

Comps Table

Name	Cost	Effect
Accelerated Metabolism	3CP / rank	you need a lot food and sleep
Animal Antipathy	1CP	animals just don't like you
Anxious Activation	3CP / rank	powers go off when you're upset
Bad Driver	3CP / rank	cars just don't like you
Bad Rep	1CP / rank	a lot of people just don't like you
Bad Save	1CP	-1 to one Saving throw
Bad Shot	2CP / rank	you suck with ranged weapons
Bane	var.	your own, personal kryptonite
Berserker Rage	5CP	you sometimes lose it in combat
Bizarre Area Effect	var.	something's different about you
Calling Card	var.	you always leave your mark
Chemical Activation	4CP	your powers need chemicals
Chemical Dependency	2CP / rank	you need a chemical to function
Cold-Blooded	2CP	you need heat to keep moving
Dependent	var.	people you have to protect
Diurnal Power Cycle	4CP	powers only at night/in the day
Dramatic Activation	var.	power word or gesture
Empowered	1CP / rank	turn a Trait into a Power

Energy Weakness	1CP	penalty to resist energy types
Favours Owed	3CP / rank	you owe someone, big
Form Shift	2CP	shift from normal to heroic form
Forsworn From Firearms	2CP / rank	you <i>really</i> don't like guns
F/X Deficiency	2CP	barred from one domain/school
Glass Jaw	2CP	crits affect you more severely
Hero's Code	2CP / rank	rules to live by
Illiterate	1CP	you can't read
Impaired Hearing	2CP	you can't hear as well as others
Impaired Mobility	2CP / rank	you can't move as well as others
Impaired Vision	2CP / rank	you can't see as well as others
Inattentive	1CP	you are oblivious
Insatiable Curiosity	2CP	you can't let secrets go
Large-Sized	2CP	you are large
Light Sensitive	1CP / rank	the light... it burns...
Light Headed	1CP / rank	you get knocked out a lot
Magnetic Signature	2CP	electronics don't like you
Monologueur	3CP / rank	you like making speeches
Nemesis	var.	an arch-enemy of your very own
Non-Oxygen Breather	2CP / rank	you don't breath air

Not From Around Here	3CP / rank	you've missed out on some things
Notoriety	2CP	everyone wants a piece of you
Origin Vulnerability	1CP / rank	-1 to resist one Origin
Ostracism	2CP / rank	the world hates you
Phobia	2CP / rank	you're afraid of something
Poor Healing	6CP	healing is half as effective on you
Quirky Systems	2CP	supertech penalized if damaged
Shortfall	2CP / rank	lose Profession check for Wealth
Slow Activation	1CP / rank	casting time increases
Slow Witted	1CP	-2 to Initiative checks
Small-Sized	2CP	you are small
Split Personality	2CP	your identities have split
Touch-Activated Power	2CP	skin contact sets off your powers
Unimaginative	2CP	you can't create spells/psi-powers
Unipower	2CP / rank	use only one power at once
Unreliable Power	1CP / rank	Will save required for activation