

# 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 <sup>T</sup> are traits, <sup>M</sup> denotes metapowers, and <sup>I</sup> marks items.

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

|   |          |                                |                        |  |
|---|----------|--------------------------------|------------------------|--|
| <a href="#">Amazing Fighting</a> <sup>T</sup>   | 2cp/rank | trait                          | trait                  | permanent +1 mêlée attack bonus                        |
| <a href="#">Amazing Initiative</a> <sup>T</sup> | 1cp/rank | trait                          | trait                  | permanent +1 to Initiative                             |
| <a href="#">Amazing Leap</a> <sup>T</sup>       | 1cp      | base trait                     | trait                  | permanent +10 to Jump                                  |
| <a href="#">Amazing Scrutiny</a> <sup>T</sup>   | 1cp/rank | trait                          | trait                  | permanent +2 to Sense Motive                           |
| <a href="#">Amazing Swimming</a> <sup>T</sup>   | 2cp/rank | trait                          | trait                  | Swim speed 5 ft., permanent +1 to Swim                 |
| <a href="#">Amphibious</a> <sup>T</sup>         | 3cp      | base trait                     | trait                  | breath under water                                     |
| <a href="#">Animal Affinity</a> <sup>T</sup>    | 3cp      | base trait                     | trait                  | normal animals do not attack you                       |
| <a href="#">Animal Form</a>                     | 6cp      | base 1PP; full-round           | per round/hour         | turn into a beast of nature                            |
| <a href="#">Appendages</a> <sup>T</sup>         | 3cp      | base trait                     | trait                  | extra limbs, like arms, tails, or even prehensile hair |
| <a href="#">Catfall</a> <sup>T</sup>            | 2cp/rank | trait                          | trait                  | ignore 50 feet of falling damage                       |
| <a href="#">Cause Blindness</a>                 | 8cp      | base 1PP; use-activated        | n/a                    | an attack that can cause blindness                     |
| <a href="#">Cause Confusion</a>                 | 10cp     | base 2PP; use-activated        | n/a                    | an attack that can cause confusion                     |
| <a href="#">Cause Deafness</a>                  | 6cp      | base 1PP; use-activated        | n/a                    | an attack that can cause deafness                      |
| <a href="#">Cause Earthquake</a>                | 12cp     | base 2PP; full-round           | full-round             | the earth trembles at your will                        |
| <a href="#">Cause Fear</a>                      | 6cp      | base 1PP; use-activated        | n/a                    | an attack that can cause fear                          |
| <a href="#">Cause Pain</a>                      | 6cp      | base 1PP; use-activated        | n/a                    | an attack that can cause pain                          |
| <a href="#">Cause Pleasure</a>                  | 6cp      | base 1PP; use-activated        | n/a                    | an attack that can cause pleasure                      |
| <a href="#">Cause Unconsciousness</a>           | 12cp     | base 2PP; use-activated        | n/a                    | an attack that can cause sleep                         |
| <a href="#">Charismatic Aura</a>                | 5cp      | base 1pp; varies               | per round; free        | charm, intimidate, or frighten by your presence        |
| <a href="#">Damage Reduction</a>                | 2cp/rank | n/a                            | n/a                    | you have a permanent, inherent DR score                |
| <a href="#">Danger Sense</a> <sup>T</sup>       | 3cp      | base n/a                       | n/a                    | you cannot be caught flat-footed                       |
| <a href="#">Dominate Animals</a>                | 8cp      | base 1PP; full-round           | per round; free        | control animals in a 300ft radius                      |
| <a href="#">Duplicate Self</a>                  | 8cp/rank | 2PP per <i>Dupe</i> ; standard | per round/minute; free | make a perfect genetic copy of yourself                |
| <a href="#">Energy Attack</a>                   | varies   | by mode                        | by mode                | generate damaging energy with your body                |

|  |           |                              |                        |   |
|--|-----------|------------------------------|------------------------|---|
| <a href="#">Energy Resistance</a>            | 2cp/rank  | none; use-activated          | n/a                    | Resistance 5 against one energy type            |
| <a href="#">Esoteric Item<sup>T</sup></a>    | varies    | n/a                          | n/a                    | an item with enhancements                       |
| <a href="#">Flight</a>                       | varies    | free; use-activated          | free; free             | fly like an eagle or an F-14                    |
| <a href="#">Force Field</a>                  | 6cp base  | 2PP; move action             | per round/hour; free   | generate solid energy bubbles                   |
| <a href="#">Gadget<sup>T</sup></a>           | varies    | n/a                          | n/a                    | a device that generates a single power          |
| <a href="#">Gremlinism</a>                   | 8cp base  | 1PP; standard                | n/a                    | break machines with a look                      |
| <a href="#">Healing Touch</a>                | 1cp/rank  | 1PP per d6; use-activated    | n/a                    | you can instantly heal injury with a touch      |
| <a href="#">Iconic Item<sup>T</sup></a>      | varies    | n/a                          | n/a                    | a single item that manifests all of your powers |
| <a href="#">Invisibility</a>                 | 10cp base | 1pp; full-round              | per round/minute; free | disappear from sight                            |
| <a href="#">Life Leech</a>                   | 3cp/rank  | 2PP per d6; use-activated    | n/a                    | drain the HPs of your opponents                 |
| <a href="#">Liquid Form</a>                  | 12cp base | 1pp; move                    | per round/hour; free   | transform into water                            |
| <a href="#">Longevity<sup>T</sup></a>        | 1cp/rank  | trait                        | trait                  | live beyond your years                          |
| <a href="#">Metamorph</a>                    | 3cp base  | 2pp; full-round              | per round/hour; free   | you can change into objects and machines        |
| <a href="#">Mighty Lifting<sup>T</sup></a>   | 2cp/rank  | trait                        | trait                  | increase your carrying capacity                 |
| <a href="#">Mystic Spellcasting</a>          | 8cp/rank  | 3PP per level; use-activated | n/a                    | cast mystical spells                            |
| <a href="#">Natural Armour<sup>T</sup></a>   | 2cp/rank  | trait                        | trait                  | natural bonus to Defence                        |
| <a href="#">Natural Weapons<sup>T</sup></a>  | varies    | trait                        | trait                  | a body-mounted weapon                           |
| <a href="#">Need Not Breathe<sup>T</sup></a> | 4cp base  | trait                        | trait                  | you don't need to breathe                       |
| <a href="#">Need Not Eat<sup>T</sup></a>     | 1cp base  | trait                        | trait                  | you don't need to eat                           |
| <a href="#">Need Not Sleep<sup>T</sup></a>   | 2cp base  | trait                        | trait                  | you don't need to sleep                         |
| <a href="#">Penetrating Vision</a>           | 8cp base  | 1PP; move                    | per round/minute; move | see through solid objects                       |
| <a href="#">Phase</a>                        | 12cp base | 1pp; standard                | per round/minute       | make yourself immaterial                        |
| <a href="#">Photographic Muscle Memory</a>   | 1cp/rank  | 1PP per CP; special          | special                | mimic physical abilities that you observe       |

|  |           |                              |                           |  |
|--|-----------|------------------------------|---------------------------|--|
| <a href="#">Power Absorption</a> <sup>M</sup>    | 12cp base | 1PP; use-activated           | per round (special)       | steal others' powers                               |
| <a href="#">Power Armour</a> <sup>I</sup>        | 10cp base | basen/a                      | n/a                       | a suit of armour made of <i>Gadgets</i>            |
| <a href="#">Power Detection</a> <sup>M</sup>     | 5cp base  | 1PP; move                    | per minute; special       | sense others' powers                               |
| <a href="#">Power Duplication</a> <sup>M</sup>   | 5cp base  | 1PP; use-activated           | per round (special); free | copy others' powers                                |
| <a href="#">Power Leech</a> <sup>M</sup>         | 2cp/rank  | by mode                      | special                   | steal others' power points                         |
| <a href="#">Power Nullification</a> <sup>M</sup> | 5cp base  | 1PP; use-activated           | per round (special); free | cancel others' powers                              |
| <a href="#">Power Resistance</a> <sup>M</sup>    | 8cp base  | none; use-activated          | n/a                       | you can ignore some powers                         |
| <a href="#">Possession</a>                       | 8cp base  | 1PP; standard action         | per round/hour; free      | project yourself into others' bodies               |
| <a href="#">Pressure Adaptation</a> <sup>T</sup> | 2cp/rank  | trait                        | trait                     | survive the ocean depths                           |
| <a href="#">Probability Manipulation</a>         | 8cp base  | 1PP per +1; use-activated    | n/a                       | alter random events                                |
| <a href="#">Psionic Manifestation</a>            | 7cp/rank  | 4PP per level; use-activated | n/a                       | manifest psionic powers                            |
| <a href="#">Regeneration</a>                     | varies    | free; use-activated          | free; free                | regenerate HPs at accelerated rate                 |
| <a href="#">Repairing Touch</a>                  | 1cp/rank  | 1PP per d6; standard         | n/a                       | you can instantly repair machines by touching them |
| <a href="#">Shadow Affinity</a>                  | 2cp/rank  | none; use-activated          | per round; free           | meld into shadows                                  |
| <a href="#">Size Shift</a>                       | special   | 1PP per size; full-round     | per round/hour; free      | go big or go small                                 |
| <a href="#">Space Adaptation</a> <sup>T</sup>    | 2cp base  | trait                        | trait                     | survive in space, space I tells ya!                |
| <a href="#">Stretching</a>                       | 1cp/rank  | none; use-activated          | n/a                       | stretch your limbs and body                        |
| <a href="#">Summon Creature</a>                  | 2cp/rank  | 2PP per rank; full-round     | n/a                       | create powerful allies who fight for you           |
| <a href="#">Summon Object</a>                    | 8cp       | 1pp; full-round              | n/a                       | summon objects to your hands                       |
| <a href="#">Super Senses</a>                     | 3cp/rank  | free; free                   | free                      | super-acute senses                                 |
| <a href="#">Super Speed</a>                      | varies    | free; use-activated          | use-activated             | run really, really fast                            |
| <a href="#">Super Vehicle</a> <sup>I</sup>       | 4cp       | free; use-activated          | use-activated             | drive, sail, or fly in your own super-mobile       |
| <a href="#">Supertech Invention</a>              | varies    | as power                     | as power                  | create Supertech devices                           |
| <a href="#">Surface Adhesion</a>                 | 3cp base  | none; use-activated          | use-activated             | become a wall-crawler                              |

|                                 |          |                                       |                                  |  |
|---------------------------------|----------|---------------------------------------|----------------------------------|--|
| <a href="#">Technopathy</a>     | 5cp base | 1PP; move                             | per<br>round/hour;<br>move       | mentally connect<br>with computers             |
| <a href="#">Telekinesis</a>     | 4cp/rank | 1pp; standard                         | per<br>round/hour;<br>varies     | move objects with<br>your mind                 |
| <a href="#">Telepathy</a>       | 8cp base | 1PP; move<br>action                   | per<br>round/hour;<br>varies     | you can communicate<br>mentally                |
| <a href="#">Teleport</a>        | varies   | 1PP; full-round                       | full-round                       | instantaneous<br>transportation                |
| <a href="#">Tempot</a>          | 5cp base | 1PP per hour;<br>full-round           | n/a                              | travel in time,<br>forward and back            |
| <a href="#">Turn Undead</a>     | 5cp base | 1PP; use-<br>activated                | n/a                              | repel creatures of<br>the night                |
| <a href="#">Weather Mastery</a> | 3cp/rank | 1PP per 10 <sup>0</sup> ;<br>standard | per<br>round/minute;<br>standard | summon fog, rain,<br>snow, and mighty<br>winds |
| <a href="#">Webbing</a>         | 4cp base | 1PP per 50 ft.;<br>standard           | n/a                              | spin a web, any<br>size!                       |