

Power Table

This table lists the basic features of all powers and links to the individual power descriptions. For a fuller explanation of what all these numbers refer to, see [Power Descriptors](#).

The **CP Costs** in the table below are either listed as per rank (e.g., “5CP/R”) or as the base cost of the power before enhancements or upgrades.

The **Activate** column lists a PP cost, which is per rank by default, and an activation time, which is a set action type (i.e., full-round, standard, move, swift, free). “Free” or “trait” indicates a power with no PP cost. “By CL” means that the power’s cost is based partially on your Character Levels.

The **Sustain** column lists additional information about sustaining the power, if applicable. The format is similar. It indicates how long the power lasts for every fresh activation (i.e., a unit of time), and it lists the action type needed to re-activate the power. **The PP cost of sustaining an action is always the same as the cost to activate.** Sustain times with a slash mark indicate a power that has a different sustain cost in combat than out of combat (e.g., “round/minute” indicates a cost per round in combat, and a cost per minute out of combat). Traits have no activation or sustain costs.

The **Standard Save** DCs for powers are 10 + half your level + ability modifier.

Powers marked with a ^T are traits, ^M denotes metapowers, and ^I marks items.

Power	CP Cost	Activate	Sustain	Description
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Ability Boost	varies	by mode	per round/minute	temporary increases to your ability scores
Ability Enhancement	2cp/rank	n/a	free; free	permanent +1 to one ability score
Alter Appearance	5cp base	1PP; full-round	per hour; swift	+10 bonus to Disguise checks
Amazing Accuracy ^T	2cp/rank	trait	trait	permanent +1 bonus to ranged attack
Amazing Combat Skill ^T	5cp/rank	trait	trait	permanent +1 bonus to your Base Attack
Amazing Defence	1cp/rank	1PP; use-activated	per round; free	permanent +1 enhancement bonus to Defence
Amazing Deflection ^T	2cp/rank	trait	trait	permanent +1 deflection bonus
Amazing Diplomacy ^T	1cp/rank	trait	trait	permanent +2 bonus to Diplomacy
Amazing Dodge ^T	2cp/rank	trait	trait	permanent +1 dodge bonus
Amazing Fighting ^T	2cp/rank	trait	trait	permanent +1 m�le attack bonus
Amazing Initiative ^T	1cp/rank	trait	trait	permanent +1 to Initiative
Amazing Leap ^T	1cp base	trait	trait	permanent +10 to Jump

Amazing Scrutiny ^T	1cp/rank	trait	trait	permanent +2 to Sense Motive
Amazing Swimming ^T	2cp/rank	trait	trait	Swim speed 5 ft., permanent +1 to Swim
Amphibious ^T	3cp base	trait	trait	breath under water
Animal Affinity ^T	3cp base	trait	trait	normal animals do not attack you
Animal Form	6cp base	1PP; full-round	per round/hour	turn into a beast of nature
Appendages ^T	3cp base	trait	trait	extra limbs, like arms, tails, or even prehensile hair
Catfall ^T	2cp/rank	trait	trait	ignore 50 feet of falling damage
Cause Blindness	8cp base	1PP; use-activated	n/a	an attack that can cause blindness
Cause Confusion	10cp base	2PP; use-activated	n/a	an attack that can cause confusion
Cause Deafness	6cp base	1PP; use-activated	n/a	an attack that can cause deafness
Cause Earthquake	12cp base	2PP; full-round	full-round	the earth trembles at your will
Cause Fear	6cp base	1PP; use-activated	n/a	an attack that can cause fear

Cause Pain	6cp base	1PP; use-activated	n/a	an attack that can cause pain
Cause Pleasure	6cp base	1PP; use-activated	n/a	an attack that can cause pleasure
Cause Unconsciousness	12cp base	2PP; use-activated	n/a	an attack that can cause sleep
Charismatic Aura	5cp base	1pp; varies	per round; free	charm, intimidate, or frighten by your presence
Damage Reduction	2cp/rank	n/a	n/a	you have a permanent, inherent DR score
Danger Sense^T	3cp base	n/a	n/a	you cannot be caught flat-footed
Dominate Animals	8cp base	1PP; full-round	per round; free	control animals in a 300ft radius
Duplicate Self	8cp/rank	2PP per <i>Dupe</i> ; standard	per round/minute; free	make a perfect genetic copy of yourself
Energy Attack	varies	by mode	by mode	generate damaging energy with your body
Energy Resistance	2cp/rank	none; use-activated	n/a	Resistance 5 against one energy type
Esoteric Item^I	varies	n/a	n/a	an item with enhancements
Flight	varies	free; use-activated	free; free	fly like an eagle or an F-14

Force Field	6cp base	2PP; move action	per round/hour; free	generate solid energy bubbles
Gadget^T	varies	n/a	n/a	a device that generates a single power
Gremlinism	8cp base	1PP; standard	n/a	break machines with a look
Healing Touch	1cp/rank	1PP per d6; use-activated	n/a	you can instantly heal injury with a touch
Iconic Item^T	varies	n/a	n/a	a single item that manifests all of your powers
Invisibility	10cp base	1pp; full-round	per round/minute; free	disappear from sight
Life Leech	3cp/rank	2PP per d6; use-activated	n/a	drain the HPs of your opponents
Liquid Form	12cp base	1pp; move	per round/hour; free	transform into water
Longevity^T	1cp/rank	trait	trait	live beyond your years
Metamorph	3cp base	2pp; full-round	per round/hour; free	you can change into objects and machines
Mighty Lifting^T	2cp/rank	trait	trait	increase your carrying capacity
Mystic Spellcasting	8cp/rank	3PP per level; use-activated	n/a	cast mystical spells

Natural Armour ^T	2cp/rank	trait	trait	natural bonus to Defence
Natural Weapons ^T	varies	trait	trait	a body-mounted weapon
Need Not Breathe ^T	4cp base	trait	trait	you don't need to breathe
Need Not Eat ^T	1cp base	trait	trait	you don't need to eat
Need Not Sleep ^T	2cp base	trait	trait	you don't need to sleep
Penetrating Vision	8cp base	1PP; move	per round/minute; move	see through solid objects
Phase	12cp base	1pp; standard	per round/minute	make yourself immaterial
Photographic Muscle Memory	1cp/rank	1PP per CP; special	special	mimic physical abilities that you observe
Power Absorption ^M	12cp base	1PP; use-activated	per round (special)	steal others' powers
Power Armour ^I	10cp base	n/a	n/a	a suit of armour made of <i>Gadgets</i>
Power Detection ^M	5cp base	1PP; move	per minute; special	sense others' powers
Power Duplication ^M	5cp base	1PP; use-activated	per round (special); free	copy others' powers
Power Leech ^M	2cp/rank	by mode	special	steal others' power points
Power Nullification ^M	5cp base	1PP; use-activated	per round (special); free	cancel others' powers
Power Resistance ^M	8cp base	none; use-activated	n/a	you can ignore some powers

Possession	8cp base	1PP; standard action	per round/hour; free	project yourself into others' bodies
Pressure Adaptation^T	2cp/rank	trait	trait	survive the ocean depths
Probability Manipulation	8cp base	1PP per +1; use-activated	n/a	alter random events
Psionic Manifestation	7cp/rank	4PP per level; use-activated	n/a	manifest psionic powers
Regeneration	varies	free; use-activated	free; free	regenerate HPs at accelerated rate
Repairing Touch	1cp/rank	1PP per d6; standard	n/a	you can instantly repair machines by touching them
Shadow Affinity	2cp/rank	none; use-activated	per round; free	meld into shadows
Size Shift	special	1PP per size; full-round	per round/hour; free	go big or go small
Space Adaptation^T	2cp base	trait	trait	survive in space, space I tells ya!
Stretching	1cp/rank	none; use-activated	n/a	stretch your limbs and body
Summon Creature	2cp/rank	2PP per rank; full-round	n/a	create powerful allies who fight for you
Summon Object	8cp	1pp; full-round	n/a	summon objects to your hands
Super Senses	3cp/rank	free; free	free	super-acute senses

Super Speed	varies	free; use-activated	use-activated	run really, really fast
Super Vehicle^I	4cp	free; use-activated	use-activated	drive, sail, or fly in your own super-mobile
Supertech Invention	varies	as power	as power	create Supertech devices
Surface Adhesion	3cp base	none; use-activated	use-activated	become a wall-crawler
Technopathy	5cp base	1PP; move	per round/hour; move	mentally connect with computers
Telekinesis	4cp/rank	1pp; standard	per round/hour; varies	move objects with your mind
Telepathy	8cp base	1PP; move action	per round/hour; varies	you can communicate mentally
Teleport	varies	1PP; full-round	full-round	instantaneous transportation
Temport	5cp base	1PP per hour; full-round	n/a	travel in time, forward and back
Turn Undead	5cp base	1PP; use-activated	n/a	repel creatures of the night
Weather Mastery	3cp/rank	1PP per 10 ⁰ ; standard	per round/minute; standard	summon fog, rain, snow, and mighty winds
Webbing	4cp base	1PP per 50 ft.; standard	n/a	spin a web, any size!