preventing it from happening in the first place. This only works on real earthquakes, not powers like Shockwave or Quake Blast.

In game terms, an earthquake counts as Telekinesis that damages objects on the ground over a wide area; typically, an earthquake has 5 points of STR per 1.0 rating on the Richter scale. Thus, a 5.0 Richter quake has Telekinesis (25 STR). The quake applies over an area of effect, and can damage anything on the ground (including the ground floors of buildings and their contents, which may lead to further damage if the building collapses or the like). See *Champions*, page 232, for an example earthquake.

To cancel or negate a quake, the character has to be on the ground where the quake is occurring. He matches his Quake Cancellation power against the quake's STR in a Strength Versus Strength Contest. If the character wins, he stops the quake from occurring in the area affected by his power (if the quake is larger than that, the effect continues, unabated, in areas the character cannot cover). If the quake wins, it happens as normal, though the GM may, in his discretion, reduce its effect thanks to the character's efforts (the character's STR may reduce the quake's STR on a 1-for-1 point basis, or maybe every BODY the character got on his STR Roll reduces the quake's STR by some amount).



Game Information: Telekinesis (40 STR), Area Of Effect (32m Radius; +1), MegaArea (each meter is 1 km wide, broad, and deep; +1) (180 Active Points); No Range (-½), Only To Stop Earthquakes (-1½). Total cost: 60 points.

Options:

- 1) *Strong Quake Cancellation:* Increase to Telekinesis (50 STR). 225 Active Points; total cost 75 points.
- 2) *Weak Quake Cancellation:* Decrease to Telekinesis (30 STR). 135 Active Points; total cost 45 points.
- 3) *Large Quake Cancellation:* Increase to Area Of Effect (125m; +1½). 210 Active Points; total cost 70 points.



SHAKEN APART

Effect: Dispel Technological Object 14d6
Target: One character
Duration: Instant
Range: 420m
END Cost: 6

Description: Many technological devices, such as powered armor suits, computers, and guns, have delicate parts and/or rigid materials that do not withstand prolonged, severe shaking very well. By directing his vibro-blasts at such objects, the character can literally shake them apart.

Game Information: Dispel Technological Object 14d6, Variable Effect (any one Technological Object power at a time; +½). Total cost: 63 points.

Options:

- 1) *Strong Shaking:* Increase to Dispel Technological Object 16d6. Total cost: 72 points.
- 2) *Weak Shaking:* Decrease to Dispel Technological Object 12d6. Total cost: 54 points.

- 3) *Improved Shaking I:* Decrease to Dispel Technological Object 12d6 and add Expanded Effect (any two Technological Object powers simultaneously; +½). Total cost: 72 points.
- 4) *Improved Shaking II:* Decrease to Dispel Technological Object 10d6 and add Expanded Effect (any four Technological Object powers simultaneously; +1½). Total cost: 90 points.
- 5) *Improved Shaking III:* Decrease to Dispel Technological Object 10d6 and add Expanded Effect (all Technological Object powers simultaneously; +3½). Total cost: 150 points.
- 6) *Variant Shaking:* Instead of relying on Dispel, this power directly damages the target. Change to RKA 4d6 (60 Active Points); Only Versus Machines (-1). Total cost: 30 points.



VERTIGO GENERATION

Effect: Drain DEX 6d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character's vibro-energy plays havoc with inner ears, gyroscopes, and the like, causing characters to lose their perspective on "up" and "down," and become so disoriented and dizzy that they can't stand or hold on to objects.

Game Information: Drain DEX 6d6. Total cost: 60 points.

Options:

- 1) *High Vertigo:* Increase to Drain DEX 8d6. Total cost: 80 points.
- 2) *Low Vertigo:* Decrease to Drain DEX 4d6. Total cost: 40 points.
- 3) *Vertigo Sickness:* The loss of vertigo also makes the targets sick and nauseous. Decrease to

Drain 4d6 and add Expanded Effect (DEX and CON simultaneously; +½). Total cost: 60 points.

- 4) *Someone Make The Floor Stop Spinning...*: The vertigo takes a while to wear off. Decrease to Drain DEX 3d6 and add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1¼). Total cost: 67 points.
- 5) *Group Vertigo*: The character can make everyone in a wide area around him lose his balance. Decrease to Drain DEX 3d6 and add Area Of Effect (16m Radius; +¾) and Personal Immunity (+¼). Total cost: 60 points.



VIBRO-BLAST

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a blast of vibratory energy powerful enough to knock a target's fillings loose.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Vibro-Blast*: Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Vibro-Blast*: Decrease to Blast 8d6. Total cost: 40 points.
- 3) *Pulse Vibro-Blast*: The character emits his Vibro-Blast in pulses, allowing him to hit one target multiple times or several targets one time each. Decrease to Blast 8d6 and add Autofire (5 shots; +½). Total cost: 60 points.
- 4) *Push Vibro-Blast*: The effect of the character's Vibro-Blast tends to knock targets for a loop. Decrease to Blast 8d6 and add Double Knockback (+½). Total cost: 60 points.
- 5) *All Shook Up*: The character's Vibro-Blast violently shakes the target, which tends to cause sickness and unconsciousness. Decrease to Blast 6d6 and add NND (defense is vibratory powers, sonic powers, or a PD Resistant Protection defined as a force-field; +1). Total cost: 60 points.
- 6) *Wide Vibro-Blast*: The character's Vibro-Blast covers a wide swath, allowing him to hit multiple targets easily in the right circumstances. Decrease to Blast 8d6 and add Area Of Effect (32m Line; +½) and No Range (-½). 60 Active Points; total cost 40 points.
- 7) *Cone Vibro-Blast*: The character's vibratory pulses cover a cone-shaped area in front of him. Decrease to Blast 8d6 and add Area Of Effect (16m Cone; +½) and No Range (-½). 60 Active Points; total cost 40 points.
- 8) *Tremor-Blast*: The character's Vibro-Blast is particularly effective against characters and targets made of rigid, inflexible materials, such as rock/stone, glass/crystal, and some metals. Add Blast +6d6 (30 Active Points); Only Versus Rigid, Inflexible Materials (-1) (total cost: 15 points). 60 + 30 = 90 Active Points; total cost 60 + 15 = 75 points.



VIBRO-SHIELD

Effect: Blast 6d6, Damage Shield
Target: One character
Duration: Constant
Range: No Range
END Cost: 5

Description: This power allows a character to vibrate his body with such speed and force that he can inflict injuries on opponents and damage objects just by touching them.

Game Information: Blast 6d6, Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼) (52 Active Points); No Range (-½). Total cost: 35 points.

Options:

- 1) *Strong Vibro-Shield*: Increase to Blast 8d6. 70 Active Points; total cost 47 points.
- 2) *Weak Vibro-Shield*: Decrease to Blast 4d6. 35 Active Points; total cost 23 points.
- 3) *Easy Vibro-Shield*: Add Reduced Endurance (½ END; +¼). 60 Active Points; total cost 40 points.
- 4) *Tireless Vibro-Shield*: Add Reduced Endurance (0 END; +½). 67 Active Points; total cost 45 points.



VOICE NEGATION

Effect: Drain Voice Powers 4d6 plus Darkness to Hearing Group 2m radius
Target: One character
Duration: Instant
Range: 50m
END Cost: 7

Description: The character uses focused vibro-pulses to interfere with a target's throat and larynx, making it impossible for the target to speak or use voice-based powers (including many sonic powers and any power with the *Incantations* Limitation).

Game Information: Drain Voice Powers 4d6, Variable Effect (any one Voice power at a time; +½) (60 Active Points); Limited Range (50m; -¼) (total cost: 48 points) **plus** Darkness to Hearing Group 1m radius (3 Active Points); Only Affects One Person (-½), Only Prevents Speech, Not Hearing (-1), Instant (-½) (total cost: 1 point). Total cost: 49 points.

Options:

- 1) *Strong Negation*: Increase to Drain Voice Powers 6d6. 90 + 3 = 93 Active Points; total cost 72 + 1 = 73 points.
- 2) *Weak Negation*: Decrease to Drain Voice Powers 3d6. 45 + 3 = 48 Active Points; total cost 36 + 1 = 37 points.
- 3) *Expanded Negation*: Add Expanded Effect (all Voice Powers simultaneously; +3½). 200 + 3 = 203 Active Points; total cost 160 + 1 = 161 points.
- 4) *Voice Negation Variant*: Change to Suppress Voice Powers 4d6 (and add Costs Endurance (to maintain; -½). 60 + 3 = 63 Active Points; total cost 34 + 1 = 35 points.

DEFENSIVE POWERS



BLINK VIBRO-PHASING

Effect: +6 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can reflexively vibrate himself out of phase with reality, making it much harder for an attacker to strike him successfully. Many attacks that would otherwise hit him miss because he vibrates out of phase right before they hit him, then returns to a solid state a micro-second later.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½), Does Not Work While Density Increase Or Desolidification Are Active (-1), Does Not Work Against Affects Desolidified Attacks (-¼). Total cost: 11 points.

Options:

- 1) *Strong Blink Vibro-Phasing:* Increase to +8 DCV. 40 Active Points; total cost 14 points.
- 2) *Weak Blink Vibro-Phasing:* Decrease to +4 DCV. 20 Active Points; total cost 7 points.



BLUR

Effect: +4 DCV
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character vibrates constantly, blurring his form and position and thus making himself harder to target accurately.

Game Information: +4 DCV (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

Options:

- 1) *Incredibly Blurry:* Increase to +6 DCV. 30 Active Points; total cost 20 points.
- 2) *Mildly Blurry:* Decrease to +2 DCV. 10 Active Points; total cost 7 points.
- 3) *Blurry Butterfingers:* While blurring his form, the character has trouble holding onto things because his hands vibrate. Add Side Effect (-2 to all DEX Rolls to hold onto things and for related purposes, always occurs; -½). Total cost: 10 points.



BURN MY WAY OUT

Effect: RKA 3d6, Only Works Against Restraints
Target: One restraint (see text)
Duration: Instant
Range: No Range
END Cost: 4

Description: If the speedster's tied up, chained, or otherwise restrained, he can vibrate at hypervelocity, generating enough friction or vibrations to burn his way out or shatter the restraints. If the "restraint" is a character who's Grabbed him, the Grabber has the option of (a) letting the speedster

go as an Action which takes no time (and thus taking no damage) or (b) maintaining the Grab but suffering the damage.

Game Information: RKA 3d6 (45 Active Points); No Range (-½), Only Works Against Restraints (-1¼), No Knockback (-¼). Total cost: 15 points.

Options:

- 1) *Strong Burn:* Increase to RKA 4d6. 60 Active Points; total cost 20 points.
- 2) *Weak Burn:* Decrease to RKA 2d6. 30 Active Points; total cost 10 points.



SHAKEOUT

Effect: +40 STR, Only To Escape Entangles/Grabs
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can vibrate himself so violently that he breaks or slips out of Entangles and Grabs with ease.

Game Information: +40 STR, Reduced Endurance (0 END; +½) (60 Active Points); Only To Escape Entangles And Grabs (-1½). Total cost: 24 points.

Options:

- 1) *Improved Shakeout:* Increase to +60 STR. 90 Active Points; total cost 36 points.
- 2) *Weak Shakeout:* Decrease to +30 STR. 45 Active Points; total cost 18 points.
- 3) *Skillful Shakeout:* Add Requires A Speedster Tricks Roll (-½). Total cost: 20 points.



VIBRO-FIELD

Effect: Resistant Protection (15 PD/15 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 43

Description: The character can establish a field of vibro-energy that protects his body by shaking apart or deflecting physical missiles and disrupting energy attacks.

Game Information: Resistant Protection (15 PD/15 ED) (45 Active Points); Costs Endurance (-½). Total cost: 30 points.

Options:

- 1) *Strong Field:* Increase to Resistant Protection (20 PD/20 ED). 60 Active Points; total cost 40 points.
- 2) *Weak Field:* Decrease to Resistant Protection (12 PD/12 ED). 36 Active Points; total cost 24 points.
- 3) *Tougher Field:* Add Hardened (+¼). 56 Active Points; total cost 37 points.
- 4) *Missile-Resistant Field:* The character's Vibro-Field offers greater protection against physical attacks than energy ones. Change to Resistant Protection (18 PD/12 ED). 45 Active Points; total cost 30 points.
- 5) *Countervibrations:* The character's Vibro-Field counteracts the effects of vibration- or sonic-based attacks. Add Resistant Protection

(+0 PD/+10 ED) (15 Active Points); Only Works Against Sonic And Vibratory Attacks (-½) (total cost: 10 points). 45 + 15 = 60 Active Points; total cost 30 + 10 = 40 points.

MOVEMENT POWERS



VIBRO-TUNNELING

Effect: Tunneling 10m through PD 8 materials
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character uses his control over vibratory and seismic phenomena to dig tunnels through the ground.

Game Information: Tunneling 10m through PD 8 materials. Total cost: 26 points.

Options:

- 1) *Faster Tunneling:* Tunneling 16m through PD 10 materials. Total cost: 36 points.
- 2) *Slower Tunneling:* Tunneling 6m through PD 5 materials. Total cost: 16 points.



VIBRO-GLIDING

Effect: Running +30m
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character's feet vibrate as he moves, allowing him to "skate" along virtually any surface far faster than most people can run.

Game Information: Running +30m. Total cost: 30 points.

Options:

- 1) *Faster Vibro-Gliding:* Increase to Running +40m. Total cost: 40 points.
- 2) *Slower Vibro-Gliding:* Decrease to Running +20m. Total cost: 20 points.
- 3) *Vibro-Gliding Variant:* This form of the power is built with Flight (Gliding). This costs the character fewer points, and prevents him from leaving tracks as he moves, but makes him less maneuverable because he has a Turn Mode. Change to Flight 40m (40 Active Points); Gliding (-1). Total cost: 20 points.

SENSORY POWERS



AUGMENTED TOUCH

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's sensitivity to vibrations, and ability to use them in "radar"-like fashion at extremely short ranges, enhances his sense of touch.

Game Information:

Cost Powers

- 3 **Augmented Touch:** +3 PER with Normal Touch
 5 **Augmented Touch:** Discriminatory for Normal Touch



VIBRO-SENSE

Effect: Detect Physical Vibrations
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense vibrations and tremors in the earth, making it possible for him to track the movements of people even if he's blinded.

Game Information: Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Range, Targeting (30 Active Points); Only When In Contact With The Ground (-¼). Total cost: 24 points.

Options:

- 1) *Wide-Band Vibro-Sense:* The character can perceive tremors all around him, not just in one direction. Add Increased Arc Of Perception (360 Degrees). 35 Active Points; total cost 28 points.
- 2) *Precise Vibro-Sense:* The character's perception of vibrations and tremors is so acute he can garner enormous amounts of information from them. Add Analyze. 35 Active Points; total cost 28 points.

MISCELLANEOUS POWERS

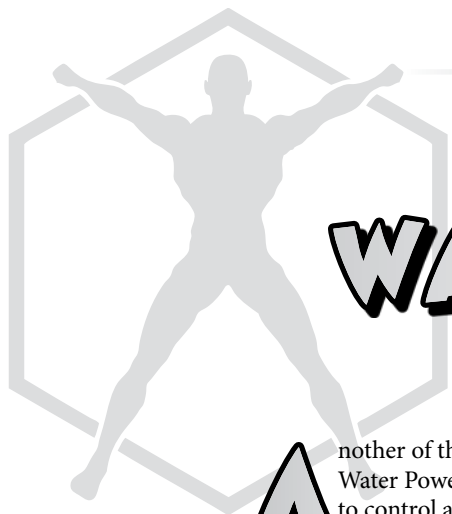


VIBRO-PHASING

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character vibrates his body in such a way that he can pass through solid objects like walls, or allow most attacks to pass harmless through him.

Game Information: Desolidification (affected by sonic-, vibration-, and air-based attacks). Total cost: 40 points.



WATER POWERS

Another of the “elemental” power suites, Water Powers grant a character the ability to control and manipulate water — everything from generating powerful blasts of water to transforming one’s body into water. This category also includes steam-related powers. Solidified water is ice, and gaseous water as water vapor, so a broader view of Water as a special effect might allow a character to also have some Ice/Cold-based powers. Additionally, many water-based characters have powers related to aquatic creatures (see *Animal Powers*) or to some forms of weather (see *Weather Powers*).

Water is one of the most common chemical substances on Earth (covering approximately 71% of the planet’s surface) and is, according to conventional modern science, necessary for life to arise and exist (witness, for example, how all major human civilizations began along or near the sources of water necessary for human survival and comfort). It’s a significant component of the physical form; approximately 70% of the fat-free mass of the human body is water. Philosophically/mythologically, Water is often associated with healing, birth, fertility, growth, and change.

In most cases, characters with Water Powers can create or generate their own water. If they must draw on outside sources of water to “fuel” their powers, the GM may allow a -¼ Limitation, *Requires Nearby Source Of Water*. For the purposes of this Limitation:

- a Water power uses 1 liter of water per Active Point; if a character has access to less than this, he has to use his powers at less than full effect
- “Nearby” means within 20m. At the GM’s option, a Water character can use these type of powers if there’s enough water further away, but his powers suffer a -3 Active Point reduction for every +1m distance beyond 20m to the source of water.

In most urban areas there should be enough water available in pipes and the like to keep Water powers functioning normally. Lack of water is only likely to become a significant factor in some wilderness areas, outer space, and the like.

OFFENSIVE POWERS



CRASHING WAVE

Effect: Blast 8d6
Target: 32m Line
Duration: Instant
Range: 100m
END Cost: 6

Description: The character creates a huge wave of water that washes over a long area, smashing into everyone in it. Unlike most Area Of Effect (Line) powers, the Line in this case shouldn’t point away from the character; it should strike perpendicular to him.

Game Information: Blast 8d6, Area Of Effect (32m Line; +½) (60 Active Points); Limited Range (100m; -¼). Total cost: 48 points.

Options:

- 1) *Strong Wave:* Increase to Blast 10d6. 75 Active Points; total cost 60 points.
- 2) *Weak Wave:* Decrease to Blast 6d6. 45 Active Points; total cost 36 points.
- 3) *Big Wave:* Increase to Area Of Effect (125m Line; +1). 80 Active Points; total cost 64 points.
- 4) *Easy Wave:* Add Reduced Endurance (0 END; +½). 80 Active Points; total cost 64 points.
- 5) *Powerful Wave:* Add Double Knockback (+½). 80 Active Points; total cost 64 points.



CURRENT MANIPULATION

Effect: Boost Swimming 4d6,
 Suppress Swimming 4d6
Target: One character
Duration: Constant
Range: 240m/400m
END Cost: 4

Description: The character can control currents and water flow to either push someone through the water more quickly, or inhibit that person’s ability to swim. He can do the same to boats and other watercraft.

Game Information:**Cost Power**

- 27 **Current Manipulation:** Multipower, 40-point reserve; all Costs Endurance (-½)
- 2f 1) **Enhance Swimming:** Boost Swimming 4d6, Ranged (+½); Costs Endurance (-½)
- 3f 2) **Inhibit Swimming:** Suppress Swimming 4d6; Costs Endurance (-½)

Total cost: 32 points.

Options:

- 1) *Strong Current Manipulation:* Increase Multipower reserve to 60 points, slot one to Boost 6d6, and slot two to Suppress 6d6. Total cost: 48 points.
- 2) *Weak Current Manipulation:* Decrease Multipower reserve to 30 points, slot one to Boost 3d6, and slot two to Suppress 3d6. Total cost: 24 points.
- 3) *Wide Current Manipulation I:* The character can aid or restrain Swimming for everyone over a wide area. Increase Multipower reserve to 60 points and add Area Of Effect (8m Radius; +½) to both slots. Total cost: 47 points.
- 4) *Wide Current Manipulation II:* As Wide Current Manipulation I, but increase Multipower reserve to 100 points and add a third slot (Suppress 4d6, Area Of Effect, MegaArea (1m = 1 km wide and broad; +1)). This allows the character to slow down entire flotillas of ships or schools of fish. Total cost: 82 points.

**DEHYDRATE**

Effect: Blast 8d6, NND
Target: One character
Duration: Instant
Range: 300m
END Cost: 6

Description: With this power, a character can remove or dry up the liquid in another person's body, causing intense pain and shock due to dehydration. The effect wears off quickly if the target is immersed in water (he gets a "free" Recovery of this damage every Phase as an Action that takes no time).

Game Information: Blast 8d6, NND (defense is Power Defense or a body that lacks liquids; +½) (60 Active Points); Victims At Least 50% Immersed In Water Get A Free Recovery Of This Damage Each Phase (-½). Total cost: 40 points.

Options:

- 1) *Intense Dehydration:* Increase to Blast 10d6. 75 Active Points; total cost 50 points.
- 2) *Mild Dehydration:* Decrease to Blast 6d6. 45 Active Points; total cost 30 points.
- 3) *Fatal Dehydration:* The character's power has such severe effects that it can kill a living being. Decrease to Blast 6d6 and add Does BODY (the free Recovery described above applies to BODY; +1) and No Knockback (-¼). 75 Active Points; total cost 43 points.

- 4) *Thirsty Yet?:* The character can maintain the dehydration effect until the target passes out. Decrease to Blast 6d6 and add Constant (+½). 60 Active Points; total cost 40 points.
- 5) *Parched Zone:* The character can dehydrate everyone in a large area. Decrease to Blast 6d6 and add Area Of Effect (8m Radius; +½). 60 Active Points; total cost 40 points.

**DROWNING**

Effect: RKA 1d6, NND, Does BODY
Target: One character
Duration: Constant
Range: 150m
END Cost: 5

Description: The character surrounds the victim's head (or other breathing organs, as appropriate) with a bubble of water that also forces itself down into the victim's lungs, causing the victim to quickly drown.

Game Information: RKA 1d6, NND (defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1), Does BODY (+1), Constant (+½). Total cost: 52 points.

Options:

- 1) *Quicker Drowning:* Increase to RKA 1d6+1. Total cost: 70 points.
- 2) *Slower Drowning:* Decrease to RKA ½d6. Total cost: 35 points.
- 3) *Realistic Drowning:* This power causes characters to die from lack of oxygen much more quickly than the rules ordinarily allow (see 6E2 130). To simulate realistic drowning, use the optional rules for Change Environment on APG 83: Change Environment (suffocation). Total cost: 20 points.
- 4) *No Air For Any Of You:* The character can create multiple bubbles of water around multiple targets. Add Area Of Effect (16m Radius Selective; +1). Total cost: 67 points.
- 5) *Enhanced Drowning:* If the character can see a target, he can create a water bubble around the target's head, regardless of intervening barriers such as windows. Add Indirect (Source Point is always the character, but Path can vary from use to use; +½). Total cost: 60 points.

**EXTINGUISH FIRE**

Effect: Dispel 12d6, any one Fire Power
Target: See text
Duration: Instant
Range: 360m
END Cost: 5

Description: The character can put out fires by dousing them with copious amounts of water. This includes both natural fires, and Fire-based superpowers.

For fire powers possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills a 1m radius area or less, use its Active Points (typically for an RKA, Constant) to determine whether the Dispel works (see 6E2 150 for suggested damage ranges for fires). If it fills a larger area, the character can either extinguish it in 1m radius area sections, or in larger “pieces.” To determine the Active Points for a large fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn’t get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: Dispel Fire 12d6, Variable Effect (any one Fire/Heat power at a time; +½). Total cost: 54 points.

Options:

- 1) *Strong Extinguishing:* Increase Dispel to 20d6. Total cost: 90 points.
- 2) *Weak Extinguishing:* Decrease Dispel to 10d6. Total cost: 45 points.
- 3) *Broad-Spectrum Extinguishing I:* Add Expanded Effect (any two Fire Powers simultaneously; +½). Total cost: 72 points.
- 4) *Broad-Spectrum Extinguishing II:* Add Expanded Effect (any four Fire Powers simultaneously; +1½). Total cost: 108 points.
- 5) *Broad-Spectrum Extinguishing III:* Change to Expanded Effect + Variable Effect (all Fire Powers simultaneously; +4). Total cost: 180 points.
- 6) *Wide Extinguishing I:* A character with this power can apply his Dispel to larger areas’ worth of fire simultaneously and ignore the Area Of Effect on the fire for purposes of determining the Active Points he must overcome with his Dispel roll, or may affect multiple fire-using characters within an area at once. Add Area Of Effect (8m Radius; +½). Total cost: 72 points.
- 7) *Wide Extinguishing II:* Like Wide Extinguishing I, but covering a much smaller area, and mostly useful for easily hitting fast-moving fire-using characters. Add Area Of Effect (1m Radius; +¼). Total cost: 63 points.
- 8) *Increasing Extinguishing:* A character with this option might not always put out a fire on the first try, but often he can whittle it down until there’s eventually nothing left. Add Cumulative (+½). Total cost: 72 points.



HYDROKINESIS

Effect: Telekinesis (20 STR), Water Only
Target: Up to 400 kg of water
Duration: Constant
Range: 300m
END Cost: 3

Description: The character can control water. He can pick up as much as 400 kg of it without touching it, hurl it at people, shape it into simple forms or letters, and so forth.

Game Information: Telekinesis (20 STR), Affects Porous (40 Active Points); Only Works On Water (-1). Total cost: 20 points.

Options:

- 1) *Greater Water Control I:* Increase to Telekinesis (30 STR). 55 Active Points; total cost 27 points.
- 2) *Greater Water Control II:* Increase to Telekinesis (40 STR). 70 Active Points; total cost 35 points.
- 3) *Lesser Water Control:* Decrease to Telekinesis (10 STR). 25 Active Points; total cost 12 points.
- 4) *Steam Control:* Character also buys a naked Advantage, *Area Of Effect* (8m Radius; +½) (20 Active Points); Only Works On Water (-1); total cost: 10 points. This allows the power to affect clouds of steam and water vapor as well as liquid water.
- 5) *Liquid Control:* Change to Only Works On Liquids (-½). Total cost: 27 points.



JUMP IN THE LAKE

Effect: Growth
Target: Self
Duration: Constant
Range: Self
END Cost: 9

Description: The character can absorb an existing body of water into his own form, adding to his mass and height. He must exert END to maintain the extra mass.

Game Information: Growth (+45 STR, +15 CON, +15 PRE, +9 PD, +9 ED, +9 BODY, +18 STUN, +7m Reach, +36m Running, -18m KB, +6 to others’ OCV to hit character, +6 to others’ PER Rolls to perceive character, 16m tall, 8m wide, 50,000 kg) (90 Active Points); Requires A Large Body of Water (-1). Total cost: 45 points.

Options:

- 1) *Jump In The Ocean:* Increase to Growth (+60 STR, +20 CON, +20 PRE, +12 PD, +12 ED, +12 BODY, +24 STUN, +15m Reach, +48m Running, -24m KB, +8 to others’ OCV to hit character, +8 to others’ PER Rolls to perceive character, 32m tall, 16m wide, 400,000 kg). 120 Active Points; total cost 60 points.
- 2) *Jump In The Pond:* Decrease to Growth (+30 STR, +10 CON, +10 PRE, +6 PD, +6 ED, +6 BODY, +12 STUN, +3m Reach, +24m Running, -12m KB, 6,400 kg, +4 OCV to hit character, +4 PER Rolls to perceive character, 8m tall, 4m wide). 50 Active Points; total cost 25 points.
- 3) *Easy Jump In The Lake:* Once a character has absorbed the water, he doesn’t have to spend END to maintain the extra mass. Add Costs Endurance Only To Activate (+¼). 112 Active Points; total cost 56 points.



SHORT CIRCUIT

Effect: Drain Fire and Electricity Powers 2d6
Target: One character
Duration: Instant
Range: 50m
END Cost: 8

Description: The character can project a blast of water not to cause physical harm, but to quench fires and short circuit electrical powers and circuits. The water drenches the target, weakening his Fire and Electricity powers.

Game Information: Drain Fire and Electricity Powers 2d6, Expanded Effect + Variable Effect (all Fire/Heat powers simultaneously; +4), Multiple Special Effects (Fire and Electricity powers simultaneously; +½) (110 Active Points); Limited Range (50m; -¼). Total cost: 88 points.

Options:

- 1) *Strong Blast:* Increase to Drain Fire and Electricity Powers 3d6. 165 Active Points; total cost 132 points.
- 2) *Weak Blast:* Decrease to Drain Fire and Electricity Powers 1d6. 55 Active Points; total cost 44 points.



SPLASH IN THE FACE

Effect: Sight and Hearing Group Flash 6d6
Target: One character
Duration: Instant
Range: 1150m
END Cost: 3

Description: The character can project a splash of water into a target's face, temporarily blinding him and clogging his ears with water.

Game Information: Sight and Hearing Group Flash 6d6. Total cost: 35 points.

Options:

- 1) *Better Splash I:* Increase to Sight and Hearing Group Flash 8d6. Total cost: 45 points.
- 2) *Better Splash II:* The splash of water also clogs the target's nose. Add Smell/Taste Group. Total cost: 40 points.
- 3) *Weak Splash:* Decrease to Sight and Hearing Group Flash 4d6. Total cost: 25 points.



WATER BLAST

Effect: Blast 12d6
Target: One character
Duration: Instant
Range: 600m
END Cost: 6

Description: The character can project a powerful blast of water that hits the target like a battering ram.

Game Information: Blast 12d6. Total cost: 60 points.

Options:

- 1) *Strong Water Blast:* Increase to Blast 14d6. Total cost: 70 points.
- 2) *Weak Water Blast:* Decrease to Blast 8d6. Total cost: 40 points.
- 3) *Pushing Water Blast:* The force of the character's Water Blast can knock a target head over heels. Decrease to Blast 8d6 and add Double Knock-back (+½). Total cost: 60 points.
- 4) *Expanded Water Blast I:* The character's Water Blast is large enough to hit multiple targets. Decrease to Blast 8d6 and add Area Of Effect (32m Line; +½) and No Range (-½). 60 Active Points; total cost 40 points.

- 5) *Expanded Water Blast II*: The character's Water Blast takes the form of a broad cone that can hit multiple targets. Decrease to Blast 8d6 and add Area Of Effect (16m Cone; +½) and No Range (-½). 60 Active Points; total cost 40 points.
- 6) *Splash Blast*: The character's Water Blast splashes water in the target's face. Decrease to Blast 8d6 and add Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.
- 7) *Filled Lungs*: Instead of blasting the target with water, the character causes the target's lungs to fill with water briefly, making him choke. Decrease to Blast 6d6 and add NND (defense is Life Support [Self-Contained Breathing] or no need to breathe; +1). Total cost: 60 points.
- 8) *Choking Blast*: Some of the water from the character's attack gets into the victim's lungs, choking him. Decrease to Blast 8d6 and add Blast 2d6, NND (defense is Life Support [Self-Contained Breathing] or no need to breathe; +1) (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.
- 9) *Fist Of Water*: The character uses his control over water to shape it into crude forms — a fist, a hammer, or the like — and then strike with the “weapon” from various angles. Decrease to Blast 8d6 and add Indirect (Source Point is always the character, but the Path can vary from use to use; +½). Total cost: 60 points.



WATER MASTERY

Effect: Suppress Water Powers 3d6
Target: One character
Duration: Constant
Range: 300m
END Cost: 15

Description: The character's control of water and currents is so great he can interfere with, and perhaps even temporarily prevent the use of, another character's water powers.

Game Information: Suppress Water Powers 3d6, Expanded Effect + Variable Effect (all Water Powers simultaneously; +4) (150 Active Points); Costs Endurance (-½). Total cost: 100 points.

Options:

- 1) *Strong Water Mastery*: Increase to Suppress 4d6. 200 Active Points; total cost 133 points.
- 2) *Weak Water Mastery*: Decrease to Suppress 2d6. 100 Active Points; total cost 67 points.
- 3) *Stealing The Tide*: A character with this power literally takes the Water Powers from another character and uses them to augment his own. Change to: Drain Water Powers 4d6, Variable Effect (any one Water power at a time; +½) (60 Active Points); Unified Power (-¼) (total cost: 48 points) **plus** Aid Water Powers 3d6, Variable Effect (any one Water power at a time; +½), Delayed Return Rate (points fade at the rate of 5 per Minute; +1), Trigger (when character successfully uses Drain, activating Trigger

takes no time, Trigger immediately automatically resets; +1) (63 Active Points); Only Aid Self (-1), Linked (-¼), Unified Power (-¼) (total cost: 25 points). Total cost: 73 points.

DEFENSIVE POWERS



WALL OF WATER

Effect: Barrier 10 PD/8 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable

Target: Area
Duration: Constant
Range: 700m
END Cost: 7

Description: The character can form a literal wall of water between himself and his attackers. He can also shape this wall to englobe and trap a single human-sized target.

Game Information: Barrier 10 PD/8 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable (67 Active Points); Costs Endurance (to maintain; -½). Total cost: 45 points.

Options:

- 1) *Strong Wall*: Increase to Barrier 12 PD/10 ED, 10 BODY (up to 12m long, 4m tall, and ½m thick). 75 Active Points; total cost 50 points.
- 2) *Weak Wall I*: Decrease to Barrier 8 PD/6 ED, 8 BODY (up to 8m long, 3m tall, and ½m thick). 56 Active Points; total cost 37 points.
- 3) *Weak Water Wall II*: The character's Water Wall is too thin to stop high-velocity, sharp, or high-energy attacks. Add Nonresistant (-¼). 67 Active Points; total cost 38 points.
- 4) *Larger Wall*: Add +10m length and +1m height. 78 Active Points; total cost 52 points.
- 5) *Opaque Water Wall*: The water in the character's wall is churned up and frothing, preventing anyone from seeing through it. Add Opaque (Sight Group). 77 Active Points; total cost 51 points.



WATER FORM

Effect: Physical Damage Reduction, Resistant, 50% **plus** Energy Damage Reduction, Resistant, 25%

Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body partly or wholly into water, which makes it difficult for attacks (especially physical ones) to harm him.

Game Information: Physical Damage Reduction, Resistant, 50% (30 Active Points); Costs Endurance (-½) (total cost: 20 points) **plus** Energy Damage Reduction, Resistant, 25% (15 Active Points); Costs Endurance (-½) (total cost: 10 points). 30 + 15 = 45 Active Points; total cost 20 + 10 = 30 points.

Options:

- 1) *Improved Water Form*: Increase Physical Damage Reduction to 75%. $60 + 15 = 75$ Active Points; total cost $40 + 10 = 50$ points.
- 2) *Water Form Variant*: This form of the power is built with Armor. Change to Resistant Protection (16 PD/10 ED) (39 Active Points); Costs Endurance ($-\frac{1}{2}$). Total cost: 26 points.

**WATER SHIELD**

Effect: Resistant Protection (18 PD/12 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can protect himself by wrapping his body in a protective field of water.

Game Information: Resistant Protection (18 PD/12 ED) (45 Active Points); Costs Endurance ($-\frac{1}{2}$). Total cost: 30 points.

Options:

- 1) *Strong Water Shield*: Increase to Resistant Protection (24 PD/20 ED). 66 Active Points; total cost 44 points.
- 2) *Weak Water Shield*: Decrease to Resistant Protection (16 PD/10 ED). 39 Active Points; total cost 26 points.

MOVEMENT POWERS**PIPELINE TRAVEL**

Effect: Teleportation 20m
Target: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character can transform himself into water, travel through pipes or easily-porous substances, and then reform his body up to 20m away. Unless he has some other power that allows him to remain as a mass of water (such as *Water Form* or *Body Of Water*), he reverts to normal form at the end of the Teleportation, which may have deadly consequences (if necessary, the GM can use the Teleportation Damage Table on 6E2 29 to represent what happens when the character becomes flesh and blood inside a tiny pipe or the like).

Game Information: Teleportation 20m (20 Active Points); Only Through Water, Objects Meant To Carry Water, Or Easily-Porous Substances ($-\frac{1}{2}$). Total cost: 13 points.

Options:

- 1) *Strong Power*: Increase to Teleportation 40m. 40 Active Points; total cost 27 points.
- 2) *Weak Power*: Decrease to Teleportation 10m. 10 Active Points; total cost 7 points.

**SUPER-SWIMMING**

Effect: Swimming +60m
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can move through the water faster than the fastest fish or submarine.

Game Information: Swimming +60m. Total cost: 30 points.

Options:

- 1) *Faster Super-Swimming*: Increase to Swimming +80m. Total cost: 40 points.
- 2) *Slower Super-Swimming*: Decrease to Swimming +40m. Total cost: 20 points.
- 3) *School Swimming*: The character can help his friends to swim faster as well by controlling water currents to propel them through the water along with him. Buy as a naked Advantage Usable By Nearby (+1). Total cost: 30 points.

**WATER COLUMN**

Effect: Flight 16m, Only Within 16m Of Water
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can create a column of water to carry him aloft as high as 16m above the surface. However, he can only do this as long as he remains within 16m of a substantial body of water. The GM determines whether a body of water is large enough for this power to work; generally, there needs to be at least one cubic meter of water for every point of BODY the character has.

Game Information: Flight 16m (16 Active Points); Only Within 16m Of A Substantial Body Of Water (see text; $-\frac{1}{2}$). Total cost: 6 points.

Options:

- 1) *Slow Water Column*: Decrease to Flight 10m. 10 Active Points; total cost 4 points.

**WATER WALKWAY**

Effect: Flight 12m, Usable Simultaneously, Only On Water
Target: Up to eight characters
Duration: Constant
Range: Touch
END Cost: 2

Description: The character can temporarily "solidify" the surface of a body of water so that other people can walk on it.

Game Information: Flight 12m, Usable By Nearby (+1) (24 Active Points); Only In Contact With The Surface Of Designated Body Of Water ($-\frac{1}{4}$). Total cost: 19 points.

**WAVERIDING**

Effect: Flight 20m
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character's control over water is so great that he can create a wave or "trail" of water in the air that can carry him.

Game Information: Flight 20m. Total cost: 20 points.

Options:

- 1) *Strong Waveriding:* Increase to Flight 30m. Total cost: 30 points.
- 2) *Weak Waveriding:* Decrease to Flight 16m. Total cost: 16 points.
- 3) *Fast Waveriding:* Add x4 Noncombat. Total cost: 25 points.

SENSORY POWERS**UNDERWATER SENSES**

Effect: Various Enhanced Senses
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the senses he needs to perceive things deep underwater. He may purchase as many of these as he wishes.

Game Information:**Cost Power**

- 5 **Underwater Eyes:** Nightvision
- 28 **Water Currents Sense:** Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Targeting (35 Active Points); Only When In Contact With The Water (-¼)

STEAM POWERS**STEAM BLAST**

Effect: RKA 3d6, No Knockback
Target: One character
Duration: Instant
Range: 50m
END Cost: 4

Description: The character can project a blast of scalding steam to burn his enemies.

Game Information: RKA 3d6 (45 Active Points); Limited Range (50m; -¼), No Knockback (-¼). Total cost: 30 points.

Options:

- 1) *Hotter Steam:* Increase to RKA 4d6. 60 Active Points; total cost 40 points.
- 2) *Cooler Steam:* Decrease to RKA 2d6. 30 Active Points; total cost 20 points.
- 3) *Steam Cloud:* The character can create a steam cloud to scald several enemies at once. Decrease to RKA 2d6 and add Area Of Effect (8m Radius; +½). 45 Active Points; total cost 30 points.
- 4) *Steam Cone:* The character's Steam Blast takes the form of a broad cone. Decrease to RKA 2d6 and add Area Of Effect (16m Cone; +½), and replace Limited Range (-¼) with No Range (-½). 45 Active Points; total cost 26 points.
- 5) *Blinding Steam:* The character's Steam Blast also creates a cloud of steam that temporarily blinds the target. Add Sight Group Flash 3d6 (15 Active Points); Linked (-½) (total cost: 10 points). 45 + 15 = 60 Active Points; total cost 30 + 10 = 40 points.

**STEAM FORM**

Effect: Desolidification
Target: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into a cloud of steam.

Game Information: Desolidification (affected by air and water attacks) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.

Options:

- 1) *Easy Steam Form:* The character can maintain his Steam Form effortlessly. Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 40 points.
- 2) *Scalding Steam Form:* The character's Steam Form is hot enough to burn anyone who touches him. Add RKA ½d6, Affects Physical World (+2), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½) (42 Active Points); Linked (-¼), No Range (-½) (total cost: 24 points). 40 + 42 = 82 Active Points; total cost 27 + 24 = 51 points.

MISCELLANEOUS POWERS



AQUATIC ADAPTATIONS

Effect: Various forms of Life Support and Environmental Movement

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's body is adapted for spending lots of time underwater. He may be able to breathe underwater, or to withstand the chill and crushing pressure of the deep ocean, or both. He may also be so at home in the water that he suffers no combat penalties there. The character can buy as many of these powers as he wishes.

Game Information:

Cost Aquatic Adaptations

- 4 **Aquatic Movement:** Environmental Movement (no penalties in water)
- 5 **Breathe Underwater:** Life Support (Expanded Breathing: breathe underwater)
- 3 **Underwater Comfort:** Life Support (Safe Environments: High Pressure, Intense Cold)



BODY OF WATER

Effect: Desolidification, Damage Reduction

Target: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can transform his body into water. In addition to the power listed here, the character should buy *Water Form*, above.

Game Information: Desolidification (affected by water, fire, and cold attacks) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.

Options:

- 1) **Permanent Water Form:** The character's body is made of water permanently; he has no solid form. Add Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼), and Always On (-½) to Desolidification (80 Active Points; total cost 40 points) and also buy Physical Damage Reduction, Resistant, 50% and Energy Damage Reduction, Resistant, 25% (total cost: 45 points). Total cost: 105 points.



HAVE A DRINK

Effect: Life Support (Diminished Eating: No Need To Eat), Only For Water

Target: Up to 8 persons

Duration: 1 Continuing Charge for 1 Day

Range: Self

END Cost: 0

Description: The character can create enough potable water to keep himself and up to seven other people from needing other sources of water for a day.

Game Information: Life Support (Diminished Eating: No Need To Eat), Usable Simultaneously (up to 8 people at once; +1), 1 Continuing Charge lasting for 1 Day (+0) (7 Active Points); Only To Provide Water To Drink (-1). Total cost: 3 points.



RED SEA EFFECT

Effect: Telekinesis (80 STR), Only To Part Waters

Target: Up to 1,600 tons of water

Duration: Constant

Range: 1,200m

END Cost: 13

Description: The character can part a body of water so that people can walk through it. The bottom of the river- or sea-bed may still be muddy, but the GM may invoke dramatic sense and rule that the character's Telekinesis also "moves" the water out of the soil so people can walk or drive over it easily.

Game Information: Telekinesis (80 STR), Affects Porous (130 Active Points); Only To Part Waters (-2). Total cost: 43 points.



WEATHER POWERS

Weather Powers involve a character's ability to control and manipulate the weather and weather-related phenomena — wind, lightning, thunder, and the like. Powerful weather manipulators, or those with broader power sets, often have Air Powers, Electricity Powers, or Ice/Cold Powers as well, and sometimes even Water Powers.

OFFENSIVE POWERS



AIR MANIPULATION

Effect: Telekinesis (10 STR), Affects Whole Object
Target: One character
Duration: Constant
Range: 150m
END Cost: 1

Description: The character has enough control over winds and air that he can use them to pick up objects without touching them.

Game Information: Telekinesis (10 STR) (15 Active Points); Affects Whole Object (-¼). Total cost: 12 points.

Options:

- 1) *Strong Manipulation:* Increase Telekinesis to 20 STR. 30 Active Points; total cost 24 points.
- 2) *Weak Manipulation:* Decrease Telekinesis to 6 STR. 9 Active Points; total cost 7 points.
- 3) *Clumsy Air Manipulation:* The character has limited control over what he can do with the winds; he can only use them to push things away. Add Only To Push Objects Away (-1). 15 Active Points; total cost 7 points. (Character may substitute a similar Limitation, such as Only To Pull Objects Toward Character, for Only To Push Objects Away.)



AMBIENT WEATHER ENHANCEMENT

Effect: Boost Weather Powers 4d6
Target: Self
Duration: Constant
Range: Self
END Cost: 7

Description: The character can enhance his weather manipulation powers when he creates an effect that's already present — he can increase his

wind powers if it's already windy, his lightning powers become stronger during a thunderstorm, and so forth. The GM may, in his discretion, limit the number of Boost dice the character can apply based on the severity of the ambient weather (e.g., a light breeze would only allow the character to add 1d6 to his wind powers).

Game Information: Boost Weather Powers 4d6, Expanded Effect + Variable Effect (any four Weather powers at a time; +2) (72 Active Points); Only Aid Self (-1), Costs Endurance (to maintain; -½), Only Works On Weather Effects Similar To The Ambient Weather (-1). Total cost: 20 points.

Options:

- 1) *Strong Enhancement:* Increase to Boost Weather Powers 5d6. 90 Active Points; total cost 26 points.
- 2) *Weak Enhancement:* Decrease to Boost Weather Powers 3d6. 54 Active Points; total cost 15 points.



BLINDING WEATHER

Effect: Change Environment, -4 Sight Group PER Rolls, Personal Immunity
Target: 16m Radius
Duration: Constant
Range: 120m
END Cost: 2

Description: The character can create weather phenomena that interfere with vision, such as a thick fog, driving rain, or heavy snow.

Game Information: Change Environment, -4 to Sight Group PER Rolls, Area Of Effect (16m Radius; +¾), Personal Immunity (+¼), Varying Effect (any type of weather that could interfere with vision; +½). Total cost: 30 points.

Options:

- 1) *Heavier Weather:* Increase to -6 to Sight Group PER Rolls. Total cost: 45 points.
- 2) *Milder Weather:* Decrease to -2 to Sight Group PER Rolls. Total cost: 15 points.
- 3) *Larger Weather:* Increase to Area Of Effect (32m Radius; +1). Total cost: 33 points.
- 4) *Driving Sleetstorm:* The character can create a sleet and snow storm that not only makes it difficult to see, it makes it hard to walk without slipping. Add -3 to DEX Rolls to move on, and remove Varying Effect. Total cost: 42 points.



CHILLING BLIZZARD

Effect: Blast 4d6, NND
Target: 1m Radius
Duration: Constant
Range: 40m
END Cost: 5

Description: The character creates a small but intense blizzard that saps the energies of the target.

Game Information: Blast 4d6, NND (defense is Life Support [Safe Environment: Intense Cold], fire powers, or some other personal source of heat; +1), Area Of Effect (1m Radius; +¼), Constant (+½) (55 Active Points); Limited Range (40m; -¼). Total cost: 44 points.

Options:

- 1) *Arctic Chilling Blizzard:* Increase to Blast 5d6. 69 Active Points; total cost 55 points.
- 2) *Mild Chilling Blizzard:* Decrease to Blast 3d6. 41 Active Points; total cost 33 points.
- 3) *Large Chilling Blizzard I:* Increase to Area Of Effect (32m Radius; +1). 70 Active Points; total cost 56 points.
- 4) *Large Chilling Blizzard II:* Increase to Area Of Effect (64m Radius; +1¼). 75 Active Points; total cost 60 points.



EXPOSURE

Effect: Change Environment, 4 points NND damage, Personal Immunity
Target: 16m Radius
Duration: Constant
Range: 520m
END Cost: 4

Description: The character can create weather phenomena so intense that it causes anyone within the affected area to suffer the effects of exposure.

Examples include blistering heatwaves, arctic cold air, chilling rain or snowstorms, or hailstorms.

Game Information: Change Environment (create intensely cold weather), 4 points NND damage (the defense is an appropriate form of Life Support [Safe Environment]), Area Of Effect (16m Radius; +¾), Personal Immunity (+¼), Varying Effect (any type of weather that could cause exposure damage; +½). Total cost: 50 points.

Options:

- 1) *Heavier Weather:* Increase to 6 points NND damage. Total cost: 75 points.
- 2) *Milder Weather:* Decrease to 2 points NND damage. Total cost: 25 points.
- 3) *Larger Weather:* Increase to Area Of Effect (32m Radius; +1). Total cost: 55 points.



LIGHTNING BOLT

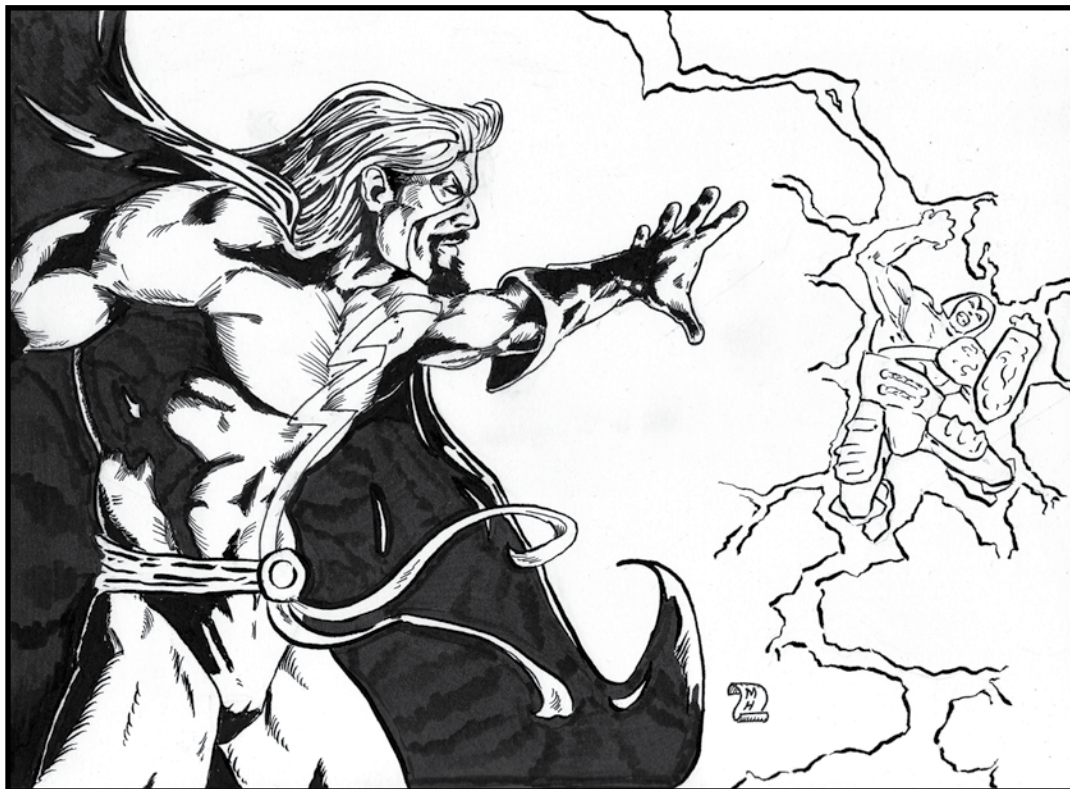
Effect: RKA 2½d6
Target: One character
Duration: Instant
Range: 400m
END Cost: 4

Description: The character can project a powerful bolt of lightning from his hands.

Game Information: RKA 2½d6. Total cost: 40 points.

Options:

- 1) *Powerful Lightning Bolt:* Increase to RKA 4d6. Total cost: 60 points.
- 2) *Weak Lightning Bolt:* Decrease to RKA 1½d6. Total cost: 25 points.
- 3) *Lightning Bolt Variant:* The character controls his lightning bolt so that it's less likely to kill targets. Change to Blast 8d6. Total cost: 40 points.



- 4) *Calling Down The Lightning I*: Instead of projecting a bolt of lightning from his body, the character literally calls down a bolt from the open sky. Change to RKA 3d6, Indirect (Source Point is always the sky above the target; +¼) (56 Active Points); Only Works During Storms (-1). Total cost: 28 points.
- 5) *Calling Down The Lightning II*: As Calling Down I, except that the character can call a bolt from any cloud, whether it's storming or not. Change to Only Works When Clouds Are In The Sky (-½). Total cost: 37 points.
- 6) *Thunderbolt*: A loud clap of thunder accompanies the character's lightning. Add Hearing Group Flash 6d6 (18 Active Points); Linked (-½) (total cost: 12 points). 40 + 18 = 58 Active Points; total cost 40 + 12 = 52 points.



SLIPPERY GROUND

Effect: Change Environment, -4 to DEX Rolls to move on

Target: 16m radius

Duration: Constant

Range: 1410m

END Cost: 3

Description: The character creates an area of sleety, icy weather that makes the ground slick and difficult to walk on.

Game Information: Change Environment (create icy ground), -4 to DEX Rolls to move on, Area Of Effect (Surface 16m radius; +1), Personal Immunity (+¼) (27 Active Points); Can Only Be Applied To Horizontal Surfaces (e.g., the ground and floors; -0). Total cost: 27 points.

Options:

- 1) *Thicker Ice*: Increase to -6 to DEX Rolls. Total cost: 40 points.
- 2) *Milder Ice*: Decrease to -2 to DEX Rolls. Total cost: 13 points.
- 3) *Larger Ice Field*: Increase to Area Of Effect (Surface 32m radius; +1¼). Total cost: 30 points.



THUNDERCLAP

Effect: Hearing Group Flash 10d6

Target: One character

Duration: Instant

Range: 300m

END Cost: 3

Description: The character can create a small, localized thunderclap that deafens a person.

Game Information: Hearing Group Flash 10d6. Total cost: 30 points.

Options:

- 1) *Thunderboomer*: Increase to Hearing Group Flash 15d6. Total cost: 45 points.
- 2) *Mild Thunderclap*: Decrease to Hearing Group Flash 8d6. Total cost: 24 points.

- 3) *Large Thunderclap*: The character's thunderclap affects multiple people. Decrease to Hearing Group Flash 6d6 and add Area Of Effect (32m Radius; +1), Personal Immunity (+¼). Total cost: 40 points.
- 4) *Stunning Thunderclap*: The boom of the thunderclap not only deafens the target, it stuns him as well. Add Blast 4d6, NND (defense is Hearing Group Flash Defense; +½) (30 Active Points); Linked (-½) (total cost: 20 points). 30 + 30 = 60 Active Points; total cost 30 + 20 = 50 points.



WEATHER CONTROL

Effect: Change Environment, +/-4 Temperature Levels

Target: 16m Radius

Duration: Constant

Range: 120m

END Cost: 3

Description: The character can create an area in which he changes the weather to raise or lower the temperature. In some cases he may simply alter the ambient weather, but he can create wholesale changes (like creating a snowstorm in mid-summer) if necessary.

Game Information: Change Environment (alter the weather), +/-4 Temperature Levels, Area Of Effect (16m Radius; +¾), Varying Effect (+½). Total cost: 27 points.

Options:

- 1) *Stronger Weather Control*: Increase to +/-6 Temperature Levels. Total cost: 40 points.
- 2) *Weaker Weather Control*: Decrease to +/-2 to Temperature Levels. Total cost: 13 points.
- 3) *Larger Weather Control I*: Increase to Area Of Effect (32m Radius; +1). Total cost: 30 points.
- 4) *Larger Weather Control II*: The character can affect the temperature over an entire region. Add MegaArea (1m = 1 km broad and wide; +1) and No Range (-½). 39 Active Points; total cost 26 points.
- 5) *Greater Weather Control I*: The character can create any sort of weather effect, and can even alter the effect it has on combat conditions. Add Varying Combat Effects and increase to Varying Effect (any weather effect; +1). Total cost: 60 points.
- 6) *Greater Weather Control II*: As Greater Weather Control I, but affecting an entire region. Add MegaArea (1m = 1 km broad and wide; +1) and No Range (-½). 82 Active Points; total cost 55 points.
- 7) *True Weather Control*: The character cannot create weather phenomena, he can only adjust the existing local weather. In game terms, he must make a Skill Roll to determine how well the power functions. If the Skill Roll succeeds exactly, he may adjust the weather by one combat effect step, +1 step for each point by which he made the roll beyond that. The first steps *must* be used to adjust the Temperature Level (each one counting as up to +/-20 degrees Fahrenheit [7 degrees Celsius]).

Once he gets the temperature where it needs to be for the other effects he wants to adjust, he can cause rain, snow, fog, or the like — and the more combat effects he devotes to it, the more severe the weather change he can initiate. See the accompanying Weather Change Table for some guidelines.

Of course, it takes time for the weather to change; a character can't instantly convert a sunny summer day into a blizzard. At a minimum, the change takes one minute per step of effect. The GM can allow one step to take place per minute, rather than having all of them occur at once at the end of the time period.

Change to: Change Environment (+/-10 Temperature Levels), Varying Combat Effects, Area Of Effect (16m Radius; +¾), Varying Effect (+1), MegaArea (1m = 1 km broad and wide; +1) (150 Active Points); Can Only Alter Existing Weather, Not Create Weather (-¼), Extra Time (time required depends on the severity of the change in the weather the character wants to create, but minimum of 1 Minute; -1½), No Range (-½), Requires A Weather Control Roll (-1 per 20 Active Points; -¼). Total cost: 43 points.

Example: *Tempest wants to make it snow.*

Unfortunately, it's the middle of the summer, so it's 90 degrees outside without a cloud in the sky. She activates her True Weather Control and rolls her 14- Skill Roll. She rolls a 9, so she made it by 5. First, she has to lower the temperature to the point where it will snow. That requires -60° of temperature — three steps of the six she can make (one for succeeding with her roll, +1 for each point she succeeded by). Now she needs the snow. Since she has three steps left, she decides to use all three to create a Severe storm with driving sleet and snow. She defines this as -2 DEX Rolls to walk on the ground and -1 to Sight Group PER Rolls. After she activates her power, it takes six minutes for the changes to occur — one step's worth of change per minute.

Example: *Stormfront wants to make it stop raining. Currently, it's 78 degrees outside and there's a Strong rain falling. Since the temperature is fine as it is, he doesn't have to change it; he just needs to break up the clouds and stop the downpour. He has Power: Weather Control 12- and rolls an 11. This entitles him to two steps' worth of change. Fortunately, that's all he needs to eliminate the Strong rain effect (a -2 combat effect which his two steps cancels). Suddenly, the sun comes out!*

DEFENSIVE POWERS



SHIELD OF THE WINDS

Effect: Resistant Protection (12 PD/12 ED)
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character uses his control over the winds to create a protective field around his body.

Game Information: Resistant Protection (12 PD/12 ED) (36 Active Points); Costs Endurance (-½). Total cost: 24 points.

Options:

- 1) *Strong Shield:* Increase to Resistant Protection (15 PD/15 ED). 45 Active Points; total cost 30 points.
- 2) *Weak Shield:* Decrease to Resistant Protection (10 PD/10 ED). 30 Active Points; total cost 20 points.
- 4) *Altered Shield:* This Shield has more effect against physical attacks, making it more "realistic." Change to Resistant Protection (14 PD/10 ED). 36 Active Points; total cost 24 points.

MOVEMENT POWERS



WINDRIDING

Effect: Flight 30m
Target: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character harnesses the wind to pick himself up and fly.

Game Information: Flight 30m. Total cost: 30 points.

Options:

- 1) *Fast Windriding I:* Increase to Flight 40m. Total cost: 40 points.
- 2) *Fast Windriding II:* Increase to Flight 36m, x8 Noncombat. Total cost: 46 points.
- 3) *Slow Windriding:* Decrease to Flight 20m. Total cost: 20 points.
- 4) *Group Windriding:* The character can bring some of his friends along when he flies. Add Usable By Nearby (+1). Total cost: 60 points.

WEATHER CHANGE TABLE

Weather	Steps Of Effect				
	-1	-2	-3	-4	-5
Temperature	+/- 20°	+/- 40°	+/- 60°	+/- 80°	+/- 100°
Storms	Mild (drizzle, minor sleet/snow)	Strong (rain, sleet/snow)	Severe (driving rain, thunderbolts, hail, driving sleet/snow)	Intense (damaging rain or hail, blizzard)	Gale-Force (hurricane, tornado, major blizzard)

SENSORY POWERS



WEATHER EYE

Effect: Clairsentience (Sight Group), Precognition Only, Only For Weather

Target: Special

Duration: Constant

Range: No Range

END Cost: 4

Description: The character has an uncanny ability to predict the weather. Generally, he can only predict the weather for the area he currently occupies, but if he has some formal knowledge of meteorology, that may tell him something about what the weather will be like in nearby regions, and perhaps even in more distant areas. The further into the future the character wants to view the weather, the harder it becomes to get a clear and accurate picture.

Game Information: Clairsentience (Sight Group), Precognition (40 Active Points); No Range (-½), Precognition Only (-1), Only To Foresee The Weather (-1), Time Modifiers (-½). Total cost: 10 points.

Options:

- 1) *Greater Weather Eye:* The character can determine what the weather will be like both where he is and thousands of kilometers away. Add 8x Range and MegaScale (1m = 1 km; +1) and remove No Range (-½). 110 Active Points; total cost 31 points.

MISCELLANEOUS POWERS



CLIMATE CONTROL

Effect: Life Support (Safe Environments: Intense Cold, Intense Heat)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character subconsciously adjusts the temperature of the air around him to keep himself comfortable — cool in warm weather, warm in cold weather.

Game Information: Life Support (Safe Environments: Intense Cold, Intense Heat). Total cost: 4 points.

Options:

- 1) *Group Climate Control:* The character can extend this effect for 8m around him, if desired. Add Usable By Nearby (+1). Total cost: 8 points.

WOOD AND PLANT POWERS



Wood and Plant Powers grant a character power over, or abilities derived from, the vegetable kingdom. Depending on the exact nature of the character's powers, he might be able to transform himself (or parts of himself) into plant- or tree-like forms, create and control monstrous plants, or attack his foes with abilities derived from plants.

OFFENSIVE POWERS



CHOKING SPORES

Effect: Blast 4d6, NND
Target: One character
Duration: Instant
Range: 8m
END Cost: 6

Description: The character can emit or project a small cloud of spores that make the target cough, choke, and feel ill. The power only has a range of about 26 feet (8m), and won't work at all in windy, rainy, or underwater conditions.

Game Information: Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1) (40 Active Points); Limited Range (8m; -¼), Not In High Winds, Rain, Or Water (-¼). Total cost: 27 points.

Options:

- 1) *Powerful Spores:* Increase to Blast 6d6. 60 Active Points; total cost 40 points.
- 2) *Mild Spores:* Decrease to Blast 3d6. 30 Active Points; total cost 20 points.
- 3) *Incapacitating Cough:* The coughing and choking caused by the spores also make it impossible for the victim to take any other actions. Add Entangle 2d6, 2 PD/2 ED, Takes No Damage From Attacks (+1) (40 Active Points); Linked (-½) (total cost: 27 points). 40 + 40 = 80 Active Points; total cost 27 + 27 = 54 points.
- 4) *Blinding Spores:* The spores also get into the victim's eyes, stinging and blinding him. Add Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 60 Active Points; total cost 27 + 13 = 40 points.

- 5) *Strong Spore Emission:* The character's spore-cloud is so compact, and so powerfully projected at the target, that it can work underwater or in windy conditions. Remove Not In High Winds, Rain, Or Water (-¼). Total cost: 32 points.
- 6) *Spore Touch:* The character cannot project his spores any distance at all; he must "puff" them right into the target's face. Replace Limited Range (-¼) with No Range (-½). Total cost: 23 points.
- 7) *Spore Cloud:* The character can emit a cloud of spores large enough to affect multiple targets. Add Area Of Effect (8m Radius; +½). 50 Active Points; total cost 33 points.
- 8) *Limited Spores:* The character can only generate eight spore-clouds a day. Add 8 Charges (-½). Total cost: 20 points.



CONTROL PLANTS

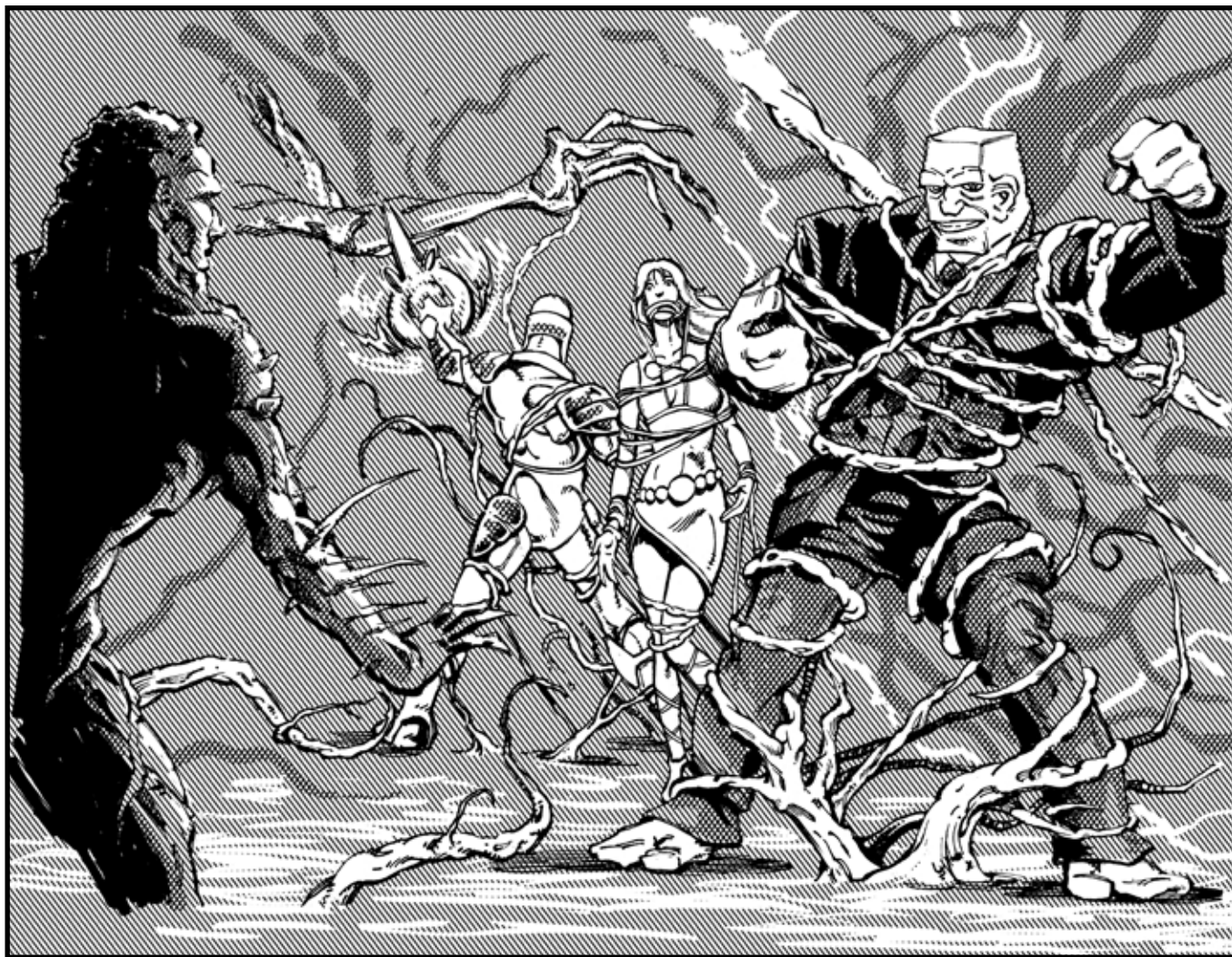
Effect: Mind Control 12d6 (Plant class of minds)
Target: One plant
Duration: Constant
Range: LOS
END Cost: 6

Description: The character can mentally control intelligent plants and plant-like beings.

Game Information: Mind Control 12d6 (Plant class of minds). Total cost: 60 points.

Options:

- 1) *Powerful Plant Control:* Increase to Mind Control 14d6. Total cost: 70 points.
- 2) *Weak Plant Control:* Decrease to Mind Control 8d6. Total cost: 40 points.
- 3) *Forest Control:* The character can control multiple plants at once, though he must issue the same orders to all of them. Decrease to Mind Control 8d6 and add Area Of Effect (8m Radius; +½). Total cost: 60 points.
- 4) *Telepathic Plant Control:* The character can issue orders to his plant-servants with his thoughts alone. Decrease to Mind Control 10d6 and add Telepathic (+¼). Total cost: 62 points.



CONTROLLING SPORES

Effect: Mind Control 10d6 (Human class of minds)

Target: One character

Duration: Constant

Range: 8m

END Cost: 5

Description: The character can attack a target with a tiny cloud of spores that filters into the brain and takes control of the person's mind. If the target cannot breathe the spores in, or ambient conditions aren't right, the power is useless.

Game Information: Mind Control 10d6 (Human class of minds) (50 Active Points); Based On CON (-1), Limited Range (8m; -¼), Does Not Work Versus Targets with Life Support (Self-Contained Breathing) (-¼), Not In High Winds, Rain, Or Water (-¼). Total cost: 18 points.

Options:

- 1) *Powerful Control Spores:* Increase to Mind Control 12d6. 60 Active Points; total cost 22 points.
- 2) *Weak Control Spores:* Decrease to Mind Control 8d6. 40 Active Points; total cost 14 points.
- 3) *Group Control:* The character emits a cloud of spores that can affect multiple people at the same time, though he must issue the same

orders to all of them. Add Area Of Effect (8m Radius; +½). 75 Active Points; total cost 27 points.

- 4) *Telepathic Control Spores:* The character can issue orders to his victims with his thoughts alone. Add Telepathic (+¼). 62 Active Points; total cost 22 points.
- 5) *Limited Spores:* The character can only generate eight spore-clouds a day. Add 8 Charges (-½). 50 Active Points; total cost 15 points.



LEAFY PRISON

Effect: Severe Transform 5d6 (human into tree)

Target: One character

Duration: Instant

Range: 8m

END Cost: 7

Description: The character emits a cloud of biomanipulative spores and seeds that almost instantaneously transforms a human being into a tree (or similar large plant, at the GM's option). The victim remains stuck in tree-form until the character (or another character with similar powers) returns him to human form.

Game Information: Severe Transform 5d6 (human into tree, heals back through another application of this power) (75 Active Points); Limited Target

(humans; $-\frac{1}{2}$), Limited Range (8m; $-\frac{1}{4}$), Not In High Winds, Rain, Or Water ($-\frac{1}{4}$). Total cost: 37 points.

Options:

- 1) *Greater Treensformation*: Increase to Severe Transform 6d6. 90 Active Points; total cost 45 points.
- 2) *Lesser Treensformation*: Decrease to Severe Transform 4d6. 60 Active Points; total cost 30 points.
- 3) *Absolute Treensformation*: The character's spores and seeds either work in full, or have no effect on the target. Add All Or Nothing ($-\frac{1}{2}$) and If Power Fails To Work On A Target, Target Is Forever Immune To It ($-\frac{1}{2}$). Total cost: 25 points.
- 4) *Group Treensformation*: The character's spore-cloud covers a wide area and can affect many people at once. Decrease to Severe Transform 4d6 and add Area Of Effect (16m Radius; $+\frac{3}{4}$) and Personal Immunity ($+\frac{1}{4}$). 120 Active Points; total cost 60 points.
- 5) *Limited Spores*: The character can only generate eight spore-clouds a day. Add 8 Charges ($-\frac{1}{2}$). Total cost: 30 points.
- 6) *Treensformation Touch*: The character must touch the victim to inject the spores and seeds that change his body. Replace Limited Range ($-\frac{1}{4}$) with No Range ($-\frac{1}{2}$). Total cost: 33 points.

**PHYTOTOXIC STING**

Effect: HKA $\frac{1}{2}$ d6, Armor Piercing plus Drain CON and STUN 3d6

Target: One character

Duration: Instant

Range: Touch

END Cost: 1 for HKA/4 Charges for venom

Description: The character can sting the victim with a small barb or thorn, injecting a plant-based poison into him.

Game Information: HKA $\frac{1}{2}$ d6, Armor Piercing ($+\frac{1}{4}$) (total cost: 12 points) **plus** Drain CON and STUN 3d6, Expanded Effect (both CON and STUN simultaneously; $+\frac{1}{2}$), Delayed Return Rate (points return at the rate of 5 per Minute; +1), NND (defense is Life Support [appropriate Immunity]; $+\frac{1}{2}$) (90 Active Points); HKA Must Do BODY ($-\frac{1}{2}$), Extra Time (onset time begins 1 Turn after victim is stung; $-1\frac{1}{4}$), Linked ($-\frac{1}{4}$), No Range ($-\frac{1}{2}$), 4 Charges (-1) (total cost: 20 points). 12 + 90 = 102 Active Points; total cost 12 + 20 = 32 points.

Options:

- 1) *Lethal Venom*: The character's venom, though slower-acting, is often lethal. Replace Drain CON and STUN with RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1). 12 + 45 = 57 points; total cost 12 + 10 = 22 points.

**QUICKEN PLANTS**

Effect: Summon up to four 350-point monstrous plants

Target: Special

Duration: Instant

Range: No Range

END Cost: 9

Description: The character can, with his special spores and control over plants, convert up to four ordinary plants into gigantic, monstrous plants; each monster plant is built on up to 350 Character Points. He can then persuade them to do his bidding, or use his Control Plants power (see above) to ensure their obedience.

Game Information: Summon up to four monstrous plants built on up to 350 Total Points (see *The HERO System Bestiary* for character sheets for some types of monstrous plants), Expanded Class (monstrous plants; $+\frac{1}{4}$) (100 Active Points); Summoned Being Must Inhabit Locale (see text; $-\frac{1}{2}$), Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 50 points.

Options:

- 1) *More Monstrous Plants*: Increase to up to 16 monstrous plants built on up to 350 Total Points. 112 Active Points; total cost 56 points.
- 2) *Bigger Monstrous Plants*: Increase to up to four monstrous plants built on up to 400 Total Points. 112 Active Points; total cost 56 points.
- 3) *Obedient Monstrous Plants*: The monstrous plants the character creates are inclined to obey him. Add Loyal ($+\frac{1}{2}$). 140 Active Points; total cost 70 points.

**STICKY SAP**

Effect: Entangle 4d6, 4 PD/4 ED, Sticky

Target: One character

Duration: Instant

Range: 400m

END Cost: 6

Description: The character can shoot, spit, or otherwise project a glob of sticky sap that coats a target and prevents him from moving. Anyone who touches the victim gets stuck, too.

Game Information: Entangle 4d6, 4 PD/4 ED, Sticky ($+\frac{1}{2}$). Total cost: 60 points.

Options:

- 1) *Strong Sap*: Increase to Entangle 6d6, 6 PD/6 ED. Total cost: 90 points.
- 2) *Weak Sap*: Decrease to Entangle 3d6, 3 PD/3 ED. Total cost: 45 points.
- 3) *Tougher Sap*: The character's sap hardens instantly, losing its outward stickiness but become much more difficult to break free from. Change to Entangle 4d6, 8 PD/8 ED and remove Sticky ($+\frac{1}{2}$). Total cost: 60 points.
- 4) *Sap Blob*: The character's sap comes in a blob so large that it's easy to hit targets with it. Sometimes it even catches more than one character. Add Area Of Effect (1m Radius; $+\frac{1}{4}$). Total cost: 70 points.

- 5) *Short-Range Sap*: The character can only project his sap a short way. Add Limited Range (30m; -¼). 60 Active Points; total cost 48 points.
- 6) *Sap Supply*: The character only has a limited supply of sap; his body has to make more after he uses it up. Add 8 Charges (-½). 60 Active Points; total cost 40 points.
- 7) *Sticky Sap Variant*: Add Entangle And Character Both Take Damage (+¼). Total cost: 70 points.



STRENGTH OF THE TREES

Effect: STR +30
Target: Self
Duration: Persistent
Range: Self
END Cost: 9

Description: When necessary, the character can call upon the strength of the mightiest oaks to fight his foes, tear down buildings, and defend himself. However, using this extra strength tires him out quickly.

Game Information: STR +30 (30 Active Points); Increased Endurance Cost (x3 END; -1). Total cost: 15 points.

Options:

- 1) *Strong Trees*: Increase to STR +40. 40 Active Points; total cost 20 points.
- 2) *Weak Trees*: Decrease to STR +20. 20 Active Points; total cost 10 points.
- 3) *Strength Of The Trees Variant*: The character can use his extra strength whenever necessary without unduly tiring himself. Remove Increased Endurance Cost (-1). Total cost: 30 points.



TANGLING GROWTH

Effect: Entangle 4d6, 4 PD/4 ED, OIF
Target: One character
Duration: Instant
Range: 400m
END Cost: 4

Description: The character can cause plants to growth, lengthen, and strengthen so that they wrap and and restratin another person. The character has to have sufficient plants available to do this — either one or two large ones (like a willow tree, a big rosebush, or some boxwoods) or a lot of little ones (a bunch of houseplants, a lawn of grass).

Game Information: Entangle 4d6, 4 PD/4 ED (40 Active Points); OIF (plants of opportunity; -½). Total cost: 27 points.

Options:

- 1) *Strong Tangles*: Increase to Entangle 6d6, 6 PD/6 ED. 60 Active Points; total cost 40 points.
- 2) *Weak Tangles*: Decrease to Entangle 3d6, 3 PD/3 ED. 30 Active Points; total cost 20 points.
- 3) *Tangling Growth Variant*: The character's hyper-accelerated plants tie a victim up so tightly that

anything done to cut him loose often ends up hurting him as well. However, the plants are vulnerable to being cut, chopped, or burned. Increase to Entangle 5d6, 5 PD/5 ED and add Entangle And Character Both Take Damage (+¼), Nonresistant DEF (-¼), and Vulnerable (fire; -½). 62 Active Points; total cost 27 points.

- 4) *Tangling Field*: The character can tangle a large number of people — assuming he has enough plants to work with. Decrease to Entangle 3d6, 3 PD/3 ED and add Area Of Effect (16m Radius; +¾) and Personal Immunity (+¼). 60 Active Points; total cost 40 points.
- 5) *Thorny Tangles*: The character's plants sprout, or already have, thorns and barbs that cause the character pain if he tries to break out through main strength. Buy as a naked Advantage Backlash (+½) (20 Active Points); OIF (plants of opportunity; -½), Only Applies To Attempts To Break Out With STR (-½) (total cost: 10 points). 40 + 20 = 60 Active Points; total cost 27 + 13 = 40 points.
- 6) *Anywhere Tangle*: The character doesn't need to use plants near the target; he can cause plants to sprout anywhere on Earth to attack the target. Change OIF (-½) to Only Versus Targets Within 4m Of The Ground (-¼). Total cost: 32 points.



THORN SPRAY

Effect: RKA 2d6, Armor Piercing
Target: One character
Duration: Instant
Range: 300m
END Cost: 4

Description: The character can shoot a spray of sharp, piercing thorns at his enemies, turning them into bloody pincushions.

Game Information: RKA 2d6, Armor Piercing (+¼) (37 Active Points); No Knockback (-¼). Total cost: 30 points.

Options:

- 1) *Larger Thorns I*: Increase to RKA 2½d6. 50 Active Points; total cost 40 points.
- 2) *Larger Thorns II*: Add +2 Increased STUN Multiplier (+½). 52 Active Points; total cost 42 points.
- 3) *Larger Thorns III*: Remove No Knockback (-¼). Total cost: 37 points.
- 4) *Smaller Thorns*: Decrease to RKA 1d6+1. 25 Active Points; total cost 20 points.
- 5) *Rapid-Fire Thorns*: The character can fire numerous thorn sprays at once. Decrease to RKA 1d6+1 and add Autofire (5 shots; +½). 35 Active Points; total cost 28 points.
- 6) *Short-Range Thorns*: The character can only shoot his Thorn Spray a short distance. Add Limited Range (30m; -¼). Total cost: 25 points.
- 7) *Limited Thorns*: The character can only fire so many thorns before he needs to grow more. Add 12 Charges (-¼). Total cost: 25 points.

**THORNY BODY**

Effect: RKA ½d6, Damage Shield, Activation Roll 14-

Target: One character

Duration: Constant

Range: Touch

END Cost: 0

Description: The character can cause tough, sharp thorns to sprout from his body, making it dangerous to touch him.

Game Information: RKA ½d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½) (22 Active Points); Activation Roll 14- (-¼), No Range (-½), No Knockback (-¼). Total cost: 11 points.

Options:

- 1) *Larger Thorns:* Increase to RKA 1d6. 34 Active Points; total cost 17 points.
- 2) *Shorter Thorns:* Decrease to RKA 1 point. 11 Active Points; total cost 5 points.

**WOOD WARPING**

Effect: Major Transform 4d6 (wooden object into useless wooden object)

Target: One wooden object

Duration: Instant

Range: 400m

END Cost: 4

Description: The character can cause wood to warp, bend, and twist, rendering wooden objects useless (or at least very different in shape). For example, he could change the shape of a bow or axe handle to make the weapon useless, warp a door so that it springs open and cannot shut, or contort a wooden statue into a bizarre new form.

Game Information: Major Transform 4d6 (wooden object into useless wooden object) (40 Active Points); Limited Target (wooden objects; -¼). Total cost: 32 points.

Options:

- 1) *Strong Warping:* Increase to Major Transform 6d6. 60 Active Points; total cost 48 points.
- 2) *Weak Warping:* Decrease to Major Transform 2d6. 20 Active Points; total cost 16 points.
- 3) *Warptouch:* The character must touch wooden objects to warp them. Add No Range (-½). Total cost: 23 points.

DEFENSIVE POWERS**BARKSKIN**

Effect: Resistant (+½) for 15 PD/15 ED

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has tough, bark-like skin that protects him from bullets and blades.

Game Information: Resistant (+½) for 15 PD/15 ED (15 Active Points); Perceivable (-¼). Total cost: 12 points.

Options:

- 1) *Tougher Barkskin:* Increase to Resistant (+½) for 20 PD/20 ED. 20 Active Points; total cost 16 points.
- 2) *Softer Barkskin:* Decrease to Resistant (+½) for 10 PD/10 ED. 10 Active Points; total cost 8 points.
- 3) *Bark Growth:* The character's skin isn't bark-like all the time; he has to exert himself to grow the bark, and to keep it in place. Add Costs Endurance (-½). 15 Active Points; total cost 8 points.
- 4) *Barkskin Variant:* Change to Resistant Protection (12 PD/12 ED). 36 Active Points; total cost 29 points.
- 5) *Body Of Wood:* The character's entire body transforms to wood on command, or is permanently made of wood. Change to Resistant Protection (15 PD/15 ED). 45 Active Points; total cost 36 points.

**PHYTOTOXIC IMMUNITY**

Effect: Life Support (Immunity to phytotoxins)

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character is immune to all phytotoxins — that is, all poisons derived from plants.

Game Information: Life Support (Immunity: phytotoxins). Total cost: 4 points.

**ROOTED**

Effect: Knockback Resistance 12m

Target: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character can grow roots from his feet to anchor himself to the ground.

Game Information: Knockback Resistance 12m (12 Active Points); Costs Endurance (-½). Total cost: 8 points.

Options:

- 1) *Strong Roots:* Increase to Knockback Resistance 20m. 20 Active Points; total cost 13 points.
- 2) *Weak Roots:* Decrease to Knockback Resistance 6m. 6 Active Points; total cost 4 points.

MOVEMENT POWERS



BRACHIATION

Effect: Swinging 30m; Only In Forests
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character uses his control over plants and trees to “swing” through forested areas by having vines, limbs, and the like carry him along or move at his command while he holds on to them.

Game Information: Swinging 30m (15 Active Points); Only In Forests (-1). Total cost: 7 points.

Options:

- 1) *Fast Brachiation:* Increase to Swinging 40m. 20 Active Points; total cost 10 points.
- 2) *Slow Brachiation:* Decrease to Swinging 20m. 10 Active Points; total cost 5 points.



BURROWING ROOTS

Effect: Tunneling 12m through PD 6 material
Target: Self
Duration: Constant
Range: Self
END Cost: 2

Description: A tree can, over time, force its roots through hard-packed soil and even solid rock. The character can vastly accelerate this process, using his arms and root-like fingers to burrow through the ground at tremendous speeds.

Game Information: Tunneling 12m through PD 6 material. Total cost: 24 points.

Options:

- 1) *Faster Burrowing:* Increase to Tunneling 16m through PD 8 material. Total cost: 32 points.
- 2) *Slower Burrowing:* Decrease to Tunneling 8m through PD 4 material. Total cost: 16 points.



THE WORLDROOT PATH

Effect: Teleportation 40m, Only Through Plants
Target: Self
Duration: Instant
Range: Self
END Cost: 4

Description: This power, suitable for characters whose bodies are made of or formed from vegetation, allows the character to travel instantly from one place to another — provided his target location has enough plants or plant matter to allow him to re-create his body at the target location. Visually, the character’s existing plant body collapses or returns to its normal vegetative state, and he reforms using the plants at his target location.

To use this power safely, the character needs a way to perceive whether the target location has enough plants for him to use it safely. If he can’t see the target location, and lacks an appropriate

Enhanced Sense (such as Detect Plant Life), he can try to Teleport anyway — but if the target location lacks sufficient plant material, he could hurt himself (roll on the Teleportation Damage Table on 6E2 29). This makes it fairly easy for him to Teleport to most outdoor locations, but much harder to Teleport inside buildings.

Game Information: Teleportation 40m (40 Active Points); Only Through Plants (-1). Total cost: 20 points.

Options:

- 1) *Big Steps I:* Increase to Teleportation 60m. 60 Active Points; total cost 30 points.
- 2) *Big Steps II:* Add x8 Noncombat. 50 Active Points; total cost 25 points.
- 3) *Big Steps III:* The character can travel the Worldroot Path for many miles, though he still needs a way to perceive his target location. Add MegaScale (1m = 100 km; +1½). 100 Active Points; total cost 50 points.
- 4) *Short Steps:* Decrease to Teleportation 20m. 20 Active Points; total cost 10 points.

SENSORY POWERS



PLANT SPEECH

Effect: Telepathy 6d6 (Plant class of minds)
Target: One plant
Duration: Constant
Range: LOS
END Cost: 3

Description: The character can communicate mentally with plant life. It’s up to the GM to determine what a plant “knows” and how well it can “communicate” those facts. Typically a plant pays close attention to things that concern it directly (the weather, nearby plants), but its knowledge of things other than that is vague (at best). Usually a plant can’t readily identify people, count (beyond “one,” “two,” and “lots”), think symbolically, or understand the nature of various human creations (like cars). Talking to plants may prove more frustrating than helpful.

Game Information: Telepathy 6d6 (Plant class of minds). Total cost: 30 points.



SENSE VIBRATIONS

Effect: Detect Physical Vibrations
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense vibrations and tremors in the earth, making it possible for him to track the movements of people even if he’s blinded.

Game Information: Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Range, Targeting (30 Active Points); Only When In Contact With The Ground (-¼). Total cost: 24 points.

Options:

- 1) *Wide-Band Sense Vibrations*: The character can perceive earth vibrations all around him, not just in one direction. Add Increased Arc Of Perception (360 Degrees). 35 Active Points; total cost 28 points.

MISCELLANEOUS POWERS

**NATURE'S BOUNTY**

Effect: Life Support (Diminished Eating: character only has to eat once per week)
Target: Up to eight people
Duration: Constant
Range: No Range
END Cost: 1 to activate

Description: The character can cause a small feast of vegetables and fruits to spring forth — enough to feed eight people for a week (assuming the food is kept fresh), or a larger/smaller group for a proportionately shorter/longer time.

Game Information: Life Support (Diminished Eating: character only has to eat once per week); Usable Simultaneously (up to eight people at once; +1) (2 Active Points); Costs Endurance (to activate; -¼). Total cost: 2 points.

**PHOTOSYNTHESIS**

Effect: Life Support (Self-Contained Breathing, Diminished Eating)
Target: Self
Duration: Inherent
Range: Self
END Cost: 0

Description: The character is a plant himself, and so survives by photosynthesis. He breathes through all parts of his body, and requires relatively little food.

Game Information: Life Support (Diminished Eating: only has to eat once per week), Inherent (+¼) (total cost: 1 point) **plus** Life Support (Self-Contained Breathing), Inherent (+¼) (12 Active Points); Only To Protect Against Choking/Suffocation/Strangulation Attacks (-1) (total cost: 6 points). Total cost: 7 points.

**RAPID GROWTH**

Effect: Stretching 6m
Target: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can cause his plant-like body to grow at a rapid pace if necessary, thus allowing him to stretch out an arm to reach distant objects and the like.

Game Information: Stretching 6m. Total cost: 6 points.

Options:

- 1) *Further Growth*: Increase to Stretching 8m. Total cost: 8 points.
 2) *Lesser Growth*: Decrease to Stretching 4m. Total cost: 4 points.

**TENDRILS AND VINES**

Effect: Extra Limbs
Target: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's body can grow as many tendril- and vine-like extra appendages as it needs.

Game Information: Extra Limbs (however many the character wants) (5 Active Points); Nonpersistent (-¼). Total cost: 4 points.

**THICKETMASTER**

Effect: Environmental Movement: no penalties in undergrowth
Target: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can move through, and fight in, all but the thickest underbrush without hindrance.

Game Information: Environmental Movement: no penalties in undergrowth. Total cost: 4 points.



MISCELLANEOUS POWERS

This “category” is a grab-bag of powers that don’t really fit into any other section of this book. Many of them are unusual or powerful, so you should check with your GM before using any of them.

OFFENSIVE POWERS



BALLISTOKINETICS

Effect: Various powers relating to the control of guns and bullets

Target: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Description: The character has the ability to control guns and bullets without necessarily having to touch them. Examples include being an incredibly accurate shot, the ability to prevent a gun’s trigger from being pulled, the power to deflect bullets away from himself or others, the ability to load ammunition clips without touching either clip or bullet, and so forth.

Game Information:

Cost Power

- 27 **Incredibly Accurate Shot:** +8 OCV (40 Active Points); Only With Firearms (-½)
- 24 **Incredibly Accurate Shot:** Targeting Skill Levels: +12 versus Hit Location modifiers with Firearms
- 24 **Incredibly Accurate Shot:** Range Skill Levels: +12 versus Range Modifier with Firearms
- 13 **Ballistodeflection:** Deflection (20 Active Points); Only Versus Bullets (-½)
- 8 **Ballistodeflection:** +4 OCV with Deflection
- 40 **Ballistoredirection:** Reflection (60 Active Points’ worth), Any Target (+½) (60 Active Points); Only Versus Bullets (-½)
- 20 **Ballistokinesis:** Telekinesis (20 STR), Fine Manipulation (40 Active Points); Only Works On Guns And Bullets (-1)

Total cost: 156 points



DEATH TOUCH

Effect: RKA 7d6, NND, Does BODY

Target: One character

Duration: Instant

Range: Touch

END Cost: 31

Description: Also known as *Decay Touch* or *Entropy Effect*, this power allows a character to kill other people merely by touching them. This may involve disintegrating or otherwise altering their bodies so they die, but in many cases the character just “shuts off” the target’s life force in a way inexplicable to science.

Game Information: RKA 7d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1) (315 Active Points); No Range (-½), No Knockback (-¼). Total cost: 180 points.

Options:

- 1) *Easy Death Touch:* Using his Death Touch doesn’t tire the character out at all. Add Reduced Endurance (0 END; +½). 367 Active Points; total cost 210 points.



DEVOLUTION/EVOLUTION

Effect: Major Transform 6d6 (devolve/evolve)

Target: One character

Duration: Instant

Range: 600m

END Cost: 7

Description: Through means unknown to conventional science, the character can cause a living being to spontaneously devolve to a more primitive state, or evolve into a more advanced form.

The GM, with input from the player, must determine the exact effects of being “devolved” or “evolved” on any given creature. Typically devolved beings become less intelligent and more instinctual, stronger, tougher, and fiercer; evolved beings become physically weaker and more frail but much more intelligent (and may even develop psionic powers). The standard rules for removing or adding powers via Transform (6E1 306) apply.

Game Information: Major Transform 6d6 (any living being into a more or less evolved version of itself, heals via another application of this power or a like power), Improved Results Group (+¼) (75 Active Points); Limited Target (living beings; -¼). Total cost: 60 points.

Options:

- 1) *Strong Devolution/Evolution*: Increase to Major Transform 8d6. 100 Active Points; total cost 80 points.
- 2) *Weak Devolution/Evolution*: Decrease to Major Transform 4d6. 50 Active Points; total cost 40 points.
- 3) *Ongoing Devolution/Evolution*: The character can continue to (d)evolve the target as long as he (the character) keeps paying END. Decrease to Major Transform 4d6 and add Constant (+½). 70 Active Points; total cost 56 points.
- 4) *Devolution/Evolution Touch*: The character must touch the target to (d)evolve him. Add No Range (-½). 75 Active Points; total cost 43 points.
- 5) *Devolution/Evolution Field*: The character can (d)evolve multiple beings within an area. He must apply the same effect (devolution or evolution) to all affected persons. Decrease to Major Transform 4d6 and add Area Of Effect (16m Radius Selective; +1). 90 Active Points; total cost 72 points.

**IMBUE POWER**

Effect: Blast 8d6 or RKA 2½d6, OIF (small objects of opportunity)

Target: One character

Duration: Instant

Range: RBS

END Cost: 4

Description: A character with this power can imbue small objects — pebbles, playing cards, figurines, and the like — with deadly energy. After he fills them with energy, he throws them at the target. At high power, an imbued object can kill; at lower levels of power it's potentially deadly, but far more likely to simply stun the victim.

Game Information:**Cost Power**

- 23 **Imbue Power**: Multipower, 40-point reserve; all OIF (miscellaneous small objects of opportunity; -½), Range Based On STR (-¼)
- 2f 1) **Low Power**: Blast 8d6; OIF (-½), Range Based On STR (-¼)
- 2f 2) **High Power**: RKA 2½d6; OIF (-½), Range Based On STR (-¼)

Total cost: 27 points.

Options:

- 1) *Strong Imbuing*: Increase reserve to 45 points, Slot One to Blast 9d6, and Slot Two to RKA 3d6. Total cost: 32 points.
- 2) *Weak Imbuing*: Decrease reserve to 30 points, Slot One to Blast 6d6, and Slot Two to RKA 2d6. Total cost: 21 points.

**MACHINE BODY**

Effect: Various

Target: Self

Duration: Persistent

Range: Self

END Cost: Varies

Description: The character's body is partly or wholly a machine. He may be a sentient robot, a person who's replaced his flesh and bone with a colony of nanomachines under his mental control, or the like.

Obviously the special effect of "machine body" could justify a vast array of powers, especially in a world where comic book science and gadgeteering exist. The powers listed here (of which the character may buy as many as he wishes) are just the basic ones — the standard sort of powers virtually anyone with a machine body would have. Many others are possible; see the optional powers for some examples.

Game Information:**Cost Power**

20 **Machine Muscles**: +20 STR

36 **Machine Body**: Resistant Protection (12 PD/12 ED)

Cost Optional Powers

- 3 **Extensible Arms**: Stretching 6m (6 Active Points); Always Direct (-¼), Limited Body Parts (arms only; -¼), No Noncombat Stretching (-¼), Range Modifier Applies (-¼)
- 8 **Machine Body**: Resistant (+½) for 8 PD/8 ED
- 60 **Machine Body**: Physical and Energy Damage Reduction, Resistant, 50%
- var **Machine Sensory Units**: Just about any Enhanced Sense you want
- 27 **Merge With The Machine**: Telepathy 8d6 (Machine class of minds) (40 Active Points); No Range (-½)
- 47 **Self-Repair Mode**: Regeneration (3 BODY per 1 Minute), Can Heal Limbs
- 35 **Robo-Form**: Life Support (Total)

**MANIFESTATION**

Effect: Summon up to 8 beings built on up to 250 Total Points each

Target: Self

Duration: Instant

Range: No Range

END Cost: 16

Description: The character has the ability to create, conjure, or otherwise manifest up to eight beings of a particular type, or defined as coming from a specific source. Examples include beings depicted on the cards of the tarot deck, living chessmen, demons whose visages or personal symbols are engraved on a ring or amulet he wears, the Seven Deadly Sins, or the like. The manifestations serve him devotedly.

Game Information: Summon up to 8 beings built on up to 250 Total Points each, Expanded Class (see text; +½), Slavishly Devoted (+1). Total cost: 162 points.

Options:

- 1) *Strong Manifestation I*: Increase to 350 Total Points each. Total cost: 212 points.
- 2) *Strong Manifestation II*: Increase to up to 16 beings. Total cost: 175 points.
- 3) *Weak Manifestation I*: Decrease to 200 Total Points each. Total cost: 137 points.
- 4) *Weak Manifestation II*: Decrease to up to 4 beings. Total cost: 150 points.
- 5) *Less Loyal Manifestations*: Change Slavishly Devoted (+1) to Devoted (+¾). Total cost: 146 points.
- 6) *Even Less Loyal Manifestations*: Change Slavishly Devoted (+1) to Loyal (+½). Total cost: 130 points.
- 7) *Barely Loyal Manifestations*: Change Slavishly Devoted (+1) to Friendly (+¼). Total cost: 114 points.
- 8) *Not At All Loyal Manifestations*: Remove Slavishly Devoted (+1). Total cost: 97 points.
- 9) *Similar Manifestations*: With this form of the power, the Summoned beings have less diversity. Change to Expanded Class (+¼). Total cost: 146 points.
- 10) *Uniform Manifestations*: With this form of the power, all the Summoned beings are identical. Remove Expanded Class (+½). Total cost: 130 points.
- 11) *Lengthy Manifestation I*: Add Extra Time (Full Phase; -½). 162 Active Points; total cost 108 points.
- 12) *Lengthy Manifestation II*: Add Extra Time (1 Turn; -1¼). 162 Active Points; total cost 72 points.
- 13) *Attentive Manifestation*: Add Concentration (0 DCV while Summoning; -½). 162 Active Points; total cost 108 points.

**MATTER EATER**

Effect: Life Support (Diminished Eating; Immunity)

Target: Self

Duration: Inherent

Range: Self

END Cost: 0

Description: The character can eat anything he wants to without feeling sick, getting poisoned, or suffering any other ill effects.

In game terms, the ability to eat anything is bought as Diminished Eating, since it frees the character from the need to find normal food and drink. The character can still starve if somehow deprived of all access to any physical matter.

Game Information: Life Support (Diminished Eating; no need to eat; Immunity: all ingested poisons, diseases, and drugs). Total cost: 13 points.

**NEGA-BEAM**

Effect: Summon one energy attack built on 1,679 Total Points

Target: One character

Duration: Instant

Range: No Range

END Cost: 64

Description: The character has the ability to fire a beam of energy so powerful that not only can it obliterate nearly any foe, but it can act on its own without any direction from the character! The beam can chase down a target that tries to run or hide, swerve and turn to avoid obstacles, and otherwise act almost like a living thing.

To fire the blast, the character must stand still and concentrate while he builds up energy. As the energy builds, it affects the character's appearance — a nimbus of energy surrounds him, his eyes begin to glow, sparks of static electricity arc all around him, or the like. When the energy reaches the point of peak power, the character unleashes it. (In game terms, activating the beam requires a Full Phase, plus the character has to keep Concentrating until the beam can act on its own — the “special effect” being that the character doesn't actually “fire” the beam until the first Phase when the beam can act.) Generating the beam places great stress on the character; he can only do it once a day.

The beam itself remains unerringly locked on the target, and moves at a speed of approximately 4,800 miles per hour. It pursues him until it hits him, even changing direction to follow him or move around obstacles. To hit him, it moves up to him and “touches” him with its RKA; this dissipates and destroys it (and probably the target, too) forever. It cannot be Deflected or Reflected, and is virtually impossible to dodge, block, shoot down, or otherwise interfere with or stop. The best method for avoiding it is to wait until the last microsecond, Dive For Cover, and hope to land outside the beam's Radius.

Although the beam has a “125m Radius,” it can only hit one target. The Area Of Effect (Radius) is just a special effect to explain how easily the beam can change direction and hit a character who tries to avoid it — even at the last second, the beam's likely to follow the character as he Dives For Cover and hit him.

Because the beam must act on its own, without any direction from the character other than a designation of the target, this power is built with Summon. The beam functions like a character or missile, and so this power treats it as one. You can find the character sheet for the beam below, though of course you can redesign the beam if you like. Obviously, this is a very unorthodox use of Summon; this is a power intended for universe-threatening master villains and the like, not PCs. Players should get the GM's permission before buying this power for a character.

NEGA-BEAM

Val	Char	Cost	Roll	Notes
0	STR	-10	—	Lift 0 kg; Od6 HTH damage [0]
35	DEX	50	16-	
0	CON	-10	9-	
25	INT	15	14-	PER Roll 14-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
12	OCV	45		
12	DCV	45		
3	OMCV	0		
3	DMCV	0		
8	SPD	60		Phases: 2, 3, 5, 6, 8, 9, 11, 12
50	PD	48		Total: 50 PD (50 rPD)
50	ED	48		Total: 50 ED (50 rED)
0	REC	-4		
0	END	-4		
10	BODY	0		
10	STUN	-5		Total Characteristics Cost: 278
Movement: Running: 0m/0m				
Flight: 200m/3,200m				

Game Information: Summon one Nega-Beam built on 1,679 Total Points, Slavishly Devoted (+1) (672 Active Points); Concentration (½ DCV during Phase character activates ability and until Summoned energy beam gets its first action; -½), Costs Endurance (-½), Extra Time (Full Phase, plus at least one extra Segment, and possibly longer, until energy beam gets to act; -½), 1 Charge (-2). Total cost: 149 points.

Options:

- 1) *More Nega-Beams:* The character can fire the Nega-Beam up to four times per day. Increase to 4 Charges (-1). Total cost: 192 points.
- 2) *Instant Nega-Beam:* The character doesn't have to concentrate or take time to build up the Nega-force; he can fire the beam at will. Remove Concentration (-½) and Extra Time (-½). Total cost: 192 points.



PAIN MANIPULATION

Effect: Mental Blast 6d6 and others
Target: One character
Duration: Instant
Range: 600m/400m/300m/400m
END Cost: 6

Description: The character can inflict or remove pain at will, without leaving a single physical mark to show how much torment the victim experienced.

Game Information:

Cost Power

- 60 **Pain Manipulation:** Multipower, 60-point reserve
 6f **1) Agony Infliction:** Mental Blast 6d6
 6f **2) Unending Torment:** Mental Blast 4d6, Constant (+½)
 6f **3) Pain Field:** Mental Blast 3d6, Area Of Effect (8m Radius; +½), Constant (+½)
 6f **4) Take Away The Pain:** Healing STUN 4d6, Ranged (+½)
 Total cost: 84 points.

Cost Powers

END

- 266 **The Nega-Beam Effect:** RKA 15d6, AVAD (defense is Power Defense; +1), Does BODY (+1), Area Of Effect (125m Radius, but can only hit a single target; +1½), Affects Physical World (+2); No Range (-½), 1 Charge which Never Recovers and destroys beam (-4) [1]
- 40 **Undisruptable Energy Beam:** Desolidification (affected by magic), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½) 0
- 12 **Undisruptable Energy Beam:** Hardened (+¼) for 50 PD 0
- 12 **Undisruptable Energy Beam:** Hardened (+¼) for 50 ED 0
- 12 **Undisruptable Energy Beam:** Impenetrable (+¼) for 50 PD 0
- 12 **Undisruptable Energy Beam:** Impenetrable (+¼) for 50 ED 0
- 75 **Undisruptable Energy Beam:** Resistant (+½) for 50 PD/50 ED, Hardened (+¼), Impenetrable (+¼) 0
- 100 **Undisruptable Energy Beam:** Mental Defense (100 points) 0
- 100 **Undisruptable Energy Beam:** Power Defense (100 points) 0
- 50 **Undisruptable Energy Beam:** +100 PRE; Only To Protect Against Presence Attacks (-1) 0
- 15 **Undisruptable Energy Beam:** Cannot Be Stunned 0
- 15 **Undisruptable Energy Beam:** Does Not Bleed 0
- 10 **Undisruptable Energy Beam:** No Hit Locations 0
- 645 **Energy Beam Travel:** Flight 200m, x16 Noncombat, Combat Acceleration/Deceleration (+1), No Turn Mode (+¼), Usable Underwater (+¼), Reduced Endurance (0 END; +½) 0
- 12 **Only Flies:** Running -12m
- 2 **Only Flies:** Swimming -4m
- 51 **Energy Beam Sense:** Detect Target 25- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting, Tracking 0

Total Powers & Skills Cost: 1,401

Total Cost: 1,679

400 Matching Complications (75)

- 20 **Physical Complication:** Stunning It Or Knocking It Out Kills It (Infrequently, Fully Impairing)
- 25 **Psychological Complication:** Must Destroy Target Designated By Summoner (Very Common, Total)
- 1,309 Experience Points
- Total Complications Points: 1,679**

Options:

- 1) *Torture Manipulation:* Increase reserve to 90 points, slot one to Mental Blast 9d6, slot two to Mental Blast 6d6, slot three to Mental Blast 4d6, and slot four to Healing STUN 6d6. Total cost: 125 points.
- 2) *Discomfort Manipulation:* Decrease Multipower reserve to 45 points, slot one to Mental Blast 4d6, slot two to Mental Blast 3d6, slot three to Mental Blast 2d6, and slot four to Healing STUN 3d6. Total cost: 61 points.

**PAIN TRANSFERENCE**

Effect: Multipower of Attack Powers plus an Endurance Reserve

Target: One character

Duration: Instant/Persistent

Range: Touch/Self

END Cost: Varies

Description: The character has the ability to “store up” the pain he experiences and then “feed it back” to anyone he touches. Depending on how much pain (and what type) he chooses to inflict, the effects can range from mildly annoying to utterly lethal. Because he “absorbs” pain this way, the character tends to suffer much less injury from attacks than most people.

Game Information:

- 67 **Pain Transference:** Multipower, 100-point reserve; all No Range (-½) (END provided by Endurance Reserve)
- 6f **1) Mild Pain:** Blast 12d6, NND (defense is Damage Reduction or Resistant Protection; +½); No Range (-½)
- 4f **2) Severe Pain:** Blast 20d6; Increased Endurance Cost (x2 END; -½), No Range (-½), No Knockback (-¼)
- 3f **3) Excruciating Pain:** RKA 6½d6; Increased Endurance Cost (x4 END; -1½), No Range (-½), No Knockback (-¼)
- 25 **Pain Storage:** Endurance Reserve (100 END)
- 91 **Pain Storage:** Endurance Reserve (100 REC), Trigger (whenever character takes STUN and/or BODY damage, activating Trigger takes no time, Trigger automatically immediately resets; +1) (136 Active Points); Limited Recovery (can only use 1 REC per point of STUN and/or BODY the character suffers; -½)
- 96 **Resistant To Harm:** Physical and Energy Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attacks (attacks whose special effects involve or entail the infliction of pain; -¼)

Total cost: 292 points.

**REPLICATIVE CLONING**

Effect: Severe Transform 20d6 (other person into duplicate of self)

Target: One character

Duration: Instant

Range: Touch

END Cost: 0

Description: A character with this power can touch another person and transform that person into an exact duplicate of himself. The duplicate looks exactly like him, thinks exactly like him, has the same spirit and personality as he does, and has the same powers he has. To effect the change, he must maintain contact with the victim for an Extra Phase; if the victim breaks contact during that time, the power fails to work. The Transform heals back through another application of this power.

Although the second part of this power is technically a Mental Transform, it doesn't have the ACV and AVAD Advantages because that could cause problems determining whether the overall attack hits and affects the target. But you should regard it as a Mental Transform in other respects.

Game Information: Severe Transform 20d6 (person into exact physical duplicate of character), Reduced Endurance (0 END; +½) (450 Active Points); No Range (-½), Extra Time (Extra Phase; -¾), Concentration (0 DCV throughout; -1), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Mental Transform; -½) (total cost: 95 points) **plus** Severe Transform 20d6 (person into exact mental duplicate of character), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½) (525 Active Points); No Range (-½), Extra Time (Extra Phase; -¾), Concentration (0 DCV throughout; -1), All Or Nothing (-½), Limited Target (humans; -½) (total cost: 123 points) **plus** Severe Transform 20d6 (person into exact spiritual duplicate of character), Reduced Endurance (0 END; +½) (450 Active Points); No Range (-½), Extra Time (Extra Phase; -¾), Concentration (0 DCV throughout; -1), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Mental Transform; -½) (total cost: 95 points). Total cost: 313 points.

**TRANSFERENCE TOUCH**

Effect: Multiform (into self with extra powers) plus Transform (person into person with no superpowers or exceptional abilities)

Target: Self/One character

Duration: See text

Range: Touch

END Cost: 22

Description: This power gives the character the ability to temporarily steal all the powers, abilities, skills, and memories of another character. The character “transforms” into a “version” of himself with all his abilities (including this one), *plus* all the abilities stolen from the target (including any “negative” abilities, such as Complications associated with the powers). The target “transforms” into a version of himself that's an average member

of his species, with no superpowers or exceptional abilities, though he retains all his memories. For example, a human victim would have 8 in all his main Characteristics, no Skill Rolls above an 11-, and so forth. The character can only steal the innate abilities and powers of the victim; he cannot steal abilities derived from technology (Foci) or other “external” powers.

To use this power, the character must touch the target, and the duration of their respective changes varies based on the duration of the contact between them. The change occurs as soon as the character successfully attacks the target. Then, for every Phase (not Segment) the character maintains skin-to-skin contact with the victim, the character retains the victim’s powers for 1 Turn (this duration begins running as soon as skin-to-skin contact is broken). At the end of that time, the character automatically reverts back to what he was like before he used the power, and the victim regains all of his stolen abilities and powers. At the GM’s option, a lengthy contact (many minutes or hours) might result in a permanent transference of abilities; that should be handled as an in-game plot device or “radiation accident.”

In game terms, this power consists of two Linked abilities. The first is a Multiform — the character transforms from his standard self into his standard self with all the abilities and powers of the victim. The Multiform has a cap of 3,000 Character Points’ worth of abilities, meaning the character can potentially absorb the abilities of a single incredibly powerful person, or more than one lesser-powered person at once (to a maximum of eight, the number of Multiforms the character has). If the target has more than 3,000 points’ worth of abilities, or if his abilities would take the character over the 3,000 point limit when added to the ones the character currently has, the power fails to work altogether. The power also fails to work if the Transform of the victim fails to work.

Ordinarily characters should not use Multiform in this “floating” way, without precisely defining the abilities of the alternate form(s). However, allowing a “floating Multiform” is acceptable in this instance because of the other restrictions on the ability. This power also uses an optional rule for Linking two powers to each other.

Obviously, this ability is incredibly powerful, and the GM should allow it into his game only after carefully considering its potential effects on game balance. For a similar ability, see *Mimicking*, below.

Game Information: Multiform (assume up to eight different forms which include all the character’s current abilities plus abilities and related Complications absorbed from the victim, with no form or combination of forms totalling more than 3,000 Character Points; Multiforms must have a Physical Complication specifying that they revert back to the true form after having the powers for 1 Turn per Phase of contact) (615 Active Points); Linked (-¼) (total cost: 492 points) **plus** Severe Transform 15d6 (person into person with no exceptional

abilities) (225 Active Points); Skin Contact Required (-1), Linked (-½), Limited Target (living beings; -¼), All Or Nothing (-½) (total cost: 69 points). 615 + 225 = 840 Active Points; total cost 492 + 69 = 561 points.

Options:

- 1) *Tiring Transference:* Taking on another person’s powers and abilities wearies the character even further. Add Costs Endurance (to activate; -½) to Multiform. 615 + 225 = 840 Active Points; total cost 351 + 69 = 420 points.
- 2) *Ranged Transference:* The character doesn’t have to establish skin-to-skin contact with the victim to steal his abilities, he can do so at range! Remove No Range (-½) and Skin Contact Required (-1) from Transform. 615 + 225 = 840 Active Points; total cost 492 + 100 = 592 points.
- 3) *Stunning Transference:* The loss of all his powers and exceptional abilities stuns the victim. Apply this damage to his defenses and STUN total *before* he’s Transformed, then apply whatever damage he took to his new form. Add Drain STUN 12d6 (120 Active Points); Linked (-½), No Range (-½) (total cost: 60 points). 615 + 225 + 120 = 960 Active Points; total cost 492 + 69 + 60 = 621 points.

DEFENSIVE POWERS



IMMORTALITY SYNDROME

Effect: Regeneration (1 BODY per Turn), Can Heal Limbs, Resurrection plus +50 BODY, Only To Prevent Death

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character is virtually impossible to kill. Even when he *seems* dead, he’ll pop back to life in just a few minutes.

In game terms, this effect requires two related powers. The first is Regeneration with the Can Heal Limbs and Resurrection options. The only way to stop the Resurrection is to completely destroy the character’s body (defined as taking him to negative his BODY plus another 50 points into the negatives; see below) or to keep two significant parts of his body separate. Just separating a few atoms, or a finger, from the rest won’t stop the resurrection, but keeping the head and torso apart or keeping the body in two halves would.

Second, the character has +50 BODY, only to prevent death. This means that the BODY only counts for purposes of determining when the character is dead. It doesn’t make him reach negative BODY more slowly; it only applies when the character reaches negative his BODY and should, per the standard rules, die. At that point, the character has to lose *another* 50 BODY into the negatives before he actually dies — and the odds are his Regeneration will prevent that.

Example: *Immorto, who has 15 BODY and no Resistant Defenses, buys the Immortality Syndrome power. He's hit with a Ranged Killing Attack that does 38 BODY damage. Ordinarily, that would be enough to kill him, since he loses his 15 positive BODY, then another 15 into the negatives, at which point he dies. However, he has +50 BODY to prevent death, so he is now at -23 BODY and still alive. He would ordinarily bleed to death from this point, but his Healing Regeneration Resurrection will soon have him hale and hearty. If he reaches -65 BODY, he dies, and not even his Resurrection can bring him back to life.*

Game Information: Regeneration (1 BODY per Turn), Can Heal Limbs, Resurrection (stopped by complete destruction of the body, or keeping any two significant parts of the body separate) (total cost: 41 points) and +50 BODY (50 Active Points); Only To Prevent Death (-2) (total cost: 17 points). Total cost 41 + 17 = 58 points.

MOVEMENT POWERS



SPRINGFORCE

Effect: Leaping +40m; +15 PD; Knockback Resistance -20m, Only Reduces Knockback Damage

Target: Self

Duration: Constant

Range: Self

END Cost: 2½

Description: The character's body generates a field of strange, rubbery energy — *springforce* — with significant reflexive properties. The field has many uses. First and foremost, by generating it around his feet, he can leap prodigious distances. Second, by generating around his entire body, it can protect him against physical impacts (though in doing so it often causes him to take Knockback). Third, if he does take Knockback, it cushions the impact, thus reducing the chance he'll take damage (but it doesn't reduce the meters he travels when Knocked Back).

Game Information:

Cost Power

20	Springforce Leaping: Leaping +40m
7	Springforce Shield: +15 PD (15 Active Points); Costs Endurance (-½), Side Effects (all physical attacks against character are treated as if they have the Advantage Double Knockback, or they do triple BODY for Knockback purposes if they already have that Advantage, always occurs; -½)
10	Springforce Cushion: Knockback Resistance -20m (20 Active Points); Costs Endurance (-½), Only Reduces Knockback Damage, Not Meters Traveled (-½)

Total cost: 37 points.

Options:

- 1) *Strong Springforce:* Increase to Leaping +50m, +20 PD, and Knockback Resistance -24m. Total cost 25 + 10 + 12 = 47 points.
- 2) *Weak Springforce:* Decrease to Leaping +30m, +10 PD, and Knockback Resistance -16m. Total cost 15 + 5 + 8 = 28 points.

MISCELLANEOUS POWERS



MATERIAL MIMICRY

Effect: Variable Power Pool to copy the properties of touched substances

Target: Self

Duration: Varies

Range: Self

END Cost: Varies

Description: The character can, by touching any solid, liquid, or gaseous substance, change his body to mimic its properties. For example, if he touched a bronze statue, he could transform his body into bronze, making himself tougher and stronger. If he touched wine, his form would become liquid, able to swim quickly and slip through tiny cracks.

In game terms, this power is a Variable Power Pool that the character can only use to create abilities appropriate to having a body made of the substance he touches. You can use other powers in this book, such as Body Of Air (page 23), Body Of Metal (page 111), and Body Of Wood (page 371) as guidelines for the sort of abilities the character should develop.

Game Information: Variable Power Pool (Material Mimicry Pool), 80 Pool + 80 Control Cost; Only For Powers Representing The Properties Of Substances Character Touches (-½). Total cost: 80 + 27 = 107 points.

Options:

- 1) *Larger Material Mimicry Pool:* Increase to 100 Pool + 100 Control Cost. Total cost: 100 + 33 = 133 points.
- 2) *Smaller Material Mimicry Pool:* Decrease to 60 Pool + 60 Control Cost. Total cost: 60 + 20 = 80 points.
- 3) *Easy Material Mimicry:* Add Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1). 80 + 80 = 160 points.
- 4) *Energy Mimicry:* The character can also copy the properties of energy forms, such as fire or electricity, by touching them (though the initial touch may inflict some damage on the character). Change to Only For Powers Representing The Properties Of Substances Or Energy Character Touches (-¼). Total cost: 80 + 32 = 112 points.



MIMICKING

Effect: Variable Power Pool for copying another character's powers

Target: Self

Duration: Varies

Range: Touch

END Cost: Varies

Description: The character has the ability to touch another character and “copy” his powers (and, at the GM's option, other abilities, such as Skills and Talents). For example, if the target had five Ice/Cold Powers, the character would, by touching him, manifest those exact same powers.

In game terms, Mimicking is built with a large Variable Power Pool. The Pool has to be large enough to copy lots of powers — and to copy them individually, since a character cannot build other Power Frameworks with his VPP (though the GM may waive this rule if he wants to, of course). Due to the cost, in many cases a character with Mimicking has this as his only superpower; otherwise he's mostly a normal person.

When the character activates the power and makes an Attack Roll in HTH Combat to touch the skin of the character whose powers he wants to copy, the VPP copies those powers, starting with the one with the highest Active Point total. It continues copying, moving from the highest Active Point total to the next highest, then the next highest, and so on until the Pool has used up all of its points. The Pool can only make the powers as powerful as the targets'; it cannot create a Flash 12d6 if the target's Power is only a Flash 6d6.

The character retains the copied powers as long as he wants, or until he uses the VPP to copy another character's powers. When he copies more powers, he immediately loses all the powers currently built with the Pool, even if copying the new powers doesn't use up all of the Pool's points. If he wants to get the previous powers back, he has to touch the person who has them again.

Game Information: Variable Power Pool (Mimic Pool), 200 Pool + 200 Control Cost; Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), VPP Mimics Targets's Powers (-½), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest power first, character can activate the VPP but has no control over the powers he gets; -1), Cannot Retain Copied Powers (when character copies other powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 21 = 221 points.

Options:

- 1) *Greater Mimicking I:* Increase to 250 Pool + 250 Control Cost. Total cost: 250 + 26 = 276 points.
- 2) *Greater Mimicking II:* Increase to 300 Pool + 300 Control Cost. Total cost: 300 + 31 = 331 points.
- 3) *Lesser Mimicking:* Decrease to 150 Pool + 150 Control Cost. Total cost: 150 + 16 = 166 points.
- 4) *Ranged Mimicking:* The character doesn't have to touch a character to copy his powers, he only has to be within 20m of him and have Line Of Sight to him. Replace Successful HTH Attack Roll (-½) and Skin Contact Required (-1) with Can Only Copy Powers From Characters Within 20m And LOS (-½). Total cost: 200 + 27 = 227 points.
- 5) *Mimic Memory I:* If the character has already mimicked some powers, and then decides to copy another person's powers, but the second person's powers don't take up the entire Pool, he can keep the “excess” powers from the first person. Remove Cannot Retain Copied Powers (-¼). Total cost: 200 + 22 = 222 points.
- 6) *Mimic Memory II:* The character can manifest the powers of anyone he's ever touched, regardless of how long ago it was. Change to: Variable Power Pool (Mimic Pool), 200 Pool + 200 Control Cost; Requires Successful HTH Attack Roll And Skin Contact To First Acquire A Target's Powers (-¼), Only To Create Powers Copied From Persons Touched (-¼), Powers May Only Be As Powerful As Targets' Powers (-½). Total cost: 200 + 50 = 250 points.
- 7) *Mimicking Variant:* This form of Mimicking uses a Variable Power Pool of Multiforms rather than a Pool which directly copies powers. When the character uses the power, he “changes form” into a character with all of his own abilities (including this one) *and* all the abilities copied from the target. This makes it easy to copy Power Frameworks, for example. However, this has two drawbacks. First, it limits the character to an “alternate form” with no more than 1,000 Character Points — if his points, plus the target's points, exceed 1,000, the power fails to work. Second, he also copies the target's power-related Complications. Change to: Variable Power Pool (Mimic Pool), 200 Pool + 200 Control Cost; Only For Multi-form (Multi-form is “alternate” form with all of character's powers and exact copies of target's powers and power-related Complications; -½), Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), Power Fails To Work If Cannot Copy Entire Target (-¼), Cannot Retain Copied Forms (when character switches to another “form,” he immediately loses all previously-copied powers; -¼). Total cost: 200 + 29 = 229 points.



REFLEX MEMORY

Effect: Variable Power Pool for copying another person's used physical skills

Target: Self

Duration: Constant

Range: Self

END Cost: Varies

Description: The character can copy, mimic, or otherwise use the physical skills and abilities of any person, provided he observes the target using them. Once he's copied them into his own "reflex memory," he can use them again whenever he wants (assuming he allocates Variable Power Pool points to them). "Physical skills" include, but are not necessarily limited to, the following:

- Skills such as Acrobatics, Breakfall, Climbing, Combat Skill Levels, Contortionist, Defense Maneuver, Fast Draw, Martial Arts, Rapid Attack, Skill Levels with Agility Skills, Sleight Of Hand, Two-Weapon Fighting, and Weapon Familiarity
- Powers and abilities defined as "super-skills" or "enhanced physical training," such as a Blast or RKA defined as "super-accurate throwing" or a Hand-To-Hand Attack defined as a secret martial arts maneuver

Note that this does not necessarily include any skill with a physical *component*. The character couldn't copy Lockpicking, for example, because it requires more than just deft physical movements — it requires knowledge the character can't acquire just by watching a locksmith at work. The GM determines whether the character can copy a particular skill or ability. If appropriate, the GM may allow the character to substitute a related Professional Skill. For example, Reflex Memory won't let a character copy Computer Programming by watching a programmer type, but the GM might let him "copy" PS: Typing instead.

This power requires the GM's permission for two reasons. First, it involves putting Skills (including Combat Skill Levels) in a Power Framework, something normally forbidden by the rules. Second, it has a significant potential to unbalance a campaign, since it lets a character have a wide variety of Skills and skill-like abilities without paying for them individually. The GM may eventually decide that the character has copied so many abilities that the *Only For Physical Skills* Limitation no longer really restricts or hinder him, in which case he may require the character to pay Experience Points to buy the value of the Limitation down to -0.

Game Information: Variable Power Pool (Reflex Memory Pool), 30 Pool + 30 Control Cost; Only For Physical Skills The Character Observes In Use (-½). Total cost: 30 + 10 = 40 points.

Options:

- 1) *Larger Reflex Memory I:* Increase to 50 Pool + 50 Control Cost. Total cost: 50 + 17 = 67 points.
- 2) *Larger Reflex Memory II:* Increase to 60 Pool + 60 Control Cost. Total cost: 60 + 20 = 80 points.
- 3) *Smaller Reflex Memory I:* Decrease to 20 Pool + 20 Control Cost. Total cost: 20 + 7 = 27 points.
- 4) *Smaller Reflex Memory II:* Decrease to 10 Pool + 10 Control Cost. Total cost: 10 + 3 = 13 points.



TRUE UNIVERSAL TRANSLATOR

Effect: Universal Translator and related Detects

Target: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: While Psychic Translator (page 241) and Linguistic Analysis (page 159) are potent abilities, they suffer from the standard restrictions on the *Universal Translator* Talent. Not so this ability, which allows a character to discern the communicative meaning or intent in virtually anything.

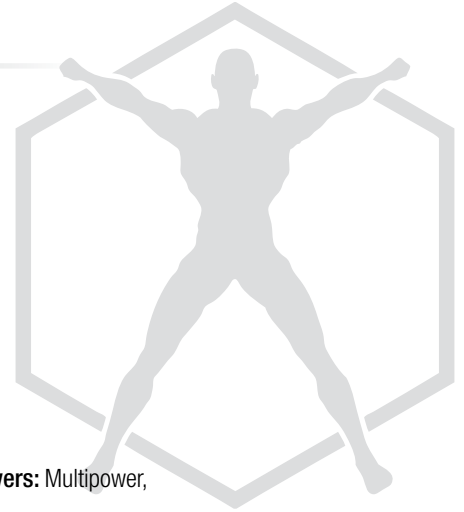
Game Information:

Cost Power

20	Basic UT: Universal Translator
3	UT Lie Detector: Detect Spoken Falsehood (INT Roll) (Hearing Group)
5	UT Body Language I: Detect Body Language Falsehood (INT Roll) (Sight Group)
5	UT Body Language II: Detect Subject's Current Emotional State (INT Roll) (Sight Group)
10	UT Read Symbolism: Detect Symbolic Meaning (INT Roll) (Sight Group)
19	UT Decipherment: Cryptography INT +8
11	UT Math: SS: Mathematics INT +8

Total cost: 73 points.

APPENDIX



Here are two examples of ways to use *Champions Powers* when creating characters.

EXAMPLE 1: ALCHEMICA

Nikki's been invited to play in a Champions campaign. She's new to the *HERO System*, but has a great idea for a character: Alchemica, a superheroine with powers of chemical control and transmutation derived from having her body infused with the power of the Philosopher's Stone. The GM has established a ceiling of 60 Active Points for most powers, though he's willing to discuss exceptions.

Rather than try to create Alchemica's powers from scratch with her limited knowledge of the rules, Nikki looks through *Champions Powers* for some ideas. Besides the brief discussion of "Chemical Powers" on page 12, she sees several categories or powers she can use for her character. She's read about Multipowers, and figures she can concoct a great Multipower of attacks and related abilities for Alchemica using the *Champions Powers* powers.

First, she looks at the Matter Manipulation Powers section. There are some great powers there that Alchemica should have: Air Into Gas, Element Alteration, and a weaker variant of Transmutation.

Second, she looks at Acid Powers. Alchemica could have some of those powers defined as "creating acid," such as Acid Cloud and Acid Projection. She chooses the latter, but decides she doesn't want to shoot acid, just create acid and have it fall on the target, so she'll use the *Acid Rain* option.

Third, she looks at Wood and Plant Powers. Some of the "spore cloud" abilities would work just fine as "chemical projection" powers with a change of name and special effect. She selects Controlling Spores (as "Mind Control Drug"). She could have chosen Choking Spores, too, but one of her Air Into Gas powers accomplishes roughly the same effect.

That's a pretty good suite of powers for Alchemica, so Nikki decides to assemble her Multipower:

Cost Power

- 60 **Philosopher's Stone Powers:** Multipower, 60-point reserve
- 4f **1) Air Into Knockout Gas:** Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (8m Radius; +½); Does Not Work In High Winds Or Rain (-¼)
- 3f **2) Air Into Poisonous Gas:** RKA 1d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Area Of Effect (8m Radius; +½); No Knockback (-¼), Does Not Work In High Winds Or Rain (-¼)
- 6f **3) Transmutation:** Severe Transform 2d6 (anything into anything; heal back through another application of this power or appropriate natural processes), Improved Results Group (anything; +1)
- 2f **4) Element Alteration:** Severe Transform 2d6 (any element into any other element), Improved Results Group (any element; +¼); Limited Target (pure elements only; -¼), Requires A SS: Chemistry Roll (-¼), Limited Range (20m; -¼)
- 3f **5) Acid Rain:** RKA 1d6, Constant (+½), Penetrating (+½), Indirect (Source Point is always above the target; +¼), Uncontrolled (see 6E2 147; +½); Limited Range (16m; -¼)
- 2f **6) Mind Control Drug:** Mind Control 10d6; Based On CON (-1), Limited Range (8m; -¼), Does Not Work Versus Targets with Life Support (Self-Contained Breathing) (-¼), Not In High Winds, Rain, Or Water (-¼)

Total cost: 80 points.

So, in just a few minutes, Nikki has Alchemica's main powers taken care of. With a little more thinking about her character's defensive and miscellaneous powers, and a few more selections from some of those same categories, and Nikki will be ready to play!

EXAMPLE 2: EMERALD PHAROS

Darren, who's playing in the same campaign that Nikki's going to join, wants to create an energy projector character patterned after one of his favorite comic book heroes. His character, the Emerald Pharos, doesn't have true superpowers, though — he gets his powers from the Pharos Ring, a mysterious artifact he found in outer space. So, Darren will have to apply the Limitation *Obvious Inaccessible Focus* to all of his hero's powers.

Darren knows the *HERO System* rules well, but doesn't have much time (the game starts in just a few minutes), so he decides to use *Champions Powers* rather than creating the Emerald Pharos from scratch. Among the powers Darren thinks the Emerald Pharos should have are:

- the ability to create emerald-colored energy fields in various shapes to catch, move, or grab objects and people. Darren decides he can accomplish those effects with various types of Telekinesis, and perhaps an Entangle.
- the power to project blasts of emerald-colored energy at his enemies. He can handle that with Blast, but he may need a few different varieties of Blast to have all the effects that Emerald Pharos should be able to create.
- the ability to protect himself, and sometimes other people, with walls and shields of emerald-colored force. Resistant Protection and Barrier are clearly the powers to use here; some Deflection might also work well.
- the ability to fly. This requires Flight.

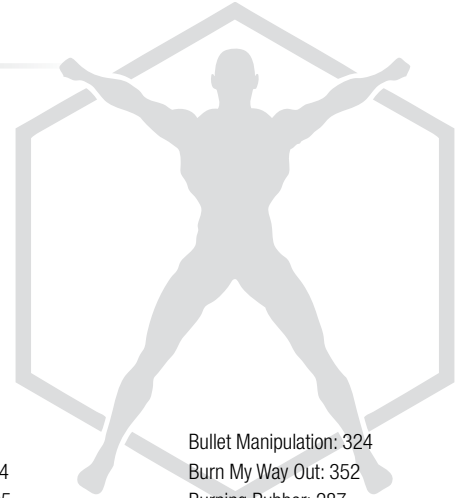
After looking over *Champions Powers*'s table of contents, Darren decides that Force Powers and Telekinetic powers are what Emerald Pharos needs. For flexibility, but with some restrictions on what he can do, he decides on a large Multipower — a 120-point reserve — with numerous multi slots, none of which have more than 60 Active Points (well, one has 80 Active Points, but the GM grants special permission for that). That way he can have two slots active at full effect at any one time. Here's what he picks from Force and Telekinetic Powers:

Cost Powers

80	Pharos Ring: Multipower, 120-point reserve; all OIF (-½)
7v	1) Emerald Power Fields: Telekinesis (40 STR); OIF (-½), Affects Whole Object (-¼)
8v	2) Emerald Force Blast: Blast 12d6; OIF (-½)
11v	3) Emerald Force Fist: Blast 8d6, Indirect (Source Point and Path can vary from use to use; +1); OIF (-½)
8v	4) Emerald Force Fusillade: Blast 8d6, Autofire (5 shots; +½); OIF (-½)
8v	5) Emerald Force Shackles: Entangle 4d6, 8 PD/8 ED; OIF (-½)
8v	6) Emerald Force Spear: RKA 4d6; OIF (-½)
7v	7) Emerald Strangulation Bubble: RKA 1d6, NND (defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1), Does BODY (+1), Constant (+½); OIF (-½)
3v	8) Emerald Point Defense: Deflection; OIF (-½)
15v	9) Emerald Force Shield: Resistant Protection (30 PD/30 ED), Allocatable (+¼); OIF (-½)
7v	10) Emerald Barrier: Barrier 10 PD/10 ED, 10 BODY (up to 10m long, 4m tall, and ½m thick), Non-Anchored, Dismissable; OIF (-½), Costs Endurance (to maintain; -½)
8v	11) Emerald Power Flight: Flight 40m, Reduced Endurance (0 END; +½); OIF (-½)

Total cost: 170 points.

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