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## Ability Boost

[Power]

**Cost:** by mode

**Activate:** varies; move action

**Sustain:** per round/minute; free action

**Range:** self

This power allows you to temporarily increase one or more of your ability scores. One rank in Ability Boost, regardless of mode (see below), grants a +1 bonus to the relevant ability or abilities. There are four modes of this power: Single, Mental, Physical, and Total.

The PP cost for *Ability Boost* varies by mode and is by Character Level (CL). **You can activate Ability Boost for a number of points equal to or less than ½ your CL for free.** All Boost points over and above that amount cost PPs, as described in the three modes: Single, Mental/Physical, and Total (see below). **For example**, at level 10, you can *Boost* a score by +5 for free (i.e., half your character level).

**You do not need to Boost your designated score(s) by your full amount.** If you had four ranks in *Ability Boost: Charisma*, for example, you could increase your score by +1, +2, +3, or +4, at your discretion. When you are *Boosted*, you can choose to expend a move action to Activate the power again in order to raise or lower your score(s).

When you increase an ability score, that increase affects all related stats.

- **All Scores** : relevant Skill checks
- **Strength** : mêlée attack/damage bonus, lifting capacity
- **Dexterity** : ranged attacks, Defence bonus, Reflex saves
- **Constitution** : HPs, Fortitude saves
- **Wisdom** : Will saves, Spell DC's
- **Charisma** : Turning checks, Psi-Power DCs

**Boosting your Intelligence does not increase your skill points** because you do not go back in time and "have learned" things that you previously didn't know.

When you end a *Boost*, you simply reduce all your stats to their un-*Boosted* levels, but **HPs work differently**. In this case, you take the number of extra points your *Boost* granted you, and subtract that number from *both* your total HPs *and* your current HPs. If doing so were to reduce your current HPs to below zero, then you would suffer all the consequences thereof. If it were to reduce them to below -10, then you would be dead (unless you had feats or powers that prevent that from happening).

**Example:** You are 4th level, have 20 HPs, and a Constitution of 10 (+0). You then activate *Ability Boost* and raise your Constitution score to 20 (+5), which increases your total HPs by 20 (four levels at +5 per level). You then take 25 HPs worth of damage, which puts you at 15 HPs total. If you end your *Boost* at that point, your total HPs and your current HPs are both reduced by 20, which brings you to -5 HPs.

Please do not bog down a game by calculating your *Boosted* stats at the table. It is only polite to do that math before the game starts.

### Ability Boost Mode Costs

Single

1CP per +1

Mental

2CP per +1

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Physical	2CP per +1
Total	4CP per +1

### Single

**Cost:** 1CP per +1 to one ability score

**Activate:** 1PP per +4 (By CL); move action

**Sustain:** per round/minute; free action

For every rank in this mode, you can increase one of your ability scores by +1. The activation cost is 1PP for every +4 to your ability score, or portion thereof.

### Mental

**Cost:** 2CP per +1 to Intelligence, Wisdom, and Charisma

**Activate:** 2PPs per +4 (By CL); move action

**Sustain:** per round/minute; free action

For every rank in this mode, you can increase all three of your mental ability scores (Intelligence, Wisdom, and Charisma) by +1. The activation cost is 2PP for every +4 to your ability score or portion thereof.

### Physical

**Cost:** 2CP per +1 to Strength, Dexterity, and Constitution

**Activate:** 2PPs per +4 (By CL); move action

**Sustain:** per round/minute; free action

For every rank in this mode, you can increase all three of your physical ability scores (Strength, Dexterity, and Constitution) by +1. The activation cost is 2PP for every +4 to your ability score or portion thereof.

### Total

**Cost:** 4CP per +1 to all your ability scores

**Activate:** 3PPs per +4 (By CL); move action

**Sustain:** per round/minute; free action

For every rank in this mode, you can increase all six of your ability scores by +1. The activation cost is 3PP for every +4 to your ability score or portion thereof.

### *Enhancements*

#### **Enhancement:** Reduced Drain

**Cost:** 1CP per rank in *Ability Boost*

Activating your *Boosted* scores now costs half:

- Single: 1PP per +8
- Mental/Physical: 2PPs per +8
- Total: 3PPs per +8

#### **Enhancement:** Swift Boost

**Cost:** 2CP

You can *Boost* your scores as a swift action.

**Enhancement:** Reflexive Boost

**Cost:** 3CP

**Prerequisite :** Swift Boost

**Activate:**

- Single: 1PP; swift action
- Mental/Physical: 2PP; swift action
- Total: 3PP; swift action

If you retain your Dexterity bonus and are hit for physical damage (either by an attack or something that triggers a saving throw), you can make a Reflex save to instantly *Boost* your score(s) a split second before the damage occurs. The DC of the Reflex save equals either half the attack roll *or* the save DC of the in-coming effect -5. You must declare your intention to invoke this enhancement after the hit is announced but before full damage is calculated.

### *Limitations*

**Limitation:** Boost Swap

**Value:** Single: 1CP per +4, Mental/Physical: 2CP per +4

Whenever you *Boost* one of your ability scores, another score (player's choice, permanent choice) decreases by half that (rounding down). For example, if you were to *Boost* your Dexterity by 10, then you would have to apply a -5 to another ability score. Which score takes the penalty is a permanent choice. If you take Mental/Physical Swap, then you trade one group of *Boosted* stats for penalties in the other. If you were to *Boost* all of your Mental stats by +12, you'd take a -6 penalty in all your physical stats, for example.

**Limitation:** Extra Drain

**Value:** 1CP per rank in *Ability Boost*

Activating and sustaining your *Boosted* scores now costs double.

- Single: 1PP per +4
- Physical/Mental: 2PPs per +4
- Total: 3PPs per +4

**Limitation:** Fatigue

**Value:** 1CP per rank in *Ability Boost*

When you end a *Boost* you crash. Any score you *Boost* now has a temporary penalty of -1 per rank in the base power (i.e., half the total *Boost* bonus), and this penalty lasts half as long as you sustained your *Ability Boost*. If you were to increase your Intelligence by +4 for 10 rounds, you would receive a -2 penalty to Intelligence for 5 rounds. You cannot *Boost* a given ability score while you're crashing, so in the above example, you couldn't increase your Intelligence to overcome the crash, but you could increase a different score.

**Limitation:** Maximum Power

**Value:** 2CP

**Prerequisite:** 4 ranks in *Ability Boost*

You must always use your maximum Boost bonus when you activate the power.

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## Ability Enhancement

[Power]

**Cost:** 2CP per rank (+1 to ability score)

**Activate:** n/a

**Range:** self

For every rank in this power, increase one of your abilities by +1. This increase is permanent, but it is a power, so it's vulnerable to the metapowers. You should keep a record of your unpowered ability scores (i.e., your scores before any enhancement).

### *Enhancements*

**Enhancement:** Ability Trait

**Cost:** 1CP per rank in Ability Enhancement

This enhancement changes one of your enhanced abilities into a trait. The maximum score of an Ability Trait is 24. You cannot take this enhancement for a score that is 25 or more.

---

## Alter Appearance

[Power]

**Cost:** 5CP

**Activate:** 1PP; full-round action

**Sustain:** per hour; swift action

**Range:** self

You can physically alter your body to change your appearance. This power grants a +10 enhancement bonus to your Disguise rolls. You can *Alter* your height by up to 25% and your girth by 25%. You can change your hair's length, up to double, or render yourself completely bald. The form you assume must be corporeal and of the same species as yourself although you can change your gender and ethnicity. However, you cannot fundamentally alter the physical structure or capabilities of your body. A man *Altered* to appear female cannot become pregnant, for example.

You can change your skin, hair, and eye colour to either natural or unnatural tones. You can make yourself look African, Eastern European, or Caucasian, but you can also give yourself green skin and blue hair, if you want to. You can give yourself moles, birthmarks, scars, or tattoos. The GM might limit the details of these little touches, though. For example, printing an entire poem, word for word, on your back is beyond the scope of this power. The power does not change the tone of your voice.

All of your physical abilities (attack rolls, Defence, saves, etc.) remain the same. This power cannot confer any special abilities, attack forms, defences, or ability score bonuses. You cannot increase your Charisma with this power.

Once you choose a new form, that form remains the same until you deactivate the power and return to your normal form. You must revert to normal before assuming a new form. If you become unconscious for any reason, or you die, you automatically return to your normal form. You must return to your normal form before switching to a new one.

### *Enhancements*

**Enhancement:** Alter Form

**Cost:** 4CP

You can now assume a genuinely alien appearance, sporting scales instead of skin, or giant grey eyes with no pupils. You can **change your height by up to 50%** in either direction, and your **weight by up to 50%**. You can also **mimic clothing**, although you would have to take off your normal clothing in order to do so. You can **add appendages**, such as extra limbs, tails, or wings, but they are purely ornamental. You cannot fly, for example, or use extra limbs to grasp objects or support your weight. You can also **appear non-organic**, made of metal or stone, for example.

**Enhancement:** Move Action Shifting

**Cost:** 2CP

You can shift your form as a move action instead of a full-round action. Additionally, you can shift between forms without returning to your natural form.

**Enhancement:** Fine Detail

**Cost:** 3CP

You have absolute control over the finest details of your appearance, right down to your retinas and fingerprints. If you have a subject's fingerprints and/or retinal patterns to study for an hour, you can duplicate them well enough to fool any modern biometric scanner. Only DNA testing could determine that you are not whom you appear to be.

**Enhancement:** Vocal Mimic

**Cost:** 3CP

You can change your vocal chords to alter your voice. Assuming you have spent at least 10 minutes studying someone's voice, listening to it either live or a clean recording, you can duplicate it nearly perfectly. This enhancement adds an additional +5 bonus to Disguise checks. You can use your Disguise check to fool a voice scanner but without the +5 bonus this power grants.

### *Limitations*

**Limitation:** Illusory Alterations

**Value:** 1CP

**Save:** Standard, Charisma-based

Instead of creating an actual physical change, *Alter Appearance* now creates an illusion of the appearance you assume. Regardless of your Origin, people can still Disbelieve your appearance as if it were a magical illusion. The DC for a Disbelief check is 10 + half your CL + your Charisma bonus.

Your illusory appearance includes both visual and tactile elements. For example, you can make yourself skinny and people will see your ribs and feel your bony arms. However because your *Alteration* is now illusory, you cannot change your body's actual physical nature, so a scale would reveal your true weight. Hard evidence of your actual weight versus your illusory weight is one of the many things that could grant someone a Disbelief check against your new appearance.

This limitation is not compatible with the Fine Detail enhancement.

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## **Amazing Accuracy**

[Trait]

**Cost:** 2CP per rank (+1 to ranged attacks)

You have a precise and deadly eye. For every rank in this power, you gain a Competence bonus +1 to all your ranged attack rolls. You can take up to 5 ranks in this trait.

#### *Limitations*

**Limitation:** Power

**Value:** 1CP per two ranks

**Activate:** 1PP per rank (By CL); use-activated (attack)

**Sustain:** per round; free action

Your *Amazing Accuracy* is a power. You can now take unlimited ranks in the base power.

---

## Amazing Combat Skill

[Trait]

**Cost:** 5CP per rank (Base Attack +1)

You have highly advanced combat skills, outstripping others at your level. For every rank in this trait, you gain a permanent +1 to your Base Attack Bonus. This trait can potentially increase your attacks per round, or grant a prerequisite for a Feat. You can take up to 5 ranks in this trait.

#### *Limitations*

**Limitation:** Power

**Value:** 1CP per rank (Base Attack +1)

**Activate:** 1PP per rank (By CL); use-activated (attack)

**Sustain:** per round; free action

Your *Amazing Combat Skill* is a power. You can now an unlimited number of ranks in the base power.

---

## Amazing Defence

[Power]

**Cost:** 1CP per rank (enhancement bonus to Defence +2)

**Activate:** 1PP per rank (By CL); use-activated

**Sustain:** per round; free action

**Range:** self

For every rank in this power, you get a +1 enhancement bonus to Defence. You can take up to 5 ranks in this power.

#### *Enhancements*

**Enhancement:** Inherent Defence

**Cost:** 1CP per rank in *Amazing Defence*

Your *Amazing Defence* is now a trait.

---

## Amazing Deflection

[Trait]

**Cost :** 2CP per rank (deflection +1)

For every rank in this power, you get a +1 deflection bonus to Defence. You can take up to 5 ranks in this power.

### *Limitations*

**Limitation:** Power

**Value:** 1CP per two ranks

**Activate:** 1PP per rank (By CL); free action

**Sustain:** per round; free action

Your *Amazing Deflection* is a power. You can take an unlimited number of ranks in the base power.

---

## Amazing Diplomacy

[Trait]

**Cost:** 1CP per rank (Diplomacy +2)

For every rank in this power, you get a +2 competence bonus to your Diplomacy checks. You can take up to 30 ranks in this enhancement. Its effects stack.

### *Limitations*

**Limitation:** Power

**Value:** 1CP per 2 ranks in *Amazing Diplomacy*

**Activate:** 1PP per rank (By CL); use-activated (skill check)

Your *Amazing Diplomacy* is now a power. You can take an unlimited number of ranks in the base power.

---

## Amazing Dodge

[Trait]

**Cost:** 2CP per rank (dodge +1)

For every rank in this power you gain a +1 dodge bonus to your Defence score. Any condition that makes you lose your Dexterity bonus to Defence also makes you lose this dodge bonus. Unlike other Defence bonuses, dodge bonuses stack with each other. You can take a maximum of 5 ranks in this trait. Its effects stack.

### *Limitations*

**Limitation:** Power

**Value:** 1CP per 2 ranks in *Amazing Dodge*

**Activate:** 1PP per rank (By CL); free action

**Sustain:** per round; free action

Your *Amazing Dodge* is a power. You can take an unlimited number of ranks in the base power.

---

## Amazing Fighting

[Trait]

**Cost:** 2CP per rank (mêlée attacks +1)

You are a prodigy in close combat. For every rank in this power, you gain a +1 competence bonus to your mêlée attack rolls. You can take up to 5 ranks in this enhancement.

### *Limitations*

**Limitation:** Power

**Value:** 1CP per 2 ranks

**Activate:** 1PP per rank (By CL); use-activated (attack)

**Sustain:** per round; free action

Your *Amazing Fighting* is a power. You can take an unlimited number of ranks in the base power.

---

## Amazing Initiative

[Trait]

**Cost:** 1CP per rank (Initiative +1)

For every rank in this power, you receive a Enhancement bonus +1 to your Initiative score. You can take up to ten ranks in this trait.

### *Limitations*

**Limitation :** Power

**Value:** 1CP per 2 ranks

**Activate:** 1PP per rank (By CL); use-activated (initiative roll)

**Sustain:** per round; free action

Your *Amazing Initiative* is a power. You activate it by rolling for Initiative. You can take an unlimited number of ranks in the base power.

---

## Amazing Leap

[Trait]

**Cost:** 1CP

You get a +10 competence bonus to your Jump checks.

### *Enhancements*

**Enhancement:** Powered Leap

**Cost:** 1CP per +10 to *Amazing Leap*

**Activate:** free; use-activated (Jump check)

Your *Amazing Leap* ability is now a power. For every rank in this enhancement, you gain an additional +10 enhancement bonus to all of your Jump checks. With this power, you also ignore maximum distances for both long and high Jumps.

**Enhancement:** Long-Distance Leap

**Cost:** 3CP

Given a very long running jump, you can, at your discretion, calculate your **lateral jumping distance in miles rather than feat**. The run-up to the jump is a single Run action (i.e., full-round action, your total Speed x4). You must complete a single Run action or move 100 feet, whichever is shorter. You then spend a number of rounds travelling through the air at your Run speed until you complete your jump. While in the air, you can perform other actions, logic and practical circumstances permitting.

Normally, when you make a Long-Distance Jump, you just jump "that way" and the GM places you a number of miles away in "that" direction. However, you can also try to land on a particular spot. To do that, you need to either know the terrain very well or have studied a map closely. When you make our Jump check, the DC for distance applies normally (i.e., the DC equals the distance in miles), but if you fail the check, then you don't fall short. Instead, you miss the target by a number of miles equal to the difference between your roll and the DC. **For example**, if the DC were 25 and you rolled a 22, you would be 3 miles off-target. You determine what direction off-target by rolling 1d12 and using clock directions: 12 o'clock is past your target, 6 o'clock is short of the target, and so on.

**Enhancement:** Super Long-Distance Leap

**Cost:** 3cp

Your Long-Distance Leaps (and misses!) are now in *tens* of miles instead of miles.

**Enhancement:** Wall Spring

**Cost:** 2CP

You can leap toward any wall and make a second leap off of that wall, springing upwards and away from the first wall. You can string as many Wall Springs together as you have surfaces to spring from, but of course, you can only move so far in a single round. You can keep Wall Springing for **a number of rounds equal to your Constitution score**. In between your uses of Wall Spring, you must rest for a number of rounds equal to the number of rounds for which you last Wall Sprang. A "wall," for the purpose of this description, includes any solid, more-or-less vertical surface upon which your feet can find sufficient purchase. A wall of ice would be too slippery, for example, but the concrete side of a building would be perfect.

Each spring requires a **Jump check**. Calculate these checks as if you were making a **running high jump off of the wall** and as if the vertical wall were a horizontal surface. When you reach the apex of your Wall Spring, as dictated by your Jump check, you begin to fall, moving 2 feet laterally for every 5 feet vertically, but you can, at any time during either the ascent or descent, execute another Wall Spring if you come into contact with a stable, vertical surface. In cases where a "wall" has an extremely small surface area, such as a single branch on a tree, GMs might raise the Jump DC.

If the distance between two surfaces is so small that you cannot fail the Jump checks, then GMs should feel free to let you skip the math unless there is some pressing reason to roll every time. Outside of a combat situation, it's best not to sweat the small details of a Wall Spring unless serious bodily harm is a possibility. If it's just for flavour, there's no need to go through the headache of doing all the dice-rolling and the math.

---

## Amazing Scrutiny

[Trait]

**Cost:** 1CP per rank (Sense Motive +2)

For every rank in this power, you get a +2 competence bonus to your Sense Motive checks. You can take up to 30 ranks in this enhancement. Its effects stack.

### *Limitations*

**Limitation:** Power

**Value:** 1CP per 2 ranks in *Amazing Scrutiny*

**Activate:** 1PP per rank (By CL); use-activated (skill check)

Your *Amazing Scrutiny* is now a power. You can take an unlimited number of ranks in the base power.

---

## Amazing Swimming

[Trait]

**Cost:** 2CP per rank (Swim +5 ft. / +1)

This power grants a Swim speed, which means that you no longer have to make Swim check unless you are performing a special action or avoiding a hazard (i.e., you swim with the same ease that most people walk or run). For every rank in the power, you get 5 ft. of swimming speed and a +1 enhancement bonus to Swim checks.

### *Limitations*

**Limitation:** Power

**Value:** 4CP

**Activate:** 1PP per rank; use-activated (skill check)

Your *Amazing Swimming* is now a power.

---

## Amphibious

[Trait]

**Cost:** 3CP

You can breath under water indefinitely. The water does not have to be totally pure, but it must be actual water, not just any liquid. Any poisons or toxins in the water travel into your bloodstream instantly, as if you had swallowed them.

### *Limitations*

**Limitation:** Aquatic

**Value:** 1CP

You must breath water most of the time. You can survive outside of the water for a number of hours equal to your Constitution

modifier, but after that, you must spend an equal number of hours breathing water. Otherwise, you start to suffer from asphyxiation.

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## Animal Affinity

[Trait]

**Cost:** 3CP

You have an unusual level of rapport with normal animals. This includes unnatural animals but does not include supernatural beasts, familiars, Super Pets, or the like. This power does not affect any animal with an Intelligence score greater than 2.

No ordinary animal will ever attack you, except in self-defence. Even hungry apex predators (sharks in the sea, tigers prowling a jungle) will leave you alone. Only supernaturally-compelled or controlled animals will behave in a hostile manner toward you.

### *Enhancements*

**Enhancement:** Animal Handling

**Cost:** 1CP per rank

For each rank in this enhancement, you get a +3 bonus on all Handle Animal checks. You can take this enhancement up to 10 times. Its effects stack.

**Enhancement:** Sensitivity

**Cost:** 2CP

You can instantly tell whether or not any animal within ten feet is under any form of supernatural compulsion or control, though you will not be able to identify the source of such control merely by using this power. You can also instantly gauge the relative physical health of any normal animal simply by looking at it. This allows you to receive an estimate of how many hit points the animal in question has, accurate to within 10%.

**Enhancement:** Animal Telepathy

**Cost:** 2CPs

You have an uncanny ability to sense what is on an animal's mind simply by looking at it. You can use this ability once per round as a free action. You will sense a brief and abstract impression of the animal's primary concern, such as "predator near," "scared of intruders," "lost my mate," or "resting now, belly full." Subsequent rounds of contact will reveal whatever is on the animal's mind in those rounds, but no further depth.

---

## Animal Form

[Power]

**Cost:** 6CP

**Activate:** 1PP; full-round action

**Sustain:** per round/hour

**Range:** self

You can change into **one particular animal**. This is your base animal. It always has the same shape and the same markings. It can be from large- to tiny-sized. You can turn into a mythical creature but you do not gain any of its supernatural abilities. For example, you could turn into a unicorn, but it would just be a horse with a horn. You cannot change into another basically humanoid creature unless it is of a distinctly different species, and even then, you retain your own facial features. You can eat, rest, even sleep in your *Animal Form*, consuming PPs the whole time, but if you are forcibly rendered unconscious or killed, you (or your corpse) revert to your usual shape. Any part of your body separated from your animal body reverts to its original form.

While in your *Animal Form* you **cannot talk** unless the animal in question can talk, which includes any animal that can mimic, such as a parrot, and despite your Dexterity score, if you don't have hands then you **cannot work complex machines** or controls. A tiger has Dexterity 15, but it does not have opposable thumbs, so it's useless at working doorknobs. Your *Animal Form* can be a primate, like a baboon, which would be able to use its hands just as well as the average person.

You retain your Intelligence and Wisdom scores, but your physical abilities (Strength, Dexterity, Constitution) change to the average of that animal, but *Ability Enhancement* and/or *Ability Boost* can both apply to these normal/unpowered stats. Your Charisma while in *Animal Form* is the average of yours and the animal's.

You gain the animal's **natural abilities**, including mode of locomotion (walk, fly, climb, swim) and attack sequences (claw/claw/bite, swoop-and-rake, or constriction, for example).

You gain the animal's **natural Defence score**. You do not gain any of the animal's supernatural abilities, if any (petrification, breath weapon, energy drain, etc.), but if it has unusual abilities due to pure physiology, like a hawk's keen sight or a spider's ability to climb walls, you do gain those. The rule of thumb is that if an ability is like a trait, then it's retained. If it's like a power, then it's not. The GM has final say on what qualifies as a natural or supernatural ability.

You **retain** your levels, Hit Dice, Hit Points, Power Points, Base Attack, and Saving Throws. You will need to recalculate your Knockback and Massive Damage thresholds based on your ability scores while in *Animal Form*. Your *Animal Form*'s ability scores adjust any of the above stats, as applicable.

A Constitution score that is lower than your own can cause you to lose total HPs, and a Dexterity that's higher than yours can add bonuses to some skill checks. You retain your powers in your *Animal Form*, although some traits might be redundant, like Natural Weapons. Extra Appendages do not automatically become part of an animal's natural attack sequence (because they're not natural), but you can incorporate them in by following the Two-Weapon Fighting rules. If your new body cannot reasonably perform a Dramatic Activation or a verbal/somatic spell, then it cannot employ those powers.

Your **equipment does not transform** to match the new form. If your *Animal Form* doesn't have hands, you immediately drop your items. If you have a limb that could conceivably hold an object, like a bird's talons or a prehensile tail, you can make a Reflex check (DC 12), to catch falling items. Any clothing or armour you wear when you shift into your *Animal Form* behaves as it would logically, either falling off, bursting at the seams, or just constricting your movement. Reverting to ordinary form does not cost PPs, but doing so is a full-round action.

You can **freely designate physical qualities of your new form**, such as gender, colour (hair, feathers, skin, shell, etc.), but only within the normal ranges for a creature of that type. You cannot for example become a neon-blue tiger, but you can choose to be either white or orange, and you can design a particular stripe pattern. The basic dimension's of the animal are also at your discretion, but they have to be within the norms of the species. You can't be an 8-foot budgie, for example. If you want to be a larger- or smaller-than-normal creature, you can take Size Shift. You can, in this case, activate both powers at once. Although you still pay the full PP cost for both activations (i.e., you could shift into your increased/decreased size and your *Animal Form* in a single full-round action), the activation times occur simultaneously.

You can take this power multiple times. Each time, you pick another base animal. You must shift back into your natural form before you shift into a different base-animal form.

### *Enhancements*

**Enhancement:** Colour Control

**Cost:** 1CP

You can now completely control the colours of the animal you assume. You are no longer restricted to natural coloration. Thus you can become a neon purple Bengal Tiger if you *really* want to.

**Enhancement:** Costume Shifting

**Cost:** 2CP

All your worn or carried equipment now shifts with you, into your *Animal Form*. This includes both your clothing and protective gear. Your equipment does not shift to accommodate your new body. Clothing changes shape to accommodate your new form and it will either shrink or expand to fit any size difference between you and the *Animal Form*.

Protective gear similarly shifts to fit you and continues to protect you. However, if it decreases in size, it loses some of its protective properties: a -2 circumstance penalty per size category.

**Enhancement:** Easy Shifting

**Cost:** 1CP

You can now shift between base animals without having to revert back to your natural shape first.

**Enhancement:** Family

**Cost:** 2CP

You can now shift into several species directly related to your chosen *Animal Form*. If your chosen form were a tiger, you could change into any one of the big cats. If it were the perigrin falcon, you could change into any falcons. If it were a wolf spider, you could change into any kind of poisonous spider. If it were a rattle snake, you could change into any kind of poisonous snake. All other rules are unchanged, including size restrictions. You can take this enhancement multiple times. Each time, it applies to another base *Animal Form*.

**Enhancement:** Order

**Cost:** 2CP

**Prerequisite:** Family

You can change into a more generalised group of animals directly related to your *Animal Form's* Family. For example, if your Family were falcons, you could turn into any bird of prey. If it were poisonous spiders, you could turn into any spider. If it were poisonous snakes, you could turn into any kind of snake. All other rules are unchanged, including size restrictions. You can take this enhancement multiple times. Each time, it applies to another Family.

**Enhancement:** Class

**Cost:** 2CP

**Prerequisite:** Family, Order

You can change into any animal located in your base *Animal Form's* Class, either mammalian, avian, reptilian, aquatic, or insectoid. If your base animal were a tiger, for example, you could change into any mammal. If your base animal were a gecko, you could change into any reptile. All other rules are unchanged, including size restrictions. You can take this enhancement

multiple times. Each time, it applies to another Order.

**Enhancement:** Larger Animal

**Cost:** 2CP per rank (size category)

For every rank in this enhancement, you can shift one size category larger than your normal minimum. If you are a medium-sized person, for example, you can shift all the way up to huge. The activate and sustain costs are an additional 1PP per size category, on top of the base cost for the power. You can take up to 3 ranks in this power.

**Enhancement:** Move Action Shift

**Cost:** 2CP

You can now shift into your *Animal Form* as a move action.

**Enhancement:** Reflexive Shift

**Cost:** 3CP

**Prerequisite:** Move Action Shift

**Activate:** 1PP; swift action

If you retain your Dexterity bonus and get hit for physical damage, either by an attack or something that triggers a saving throw, you can make a Reflex save to instantly shift to your *Animal Form* before the damage occurs. The DC of the Reflex save equals either half the attack roll or the save DC of the in-coming effect, -5. You must declare your intention to invoke this enhancement after the hit is announced but before full damage is calculated.

**Enhancement:** Retain Physical Abilities

**Cost:** 4CP

You retain your Strength, Dexterity, and Constitution while you're in your *Animal Form*. Ignore the animal's abilities scores and use your own.

**Enhancement:** Smaller Animal

**Cost:** 2CP per size category

For every rank in this enhancement, you can shift one size category smaller than your normal minimum. If you are a medium-sized person, for example, you can shift all the way down to tiny. The activate and sustain costs are an additional 1PP per size category, on top of the base cost for the power.

### *Limitations*

**Limitation:** Natural Animal

**Value:** 2CP

Your natural state is your *Animal Form*, and you have to expend PPs to transform into a human and remain human. All other

rules of the power apply as normal. You have only one human form. This Limitation could mean that you are a human who got "stuck" as an animal, or that you are an animal that sometimes changes into a human. It's up to you.

**Limitation:** Shape Only

**Value:** 4CP

When you shift into your *Animal Form*, you assume only the physical shape of it. You retain your ordinary colouring. As a dog, for example, your fur would be the colour of your hair. You also do not gain any of the special abilities of your form, such as physical abilities, flight, or attack routines. You are, essentially, still you, you just physically resemble the animal you've changed into. This Limitation is not compatible with Colour Control, though it is compatible with Costume Shifting, in which case the animal you shift into retains the colours of your clothing or costume.

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## Appendages

[Trait]

**Cost:** 3CP per appendage

You have one or more additional **prehensile appendages** attached to your body. They can be arms, tails, tentacles or even animated hair.

Standard appendages have the same Strength and reach you have, but they have nothing as articulate as a hand, so you cannot use them to manipulate objects with any fine skill, just hold them.

You can use your appendages to make **unarmed strikes** for 1d2 NL, but they suffer a -5 (in)competence penalty to hit, and you do not automatically gain additional attacks just because you have additional *Appendages*. To enhance your *Appendages*' ability to attack, consult the [Two-Weapon Fighting rules](#) and the [Two-Weapon Fighting feats](#) for more information on fighting with more than two limbs.

Although a heavy coat or cloak might conceal your extra appendages at a medium distance, there is no way for you to hide them from scrutiny at close range. Furthermore, you must purchase or make customized armour and clothing that fits your unusual anatomy, unless your *Appendages* located on your body in such a way that they do not reasonably interfere with that armour or clothing.

The physical shape and appearance of your appendages is up to you. They could be cybernetic tentacles, ectoplasmic arms, a monkey tail, or whatever you like.

### *Enhancements*

**NB:** You have to purchase enhancements for each appendage individually. You can mix and match different enhancements and build various appendages. For example, you can have an arm with a hand and a separate retractable tail with reach.

**Enhancement:** Climbing Aid

**Cost:** 1CP

The appendage aids you when you climb; it grants +4 to Climb checks. You can take this enhancement, and gain its bonus, twice per appendage.

**Enhancement:** Combat Appendage

**Cost:** 1CP

Your appendage is now an "off-hand" limb for combat purposes. This eliminates the -5 penalty to attack (see above) and allows you to deal your normal unarmed damage with it. Additionally, you gain a +2 bonus on all grapple checks for each appendage that has this enhancement.

**Enhancement:** Concealed Appendage

**Cost:** 1CP

**Prerequisite:** varies

Your appendage is not normally noticeable unless it's in action. While you can pass without needing customized clothing or armour, you will not be able to put those appendages to use if they are covered with clothing. This is a required enhancement for Animated Hair because it's already "concealed" (in plain sight).

If your appendage has Reach, then it must also have the Retractable Appendage enhancement in order for you to conceal it. However, if it does not have Reach, then the Retractable Appendage enhancement is not necessary.

**Enhancement:** Hand

**Cost:** 1CP

Your appendage now has all the Dexterity and functions of one of your hands although it does not necessarily have an actual hand on the end. It can hold and manipulate objects just as well as one of your normal hands. This enhancement could represent actuators on the end of a tentacle that can manipulate objects like a hand, for instance, or perhaps represent your hair's ability to separate into finger-like bunches.

**Enhancement:** Reach

**Cost:** 2CP per rank

Your appendage is unusually long; it has extended reach in combat. While you do not threaten a larger area than normal, you can strike opponents 5 feet further away than usual in *mêlée* per rank in this enhancement. The limb is visibly longer than one of your normal limbs, so it could be a 6-foot tail or a multi-elbowed arm, for example. You can take this enhancement twice per *Appendage*. Its effects stack.

**Enhancement:** Retractable Appendage

**Cost:** 1CP

**Prerequisite:** Reach

You can now retract your lengthy appendage back into your body, making it the same size as a normal limb. Retracting or extending an appendage is a free action.

*Limitations*

**Limitation:** Weak Appendage

**Value:** 1CP

Your appendage lacks Strength and power. It has an effective Strength of only 8, or half your normal Strength, whichever is

less. Additionally, you cannot perform slam attacks or entangling attacks with it.

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## Catfall

[Trait]

**Cost:** 2CP per 30 ft. of falling

For every rank in this power, you can ignore up to 30 feet worth of falling damage. You must either deliberately jump down from a height or make a Reflex check (DC 15) on an involuntary fall to use this trait. When you hit the ground, you are flat-footed, and probably hunkered down on one knee, all heroic like, with little cracks in the pavement under you, and stuff.

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## Cause Blindness

[Power]

**Cost:** 8CP

**Activate:** 1PP; use-activated (touch attack)

**Range:** touch

**Save:** Fortitude (negates), Charisma-based

You can cause your target to become temporarily blind with a touch. To use this power, spend the activation cost and make a mêlée touch attack. The target can then make a Saving Throw to avoid being blinded. In addition to the obvious effects, a blinded person automatically fails Observe checks related to sight, suffers a 50% miss chance in combat (all opponents have full concealment), loses any Dexterity bonus to Defence, grants a +2 bonus to attackers' attack rolls (they are effectively invisible), moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills. The effect of this power lasts for 1d6 rounds. If you use it again on an already blinded victim, it will last 1d6 rounds from that time. The durations are not cumulative.

### *Enhancements*

**Enhancement:** Tougher Save

**Cost:** 2CP per rank (+1 to save DC)

For every rank in this power, increase the save DC by +1 to a maximum of 10 ranks.

**Enhancement:** Extended Duration

**Cost:** 3CP per rank (1d6 rounds)

The duration of the *Blindness* extends by an additional 1d6 rounds for each rank in this enhancement. You can take this up to four times, for a maximum duration of 5d6 rounds.

**Enhancement:** Ranged Use

**Cost:** 3CP per rank (30 ft. range)

You can now use *Cause Blindness* at a range of up to 30 feet. Instead of a mêlée touch attack, you must make a ranged touch attack. The victim gets a save as usual. For every rank in the enhancement, you get another 30 ft. to a maximum of 5 ranks (150 ft.)

---

## Cause Confusion

[Power]

**Cost:** 10CP

**Activate:** 2PP; use-activated (touch attack)

**Range:** touch

**Save:** Will (negates), Charisma-based

You can cause your target to become temporarily confused with a touch. To use this power, spend 2PP and make a *mêlée* touch attack. If you hit, then the target can make a Saving Throw to avoid the Confusion. Characters affected by this power begin behaving according to the table below on their next action after they fail the save.

Roll again each round to see what the subject does that round, except on a result of 1. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them, as they will still try to avoid being hit. Any confused creature who is attacked automatically attacks its attacker(s) on its next action, rather than rolling. The effect of this power lasts for 1d10 rounds. If you use it again on an already confused victim, it will last 1d6 rounds from that time. The durations are not cumulative.

### 1d10

1

2-6

7-9

10

### Behaviour

wander away for 2d4 rounds

do nothing for 1 round

attack nearest creature for 1 round (not the creator of the *Cause Confusion* effect)

act normally for 1 round

### *Enhancements*

**Enhancement:** Tougher Save

**Cost:** 2CP per rank (+1 to save DC)

For every rank in this power, increase the save DC by +1 to a maximum of 10 ranks.

**Enhancement:** Extended Duration

**Cost:** 3CP per rank (1d6 rounds)

The duration of the *Confusion* extends by an additional 1d6 rounds for each rank in this enhancement. You can take this up to four times, for a maximum duration of 5d6 rounds.

**Enhancement:** Ranged Use

**Cost:** 3CP per rank (30 ft. range)

You can now use *Cause Confusion* at a range of up to 30 feet. Instead of a *mêlée* touch attack, you must make a ranged touch attack. The victim gets a save as usual. For every rank in the enhancement, you get another 30 ft. to a maximum of 5 ranks (150 ft.)

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## Cause Deafness

[Power]

**Cost:** 6CP

**Activate:** 1PP; use-activated (touch attack)

**Range:** touch

**Save:** Fortitude (negates), Charisma-based

You can cause your target to become temporarily deaf with a touch. To use this power, spend 1PP and make a mêlée touch attack. If you hit, then the target then makes a Saving Throw to avoid being deafened. In addition to the obvious effects, a deafened foe automatically fails Listen checks, suffers a -4 penalty on initiative, and has a 20% chance to miscast and lose any spells she might attempt to cast. The effect of this power lasts for 1d6 rounds. If you use it again on an already deafened victim, it will last 1d10 rounds from that time. The durations are not cumulative.

### *Enhancements*

**Enhancement:** Tougher Save

**Cost:** 2CP per rank (+1 to save DC)

For every rank in this power, increase the save DC by +1 to a maximum of 10 ranks.

**Enhancement:** Extended Duration

**Cost:** 3CP per rank (1d6 rounds)

The duration of the *Deafness* extends by an additional 1d6 rounds for each rank in this enhancement. You can take this up to four times, for a maximum duration of 5d6 rounds.

**Enhancement:** Ranged Use

**Cost:** 3CP per rank (30 ft. range)

You can now use *Cause Deafness* at a range of up to 30 feet. Instead of a mêlée touch attack, you must make a ranged touch attack. The victim gets a save as usual. For every rank in the enhancement, you get another 30 ft. to a maximum of 5 ranks (150 ft.)

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## Cause Earthquake

[Power]

**Cost:** 12CP

**Activate:** 2PP; full-round action

**Sustain:** full-round action

**Range:** 60ft

You can cause localized but extremely powerful earthquakes. Select a target point within range and spend 2PP to activate the power. The earthquake affects everything within a 10-foot radius. It knocks people down, collapses structures, opens cracks in the ground, and more! The shocks last for one full round, during which time people on the ground within the area of effect can't move along the ground or attack. Anyone attempting to cast a spell or manifest a psi-power must make a Concentration check (DC 20 + spell/psi-power level) or lose any spells they are trying to cast. The earthquake affects all terrain, vegetation, structures, and creatures in the area. The exact effects depend on the terrain and its features.

### **Cave, Cavern, or Tunnel**

The power collapses the roof, dealing 8d6 points of damage to any creature caught under the cave-in. Affected creatures can make a Reflex Save for half damage. An earthquake centred on the roof of a very large cavern could also endanger those outside the actual area of effect but below the falling debris.

### **Cliffs**

Cliff edges crumble, causing a landslide that travels horizontally as far as it fell vertically. An earthquake centred at the top of a 100-foot cliff would cause the falling cliff to sweep 100 feet outward from the base of the cliff. Any creature in the path of the falling debris sustains 8d6 points of damage. Affected creatures can make a Reflex Save for half damage.

### **Open Ground**

All creatures standing in the affected area must make Reflex saves or fall prone. In addition, anyone who fails their save by 10 or more falls into one of the fissures that open in the ground under their feet. "Fissures" can include cracks in a building's floor, if appropriate (GM's call). Fissures in the ground are 2d6 feet deep. They slam shut when the power ends, crushing anyone currently residing in one (see the SRDs for rules about being buried alive).

### **Structure**

Normal, one- or two-storey structures collapse and deal 8d6 damage to their occupants, who can make a Reflex save for half damage. Particularly sound structures, those reinforced with stone, concrete, or steel, will stay standing, as will any structure that is three storeys or more. However, flying debris and building materials still cause 4d6 worth of damage to their occupants, and they still get a save.

### **River, Lake, or Marsh**

Fissures open underneath the water, draining it away from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for 1 round, sucking creatures and structures down. Anyone in the area must make a Reflex save or sink into the mud and quicksand. At the beginning of the next round, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

## *Enhancements*

**Enhancement:** Enhanced Range

**Cost:** 3CP per rank

The range at which you can cause a quake extends by 30 ft. for each rank in this enhancement. You can take this enhancement a maximum of 3 times.

**Enhancement:** Enhanced Violence

**Cost:** 1CP per rank (+1d6 damage)

For every rank, your Earthquakes cause an extra 1d6 damage, if they cause damage at all. You can take this enhancement up to 8 times.

**Enhancement:** Standard Action Quake

**Cost:** 3CP

The activate and sustain times for *Cause Earthquake* are now both one standard action.

**Enhancement:** Wider Area

**Cost:** 3CP per rank

Each rank in this enhancement increases the radius of the affected area by 5 feet. You can take this enhancement up to 8 times.

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## Cause Fear

[Power]

**Cost:** 6CP

**Activate:** 1PP; use-activated (touch attack)

**Range:** touch

**Save:** Will (negates), Charisma-based

You can fill your target with overwhelming fear with a touch. To use this power, spend 1PPs and make a mêlée touch attack. The target can make a Saving Throw to avoid being overcome with fear. This is a mind-affecting power. If the target fails their will save, they become **shaken** (-2 penalty on attack rolls, saving throws, skill checks, and ability checks).

This power's effects are cumulative; a shaken person becomes **frightened**. A frightened target takes the same penalties as a shaken target, but it also attempts to escape from the source of its fear by any means to which it has access, including special abilities or powers. If it can't run, it might fight.

If you use this power on a frightened target, the target becomes **panicked**. A panicked target takes the same penalties and attempts to escape the source of the panic just like shaken and frightened targets. It also drops anything it holds, and it's so unnerved that it runs from almost anything it encounters along its path away from the source of the panic. A panicked target is too scared to fight and cowers if someone attacks it, but it will use the Total Defence action if it's cornered.

This power's effects last for 1d6 rounds. Targets remain at the same level of fear (shaken, frightened, or panicked) until the duration ends, at which point they return to normal. The duration does not stack. Instead, every time a target loses its saving throw, you roll a new duration.

### *Enhancements*

**Enhancement:** Ranged Use

**Cost:** 4CP

You can now use *Cause Fear* at a range of up to 30 feet. Instead of a mêlée touch attack, you must make a ranged touch attack. The victim gets a save, as usual.

**Enhancement:** Extended Range

**Cost:** 4CP per rank

**Prerequisite:** Ranged Use

The range at which you can use *Cause Fear* increases by 30 feet for each rank in this enhancement, to a maximum of four ranks, which grants a range of 150 feet. The Range Increment for this power is 30 feet.

**Enhancement:** Increased Duration

**Cost:** 2CP per rank

Each rank in this enhancement extends the duration of the power by an additional 1d6 rounds. You can take this up to four times, for a maximum duration of 5d6 rounds.

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## Cause Pain

[Power]

**Cost:** 6CP

**Activate:** 1PP; use-activated (touch attack)

**Range:** touch

**Save:** Fortitude (negates), Charisma-based

You can cause intense pain with a touch. The pain can be sharp or dull, aching or wracking (player's choice). To use this power, spend 1PP and make a mêlée touch attack. The target gets a Saving Throw to avoid the power's effects. Victims experience extreme pain throughout their bodies, and suffer a -2 circumstance penalty to:

- attack rolls
- skill checks
- ability checks
- Reflex Saves

The effect lasts for 1d6 rounds. If you use it again on an already afflicted victim, it will last 1d6 rounds from that time. The durations are not cumulative. The circumstance penalty, however, *is* cumulative.

### *Enhancements*

**Enhancement:** Crippling Pain

**Cost:** 4CP per rank

For every rank in this enhancement, your *Cause Pain* also reduces your target's Speed by 5 feet. If you reduce your target's Speed to 0 feet, then they cannot move at all, but they can perform actions in their square. You can take this enhancement up to 4 times.

**Enhancement:** Enhanced Pain

**Cost:** 3CP per rank

For each rank in this enhancement, increase your target's circumstance penalty by 1 (1 rank is -3, 2 ranks is -4, etc.). You can

take this enhancement up to 4 times, which increases the circumstance penalty to -6.

**Enhancement:** Extended Duration

**Cost:** 3CP per rank

For each rank of this enhancement, you extend the duration of the power's effects by an additional 1d6 rounds. You can take the enhancement up to four times, for a maximum duration of 5d6 rounds.

**Enhancement:** Fatiguing Pain

**Cost:** 4CP

In addition to all other effects, the victim of this power becomes fatigued. Victims must overcome the fatigue normally; it can, therefore, last longer than the other effects of the power.

**Enhancement:** Ranged Pain

**Cost:** 5CP

You can now use *Cause Pain* at a range of up to 30 feet. Instead of a *mêlée* touch attack, you must make a ranged touch attack. The victim gets the same saving throw, as usual.

**Enhancement:** Extended Range

**Cost:** 4 CP per rank

**Prerequisite:** Ranged Use

The range at which you can use *Cause Pain* increases by 30 feet for each rank in this enhancement, to a maximum of four ranks, which grants a range of 150 feet.

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## Cause Pleasure

[Power]

**Cost:** 6CP

**Activate:** 1PP; use-activated (touch attack)

**Range:** touch

**Save:** Fortitude (negates), Charisma-based

You can cause pleasure with a touch. The pleasure can be sharp or dull, intense or relaxing (player's choice). To use this power, spend 1PP and make a *mêlée* touch attack. The target gets a Saving Throw to avoid the power's effects. Victims of this power are overcome with intense pleasure throughout their bodies, and suffer a -4 circumstance penalty on all attack rolls, skill checks, ability checks, and Reflex Saves. The effect lasts for 1d6 rounds. If you use it again on an already affected target, it lasts 1d6 rounds from that time. The durations are not cumulative. The penalty, however, *is* cumulative. The pleasure becomes more intense, and so the circumstance penalty does as well.

### *Enhancements*

**Enhancement:** Debilitating Pleasure

**Cost:** 4CP per rank

For every rank in this enhancement, your *Cause Pleasure* also reduces your target's Speed by 5 feet. If you reduce your target's Speed to 0 feet, then they cannot move at all, but they can perform actions in their square. You can take this enhancement up to 4 times.

**Enhancement:** Enhanced Pleasure

**Cost:** 3CP per rank

For each rank in this enhancement, increase your target's circumstance penalty by 1 (1 rank is -3, 2 ranks is -4, etc.). You can take this enhancement up to 4 times, which increases the circumstance penalty to -6.

**Enhancement:** Extended Duration

**Cost:** 3CP per rank

For each rank of this enhancement, you extend the duration of the power's effects by an additional 1d6 rounds. You can take the enhancement up to four times, for a maximum duration of 5d6 rounds.

**Enhancement:** Fatiguing Pleasure

**Cost:** 4CP

In addition to all other effects, the target of this power becomes fatigued. Targets must overcome the fatigue normally; it can, therefore, last longer than the other effects of the power.

**Enhancement:** Ranged Pleasure

**Cost:** 5CP

You can now use *Cause Pleasure* at a range of up to 30 feet. Instead of a *mêlée* touch attack, you must make a ranged touch attack. The target gets the same saving throw, as usual.

**Enhancement:** Extended Range

**Cost:** 4 CP per rank

**Prerequisite:** Ranged Use

The range at which you can use *Cause Pleasure* increases by 30 feet for each rank in this enhancement, to a maximum of four ranks, which grants a range of 150 feet.

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## Cause Unconsciousness

[Power]

**Cost:** 12CP

**Activate:** 2PP; use-activated (touch attack)

**Range:** touch

**Save:** Fortitude (negates), Charisma-based

You can cause your target to become instantly unconscious with a touch. To use this power, spend 2PPs and make a *mêlée* touch attack. The target can then make a Saving Throw to avoid being affected.

If the target fails their Fortitude save, they will instantly fall into a deep slumber and become Helpless. Targets remain asleep for **1d6 rounds**, or until forcibly woken up by an outside force. Loud sounds (even explosions) or shaking cannot wake them up, but being struck and/or taking damage will. Once awake, they are **prone but in full command of their faculties**. If you use the power on someone who is already suffering from its effects, then it lasts another 1d6 rounds from that point. **The durations are not cumulative**. If you use the power on someone who is simply asleep, then all its conditions apply for the duration of the power, but that target will then sleep as long as they normally would have (e.g., until morning, until their alarm goes off, until they have to pee, etc.).

### *Enhancements*

**Enhancement:** Extended Duration

**Cost:** 5CP per 1d4 rounds

The duration is extended by an additional 1d6 rounds for each rank in this enhancement. You can take this up to four times, for a maximum duration of 5d6 rounds.

**Enhancement:** Ranged Use

**Cost:** 3CP

You can now use *Cause Unconsciousness* at a range of up to 30 feet. Instead of a *mêlée* touch attack, you must make a ranged touch attack. The target still gets a save.

**Enhancement:** Extended Range

**Cost:** 3CP per rank (30 ft.)

**Prerequisite:** Ranged Use

For every rank in this enhancement, increase the range of your *Cause Unconsciousness* by 30 feet, to a maximum of four ranks (150 feet total). The range increment for this power is 30 feet.

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## Charismatic Aura

[Power]

**Cost:** varies

**Activate:** 1PP; varies

**Sustain:** per round; free action

**Range :** varies

**Save :** Will (negates), Charisma-based

You can radiate an aura of charisma around you that influences the emotions of anyone within range. People exposed to your aura can roll a Saving Throw to avoid the effects. *Charismatic Aura* is a mind-affecting power and **affects everyone within the area**. Anyone who is either in the radius of the power when you activate it, or who enters the radius while it's already

activated, must make a saving throw or be subject to whichever mode of the power you choose (see below). Anyone who leaves the radius instantly sloughs off the effects.

The cost of this power varies depending on the area of effect (radius) and the activation time. Multiply the area cost by the activation multiplier to determine the total cost of the power. Sustaining the power requires no concentration. There are **three modes** to choose from: Charm, Intimidation, and Repulsion. You can take this power multiple times. Each time, you gain a different mode.

### **Charm**

People affected by this power look upon you as a trustworthy and respectable friend. You cannot control them like automata, but they perceive your words and actions in the most favourable way. Charmed people do not obey orders harmful to themselves, never obey orders to commit suicide, and only obey orders to get into combat if they think they can win. This power cannot affect people who are already engaged in combat against you or your allies. If you or your allies threaten them, you trigger a new saving throw. If the subject(s) succeed on that save, they are immune to the power's effects for 1 full minutes (10 rounds).

### **Intimidate**

People affected by this power look upon you as a figure of great menace and near invulnerability. Affected people do not flee, but cannot to take any form of hostile or hindering action against you. They are thoroughly convinced that any such action would have no positive effect and terrible consequences. This effect does not prevent affected people from taking hostile action against your allies. If the subject(s) of the power witness someone else hitting you for damage or otherwise harming you, they get a fresh saving throw. If the subject(s) succeed on that save, they are immune to the power's effects for 1 full minutes (10 rounds).

### **Repel**

People affected by this power immediately want nothing more than to escape from your area of effect, forcing them to run away from you. Until they are outside the power's area, they cannot take any other action but escaping from you. Once outside the area, the effect falls. If they re-enter your area of effect, they must make a fresh saving throw.

<b>Area of Effect</b>	<b>Cost</b>
5 feet	5CP
10 feet	7CP
15 feet	9CP
20 feet	11CP
25 feet	13CP
30 feet	15CP

<b>Activation Time</b>	<b>Cost Multiplier</b>
Full-Round Action	x1
Standard Action	x2
Move Action	x3

### ***Enhancements***

**Enhancement:** Duration

**Cost:** 3CP

In addition to being affected when they are inside your area, subjects of your power are also affected for 1d6 rounds after they leave the area. All other rules remain the same.

**Enhancement:** Reduced Area

**Cost:** 3CP

You can control the exact radius that your aura affects, from as small as 5 feet up to your maximum. Changing the area of effect requires a quick action.

**Enhancement:** Selective Presence

**Cost:** 4CP

Your aura effects only those in your area of effect whom you *want* it to effect. You can selectively exclude anyone in your radius, such as friends and allies, from being affected by your aura. You can alter whom the aura effects as a quick action.

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## Damage Reduction

[Power]

**Cost:** 1CP per rank (DR 4 vs. damage type)

**Activate:** free; free action

**Range:** self

Every rank in this power grants DR 4 against one of the damage types below. You can come up with any explanation you like for why you have the DR, from force shields to extra-thick skin. DR is a power, and it is always on, so it is vulnerable to the metapowers.

- bludgeoning
- slashing
- piercing
- ballistic

### *Enhancements*

**NB:** Some power's are listed as costing X per "base rank." This refers to the number of ranks you have in the base power, not in the enhancement.

**Enhancement:** Additional Damage Type

**Cost:** 1CP per base rank

Your DR now blocks one more damage type (see above). You can take this enhancement multiple times. Each time, it applies to a new damage type. There are **four damage types** all together, so complete protection costs **4CP per DR 4 / super** (i.e., it doesn't block super attacks).

**Enhancement:** Automatic Active DR

**Cost:** 3CP

**Prerequisite:** Active DR (Limitation)

In addition to activating consciously, your Active DR activates automatically, immediately *after* you take damage for the first time in a particular combat scene. It also remains on after you are struck unconscious and stays on until you run out of PPs. It

shuts off if you actually die.

**Enhancement:** Damage Absorption

**Cost:** 1CP per rank (2HPs)

**Activate:** free; always on

For every rank in this power, you can transform 2HPs of reduced damage into 1PP.

**Enhancement:** Damage Revitalisation

**Cost:** 2CP per rank (2HPs)

**Activate:** 2PPs; use-activated (taking damage)

For every rank in this power, you can transform 2HPs of reduced damage into 1HP of healing.

**Enhancement:** Extend DR

**Cost:** 1CP base rank

**Activate:** 1PP; standard action

**Sustain:** per round/minute; free action

**Range:** Touch

**Save:** Will negates, Wisdom-based (harmless)

You can now imbue your DR onto a single, medium-sized subject with a touch. You must maintain contact with the subject for the enhancement to work.

**Enhancement:** Imbue DR

**Cost:** 3CP

**Activate:** 2PPs per person; free

**Range:** touch (special)

You can now confer your DR score onto another person. You must maintain physical contact with them to maintain the effect.

**Enhancement:** Super DR

**Cost:** 2CP per base rank

Your DR now blocks super attacks as well as mundane attacks.

### *Limitations*

**Limitation:** Active DR

**Activate:** 1PP per base rank; swift action

**Sustain:** per round; free action

**Value:** 1CP per base rank

You must activate your DR consciously. If you are rendered unconscious, it deactivates.

**Limitation:** Common Substance

**Value:** 2cp per base rank per substance

Your DR has no effect on *one* of the three substances, below. Weapons made of these substances ignore it.

- wood
- steel
- flesh (i.e., unarmed strikes, slam attacks, etc.)

You can take this limitation twice.

**Limitation:** Density Increase

**Value:** 2CP per base rank

Your DR is the result of an increase to your body's density, which makes you physically harder. Your Dexterity and Strength are unaffected by your increased density because your muscles increase in density as well, but the more dense your body is, the more you weigh. For every 10DR, add x2 to your weight. Because increasing your weight has many, many in-game effects (slowing down cars, destroying chairs and seats, destroying anything that's under you if you fall, etc.), you must ask special permission from the GM to take this limitation.

#### Density Increase

DR	Weight
1 - 10	x2
11 - 20	x3
21 - 30	x4
31 - 40	x5
41 - 50	x6

**Limitation:** Rare Substance

**Value:** 1cp per base rank

Your DR has no effect on one substance that is highly unusual in the making of weapons. You can choose something from the list below, or suggest a different rare substance to your GM:

- metal other than steel (e.g., silver, iron)
- stone
- plastic
- glass

You cannot take this limitation multiple times.

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## Danger Sense

[Trait]

**Cost:** 3CPs

With this trait, you cannot be caught flat-footed. Your Dexterity bonus to Defence is effectively always on because you have a preternatural sense of when something or someone is about to attack you.

### *Enhancements*

**Enhancement:** Unsurprised

**Cost:** 3CPs

You cannot be surprised in combat, which means that attackers never get a surprise round against you. If you are with a team and the rest of your team is surprised, you get to roll your initiative at the same time as your attackers (who have a surprise round) and then act according to that initiative roll.

**Enhancement:** Precognition

**Cost:** 2CPs

You can detect the looming presence of unknown danger within a 30-foot radius of your position. Anything immediately dangerous or threatening (i.e., preparing to cause harm within a round or two) raises a tingling sensation on the back of your neck. You cannot define the nature of the danger or the direction from which it will come, but you know it's there. In game terms, the GM must inform you of any such danger but is under no obligation to describe its location or nature. (It is useful for you, the player, to regularly remind the GM that you have this ability so that she can inform you of any dangers.)

**Enhancement:** Combat Sense [power]

**Cost:** 5cp

**Activate:** 1pp; free

**Sustain:** 1pp; round

In combat, you can invoke a Reflex Save vs. attacks. The DC is [yet to be determined]

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## **Dominate Animals**

[Power]

**Cost:** 8CP

**Activate:** 1PP; full-round action

**Sustain:** per round; free action

**Range:** 300ft

**Save:** Will (negates), Charisma

This power allows you to mentally dominate and control animals at a distance. You can control any number of animals within range as long as their total Hit Dice do not exceed your rank. Each affected animal is allowed a Saving Throw to resist your domination. You cannot control insects or any animals with an Intelligence greater than 2. Familiars and other enhanced animals are also immune to this power. You can, at a distance, mentally command any animal you successfully dominate.

The commands must be simple, and the animal must be able to understand and perform them. Thus, you can command a dog to guard or fetch, but commanding a budgie to dig a tunnel is futile. Likewise, a nightingale might be able to sing well, but you cannot get it to sing Beethoven's 9th Symphony because it does not understand that concept. The animal remains in control of its actions but will obey commands without hesitation or dispute. If not actively commanded, an animal will fall back on the

last general command it was given, that it can continue to do, such as "guard me" or "attack him." If it can't do so, it will act of its own accord, which might include leaving the area of control. If dominated animals move out of range, the domination immediately ends.

Using the power requires a great deal of concentration. Thus, you lose your Dexterity bonus to Defence, and you can take only a single standard or move action each round in which the power is active. You take a -4 circumstance penalty to all skill checks except for Concentration.

If you and another character both attempt to control the same animal, you roll an opposed test using your Will saves. Whomever rolls higher takes control of the animal for a number of rounds equal to the margin by which she won the opposed roll.

### *Enhancements*

**Enhancement:** Extended Range

**Cost:** 2CP

Triple the range at which you can control animals (900 feet).

**Enhancement:** Increased Domination

**Cost:** 1CP per rank (extra HD of animal)

For every rank in this enhancement, you can control 1 addition Hit Die of animals beyond your level. You also get a +1 bonus on opposed Will Saves to contest control of an animal. You can take this enhancement up to 8 times. Its bonuses stack.

### *Limitations*

**Limitation:** Limited Animal Types

**Value:** varies

You can *Dominate* only a limited kind of animals.

- **1CP:** *Wide Group.* You can *Dominate* a single kingdom of animals (mammalian, aviary, reptilian, aquatic, or insectoid).
- **2CP:** *Limited Group.* You can *Dominate* a specific group of animals within a kingdom, such as bovines or birds of prey.
- **3CP:** *Tiny Group.* You can *Dominate* a particular kind of animal, like cats, or hawks.
- **4CP:** *Specific Creature.* You can *Dominate* one particular animal, like a specific breed of domesticated animal, such as a Siamese cat or a Doberman, or a particular sub-set of a species, like a Canada goose.

The GM has the final call on what qualifies as a Wide, Limited, Tiny, or Specific form.

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## Duplicate Self

[Power]

**Cost:** 8CP per *Dupe*

**Activate:** 2PP per *Dupe*; standard action

**Sustain:** per round/minute per *Dupe*; free action

**Range:** self

For every rank in this power, you can spontaneously generate a perfect *Duplicate* of yourself. They appear wearing your

clothes but do not have any gear, either weapons or armour. *Dupes* do not have any powers, power points, or action points. They have your total HDs, but have only half your total hit points. They retain abilities conferred by class, as well as skills and feats. They do not have powers, spells, or psi-powers. They do not have any power points.

*Dupes* **appear at the end of the action** in which you created them, standing in a square adjacent to yours, flat-footed and unarmed. They **act immediately after you** in the initiative order. You cannot make a *Dupe* appear in a square that you do not have physical contact with, for example behind a door or on the other side of a wall, but if you can reach some part of your body into that space?by putting your hand through a mail slot or kicking through a wall?then you can have a *Dupe* appear there. You can **cancel any one of your Dupes at any time as a free action**. They simply disappear without a trace (although you can describe that in more detail, if you want to).

Your *Dupes* **have your personality and think just like you**. They happily obeys your orders, but they also have their own sense of self-preservation and, just as you would, will refuse to go on a suicide mission unless the circumstances are dire (NB: Sending a *Dupe* on a suicide mission is, by definition, proof that you wouldn't go yourself). For the sake of simplicity, you will most often play your *Dupes* yourself but the GM reserves the right to take over for you if circumstances dictate it. For example, if a *Dupe* were to uncover a game-changing secret that you haven't discovered yet, then the GM might step in.

You should **have a couple of shortened character sheets with your Dupes' stats** on-hand for games. They need the following information: Hit Dice, Hit Points, Initiative, Speed, Defence, Attacks, Damage, Saving Throws, Ability Scores, Class Features, Skills, Feats, and Proficiencies, as well as Power Points and Powers, if you take the appropriate enhancements.

### *Enhancements*

**Enhancement:** Blind Loyalty

**Cost:** 3CP

Your *Dupes* follow your orders blindly, including suicide missions or unethical acts, although it would be inconsistent with your own ethics to order *Dupes* to do things that are inconsistent with your ethics, wouldn't it?

**Enhancement:** Chained Duplication

**Cost:** 3cp

**Range:** 5 ft.

You can now create Dupes in a chain, each one adjacent to the last, rather than each one being adjacent to you.

**Enhancement:** Empathy

**Cost:** 3CP

**Range:** 50 miles

You and your *Dupes* can sense each other's basic emotions. At any time, any one of you can actively scan the other members of the group, including one of the Dupes scanning you. This takes a swift action. You/they will read one of the following emotional states: afraid, angry, confused, happy, sad. Physical barriers do not normally block this communication, though Powered fields potentially can.

**Enhancement:** Telepathy

**Cost:** 3CP

**Prerequisite:** Empathy

**Range:** 50 miles

You and your *Dupes* can communicate mentally, in real-time, exactly as if you were talking. Physical barriers do not normally block this communication, though Powered fields potentially can.

**Enhancement:** Unity

**Cost:** 5CP

**Prerequisite:** Empathy, Telepathy

**Range:** 50 miles

You and your *Dupes* are fully aware of each other to such an extent that you are effectively one mind that happens to be split into two or more bodies. The whole group automatically knows everything that any one member knows. You work in perfect harmony and constantly creep other people out by finishing each other's sentences. In combat, you effectively gain the Cooperative Attack feat, but only when Aiding each other. This does not constitute a prerequisite for the Improved Cooperative Attack feat.

**Enhancement:** Dupe Traits

**Cost:** 3CP

Your *Dupes* have your traits.

**Enhancement:** Dupe Powers

**Cost:** 5CP

**Prerequisite:** Dupe Traits

Your *Dupes* have your powers, including *Gadgets* and *Iconic Items*, but no other kind of Super equipment or Item powers.

**Enhancement:** Dupe Power points

**Cost:** 4CP

**Prerequisite:** Dupe Powers

When you generate a *Dupe*, it takes half of your remaining Power Points with it (rounded down, you keep the remainder).

**Enhancement:** Power-Point Pool

**Prerequisite:** Dupe Powers, Dupe Power Points

**Cost:** 4CP

You and your *Dupes* all expend your Power Points at once rather than everyone having separate totals. They can draw on your Power Points effectively regardless of distance from you if you're on the same planet/in the same dimension. Have at it.

**Enhancement:** Memory Retention

**Cost:** 2CP

When you cancel your *Dupes*, their memories and experiences automatically transfer into your mind. You can send one to watch a subject and it doesn't have to report back, for example. Just cancel it and its memories flood into yours. This can lead

to a sense of split personality because even though you logically know which memories are yours and which are the *Dupe's*, you subjectively experienced all of it.

**Enhancement:** Ranged Dupe

**Cost:** 4cp

**Range:** 30 ft.

You can now create your Dupes up to 30 ft. away from yourself, but you must have line of sight with the spot on which you create them. You can take this enhancement up to 3 times. Its effects stack.

**Enhancement:** Reduced Drain

**Cost:** 2CP

**Sustain:** per round/hour

Your sustain cost changes from per minute to per hour when not in combat.

**Enhancement:** Robust Dupe

**Cost:** 6CP

Your *Dupes* have a number of HPs equal to your total. This does not change their actual HD, just their total HPs.

**Enhancement:** Simulacra

**Cost:** 10CP

If you die while you have at least one Dupe activated, then something akin to your life essence will flow into one of your Dupes (the GM will choose randomly). Over the course of a day, that Dupe will slowly regain all of your original character's memories, abilities, levels, powers, feats, skills, etc. Which is to say, after 24 hours, that Dupe becomes your character, as you knew him or her. For role-playing purposes, your Dupe might occasionally have some degree of identity crisis, wondering if he or she is actually the original, or merely a copy that took on the original's soul or mind, but in game terms, it *is* your original character.

### *Limitations*

**Limitation:** Argumentative

**Value:** 3CP

Your *Dupes* feel no natural loyalty to you past their own sense of ethics (which means that if you're a bastard, so are your *Dupes*). If your *Dupes* have access to your powers, they might even argue about who is the original. GMs might prefer to play Argumentative *Dupes* themselves, for the sake of making sure that they're a genuine pain in the ass.

**Limitation:** Contact Cancellation

**Value:** 3CP

You have to physically absorb your *Dupes* back into your body in order to cancel them, which requires that you move into one's square. Absorbing a *Dupe* is a free action. If it's in a grapple or otherwise being held by someone who's moving, you need to make a touch attack against the *Dupe* to cancel it, but a normal or Blindly Loyal *Dupe* won't try to dodge your touch. An Argumentative *Dupe* could very well try to avoid being cancelled, especially if it thinks it's real and perceives you as a

threat. Until you cancel your *Dupes*, they continues to consume PPs, whether you want them to or not. They disappear only once you run out of PPs.

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## Energy Attack

[Power]

**Cost:** by mode

**Activate:** by mode

**Sustain:** by mode

**Range:** by mode

**Save:** by mode

With this power, you can generate energies harmful to your foes and even project those energies over distances. This power is extremely broad and has a lot of options. You can do anything from charging your skin like an electric eel's to generating a sonic scream that can shatter concrete. You'll want to read through the whole description pretty carefully before you take this power. There's a lot to it.

There are four major options in this power: **damage** type (lethal or non-lethal), **energy** type, **mode** (which governs area of effect), and **ranks** (i.e., damage dice, the price of which depends on the mode). There are also enhancements and limitations that can radically alter the way the power works.

### Damage Type

When you buy your *Energy Attack*, you **decide if the damage is lethal (HP) or non-lethal (NL)**. The choice is permanent, but you can also take the Variable Damage enhancement (see below) if you want to switch back and forth between the two.

### Energy Type

*Energy Attacks* manifest as **one of the five standard energy types**: chemical, cold, electricity, heat, and sonic. Bear in mind, though, that the five energy types are quite broadly defined. Chemical attacks include acid and corrosion. Cold attacks can be sheer freezing, frost, ice, or just the slowing of molecular movement. Electricity includes any kind of spark or lightning effect. Heat can be good old flames, or a laser, or molecular agitation (i.e., a microwave effect), or even radiation. Finally, sonic attacks cause shock waves, which are essentially concussive or kinetic effects. You can have **only one energy type**, unless you take the Variable Energy Type enhancement.

### Modes

*Energy Attacks* manifest in one of five different modes: Aura, Burst, Cone, Line, and Ranged. The cost is "per rank"; **1 rank equals 1d6 damage**. You must **pick one**, but you can add others using the Variable Attack enhancement.

**Mode:** Aura

**Activate:** 1PPs per rank (By CL); swift action

**Sustain:** 1pp per round; free action

**Save:** Reflex (half), Wisdom-based

You can surround your body with harmful energy. Anyone who contacts this aura takes damage from it. This includes attempts at touch attacks, unarmed strikes, bull rushes, or other attacks that require contact with the body. When your *Aura* is on, anyone who grapples you automatically takes maximum damage from it every round due to prolonged exposure. Because *Auras* do not require attack rolls, you cannot score a critical hit with one. *Auras* do not offer any kind of protection, even against their own energy type.

**Mode:** Burst

**Activate:** 3PP per rank (By CL); standard action

**Save:** Reflex (half), Wisdom-based

You can radiate a brief *Burst* of energy outward from your body in a spherical radius. This causes damage to those within the radius of the *Burst* effect. You are not harmed by your own *Burst* effect when you are the centre of it (see the Ranged Burst enhancement, below). The bigger your *Burst*, the more CPs you have to pay per d6 of damage.

**Mode:** Cone

**Activate:** 3PP per rank (By CL); standard action

**Save:** Reflex (half), Wisdom-based

You can project energy in a conical shape in the direction of your choosing (use standard rules for cone effects). The longer your *Cone*, the more CPs you have to pay per d6 of damage.

**Mode:** Line

**Activate:** 2PP per rank (By CL); standard action

**Save:** Reflex (half), Wisdom-based

You can create a beam, bolt, or tunnel of damaging energy that is five feet in diameter (i.e., standard rules for line effects). The longer your *Line*, the more CPs you have to pay per d6 of damage.

**Mode:** Ranged

**Activate:** 1PP per rank (By CL); use-activated (attack)

You can generate a blast of energy that behaves like a ranged weapon. Attacking with that energy blast requires an attack roll which is modified by Dexterity, like any other ranged attack. *Energy Attacks* crit on 20/x2. You are armed if you have this power and PPs left to use it.

A *Ranged Energy Attack* with a range of "mêlée" (see table, below) is referred to as an ***Energy Strike***; it requires physical contact, but it is not a touch attack in game terms. Instead, you deliver it with an unarmed strike, which means that if you hit, then you do your unarmed strike damage as well as your *Energy Attack* damage. If you miss, you do neither, and you expend PPs in the process.

### Area of Effect and Damage Dice

Your damage dice are more expensive, per die, based on the area of effect of your *Energy Attack*. On the table below, locate your chosen Mode, and then scan across to a range or area (length for Cones, radius for Burst, distance for Line and Range). That area corresponds to the Cost per Rank. Aura's are always 1CP per rank because they're effectively touch-ranged.

**For example**, an *Energy Strike* (5 ft.) that does 6d6 damage costs 6CP (1CP x 6 dice). A 50-foot *Energy Line* that does 6d6 damage costs 12CP (2CP x 6 dice). A 20-foot-radius *Energy Burst* that does 6d6 costs 18CP (3CP x 6 dice). Finally, a 40-foot *Energy Cone* that does 6d6 damage costs 18CP as well (3CP x 6 dice).

When you make an *Energy Attack*, you can choose to use all or just some of the damage dice you purchase. You are not

required to use maximum dice every time.

Cone Length	Burst Radius	Line Length, Range	Cost per rank
N/A	self/aura	mêlée	1CP
20 ft.	10 ft.	50 ft.	2CP
40 ft.	20 ft.	100 ft.	3CP
60 ft.	30 ft.	150 ft.	4CP

### *Enhancements*

**Enhancement:** Controlled Area

**Cost:** 2CP

**Prerequisite:** Burst, Cone, or Line mode

You can reduce the area of effect (range, radius, or length) of your *Energy Attacks*, from as little as 5' to the maximum area of the *Energy Attack* that you purchase. A 50-foot Line Energy Attack could be 40 feet, 25 feet, or even just 5 feet long.

**Enhancement:** Exempted Area

**Prerequisite:** Burst, Cone, or Line mode, Controlled Area

**Cost:** 2CP per rank

**Activate:** 1PP per rank; use-activated (attack)

For every rank in this enhancement, you can create a 5-ft. area (i.e., enough room for a Medium-sized person) within your area-effect *Energy Attacks* that doesn't cause damage. You could initiate a Burst, for example, that avoids killing an innocent bystander, or a Line that skips your teammate. These exempted areas in your *Energy Attack* cost 1PP each. You can take this enhancement multiple times. Its effects stack.

**Enhancement:** Controlled Damage

**Cost:** 2CP

**Activate:** free; free action

You can switch your *Energy Attack* from lethal to non-lethal at will, as a free action. You can even switch between individual attacks in a full-attack action.

**Enhancement:** Energy Strike

**Cost:** 1CP per 3 ranks in *Ranged Energy Attack* (2/3's off)

This enhancement allows you to switch between your *Ranged Energy Attack* and a mêlée version: *Energy Strike*. The mêlée version is the same CP value as your *Ranged Energy Attack*, which means it will do significantly more damage. To find the damage of your *Energy Strike* just find the per-die cost of your *Ranged Energy Attack* on the table above and then compare that to the per-die cost for a mêlée *Energy Attack* and make the appropriate multiplication.

**For example**, a 50-ft. *Ranged Energy Attack* is 2CP per d6 while a mêlée *Energy Strike* is 1CP per d6, so your *Energy Strike* would be worth twice the dice of damage as your *Ranged Energy Attack*.

The cost of this power is 1CP for every three ranks you already have in a *Ranged Energy Attack*, which works out to 2/3's of the cost of an *Energy Strike*.

**Enhancement:** Ghost Touch

**Cost:** 2CP

Your *Energy Attacks* count as "force effects," which means that they deal damage normally against phased (incorporeal) creatures.

**Enhancement:** Improved Critical Range

**Cost:** 3CP

This enhancement increases the critical threat range of your *Energy Attack* to 19-20 (instead of just 20).

**Enhancement:** Improved Critical Damage

**Cost:** 3CP

This enhancement increases the critical damage multiplier of your *Energy Attack* to x3.

**Enhancement:** Immunity

**Cost:** 1CP

You are completely immune to your own *Energy Attacks*. Even if your attack were absorbed and fired back on you using one of the metapowers, you would suffer no damage. This does not offer any protection against any other source of damage, including *Energy Attacks* from other characters, even if they use the same energy type.

**Enhancement:** Increased Mass Infusion

**Cost:** 2CP per rank

**Prerequisite:** Energy Infusion (limitation)

For every rank in this power, you can *Infuse* another Small-sized object's worth of mass with explosive energy, and that mass can be part of a larger object or structure. For example, with two ranks in this power, you could *Infuse* a small hole in a wall and then detonate it, thus making a hole (a frozen chunk of wall shatters, a burned chunk is reduced to ashes, etc.). With several ranks, you might do enough damage to take out the foundation of a small building.

**Enhancement:** Knockback

**Cost:** 2CP

Your *Energy Attack* can cause knockback if the damage meets or exceeds your target's knockback threshold.

**Enhancement:** Lingering Damage

**Cost:** 2CP per die of damage

Your *Energy Attack* causes extra damage to affected creatures on the subsequent round. For every rank in this power, your target takes 1d6 damage for an additional round after the initial attack. At 3 ranks, for example, your target takes 1d6 for three rounds after the first attack. The most logical energy types for this enhancement are chemical and heat (i.e., corrosion or burning), but you can rationalize anything you like.

**Enhancement:** Ranged Burst

**Prerequisite:** Burst Energy Attack

**Cost:** 4CP

You can now initiate *Burst Energy Attacks* at a distance, much like the *Fireball* spell. The maximum range of your *Burst* corresponds with its radius on the Range Increment and Damage Dice table, above. For example, a 10-foot radius Burst will, with this enhancement, have a 50-foot range. Like a *Fireball*, you simply declare the centre point of your *Ranged Burst* and watch your enemies take damage. Your *Burst* behaves normally in all other ways, including its radius and Saving Throw. If you are caught in your own *Ranged Burst*, you will take damage from it, unless you also have Immunity (see above). However, you still do not take damage from a regular *Burst* centred on yourself.

**Enhancement:** Reduced Power Drain

**Cost:** 2CP

Every rank in this enhancement reduces your *Energy Attack's* cost by 1 rank. You can take this enhancement multiple times, and its effects stack, but the minimum cost is 1 rank of damage (the By CL activation cost remains unchanged).

**Enhancement:** Split Strike

**Cost:** 2CP

**Activate:** 2PP per attack; use activated (attack)

You can now split your Ranged attacks between two targets. Divide the damage dice between the targets evenly, rounding down. You make a single attack roll against both targets. All other ranged attack rules apply normally.

**Enhancement:** Touch Attack

**Cost:** 4CP

**Prerequisite:** Ranged/Strike Energy Attack

Your *Strike Energy Attack* is now a Touch attack, and/or your *Ranged Energy Attack* is now a Ray. It ignores armour, shields, and natural bonuses to Defence.

**Enhancement:** Tougher Save

**Cost:** 2CP per rank (+1 to save DC)

For every rank in this power, increase the save DC by +1 to a maximum of 10 ranks. Applicable to Cone and Line modes.

**Enhancement:** Variable Energy Type

**Cost:** 3CP

You can choose an additional *Energy Type* and switch between Types, attacking with fire one round and a sonic burst the next, for example. Since there are five energy types, you can take this enhancement up to four times.

### *Limitations*

**Limitation:** Energy Infusion

**Value:** 1CP per 2d6 damage

**Prerequisite:** Strike Energy Attack

**Activate:** 1PP per die of damage (By CL); use activated

Rather than directing energy straight at a target, you can now instead "infuse" inanimate objects (no larger than Small-sized) with harmful energy that is released when the object impacts a target. For example, a rock infused with cold will cause freezing damage on a successful hit. The object itself disintegrates when the energy is released, so it does energy damage only and the object is permanently lost. All rules for throwing objects in combat apply normally. You have to make physical contact with the object you want to infuse. The range increment of the object you throw depends entirely on the nature of the object. The GM has final say on the range increments of miscellaneous objects.

You can infuse an object as a free action, and then throw it. You can infuse objects and give them to other people to throw. As a move action, you can infuse a number of objects equal to your Dexterity modifier. Giving items to someone else also takes a move action; taking the item from you costs them a move action. If you toss one to a comrade, you must succeed at a ranged touch attack at your comrade and she must make a Reflex save (DC 15) to catch it. If either of you fail your rolls, the infused object lands at her feet and causes half damage to her.

You can infuse ammunition for a weapon such as a bow or sling. You fire these projectiles normally and do energy damage on a successful hit. You cannot use this power to infuse bullets or other firearm ammunition because firing the gun causes the object to release its energy, which would probably destroy the firearm. Any object that you infuse with energy but do not use disintegrates in 5 rounds and releases its energy harmlessly.

This enhancement is not incompatible with the Ranged mode of *Energy Attack*, but taking both would be redundant and costly.

**Limitation:** Object Detonation

**Value:** 1CP

**Prerequisite:** Energy Infusion

Infused objects detonate after 5 rounds instead of dispersing their energy harmlessly.

**Limitation:** Maximum Power

**Value:** 2CP

**Prerequisite:** minimum damage 3d6

You cannot reduce the number of dice you deal with an energy attack. You always do full damage and spend full PPs.

**Limitation:** Short Range

**Value:** 3CP

**Prerequisite:** Ranged Touch Attack (50 feet)

Your *Energy Attack* has a maximum range (not a range increment!) of 30 feet, no more.

**Limitation:** Slow Attack

**Value:** 2CP

Your *Energy Attack* now requires a move action to activate in addition to the activation time listed under its mode(s). Thus, an *Aura* now requires a move action; *Burst*, *Cone*, *Line*, and *Ranged* now require a move action to activate and a then a standard action to attack.

---

## Energy Resistance

[Power]

**Cost:** 2CP per rank (Resistance 10)

**Activate:** free; free action

**Range:** self

Every rank in this power grants 10 points of Resistance which you can distribute as you like: Resistance 10 vs. one energy type, Resistance 2 against all types, or any other configuration you can think of. You can come up with any explanation you like for why you have Resistance, from energy-negating fields to a suit of fortified [Power Armour](#). There are five energy types:

- chemical
- cold
- electricity
- heat
- sonic

Energy Resistance is a power, and it is always on, so it is vulnerable to the metapowers.

### *Enhancements*

**NB:** Some power's are listed as costing X per "base rank." This refers to the number of ranks you have in the base power, not in the enhancement.

**Enhancement:** Automatic Active Resistance

**Cost:** 3CP

**Prerequisite:** Active Resistance (Limitation)

In addition to activating consciously, your Active Resistance activates automatically, immediately *after* you take damage for the first time in a particular combat scene. It also remains on after you are struck unconscious and stays on until you run out of PPs. It shuts off if you actually die.

**Enhancement:** Energy Absorption

**Cost:** 1CP per rank (2HPs)

**Activate:** free; always on

For every rank in this power, you can transform 2HPs of Resisted damage into 1PP.

**Enhancement:** Energy Revitalisation

**Cost:** 2CP per rank (2HPs)

**Activate:** 2PPs; use-activated (taking damage)

For every rank in this power, you can transform 2HPs of Resistance damage into 1HP of healing.

**Enhancement:** Extend Resistance

**Cost:** 3CP per rank

**Activate:** 1PP; standard action

**Sustain:** per round/minute; free action

**Range:** Touch

**Save:** Will negates, Wisdom-based (harmless)

You can now imbue your Resistance onto a single, medium-sized subject with a touch. You must maintain contact with the subject for the enhancement to work, but they can touch you to free up your hands. You can take this enhancement twice. The second rank grants the ability to extend Resistance to a second person.

**Enhancement:** Super Resistance

**Cost:** 1CP per base rank

Your Resistance now blocks super energy as well as mundane energy.

### *Limitations*

**Limitation:** Active Resistance

**Activate:** 1PP per base rank; swift action

**Sustain:** per round; free action

**Value:** 1CP per base rank

You must activate your Resistance consciously. If you are rendered unconscious, it deactivates.

**Limitation:** Density Increase

**Value:** 2CP per base rank

Your Resistance is the result of an increase to your body's density, which makes you physically harder. Your Dexterity and Strength are unaffected by your increased density because your muscles increase in density as well, but the more dense your body is, the more you weigh. For every 10 Resistance, add x2 to your weight. Because increasing your weight has many, many in-game effects (slowing down cars, destroying chairs and seats, destroying anything that's under you if you fall, etc.), you must ask special permission from the GM to take this limitation.

### **Density Increase**

DR	Weight
1 - 10	x2
11 - 20	x3
21 - 30	x4
31 - 40	x5
41 - 50	x6

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## Esoteric Item

[Item]

**Cost:** 2CP per rank (+1 equivalent)

You have an item of mystical, psionic, or supertech power. **For every rank in this power, your *Item* receives a +1 bonus or the equivalent of a +1.** A single *Item* can have up to +10 in enhancement bonuses (hit/damage or defence) as well as up to a +10 equivalent in special abilities (such as Dancing, Spell Resistance, or Bane, for example), for a total of +20 (40CP cost). The special abilities are divided by origin and type: [Mystical Armour Abilities](#), [Mystical Weapon Abilities](#), [Psionic Armour Abilities](#), [Psionic Weapon Abilities](#), [Supertech Armour Abilities](#), and [Supertech Weapon Abilities](#).

To acquire the *Item* itself, you must buy it using your Wealth. It must be mastercraft quality, but its Purchase DC is reduced by 10 to a minimum total Purchase DC of 4. *Items* are most often weapons, protective gear, or hand-held objects, but they can theoretically be anything you like. The only requirement is that they must be displayed prominently in order to function. Magical underwear, as much as they sound like a wonderful idea, don't work unless you wear them on the outside (a not altogether unprecedented fashion choice in the world of superheroes). (NB: If you just want a weapon with a Power loaded into it, you can take a Gadget with the Weaponize enhancement.)

**Esoteric Items are just things you happen to own.** They are always either mystic, psionic, or supertech, but that has nothing to do with *your* power Origin. *Esoteric Items* can be lost, stolen (and used against you), or destroyed, and they are not automatically replaced. Caveat emptor!

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## Flavour Text

Our descriptions for powers might, at first, seem a bit dry. There is a reason for this. We've written them to be abstract because the superhero genre is extremely varied and flexible. Instead of writing up specific descriptions for every power we could think of, we simply made powers that apply somewhat generic bonuses or grant abilities ruled by existing game mechanics, at least as much as possible. This way, **you can apply any description you'd like for your powers.**

An [Energy Attack: Concussive](#) can be a giant ghostly hammer that slams out of your forehead. [Natural Weapons](#) can be golden daggers you shoot out your nose. Mighty Lifting could be a gleaming steel exoskeleton grafted onto your body from head to foot. **How the powers manifest and what they look like is entirely up to you.**

**You can describe powers as if they're combined.** Appendages can have [Natural Weapons](#) built onto them. Your [Amazing Leap](#) might actually be a side-effect of shooting your [Energy Attack: Heat](#) downwards like a rocket. Your [Power Armour](#) could grant Amazing Accuracy because it has a HUD built into it. **You can attribute all your powers, no matter how many or how diverse, to one source, if you want to.** If you have Ability Enhancements, Super Speed, Energy Attack: *Heat*, and Amazing Dodge, you're breaking no rules if you consistently claims that these all derive from the awesome power of your pees.

**You can invent visual effects for your powers with a limited freedom.** You can't alter your abilities, and you can't duplicate

a skill, a feat, a power, or an ad/comp through a visual-effect. You also cannot duplicate any mundane technology. For example, you might give off a slight glow or glitter effect when you use a particular power, but you can't shed enough light to read by. A power's manifestation can't have a useful, in-game effect that isn't listed in its description, but you're free to describe it in impressive terms. Basically, if it doesn't impinge on the hard rules governing you or your powers, you can describe them any way you like. **We provide the rules and you provide the flavour.** That's how this particular game works best. It's a *very* fantastic genre, so have fun with it.

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## Flight

[Power]

**Cost:** 6CP

**Activate:** free; use-activated (fly)

**Sustain:** free; free action

**Range:** self

You can take to the air like a bird. You do not have the ability to fly outside of an atmosphere, but other than that, you can supply any explanation of your flight that you wish, from telekinesis (Psionic), to a jet pack (Supertech *Gadget*), to a bite from a nuclear pigeon (Bio).

You can lift only **yourself and 100 pounds** of additional weight, regardless of your Strength score. At 25 pounds over your maximum weight, your speed is reduced by 25% and you can no longer ascend. At 50 pounds over, your speed is reduced by 50%, and you descend at a speed of 20 feet per round, though you can still move laterally. At 75 pounds, your speed is reduced by 75%, and you descend at 60 feet per round but can still move laterally. At 100 pounds or more over your maximum load, you fall like a stone, incurring any and all damage or other effects that would normally occur when falling from a great height.

Your **Flight speed is 30 feet per round and 30 miles per hour**. The first is your "tactical" speed. Use tactical speed when you are in combat situations (e.g., dodging in-coming attacks, making attacks of your own, making constant course corrections, etc.). You can take double moves and even "run" when you fly at tactical speed, though the Run feat does not modify your "running" speed while flying. The second is your "cruising" speed. Use Cruising speed when you travel from one place to another in relative safety. You can increase your tactical speed and cruising speed by taking enhancements. Your **Flight Skill is "Average"** (see table, above). Consult the SRDs for how to read flight-skill stats.

### *Enhancements*

**Enhancement:** Air Lift

**Cost:** 1CP per 500 lbs.

For every rank in this power, you can lift an additional 500 pounds of your normal lifting capacity, up to a maximum of your actual maximum lift capacity as determined by your Strength score. This enhancement does not allow you to lift any more while in *Flight* than you could on the ground.

NB: If you have *Mighty Lifting*, you need only buy enough ranks in this Enhancement to meet your normal maximum lift, not your maximum lift as enhanced by *Mighty Lifting*.

**Enhancement:** Cruising Speed

**Cost:** 2CP per rank

For each rank in this enhancement, add a multiplier to your cruising speed (but not your tactical speed). The first rank is x2, the second is x3, etc.

**Enhancement:** Flight Skill

**Cost:** 5CP per skill category

For every rank in this enhancement, your Flight Skill increases by one step. You can take this enhancement twice, once raising your skill to Good, and a second time to raise it to Excellent. See table (below, left) for flight-skill stats.

**Enhancement:** Flight Speed

**Cost:** 2CP per rank

For every rank in this enhancement, your tactical and combat speeds increase (see table, left).

**Flight Speed**

<b>Ranks</b>	<b>Speed</b>
1	40 ft/mph
2	60 ft/mph
3	80 ft/mph
4	120 ft/mph
5	160 ft/mph
6	240 ft/mph
7	320 ft/mph
8	480 ft/mph
9	640 ft/mph
10	960 ft/mph
11	1,280 ft/mph
12	1,920 ft/mph
13	2,560 ft/mph
14	3,840 ft/mph

**Enhancement:** Retractable Wings

**Cost:** 2CP

**Prerequisite:** Wings (limitation)

Your wings are now retractable, by whatever means you want to supply. You can suck them back into your body, they can fold up flat against your back, or they can simply fade out of existence when you don't want them to be "out." Extending or retracting you wings takes a single move action and does not have a PP cost.

**Enhancement:** Vacuum Flight

**Cost:** 2CP

You can, by whatever mechanism is appropriate to your background, propel yourself at your full speed even in the absence of an atmosphere. The laws of physics say that this is totally goofy, but the laws of playable games demand such an abstraction. Note that you must still be able to survive in space to use this ability, be it via power or spacesuit.

**Enhancement:** Sub-Light Flight

**Cost:** 1CP per 0.1C

**Prerequisite:** Vacuum Flight, a willing GM

You can, by whatever mechanism is appropriate to your background, propel yourself through a vacuum (never in an atmosphere) at an absolutely astonishing speed. For every rank in this Enhancement, you can travel at 0.1C, 1/10th the speed of light. You cannot travel at sub-light speeds in an atmosphere. It's for interstellar travel only. You can take this power 10 times and achieve a maximum flight speed of 1C, exactly the speed of light. You are unaffected by time dilation effects. Time passes normally in the universe relative to you, and vice-versa.

**Enhancement:** FTL Flight

**Cost:** 2CP

**Prerequisite:** Vacuum Flight, Sub-Light Flight (10 ranks), a damn good explanation

Once you are up to full speed and outside of a solar system or any other source of a significant gravity well, you can accelerate to faster-than-light speed. Every rank in this power multiplies your flight speed by ten: 1C at first rank, 10C at second rank, 100C at third rank, 1,000C at fourth, and 10,000C at fifth. You can take this Enhancement up to five times.

### *Limitations*

**Limitation:** Poor Flight Skill

**Value:** 5CP per rank

For every rank in this enhancement, your Flight Skill decreases by one step. You can take this enhancement twice, once lowering your skill to Poor, and a second time to lower it to Clumsy. See table (previous page) for flight-skill stats.

**Limitation:** Flying Leap

**Value:** 4CP

In order to activate your *Flight*, you have to take a running jump of no less than 20 ft.

**Limitation:** Wings

**Value:** 8CP

**Prerequisites:** Maximum speed 80 ft/mph, Average skill

To get airborne, you need to either have a 20-foot running start or jump off of a high structure and start gliding. Your wingspan is about 1.5 times your height. If you do not have room to spread your wings, you cannot fly.

If you strap them down, you can stuff your wings under a trench coat or a cloak. An Observe check (DC 15) allows other people to notice that your shoulders are extremely high and that there are feathers coming out of the bottom of your coat, but on cursory inspection, you'll look more or less normal. However, if you strap down your wings for more than an hour, they become stiff and start to ache, just as if you'd strapped on of your arms to your chest. For every full hour of having been strapped down, it takes 1d4 rounds of flying before you work out this stiffness, and during those rounds, you can fly at only half speed and you take a -4 to any and all rolls made that pertain to flying, including mid-air acrobats or the like.

Finally, if you have the room, you can spread your wings in the middle of a long-distance Jump, you can spend most of that distance gliding, which doubles the Jump distance. This effect does not stack with bonuses you might receive from *Amazing Leap*, although why you'd take both *Amazing Leap* and *Flight*, I don't know.

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## Force Field

[Power]

**Cost:** 6CP

**Activate:** 1PP; move action

**Sustain:** per round/hour; free action

**Range:**self

**Save:** special

You can project a bubble of solid energy around you. The bubble surrounds you at a distance of 3 to 4 feet (i.e., it's a sphere, but it **takes up a medium-sized space**), and it **travels with you** as you move. It protects not just you, and not just what you're wearing, but also anything you might be carrying that fits in that space and anyone who might have squeezed into it with you. A maximum of two people can fit in a single bubble (unless you take the appropriate enhancements, see below). The bubble **cannot form if it is blocked by a solid object** (aside from the ground or floor).

*Force Field* bubbles are **visible but fully transparent**. You can see through them with no penalty, but their shape and position are discernible to the eye. They can appear, for example, as a shimmering veil, a wall of blue energy, or a crystal barrier. As always, the specifics are entirely up to you.

The bubble **blocks all attacks** from passing through it, including gasses, energy attacks, or Super attacks, and **Phased people or objects cannot pass through it**. It **does not block mental attacks** of any kind (mystical, psionic, or otherwise). You can hear sound through it, but it blocks sonic-based attacks. If anyone or anything tries to batter down your bubble by brute force, you must make a **Will save, the DC of which equals the damage of the attack**. If you fail the saving throw, your bubble falls until you can reactive it.

**Your bubble has a Defence score of 10**. Your personal Defence bonuses (Dexterity, powers, armour/shields) are all inside the bubble so they're no help to its Defence. If you're running, falling, or flying, then its Defence rises to 12 because the bubble is a moving target. Flanking a bubble does not grant a +2 to hit because it's not a living creature, so splitting its attention does no good. A bubble cannot be caught flat-footed.

However, **the bubble is a separate target from you**. Attacks directed at you strike the bubble instead, and attacks directed at the bubble do not strike you at all. Area effects that cause damage, like a *Burst Energy Attack* can potentially affect you when you're inside a *Force Field* bubble. If you fail your Will save (see above), the bubble falls and the area effect acts upon you normally.

Your bubble **traps any gasses** that are in its radius. If you create it an NO<sub>2</sub> environment, then it will have **enough air to breath for 4 hours**. At the end of 4 hours the environment is poisoned by carbon dioxide, at which point you must make a Fortitude save (DC 20). If you succeed, you manage to remain unaffected by the lack of oxygen. You must make another Fortitude save (DC 20) every hour thereafter. The first failure, however, makes you *fatigued*, the second makes you *exhausted*, and after a third failure you fall unconscious, at which point the *Force Field* drops. Succeeding at any of these checks merely keeps you in your present state, either unaffected, fatigued, or exhausted. You don't get better until you either refresh your air supply or leave the carbon-dioxide environment.

**You can submerge a bubble in water** or other liquid, but it's a weightless globe of buoyant air so if it is submerged, it immediately ascends at a speed of 30 feet per round. However, while submerged, you must make a Fortitude save every round to resist the pressure of the water. The DC of the check is 10, +2 for every 10 feet of depth. Thus, at a 50-foot depth, the DC would be 20.

You can maintain a *Force Field* **bubble in a vacuum**, as well. This requires a DC 15 Fortitude save every round. If you fail, the bubble disappears.

### *Enhancements*

**Enhancement: Bigger Bubble**

**Cost:** 3CP per rank

**Activate:** +1PP per rank

**Sustain:** per round/hour; free action

For every rank in this power, you can increase the size of your bubble by one size category. You can change the size of the bubble by one category as a Swift action or as many categories as you like with a Move action. For the exact dimensions for a given bubble size, see the table below. Although the sizes are listed as "squares," in-game, they are spheres with the volumes listed below (and of course, you can use a hex grid if you want to).

Size	Volume	Size Modifier	Air
Medium	one square	-	30 minutes
Large	four squares	-1	4 hours
Huge	nine squares	-2	13 hours
Gargantuan	sixteen squares	-4	4 days
Colossal	thirty-six squares	-8	33 days

**Enhancement: Damaging Bubble**

**Cost:** 1CP per rank

**Activate:** +1PP; free action

**Sustain:** per round; free action

For every rank in this power, your *Force Field* causes 1d6 NL energy damage to anyone who touches the outside of the bubble, which includes unarmed strikes against it. The energy type is up to you, and you cannot change it once you've chosen it.

**Enhancement: Malleable Bubbles**

**Cost:** 6CP

You can now control the exact shape of your *Force Field*. Instead of a spherical bubble, you can shrink, twist, and contort it at your whim. You're no longer required to make the bubbles an enclosed shape, either. You can flatten one and create a 10-by-20-foot wall. The minimum size is about 60 cubic inches (a 4-inch cube or a 3-inch diameter sphere). If you have multiple bubbles, you can now snake them around corners and make them take creative shapes. Thus, you can now create contiguous bubbles on diagonals, not just on facing sides. Reshaping a bubble requires a move action.

**Enhancement: Multi-Bubble**

**Cost:** 2CP per rank

**Activate:** 1PP per bubble; swift action

**Sustain:** per round/hour; free action

**Save:** special

For every rank in this enhancement, your bubble fills another medium-sized area, but the two areas have to be touching each other, in effect creating a tube rather than a sphere. For mapping purposes, all your bubbles must touch each other on a side, not just a corner. They do not, however, have to be one, big block. You can string them out into any shape you like.

If you put a bubble around someone else, that person can choose to make a Reflex save to avoid being encased, and she can also do damage to the bubble internally exactly the same way as she could from the outside. Doing so forces you to make a Will save or lose the bubble, as described in the base power.

**Enhancement:** Separate Bubbles

**Cost:** 6CP

**Prerequisite:** Multiple Bubbles

**Activate:** +1PP per extra bubble; special

You can now create *Force Field* bubbles separately, not touching each other at all, although you can create them only in squares that are adjacent to you. Thus, you can toss one onto yourself and others onto your teammates, for example. Keeping multiple bubbles active at once costs an extra 1PP for every bubble after the first one. The activation times for this enhancement and for the main power occur simultaneously. Thus, if you activate three 5-foot bubbles, the activation time is just one move action.

No two bubbles can occupy the same space, so you cannot make a two-layered bubble. You can, however, place a bubble inside another bubble if none of the walls occupy the same lines on the battlemat (e.g., around your whole team and a second, much smaller one, around yourself).

**Enhancement:** Ranged Bubbles

**Cost:** 3CP

For every rank in this power, you can manifest your *Force Field* 30 feet away at its nearest point. If you put a bubble around someone else, that person can choose to make a Reflex save to avoid being encased, and she can also do damage to the bubble internally exactly the same way as she could from the outside. You can take up to 5 ranks in this enhancement for a total distance of 150 feet.

**Special:** You can project Separate bubbles at Range if you have both enhancements.

**Enhancement:** Tough Bubbles

**Cost:** 1CP per rank (Will +2 vs. brute-force attacks)

For every rank in this power, your **Will saves** against brute-force attacks against your bubbles receives a **+2 enhancement** bonus. You can take this enhancement multiple times. Its effects stack.

### *Limitations*

**Limitation:** Immobile Bubble

**Value:** 2CP

When you generate your Force Field, it is anchored to that spot until you dismiss it or it fails. You (and your gear) can leave it or enter it as you please.

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## Gadget

[Item]

**Discount:** 1CP per 5CP (i.e., 20%, rounded down)

**Activate:** as power

**Sustain:** as power

**Range:** as power

It's a staple of comic-book superheroes to have powers that are derived from high-tech devices, magic items, and artifacts dropped from the heavens. These are *Gadgets*. You can load a **single power**, as well as any of its enhancements and limitations, into a *Gadget*. Traits cannot be loaded into *Gadgets* because traits are inherent parts of your body; however, many traits can be taken as powers with the appropriate limitation.

Because of these limitations, and the fact that *Gadgets* can be lost, stolen, and destroyed, you get a discount on the price of the power you load into a *Gadget*. **For every 5CP you load into a *Gadget*, you get a 1CP discount**, which works out to about 20% off. Calculate the discount based on the net cost of the power, including, levels, enhancements, and limitations. You must invest at least 5CP into a *Gadget* to get the discount. You can upgrade an existing *Gadget* with new enhancements and limitations. You can have more than one *Gadget* at a time.

### Gadget Discount

Total Cost	Discount
5CP	1CP
6CP to 10CP	2CP
11CP to 15CP	3CP
16CP to 20CP	4CP
21CP to 25CP	5CP
26CP to 30CP	6CP
31CP to 35CP	7CP
36CP to 40CP	8CP
41CP to 45CP	9CP
46CP to 50CP	10CP
etc.	etc.

**The Origin of your *Gadget* must be the same as that of the rest of your powers.** If you have no other powers, the *Gadget* can be any Origin you like, but if you take multiple *Gadgets* they all have to have the same Origin. You can role-play as if it's mentally activated, or has a set of controls of some kind, or even both. In any case, using a *Gadget* does not change the kind or number of actions required to use the power loaded into it, except that you do have to have it in your hand to use it.

***Gadgets* automatically consume your PPs.** This might not make real-world sense, but it's the simplest way to use them in-game. If you want to *say* that you're "low on tillium fuel" or that your "atomic batteries are depleted," nobody's going to stop you.

***Gadgets* are by default hand-held** (Tiny-sized), about the size of a runner's baton or a paper-back novel. They weigh about a kilo (2 - 3 pounds), and have a **Hardness of 3 and 10HPs**. A *Gadget* reduced to 0 or fewer HPs becomes a pile of broken components and ceases to function.

You can have as many individual *Gadgets* as you want, but **each one can have only one power**.

### Repair

If your *Gadget* takes damage without being destroyed, then you can get it repaired by someone with the appropriate skill. You can repair Biological *Gadgets* using Craft (pharmaceutical), Supertech with Repair, Mystic with Spellcraft, and Psionic with Psicraft. Cosmic *Gadgets* are, by definition, bizarre and unusual. Depending on the in-game explanation for the *Gadget* itself, the GM will rule on an appropriate skill on a situational basis. Bio *Gadgets* can also be healed by powered or mystical means, such as *Healing Touch* or any of the *Cure* spells.

**Each repair attempt restores a number of hit points equal to the result of the check, subtracted by 10 (i.e., HP = Check - 10).** GMs are also, of course, perfectly within their rights to insist that a particular *Gadget*, especially if it's Cosmic, can be fixed only by consulting the Grand High Mech-Mage-Poobah of the Hyreilean Order of Paraganastania (or whatever) if it would make a good adventure hook.

## Replace

If your *Gadget* is lost, stolen, or damaged beyond repair, you have two options to replace it. First, **you can try to find it by conventional means, in-game**, which is probably going to be the most fun. This can involve retracing your steps if you lost it, and possibly negotiating with the small child who inevitably found it and is using as his new toy. In cases where the *Gadget* was stolen, you might have to challenge and defeat the thief, but without the benefit of the power that *Gadget* gives you, which is also fun in its own way.

Alternatively, you can **go one session without your *Gadget*** (in addition to the session in which you lost it) **and have it replaced at the beginning of the subsequent session.** During the session in which you don't have it, you're simply "working on getting it back." You must also provide an explanation that is convincing to both your GM and your fellow players for how it miraculously reappeared in your life.

Explanations can include, but are not limited to: figuring out where you lost it and going back, making a deal with whomever stole it to return it, going back to whomever gave it to you and getting a new one, or even building a new one yourself. No material or in-game mechanics need to be invoked in this last case. The materials, expertise, and work-space needed to make the *Gadget* are simply not discussed, as is traditional with super-powered items or weapons in comic books, most of the time.

## Incorporate Mundane Technology

If your *Gadget* is Supertech, then you can incorporate normal tools or technology into it. Once you acquire a piece of technology to install into/onto your *Gadget*, you also need to buy some spare parts for the installation, like extra connecting cables, or brackets. The specifics don't matter, although you're free to supply whatever explanation you like.

**The cost of the installation hardware starts at PDC 2**, but goes up based on the price of the technology to be installed. **For every 5 PDC of the technology to be incorporated into the *Gadget*, the Purchase DC of the installation parts goes up by +1.** Most of the time this cost will be negligible but in some cases the tech you want to install will be expensive enough that installing it is expensive, too.

The actual installation requires a Repair check. The **DC for the installation:**

- **Mechanics: 12**
  - e.g., mounting a *mêlée* weapon or firearm onto a suit of *Power Armour*, or incorporating a *Gadget* into a mundane weapon
- **Simple Electronics: 15**
  - e.g., incorporating a cell phone into a *Gadget*, or installing a *Gadget* into a car
- **Complex Electronics: 18**
  - e.g., incorporating a laptop into a suit of *Power Armour* to create a Head's Up Display

The GM can, of course, set higher or lower DCs if she feels the situation warrants it. Depending on the circumstances, GMs might rule that you can install an electronic or mechanical unit into a non-Supertech *Gadget*, for example insinuating a PDA into an organic "second skin."

## *Enhancements*

**Enhancement:** Additional Power

**Cost:** 2CP

You can load a second power into your *Gadget*. You can take this enhancement multiple times; each time, it grants a second power to a separate *Gadget*. No individual *Gadget* can have more than two powers.

**Enhancement:** Diminutive Gadget

**Cost:** 2CP

Your *Gadget* is diminutive-sized instead of tiny. It weighs 1 pound. It is the size of a mobile phone or a pocket watch. You can slip it into a pocket. This enhancement is incompatible with Fine Gadget, Small Gadget, and Medium Gadget.

**Enhancement:** Fine Gadget

**Cost:** 4CP

Your *Gadget* is fine-sized instead of tiny. It weighs an ounce or two. It is the size of a large coin or a ball-point pen. You can palm one and still work a phone or drive. You can, depending on the shape, tuck it behind your ear. This enhancement is incompatible with Diminutive Gadget, Small Gadget, and Medium Gadget.

**Enhancement:** Increased Power Points

**Cost:** 1CP per rank (+1PPs)

For every rank in this power, your *Gadget* gains +2 PPs of its own. These points can be used only to fuel the *Gadget's* power. You can take this enhancement multiple times. Its effects stack.

**Enhancement:** Self-Repairing

**Cost:** varies

This enhancement grants your *Gadget* the ability to repair itself, as per the table below. It can self-repair only if it is at 0HPs or more.

<b>Rate of Self-Repair</b>	<b>CP Cost</b>
1HP / hour	2CP
1HP / minute	3CP
1HP / round	5CP
2HP / round	10CP
3HP / round	15CP
4HP / round	20CP
5HP / round	25CP

**Enhancement:** Gadget Resurrection

**Cost:** 4CP

**Prerequisite:** Self-Repairing

Your *Gadget* continues to self-repair even after it's been brought to below 0HPs, although the Rate of Healing is halved until it

reaches 1HP (½HP every hour for 2CP, 1HP every round for 10CP, etc.). As long as the bulk of the parts are within 1 foot of each other, they will eventually reform into the *Gadget* you know and love.

**Enhancement:** Power Armour

**Cost:** varies

You have a suit onto which you can install many *Gadgets*. See [Power Armour](#).

**Enhancement:** Thought Activated

**Cost:** 5CP

Your *Gadget* is now keyed to your thought patterns so that you can operate it hands-free, and you can wear it or mount it on your clothing. As long as you can think, you can operate it. It does, however, have to be out in the open to function. You can't hide in a bag or swallow it (a swallowed *Gadget* is effectively a power).

**Enhancement:** Tough Gadget

**Cost:** 2CP per rank (+1 Hardness, +4HPs)

For every rank in this enhancement, your *Gadget* gains 1 point of Hardness and 4HPs. You can take this enhancement multiple times. Its effects stack.

**Enhancement:** Voice Activated

**Cost:** 3CP

Your *Gadget's* controls are verbal, so that you can operate it hands-free, and you can wear it or mount it on your clothing. As long as you can speak, you can operate it. It does, however, have to be out in the open to function. You can't hide in a bag or swallow it (a swallowed *Gadget* is effectively a power).

**Enhancement:** Weaponize

**Cost:** 1CP + Purchase DC of Weapon

This enhancement converts your *Gadget* into a functioning weapon of some kind, in addition to having powers. This requires that you both spend 1CP and that you purchase the mundane weapon that you want your *Gadget* to be. This is a conceit, of course. Your character does not have to actually buy the weapon. You are free, encouraged even, to thematically combine the weapon's function and the *Gadget's* power, thus making a gun that can also shoot *Webbing*, for example, or a sword that grants *Amazing Combat Skills*.

### *Limitations*

**Limitation:** Fragile Gadget

**Value:** 2CP

Your *Gadget* has no Hardness and only 5HPs.

**Limitation:** Small Gadget

**Value:** 1CP

Your *Gadget* is small-sized instead of tiny. It weighs 12 pounds. It is about the size and shape of a walking stick, so a baseball bat, an umbrella, or a golf-club, for example. It can also be a blocky shape, like a briefcase, backpack, or laptop. This limitation is incompatible with Diminutive Gadget, Fine Gadget, and Medium Gadget.

**Limitation:** Medium Gadget

**Value:** 2CP

Your *Gadget* is medium-sized instead of tiny. It weighs 25 pounds. It can be the shape of a small filing cabinet or trunk. It is unwieldy enough that you have to carry it in two hands. This limitation is incompatible with Diminutive Gadget, Fine Gadget, and Small Gadget.

**Enhancement:** Vehicle-Mounted Gadget

**Value:** 2CP per rank (1 slot)

This enhancement installs your *Gadget* into a vehicle of your choice?car, truck, motorcycle?of up to Large size. (NB: vehicles all have a maximum number of [Item Slots](#).) It becomes part of the vehicle; thus, any part of the power description that says "you" now applies to the vehicle. GMs retain the right to rule that some powers simply don't apply to vehicles and to limit how much a given power can affect. For example, a car can't have *Amazing Diplomacy*, and *Teleport* should probably only apply to the driver, not to passengers (without the appropriate enhancements). Effects that apply only to "you" do not automatically apply to people in the vehicle. Protection powers apply to only the vehicle as well, but of course, being in a covered vehicle would mean that you would be protected by, for example, *Damage Reduction* or *Amazing Deflection*.

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## Gremlinism

[Power]

**Cost:** 8CP

**Activate:** 1PP; standard action

**Range:** 60ft

**Save:** special (opposed test)

You have the uncanny ability to cause a mechanical or electronic device to go haywire just by looking at it. If you use this power on a relatively simple machine or device (something with moving parts, like a firearm or a bicycle, but which requires no power to operate) there is a chance the device jams (completely ceases to function). The object will remain jammed for 1d6 rounds. Ordinary maintenance and cleaning procedures cannot make it functional again until the power's duration has passed.

If you use this power on a more complex, powered device (such as a vehicle or a computer), you will afflict the device with a penalty to all actions requiring a die roll. This penalty affects both actions taken by the device itself and actions taken by anyone using the device. If you use *Gremlinism* on a moving vehicle, it will force an immediate Drive/Pilot check, with the negative *Gremlinism* modifier taken into account. This modifier will last for 1d3 rounds.

To use Gremlinism, you take a standard action, spend 1PP, target a single device and roll a *Gremlinism* check (1d20 + half your CL + Intelligence modifier). The device makes an opposed roll of 1d20. If it is exceptional (eg, mastercraft) and/or has any bonuses (it's enhanced by a power), add its highest bonus to its opposed roll. Also, the sheer size of the device in question can add a circumstance penalty. Small (hand held) devices take no penalty, but every size category larger than small adds +2 to its Saving Throw. Thus, medium devices are +2, large +4, huge +6, and so on. If your roll is higher than the roll of a simple device, it becomes jammed. If it is equal or lower, the power fails. Against complex devices, you inflict a penalty equal to half the amount you exceed the device's roll by. Thus if you roll 17 and the device rolls 13, you inflict a -2 penalty on the item.

Sentient machines add +10 to resist the effects of *Gremlinism*, though automatons do not.

### *Enhancements*

**Enhancement:** Extended Duration

**Cost:** 3CP per die of duration

The duration of your *Gremlinism* is extended by an additional die (d6 or d3, as appropriate) for each rank in this enhancement. You can take this up to five times, for a maximum duration of 5d6 rounds (to jam simple items) or 5d3 rounds (complex devices).

**Enhancement:** Enhanced Jamming

**Cost:** 2CP per +2 to jamming

Each rank in this enhancement grants you a +2 bonus on your *Gremlinism* check. You can take this up to three times, for a maximum bonus of +6.

**Enhancement:** Extended Range

**Cost:** 2CP per 30 feet.

The range at which you can use *Gremlinism* increases by 30 feet for each rank in this enhancement, to a maximum of three ranks, which grants a range of 150 feet.

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## Healing Touch

[Power]

**Cost:** 1CP per rank (1d6 of healing)

**Activate:** 1PP per d6 (By CL); use-activated (touch attack)

**Range:** Touch

**Save:** Fortitude (negates); Wisdom-based

You can cause living creatures to spontaneously *Heal* damage with a touch. You can use this power on yourself. You *Heal* 1d6 HPs of damage per rank in the power. You can control how many dice/PPs you expend each time you administer a *Healing Touch*, but you must declare how many dice you want to use before you roll the total. Willing targets will not avoid your *Healing Touch*, of course, but if someone does, then you have to make a Touch Attack and the target gets a Fortitude save to avoid the power's effects.

### *Enhancements*

**Enhancement:** Move-Action Healing

**Cost:** 3CP

You can now *Heal* HP damage in a single Move action instead of a Standard action. However, with this enhancement, the By CL Activation cost of the power applies per round and not per attack. This enhancement also lowers the Activation time for other enhancements off of the base power. Each Activation is either halved (e.g., 10 minutes becomes 5), or reduced by one action time (full-round, standard, move, swift).

**Enhancement:** Full-Attack Healing

**Prerequisite:** Move-Action Healing

**Cost :** 2CP

You can activate *Healing Touch* as a full-attack, which means that you can employ it in an iterative attack sequence. For example, if you BA were +11/+6/+1, you could *Heal* three times in a round, and if applicable, you would have to make attacks at those BAs. All other rules regarding iterative attacks apply as normal.

**Enhancement:** Purification

**Cost:** 2CP

**Activation:** special; full-round action

You can now direct your healing towards purifying bodies of normal poisons, drugs, or diseases (everything from overdosing to cancer). Activate the power as normal, and decide how many dice to apply, then roll the total. If the rolled total plus 10 is greater than the Save DC of the toxin or disease in question, it will be instantly and painlessly purged from the subject's body. Dice rolled in this manner do not heal any HPs. Purification does not restore hit points, power points, ability points, or anything else already lost due to the effects of a chemical or disease.

NB: This enhancement has no effect on super poisons, drugs, or diseases.

**Enhancement:** Greater Purification

**Cost:** 2CP

**Prerequisite:** Purification

**Activation:** special; full-round action

This enhancement works the same way as Purification, but it can affect super diseases and infections, such as lycanthropy, mummy rot, and the like.

**Enhancement:** Ranged Healing

**Cost:** 2CP per 10 feet.

For every rank in this enhancement, you can *Heal* at a range of 10 feet. You must successfully hit your target with a ranged touch attack, and you expend your PPs regardless of whether you hit the target. Targets can elect to not dodge while you attempt your touch attack, but at best, they still have a Defence of 10. You can take this enhancement multiple times. Its effects stack.

**Enhancement:** Raise Dead

**Cost:** 10CP

**Prerequisite:** 10 ranks in *Healing Touch*

**Activation:** 10PP; 1 minute (10 rounds)

You can bring the dead back to life. You must be in possession of the whole body of the deceased. Raise Dead cures all diseases, removes all poisons, and heals injury (see below), but it does not regrow missing parts. Those parts simply heal over. If they're vital (like organs or a head), then the subject dies again. Furthermore, the subject cannot have died more than a number of days equal to or less than half your CL. The GM might rule that you cannot Raise particularly *alien* aliens, but generally speaking, you can Raise any creature that is basically made of flesh and bone. You cannot Raise machines, even living ones, or the undead. Raised subjects gain a negative level until they next level-up. Subjects come back to life with 1 HP

per level (or hit die, if applicable).

You expend your PPs at the beginning of the Raising process, and you must maintain concentration throughout.

**Enhancement:** Resurrection

**Cost:** 5CPs

**Prerequisites:** 10 ranks in *Healing Touch*, Raise Dead

**Activation:** 15PP; 10 minutes

This enhancement works the same as Raise Dead, with three exceptions. First, you do not need a whole body, any small portion thereof will do, although it must have been part of the body at the time of death, not a blood or skin sample taken beforehand. Second, subjects must have died a number of years ago equal to or less than your total CL. They cannot have died of simple old age, but instead a specific, identifiable cause, such as massive injury or a specific disease. Finally, subjects Resurrects with their full HPs and in complete health. Subjects still gain a negative level.

You expend your PPs at the beginning of the Resurrection process, and you must maintain concentration throughout.

**Enhancement:** True Resurrection

**Cost:** 5CPs

**Prerequisites:** *Healing Touch* 10 rnk, Raise Dead, Resurrection

**Activation:** 20PP; 10 minutes

This enhancement works the same as Raise Dead, with three exceptions. First, you do not need a body at all, just a specific, personal knowledge of exactly who you want to Resurrect. You can Resurrect a known friend or family member, for example, but not a celebrity or historical figure unless you met them personally. Second, subjects must have died a number of years ago equal to or less than your CL times 5. Finally, subjects Resurrect with their full HPs and in complete health. They do not lose any levels or Constitution points.

You expend your PPs at the beginning of the Resurrection process, and you must maintain concentration throughout.

**Enhancement:** Restoration, Lesser

**Cost:** 2CP per rank

**Prerequisites:** 5 ranks in *Healing Touch*

**Activation:** 3PP; standard action

For every rank in this enhancement, you can restore 1d6 points of temporary ability damage. It also eliminates and improves an exhausted condition to fatigued. It does not restore permanent ability drain. You can take this enhancement multiple times. Its effects stack.

You expend your PPs at the beginning of the Restoration process, and you must maintain concentration throughout.

**Enhancement:** Restoration

**Cost:** 4CPs

**Prerequisites:** 5 ranks in *Healing Touch*, Lesser Restoration

**Activation:** 6PPs; full-round

This enhancement instantly cures all temporary ability damage to *one* ability, but it cannot restore Constitution points lost

because of previous deaths. It also eliminates all fatigue or exhaustion from the subject.

Finally, it also removes negative levels and/or restores one experience level to anyone who has taken permanent level drain, although the subject has to have gained that negative level/level drain at some point within a number of hours equal to your character level. Anyone who has a negative level restored has the minimum number of experience points for that level, and no more.

You expend your PPs at the beginning of the Restoration process, and you must maintain concentration throughout.

**Enhancement:** Restoration, Greater

**Cost:** 4CPs

**Prerequisites:** 5 ranks in *Healing Touch*, Lesser Restoration, Restoration

**Activation:** 9PPs; 10 minutes

This enhancement cures all temporary ability damage to all the subject's abilities, except Constitution points the subject might have lost due to previous deaths. It also eliminates fatigue and exhaustion, as well as all forms of insanity and confusion, including mundane mental conditions (e.g., depression, bi-polar disorder, schizophrenia, etc.)

Finally, it also reverses the effects of any and all level draining or negative levels that the subject might have suffered. The subject returns to the highest level she has ever attained, although she has to have gained the negative level/level drain within the last week (seven days).

You expend your PPs at the beginning of the Restoration process, and you must maintain concentration throughout.

### *Limitation*

**Limitation:** Slow Healing

**Value:** 2CP per rank

For every rank in this enhancement, your *Healing Touch* activation time increases by one action type on the following scale: standard, full-round, 1 round, 2 rounds, 3 rounds. Thus, you can take this feat up to 4 times.

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## Iconic Item

[Item]

**Discount:** special

**Activate:** as power

**Sustain:** as power

**Range:** as power

An *Iconic Item* is an object that is the conduit for all of your powers. There is no limit to how many powers or how many CPs worth of powers you can load into a single *Iconic Item*. An *Iconic Item* can have only one Origin. The most common are mystical and supertech, but you can have any Origin you like. *Iconic Items* grant a discount on the price of powers you load into them. The discount is +1CP per 10CP worth of powers, which works out to approximately 10% (see table, above).

Other powers, including *Gadgets* and *Power Armour*, do not function while you have an *Iconic Item* on your person. *Iconic Items* are jealous. However, they are also loyal. Only you can access the powers loaded into your *Iconic Item*. It is tuned to your body chemistry, your unique mental signature, or even your very soul. You must have your *Iconic Item* in your hand in order to access its powers. If it is *Wearable* (see below), then you must be wearing it to use its powers.

*Iconic Items* can potentially be lost or stolen and if that happens, you'll just have to track yours down. They are, however, nigh indestructible by conventional means. Each one has 1,000 HPs, Hardness 100, Resistance 50 to all energy types, Resistance 50 to all Origins, and self-repairs at a rate of 5HPs per round.

*Iconic Items* are, by default, hand-held objects (tiny-sized) that weigh about 3 pounds, so something the general size and shape of a baton or soft-ball, for example. They always appear unusual or mysterious in some way. They might be covered in glowing circuitry or constantly surrounded dancing sparks, for example. The specifics are up to you, but *Iconic Items* cannot appear mundane.

### Iconic Item Discount

Total Cost of the Power	Discount
10CP	+1CP
11CP to 20CP	+2CP
21CP to 30CP	+3CP
31CP to 40CP	+4CP
41CP to 50CP	+5CP

### Enhancements

#### Enhancement: Diminutive Item

Cost: 2CP

Your *Iconic Item* is diminutive-sized instead of tiny. It weighs 1 pound. It is the size of a cell phone, a pocket watch, or a conductor's baton. You can slip it into a pocket. This enhancement is incompatible with Fine Item, Small Item, and Medium Item.

#### Enhancement: Fine Item

Cost: 4CP

Your *Iconic Item* is fine-sized instead of tiny. It weighs an ounce or two. It is the size of a large coin or a ball-point pen. You can palm one and still work a phone or drive. You can, depending on the shape, tuck it behind your ear. This enhancement is incompatible with Diminutive Item, Small Item, and Medium Item.

#### Enhancement: Weaponise

Cost: 1CP + Purchase DC of Weapon

This enhancement converts your *Iconic Item* into a functioning weapon of some kind, in addition to having powers. This enhancement requires that you spend both 1CP and that you purchase the mundane weapon that you want your *Iconic Item* to be. This is a conceit, of course. Your character does not have to actually buy the weapon, but this rule keeps you from sneaking a military-grade rocket-launcher into the game as a *Weaponized Iconic Item*. You are free, encouraged even, to thematically combine the weapon's function and the *Item's* powers, thus making a phone with *Telepathy* or belt of *Super Strength*.

#### Enhancement: Wearable Item

Cost: 3CP

This enhancement converts your *Iconic Item* into a shape that allows you to wear it like clothing or jewellery. Wearable *Items* still appear special or unusual in some way. They might be covered in glowing circuitry, Mystical runes, or be made of a substance that is visibly Not Of This Earth. The specifics are, as always, up to you. Wearing an *Iconic Item* does not offer any Defence bonus or protection of any other kind unless that is part of its power package. Cuts, blows, and blasts will leave the *Iconic Item* untouched but still do damage to you.

- **Fine Items** are wearable as a watch or bangle, a large and bulky ring, a pair of glasses, a head band, or a light necklace.
- **Diminutive Items** are wearable as a pair of gloves or shoes, a belt, a neck tie/scarf, or a hat.
- **Tiny Items** are wearable as a single gauntlet or boot, a bulky belt, or a bike helmet.
  
- **Small Items** are wearable as a heavy jacket, a motorcycle helmet (full-faced), a pair of heavy boots, or a pair of bulky gauntlets.

### *Limitations*

**Limitation:** Medium Item

**Value:** 2CP

Your *Item* is medium-sized instead of tiny. It weighs 25 pounds. It can be the shape of a large staff or a small filing cabinet. It is unwieldy enough that you have to carry it in two hands. You can put it on your back, but it's still bulky as all hell. This limitation is incompatible with Diminutive Item, Fine Item, and Small Item.

**Limitation:** Non-Exclusive Use

**Value:** 4CP

Your *Iconic Item* is no longer loyal to you. Other people can use it, if they get their hands on it, but they have to expend twice as many PPs to access its power(s). For anyone other than you, powers that do not normally have a PP cost, like traits, now have an Activation of "1PPs; per round."

**Limitation:** Small Item

**Value:** 1CP

Your *Iconic Item* is small-sized instead of tiny. It weighs 12 pounds. It is about the size and shape of a walking stick, so a baseball bat, an umbrella, or a golf-club, for example. They can also be a more blocky shape, like a briefcase or laptop. This limitation is incompatible with Diminutive Item, Fine Item, and Medium Item.

**Limitation:** Symbiosis

**Value:** 3CP per rank

Your body is attuned to your *Iconic Item* so intimately that without it, you become weak and sickly. Whenever your *Item* is not in your possession (more than 5 ft. away from you), you take a -2 penalty, per rank in the enhancement, to either your physical or mental stats (player's choice, permanent). If you had three ranks in the power, for example, you would take a -6 penalty. You can take this limitation up to 5 times, for a -10 penalty.

## Invisibility

[Power]

**Cost:** 10CP

**Activate:** 1PP; full-round action

**Sustain:** per round/minute; free action

**Range:** self

You can use this power to vanish from sight. Your clothes, equipment, and any reasonably small items you carry (no larger than a medium weapon) will turn invisible with you. *Invisibility* applies to the visible spectrum, and will fool anything and anyone who relies on it, including normal surveillance cameras.

Abilities that detect heat or infrared can still detect you, as can anything that can see ultraviolet light, if it shines on you. *Invisibility* only affects vision. Your body is still quite solid. Therefore, anything that does not depend on visible light for detection, such as ultrasound motion detectors and radar, will pick you up.

Items that you drop or put down will become visible; items you pick up disappear if you tuck them into your clothing, pockets, or pouches. Any part of an item that you carry that extends more than 5 feet from you becomes visible, such as a trailing rope. If you pick up someone else and carry him or her, that person will not turn invisible, unless he or she is small enough to fit into one of your pockets.

Your *Invisibility* ends if you attack anyone or anything, begin casting a spell, or you use a power with an obviously visual effect. Actions you direct at unattended objects do not render you visible, nor does causing harm indirectly. You can open doors, talk, eat, climb stairs, cut the ropes holding a rope bridge while enemies are on it, remotely trigger traps, drive a car, launch missiles from an aircraft, and so forth, but not shoot a gun, throw a punch, or fire an *Energy Attack*.

This power does not silence you, and certain other conditions can render you detectable, such as stepping in a puddle, or being immersed in mud.

### *Enhancements*

**Enhancement:** Conceal Other

**Cost:** 3CP

**Activate:** +1PP; full-round action

**Range:** touch (special)

You can turn one person *Invisible*, but you must remain in physical contact with that person or some part of their clothing; thus you can hold hands, grab on to their collar, or one of you could carry the other. The activation time is the same as your normal activation time for this power. If you render yourself and another person *Invisible* at the same time, you can activate both power effects at once.

**Enhancement:** Conceal Group

**Cost:** 4CP

**Activate:** +4PP; full-round action

You can turn yourself, and everyone within 5 feet of you, invisible. This can include anyone in an adjacent square, in combat situations (8 people), or up to 16 people in a non-combat situation. Those within the area of effect can see each other. Anyone who leaves the area will become visible again. The Invisible Attack enhancement does not apply when using Conceal Group. If anyone concealed makes an attack, your *Invisibility* ends for the whole group.

**Enhancement:** Full-Spectrum Invisibility

**Cost:** 2CP

The power conceals you from detection by infra-red, thermographic, ultraviolet, and other forms of super vision. Powers and abilities specifically designed to see invisible creatures can still pierce your *Invisibility*.

**Enhancement:** Invisible Attack

**Cost:** 4CP

You can now remain invisible while attacking, casting most spells or using most powers. Highly visible powers, or powers with a Bizarre *Area Effect*, will still break the *Invisibility*.

**Enhancement:** Standard Action Shift

**Cost:** 2CP

You can now turn *Invisible* in a single Standard action.

**Enhancement:** Move Action Shift

**Cost:** 2CP

You can now turn *Invisible* in a single Move action.

**Enhancement:** Swift Action Shift

**Cost:** 2CP

You can now turn *Invisible* in a single Swift action.

**Enhancement:** Reduced Power Drain

**Cost:** 2CP

This reduces your sustain cost by 1 PP. You can take this enhancement only once.

***Limitations***

**Limitation:** Mental Invisibility

**Value:** 2CP

You do not actually become invisible. Instead, you mentally convince people, through whatever explanation you like, to "not see you." They can look right at you, but your presence simply does not register in their minds. This functions like normal *Invisibility* in all ways, except one. Non-intelligent means and non-organic creatures can detect you, things like machine life, robots, security cameras, or motion sensors, for example. By the same token, creatures otherwise immune to Charm effects automatically see through Mental Invisibility. Your image can be recorded with a camera. All other enhancements and rules apply normally.

**Limitation:** Intelligent Only

**Value:** 1CP

**Prerequisite:** Mental Invisibility

Your *Mental Invisibility* works only on creatures or people with Intelligence scores above 5. It does not affect animals.

**Limitation:** Naturally Invisible

**Value:** 2CP

Your natural state is your invisible form, and you have to expend PPs to make yourself visible. All other rules of the power apply as normal.

**Limitation:** Stuck Invisible

**Value:** 6CP

You cannot render yourself visible at all; clothing, equipment, and other objects no longer become invisible when you carry them. You can make yourself visible by wearing cloths, glasses, a wig, etc., but your actual body is transparent.

**Special:** You can "buy off" this limitation for 8CPs.

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## Life Leech

[Power]

**Cost:** 3CP per rank (1d6 of *Leeching*)

**Activate:** 2PPs per d6 (By CL); use-activated (touch attack)

**Range:** touch

**Save:** Fortitude (negates), Constitution-based

For every rank in this power, you can potentially *Leech* 1d6 HPs from one target and absorb half of those HPs into yourself. You can *Leech* one specific Creature Type: humanoid, undead, or mechanoid (player's choice). To perform a *Life Leech* attack, you must make a touch attack against your target. If you succeed, you do negative-energy damage to the target and convert it into positive energy that you channel into yourself.

You cannot score a critical hit with a *Life Leech* attack. You must expend PPs whether you hit or not. You cannot combine this power with an Unarmed Strike. You lose any HPs that you *Leech* that exceed your current HP capacity. You can take up to 10 ranks in the power.

The By-CL cost of *Life Leech* is different than the standard because when you use it, you're both doing damage and healing yourself. Therefore, you can activate the power for a number of dice equal to one-quarter (¼) your CL for free. Basically, 1d6 for every four levels, so 1d6 from 1st to 4th level, 2d6 from 5th to 8th, 3d6 at 9th to 12th, etc. Note that this is just your "by-CL" amount, not your maximum allowed.

### *Enhancements*

**Enhancement:** Efficient Leech

**Cost:** 3CP

You now gain 1HP for every HP you *Leech* from a target.

**Enhancement:** Extra Hit Points

**Cost:** 3CP

If the number of hit points you *Leech* from a target exceeds your maximum hit points, you now retain them temporarily. You lose extra hit points at a rate of 1 per round until you reach your normal maximum. If you take damage, that damage counts toward your extra hit points first.

Remember that NL renders you *staggered* or unconscious only when it equals your current HPs. Therefore, if you have extra HPs, above your normal maximum, then you can conceivably have NL that also exceeds that maximum. In that case, as your extra hit points fade, you would eventually become *staggered* for one round and then fall unconscious on your next round, unless someone or something healed you in the intervening time.

**Enhancement:** Retain Hit Points

**Cost:** 1CP

**Prerequisite:** Extra Hit Points

When you have extra hit points, you lose them at a rate of 1HP every *second* round.

**Enhancement:** Constitution *Leech*

**Cost:** 3CP per 1d4 Constitution damage

For every rank in this enhancement, you cause 1d4 temporary ability point damage to Constitution instead of *Leeching* HPs. For every 1d4 Constitution points, you gain a flat 5HPs. You can take this enhancement up to 5 times.

**Enhancement:** Additional Creature Type

**Cost:** 3CP

You can *Leech* the hit points of one additional creature type. You can take this enhancement multiple times. Each time, it applies to a new creature type.

**Enhancement:** Ranged Use

**Cost:** 4CP

You can *Leech* at a distance, using a ranged touch attack. The power now has an effective range increment of 20 feet.

### *Limitations*

**Limitation:** Grappling Leech

**Value:** 3CP

You can *Leech* HPs from targets only when you've successfully grappled them. All other rules apply normally: you must still hit with a touch attack once you've grappled the target, and that attack takes a -4 penalty (because you're in a grapple). Why you might need to grapple to *Leech* is up to you, but one extremely common explanation is that you need to bite the target on

the neck (hint hint). You cannot take this limitation if you have the Ranged Use enhancement.

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## Liquid Form

[Power]

**Cost:** 12CP

**Activate:** 1PP; move action

**Sustain:** per round/hour; free action

**Range:** self

You can turn your body into a translucent liquid substance. Any equipment you wear or carry falls to the floor when you shift to *Liquid Form*. Returning to your normal form is a move action.

While in *Liquid Form*, you take only half normal damage from physical attacks, after applying DR and all other relevant resistances. Fire/Heat based energy attacks do double damage, as do Ice/Cold based attacks. Again, apply damage after DR. Other attacks deal damage normally. You are considered unarmed in liquid form, but can otherwise fight normally using unarmed strikes. You cannot grapple or be grappled in *Liquid Form*. Your saves, ability scores and other traits are unaffected. You cannot speak, or use spells while in liquid form, nor do you benefit from *Natural Weapons*.

While in *Liquid Form*, your body has all the flexibility and malleability of a liquid. You can easily flow under a door or through a crack, as well as pass through grates and fences. You cannot pass through impermeable surfaces, however. You move at your normal movement rate.

You still have the full benefit of any powers you might have, including those that improve Defence or DR, in *Liquid Form*. You also cannot be blinded or deafened. You still require oxygen (assuming you breathe), but you can absorb it from the atmosphere, or even from water if you are submerged in it. You will still asphyxiate in an area without oxygen (such as space), or by being drowned in a liquid that contains no oxygen.

If you use this power to hide within a larger pool of liquid, you get a +20 to your Stealth check.

### *Enhancements*

**Enhancement:** Liquid Equipment

**Cost:** 2CP

Your equipment shifts into liquid form along with you. You cannot use any equipment in liquid form, though. Liquid armour offers no protection. Your equipment returns to normal when you do.

**Enhancement:** Swift-Action Shift

**Cost:** 2CP

You can now shift forms as a swift action.

**Enhancement:** Reflexive Shift

**Cost:** 3CP

**Prerequisite:** Swift Action Shift

**Activate:** 1PP; swift-action

If you retain your Dexterity bonus and are hit for physical damage (either by an attack or something that triggers a saving throw), you can make a Reflex save to instantly shift into, or out of, *Liquid Form* a split second before the damage occurs. In the case of most physical attacks, being in *Liquid Form* means you take half damage. If you are in *Liquid Form* and are hit by a heat- or cold-based attack, shifting into solid form avoids the double damage that those attacks normally do when you're in *Liquid Form*. The DC of the Reflex save equals either half the attack roll or the save DC of the in-coming effect, -5. You must declare your intention to invoke this enhancement after the hit is announced but before full damage is calculated.

**Enhancement:** Reduced Power Drain

**Cost:** 2CP

The activation cost to shift into *Liquid Form* is reduced by 1PP. You can take this Enhancement twice. This enhancement has no effect on the sustained cost.

### *Limitations*

**Limitation:** Naturally Liquid

**Value:** 2CP

Your natural state is your liquid form, and you have to expend PPs to make yourself solid. All other rules of the power apply as normal.

**Limitation:** Stuck Liquid

**Value:** 6CP

You cannot render yourself liquid at all; clothing, equipment, and other objects no longer become liquid when you carry them.

**Special:** You can "buy off" this limitation for 8CPs.

---

## Longevity

[Trait]

**Cost:** 1CP per 100 years

You age at a rate much slower than most people. For every rank in this power, add 100 years to your lifespan. Ageing effects increase your age in real years, which means that you effectively don't age much because you have many more years to spare. You can take up to 5 ranks in this power.

### *Enhancements*

**Enhancement:** Ageless

**Cost:** 1CP

**Prerequisite:** 5 ranks in Longevity

You are now essentially immortal. While you can still die of injuries or disease, you will never die as a result of age, and are completely immune to ageing effects. Your apparent age is in your mid-twenties by default, though you can choose a different apparent age if you wish.

---

## Metamorph

[Power]

**Cost:** 3CP

**Activate:** 1PP; full-round action

**Sustain:** per round/hour; free

**Range:** self

You can assume the shape of any inanimate object but only if it is within one size category of your own. For example, a mailbox or bookcase is about medium-sized. While in the shape of an object, you cannot move at all, except to shift back to normal shape. Only an Observe (DC 20) or Search check (DC 15) will reveal that you are not actually the object whose form you've taken on.

You do not gain the Hardness of an object you become, which means that if you're used as a weapon, you take half damage and deal half damage to anything you're used to strike. You can change into simple objects only, without moving parts. If you change into something that would have moving parts, you take only the shape of it and lack the functionality.

### *Enhancements*

**Enhancement:** Machine Form

**Cost:** 3CP

**Prerequisites:** Craft (mechanical) 3 ranks

You now have the ability to take on the shape of fully functional machines with moving parts. Thus you can become a functional door, bicycle, hide-a-bed, car, gun, what have you. To change into a complex machine, anything with more moving parts than a few simple hinges, you need a minimum of 3 ranks in the appropriate Craft skill. To turn into a car, for example, requires Craft (mechanical). To turn into a cell phone requires Craft (electronic), and so on. GMs might impose extra PP costs depending on the complexity of the machine you form. A wheel or a functioning door should have no additional cost, but replicating a working mechanical cash register might.

You do not automatically gain the Hardness of an object you become, which means that if you try to fire a bullet as a gun and don't have adequate DR, you're going to be in for a world of hurt. You can, in theory, become an electronic device, but your parts are still basically organic, so any electrical flow would cause damage.

**Enhancement:** Electrical

**Cost:** 2CP

**Prerequisite:** Craft (electronic) 3 ranks, Craft (mechanical) 3 ranks, Machine Form

You can now form machines that carry electrical signals and run on conventional power, like a wall socket or car battery, without taking damage. You can, for example, change into a computer and plug into a wall, or an electric mower. This enhancement does not grant any form of resistance to electrical attacks.

**Enhancement:** Internal Combustion

**Cost:** 2CP

**Prerequisite:** Craft (mechanical) 3 ranks, Machine Form

You can now form machines that run on internal combustion, including engines and firearms. You can turn into a car that runs on gas or a canon that fire real canon balls. This enhancement does not grant any form of resistance to sonic/concussive attacks or damage from explosions that originate outside your mechanical body.

**Enhancement:** Mobility

**Cost:** 3CP

When you are in the shape of an inanimate object, you can move in any way reasonably possible for the object. As a chair, you could run on your legs, a tire could roll itself, a rope could slither like a snake, etc.. If you were a complex object, you could operate under your own motive power. For instance, if you changed into a car, you could drive around on your own. If you changed into a revolving door, you could revolve yourself. Note that your speed in any form is limited to your normal movement rate. Just because you're a self-propelled car doesn't mean you can now cruise around at 100mph. However, if you were a bicycle, someone could certainly pedal you faster than your normal movement rate.

---

## Mighty Lifting

[Trait]

**Cost:** 2CP per multiplier

You can lift and carry much more weight than your Strength score would normally allow. Every rank in this power increases your load, lift, and drag values by 100%. In game terms, it adds a x2 multiplier to them. One rank in the power is x2, two ranks is x3, three ranks is x4, etc. The light load for Strength 20, for example, is 133 pounds. With two ranks in *Mighty Lifting*, it would increase to 499 pounds (133lbs x3). This power increases your loads for all game purposes, including attacking with over-sized objects (see Chapter 8: Combat and Movement). It has no other affect on your Strength, such as attack and damage bonuses.

---

## Mighty Smashing

[Trait]

**Cost:** 2 CP rank (damage multiplier)

You can do egregious harm to inanimate objects. This power applied to one specific power (e.g., [Super Strength](#)) or attack form (e.g., Unarmed Strike). Every rank adds a multiplier to your damage (x2, x3, x4, etc.). This damage applies only to inanimate objects or structures that were not purchased with CPs.

**Enhancement:** Multiple Modes of Destruction

**Cost:** 2cp/rank

This power now applies to all your attack forms.

---

## Mystic Spellcasting

[Power]

**Cost:** 8CP per rank (spell level)

**Prerequisite:** Mystic Origin, Wisdom 10

**Activate:** 2PPs per spell level; use-activated (spell-casting)

**Save:** as spell

This power grants you the ability to cast mystic spells. Every rank in this power grants two things: a) **access to one level of spells** off the [mystic spell lists](#), and b) you **learn and can cast 5 spells** off of that list. The base power allows you to learn and cast all of the cantrips/orisons (0-level spells), and **each subsequent rank in the power grants 5 spells** off the next level of spells. The origin is always mystical. Your origin, or one of your origins, must be mystical for you to take this power.

You must spend **30 minutes a day** preparing your mind and soul for the act of spell-casting for the next 24 hours, and this time is above and beyond your body's normal ability to regenerate power points. You can pray, meditate, or study. It must be at a specific time of day, such as dawn, noon, or tea time.

You are **subject to Arcane Spell Failure** percentages for wearing armour while spell-casting, at a rate of 5% per +1 armour/shield bonus. Your spell-casting can be disrupted, as per standard rules. Casting spells does not by itself provoke attacks of opportunity, but standard attack-of-opportunity rules for powers still apply.

You must follow all **spell component rules**, including having a holy symbol for spells that call for them. Purchase DCs are not listed with most of the spells. Your GM will estimate a PDC based on the conversion tables in the SRDs, but only if the items are available for purchase. For example, *Sleep* calls for sand and *Spider Climb* calls for a spider. There's no need to purchase such components. However, *Instant Identify* requires a pearl (PDC 12), which is unlikely to be sitting around the house.

**Use your Wisdom to determine your spell's saving throws and your maximum casting level.** Mysticism in the modern world is an act of will, an intuitive understanding of forces that do not behave according to logic. To take the base version of this power, you need at least Wisdom 10 and the enhancements require even higher scores, but they follow a standard formula. Your **Wisdom must equal the level of the spell + 10**. Therefore, to cast a 7th-level spell requires an attribute of 17 or more.

Although you certainly have a spell book of some kind, it doesn't need to be any particular shape. It can be large, musty books, or a collection of ancient scrolls, or even a collection of files on a hard drive. It's not necessary to keep track of exactly what your "spell books" actually are but role-playing their particular form can be a lot of fun.

Finally, this power grants the ability to **activate spell-trigger items** like wands and staves. Your **Caster Level is double your highest spell-casting level** as granted by the power. If you can cast 5th-level spells, then your caster level is 10. Your caster level is not linked to your character level.

### *Enhancements*

**Enhancement:** Increased Caster Level

**Cost:** 4CP per rank (one caster level)

For every rank in this enhancement, your Caster Level increases by 1. You can take a number of ranks in this enhancement equal to your CL. Its effect stacks.

**Enhancement:** Spell

**Cost:** 1CP per rank (one spell level)

This enhancement allows you to learn a new spell of your choosing. You can select any spell off of the Mystic spell-casting list. Spells cost 1CP per level, so *Stoneskin* would cost 4CP, for example, because it is 4th level.

---

## Natural Armour

[Trait]

**Cost:** 2CP per rank (Natural +1)

**Range:** self

You have an unusual level of natural protection. This might be because you have scales, implanted armour plates, magical force fields, or just nigh-invulnerable skin. For every 2 CP that you invest in this power you gain a +1 Natural bonus to your Defence score. You can take up to ten ranks in this trait.

### *Limitations*

**Limitation:** Active Natural Armour

**Value:** 1CP per point of Defence

**Activate:** free; free action

**Sustain:** free; free action

Your *Natural Armour* is now a power.

---

## Natural Weapons

[Trait]

**Cost:** 2CP

You have two body parts that you can use like weapons, such as claws, jaws, horns, elbow spikes, etc.. You are now always "armed," for game purposes, and you can use your *Natural Weapons* for two-weapon fighting just as if you were wielding two weapons. *Natural Weapons* are "simple" and "light"; their damage is 1d6 (20/x2). When you take this trait, you must decide if your *Natural Weapons* do lethal or non-lethal damage.

Unless your weapon is retractable, your GM might require that you take Bizarre Area Effect to account for your unusual appearance.

### *Enhancements*

**Enhancement:** Adamantine

**Cost:** 3CP

For whatever reason you care to supply, your *Natural Weapon* ignores DR.

**Enhancement:** Extra Weapon

**Cost:** 1CP per rank (extra weapon)

For every rank in this enhancement, you have another *Natural Weapon* mounted somewhere on your body. You can mount an Extra Weapon onto an *Appendage*. This enhancement does not automatically grant extra attacks or extra limbs.

**Enhancement:** Improved Damage

**Cost:** 1CP per rank (+1d6 damage)

Every rank in this power adds 1d6 damage to your *Natural Weapons*. You can take this enhancement multiple times. Each time, it adds 1d6 damage, to a maximum of 10d6 each (i.e., 9 ranks).

**Enhancement:** Ranged Natural Weapons

**Cost:** 2CP per rank

You can now use your *Natural Weapons* as ranged weapons. This can mean that you grow them from your flesh and then throw them, or that they actually launch from your hands, mouth, head, etc. In any case, they behave like thrown weapons. For every rank in this power, your *Natural Weapons* get a range increment of 20'. You can take this enhancement up to 3 times.

**Enhancement:** Retractable Natural Weapon

**Cost:** 2CP

You can retract your *Natural Weapons* and completely hide them from view. This allows you to pass as unarmed to the naked eye.

**Enhancement:** Super Natural Weapons

**Cost:** 2CP

**Activate:** n/a

Your *Natural Weapons* are now Super. They can, therefore, bypass DR/super but are also vulnerable to the metapowers.

### *Limitations*

**Limitation:** Single Natural Weapon

**Value:** +1CP

Your character has a single natural weapon, rather than a matched pair. This can be anything from a tail stinger to a single horn.

---

## Need Not Breathe

[Trait]

**Cost:** 4CP

You don't breathe. Any and all penalties related to asphyxiation do not apply to you. You are still vulnerable to sever pressure or decompression, so deep submersion and exposure to a vacuum still affect you normally.

---

## Need Not Eat

[Trait]

**Cost:** 1CP

You don't need to eat. Any and all penalties related to starvation do not apply to you. You do, however, still need to remain hydrated, so you do need to drink water.

### *Enhancement*

**Enhancement:** Need Not Drink

**Cost:** 1CP

You do not need to drink water. Any and all penalties related to dehydration do not apply to you.

---

## Need Not Sleep

[Trait]

**Cost:** 2CP

You don't sleep. Any and all penalties related to lack of sleep do not apply to you. You are still vulnerable to physical fatigue, however, and must allow your body to recover from exertion, but you don't have to spend 8 hours a day unconscious.

---

## Penetrating Vision

[Power]

**Cost:** 8CP

**Activate:** 1PP; move action

**Sustain:** per round/minute; move action

**Range:** 60 feet

You can see through physical barriers. If successful, you can see whatever lies on the other side as though there were no obstruction at all. Because seeing through things requires a degree of concentration, you can only attempt to examine what is behind one wall, surface, or obstruction at a time.

In order to use this power, you must choose a surface and examine it with a *Observe* check. If the check meets or exceeds a DC based on the type and thickness of the barrier (see table, below), you will see through the barrier for as long as you like. If you look away, your eyes refocus and you must start the process again in order to see through that particular object.

You must use a move action to activate this power, but sustaining it is effectively free as long as you continue to look through the object you designate.

To look into a person's body requires more subtlety than looking through them. It takes one round of *Observing* them before you can start to make out details. At the beginning of the second round, you can then actually examine under someone's skin. You can see implants, Supertech Inventions, mundane or otherwise, and even detect alien anatomy. Seeing into a creature's body grants a +10 circumstance bonus to any attempt to diagnose and/or heal injury. To learn anything from looking into someone's body, you have to have relevant skills in human anatomy, and you can see only what you would see if their skin were removed. If, however, you have *Super Senses*, you can combine it with *Penetrating Vision* and potentially learn other things about people's insides.

### Observe DC

5  
10  
10  
12  
13  
15  
18

### Barrier

thin wood or plaster (e.g., an inside wall)  
thick wood (e.g., a door, reinforced wall)  
every-day clothing  
body armour  
metal, 1 inch (e.g., door, wall, etc.)  
concrete/stone, 1 foot  
concrete/stone, 3 feet

20	dense metal (e.g., lead, titanium, gold), 1 foot
23	dense metal (e.g., lead, titanium, gold), 3 feet
25	solid dirt, 10 feet

### *Enhancements*

**Enhancement:** Swift Action Sight

**Cost:** 2CP

You can use *Penetrating Vision* as a swift action.

**Enhancement:** Reduced Power Drain

**Cost:** 2CP

Your *Penetrating Vision* no longer has an activation or sustained cost, but is still a Power.

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## Phase

[Power]

**Cost:** 12CP

**Activate:** 1PP; standard action

**Sustain:** per round/minute

**Range:** self

You can pass through solid objects, walk through walls, glide through furniture, and generally go wherever you like. When you *Phase*, **all the equipment you wear and/or hold Phases with you** unless you drop it, at which point it becomes solid again. When you activate or sustain the power, **you remain Phased for a full round**. You cannot cancel it half-way through your round.

While *Phased*, your appearance does not change, and you **cannot talk to, or be heard by**, anyone who is not *Phased* unless they roll an Observe check DC 30 (the supernaturally sensitive ear might still detect you, but nothing else can). Other *Phased* people can hear you and talk to you normally. **Sound-based attacks do no damage, and other sound-based effects have no effect**. You can, for example, roll and fail a save against a *Command* spell, but you cannot actually hear the command itself.

All physical objects, including mundane weapons, pass through you. Chemicals, from knock-out gas to acid, have no effect on you. You are similarly unable to manipulate anything around you. **You cannot pick up and use objects**. You cannot open doors or operate machinery. You can't even blow out a candle without shifting back to corporeal form. Normal energy effects, like fire or electricity, similarly have no effect. Super attacks that are only physical, a Super-Strength head butt for example, have no effect, but energy-based Super attacks affect you normally, such as an *Energy Attack: Heat*. Other *Phased* people or attacks can harm you.

In-keeping with the tradition of such conceits in comics, when you move, you float just off of the floor or ground. If you want to move through the floor, you must deliberately jump through it, at which point you then fall to the next floor down. You can move downward (at your base speed and taking up a move action) by simply falling off of something, but if you hit a floor or the ground, you stop, though you take no damage for doing so. There is no empirical explanation for this. It's a genre gag. Just go with it. You can freely ascend or descend through matter only if you can fly by other means or if you take the Fly in Matter enhancement.

Particularly dense substances, such as lead, fantasy or sci-fi metals (vibranium, adamantium, etc.) might block your movement, at the GM's discretion. Energy-based barriers, like the *Force Field* power or the *Wall of Force* spell do block your movement.

### *Enhancements*

**Enhancement:** Fly in Matter

**Cost:** 2CP

You can move through solid matter as if you could fly at your normal movement rate.

**Enhancement:** Manifest Sound

**Cost:** 2CP

**Activate:** free; use-activated (speak/make noise)

You can now make noise when you choose to, though when you do so you make all noises you might make normally. You can talk and hear, but your change jangles, your clothes rustle, and so on. You are also vulnerable to sonic attacks, but take only half damage from them. You can now hear as normal, and therefore are affected by sound-based effects, like the spell *Command*.

**Enhancement:** Move-Action Phase

**Cost:** 2CP

You can *Phase* as a move action.

**Enhancement:** Swift-Action Phase

**Cost:** 2CP

**Prerequisite:** Move-Action Phase

You can *Phase* as a swift action.

**Enhancement:** Partial Phase

**Cost:** 4CP

**Activate:** +1PP; free action

**Sustain:** per round/minute; free action

You can *Phase* one segment of your body at a time if the rest of you is corporeal, or vice-versa. The body segments are: head/neck, shoulders/chest, stomach/waist, thighs, calves, feet, hands, forearms, and upper arms. In the case of doubled body parts (feet, hands, etc.), you can *Phase* either both or just the left or the right at a time. Whenever you *Phase* just one part of your body, you must pay an extra 1PP to maintain the effect.

**Enhancement:** Phase Other

**Cost:** 3CP

**Activate:** 1PP; standard action

**Sustain:** per round/minute; free action

**Range:** touch (special)

**Save:** Fortitude, Constitution-based

You can *Phase* one other person, but you must remain in physical contact with that person. You can do this only when you, yourself, are *Phased*, in which case, you render the target *Phased* by touching them. If you simultaneously render yourself and another person *Phased*, then you can activate both effects at once in a single standard action. If you attempt to *Phase* someone against their will, you must first succeed at a touch attack, at which point they are entitled to a Fortitude save to avoid the effect.

**Enhancement:** Scramble Mundane Technology

**Cost:** 2CP

When a mundane piece of technology passes through your *Phased* body, or vice-versa, there is a 50% chance that it will short out, rendering it useless until it is Repaired (DC 15). If it is shorted out, you also take 1d4 NL.

**Enhancement:** Reflexive Phase

**Cost:** 3CP

**Prerequisite:** Move-Action *Phase*, Swift-Action *Phase*

**Activate:** 1PP; swift action

If you retain your Dexterity bonus and are hit for physical damage (either by an attack or something that triggers a saving throw), you can make a Reflex save to instantly *Phase* a split second before the hit has a chance to do damage. The DC of the Reflex save equals either the attack roll or the save DC of the in-coming effect. You must declare your intention to invoke this enhancement after the hit is announced but before full damage is calculated.

### *Limitations*

**Limitation:** Gaseous

**Value:** 4CP

Instead of becoming *Phased*, your body instead transforms into a coherent gas. You appear mostly as you do when solid, except that you shimmer and shift in the breeze and you're somewhat translucent. None of the rules for *Phase* change except the following.

First, you **cannot pass through an air-tight barrier**. For cases of barriers that are no air-tight but nevertheless do not afford a great deal of air flow, GMs might impose a move action just to pass through the barrier. Second, you will be treated as **three sizes smaller than your normal size when determining how, and how much, wind affects you**. If you are medium normally then you take the same penalties as a fine-sized creature when attempting to resist wind of any kind. Third, you **move through liquids at half speed** than when you move through the air. Fourth, you take **half-damage from energy attacks**, and **full damage from Super attacks**. Fifth, you can **pass through only those barriers that are not air tight**, this includes most mundane buildings but not solid metal, glass, or thick plastics. This rule applies at the GM's discretion.

This limitation is compatible with all of this power's enhancements, except that Fly In Matter applies only when you are moving through matter that is porous enough that you can move through it at all.

**Limitation:** Ghost

**Value:** 2CP

This limitation flips your natural state from solid to *Phased*, which means that you are insubstantial all the time, except when you activate/sustain the power. This enhancement does not necessarily make you an actual ghost, of course, but that is one of

the possible reasons why you might take it.

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## Photographic Muscle Memory

[power]

**Cost:** 2CP per rank (1CP worth of abilities)

**Activate:** 1PP per CP value of target power; special

**Sustain:** special

You can **mimic other people's physical abilities** through visual observation. However, you retain only a limited amount/number of mimicked abilities at a time. **For every rank in the power, you can retain 1CP worth of abilities**, going by the standard CP costs (see table, right). Class Features vary slightly in power level and/or utility, and you can emulate only those class features that you observe in action (you cannot emulate a Bonus Feat and then pick a random feat, for example).

To activate this power, you must observe someone employing the ability you want to mimic. It take **20 minutes per CP** value of the ability. You can observe either first-hand (e.g., attending a basketball game) or through a recording (e.g., watching a karate tournament on TV). For vocal abilities (singing, accents), you can listen to an audio recording. You must observe someone performing the actual ability you want to mimic. You can't just rummage around in their character sheet. To **learn a new ability**, you must purge yourself of an old one of equal or greater value (player's choice), which requires a full-round action of concentration, during which you must close your eyes and remain perfectly still. Using the ability afterwards does not cost PPs. You pay the activation when you observe the ability in use.

The **abilities you mimic must be physical in nature**, not mental, and mimicking an ability cannot raise your actual ability scores. For example, you could Mimic touch-typing, but not screenwriting. Similarly, you could Mimic a particular set of dance moves and a certain ability to improvise similar moves, but you would not have the mental capacity to design your own choreography. As a rule of thumb, you can mimic anything based on Dexterity, or something that is learned. You can mimic the **number of Ranks** someone has in a physical skill (e.g., Tumble, Climb, Swim). You can mimic **physical feats**, and you do not need that feat's prerequisites (e.g., Combat Martial Arts or Dodge). Finally, you can mimic **class features** that are based on a physical action (e.g., Uncanny Dodge or Walk Away Unscathed), but you cannot mimic a Champion's *Bombastic Aura*, for example because Charisma is a mental ability score.

### Ability Costs by CP

Item	Cost
Skill Points	1 CP for 4
Class Features	3CP
Feats	2 CP each
Powers	CP Value

### *Enhancements*

**Enhancement:** Quick Study

**Cost:** 2CP per rank

For every rank in this enhancement, reduce your observation time to learn an ability (see table, right).

Ranks	Quick Study Times
1	10 minutes
2	5 minutes

3	1 minute
4	40 seconds
5	20 seconds
6	two rounds (12 seconds)
7	full-round action
8	standard action
9	move action
10	swift action

**Enhancement:** Able Learner

**Cost:** 6CP

If you currently have a mimicked feat or skill in your repertoire and you level up, you can learn that feat or skill at a reduced cost. Feats cost 1CP instead of 2CP, and Skill ranks cost 1CP for 8 points, instead of 1CP for 4 points. If you buy a feat in this fashion, you must have its prerequisites, unlike with the base power.

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## Possession

[Power]

**Cost:** 8CP

**Activate:** 1PP; standard action

**Sustain:** per round/hour; free

**Range:** 30 feet

**Save:** Will (negates), Wisdom-based

You can project your mind into someone else's body and take full control over it. You must be able to see the subject and be within 30 feet of them to *Possess* them. After you *Possess* them, however, you can move away from your own body as far as you can get before running out of PPs. You can voluntarily end a *Possession* at any time. If you run out of PPs, you automatically return to your body. While *Possessing* someone, your body is unconscious and helpless, so don't leave it some place exposed if you can help it.

When in someone else's body, you have no access to their memories, skills, or feats, but you do have their traits and their physical abilities (Strength, Dexterity, Constitution). You retain your own mental abilities (Intelligence, Wisdom, Charisma). If you *Possess* someone with powers then you can activate them but only if you know what they are. You can't just go rummaging around to try to find them. Also, if your subject has the Dramatic Activation complication, you must have witnessed the activation to duplicate it. The GM will probably require a Perform check to get the activation just right. You consume your own PPs when activating powers in someone else's body because of your spiritual connection to your own body.

When you end your *Possession*, subjects have no memory of your actions in their bodies. They were effectively asleep the entire time.

Anyone whom you attempt to *Possess* gets Saving Throw to resist the effect. Anyone with more than 4HD gets to make a fresh Saving Throw every hour. Anyone with more than 8HD gets to make a fresh saving throw every minute. Anyone with more than 12HD gets to make a fresh saving throw every round. GMs can also rule that *Possessed* people get fresh saving throws at dramatically appropriate moments, like impassioned pleas from loved ones or actions that are particularly anathema to the possessed person's personality or morality.

### *Enhancements*

**Enhancement:** Increased Range

**Cost:** 2CP

Increase the maximum range at which you can *Possess* by 30ft. You can take this enhancement up to three times, for a maximum range of 120 ft.

**Enhancement:** Improved Possession

**Cost:** 2CP

You get a +4 skill bonus on you opposed Will test to *Possess* someone. You can take this enhancement up to three times. The effects stack.

**Enhancement:** Power Channelling

**Cost:** 4CP

You can use your powers while you *Possess* someone else's body. You cannot access your traits. You still use your own PPs to fuel your powers, not those of the body you *Possess*.

### *Limitations*

**Limitation:** Animal Possession

**Value:** 3CP

You can *Possess* only animals. You cannot *Possess* insects or any animals with an Intelligence greater than 2. Familiars and other enhanced animals are also immune to this power. All other rules function as normal for this power.

**Limitation:** Body Swap

**Value:** 3CP

Instead of *Possessing* the bodies of your targets, your minds swap, you in their bodies and them in yours. Anyone who's Swapped into your body follows the rules of the unenhanced version of *Possession*. Thus, they has access to your physical abilities and powers, but not your memories, skills, or feats, and they consume their own PPs. If they have *Possession*, they can use any enhancements they might have purchased, such as Power Channelling.

**Limitation:** Memory

**Value:** 3CP

People whom you *Possess* remember everything you did while in their bodies. They were awake and aware and in possession of all their senses, even though you were controlling their bodies. They have no access to your mind, nor do you have any access to theirs.

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## **Power Absorption**

[Metapower]

**Cost:** 12CP per rank (Origin)

**Activate:** 1PP; use-activated (touch attack)

**Sustain:** per round (special rules apply); free action

**Range:** touch

**Save:** Fortitude (negates), Constitution-based

You have the ability to temporarily "steal" the powers of other people. When you *Absorb* a power, your target temporarily lose use of one of her powers and you gain that power. This power can affect only one kind of Origin, which you chose when you buy it. Traits are immune to *Power Absorption*. You must touch your target to use this power, which in combat requires a touch attack. This touch attack requires precision and a small amount of concentration, so it cannot be an unarmed strike. You must expend 1PP to activate the power before you roll your touch attack, so the PP is lost regardless of whether you hit. You can use this power only once per round.

Your target gets a **Saving Throw** to avoid the power's effects. If she fails, you *Absorb* one of her powers (randomly selected). You can randomly select by using dice, flipping a coin, etc. You can retain the power for a **maximum of 2d6 rounds** (depending on how many PPs you have left). At the end of that duration, the target is entitled to a **new Saving Throw**, although you do not need to make a fresh attack.

You can *Absorb* up to a 5CP power for each activation. If a power is worth more than 5CP, you *Absorb* only 5CP worth of the power. GMs might round off this amount, so that you employ a power without Enhancements, for example, or at a reduced rank in effectiveness. In such cases, if it's logical, the person affected by the power might retain some of it. For example, if you *Absorb* 5CP from a 8CP *Energy Attack*, the target retains a 3CP *Energy Attack*. Again, GMs will estimate *Absorbed* and depleted powers on the fly, for the sake of expediency, and exact math is not required. You can, theoretically, use this power multiple times to *Absorb* all of a target's powers.

You can also use this power to *Absorb* super abilities. In this case, you absorb 4 ranks worth of *Ability Enhancement* and the target loses 4 ranks in it.

You cannot *Absorb* any power that has a base cost greater than 5 CP. Examples of this include *Phased* and *Polymorph*. If you randomly select a power that you cannot *Absorb* for this reason, just randomly select another.

Targets cannot activate powers that you *Absorb* completely, but if they have sufficient PPs left to use those powers at reduced effectiveness, they can do so. Continuous powers cease to function for the duration of *Power Absorption's* effects.

*Power Absorption* has no permanent effects.

### *Enhancements*

**Enhancement:** Enhanced Absorption

**Cost:** 4CP per rank

Increase the number of CP you can *Absorb* by 5, for a total of 10 CP. This also raises your Super ability Absorption, thus it reduces the target's score by -8 and raises your corresponding score by +8. You can take up to four ranks in this enhancement, raising the amount of CPs you *Absorb* to 25 and Super ability *Absorption* to 20.

**Enhancement:** Increased Consumption

**Cost:** 2CP

If you *Absorb* a power worth less than your maximum CPs (5 normally, but potentially more if you take Enhanced Absorption), you can use the remaining CP to *Absorb* more of the target's powers. Which power you *Absorb* next is always chosen randomly. You can, conceivably, *Absorb* all of a target's power with this enhancement.

**Enhancement:** Multiple Absorptions

**Cost:** 4CP

You can now use *Power Absorption* as many times per round as you can make touch attacks.

**Enhancement:** Precise Absorption

**Cost:** 4CP

When you attempt to *Absorb* a power, you can choose which power. However, this power does not grant the ability to sense what a target's power are, so your choice is limited to those powers that you already know that the target has. If you *know* that someone has *Flight*, you can *Absorb* it, but if you don't know that she has *Energy Attack*, you cannot.

**Enhancement:** Ranged Use

**Cost:** 4CP

You can now Absorb powers at a distance, using a ranged touch attack. The power now has an effective range increment of 20 feet.

**Enhancement:** Variable Absorption

**Cost:** 3CP per Origin

You can *Absorb* another Origin type (player's choice). The power does not change in any other way. You can take this enhancement up to four times. It adds a new Origin type each time.

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## Power Armour

[Item]

**Cost:** 10cp

**Activate:** as power

**Sustain:** as power

**Range:** as power

*Power Armour* is a **body-mounted frame that integrates a set of Gadgets**. In essence, it allows you to bundle up to six *Gadgets* together, and all of them are Thought Activated, as per the *Gadget* enhancement.

You **purchase the Gadgets using the Gadgets power**, and then you designate individual *Gadgets* as part of your *Power Armour*. Once they're integrated, they can no longer be activated separately from the *Power Armour*. Therefore, to use them, you must don the suit.

You can **don your Power Armour in 4 rounds**, or 2 if someone helps. A disassembled suit fits into a suitcase or large backpack. If the idiom fits, however, your suit could instead be a similarly sized blob of biomatter that oozes over your skin or an ancient Roman helm that conjures the rest of the suit. The material nature of the suit doesn't change (it's still the size of a suitcase when not worn and takes 4 rounds to don), but you can, and are encouraged to, describe it fanciful terms.

Just like *Gadgets*, *Power Armour* can have any **Origin** although the most common kind is Supertech. It could be a crystalline shell (Cosmic), a living symbiote (Bio), or an ancient suit of armour (Mystic), for example.

Your built-in *Gadgets* are exposed enough that they are **vulnerable to sunder attacks**.

You can load **up to 6 Gadgets** into your suit, and each one is housed in a particular piece of the armour. It's traditional to couple powers with particular pieces—attacks in the fists, protection in the breast plate—but it's not required:

- Helmet
- Chest Plate
- Left Arm/Gauntlet
- Right Arm/Gauntlet
- Belt
- Boots

*Enhancements*

**Enhancement:** Air Scrubbers

**Cost:** 2CP

Your *Power Armour* is air tight except for a small intake that has an advanced air filtration system, the upshot of which is that it blocks airborne chemicals, such as gasses or aerosols, from affecting you.

**Enhancement:** Armoured

**Cost:** 2CP per rank (Defence +2)

Your suit is outfitted with physical plating that grants you an armour bonus, and the resulting weight/bulkiness applies penalties to movement (see below). Note that only Large- or Huge-Sized Power Armour can take more than 5 ranks in this enhancement.

Ranks	Bonus	ECP / Weight	Max Dex Bonus	Spell Failure	Speed
<i>Light Armour</i>					
1 (2CP)	+2	-1	+8	10%	-
2 (4CP)	+4	-2 / 10 lb.	+7	20%	-
<i>Medium Armour</i>					
3 (6CP)	+6	-3 / 20 lb.	+6	30%	-
4 (8CP)	+8	-4 / 30 lb.	+5	40%	-10 feet
<i>Heavy Armour</i>					
5 (10CP)	+10	-5 / 40 lb.	+4	50%	-10 feet
6* (12CP)	+12	-6 / 50 lb.	+2	60%	-15 feet
7* (14CP)	+14	-8 / 60 lb.	+0	70%	-15 feet
8* (16CP)	+16	-10 / 70 lb.	+0	80%	-20 feet
9* (18CP)	+18	-12 / 80 lb.	+0	90%	-20 feet
10* (20CP)	+20	-14 / 100 lb.	+0	100%	-20 feet

\*Only available for Large- and Huge-sized armour.

**Enhancement:** Hit Points

**Cost:** 1CP per rank (4HPs)

Your *Power Armour* has its own hit points, so **the suit takes physical damage** directed at the wearer until it runs out of said HPs. Divide **critical hit** damage between the suit and the wearer. **Non-lethal** damage counts for half. **Divide sunder damage** evenly between the suit's HPs and its Gadgets (with remainders going to HPs).

**Enhancement:** Self-Repairing

**Prerequisite:** Hit Points

**Cost:** varies

This enhancement grants your *Power Armour* the ability to repair itself (see below). It can self-repair only if it is at 1HP or more. As always, how the suit self-repairs is up to you. A Bio suit could heal very quickly. A Supertech suit might be filled with nanobots. A Mystical suit could just glow and reform itself, little by little.

<b>Rate of Self-Repair</b>	<b>CP Cost</b>
1HP / hour	2CP
1HP / minute	3CP
1HP / round	5CP
2HP / round	10CP
3HP / round	15CP
4HP / round	20CP
5HP / round	25CP

**Enhancement:** Armour Resurrection

**Cost:** 4CP

**Prerequisite:** Self-Repairing

Your *Power Armour* continues to self-repair even after it's been brought to OHPs. As long as the bulk of the parts are within 1 foot of each other, they will eventually reform into the *Power Armour* you know at love by whatever in-game effect you describe: proximity force fields, groping tentacles, faery dust, etc.

**Enhancement:** Large-Sized Armour

**Cost:** 3CP

Your *Power Armour* is now **large**. You no longer wear it so much as you pilot it. It is approximately 4 metres tall (12 feet) and weighs around 1 tonne. You take all the standard penalties and bonuses for being Large-sized:

- Defence -1
- Grapple +4
- Stealth -4
- Space 10 ft
- Reach 10 ft.

Large *Power Armour* also has an **extra two Gadget slots**: left/right shoulders. You can also access ranks 5 through 8 of the Armoured enhancement. Finally, you and the GM must agree to always remember that you're *4 metres tall and weigh a tonne!* These facts makes a significant difference to how you can play the character.

**Enhancement:** Huge-Sized Armour

**Cost:** 6CP

Your *Power Armour* is now huge. You need a step-ladder to get into it; it's basically mecha. It is approximately 6 metres tall (20 feet) and weighs 4 tonnes. You take all the standard penalties and bonuses for being Huge:

- Defence -2
- Grapple +8
- Stealth -8
- Space 15 ft.
- Reach 15 ft.

Huge *Power Armour* grants an **additional four Gadget slots**: left/right shoulders, and left/right forearms. You can access ranks 5 through 8 of the Armoured enhancement.

You must get special permission from your GM to take Huge *Power Armour* because your character will not fit in most places and will fall through most floors, which can have an affect on the game.

**Enhancement:** Modular Gadgets

**Cost:** 2CP per rank (1 slot/2 *Gadgets*)

You have one slot that two of your *Gadgets* can fit into. The *Gadgets* can be two that are already part of your *Power Armour*, or they can be new, or they can be one of each. With two minutes work and no tools, you can swap one *Gadget* out and install the other. With a Repair check and a Tool Kit, you can swap them in 1d4 rounds (DC 15) or a single round (DC 25). Swapping in combat draws attacks of opportunity.

**Enhancement:** Power Points

**Cost:** 2CP per rank (+5PPs)

For every rank in this power, your suit gets 5 PPs of its own. You can use these points to fuel only the suit's powers. You can take this enhancement multiple times. Its effects stack.

**Enhancement:** Submarine

**Cost:** 1CP

Your *Power Armour* is adapted to allow you to survive under water. It is air tight, has an independent oxygen supply that lasts for 1 hour and takes up only minimal space on your suit.

**Enhancement:** Space Suit

**Cost:** 1CP

Your *Power Armour* is adapted to allow you to survive in space. It is air tight, has an independent oxygen supply that lasts for 1 hour and takes up only minimal space on your suit, sufficient shielding to ward off radiation, and is physically sturdy enough to withstand the negative pressure of a vacuum.

**Enhancement:** Air Tank

**Prerequisite:** Submarine

**Cost:** 1CP per rank

Your *Power Armour* has an extra Air Tank, but this spare tank takes up one of your *Gadget* slots. For every rank in this enhancement, you have 1 extra hour of air. You can take the enhancement up to three times.

### Limitations

**Limitation:** Fragile Gadgets

**Value:** 6cp

Your *Gadgets* are particularly vulnerable to sundering. Every time one of them takes damage, there is a 50% chance that it ceases to function for 1d4 rounds. The *Gadget* can continue to take damage in the mean time and potentially fail that 50% check, but the duration of the malfunction does not stack.

**Limitation:** ICU

**Value:** 2cp per rank

Your *Power Armour* keeps you alive. When you're outside, you take a Circumstance penalty to all d20 rolls, and you start dying of Constitution damage at a set rate. You cannot heal or mitigate this Con damage by any other means. Once you get back into your armour or a life-support system of some kind—either a system you own, with PDCs listed below, or a staffed hospital—you can be healed.

- **Rank 1**, "Minor" (2CP): d20 -1, Con -1 every 24 hours, Life Support PDC 20
- **Rank 2**, "Moderate" (4cp): d20 -3, Con -1 every hour, Life Support PDC 25
- **Rank 3**, "Major" (6cp): d20 -6, Con -1 every minute, Life Support PDC 30

**Limitation:** Bulky ICU

**Prerequisite:** ICU Moderate or worse

**Value:** 3cp

Your ICU takes up a Gadget slot and can be Sundered like any other. You may, at no cost, dedicate a second Gadget slot to a backup ICU if you deem it necessary.

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## Power Detection

[Metapower]

**Cost:** 5CP

**Activate:** 1PP; move action

**Sustain:** per minute; special

**Range:** 60 ft.

You can sense when certain kinds of powers are used in your near vicinity, but you must have *Power Detection* activated to do

so. If a power is activated or sustained within your range, then you will sense it. As a move action, you can concentrate on the power and can get a general sense of direction (in one of the eight cardinal directions).

If you expend a second move action, either on that or a subsequent round, and only while still in range, you can get a sense of distance to within 20 feet (i.e., if it were 25 feet away, you'll sense "between 20 and 40 feet"). On the third round, you can tell the power's Origin and its strength, measured in CPs .

You can detect Super ability scores only when and if they are actively in use. Thus, someone using Super Strength to throw a car, someone using Super Dexterity to dodge a blow, someone using Super Constitution to make a saving throw, etc. Attacking, avoiding damage, making a skill check, and making a saving throw all constitute a Super Ability "in use."

You also detect anyone who has powers that are not activated and who passes within half of your *Power Detection* range. Concentrating on the power yields the same results, and takes as much time, as detailed above.

If a target has more than one active power, you will sense the total CP of all of them, and you will get a sense of the Origin of whichever is more powerful, if they have different Origins. Only if the powers are within 2CP of each other, will you sense multiple Origins.

This power cannot cancel for the miss chance of concealment, but it does add a +10 bonus to your Observe or Listen check to sense the physical presence of a concealed character whose powers you have *Detected* (invisible, in the dark, behind a curtain, etc.). You also might be able to extrapolate a position based on your observations in concert with the power (i.e., your GM tells you that you hear someone in the closet *and* you sense a power in that direction, less than 10 feet away), but that kind of problem-solving is up to you.

Although you can, technically, sense someone using *Mental Invisibility* with this power, their power sees to it that you do not notice that you sense it.

<b>Power Strength</b>	<b>CR Range</b>
Low	1 – 10CR
Medium	11 – 25CR
High	26 – 50CR
Very High	51 – 75CR
Run	76+ CR

### ***Enhancements***

**Enhancement:** Broad Detection

**Cost:** 2PP

You can now detect the use of items (magic, psionic, supertech) and item-based powers (*Gadgets, Power Armour, Inventions, etc.*). However, you can detect only items that have been or are activated. Thus, you cannot detect a Mystical sword +2 (no activation), but you can detect a Belt of Flight if the wearer is flying. Instantaneous effects hit you like a flash, so you have no opportunity to sense distance, or Origin and strength, but if the same effect is used again on a subsequent round during the same encounter, that second use counts as your second round of detection (distance), and a third use a third round (Origin/strength). Thus, if a Mystic were to use three Magic Missile spells from a wand in your range over the course of six rounds, you would detect, first, the power's use, second, it's distance, and third, it's Origin and strength. The CP strength of a Mystical or Psionic item is double it's caster level.

**Enhancement:** Detect Anomaly

**Cost:** 2CP

You have the ability to detect major anomalies in the natural space-time continuum, provided they are within 500 feet of your location. These anomalies include wormholes, cosmic portals, altered time-flow, astral gates, tears in space-time, dimensional

rifts, distorted geometry, and the like. You will have only a general sense of the direction of the anomaly until you are within 60 feet of it, at which time you will know its precise location.

**Enhancement:** Detect Entity

**Cost:** 2PP

You now have the ability to detect the presence of significant beings (more than 10 hit dice) that have the Outsider, Extraplanar, Omega, or Undead types, including infernal beings, celestials, deities, elementals and other such beings. The Entities in question do not have to have or use any powers for you to detect them. Their mere presence is sufficient. You can detect Entities at double the normal distance, and automatically pinpoint their location if invisible or otherwise concealed.

**Enhancement:** Enhanced Range

**Cost:** 2CP

Your Power Detection now functions out to 30 feet further than usual. You can take this enhancement twice, for a maximum range of 120 feet.

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## Power Duplication

[Metapower]

**Cost:** 5CP per rank (Origin)

**Activate:** 1PP; use-activated (touch attack)

**Sustain:** per round (special rules apply); free action

**Range:** touch

**Save:** Fortitude (negates), Constitution-based

You have the ability to temporarily mimic the powers of other people. This power can affect only one kind of Origin, which you chose when you buy it. Traits are immune to *Power Duplication*. You must touch your target to use this power, which in combat requires a touch attack. This touch attack requires precision and a small amount of concentration, so it cannot be an unarmed strike. You must expend 3PPs to activate the power before you roll your touch attack, so the PPs are lost regardless of whether you hit. You can use this power only once per round.

Your target gets a **Saving Throw** to avoid the power's effects. If she fails, you *Absorb* one of her powers (randomly selected). You can randomly select by using dice, flipping a coin, etc. You can retain the power for a **maximum of 2d6 rounds** (depending on how many PPs you have left). At the end of that duration, the target is entitled to a **new Saving Throw**, although you do not need to make a fresh attack.

You can *Duplicate* **up to a 5CP power** for each activation. If a power is worth more than 5CP, you *Duplicate* only 5 CP worth of the power. GMs might round off this amount, so that you employ a power without enhancements, for example, or at a reduced level of effectiveness. You can potentially use this power multiple times to *Duplicate* all of a target's powers.

You can also use this power to **Duplicate super abilities**, but instead of calculating CP costs, you simply gain a +4 to a super ability in which your target has at least a +4 *Enhanced Ability*. For example, if your target has Intelligence 32. If it's Intelligence, your Intelligence score would gain a +4. However, if you were to start with an Intelligence score of +30 and the target's was 32, *Duplication* could raise yours only to 32.

You cannot *Duplicate* any power that has a base cost greater than 5 CP, and that does not have a less costly version. Examples of this include *Phase* and *Polymorph*. If you randomly select a power that you cannot *Duplicate* for this reason, select again.

*Power Duplication* has no permanent effects.

### *Enhancements*

**Enhancement:** Enhanced Duplication

**Cost:** 4CP per level

Increase the number of CP you can *Duplicate* by 5, for a total of 10 CP. This also raises your Super ability *Duplication* to +8. You can take up to four levels of this enhancement, for a total of 25 CP or +20.

**Enhancement:** Increased Consumption

**Cost:** 2CP

If you *Duplicate* a power worth less than your maximum number of CP, you can use the remaining CP to *Duplicate* more of the target's powers, but only if you can afford them, of course. Which power you *Duplicate* next is always chosen randomly. You can, conceivably, *Duplicate* all of a target's power with this enhancement.

**Enhancement:** Multiple Duplications

**Cost:** 4CP

You can now use *Power Duplication* as many times per round as you can make touch attacks.

**Enhancement:** Precise Duplication

**Cost:** 4CP

When you attempt to *Duplicate* a power, you can choose which power. However, this power does not grant the ability to sense what a target's power are, so your choice is limited to those powers that you already know that the target has. If you *know* that someone has *Flight*, you can *Duplicate* it, but if you don't know that she has *Energy Attack*, you cannot.

**Enhancement:** Ranged Duplication

**Cost:** 4CP

You can now *Duplicate* powers using a ranged touch attack. The power now has an effective range increment of 20 feet.

**Enhancement:** Variable Duplication

**Cost:** 3CP per rank (Origin)

You can *Duplicate* another Origin type (player's choice). The power does not change in any other way. You can take this enhancement up to four times. It adds a new Origin type each time.

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## Power Leech

[Metapower]

**Cost:** by mode

**Activate:** by mode

**Range:** by mode

**Save:** by mode

This power allows you to *Leech* the Power Points of other characters. The Origin of those PPs does not matter; your body can simply convert the vital life force, radionic batteries, crystalline will (or whatever) into PPs for yourself. This power has **two modes**, Offensive Leech and Defensive Leech. Anyone who does not have powers is immune to this power, but anyone who has an Item that runs on PPs is not immune.

**Mode:** Defensive Leech

**Cost:** 4CP per rank (3HPs)

**Activate:** free; use-activated (take damage)

This mode allows you to **absorb energy-based, Super attack damage and convert it into PPs**. In any given round and for every rank in the power, you can absorb 3HPs of damage, and you gain **1PP for every 3HPs** you *Leech*. You must forgo your Saving Throw in order to use this mode. You cannot retain any PPs beyond your personal total. You retain them until the end of your next turn, at which point they dissipate harmlessly. You *Leech* PPs reflexively, whenever you take damage from a Super attack. You cannot direct powers at yourself in order to recharge.

**Mode:** Offensive Leech

**Cost:** 2CP per rank (1d6 PPs)

**Activate:** 1PP per rank (By CL); use-activated (touch attack)

**Range:** touch

**Save:** Fortitude (negates), Constitution-based

You can ***Leech* other people's power points with a touch**. For every rank in this mode, you *Leech* 1d6 PPs. You must hit your target with a **touch attack** to use this power. The touch attack requires precision and a small amount of concentration, so it cannot be an unarmed strike. You lose PPs regardless of whether you hit. You can use this power only once per round. Your target gets a Saving Throw to avoid the power's effects. If she fails, you *Leech* her PPs. She loses points and you gain them. Power Points you *Leech* above your own maximum are lost.

**The By-CL cost of Offensive Leech is different than the standard** because when you use it, you're both draining your target and replenishing yourself. Therefore, you can activate the power for a number of dice equal to one-quarter (¼) your CL for free.

### *Enhancements*

**Limitation:** Non-Lethal Defensive Leech

**Prerequisite:** Defensive Leech

**Cost:** 1CP per rank in the base power

When you *Leech* incoming Super damage, you take a number of NL equal to the number of PPs you gain (e.g., 1 NL for every HP). If you take non-lethal, energy-based, Super damage, then you avoid the damage entirely *and* gain the standard number of PPs.

**Limitation:** Power-Point Overload

**Cost:** 5CP per rank (3PPs)

For every rank in this enhancement, you can retain 3PPs above your personal total when you use either Defensive or Offensive Leech.

**Enhancement:** Ranged Offensive Leech

**Prerequisite:** Offensive Leech

**Cost:** 3CP

You can now *Leech* powers at a distance, using a ranged touch attack with a maximum range of 20 feet.

### *Limitation*

**Limitation:** Active Defensive Leech

**Value:** 1CP per rank in the base power

**Activate:** free; free action

Your body does not automatically *Leech* in-coming damage. Instead, you must consciously activate the power, which you can do only when you can see or otherwise sense an incoming attack. *Absorbing* damage in this way qualifies as an action in combat, so afterwards, you are no longer flat-footed.

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## Power Nullification

[Metapower]

**Cost:** 5CP per rank (Origin)

**Activate:** 1PP; use-activated (attack)

**Sustain:** per round (special rules apply); free action

**Range:** touch

**Save:** Fortitude (negates), Constitution-based

You have the ability to **temporarily suppress the powers of other people**. Your target gets a **Saving Throw** to avoid the power's effects. If she fails, **you Nullify one of her powers** (randomly selected). You can randomly select by using dice, flipping a coin, etc. The *Nullification* lasts for a **maximum of 2d6 rounds** (depending on how many PPs you have left). At the end of that duration, the target is entitled to a **new Saving Throw**, although you do not need to make a fresh attack.

For every rank in the base power, you can **nullify powers of only one Origin**: bio, cosmic, mystic, psionic, and supertech. Traits are immune to *Nullification*. You must touch your target to use this power, which in combat requires a **touch attack**. This touch attack requires precision and a small amount of concentration, so it cannot be an unarmed strike. You must expend 1PP to activate the power before you roll your touch attack, so the PPs are lost regardless of whether you hit. You can use this power only once per round.

You can *Nullify* up to a 10CP power for each activation. If a power is worth more than 10CP, you *Nullify* only 10CP worth of the power. GMs might round off this amount, so that you employ a power without Enhancements, for example, or at a reduced level of effectiveness. If you *Nullify* 10CP from a 15CP *Energy Attack*, then the target retains a 5CP *Energy Attack*. Again, GMs will estimate *Nullified* powers on the fly, for the sake of expediency. You can, theoretically, use this power multiple times to *Nullify* all of a target's powers.

You can also use this power to *Nullify* super abilities, but instead of calculating CP costs, you simply cancel 4 ranks worth of *Ability Enhancement*. You can reduce a target to its Powerless abilities, but no lower.

You cannot *Nullify* any power that has a base cost greater than 10 CP or that does not have a less costly version. Examples of this include *Gaseous Form* and *Polymorph*. If you randomly select a power that you cannot *Nullify* for this reason, select again.

Targets cannot activate powers that you *Nullify* completely, but if they have sufficient PPs left to use those powers at reduced effectiveness, they can do so. Continuous powers cease to function for the duration of *Power Nullification's* effects. *Power Nullification* has no permanent effects.

### ***Enhancements***

**Enhancement:** Enhanced Nullification

**Cost:** 3CP per 10CP

For every rank in this enhancement, you can *Nullify* another 10CP-worth of powers. You can take up to 4 ranks in this enhancements, for a total *Nullification* of 50CP.

**Enhancement:** Indefinite Nullification

**Cost:** 4CP

**Activate:** 4PPs; use-activated (attack)

Powers you *Nullify* stay *Nullified* until the target receives *Lesser Restoration*, either the power or the spell.

**Enhancement:** Increased Consumption

**Cost:** 2CP

If you *Nullify* a power worth less than your maximum number of CP, you can use the remaining CP to *Nullify* more of the target's powers, but only if you can afford them, of course. Which power you *Nullify* next is always chosen randomly. You can, conceivably, *Nullify* all of a target's power with this enhancement.

**Enhancement:** Ranged Nullification

**Cost:** 3CP

You can now *Nullify* powers at a distance, using a ranged touch attack. The power now has an effective range increment of 20 feet.

**Enhancement:** Zone of Nullification

**Cost:** 12CP

**Prerequisite:** Ranged Nullification

**Activate:** 4PP; standard action

You can temporarily suppress powers within five feet of your square (i.e., the eight squares you touch). Attacks made purely of Origin-based energy dissipate when they enter your radius. People with powers lose them when they enter your radius. Super abilities are reduced to their Round One levels. If you have Variable Nullification, your *Zone* can affect more than one Origin at a time.

**Enhancement:** Variable Nullification

**Cost:** 3CP

You can *Nullify* another Origin type (player's choice). The power does not change in any other way. You can take this enhancement up to four times. It adds a new Origin type each time.

---

## Power Points

Power Points are **what you expend in order to use powers**. They represent willpower, grit, or in the case of Items, an abstracted fuel or a power source. Powers that are "always on," which includes most traits, don't require PPs, but powers that manifest a one-time effect, including [Mystic Spellcasting](#) and [Psionic Manifestation](#), generally do.

The **Power Die** listed in your class description functions the same way as a Hit Die. At every class level, you roll your Power Die and add that to your pre-existing total. Like Hit Points, when you take your first superhero level, you get your full Power Die. Unlike Hit Points, you **do not modify your Power Point roll by any ability score**.

Also like HPs, you naturally regenerate PPs over time. **Every 6 hours (i.e., 4 times a day), you regenerate a number of power points equal to your character level**. If you get a full night's sleep (or equivalent trance, meditation, etc.), then you regain *all* your PPs.

### Power-Point Deficit

You can cannibalise your own body in order to fuel your powers even after you're out of actual Power Points. Doing so requires that you trade **1 point of Constitution for a number of PPs equal to your Character Level (1 Con = 1PP / CL)**. This happens in the same action that you spend the PPs. Remember that as you reduce your Constitution, you also lose HPs, your Fortitude save goes down, and you reduce all your Constitution-based stats accordingly. If you reduce your Constitution to zero, then you die, instantly.

Instead of regenerating PPs, if you go into power-point deficit, you regenerate *only* your Constitution score by a rate of 1 per hour. Until you regenerate your full Constitution score, you do not regenerate PPs.

---

## Power Resistance

[Metapower]

**Cost:** 8cp

**Activate:** none; always on (see text)

This power grants you **PR 11** against one origin of your choosing: bio, cosmic, mystical, psionic, or supertech. The power applies to anything with an origin, including spells and magic items (mystical), psi-powers and psionic items (psionic), or supertech devices (supertech). To affect you, any incoming effect must roll against your PR on a **power check: d20 + 1/2 the CP value of the power**. This power check applies to [Mystic Spellcasting](#) and [Psionic Manifestation](#) as well as standard powers (i.e., there is no caster check or manifester check).

You can take this power up to five times. Each time, it applies to a new origin.

### *Enhancements*

**Enhancement:** Imbue PR

**Cost:** 3CP

**Activate:** 2PPs per person; swift action

**Range:** touch (special)

You can now confer PR on other people. You must maintain physical contact with them to maintain the effect, anyone who targets them must roll separately to overcome your PR score.

**Enhancement:** Increase PR

**Cost:** 2CP per rank (PR +1)

Every rank increases your PR by 1.

**Enhancement:** Power Reflection

**Cost:** 8CP

**Activate:** 1pp; use-activated (attack)

When you successfully *Resist* a power effect, it instantly bounces back towards whoever created it. Resolve this reflection in the attacker's turn and as if you were had that power. For example, to Reflect a *Ranged Energy Attack*, use the damage of the power but your own ranged attack bonus.

### *Limitations*

**Limitation:** Active Resistance

**Value:** 2CP

**Activate:** 1pp per round; free

You have to actively turn on your *Power Resistance* and pay for it, round by round.

---

## Pressure Adaptation

[Trait]

**Cost:** 2CP

Your body can withstand the stress of extreme pressure, such as that which is found deep underwater. You have total immunity to the physical dangers of compression and decompression, otherwise known as "the bends." Your body maintains normal internal pressure no matter how dense the air or water is beyond your skin.

This adaptation offers no protection against de-pressurisation, such as that caused by exposure to space, nor does it supply you with oxygen. You can still asphyxiate if you do not have sufficient oxygen. Powers that alleviate your need to breath, or equipment that provides breathable air, function normally assuming that they, too, can survive deep-see pressures.

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## Probability Manipulation

[Power]

**Cost:** 8CP

**Activate:** 1PP per +1; use-activated (special)

**Range:** 30ft

This power allows you to alter the very laws that govern your reality (i.e., change the dice). You can affect the chances of any event you're aware of and that requires a die roll, as long as it occurs within the power's range. Your character is not aware that

her life is ruled by dice, of course, but she has an uncanny ability to sense when certain events are ruled by mathematical probability.

**You can influence the results of anything that requires a die roll** (e.g., attack roll, saving throw, skill check, or damage roll), but you can't effect anything that you can't sense or don't know about. **You can activate this power after seeing the outcome of a die roll, but you must do so before anyone (GM or player) announces the in-game results. You can activate this power only once per round.** You can also use this power on events that aren't strictly related to die rolls, but are similarly ruled by mathematical probability, like a coin flip, or a game of Rock-Paper-Scissors.

**This power changes the actual results on the die.** It does not add a bonus to a roll, or subtract from a DC. You can change a 15 to a 17 on a d20, for example, but never a 6 to a 7 on a d6. Thus you *can* change an attack roll to a 20 to attain a critical threat.

The cost of *Probability Manipulation* is different than the standard By CL cost because it is potentially very powerful. You can **activate the power for a number of +1's to a die roll equal to one-quarter (¼) your CL for free.**

**This power can affect only a single die roll at a time.** If you apply the power to a roll that uses multiple dice, you can affect only one of those dice. Thus, if someone rolled 3d6 and rolled three 5's, you could increase only one of those dice to a 6. You could not increase the total roll to an 18.

### *Enhancements*

**Enhancement:** Cause Accidents

**Cost:** 3CP

**Activation:** 1PP per 1d6 (max 4d6); standard action

**Save:** Reflex, Charisma-based

You have the ability to manipulate luck in such a way as to cause seemingly random accidents to occur, and they *just happen* to cause damage to your enemies. The damage is from 1d6 (1PP) to 4d6 (4PPs), at the player's discretion.

The nature of these accidents always varies, and they are always physically possible, if sometimes implausible. The exact cause can be anything from a stray flowerpot falling on someone's head to a roller skate being in *just* the wrong place when someone steps on it. You can decide what you want to happen, but the GM must approve and reserves the right to alter details. Victims do not necessarily realise they are the targets of malicious forces, but they might figure it out if they're paying attention. You can cause an accident only within the power's range, and doing so does not require an attack roll.

**Enhancement:** Enhanced Accidents

**Cost:** 2CP

**Prerequisite:** Cause Accidents

**Activation:** 1PP per 1d6 (max 8d6); standard action

**Save:** Reflex (half), Charisma-based

You can now cause up to 8d6 damage with your accidents. You can also spend an extra 2PPs that make the accident harder to avoid; a Reflex save now reduces the damage to half.

**Enhancement:** Increased Range

**Cost:** 2CP

Increase the maximum range at which you can manipulate probability by 30 feet. You can take this enhancement up to 3 times, for a maximum range of 120 feet.

**Enhancement:** Multiple Dice

**Cost:** 2CP per die

You can now affect an additional die. You still must pay 1PP for every +1 over half your CL, and you can affect only dice that are part of a single action (e.g., multiple dice rolled for damage). You can take this enhancement multiple times. Its effect stack.

**Enhancement:** Rapid Use

**Cost:** 3CP per activation

For every rank in this power, you can activate *Probability Manipulation* one more time per round. You can apply this extra activation to a different event (altering both your attack roll and your damage roll, for example), or to alter an additional die in a single roll (allowing you to change three 5's into two 6's and a 5, for instance). You can take this enhancement up to three times, for a maximum of four activations in a single round.

### *Limitations*

**Limitation:** Power Cap

**Value:** 1CP per rank (see below)

There is a distinct limit to how much you can bend probability in a short period. For 1 rank in the limitation, you can spend no more than 4PP on this power per round. For 2 ranks, the limit drops to 2PP per round. Even if you have *Rapid Use*, the PP limit applies per round, and thus you must divide the PP among the uses. PPs spent on *Cause Accident* count against this limit.

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## Psi-Power Lists

These lists are a combination of the Psion/Wilder and Psionic Warrior lists. For any psi-power outside of these lists, please first seek your GM's permission, however, if for no other reason than that you don't want to unveil something in a game that she's never heard of.

### 1st-Level Psi-Powers

*Astral Traveller:* Enable yourself or another to join an *astral caravan*-enabled trip.

*Attraction:* Subject has an attraction you specify.

*Biofeedback:* Gain DR 2/-.

*Bite of the Wolf:* Gain bite attack for 1d8 damage.

*Bolt:* You create a few enhanced short-lived bolts, arrows, or bullets.

*Burst:* Gain +10ft. to speed this round.

*Call to Mind:* Gain additional Knowledge check with +4 competence bonus.

*Call Weaponry:* Create temporary weapon.

*Catfall:* Instantly save yourself from a fall.

*Chameleon:* Gain +10 enhancement bonus on Stealth checks.

*Claws of the Beast:* Your hands become deadly claws.

*Compression:* You grow smaller.

*Conceal Thoughts:* You conceal your motives.

*Control Flames:* Take control of nearby open flame.

*Control Light:* Adjust ambient light levels.

*Create Sound*: Create the sound you desire.

*Crystal Shard*: Ranged touch attack for 1d6 points of piercing damage.

*Daze, Psionic*: Humanoid creature of 4 HD or less loses next action.

*Deceleration*: Target's speed is halved.

*Déjà Vu*: Your target repeats his last action.

*Demoralize*: Enemies become shaken.

*Detect Psionics*: You detect the presence of psionics.

*Disable*: Subjects incorrectly believe they are disabled.

*Dissipating Touch*: Touch deals 1d6 damage.

*Distract*: Target gets -4 bonus on Observe, Search, and Sense Motive checks.

*Ecto Protection*: An astral construct gains bonus against *dismiss ectoplasm*.

*Elfsight*: Gain low-light vision, +2 bonus on Search and Spot checks, and notice secret doors.

*Empathy*: You know the subject's surface emotions.

*Empty Mind*: Gain +2 on Will saves until your next action.

*Energy Ray*: Deal 1d6 energy (cold, electricity, fire, or sonic) damage.

*Entangling Ectoplasm*: You entangle a foe in sticky goo.

*Expansion*: Become one size category larger.

*Far Hand*: Move small objects at a limited distance.

*Float*: Buoy yourself in water or other liquid.

*Force Screen*: Invisible disc provides +4 shield bonus to Defence.

*Grease, Psionic*: Makes 10-ft. square or one object slippery.

*Grip of Iron*: Your iron grip gives +4 bonus on grapple checks.

*Hammer*: mêlée touch attack deals 1d8/round.

*Inertial Armour*: Tangible field of force provides you with +4 armour bonus to Defence.

*Know Direction and Location*: You discover where you are and what direction you face.

*Matter Agitation*: You heat a creature or object.

*Metaphysical Claw*: Your natural weapon gains +1 bonus.

*Metaphysical Weapon*: Weapon gains +1 bonus.

*Mind Thrust*: Deal 1d10 damage.

*Missive*: Send a one-way telepathic message to subject.

*My Light*: Your eyes emit 20-ft. cone of light.

*Precognition, Defensive*: Gain +1 insight bonus to Defence and saving throws.

*Precognition, Offensive*: Gain +1 insight bonus on your attack rolls.

*Prescience, Offensive*: Gain +2 insight bonus on your damage rolls.

*Prevenom Armour*: Your weapon is mildly venomous.

*Prevenom*: Your claws gain a poison coating.

*Sense Link*: You sense what the subject senses (single sense).

*Skate*: Subject slides skilfully along the ground.

*Stomp*: Subjects fall prone and take 1d4 nonlethal damage.

*Synesthete*: You receive one kind of sense when another sense is stimulated.

*Telepathic Projection*: Alter the subject's mood.

*Thicken Skin*: Gain +1 enhancement bonus to your Defence for 10 min./level.

*Vigour*: Gain 5 temporary hit points.

## 2nd-Level Psi-Powers

*Animal Affinity*: Gain +4 enhancement to one ability.

*Body Adjustment*: Heal 1d12 damage.

*Body Equilibrium*: You can walk on non-solid surfaces.

*Body Purification*: Restore 2 points of ability damage.

*Cloud Mind*: You erase knowledge of your presence from target's mind.

*Concealing Amorpha*: Quasi-real membrane grants you concealment.

*Concussion Blast*: Deal 1d6 force damage to target.

*Control Sound*: Create very specific sounds.

*Darkvision, Psionic*: See 60 ft. in total darkness.

*Detect Hostile Intent*: You can detect hostile creatures within 30 ft. of you.

*Dimension Swap*: You and an ally switch positions.

*Dissolving Touch*: Your touch deals 4d6 acid damage.

*Dissolving Weapon*: Your weapon deals 4d6 acid damage.

*Ego Whip*: Deal 1d4 Cha damage and daze for 1 round.

*Empathic Transfer*: Transfer another's wounds to yourself.

*Energy Adaptation, Specified*: Gain resistance 10 against one energy type.

*Energy Push*: Deal 2d6 damage and knock subject back.

*Energy Stun*: Deal 1d6 damage and stun target if it fails both saves.

*Feat Leech*: Borrow another's psionic or metapsionic feats.

*Hustle*: Instantly gain a move action.

*Id Insinuation*: Swift tendrils of thought disrupt and confuse your target.

*Identify, Psionic*: Learn the properties of a psionic item.

*Inflict Pain*: Telepathic stab gives your foe -4 on attack rolls, or -2 if he makes the save.

*Knock, Psionic*: Opens locked or psionically sealed door.

*Levitate, Psionic*: You move up and down, forward and back via mental support.

*Mental Disruption*: Daze creatures within 10 feet for 1 round.

*Missive, Mass*: You send a one-way telepathic message to an area.

*Painful Strike*: Your natural weapons deal an extra 1d6 NL.

*Prowess*: Instantly gain another attack of opportunity.

*Psionic Lion's Charge*: You can make full attack in same round you charge.

*Psionic Lock*: Secure a door, chest, or portal.

*Psionic Scent*: Gain the scent ability.

*Recall Agony*: Foe takes 2d6 damage.

*Sense Link, Forced*: Sense what subject senses.

*Share Pain*: Willing subject takes some of your damage.

*Strength of My Enemy*: Siphon away your enemy's strength and grow stronger.

*Sustenance*: Go without food and water for one day.

*Swarm of Crystals*: Crystal shards are sprayed forth doing 3d4 slashing damage.

*Thought Shield*: Gain PsR 13 against mind-affecting powers.

*Tongues, Psionic*: You can communicate with intelligent creatures.

*Wall Walker*: Grants ability to walk on walls and ceilings.

### 3rd-Level Psi-Powers

*Claws of the Vampire*: Heal half of your claw's base damage.

*Concealing Amorpha, Greater*: Quasi-real membrane grants you total concealment.

*Danger Sense*: Gain +4 bonus against traps.

*Dimension Slide*: Teleports you very short distance.

*Dismiss Ectoplasm*: Dissipates ectoplasmic targets and effects.

*Dispel Psionics*: Cancels psionic powers and effects.

*Duodimensional Claw*: Increases your natural weapon's threat range.

*Ectoplasmic Form*: You gain benefits of being insubstantial and can fly slowly.

*Empathic Feedback*: When you are hit in mêlée, your attacker takes damage.

*Empathic Transfer, Hostile*: Your touch transfers your hurt to another.

*Energy Bolt*: Deal 5d6 energy damage in 120-ft. line.

*Energy Burst*: Deal 5d6 energy damage in 40-ft. burst.

*Energy Retort*: Ectoburst of energy automatically targets your attacker for 4d6 damage once each round.

*Energy Wall*: Create wall of your chosen energy type.

*Eradicate Invisibility*: Negate invisibility in 50-ft. burst.

*Escape Detection*: You become difficult to detect with clairvoyance powers.

*Evade Burst:* You take no damage from a burst on a successful Reflex save.  
*Exhalation of the Black Dragon:* Your acid breath deals 3d6 damage to a close target.  
*Graft Weapon:* Your hand is replaced seamlessly by your weapon.  
*Keen Edge, Psionic:* Doubles normal weapon's threat range.  
*Mental Barrier:* Gain +4 deflection bonus to Defence until your next action.  
*Mind Trap:* Drain 1d6 power points from anyone who attacks you with a telepathy power.  
*Psionic Blast:* Stun creatures in 30-ft. cone for 1 round.  
*Share Pain, Forced:* Unwilling subject takes some of your damage.  
*Solicit Psicrystal:* Your psi-crystal takes over your concentration power.  
*Telekinetic Force:* Move an object with the sustained force of your mind.  
*Telekinetic Thrust:* Hurl objects with the force of your mind.  
*Time Hop:* Subject hops forward in time 1 round/level.  
*Touchsight:* Your telekinetic field tells you where everything is.  
*Ubiquitous Vision:* You have all-around vision.  
*Vampiric Blade:* You heal half of your base weapon damage.

## 4th-Level Psi-Powers

*Aura Sight:* Reveals creatures, objects, powers, or spells of selected alignment axis.  
*Claw of Energy:* Your claws deal additional energy damage.  
*Correspond:* Hold mental conversation with another creature at any distance.  
*Death Urge:* Implant a self-destructive compulsion.  
*Detect Remote Viewing:* You know when others spy on you remotely.  
*Dimension Door, Psionic:* Teleports you short distance.  
*Divination, Psionic:* Provides useful advice for specific proposed action.  
*Energy Adaptation:* Your body converts energy to harmless light.  
*Freedom of Movement, Psionic:* You cannot be held or otherwise rendered immobile.  
*Immovability:* You are almost impossible to move and gain DR 15/-.  
*Inertial Barrier:* Gain DR 5/-.  
*Intellect Fortress:* Those inside fortress take only half damage from all powers and psi-like abilities until your next action.  
*Mindwipe:* Subject's recent experiences wiped away, bestowing negative levels.  
*Personality Parasite:* Subject's mind calves self-antagonistic splinter personality for 1 round/level.  
*Power Leech:* Drain 1d6 power points/round while you maintain concentration; you gain 1/round.  
*Psychic Reformation:* Subject can choose skills, feats, and powers anew for previous levels.  
*Psychic Vampire:* Touch attack drains 2 power points/level from foe.  
*Steadfast Perception:* Gain immunity to illusory effects, +6 bonus on Spot and Search checks.  
*Telekinetic Manoeuvre:* Telekinetically bull rush, disarm, grapple, or trip your target.  
*Trace Teleport:* Learn destination of subject's *teleport*.  
*Truevenom Weapon:* Your weapon is horribly poisonous.  
*Truevenom:* Your natural weapons are covered in horrible poison.  
*Wall of Ectoplasm:* You create a protective barrier.  
*Weapon of Energy:* Weapon deals additional energy damage.

## 5th-Level Psi-Powers

*Adapt Body:* Your body automatically adapts to hostile environments.  
*Catapsi:* Psychic static inhibits power manifestation.  
*Ectoplasmic Shambler:* Foglike predator deals 1 point of damage/two levels each round to an area.  
*Incarnate:* Make some powers permanent.  
*Leech Field:* Leech power points each time you make a saving throw.

*Major Creation, Psionic:* As *psionic minor creation*, plus stone and metal.

*Metaconcert:* Mental concert of two or more increases the total power of the participants.

*Oak Body:* Your body becomes as hard as oak.

*Plane Shift, Psionic:* Travel to other planes.

*Power Resistance:* Grant PR equal to 12 + level.

*Psychic Crush:* Brutally crush subject's mental essence, reducing subject to -1 hit points.

*Psychofeedback:* Boost Str, Dex, or Con at the expense of one or more other scores.

*Shatter Mind Blank:* Cancels target's *mind blank* effect.

*Tower of Iron Will:* Grant PR 19 against mind-affecting powers to all creatures within 10 ft. until your next turn.

*True Seeing, Psionic:* See all things as they really are.

## 6th-Level Psi-Powers

*Aura Alteration:* Repairs psyche or makes subject seem to be something it is not.

*Breath of the Black Dragon:* Breathe acid for 11d6 damage.

*Cloud Mind, Mass:* Erase knowledge of your presence from the minds of one creature/level.

*Co-opt Concentration:* Take control of foe's concentration power.

*Contingency, Psionic:* Sets trigger condition for another power.

*Disintegrate, Psionic:* Turn one creature or object to dust.

*Dispelling Buffer:* You are buffered from one *dispel psionics* effect.

*Form of Doom:* You transform into a frightening tentacled beast.

*Fuse Flesh:* Fuse subject's flesh, creating a helpless mass.

*Mind Blank, Personal:* You are immune to scrying and mental effects.

*Overland Flight, Psionic:* You fly at a speed of 40 ft. and can hustle over long distances.

*Remote View Trap:* Deal 8d6 points electricity damage to those who seek to view you at a distance.

*Retrieve:* Teleport to your hand an item you can see.

*Suspend Life:* Put yourself in a state akin to suspended animation.

*Temporal Acceleration:* Your time frame accelerates for 1 round.

## 7th-Level Psi-Powers

*Decerebrate:* Remove portion of subject's brain stem.

*Divert Teleport:* Choose destination for another's *teleport*.

*Energy Conversion:* Offensively channel energy you've absorbed.

*Energy Wave:* Deal 13d4 damage of your chosen energy type in 120-ft. cone.

*Evade Burst:* You take no damage from a burst on a successful Reflex save.

*Insanity:* Subject is permanently *confused*.

*Moment of Prescience, Psionic:* You gain insight bonus on single attack roll, check, or save.

*Oak Body:* Your body becomes as hard as oak.

*Phase Door, Psionic:* Invisible passage through wood or stone.

*Sequester, Psionic:* Subject invisible to sight and remote viewing; renders subject comatose.

*Ultrablast:* Deal 13d6 damage in 15-ft. radius.

## 8th-Level Psi-Powers

*Bend Reality:* Alters reality within power limits.

*Iron Body, Psionic:* Your body becomes living iron.

*Matter Manipulation:* Increase or decrease an object's base hardness by 5.

*Mind Blank, Psionic*: Subject immune to mental/emotional effects, scrying, and remote viewing.

*Recall Death*: Subject dies or takes 5d6 damage.

*Shadow Body*: You become a living shadow (not the creature).

*Teleport, Psionic Greater*: As *psionic teleport*, but no range limit and no off-target arrival.

*True Metabolism*: You regenerate 10 hit points/round.

## 9th-Level Psi-Powers

*Affinity Field*: Effects that affect you also affect others.

*Aposi*: You delete target's psionic powers.

*Assimilate*: Incorporate creature into your own body.

*Etherealness, Psionic*: Become ethereal for 1 min./level.

*Microcosm*: Creature or creature lives forever more in world of his own imagination.

*Reality Revision*: As *bend reality*, but fewer limits.

*Timeless Body*: Ignore all harmful, and helpful, effects for 1 round.

---

## Psionic Manifestation

[Power]

**Cost**: 7CP per psi-power level

**Prerequisite**: Psionic Origin

**Activate**: 3PPs per psi-power level; use-activated (manifestation)

**Range**: varies

**Save**: as Psi-Power

This power grants you the ability to manifest psi-powers. Every rank in this power grants two things: a) **access to one level of psi-powers** (see the [Psi-Power List](#)), and b) you **learn, and thus can manifest, 5 psi-powers** off of that list. The base power grants access to 1st-level psi-powers, and **every subsequent rank in the power grants access to the next level of psi-powers**. The origin of *Psionic Manifestation* is always psionic. Your origin, or one of your origins, must be psionic for you to take this power.

You can, at will, manifest any psi-power to which you have access, as long as you have PP to spend and the psi-power's components, regardless of sleep or lack thereof.

You must **spend 30 minutes a day** preparing your mind and soul for the act of manifesting for the next 24 hours. This can be time spent in prayer, meditation, or study. This 30 minutes can be at any time of day but it must be a consistent, specific time of day, like dusk or 4:20. Your manifesting can be disrupted, as per standard rules, and it does provoke attacks of opportunity. Manifesting times are written into the psi-power descriptions.

**Use your Charisma** score to determine your psi-power's saving throws and your maximum manifester level. To take the base version of this power, you need at least a 10 in the appropriate ability score and the enhancements require even higher scores (as noted in their prerequisites), but they follow a standard formula. **Your ability score must equal the level of the psi-power + 10**. Therefore, to manifest a 7th-level psi-power requires an attribute of 17 or more.

Your **effective manifesting level equals the maximum level you can manifest multiplied by two**. Therefore, if you can manifest 5th-level psi-powers, then your effective manifesting level is 10. If you can manifest only 3rd-level psi-powers, then your effective manifesting level is 6. Thus your manifesting level is not, in fact, linked to your character level in any way.

Finally, this power grants the **ability to activate psi-power-triggered items** like dorjes and psicrowns. You have **access to the mentalist spell lists**. Your **Manifester Level equals your highest spell-casting level multiplied by 2**.

### *Enhancements*

**Enhancement:** Increase Manifester Level

**Cost:** 5CP

For every rank in this enhancement, your manifester level increases by 1. You can take a number of ranks in this enhancement equal to your CL. Its effect stacks.

**Enhancement:** Psi-Power

**Cost:** 1CP per rank (psi-power level)

This enhancement allows you to learn a new psi-power of your choosing. You can select any psi-power off the [mentalist psi-power list](#). Spells cost 1CP per level, so *Energy Burst* would cost 3CP because it's a 3rd-level psi-power.

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## Regeneration

[power]

**Cost:** 1CP per rank (1HP per round)

**Activation:** 1pp per round per rank (By CL); free

**Range:** self

For every rank in this power, you heal 1HP per round in which you carry damage. This healing functions just like natural healing, only faster. It includes non-lethal damage (and remember that 1 point of healing always counts towards lethal *and* non-lethal damage). It does not healing lost HPs from starvation, thirst, or suffocation, and it does not allow you to regrow lost body parts or to reattach lost body parts. It continues to work into negative HPs, but not once you've died.

### *Enhancements*

**Enhancement:** Ability Regen

**Cost:** 4CP per rank

For every rank in this power, your recover lost ability points at an accelerated rate (see table, below).

#### **Ability Regeneration**

<b>Cost</b>	<b>Recovery Speed</b>
2CP	1 point per 12 hours
4CP	1 point per 6 hours
6CP	1 point per 4 hours
8CP	1 point per 2 hours
10CP	1 point per hour

**NB:** This enhancement is a power and thus vulnerable to metapowers.

**Enhancement:** Cling to Life

**Cost:** 6CP

There is **no lower limit to your HPs**. You keep regenerating, at your maximum rate, even after you die. When you regain consciousness (usually at 0HPs), you have no PPs left, but you are, for all intents and purposes, in good health.

Your body keeps healing as long as **your head is attached to your body and your body is whole**. As unpalatable as it is to contemplate, your body cannot regenerate if it is cremated, disintegrated, dissolved, puréed, or chopped into tiny pieces.

While you are "dead" (usually when you're below -10HPs) you have no brain activity, no heart beat, no pulse, etc. Even to a trained eye, you are *dead*. However, very close, medical inspection reveals that your cells are regenerating at a fantastic rate.

**Enhancement:** Purification

**Cost:** 4CP

You take only half damage (or other effects) from drugs, poisons, and diseases. In the case of diseases, you can make two Fortitude saves per day to avoid the effects of the disease. You never suffer permanent Ability Drain as a result of a poisons, drugs, or diseases.

### *Limitation*

**Limitation:** Vulnerability

**Value:** +1cp per 4 ranks (i.e., 25% off the base power)

You must also pick two kinds of damage from the list below. They cause your *Regeneration* to stop functioning for one round after you take the damage.

- an energy type: heat, cold, sonic, acidic, electrical
- an attack type: piercing, slashing, blunt, ballistic
- a common substance: wood, iron (including steel), lead (i.e., bullets), stone

You may ask your GM to substitute a different kind of damage, but she is under no obligation to allow it.

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## Repairing Touch

[Power]

**Cost:** 1CP per rank (1d6 of *Repairing*)

**Activate:** 1PP per d6 (By CL); standard action (touch)

**Range:** touch

**Save:** Fortitude (negates); Wisdom-based

You can repair mechanical, electronic, or Supertech Inventions, as well as machine life, by laying your hands on them. In the case of every-day machines that do not have HPs, the simpler the machine, the few dice required. Basic electrical devices, like toasters or ovens, need only one die. Anything with electronic components requires at least 2 dice. Anything with real computer-like capabilities?desktop machines, PDAs, cellular phones, mp3 players, etc.?requires at least 3 dice. You can repair electronic components but not software using this power. Alternatively, a mechanically complicated machine, like a car, requires at least 2 dice per major component, like the radiator or the brake system, for example. The GM will estimate these things on a case-by-case basis, but only in the case of machines that don't have HPs.

Supertech is the most obvious Origin for this power, but you are not limited to it. You might have a psychic rapport with machines or have been imbued with a mystical affinity for them. As always, it's up to you.

### *Enhancements*

**Enhancement:** Ranged Repair

**Cost:** 2CP per 10 ft.

You can now repair machines at range. To do this, you must successfully hit your target with a ranged touch attack. Targets that are ambulatory (i.e., machine life) can elect to stand still and thus negate their own dodge bonuses, if any. You can repair at a distance of up to 10 feet for every rank in this power. You can take this enhancement 5 times. Its effect stacks.

**Enhancement:** Repair Software

**Cost:** 2CP

You can now return software to working order. This allows you to return the average personal computer to working order as if it all the software were freshly, and correctly, installed.

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## Resist Power

[Metapower]

**Cost:** 5CP

**Activate:** none; always on (see text)

**Range:** self

**Save:** special

You get a Power Resistance score (PR) of 20. To affect you with a power, an attacker must meet or beat your PR score on a power check (1d20 + CP value of the power). Use the totalCP value of the power, including all discounts, limitations, and enhancements. *Power Resistance* has a chance to resist powers of any Origin, but traits are unaffected as are purely physical attacks like a *Super Dexterity*-enhanced unarmed strike or *Webbing*. PR has no effect on spells or psi-powers. You have a chance of avoiding being affected by a power that has an area effect, like *Pheromones*, but your PR does not cancel the entire area effect. This power is always on, so if you take it, it is vulnerable to the metapowers at all times.

### *Enhancement*

**Enhancement:** Imbue PR

**Cost:** 3CP

**Activate:** 2PPs per person; swift action

**Range:** touch (special)

You can now confer PR onto other people. You must maintain physical contact with them to maintain the effect, anyone who targets them must roll separately to overcome their PR score, which is of course the same as yours.

**Enhancement:** Increased PR

**Cost:** 2CP per rank (PR +2)

For every rank in this enhancement, increase your PR by 2.

**Enhancement:** Power Reflection

**Cost:** 5CP

**Activate:** none; use-activated (attack)

When you successfully *Resist* a power effect, your body temporary holds the power's energies. On your next action, you must redirect that energy out of your body. It will "go off" whether you want it to or not. You can aim it just as if you had the power yourself; if you don't aim it, it will shoot out in whatever direction you happen to be looking.

**Enhancement:** Instant Reflection

**Prerequisite:** Power Reflection

**Cost:** 5CP

This enhancement functions exactly like Reflect Power, except that the power Reflects instantly, requiring no activation time on your part at all. The power strikes the person who generated it during the same action in which that person generated it.

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## Shadow Affinity

[Power]

**Cost:** 2CP per rank (Stealth +2 / Dodge +1)

**Activate:** none; use-activated (movement)

**Sustain:** per round; free action

**Range:** self

You have the uncanny ability to slip into patches of shadow and fade almost completely from sight. For each rank in this power, you get a +2 bonus to Stealth checks and a +1 Dodge bonus to AC as long as you stand in a patch of shadow larger than yourself, or are in general darkness. The GM has final say when determining if you have sufficient darkness to activate the power.

### *Enhancements*

**Enhancement:** Shadow Meld

**Cost:** 4CP

**Prerequisite:** 4 ranks in *Shadow Affinity*

**Activate:** 1PP; swift action

When you are within a large enough patch of shadow, you can actually physically meld with the shadow or darkness, essentially becoming part of the shadow itself. Activating this ability costs 1PP, but has no sustain cost. While melded, you cannot interact with the outside world in any way, nor can the outside world affect you. However, you can interact normally with any other beings who meld or have melded with the same shadows. You are completely invisible and silent to the outside world while melded (though the *See Invisible*, *True Seeing*, *Power Detection*, or similar abilities still have a chance to detect you). You can move within the shadow at your normal speed, but if you perform a double-move or run, assuming the shadow is large enough to allow this, you will instantly emerge from the shadow. You can even move vertically within the shadow, or horizontally over open space, as long as the shadow extends through it. The shadow itself is all you need to support your weight. If a light source illuminates the space in which the shadow resides, like a spotlight, you appear again instantly, but without any harm or disorientation. You simply appear where the shadow used to be. If that means you appear in mid-air, you fall, as you normally would.

**Enhancement:** Meld Other

**Cost:** 2CP per rank

**Activate:** 1PP; full-round action

**Range:** Touch

For every rank in this enhancement, you can take one medium-sized person with you when you *Shadow Meld*. Large-sized people count as two Others, and Huge-sized as three Others, and so on. The additional person must be touching you when you *Meld*. Anyone you bring into a shadow with you must maintain physical contact with you, but they can move within the shadow and even Jump between shadows just as you do. However, having to hold hands (or what have you) imposes a -10 penalty on Jump checks. In addition, anyone in a shadow with you is exposed to Shadow Horrors, if you have that limitation. They must make the same Will save and face the same consequences.

**Enhancement:** Shadow Jumping

**Cost:** 3CP

**Prerequisite:** Shadow Meld

As a full round action, you can physically jump from one patch of shadow to another without passing through the real world. To anyone else, the shadow of someone leaping through the air passes between the two shadows; that shadow is you. You must roll an actual Jump check to traverse the space between the two shadows. If you fail the check, you expend your action and do not travel between the shadows. If you fail by 10 or more, you involuntarily lose your Shadow Meld: you become physical and visible.

**Enhancement:** Shadow Run

**Cost:** 2CP

**Prerequisite:** Shadow Meld

You stay melded while or running or doing a double-move.

### *Limitations*

**Limitation:** Shadow Horror

**Value:** 4CP

**Prerequisite:** Shadow Meld

While Melded, you experience unspeakable psychological horrors that cease only once you leave the shadow. Whenever you come back from the shadow, you must make a Will save (DC 18) or be *shaken* for 1d4 rounds (i.e., -2 attack rolls, saving throws, skill checks, ability checks). This effect does not go away from repeated exposure.

**NB :** This limitation is *made* for roll-play. The -2 penalty is one half of its in-game effect. The other half is that you are *constantly* exposed to horrors that you cannot ever fully describe or depict, except to say that every single time you go on, you're just as scared as the first time. Additionally, anyone who comes into a shadow with you could be profoundly changed by their exposure. Have fun with this one!

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## Size Shift

[Power]

**Cost:** 4CP per rank (size category)

**Activate:** 1PP per size category; full-round action

**Sustain:** per round/hour

**Range:** self

This power allows you to temporarily increase or decrease your size. There are two modes, Decrease Size and Increase Size. You must pay for size categories in each mode separately. Consult the [Creature and Object Sizes](#) page for all modifiers and

stats.

**Mode:** Decrease Size

**Cost:** 4CP per size category

This enhancement allows you to temporarily decrease your size by one category per rank. You can shift from your regular size (presumably medium) to your minimum size, but not to intermittent sizes. Stat bonuses and penalties per size category are listed on the next page.

A reach of "0 feet" means that you must enter a combatant's square to attack, which provokes an attack of opportunity. If you fall unconscious, die, or run out of PPs, you automatically grow to normal size.

Please consult all d20 rules pertaining to combat between differently-sized creatures before taking this power into a game. Having to look these things up at the table causes a real slow-down in game-play.

**Mode:** Increase Size

**Cost:** 4CP per size category

This enhancement allows you to increase your size by one category per rank. You can shift from your regular size (presumably medium) to your maximum size, but not to intermittent sizes. Stat bonuses and penalties per size category are listed on the next page.

If you are caught in a space that would normally not fit a person of your newly increased size, you increase to the maximum allowable by the space and then make a Strength check (using your increased Strength, DC determined by the GM) to possibly burst through your enclosure. If you fail, you stop growing. If you succeed, you grow to your full increased size, bursting through the enclosure (presumably the ceiling/roof). If you fall unconscious, die, or run out of PPs, you automatically shrink to normal size.

Please consult all d20 rules pertaining to combat between differently-sized creatures before taking this power into a game. Having to look these things up at the table causes a real slow-down.

### *Enhancements*

**Enhancement:** Enlarged Damage

**Prerequisite:** Increase Size

**Cost:** 1CP per rank

For every rank in this enhancement, you gain one rank of [Improved Unarmed Damage](#). You can use this increased damage only when you are *Shifted* to a larger size.

**Enhancement:** Retain Attack Bonus

**Prerequisite:** Increase Size

**Cost:** 2CP

You do not take a penalty to attack when you Increase.

**Enhancement:** Retain Constitution

**Prerequisite:** Decrease Size

**Cost:** 2CP

You retain your Constitution score when you Decrease.

**Enhancement:** Retain Strength

**Prerequisite:** Decrease Size

**Cost:** 2CP

You retain your Strength score when you Decrease.

**Enhancement:** Shift Clothing

**Cost:** 1CP

Your "working clothes" *Size Shift* with you. This can be a traditional superhero costume or simply a set of clothes you wear while you superhero around. It has been specially treated, magically enhanced, manufactured (whatever) in such a way that it changes its size. You cannot shift anything that grants any kind of Defence bonus of more than +1. Objects on or about your person do not change size. This enhancement merely allows you to avoid being naked.

This enhancement applies to one set of clothes *at a time*. You must designate your chosen costume before game-play begins and you can switch your designated set only either between games or after one set has been lost, stolen, or destroyed. You can take this enhancement multiple times. Each time allows you to designate another suit.

**Enhancement:** Shift Equipment

**Cost:** 2CP per rank (size category)

**Prerequisite:** Shift Clothing

All your worn or carried equipment now shifts in size with you, except *Power Armour*. Consult standard d20 rules for under- and over-sized weapons to determine new damage dice, but bonuses from powers do not decrease, except those that are ability dependant (Strength, Dexterity, etc.). Because the size of a tool has a lot to do with the job to be done, under- and over-sized tools apply equipment penalties: Colossal -32, Gargantuan -16, Huge -8, Large -4, Small -4, Tiny -8, Diminutive -16, Fine -32. GMs are also perfectly within their rights to declare a particular tool to be simply useless for a particular job. A tiny hammer won't drive a nail. A large Allen key simply won't fit

Your protective gear, if any, is less effective when it's smaller. If reduced to small size, your costume's armour bonuses (if any) take a -2 penalty. When reduced to tiny, they take a -4 penalty. At diminutive or lower size, it has no armour bonus at all.

Consumables, including magical potions or Supertech chemical formulae, provide the same effects that they normally would. Their effectiveness does not increase or decrease with size. They take the same amount of time to drink because they shift size relative to you.

Equipment size decrease does not affect other people or creatures on your person, including animal companions or shrunken characters, and it affects only objects that you can carry about your person (in pockets, hanging off of your belt, etc.). Carrying a car over your shoulder doesn't allow you to make it larger or smaller.

Any objects that you drop or are taken away from you slowly shift back to their normal size at a speed of one size category per round, and then shift back to your size at the same speed, if you pick them up again.

**Enhancement:** Shift *Power Armour*

**Prerequisite:** *Power Armour* (Item)

**Cost:** 6CP

Your *Power Armour* now shifts in size with you, but only when you activate *Size Shift*. The shift doesn't take any more PPs or any additional time. All standard bonuses/penalties for size-categories apply as normal.

**Enhancement:** Standard Action Shift

**Cost:** 2CP

You can change size as a standard action.

**Enhancement:** Swift Action Shift

**Cost:** 2CP

**Prerequisite:** Standard Action Shift

You can change size as a swift action.

**Enhancement:** Reflexive Shift

**Cost:** 3CP

**Prerequisite:** Swift Action Shift

**Activate:** 1PP per size category; swift action

If you retain your Dexterity bonus and are hit for physical damage (either by an attack or something that triggers a saving throw), you can make a Reflex save to instantly shift your size before the damage occurs. The DC of the Reflex save equals either half the attack roll or the save DC of the in-coming effect, -5. You must declare your intention to invoke this enhancement after the hit is announced but before full damage is calculated.

**Enhancement:** Variable Shift

**Cost:** 3CP

Instead of shifting between your normal size category and your maximum/minimum, you can now shift through the categories in between. Activation and sustain costs (in PPs or actions) do not change.

### *Limitations*

**Limitation:** Damaging Shift

**Value:** 4CP

Changing size causes 4HP per size category.

**Limitation:** Fatiguing Shift

**Value:** 2CP

Changing size leaves you *fatigued* for one round per size category of change: Strength -2, Dexterity -2, cannot charge or run.

You can cure your fatigue in the normal way, by sleeping, or you can wait for it to wear off.

**Limitation:** Exhausting Shift

**Prerequisite:** Fatiguing Shift

**Value:** 4CP

Changing size leaves you *exhausted* for one round per size category of change: Strength -6, Dexterity -6, cannot charge or run. You can cure your exhaustion in the normal way, by sleeping, or you can wait for it to wear off.

**Limitation:** Natural Size

**Value:** 2CP

Your natural state is your maximum or minimum *Size-Shifted* form (player's choice). You have to expend PPs to make yourself medium-sized.

**Special:** You can "buy off" this limitation for 3CPs.

**Limitation:** Stuck Shifted

**Value:** 4CP

You cannot render yourself medium-sized at all. You can shift around to any other size you're capable of assuming, but you just can't seem to nail "medium."

**Special:** You can "buy off" this limitation for 5CPs.

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## Space Adaptation

[Trait]

**Cost:** 2CP

Your body can withstand the hazards of space, including de-pressurisation, vacuum exposure, cold, and radiation. You have total immunity to the physical dangers of being in space.

This adaptation offers no protection against overpressure, such as that caused by the crushing depths of the ocean, nor does it supply you with oxygen, nor does it protect you from taking directed damage from Powers (i.e., any attack with an Origin). You can still be hurt by a freeze-ray or heat vision, just not by exposure to space as an environment.

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## Stretching

[Power]

**Cost:** 1CP per 5 feet of stretching

**Activate:** none; use-activated (special)

**Range:** self

You can stretch your limbs and body to extended lengths as if you were made of rubber. For each rank in this power, you can stretch yourself up to 5 feet longer or taller than usual (arms, legs, torso, neck, etc.). You gain a one-time +2 bonus on Disguise checks because of the ability to change your height. You gain a +1 bonus per rank to Escape Artist checks.

Each rank in this power grants only one foot of extra reach in combat (you can't fully extend because of the leverage and balance needed for combat). Once you have 6 ranks in *Stretching* you can make attacks at a 10-foot range, though you still threaten only at 5 feet (adjacent squares).

If you have multiple attacks due to a high BAB and use the full-attack action against an opponent who is not in your normal threatened range, you must direct all your attacks against that same foe. If you have Two-Weapon Fighting, you can choose different targets for your on- and off-hands, but all relevant attacks for a particular hand must be against the same foe. You can still split your attacks up as normal within your normal reach if you choose not to stretch.

Attacking with a *Stretched* limb does not provoke an attack of opportunity because it is an attack, but moving part of your body through a threatened space does, just as if you had moved through that space yourself.

### *Enhancements*

**Enhancement:** Bounciness

**Cost:** 2CP

Your body is rubbery enough that you can bounce on impact after long falls, reducing the damage you take. For every rank in *Stretching* you have, you ignore the first 30 feet of falling distance before calculating damage. Thus if you had 5 ranks in *Stretching*, you could fall 150 feet without taking damage. If desired, you can bounce back up (or away if you impact a surface horizontally) to half the distance you can safely fall.

**Enhancement:** Putty Body

**Cost:** 8CP

**Prerequisite:** 6 ranks in *Stretching*

You have the ability to stretch, flatten, twist, and fold your body into any number of shapes with precise control. You can now squish down to less than half your normal size, though you retain the same mass, and practically ooze out of any kind of restraint short of a sealed container, making most Escape Artist checks unnecessary. In extreme cases where you might need to make an Escape Artist roll, you get a +5 enhancement bonus per rank in *Stretching*. You can also flatten your body during a fall, becoming something of a human parachute. This reduces the effective distance of a fall by 10 feet per rank in *Stretching* you have. This enhancement does not, however, allow you to replicate other powers, like *Appendages* or *Natural Weapons*.

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## Summon Creature

[Power]

**Cost:** 4CP per rank (one creature)

**Activate:** 2PPs per rank (By CL); full-round action

**Sustain:** 1PP per rank (By CL); swift action

**Range:** 30 ft.

For every rank in this power, you can summon one Medium-sized creature to aid you in combat. At any given time, you can have **a number of summoned creatures equal to your ranks** in the power. Summoned creatures fight to the death for you, intuitively identifying friend and foe. They fight singlemindedly but with a modicum of strategy (they will flank if they can, they will shoot from cover if they have ranged weapons, etc.). Summoned creatures appear wherever you want within the power's range, but they must be visible to you with the naked eye. They **act directly after you in the initiative order**, but do

not appear until your full-round activation is complete. You can take up to 10 ranks in this power.

The base stats for summoned creatures are as follows:

- **HD:** 1d12+1 (7HPs)
- **Speed:** Walk 30 ft. *or* Swim 30 ft. *or* Fly 20 ft. (average)
- **Defence:** 12 (Natural +1, Dex +1); DR 2 / super
- **BAB:** +1, Mêlée: +2, Ranged: +2
- **Attack(s):** 3CP worth of either Natural Weapons or Energy Attack
- **Size/Reach:** Medium / 5 ft.
- **Saves:** Fort +3, Ref +3, Will +3
- **Ability Scores:** **Str** 12 +1, **Dex** 12 +1, **Con** 12 +1 **Int** 12 +1, **Wis** 12 +1, **Cha** 12 +1
- **Skills:** Observe +5, Stealth +5

Summoned creatures can have **any appearance or physical nature that you like**, although that doesn't change their hard stats (above). You could, for example, summon a fighting dog whose *Natural Weapons* are his teeth and claws. However, if your power theme were technological, you could call up a small, wheeled robot with a laser on a turret (*Energy Attack: Heat*). If you theme were mystical, you could summon a ball of lightning that flies around and rams into people (*Energy Strike: Electricity*). Although the stats are set, there is some flexibility in terms of attack forms and movement, but the greatest flexibility is in your imaginative description.

If the summoned creature has an *Energy Attack*, that attack has no PP cost; **its Energy Attack or Natural Weapon and its Damage Reduction are all traits** and therefore not affected by metapowers. However, the presence of the *Summoned* creature is, itself, a power effect, so that is subject to metapowers. When they are reduced to OHPs, summoned creatures disappear in a puff of smoke, a shower of sparks, or whatever visual effect you like, but you can also instantly **dismiss them as a free action**. If someone else attempts to dismiss them using a metapower (or *Dispel Magic* or *Dispel Psionics*, if your Origin is mystical or psionic), then you **resist with 1d20 + CP + Wis bonus** (where "CP" is the total CP cost of the power, including all enhancements and limitations).

It is only polite to your fellow gamers to have *all* stats for summoned creatures, including choices about powers and enhancements, written down before the game begins.

NB: Several enhancements for this power list the activation time as "use-activated (power activation)." This designation means that you can use these enhancements only at the time that you activate the base power.

### *Enhancements*

**Enhancement:** Controlled Creatures

**Cost:** 4CP

This enhancement grants you the ability to direct your creatures' actions as if they were agreeable teammates with whom you share a language (they grunt, howl, chatter or whatever and you speak your language). They can now perform actions other than fighting if you direct them to do so, and you can coordinate their strategy, although you must actively call out commands to them. The PP cost is an addition to the base power.

**Enhancement:** Mental Link

**Cost:** 4CP

**Prerequisite:** Controlled Creatures

This enhancement creates a mental link between you and your summoned creatures such that you can direct them with a thought, and it grants an empathic sense of what they are experiencing; you can tell if they're fighting, if they're being chased,

if they're sneaking up to something or someone, or if they are simply resting in place. The PP cost is an addition to the base power only (i.e., you don't have to activate Controlled Creatures in order to activate Mental Link).

**Enhancement:** Extended Duration

**Cost:** 4CP per rank

For every rank in this enhancement, you can sustain 1 summoned creature for free.

**Enhancement:** Extended Range

**Cost:** 2CP

This enhancement increases the range of the base power by 30 ft. You can take this enhancement up to 4 times to a maximum range of 150 ft..

**Enhancement:** Flying Creature

**Cost:** 5CP per rank

**Activate:** 1PP per creature; use-activated (power activation)

For every rank in this enhancement, your creature gains one run in the Flight-Skill ladder. You can take this enhancement up to three times: Average (1 rank), Good (2 ranks), Excellent (3 ranks).

**Enhancement:** Larger Creature

**Cost:** 3CP

**Activate:** 1PP per creature per size category; use-activated (power activation)

For every rank in this power, you can *Summon* a creature that is 1 size category larger than medium. You can take this enhancement up to 4 times: Large (1 rank), Huge (2 ranks), Gargantuan (3 ranks), and Colossal (4 ranks).

**Enhancement:** Powerful Creature

**Cost:** 3CP per rank

**Activate:** 1PPs per rank per creature (By CL); use-activated (power activation)

This enhancement grants your *Summoned* creature an additional 5CPs worth of powers, feats, or skills. In addition, it raises the summoned creature's stats (see below).

- **HD:** +1d12 +1 (+7HPs)
- **Speed:** +5 ft. (walk, fly, or swim)
- **BAB:** +1
- **Saves:** all +1 (in addition to ability score increases)
- **Ability Scores:** all +2
- **Skills:** all +2

The "By Character Level" cost to activate this power applies per creature and per rank in the enhancement. Therefore,

a single *Summoned* creature with four ranks of Enhanced Creature would be 20PPs (1 base + 4 ranks x 4PPs = 20), but if you were CL 10 then the activation would be free. The same would be true if you have five creatures each enhanced with 1 rank of Enhanced Creature.

When you activate the power, you **choose how many ranks of this enhancement you want to apply to all of your summoned creature(s)**. For example, if you had 5 ranks in this power, you could give a single creature a 25CPs, +5 HD, +50 ft. speed, etc. If you had 10 ranks and you could *Summon* 5 creatures, then you could give each one 5CPs, +1 HD, +10 ft. speed, etc. You also do not have to distribute the ranks evenly, so in the previous example, you could also *Summon* 4 creatures at the base stats, and 1 with 25CPs, +5 HD, +50 ft., etc. You cannot rearrange these ranks after you activate the power or after a given creature is destroyed. You can designate ranks only at activation.

**Enhancement:** Reinforcements

**Cost:** 3CP

**Activate:** special (see text); standard action

While your *Summoned* creatures are active, you can replace any that are killed, destroyed, or otherwise removed from the game at a cost of 1PP per creature (and 1PP per rank in Powerful Creature, if you employ that enhancement).

**Enhancement:** Smaller Creature

**Cost:** 3CP

**Activate:** 1PP per creature per size category; use-activated (power activation)

For every rank in this power, you can *Summon* a creature that is 1 size category smaller than Medium. You can take this enhancement up to 4 times: Small (1 rank), Tiny (2 ranks), Diminutive (3 ranks), and Fine (4 ranks).

**Enhancement:** Standard-Action Summoning

**Cost:** 2CP

Activating the base power now takes only a Standard action, but if you have enhancements that require more than a Standard action, you must use whichever activation is longer.

**Enhancement:** Move-Action Summoning

**Prerequisite:** Standard-Action Summoning

**Cost:** 2CP

Activating the base power now takes only a Move action, but if you have enhancements that require more than a Standard action, you must use whichever activation is longer.

### *Limitations*

**Limitation:** Full Power

**Value:** 2CP

**Prerequisite:** special (see text)

You must activate *Summoning* at maximum ranks, every time. This enhancement applies either to the ranks you purchase in the base power (i.e., the maximum number of creatures), or to other enhancements. It can apply to Extended Duration, Extended Range, Powerful Creature, or Smaller Creature/Larger Creature (whichever you have more ranks in; if you have the

same number of ranks, then it's player's choice). You must have at least 2 ranks in either the base power or one of these enhancements to take this power.

**Limitation:** No Control

**Value:** 8CP

Your summoned creature(s) does not intuitively fight for you, and instead fights randomly with anything that moves.

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## Summon Object

[Power]

**Cost:** 8cp per mode

**Activate:** 1pp; full-round action

You can teleport objects to yourself. These objects cannot be larger than Tiny and/or a two-handed weapon, and they cannot be animals or creatures of any kind. They can be plants or food, just nothing with a will of its own. There are two modes of this power: Hidden Objects and Snatch Objects.

### Hidden Objects

**Range:** Earth

You have a secret cache of objects somewhere in the world. It could be under your bed. It could be a kilometer below the Earth. Either way, you have spent some time in or near that cache, attuning yourself to the space, memorising its features and the arrangement of your objects. This cache can contain up to 10 objects in it. When you activate the base power, you select one of those 10 objects and it appears in your hand. You must activate the power a second time in order to send your object back to your cache. You can Summon multiple objects. The power simply brings one to you or sends one back to the cache. However, you cannot send random objects back to your cache. Each object must be specially prepared much like the cache itself.

### Snatch Objects

**Range:** 100 ft.

**Save:** (holder) Reflex, Intelligence-based

You can teleport objects in your line of sight to your hot little hands. The object disappears at the beginning of your activation and reappears at the end. You cannot Snatch an object that you suspect or even know is present. You must be able to see it, although you can see it through powered or supernatural means (e.g., Penetrating Vision, Clairvoyance, etc.). The holder of the object gets a Reflex save to avoid your attempt to Snatch it, but you can catch people flat footed with this power, in which case they do not get their Dexterity bonus to their Reflex save. Objects not currently in anyone's hands get a Reflex roll, but don't have a bonus unless the object is moving (Reflex +4, or higher if it's moving faster), or Concealed (Reflex +2 per 10% miss chance). GMs can and should take other circumstances into account that might make Snatching more difficult. The main factor is sight. To Snatch an object, the Snatcher must be able to clearly see it and concentrate on it for the duration of a Standard action. You can Snatch multiple objects. The power simply teleports one to you.

### *Enhancements*

**Enhancement:** Enlarged Cache

**Prerequisite:** Hidden Objects

**Cost:** 4cp

You can *Summon* 5 more objects.

**Enhancement:** Extended Range

**Prerequisite:** Snatch Objects

**Cost:** 4cp per rank (30 ft. extension)

For every rank in this enhancement, your Snatch Object range increases by 30 ft. You can take this enhancement up to 5 times. Its effects stack.

**Enhancement:** Fast Summoning

**Cost:** 3cp per rank (action time)

For every rank in this enhancement, you decrease the activation time of the power in either mode on the following scale: standard action (1 rank), move action (2 ranks), swift action (3 ranks), immediate action (4 ranks). This decrease applies to all enhancements as well.

**Enhancement:** Transport Objects

**Prerequisite:** Snatch Objects

**Activate:** 2pp

**Cost:** 8cp

You can now transport one object from one place to another within your Snatch range. Doing so requires the same activation time but costs double the PPs. Transported objects retain the speed and momentum they had at the moment of transport. You can transport objects into mid-air.

**Enhancement:** Reflexive Swap

**Prerequisite:** Snatch Objects, Transport Objects, Fast Summoning (rnk 4)

**Activate:** 2pp; immediate action

When an object in your size range comes within 5 ft. of you, you can Transport it to somewhere else within your range. The object gets a Reflex save, as normal. Remember that you can transport only objects that you can follow with the naked eye, so you cannot Reflexively Swap bullets and most other mechanical projectiles (GM's discretion).

You do not have conscious control over where the object goes. Reflexively Swapping objects is a gut-reaction that leaves no time for conscious thought. To determine where the object ends up, roll 1d12 twice using each roll as a direction: from "1 o'clock" to "12 o'clock," one horizontal roll and one vertical. Then roll for distance using whatever combination of dice makes the most sense given your range. For 100 ft. range, roll 1d20 in order to narrow the object's position down to a 5-ft. space. If your rolls would put the object inside a solid object, then it is, indeed, embedded in that object until such time as someone digs it out.

**Enhancement:** Small Objects

**Cost:** 4cp

You can now Summon small-sized objects, in either mode.

**Enhancement:** Medium Objects

**Prerequisite:** Small Objects

**Cost:** 6cp

You can now Summon medium-sized objects, in either mode.

**Enhancement:** Large Objects

**Prerequisite:** Small Objects, Medium Objects

**Cost:** 6cp

You can now Summon large-sized objects, in either mode.

**Enhancement:** Huge Objects

**Prerequisite:** Small Objects, Medium Objects, Large Objects

**Cost:** 10cp

You can now Summon huge-sized objects, in either mode.

**Enhancement:** Swap Object

**Prerequisite:** Snatch Objects

**Activation:** 2pp

**Cost:** 3cp

You can now Swap one Hidden Object for another in a single activation. You can dismiss any object you have in hand and Summon any object you want. This activation costs double the PPs.

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## Super Senses

[Power]

**Cost:** 3CP per +2 to various skills

**Activate:** free; free action

Your senses are highly acute, several times more sensitive than normal. For every rank in the power, you get a +2 bonus on the following skills: **Perception, Search, Survival (Track), Disable Device, and Sleight of Hand**. This bonus also applies to any other situation in which heightened senses would be a benefit, such as detecting poisoned or spoiled food, or anything that requires a delicate or precise touch. For each rank in this power, you can accurately see, hear, smell, and feel twice as far as normal (i.e., add this distance like a multiplier: x2, x3, x4, etc.).

### *Enhancements*

**Enhancement:** Blindsense I

**Cost:** 3CP

You can use one of your senses (player's choice) out to a range of 30 feet with about half the sensitivity and accuracy as you normally would with your eyes. This can include a keen sense of smell, a finely-honed tactile sense with which you can literally feel the world around you, acute hearing that borders on sonar or echolocation, or even the ability to taste the air around you.

You usually do not need to make Perception checks to notice objects and people nearby you that are within the range of the enhancement, provided there is nothing blocking your specific sense (i.e., you can smell around corners, but you cannot hear through a sound-proofed wall).

Visibility, and lack thereof, still affects your movement. You still lose your Dexterity and Dodge bonuses, if any, against attackers you cannot see. Opponents who have Concealment still get a percentage miss chance against your attacks.

**Enhancement:** Blindsense II

**Cost:** 3CP

One of your senses (the one you picked for Blindsense I) is now as sensitive and accurate as most people's sense of sight. You have all the abilities of Blindsense I, plus you are not subject to gaze attacks, you suffer no penalties if you're blinded, and you ignore blur effects. However, you cannot distinguish specifically visual details, such as colours, and you cannot read the printed word. Any attack against your chosen, alternate sense can effectively blind you. Blindsense II does not function in a vacuum.

**Enhancement:** Protected Senses

**Cost:** 2CP

Your eyes, ears, and other sensory organs are protected against mundane effects that would overload and/or damage them, such as extremely loud noises, flash/bang grenades, and stink bombs. This enhancement protects against the side effects of Mystical effects (for example, the blinding effect caused by a beam of light aimed into your eyes), but not against Mystical effects designed specifically to cause blindness, deafness, or other sensory debilitation. It does not protect against all sonic effects, merely those directly related to deafening. Thus, you are still vulnerable to a Harpy song or the HP damage from an *Energy Attack: Sonic*.

**Enhancement:** Super Hearing

**Cost:** 2CP

Your ears are incredibly sensitive. You can hear beyond the normal range of frequencies. This enhancement doubles all hearing-related bonuses from *Super Senses*, and doubles the distance at which you can hear things. You can clearly hear ultra- and sub-sonic frequencies, such as dog whistles, ultrasonic motion detectors, and creatures using echolocation.

You can detect another creature's presence?person, animal, etc.?but not its specific location. If you expend a move action, you can get an accurate direction of the source (within the ranges listed above). If you move within 5 feet of the creature, you can pinpoint it and know its location essentially as well as you could by sight (save for the details that only visual senses could reveal, of course). Unless someone who is using the Stealth skill takes special care to utterly silence themselves (e.g., via the *Silence* spell), you get a +8 competence bonus to detect them using the Perception skill. This applies specifically to situations in which someone attempts to catch you flat-footed to execute a Sneak Attack.

**Enhancement:** Super Scent

**Cost:** 3CP

This enhancement lets you detect approaching enemies, sniff out hidden foes, and track by sense of smell. You can detect opponents within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. You can detect strong scents, such as smoke or rotting garbage, at twice the ranges noted above. You can detect overpowering scents, such as a tire fire, at three times these ranges.

You can identify familiar odours just like you might recognise familiar sights and even experience a complexity of scent that most people can get only out of a symphony or a ornately-designed building.

You can detect another creature's presence?person, animal, etc.?but not its specific location. If you expend a move action, you can get an accurate direction of the source (within the ranges listed above). If you move within 5 feet of the creature, you can pinpoint it and know its location essentially as well as you could by sight (save for the details that only visual senses could reveal, of course). Unless someone who is using the Stealth skill knows specifically to mask their scent as well as their sound and visual presence, you get a +8 competence bonus to detect them using the Perception skill. This applies specifically to situations in which someone attempts to catch you flat-footed to execute a Sneak Attack.

If you have the Track feat and Super Scent, you can Track by smell instead of by visual and other clues. Thus, if you are in an environment in which someone or something would not leave visible tracks, you can still sniff them out, quite literally. You also ignore the effects of surface conditions and poor visibility. If a trail crosses over water, particularly running water, it's ruined, literally washed away. However, if you can breath under water (i.e., you have the *Amphibious* trait), then you can also employ your sense of *Super Scent* across water.

The typical DC for a fresh scent trail is 10. The DC increases or decreases depending on the strength of the quarry's odour, the number of creatures, and the age of the trail. GMs might grant circumstances bonuses for any of the above factors. Likewise, for every hour that the trail has been cold, the GM will apply a -2 circumstance penalty to the check.

False, powerful odours can easily mask other scents. The presence of such an odour completely spoils your ability to properly detect or identify other smells, and the base Survival DC to track becomes 20 rather than 10.

**Enhancement:** Super Sight

**Cost:** 4CP

Your eyes are unbelievably accurate. This enhancement doubles all sight-related bonuses from *Super Senses*, and doubles the distance at which you can see things. It also adds +100% to the unmodified Range Increments of all your ranged attacks. Finally, any time you roll a miss-chance for concealment, you subtract 20% from the target number. This last ability works only if you can actually see, so you can't do it if you're blind, for example, or subjected to total darkness. If you can see clearly through some other means, like night-sight goggles or a power, then you can use this ability.

The Vision enhancements, below, are modes of the Super Sight enhancement, above. They are powers; therefore, you must activate them, and they can be affected by the metapowers. You cannot activate multiple Vision modes at a time unless you take Multiple Vision.

**Enhancement:** Dark Vision [power]

**Cost:** 5CP

**Activate:** free; swift action

**Prerequisite:** Super Sight

You can see in a complete absence of light.

**Enhancement:** Energy Vision [power]

**Cost:** 3CP

**Prerequisite:** Super Sight

**Activate:** free; swift action

You can see a faint aura around objects that use or radiate energy, such as electronics or batteries. This includes characters with Supertech powers, and most powered technological devices, but not just anything with an Origin.

**Enhancement:** Expanded Vision [power]

**Cost:** 4CP

**Prerequisite:** Super Sight

**Activate:** free; swift action

You can now see into both the infrared and ultraviolet ranges of light. No one who does not share this ability will never know what it's like to discover *two more colours*. Groovy. Anyway, you can now effectively see in the dark by navigating heat signatures or seeing by UV light, but your Expanded Vision is only as keen as Blindsense I (see above). You can, however, also see relative heat signatures in the following ranges: cold (below freezing), cool (freezing to room temperature), warm (above room temperature), and hot (oven/cooking temperatures). You can also vaguely make out active IR signals in the air, and you can see any ink, stamp, or other chemical that is visible only under UV lamps.

**Enhancement:** Invisible Vision [power]

**Cost:** 4CP

**Prerequisite:** Super Sight

**Activate:** free; swift action

You can see invisible objects and creatures, such as those protected by the *Invisibility* spell or power. This power also works against Mental Invisibility.

**Enhancement:** Origin Vision [power]

**Cost:** 3CP

**Prerequisite:** Super Sight

**Activate:** free; swift action

You can detect a faint aura around anything with an Origin, including people who have active powers (but not inactive ones); any supertech, mystical, or psionic items; people who are currently under the influence of a power, including spells and psi-powers.

**Enhancement:** Microscopic Vision [power]

**Cost:** 1CP per rank

**Prerequisite:** Super Sight

You can now focus your eyes in such a way that they work as a microscope. You can now magnify, with your naked eye, to a factor of 100. You can take this enhancement multiple times. Each time, it increases your magnification factor (see table). 1500x is around the maximum power of a mechanical microscope, and 1,000,000x is about the equivalent of an electron microscope, which is to say that you could examine objects on a molecular level.

**Rank**

0

**Magnification Factor**

x0 (width of a human hair)

1	x50 (red blood cell)
2	x1500 (virus, maximum of optical microscopes)
3	x30,000 (smallest transistor gate of a microprocessor)
4	x500,000 (sulfur atom)
5	x2,000,000 (hydrogen atom, electro microscope)

**Enhancement:** Multiple Vision

**Cost:** 2CP

**Prerequisite:** Super Sight

You can see with multiple modes of Super Sight at the same time. You do not need to switch between them, and the overlapping visuals do not distract or disorient you. You can still turn specific types of vision on and off at will.

**Enhancement:** Super Touch

**Cost:** 2CP

**Prerequisite:** Super Sight

Your sense of touch is incredibly sensitive, which includes the ability to sense vibrations in the ground or even through the air. This enhancement doubles all bonuses from *Super Senses* related to touch, specifically Search, Disable Device, and Slight of Hand. You can now read normal print with your fingertips.

You can detect another creature's presence?person, animal, etc.?but not its specific location. If you expend a move action, you can get an accurate direction of the source if it is within 30 ft. If you move within 5 feet of it, you can pinpoint it and know its location essentially as well as you could by sight (save for the details that only visual senses could reveal, of course). Unless someone who is using the Stealth skill does not make vibrations through the ground (e.g., they're flying), you get a +8 competence bonus to detect them using the Perception skill. This applies specifically to situations in which someone attempts to catch you flat-footed execute a Sneak Attack.

### *Limitations*

**Limitation:** Single Sense

**Value:** 3CP

You only have a single enhanced sense of your choice, rather than all of them. Bonuses from this power (and the Protected Senses enhancement) only apply to that single sense.

This limitation is not compatible with any enhancement for a sense other than the one you choose, or with the Two Senses limitation.

**Limitation:** Two Senses

**Value:** 2CP

You only have two *Super Senses* of your choice, rather than all of them. Bonuses from this power (and the Protected Senses enhancement) only apply to the chosen senses.

This limitation is obviously not compatible with any enhancement for a sense other than the ones chosen, or with the Single Sense limitation.

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## Super Speed

[Power]

**Cost:** varies

**Activate:** none; use activated (Run)

**Range:** self

This power increases your speed when you Run (i.e., as a full-round, move action). Every rank increases your Running speed on the table below. Apply the listed multiplier to your Speed for the purposes of Running (i.e., do not add up these multipliers). To find your speed in kph (or MPH for our American friends), consult the [Super Speed](#) rules, or do the math that is explained there.

Ranks	Multiplier	Cost
1	x8	4CP
2	x16	5CP
3	x32	6CP
4	x64	7CP
5	x128	8CP
6	x256	9CP
7	x512	10CP
8	x1024	11CP
9	x2048	12CP
10	x4096	13CP
11	x8192	14CP
12	x16384	15CP

### *Enhancements*

**Enhancement:** Bonus Actions

**Cost:** 4CP per bonus action

**Activate:** 1PP per Bonus Action; use-activated (special)

For every rank in this enhancement, you can take one additional standard action each round. Each extra action you take costs 1PP. You can buy this enhancement a maximum of 4 times for a total of 6 actions in a round (five standard actions and one move action).

**Enhancement:** Bonus Full-Round Action

**Cost:** 3CP

**Prerequisite:** Bonus Actions

With this enhancement, you can combine two Bonus Actions and perform a full-round action, such as a run or full attack.

**Enhancement:** Combo Attack

**Cost:** 2CP per attack

**Prerequisite:** Speed Multiplier

**Activate:** 1PP per attack

Your strikes land so quickly that your target's body receives the damage as if it were from one attack. You can combine the damage from two consecutive attacks of any kind (two iterative attacks within a full-attack action, two standard actions, two attacks from two-weapon fighting or a double weapon, etc.). The total damage between the two attacks counts towards the target's Massive Damage Threshold and the target's DR, instead of calculating them separately. Every extra rank in the power allows you to add another attack's damage to the Combo Attack. At 3 ranks, you can string together 4 consecutive attacks, for example.

Every attack within a Combo Attack costs 1PP, but you can use as many or as few of your total available Combo Attacks as you like. With 3 ranks, for example, you could combine the damage of up to 4 attacks, which could cost 4PPs, but you could also combine only 2 for 2PPs. You can take this enhancement multiple times. Its effects stack.

**Enhancement:** Nimble Runner

**Cost:** 4CP

You can now turn while Running. You must travel at least 20 feet before making each turn, and the turn itself can be no more than 45°. Furthermore, you now fall from a Wall Run or sink during a Water Run only when you fail a Reflex save, and things that provoke Fortitude saves don't automatically affect your ability to keep running unless their specific effect(s) would reasonably do so.

**Enhancement:** Elegant Runner

**Cost:** 3CP

**Prerequisite:** Nimble Runner

As Nimble Runner, except that there is no minimum distance that you have to run between 45° turns, and when you Wall Run or Water Run, you do not fall when you fail either a Fortitude or a Reflex save unless the thing that provokes those saves would otherwise do so.

**Enhancement:** Fast Observation

**Cost:** 2CP

For you, the world moves in slow-mo. You can now make Observe checks as a free action, but the maximum number of Observe checks you can make per round equals your Wisdom modifier, to a minimum of 1.

**Enhancement:** Fast Skills

**Cost:** 1CP per rank

For each rank in this enhancement, you halve the time required to use a skill such as Craft, Computer Use, or Search. The GM must rule on whether you can feasibly use a particular skill at super speed. Delivering a speech a super speed would be pointless unless the audience can hear at super speed, like robots. Mm... robots.

**Enhancement:** Marathon

**Cost:** 2CP per 4 hours of running

For every rank in this enhancement, you can Run for another 4 hours per day before you feel the effects of a Forced March. You can take this enhancement up to 4 times, for a total of 24 hours. However, your need to sleep is different than the fatigue

that results from a Forced March. You don't get fatigued from the running, but you can still get tired from lack of sleep. Of course, if you *also* don't need to sleep...

**Enhancement: Speed Multiplier**

**Cost:** 3CP per rank (Speed x2)

**Activate:** none; use-activated (move)

For every rank in this enhancement, you increase your Speed by x2. For most people, this means a 30-ft. movement rate becomes a 60-ft. movement rate, but if your Speed were 40 ft. per round, then this enhancement would make it 80 ft. You can take this enhancement multiple times. Each time, it adds another multiplier (see table). There is no upward limit on the number of times you can take the enhancement. The table merely provides stats for the first 10 ranks.

**Speed Multiplier**

Ranks	Multiplier	Cost
1	x2	3CP
2	x3	6CP
3	x4	9CP
4	x5	12CP
5	x6	15CP
6	x7	18CP
7	x8	21CP
8	x9	24CP
9	x10	27CP
10	x11	30CP

**Enhancement: Speed Spring**

**Cost:** 2cp per rank

This enhancement grants the ability to keep moving after you make an attack and not draw an attack of opportunity for doing so (i.e., just like a Spring Attack), but it costs you 10 ft. of movement. **For example**, your speed is 120 ft. You run 30 ft, make an attack (which costs another 10 ft.), and you can now keep running for another 80 ft. Every rank in this enhancement grants the ability to make an additional Speed Spring attack, which would cost another 10 ft. For a second attack, you'll need a Bonus Action.

**Enhancement: Wall Run**

**Cost:** 3CP

**Activate:** none; use-activated (movement)

You can run so quickly that you defy gravity for brief periods of time by running straight up a wall. Every 5 feet you climb upwards counts as 10 feet of movement. You must perform the actual Run action to use this enhancement.

Several things instantly cause you to fall while attempting a Wall Run: ceasing to Run (turning, slowing down, etc.), failing a Fortitude save, or attempting a Reflex save. In this last case, you can choose to *not* roll your saving throw and take the consequences in order to (possibly!) keep running.

You can stop without falling only when you reach a flat surface, such as the top of a building or cliff, or a ledge or outcropping. When you get to that flat surface, you simply leap over the wall and land on your feet. No check or save is required. Remember that rounds happen continuously, so between rounds of Wall Running you are still in mid-run, not

standing still.

**Enhancement:** Water Run

**Cost:** 3CP

**Activate:** none; use-activated (movement)

You can run so quickly that you skim over the surface of water and other large bodies of liquid. You can run (as the full-round action) straight across a body of water or other liquid. Every 5 feet you run across the water counts as 10 feet of movement.

Several things instantly cause you to sink while attempting a Water Run: trying to turn, slowing down, failing a Fortitude save, or attempting a Reflex save. In this last case, you can choose to *not* roll your saving throw and take the consequences in order to (possibly!) keep running.

You can continue to run over multiple rounds as long as you continue to run at full speed and in a straight line. You can only stop without slipping into the liquid when you reach a solid surface, like a beach or the edge of a pool. Remember that rounds happen continuously, so between rounds you are still in mid-run, not standing still.

**Enhancement:** Quick Step

**Cost:** 3CP per 5 feet.

**Activate:** 1PP per rank

Each rank in this enhancement allows you to move 5 more feet than normal when taking a Five-Foot Step. That is:

- Rank 1: 10 ft.
- Rank 2: 15 ft.
- Rank 3: 20 ft.
- etc.

You cannot take more ranks in Quick Step than you have levels of Speed Multiplier. All other rules for Five-Foot Steps apply normally.

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## Super Vehicle

[Item]

**Cost:** 4CP

**Activation:** none; use-activated

A Super Vehicle is medium-sized conveyance onto which you can load [Gadgets](#). The base power grants a single, uncovered pilot pod that travels along the ground on two, three, or four wheels. You can add enhancements to this basic pod, of course, as well as powers in the form of Gadgets. To control the vehicle and/or activate the Gadgets, you must be in the pilot pod. Bear in mind that a Super Vehicle can look like anything you want. The most mundane version of the base power would be a scooter, for example, but it could be anything.

**Pilot Pod Stats**

- Size: medium
- Passenger: 1

- Cargo: none
- Manoeuvre: -2
- Speed: 16 (land-based, wheels)
- Defence: 10\*
- Hard: 2
- HPs: 20
- Gadget Slots: 6
  - steering mechanism (wheel, stick, reigns, etc.)
  - tire(s)
  - headlight(s)
  - accessory (fuzzy dice, MP3 player, etc.)
  - windshield and windows
  - engine

\*This number refers to attacking the Super Vehicle itself, not the pilot/passengers. The vehicle grants cover to its pilot and passengers.

### *Enhancements*

**Enhancement:** Armoured

**Cost:** 1CP per rank (Defence +1)

For every rank in this enhancement, your Super Vehicle gains Defence +1. You can take this enhancement up to 10 times. This is physical armouring of whatever nature you'd care to describe: vibranium plating, space-age plastics, ancient ceramics, what have you.

**Enhancement:** Cargo

**Cost:** 2CP per rank

For every rank in this power, you have a storage space that can take up to a small-sized object or creature and 60lb. of weight. You can take one rank in this enhancement if you have only the base power (a single pilot pod), and an additional rank for every two Passenger enhancements.

You can also combine two small-sized cargo spaces into a medium-sized space, two mediums into a large, etc. So, for four ranks, you could have four small-sized cargo spaces, two smalls and a medium, one large space, etc.

**Enhancement:** Canopy

**Cost:** 1CP

Your Super Vehicle now has a roof, dome, or other kind of covering over all pilot and passenger positions. It has Hardness 0, and 10HPs (i.e., if you do 10HPs of damage, you've made a hole).

**Enhancement:** Copilot Pod

**Prerequisite:** Passenger (1 rank)

**Cost:** 4CP per rank

For every rank, you have another seat from which someone can drive/pilot your Super Vehicle and activate/control your Gadgets. Every Copilot Pod is medium-sized, so it increases the size of the whole Super Vehicle accordingly, and thus reduces its Defence score.

**Enhancement:** Gadget

**Cost:** as Gadget

With this enhancement, you can load a gadget into one of your slots. As noted above, only a Pilot Pod can activate or use your Gadgets.

**Enhancement:** Hardened

**Cost:** 1CP per rank (Hard +2)

For every rank in this power, your Super Vehicle gains hardness +2.

**Enhancement:** Hit Points

**Cost:** 1CP per rank (HPs +5)

For every rank in this power, your Super Vehicle gains HPs +5.

**Enhancement:** Hover

**Cost:** 3CP

Instead of wheels, your pod is now a hover vehicle, which means it doesn't touch the ground and can travel over rough terrain without slowing down. It can also travel over water at half speed. You do not lose your "wheels" Gadget slot; it's just replaced by a "hover" slot.

NB: A Super Vehicle cannot take Hover if it is a Boat, Airplane, Submarine, or Space Ship.

**Enhancement:** Manoeuvrability

**Cost:** 2CP per rank (manoeuvrability +1)

For every rank, your Super Vehicle gains manoeuvrability +1. You can take this enhancement up to five times.

**Enhancement:** Passenger Pod

**Cost:** 2CP per rank

For each rank, you get one passenger seat with seat belt. The size of the vehicle increases accordingly: every 2 ranks in this enhancement constitutes a medium-sized object, so it increases the total size of the Super Vehicle accordingly, and thus reduces its Defence score. For every four seats, including driver/pilot position(s), you gain an extra power slot.

**Enhancement:** Speed

**Cost:** 2CP per rank (speed +2)

For every rank, your Super Vehicle gains speed +2. You can take this enhancement up to five times.

**Enhancement:** Submarine

**Cost:** 4CP

Your Super Vehicle is now a submarine. It has an engine and is fully enclosed. It travels under water or at the surface at its pre-existing speed. All other stats and features remain the same.

**Enhancement:** Space Ship

**Cost:** 2CP

Your Super Vehicle is now a space ship. It has an engine and is fully enclosed. It travels through space at ten times its previous flight speed, but through atmosphere at its previous flight speed. All other stats and features remain the same.

**Enhancement:** Superboat

**Cost:** 2CP

Your Super Vehicle is now a boat. It has an engine and/or sails and a keel. It is now medium-sized. It travels in water at its pre-existing speed. All other stats and features remain the same.

**Enhancement:** Superplane

**Cost:** 4CP

Your Super Vehicle is now an airplane, complete with wings and either a jet engine or a propeller. It is now large-sized. It flies through the air at its pre-existing speed and has "average" flight skill. All other stats and features remain the same.

NB: If you want to fly without the mechanics of an actual airplane, remember that you can take [Flight](#) as a [Gadget](#).

**Enhancement:** Flight Skill

**Prerequisite:** Airplane

**Cost:** 4CP per rank

Your Superplane's flight skill increases by one step, from Average to Good. You can take the enhancement a second time to move it from Good to Perfect.

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## Supertech Invention

[Trait]

**Cost:** 8CP

**Activate:** as power

**Sustain:** as power

**Range:** Item

With this power, you can construct inventions: devices of indefinite shape and configuration but **always Supertech, hand-**

**held, and provoke an attack of opportunity to activate.** Other people can attempt to activate your inventions, but they must have either this power or the Use Device skill in order to succeed.

Your Origin, or one of your Origins, must be Supertech for you to take this power. You can make more than one invention at a time, if you can afford it with your PP (see below).

The base power costs 8CP, which allows you load a power into your invention(s) with a cost of up to 4CP and you can load only one power into an invention at a time. The power must be able to target one or more people or areas. It cannot be a trait, a spell, or a psi-power.

You must Research any power you load into an invention, but once you've researched it once, you never need to do so again. **The DC for the Research check is 10 + the total CP cost of the power.** If you fail this check, you have used up the Research time without any positive results.

In lieu of a library or laboratory in which to do your Research, you can use a person who has the power you're trying to replicate. That person needs to be present for the entire Research time and the entire build time, but he, she, or it does not need to maintain concentration (see below).

**You invest the invention with your own PPs.** Each invention starts with a number equal to your character level for free. Any additional PPs you invest in your inventions comes from your current total. Until you expend the PPs that are locked into the invention, you do not regenerate them. If you lose an Invention, or if it is stolen or destroyed, you do not get your PPs back until you can rest for a night. If someone else activates one of your Inventions, they expend the PPs that you invested into it.

**The total build time for an invention is 1 minute multiplied by the CP cost of the power, to a maximum of 1 hour.** While you're working, you must maintain the equivalent of caster concentration. At the end of this time, you must make a Powercraft check, the DC of which equals 20 + the total CP cost of the power, including all ranks and enhancements. If you pass the check, then the invention functions normally. If you fail the check, the invention does not function. If you fail the check by more than 10, then you do not know that the invention doesn't function. It tests fine in the lab, but the first time you try to use it "in the field," it craps out on you, makes whiny noises, falls apart, or shoots a shower of harmless sparks, but that's it.

**Within any given seven-day period, the number of inventions you can build is limited by the total CP cost of the powers you load into them.** That number cannot exceed your Constitution modifier times ten. For example, if you have Constitution 18 (+4), then you cannot make more than 40CPs worth of *Inventions* in any given seven-day period.

After an invention is activated once, it burns itself out forever. They're just not long-term items.

### *Enhancements*

**Enhancement:** Increased Power

**Cost:** 3CP per rank (2CP each)

This enhancement raises the maximum CP value of the powers you can load into an Invention by 2CP per rank. If you take two ranks in this power, for example, you can load a total of 8CP into an Invention (base 4CP, plus two ranks in 2CP).

**Enhancement:** Multiple Activations

**Cost:** 5CP

This enhancement grants the ability to activate your Inventions multiple times. You must invest enough PPs into a given invention for it to expend its power more than once. When you build an invention with more than one activation, the Research check increases to 15 + CP cost.

**Enhancement:** Multiple Powers

**Cost:** 5CP

**Prerequisite:** Multiple Activations

This enhancement grants the ability to load more than one power into an invention. You must invest enough PPs into a given *Invention* for it to activate all its powers at least once each. When you build an invention with more than one power, the Research check increases to 20 + CP cost.

**Enhancement:** Sustain Power

**Cost:** 5CP

**Prerequisite:** Multiple Activations

This enhancement allows you to build inventions that can sustain a power. You must invest enough PPs into a given invention for it to sustain a power for more than one round. When you build an invention that can sustain a power, the Research check increases to 15 + CP cost.

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## Surface Adhesion

[Power]

**Cost:** 3CP

**Activate:** none; use-activated (movement)

**Range:** self

You can crawl up walls and across ceilings with ease, but you have to have your hands free and your feet on the surface do it. You travel at your full speed, and you can take a double-move, but you cannot run.

You do not need to make Climb checks of any kind, even if you're upside down. You retain your Dexterity bonus to Defence, and opponents get no special bonus to attacks against you.

You can take the weight of one extra person of your size category, but you can move only at half your speed. (This assumes that their weight falls somewhere in the range of that size, of course.)

### *Enhancements*

**Enhancement:** Extra Sticky

**Cost:** 1CP

You are sticky enough to support another 500 lbs. of weight. Note that that doesn't automatically mean that you personally can carry that much weight. You can take this enhancement up to four times for a total of 2000 lbs.

**Enhancement:** Fast Climb

**Cost:** 1CP

You can "run" on vertical surfaces (i.e., move x4 your base speed, in a straight line), but without Hands Free (see below), you move on all-fours as opposed to upright *running*.

**Enhancement:** Hands Free

**Cost:** 2CP

You can stick to walls or ceilings with any part of your body. Can now walk on the wall with just your feet, or conceivably just your hands, and you can "sit" on a wall and just stay there. Note that this enhancement doesn't change gravity. It just allows you to stick to the wall with any part of your body.

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## Technopathy

[Power]

**Cost:** 5CP

**Activate:** 1PP; move action

**Sustain:** per round/hour; move action

**Range:** 30 feet

You can make mental contact with computers, including desk-top machines, laptops, and PDAs, but not to anything that is considered supertech, so no bionics, alien technology, androids, or *Gadgets*. Any computer that has some form of human interface is vulnerable to this power. The computer in question must be on, but it does not need to have an active wireless connection. You connect with it directly. You still interact with the software of a given piece of technology, though, so you essentially have a virtual suite of input/output devices in your head. You see the screen in your mind and enter data with your thoughts.

This power does not automatically grant you Computer-related skills, nor can you download data into your mind. You can glean as much information using this power as you could if you were to sit down in front of the computer and it takes just as much time to do so. You must spend a move action to mentally "log in," but after that you need pay only as much attention as you would to perform a given operation. However, you can do it covertly and at a distance, although you must already know that there is a computer there to connect to. Someone using the computer to which you're connected gets a Computer Use check (DC 20) to possibly notice that files are moving, data is being accessed, memory is activated, etc., and therefore might conclude that someone is covertly connected to the computer. If they are actively searching for such activity, the DC is only 15.

### *Enhancements*

**Enhancement:** Bonus Actions

**Cost:** 3CP

**Activate:** 1PP per bonus action

For every rank in this enhancement, while you are mentally connected to a computer you get one bonus standard action of interaction with the computer. Each extra action you take costs 1PP. You can buy this enhancement a maximum of 4 times for a total of 6 actions in a round (five standard actions and one move action). These actions can be used only to interact with the computer, nothing else.

**Enhancement:** Data Core

**Cost:** 4CP

You can download data into your head and upload it to another computer at a later time. The data is not accessible while stored in your mind. Your brain, a far more complex memory storage/retrieval system than the average computer, can record data as fast as a given computer can output it, and vice-versa. Up/download speed is, therefore, based on the computer in question, not

you.

In most cases, you have *plenty* of room in your head, but GMs are within their rights to limit you in truly outrageous situations. You cannot, for example, download the entire Library of Congress into your head, but a couple of books of plain text or a CD are no problem.

You can, using this enhancement, upload a file to a computer and execute it.

**Enhancement:** Data Reader

**Cost:** 4CP

**Prerequisite:** Data Core

You can now read the data in your head as if it were loaded into its appropriate client software. This means you can view pictures or video files and you can read text, but you don't have access to the actual code, and you cannot alter the data. It is "read only." Without Bonus Actions, it takes just as long to read or view data in your head as it would to do so with a computer. Reading a book still takes hours.

**Enhancement:** Data Manipulation

**Cost:** 4CP

**Prerequisite:** Data Reader

You can now edit the data in your head as if you had the appropriate software, altering text, touching-up photos, etc. Without Bonus Actions, it takes just as long to do this work as it would sitting in front of a computer. But you *can* do it in your head, anywhere you like.

**Enhancement:** Executables

**Cost:** 3CP

**Prerequisite:** Data Core, Data Reader, Data Manipulation

You can now download programmes into your head and run them as if they were running on a computer. You don't need extra software for basic editing; Data Manipulation takes care of that, but that enhancement doesn't cover speciality software, like hacking tools for example. Those, you need to download and install. Compatibility is not an issue. Your mind is flexible enough to translate any commercially-available, human-made programming language into a usable form. You just need to download the file and take about 5 minutes to install it.

However, alien or other non-human software is far more difficult. To load this kind of software into your mind, you must first download it, then make a Computer Use check, DC 20 (or higher, if the GM decides this technology is even more alien). Every time you attempt to use that software, you must make a fresh Computer Use check (DC 20). If you fail, using the software takes an extra move action where Computer Use would normally take only a standard action. If you succeed, you can use the software normally.

**Enhancement:** Increased Range

**Cost:** 2CP

Increase the range of your *Technopathy* by 30 feet. You can take this enhancement up to 3 times for a total range of 120 feet.

**Enhancement:** Remote Control

**Cost:** 4CP

You can now connect with simple electrical devices that are capable of receiving remote-control signals, everything from RC cars to televisions.

**Enhancement:** Sense Computer

**Cost:** 3CP per rank

You can now sense the presence of any computer (laptop, desktop, PDA) within 20 feet. This sense is blocked by 1 inch of steel or other dense metal and/or 6 inches of concrete. You can take this enhancement up to four times. Each time after the first add 10 feet to the distance (i.e., 30 feet at 2 ranks, 40 feet at 3 ranks, etc.).

**Enhancement:** Speed Read

**Cost:** 2CP per rank

You can read/view information off of a computer (or out of your Data Core) much more quickly, approximately one minute for every hour the reading/viewing would normally take. The GM has final say on exactly how long certain tasks would take. You can take this enhancement a second time, which speeds you up even more, converting hours of reading to individual move actions.

**Enhancement:** Wireless

**Cost:** 4CP

You can connect to the internet using just your mind as if you were using a standard suite of browsers and internet applications. You can connect from anywhere that has a wireless network. You can use public networks without a problem, but private networks still require an ID and a password. Of course, if you have a sufficient Computer Use bonus, you can just try to hack the connection, as well.

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## Telekinesis

[Power]

**Cost:** 4CP per rank (size category)

**Activate:** 1PP per size category; standard action

**Sustain:** per round/hour; varies by use

**Range:** 30 feet

With this power, you can manipulate objects of up to small size from a distance using the power of your mind. For every rank in the power, the objects you can affect can be one size category larger: small, medium, large, huge, gargantuan, colossal, and ginormous.

When you use this power, you can do anything you would normally be able to do with your own two hands, assuming those hands are proportionally large enough to affect the object you're manipulating. For example, you can lift and throw things, work switches, open doors, etc. The GM has final say, but the **two-hands rule** is a good place to start: if you can do it with your hands, you can do it with the power. You must maintain **concentration** in order to keep an object in the air.

If you cannot see what you're doing, then you're just as limited as if you were working blind with your actual hands. *Telekinesis* does afford a sense of force-feedback, so you can feel your way around with it, for example, too reach around a corner for a light switch, but you're just as likely to accidentally knock something over when working blind with *Telekinesis* as you would be with your hands. Also, sheer distance from a delicate or complex job can impair your ability to perform it correctly. **Your GM might apply an effective range increment of 5 feet to your *Telekinesis* for delicate operations.** Your Wisdom (see below) dictates how generally adroit you are with your *Telekinesis*.

Wielding a weapon or using a firearm from a distance qualifies as a "delicate or complex job," so it has a 5-foot range increment. You can throw objects either directly (i.e., draw a line between yourself and the object, the object follows that path) or at an angle (e.g., from your left to your right). **Direct throws have a 30 ft. range increment, and angled throws have a 10 ft. range increment.** Any object designed to be thrown, weapons for example, uses its own RI for direct throws but half its RI for angled throws.

*Telekinesis* uses four stats: range, speed, Strength, and Dexterity.

- Your *Telekinetic* **range is 30 feet**. Increasing the range of the power also increases the range increments for manipulating objects, including wielding weapons, throwing things, or firing weapons.
- You *Telekinesis* can move objects through the air at a **speed of 30 feet** and perform slam attacks with them, which are handled like *mêlée* attacks at range.
- Your *Telekinetic* **Strength** starts at 10. It modifies your attacks and damage and grants the ability to throw objects as per the [Improvised Weapon](#) rules. You can also make *Telekinetic* grapples. If you Pin someone with *Telekinesis*, and your *Telekinetic* Strength is high enough, you can then lift, move, or throw that person, or even use them as a blunt weapon.
- Your *Telekinetic* **Dexterity** starts at 10, and it modifies your attack rolls for thrown objects and governs how nimble and delicate your *Telekinetic* "feel" is.

### *Enhancements*

**Enhancement:** Broad Elements

**Cost:** 4CP

**Prerequisite:** Elemental *Telekinesis* (limitation)

Your *Elemental Telekinesis* extends to all substances related to your element.

- *Earth Telekinesis* can affect hard minerals and substances like asphalt. If your *Elemental Telekinesis* Strength score is Super, then you can pull up chunks of asphalt or yank hunks off of stone buildings.
- *Water Telekinesis* extends to all liquids, regardless of water content, as long as they are not inside some sort of container.
- *Air Telekinesis* allows influence over all smokes, gases, and even aerosol sprays.
- *Fire Telekinesis* allows control over all heat and combustion.

**Enhancement:** Increased Dexterity

**Cost:** 1CP per +2 to *Telekinetic* Dexterity

For every rank in this enhancement, increase your *Telekinetic* Dexterity by 1 point.

**Enhancement:** Increased Strength

**Cost:** 1CP per +2 to *Telekinetic* Strength

For every rank in this enhancement, increase your *Telekinetic* Strength by point 1.

**Enhancement:** Increased Range

**Cost:** 2CP

Increase the range of your *Telekinesis* by 30 feet. You can take this enhancement up to three times, to a total range of 120 feet.

**Enhancement:** Imbue Hardness

**Cost:** 1CP per 1 point of Hardness

**Activate:** 1PP per point of Hardness; move action

For every rank in this enhancement, you can imbue an object you're controlling with your *Telekinesis* with 4 points of Hardness. Imbuing Hardness requires a move action. The effect lasts 10 rounds. Remember that Hardness scores do not stack. An object with a Hardness of 10 will not be raised to Hardness 12 by Imbuing it with 2 points.

**Enhancement:** Increased Speed

**Cost:** 2CP per 10 feet

Increase the speed at which you can move metal objects through the air by 10 feet. You can take this enhancement up to three times. The effects stack.

**Enhancement:** Mental Muscle

**Cost:** 5CP

Your *Telekinetic Strength* equals your Wisdom score, and your *Telekinetic Dexterity* equals your Intelligence score. Once you take this enhancement, you cannot increase or decrease your Telekinetic strength or dexterity unless you increase or decrease your Wisdom and Intelligence, respectively.

**Enhancement:** More Hands

**Cost:** 3CP per rank

For every rank in this power, you have an extra "hand" to manipulate objects.

**Enhancement:** Multiple Elements

**Cost:** 4CP

**Prerequisite:** Elemental Telekinesis (limitation)

You can now select a second element to control, but when you activate *Elemental Telekinesis*, you must designate which element you control for the duration of that activation/sustain time. You can switch to another element only by dropping the first activation and starting a new one. You can purchase this enhancement up to three times and select another element each time.

**Enhancement:** Reduced Drain

**Cost:** 4cp per rank

For every rank in this power, you reduce the activation cost of the power by the equivalent of one size category, to a minimum of 1pp.

**Enhancement:** Reduced Activation Time

**Cost:** 4cp per rank

This enhancement reduces your activation time from two rounds to a full-round action, or from a full-round action to a standard action, or a standard action to a move action, or a move action to a swift action. You can take the power up to five times, thus potentially reducing a two-round activation time all the way down to a swift action.

**Enhancement:** Sense Substance

**Cost:** 2CP

**Prerequisite:** Uncommon Substance (limitation)

You can now sense the substance(s) you can manipulate using "Uncommon Substance" (limitation), and/or you can sense ferrous metal if you have "Magnetic Telekinesis." You can sense them if they are within your *Telekinetic* range.

**Enhancement:** Simultaneous Elements

**Cost:** 4CP

**Prerequisite:** Elemental Telekinesis (limitation), Multiple Elements

You can now control multiple elements at the same time. All other rules apply as normal.

### *Limitations*

**Limitation:** Common Substance

**Value:** 2CP

You can affect only one general category of solid substance with your *Telekinesis*. Common substances include:

- metal
- wood
- stone
- plastic

GMs might allow you to take a similarly common substance, but only with special permission.

**Limitation:** Decreased Dexterity

**Value:** 1CP per -1 *Telekinetic* Dexterity

For every rank in this limitation, decrease your *Telekinetic* Dexterity by -1. This limitation is incompatible with the Mental Muscle enhancement.

**Limitation:** Decreased Strength

**Value:** 1CP per -1 *Telekinetic* Strength

For every rank in this limitation, decrease your *Telekinetic* Strength by -1. This limitation is incompatible with the Mental Muscle enhancement.

**Limitation:** Elemental Telekinesis

**Value:** 4CP

Your *Telekinesis* affects only one of the four classical elements: Air, Earth, Fire, or Water. Earth and Water follow the same Strength/weight rules as normal *Telekinesis*. However, for Air and Fire, this limitation switches your carrying capacity from weight to volume. For every point of Elemental Telekinetic Strength above 10, you can manipulate about a cubic foot of air or fire. At Strength 10, you can manipulate anything less than 1 cubic foot.

- Earth objects must be either stone or dirt, and cannot be machined or processed by human hands. Rocks and stones are in; asphalt is out.
- Air includes volumes relatively pure NO<sub>2</sub>, but not other gasses.
- Fire includes living flames. When you lift and carry them, they temporarily need no source. You maintain their fire with your will power.
- Water includes volumes of H<sub>2</sub>O, but not other liquids.

**Limitation:** Magnetic Telekinesis

**Value:** 3CP

Your *Telekinesis* affects only ferrous metals. All other rules apply normally.

**Enhancement:** Electro-Magnetic Pulse

**Cost:** 4CP

**Prerequisite:** Magnetic Telekinesis

**Activation:** 2PP; standard action

**Area of Effect:** 1-foot radius sphere

**Save:** Fortitude, Wisdom

By mentally activating a burst of random magnetic energy, you can potentially knock out electronic devices. You can create an EMP anywhere within the power's range, and the area of the effect is approximately a 1-foot-diameter sphere.

The EMP itself provokes a save from the device (see above). If it fails, then the device stops functioning for 1d4 rounds. If it fails by more than 10, then the device is non-functional until it is repaired (DC 20). If it passes, it is unaffected by your EMP.

If you make an Electronics or Computer skill check (DC 15), you can identify the spot in a large machine that would knock out its primary memory, control mechanism, CPU, or other spot that would deactivate the whole machine. This skill check requires a standard action to observation the machine. You get a +2 bonus if you have the machine's schematics at hand or its internal systems are open to general view. You take a -2 penalty if its systems are unusual (an obscure make or a home-built design), or if the bulk of the exterior simply isn't visible. You need to have a general sense of the structure of the whole machine to identify its vulnerable point. The GM can, of course, raise or lower the DC in unusual circumstances.

Some electric or electronic components are hardened against EMPs, which means that they are effectively immune to this

effect. The only way to find out is to try.

**Limitation:** Smaller Objects

**Value:** 3CP per rank

For every rank in the power, the objects you can affect can be one size category larger: tiny, diminutive, fine.

**Limitation:** Uncommon Substance

**Value:** 4CP

You can affect only one specific kind of solid substance with your *Telekinesis*. Uncommon substances include:

- specific metals or alloys (steel, gold, copper, iron)
- specific kinds of wood (ash, oak, cedar)
- particular types of stone or other minerals (concrete, granite, limestone)

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## Telepathy

[Power]

**Cost:** 6CP

**Activate:** 1PP; move action

**Sustain:** per round/hour; varies by use

**Range:** 30 feet

**Save:** Will (negates), Charisma-based

This power grants you the ability **to monitor the surface thoughts** of a subject, as they flash past the subject's conscious mind. Subjects get a Will save either every round (in combat) or every hour (as per the activation cost). If they fail, you can sense whatever they are thinking in that moment, including imagery and sensory information (a picture, a smell, a sound) or abstract data (numbers, words). If they succeed, they block your attempt to Listen, but don't notice that you tried. If they succeed by more than 5, they recognise your attempt for what it is and act accordingly.

You can sense the surface thoughts of only living, biological creatures that have organised thoughts. In essence, **you can read the mind of anything with language**. If you attempt to read any creature with an Intelligence score of 5 or below, you default to the Empathy limitation (see below) because such creatures don't have thoughts that are ordered enough to read in detail.

You do not hear voices or read thoughts like text, but instead holistically sense what the subject thinks; therefore, **language barrier is not an issue**. If you spoke only Japanese, and the subject spoke only Swahili, you could still sense her thoughts. In this way, you can sense untranslatable concepts, for which you personally might not have words.

No physical barrier blocks *Telepathy*. It reaches to its maximum range regardless of what's in the way. Regardless of Origin, the feat Closed Mind grants a +2 to any save against this power.

### *Enhancements*

**Enhancement:** Broadcast

**Cost:** 3cp

**Prerequisite:** Send

**Activate:** 1PP; move action

**Range:** 30 ft.

You can psychically "yell" and anyone in radius "hears" you (in their minds). In one move action, you can Broadcast anything you could say out loud in the same time.

**Enhancement:** Converse

**Cost:** 2cp

**Activate:** 1PP per round/hour; use-activated (conversing)

**Range:** 30 ft.

**Save:** Will (negates); Charisma-based

You can now open a two-way channel of communication between yourself and a subject. You cannot hear thoughts that aren't deliberately sent to you, and others sense only the thoughts you send to them. You can "speak" double the number of words/ideas that you normally could in the same span of time, and you can *Telepathically* Converse while performing other actions (e.g., moving, attacking, using a skill, etc.). You need only be within 30 ft.

Subjects get a Will save either every round (in combat) or every hour (as per the activation cost). They can choose to wave their Will saves, in which case they can end the conversation any time they like, as if they were hanging up a telephone. Those who do roll the save and beat the DC have successfully blocked your attempt to connect to their minds.

**Enhancement:** Relay

**Cost:** 2CP

**Prerequisite:** Converse

**Activate:** +1PP per round/hour; use-activated (relaying)

You can now have *Telepathic* conversations between several conversants. You simply act as relay, sensing and then sending each person's thoughts to the group. This costs 1PP extra per round/hour, on top of the cost of Conversing.

**Enhancement:** Increased Range

**Cost:** 3CP per rank

This enhancement increases the range of your *Telepathy* by 30 ft. You can take this enhancement up to 4 times, to a maximum of 150 ft.

**Enhancement:** Extreme Range

**Cost:** 3CP per rank

**Prerequisite:** Increased Range (4 Ranks)

This enhancement increases the range of your *Telepathy* to 1000 miles / 1500 kilometers, and then each additional rank grants another 1000 miles / 1500 kilometers. You can take this enhancement multiple times. Its effects stack.

**Enhancement:** Instant Therapy

**Cost:** 10CP

**Activate:** 4PPs; 10 minutes

**Save:** special (voluntary only)

This enhancement allows you to delve into a subjects' mind and illuminate their innermost traumas and joys such that they suddenly see their own lives with such sharp clarity that they no longer seek out self-destructive (or just plain destructive) behaviours. Subjects of this effect must enter into the process voluntarily; it requires that they participate just as much as you do. A subject under the influence of a mind-altering effect or substance does not have the ability to take part in the process. Only a genuinely free mind can do it. Even a subject manipulated to take part in the process?through Bluff, Intimidate, or Diplomacy, for example?will find that because they were sold a false bill of goods, they cannot benefit from it.

The rules that follow apply only in those situations where time is a factor or the results have in-game consequences. **If you want to use this enhancement essentially for narrative flavour, then GMs are strongly encouraged to not sweat the details** (e.g., reforming a career criminal, curing someone's eating disorder, allowing them to come to terms with their trauma). However, **if the subject is an important NPC, then play it by the book.**

The process takes 10 minutes, during which time you just sit quietly with the subject, both of you free from distractions of all kinds. Some quiet music would be the most you could tolerate. You roll a Behavioural Sciences check and so does the subject. If, between you, you make the DC, then the subject is relieved of one major neurosis, on-going trauma, or the like. The DC starts at 10, for garden-variety emotional difficulties, and can go as high as 40 (see table, above).

DC	Condition
10	a source of frustration, but not life-changing (e.g., difficulty communicating with family/friends, relationship/job frustration)
20	a distraction that alters the way the subject lives (e.g., minor phobia, tendency to addiction, etc.)
30	seriously impacts the subject's ability to hold a job, have adult relationships, and the like (e.g., major phobia, full-blown addictive behaviour)
40	subject is almost unable to take care for him/herself (e.g., severe phobia to every-day experiences, acute anxiety, extreme bipolar disorder)
50	subject is unable to function, cannot care for him/herself, requires full-time care by a family member or medical professional

**Enhancement:** Listen In

**Cost:** 2CP

**Activate:** 1PP; move action

**Save:** Will (negates), Charisma-based

If you are within range of a telepathic conversation, you get a free Sense Motive check (DC 15, not including the +20 bonus for Listening) to notice the conversation. If you succeed, you notice the Conversation happening and you can attempt to Listen to it, which prompts a Will save. The Will save is made by the participant with the highest Will modifier, and every member of the group can aid the roll (potentially adding +2 each). As with Listen, if they succeed, they block you but don't notice you. If they succeed by 5 or more, they do notice you. If they fail the save, you are now a participant in the conversation and hear all sent thoughts. You can send a thought of your own, of course, but that would blow your cover and the participants could all "hang up," if they so desired.

**Enhancement:** Psychic Scream

**Cost:** 2CP

**Activate:** 3PPs; standard action (attack)

**Save:** Will (negates), Charisma-based

You can direct a psionic cacophony straight into a single target's mind and potentially render them *stunned* for 1d4 rounds. Targets get a Will save to resist the effects. People who are stunned get no actions, drop anything they hold, lose their Dexterity bonus to Defence (if any), and take a -2 penalty to Defence for standing there like slack-jawed morons.

**Enhancement:** Short-Term Reading

**Cost:** 3CP

**Activate:** 1PP per round; move action

**Sustain:** move action

**Save:** Will (negates), Charisma-based

You can dig past surface thoughts and examine a subject's memories and impressions. You have access to the subject's short-term memory (about the last week). You can call up what she had for breakfast or what conversations he had yesterday, for example, but not long-term memories like bank account numbers, childhood memories, or knowledge that's a result of schooling.

In a move action, you can collect 4 specific pieces of information about a subject, which take the form of four questions you can ask the GM. You can ask each question after you hear the answer to the previous question, and thus tailor them to hone in on a particular piece of information, but every question you ask about the subject counts toward your total, including clarifications of previous questions.

**Enhancement:** Long-Term Reading

**Cost:** 3CP

**Prerequisite:** Short-Term Reading

**Activate:** 2PP; move action

**Save:** Will (negates), Charisma-based

You can dig past the short term and examine a subject's long-term memory to retrieve extremely personal information about the subject's life, like old phone numbers, the smell of a former lover, formative childhood experiences, or a book he or she has read.

In a move action, you can collect 4 specific pieces of information about a subject, which take the form of four questions you can ask the GM. You can ask each question after you hear the answer to the previous question, and thus tailor them to hone in on a particular piece of information, but every question you ask about the subject counts toward your total, including clarifications of previous questions.

**Enhancement:** Swift Action Telepathy

**Cost:** 3CP

You can use any of the various Listen or Broadcast modes of Telepathy as a swift action.

### *Limitations*

**Limitation:** Empathy

**Value:** 3CP

Instead of hearing fully-formed, language-like thoughts, you sense only the emotions of your subjects. Broadly speaking, you can sense any emotion that has a single name, like fear, anxiety, anger, lust, happiness, contentment, or frustration. You cannot sense physical states like hunger, sleepiness, or arousal. All modes and enhancements function normally except that you are limited to sensing emotions. This limitation is incompatible with Monoglot because basic emotions aren't expressed in words.

**Limitation:** Monoglot

**Value:** 2CP

Your *Telepathy* literally taps only into people's "inner monologues," therefore you hear them in whatever language they speak. If you don't speak that language, you won't be able to understand them. This limitation is incompatible with Empathy because basic emotions aren't expressed in words.

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## Teleportation

[power]

**Cost:** varies

**Activate:** 1PP; full-round action

**Range:** varies

You can vanish into thin air and reappear instantaneously in another location. You can *Teleport* yourself, equipment equal to your maximum load, and any animal companion of up to small size, assuming they are all touching you at the time you *Teleport*. You cannot *Teleport* other creatures or beings other than animals even if they are unconscious and you carry them. If, however, a person or companion is small enough to fit into the average shirt or pants pocket, you can *Teleport* them, but only with the GM's permission.

The cost of *Teleport* depends on the maximum distance (see table, below). 12,000 miles is far enough to effectively *Teleport* anywhere on the Earth, so we haven't included distances or costs beyond that. If you *really* want to *Teleport* farther, add 100% to the distance for every additional 2 CP, and have fun on Mars.

You must have a clear idea of the location and layout of your destination in order to *Teleport* there. You can't simply *Teleport* to a villain's lair if you don't know where that lair is, what it looks like, or what's in it. The clearer your mental image of the destination, the higher the chances the *Teleportation* will work. Areas of strong physical, paranormal, or mystical energies might make *Teleportation* hazardous or even impossible, at the GM's discretion. For example, a nuclear testing facility or a convergence of ley lines could reduce your chances of *Teleporting* accurately/safely.

Max. Range	Cost
75 feet	6CP
300 feet	8CP
1200 feet	10CP
1 mile	12CP
4 miles	14CP
16 miles	16CP
64 miles	18CP
250 miles	20CP
1,000 miles	22CP
3,000 miles	24CP
6,000 miles	26CP
9,000 miles	28CP
12,000 miles (Global)	30CP

## Mishap Check

If you attempt to *Teleport* into a closed or hidden space, you must make a d20 roll (unmodified by anything), and check the table (below). There is a chance of a mishap or accident depending how familiar you are with the area into which you attempt to *Teleport*.

### Familiarity

- "Within Sight" means that you can see the location with the naked eye or simple magnification devices (e.g., binoculars), but not electronic reproductions (e.g., life-feed television), to a maximum distance of 1 mile.
- "Very Familiar" means that you have been to the site often enough that it feels almost like home.
- "Studied carefully" means that you know the site well, either because you have been there often or you have used other means to study it directly, such as video surveillance.
- "Seen casually" means a site that you have seen several times, around a half-dozen, but you are not very familiar with it.
- "Viewed once" means a site that you have seen only once, or perhaps just a few times in passing.
- "Description" means that you only know the site based on someone's description, or by looking at detailed maps or blueprints.
- "Blind Teleport" means that you kinda know the site, but not really. Mostly, you cross your fingers and thumb your rabbit's foot.

*Teleporting* to an open area or space within your field of vision requires no mishap check at all.

### Results of a Mishap Check

"On Target" means you appear where you wanted to with no ill effects.

"Off Target" means you appear safely a random distance away from the destination in a random direction. You can be up off-target by a factor of up to 50% of your total distance *Teleported*. To determine how off-target you are, roll 5d10. The result, as a percentage of your total *Teleportation* distance, is how far off-target you arrive. Determine what direction you are off of the target by 1d8 (1 is North, 2 is North-East, etc.).

"Similar Area" means you wind up in an area that's visually or thematically similar to the target area. Generally, you appear in the closest similar place. If you attempt to go to a particular park, you might end up at a park on the other side of town. If you try to go to Disneyland, you could easily end up at Euro Disney. You cannot *Teleport* yourself any further off target than the distance that you can normally *Teleport*, of course. If there is no truly similar place within range, then you are "off target," but you can be up to 100% off-target. Roll d%. The result, as a percentage of your total *Teleportation* distance, is how far off-target you arrive. Determine what direction you are off of the target by 1d8 (1 is North, 2 is North-East, etc.).

"Mishap" means you've been briefly "scrambled" by the *Teleportation* process. You suffer 2d6 NL. This damage is not reduced or prevented by anything. You then arrive "off target," and will be dazed for 1d3 rounds upon arrival.

You can combine *Teleportation* with *Temporation* to move through time and space simultaneously. Total the PP costs for both powers, but Activation times happen simultaneously. Therefore, if your activation time to *Teleport* were a standard action and your activation time to *Tempor* were a full-round action, then a combined *Teleport/Tempor* (or "Tardis jaunt") would take a full-round action.

Familiarity	Mishap	Similar Area	Off Target	On Target
Within Sight	-	-	1	2 - 20
Very Familiar	-	1	2	3 - 20
Studied Carefully	1	2	3	4 - 20

Seen Casually	1	2	3 - 4	5 - 20
Viewed Once	1	2 - 3	4 - 5	6 - 20
By Description	1 - 2	2 - 3	5 - 6	7 - 20
Blind Teleport	1 - 4	5 - 7	8 - 10	11 - 20

### *Enhancements*

**Enhancement:** Standard-Action Teleport

**Cost:** 2CP

You can *Teleport* as a standard action. This enhancement also applies to the activation time of Safe Teleport, Certain Teleport, and Teleport Other.

**Enhancement:** Blink Attack

**Cost:** 2CP

**Prerequisite:** Standard-Action Teleport

**Activate:** 1PP; full-round action (special)

**Range:** 75 feet, line of sight

As a full-round action, you can make a Blink Attack, which means that you *Teleport* once, make a single *mêlée* attack, and then *Teleport* back to where you started. The *Teleportation* that follows your attack does not provoke an attack of opportunity.

**Enhancement:** Full Blink Attack

**Cost:** 2CP

**Prerequisite:** Standard-Action Teleport, Blink Attack

**Activate:** 1PPs; full-round action (special)

**Range:** 75 feet, line of sight

As a full-round action, you can *Teleport*, make a full-attack, and then *Teleport* again. The *Teleportation* that follows your attack does not provoke an attack of opportunity.

**Enhancement:** Blink Blitz

**Cost:** 2CP

**Prerequisites:** Standard-Action Teleport, Blink Attack, Full Blink Attack

**Activate:** 1PP per *Teleport*; full-round action (special)

As part of a Full Blink Attack, you can now *Teleport* between individual attacks within your full-attack sequence, if you so choose. The *Teleportations* that follow your attacks do not provoke attacks of opportunity.

**Enhancement:** Reflexive Teleport

**Cost:** 3CP

**Prerequisite:** Standard-Action Teleport

**Activate:** 1PP; swift action

If you retain your Dexterity bonus and are hit for physical damage (either by an attack or something that triggers a saving throw), you can make a Reflex save to instantly *Teleport* out of danger a split second before the damage occurs. You reappear in the same spot after the Reflexive Teleport, but avoid the damage entirely. The DC of the Reflex save equals either the attack

roll or the save DC of the in-coming effect. You must declare your intention to invoke this enhancement after the hit is announced but before full damage is calculated.

**Enhancement:** Safe Teleport

**Cost:** 2CP

You roll two twenty-sided dice whenever you have to roll a Mishap Check, and select the most favourable of the two rolls.

**Enhancement:** Certain Teleport

**Cost:** 3CP

**Prerequisite:** Safe Teleport

**Activate:** 1PP; full-round action

By spending an additional 4PPs when you *Teleport*, you can travel to a closed or hidden space with *no* chance of a mishap. While you cannot use this to *Teleport* to a completely unknown location, like a villain's hidden base, you can *Teleport* to places you barely know anything about, such as a tiny village somewhere in Madagascar that you once saw in a postcard, without a mishap. You merely need to have *some* idea of where the target site is, and a vague notion of what it looks like.

**Enhancement:** Teleport Other

**Cost:** 3CP per rank

**Activate:** 1PP; full-round action

**Range:** Touch

For every rank in this enhancement, you can take one medium-sized person with you when you *Teleport*. Large-sized people count as two Others, and Huge-sized as three Others, and so on. The additional person must be touching you when you *Teleport*.

### *Limitations*

**Limitation:** Sight Teleport Only

**Value:** 2CP

You can *Teleport* only to places in your line of sight. Your "line of sight" can be enhanced by powers or mundane technology like binoculars, but you cannot Sight Teleport based on reproduced images, like a television signal or a web-cam. You cannot attempt any *Teleport* that would require a Mishap Check. This limitation is compatible with all enhancements and limitations of *Teleportation*, but obviously Safe Teleport and Certain Teleport will rarely apply.

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## Tempport

[Power]

**Cost:** 5CP

**Activate:** 1PP per hour; full-round action

**Range:** self

With this power, you can move from one moment in time to another that is forward in time. You must declare how far forward you want to *Tempport* when you start. You can specify down to the minute, but you must pay 4PPs for every hour or portion

thereof, even if you travel less than an hour forward. You arrive in the new time in the same physical spot that you left.

You can combine *Teleportation* with *Tempotation* to move through time and space simultaneously. Total the PP costs for both powers. Activation times don't stack. Therefore, if your *Teleportation* activation time were a standard action and your *Tempotation* activation time were a full-round action, then a combined *Teleport/Tempot* would take a full-round action only.

### ***Enhancements***

**Enhancement:** Day Temport

**Cost:** 3CP

**Activate:** 1PP per day; full-round action

You can now *Temport* in days, instead of hours. If you travel less than a day forward, you must pay in hours, as with standard *Tempotation*.

**Enhancement:** Year Temport

**Cost:** 4CP

**Prerequisite:** Day Temport

**Activate:** free; full-round action

**Sustain:** 1PP per year

You can now *Temport* in years, or portions thereof, instead of days, but you arrive at the same time of day that you left, unless you *also* expend PPs on an additional hourly jump. If you start at 10am and travel 3 years, 8 months forward, arriving at 6:30pm, you would have to pay 21PP (12PP for 3.5 years, 9PP for 8.5 hours).

**Enhancement:** Temport Other

**Cost:** 4CP

**Activate:** 1PP per person; full-round action

**Range:** Touch

For every rank in this enhancement, you can take one medium-sized person with you when you *Temport*. Large-sized people count as two Others, and Huge-sized as three Others, and so on. The additional person must be touching you when you *Teleport*.

**Enhancement:** Time Stop

**Cost:** 6CP

**Activate:** 3PP; full-round action

**Sustain:** swift action

You can stop time and move freely while the world is frozen. Everything in the world still affects you as normal, including gases or in-place energy effects, as well as gravity or drowning. People around you are effectively helpless.

Your body and objects you physically move, including our clothing, are all that you can effect. Energy, including that which you generate with your body, like an *Energy Attack*, does not function. Cars won't turn on. Computers only show what's on their screens, if they're on at all, and you cannot affect software while time stopped. Electrical switches of all kinds are functionless, for you. If you flip a switch while Time Stopped, the machine won't function until you start time again. Chemical reactions don't work, so matches or gas stoves won't light. Poisons don't activate outside of a pumping heart, so you can't poison anyone else, or rather, they won't be poisoned until you start time again. However, you can swallow chemicals and they will function in your body.

**Enhancement:** Extended Time Stop

**Cost:** 2CP per round

**Prerequisite:** Time Stop

You can now stay in stopped time for an extra round. You can take this enhancement twice, for a maximum of 3 rounds of Time Stop.

**Enhancement:** Tempport Backwards

**Cost:** 8CP

**Activate:** 1PP per year; full-round action

You can now travel backward in time, but you cannot travel into your own timeline, which means you cannot meet yourself and you cannot interact directly with events that would influence your own life, such as meeting your parents. If you attempt to jump to a place that would influence your own life, you bounce back to your starting place, having expending your PPs as normal. The GM has final say on what constitutes a time that has an influence on your own life, but generally you cannot *Tempport* backwards into the same physical setting (the same city, for example) that is within your own lifetime. You have to go past the date of your own birth to stay local. If you travel to a distant location with little or not influence on your own life, then you can travel within your own lifetime. You also you cannot go anywhere near your own ancestors for at least four generation backwards. You can, for example, have a coffee with your great-great-great-grandmother, but not your parents, grandparents, great-grandparents, or great-great-grandparents.

**Enhancement:** Move-Action Tempport

**Cost:** 3CP

You can now *Tempport* as a move action.

**Enhancement:** Reflexive Tempport

**Cost:** 3CP

**Prerequisite:** Move-Action Tempport

**Activate:** 1PP; swift action

If you retain your Dexterity bonus and are hit for physical damage (either by an attack or something that triggers a saving throw), you can make a Reflex save to instantly *Tempport* a moment into the future just before the damage occurs. You reappear in the same spot after the Reflexive Tempport. The DC of the Reflex save equals either the attack roll or the save DC of the incoming effect. You must declare your intention to invoke this enhancement after the hit is announced but before full damage is calculated.

### *Limitations*

**Limitation:** Temporal Stasis

**Value:** 3CP

**Activation:** 1PP per hour; full-round action

**Range:** self

You can place yourself in temporal stasis, effectively jumping forward in time but only subjectively. While you are in stasis, you remain motionless and essentially at the world's mercy. You are vulnerable to physical but not mental attacks because your mind is effectively "off." Anybody attempting to connect to it will just hear the ocean.

Your body is also in a state of biological suspension, thus you do not need to eat or breath and are unaffected by chemicals that would poison or anaesthetize you, though acids, corrosives, and other physical attacks still affect your body. Gases are never taken into your lungs, and poisons introduced to your body through darts or hypodermic needles, for example, have an effect only after you come out of the stasis. Your body can be carried, and as a standard action your limbs can be moved into a seating position or other postures. You do not age while in stasis.

If you are killed while in temporal stasis, you technically haven't died yet because your body is outside of normal time and if your body can be fully repaired before you come out of it, you will live, though you'll feel sore as hell and not know why unless someone tells you.

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## Turn Undead

[Power]

**Cost:** 5CP

**Activate:** 1PP; use-activated (attack)

**Range:** 60 feet

You have the ability to repel or even destroy undead creatures by channelling positive energy into an offensive attack. turn closest turnable undead first, and you can't turn undead that more than 60 feet away or that have total cover relative to . You don't need line of to a target, but you do need a line of effect, a straight, unblocked path between yourself and your target(s).

First, roll a turning check to see how powerful an undead creature you can turn. This is a Charisma check (1d20 + your Charisma modifier). The table, below, gives you the hit dice of the most powerful undead you can affect, relative to your character level. On a given turning attempt, you can turn no undead creature whose Hit Dice exceed the result on this table.

If your turning check is high enough to let you turn at least some of the undead within 60 feet, roll 2d6 + your CL + your Charisma modifier for turning damage. That's how many total hit dice of undead you can turn.

If your Charisma score is average or low, it's possible (but unusual) to roll fewer Hit Dice of undead turned than indicated on your turning check. For instance, at 1st level with an average Charisma score, you could get a turning check result of 19 (your level +3, or 4 HD), which is enough to turn a wight, but then roll only 3 on his turning damage roll?not enough to turn that wight after all.

You can skip over already turned undead that are still within range, so that you do not waste your turning capacity on them.

Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute). If they cannot flee, they cower (giving any attack rolls against them a +2 bonus). If you approach within 10 feet of them, however, they overcome being turned and act normally. (You can stand within 10 feet without breaking the turning effect?you just can't approach them.) You can attack them with ranged attacks (from at least 10 feet away), and others can attack them in any fashion, without breaking the turning effect.

### Turning Check Result

0 or lower

1 - 3

4 - 6

7 - 9

10 - 12

13 - 15

16 - 18

19 - 21

22 or higher

### Max HD of Undead Affected

your level -4

your level -3

your level -2

your level -1

your level

your level +1

your level +2

your level +3

your level +4

### *Enhancements*

**Enhancement:** Extended Duration

**Cost:** 3CP per 5 rounds

Extend the duration of your Turning effect by 5 rounds for each rank in this enhancement. You can take this up to 5 times, for a maximum duration of 30 rounds (3 minutes).

**Enhancement:** Extended Range

**Cost:** 2CP per 30 feet

Increase the range at which you can Turn by 30 feet for each rank in this enhancement, to a maximum of three ranks, which grants a range of 150 feet.

**Enhancement:** Enhanced Turning

**Cost:** 2CP per rank (enhancement bonus +2 to Charisma)

Each rank in this enhancement grants you an enhancement bonus +2 on your Charisma check to see how powerful an undead you can turn. You can take this up to three times, for a maximum bonus of +6.

**Enhancement:** Increased Turning

**Cost:** 3CP per rank (1d6 Turning Damage)

Increase your Turning Damage by 1d6 for each rank in this enhancement. You can take this up to three times, for a maximum damage of 5d6 + your CL + your Charisma modifier.

**Enhancement:** Rebuke Undead

**Cost:** 3CP

You channel negative energy rather than positive energy, allowing you to rebuke or even control undead, rather than turning them. If you take this enhancement, you can no longer turn undead normally. It permanently changes the way you channel life energy. Instead of Turning undead, you now Rebuke them. Instead of destroying them, you can now Command them. A rebuked undead creature cowers as if in awe (attack rolls against the creature get a +2 bonus) but does not flee. This effect lasts 10 rounds. A commanded undead creature is under your mental control. You must take a standard action to deliver mental orders to undead that you command. At any one time, you can command a number of undead that, collectively, are equal to or less than your own CL. You can relinquish command on any commanded undead creature or creatures in order to command new ones. All other enhancements affect Rebuking Undead normally. Rebuking Undead is always an evil act, for game purposes.

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## **Weather Mastery**

[Power]

**Cost:** 5CP per rank

**Activate:** 1PP per rank; standard action

**Sustain:** per round/minute; standard action

**Range:** 100 ft. radius (centred on you)

For every rank in this power, you can raise or lower the temperature by 10 degrees. Thus, you can turn a comfortably warm day (20°C) into a sweater weather (10°C), sweater weather into chilly weather (0°C), chilly into freezing (-10°C), and etc. Alternatively, you can turn a comfortably warm day (20°C) into a hot day (30°C), a hot day into blazing heat (40°C), and blazing heat into Living On The Sun (50°C), etc. The temperature shifts at a rate of 10°C per round, but you can activate a radical shift in a single action. For example, you could lower the temperature by 30°C in a single standard action and for the next three rounds, the temperature would lower by 10°C on your turn.

This power works only when you are outdoors or in an extremely large space, like a covered football field. You can take up to 5 ranks in the power.

### *Enhancements*

**Enhancement:** Clouds

**Cost:** 1CP

**Activate:** free; standard action

**Range:** 500 ft. radius (overhead)

You can create thick cloud cover directly overhead.

**Enhancement:** Rain

**Cost:** 4CP

**Prerequisite:** Clouds

**Activate:** 1PP; full-round action

**Range:** 100 ft. radius (centred on you)

You can create rain, but to do so, there must be clouds overhead, either natural clouds or clouds you create yourself. Rain reduces visibility and audibility ranges by half, resulting in a -4 penalty on Observe checks. It automatically extinguishes unprotected flames. Ranged weapon attacks are at a -4 penalty.

**Enhancement:** Rainstorm

**Cost:** 2CP

**Prerequisite:** Clouds, Rain

**Activate:** 1PP; full-round action

**Range:** 100 ft. radius (centred on you)

You can create rainstorms that all but destroy visibility and audibility, but to do so, there must be clouds overhead, either natural clouds or clouds you create yourself. In a Rainstorm, Observe checks take a -10 circumstance penalties and sight/hearing range is down to one-quarter. Ranged attacks suffer a -8 circumstance penalty, due to both bad visibility and the physical effect of the driving rain. Unprotected flames are immediately extinguished. Small, delicate objects can be smashed by the pounding rain drops. Single-pane windows are often smashed (at GM's discretion, for flavour).

**Enhancement:** Lightning Strike

**Cost:** 3CP per rank (2d6 damage)

**Prerequisite:** Clouds, Rain

**Activate:** By CL; standard action (attack)

**Range:** 100 ft.

**Save:** Reflex (half), Wisdom-based

This enhancement grants you the ability to call down and direct Lightning Strikes. For every rank in the enhancement, your Lightning causes 2d6 to the damage. You can call down a Lightning Strike during a naturally-occurring storm or one of your own Rainstorms. These Lightning Strikes emanate from the storm clouds themselves, and not from your body. Lightning Strikes fill a 20-by-20-ft. area (4 squares), but they also qualify as a Line effect as they travel through the air. Lightning Strikes travel *straight* down.

**Enhancement:** Forked Lightning

**Cost:** 3cp per rank

**Prerequisite:** Clouds, Rain, Lightning Strike

**Activate:** 1pp; free

**Range:** 50 ft.

You can now, at your discretion, split your Lightning Strike between two targets. Each Strike does half damage and fills half the space (2 squares instead of 4). You can take this enhancement a second time. At Rank II, you can split your Lightning Strike twice and, thus, create *four* Strikes, each of which does ¼ damage and fills only a single square.

**Enhancement:** Snowstorm

**Cost:** 5CP

**Prerequisite:** Clouds

**Activate:** 1PP; full-round

**Range:** 100 ft. radius (centred on you)

You can create thick, driving snow, but to do so, there must be clouds overhead and the temperature must be below freezing. These conditions can be natural or you can produce them yourself. Snowstorms reduce visibility ranges by three quarters, imposes a -8 circumstance penalty on Observe and Search checks. Snowstorms impose a -10 circumstance penalty to ranged attacks. They automatically extinguish unprotected flames.

**Enhancement:** Blizzard

**Cost:** 2CP

**Prerequisite:** Clouds, Snow

**Activate:** 1PP; full-round

**Range:** 100 ft. radius (centred on you)

You can create swirling, blinding, freezing snow, but to do so, there must be clouds overhead and the temperature must be below freezing. These conditions can be natural or you can produce them yourself. Visibility is reduced to one-quarter your normal range, but to see anything at all requires an Observe check (DC 15). Blizzards impose a -20 circumstance penalty to ranged attacks and automatically extinguishes unprotected flames. After one round, snow covers the ground and starts to freeze. Anyone walking on it must reduce their speed by half in order to walk without falling. Moving at full speed triggers a Reflex save (DC 15). Those who fail the save fall and land prone.

**Enhancement:** Hailstorm

**Cost:** 3CP per rank (2d6 damage)

**Prerequisite:** Clouds, Snow Storm

**Activate:** By CL; standard action (attack)

**Range:** 100 ft.

**Save:** Reflex (half), Wisdom-based

This enhancement grants you the ability to create a small, focused, damaging hailstorm. For every rank in the enhancement, your Hailstorm causes 2d6 damage. You can call down a Hailstorm during a naturally-occurring snow storm one of your own. Hailstorms fill a 30-by-30-ft. area (9 squares).

**Enhancement:** Distant Weather

**Cost:** 3CP

The centre-point of the 100 ft. radius of your *Weather Mastery* can now be up to 500 feet away from you. Placing weather at a distance has no additional activation/sustain cost of its own. Your PP cost and activation time are the same as whatever *Weather Mastery* ability you use.

**Enhancement:** Fast Temperature Shift

**Cost:** 2CP per 30°C

**Activate:** free; standard action (see text)

**Range:** n/a

For every rank in this power, you can change the temperature by up to 30°C in a single standard action. You can take this power multiple times. Its effects stack.

**Enhancement:** Fog

**Cost:** 4CP

**Activate:** 1PP; standard action

**Range:** 20 ft. radius (centred on you)

You can create fog, either as a low-lying cloud layer or a mist that rises from the ground, fog obscures all sight, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance).

**Enhancement:** Wind

**Cost:** 5CP

**Activate:** 1PP; standard action

**Range:** special

**Save:** Fortitude, Wisdom-based

You can create a Wind Storm. Instead of a radius, Wind Storms take up a 40ft. x 40ft area, centred on you (unless you have the Distant Weather enhancement). You are unaffected by your own Wind. You must declare the direction of the wind when you activate this power. Wind Storms automatically extinguish any unprotected flames, and impose a -4 penalty to ranged weapon attacks and Observe checks. In addition, Wind Storms provoke a Fortitude save. Those who fail the save are knocked back 1d4 squares (1d4 x 5 feet) in the direction of the wind.

**Enhancement:** Hurricane

**Cost:** 5CP

**Activate:** 2PP; standard action

**Range:** speciality

**Save:** Fortitude (DC +5), Wisdom-based

You can create a hurricane. Instead of a radius, Hurricanes take up an 80ft. x 40ft area, centred on you (unless you have the Distant Weather enhancement). You are unaffected by your own Hurricane. You must declare the direction of the wind when you activate this power. Wind Storms automatically extinguish any unprotected flames, and impose a -8 circumstance penalty to ranged attacks from firearms or energy weapons (including powers), but thrown weapons or archaic projectiles (i.e., bows) are useless. In addition, Hurricanes provoke a Fortitude save (standard DC +5). Those failing the save are knocked back 2d4 squares (2d4 x 5 feet) in the direction of the wind and take 2d6 NL.

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## Webbing

[Power]

**Cost:** 4CP

**Activate:** 1PP per 50 ft. (By CL); standard action

**Range:** special

This power allows you to spontaneously create natural, silken fibres, usually directly from your body, like a spider or silk-worm. You can project this webbing out, as if it were a liquid under great pressure. Once it dries, it forms **organic rope**. You buy this power in two steps: first, the **range increment**, and second, **strength**.

You can, in one round, produce a single strand of *Webbing* that is up to three times the length of your range increment and you can continue to do so indefinitely, creating one continuous strand. This costs 2PPs per round, unlike projecting *Webbing* at range. After about a half hour, *Webbing* dissolves on its own; it turns wispy and floats away on the breeze. It also tastes awful, so we don't recommend getting it in your mouth. *Webbing* is initially quite sticky, but after just a few moments, it dries in the air and becomes as smooth as silk. In fact, for all intents and purposes, it *is* silk.

Shooting *Webbing* is a **ranged touch attack**, and you can apply feats that enhance attack rolls, like Weapon Specialization. Any enhancements to damage would be wasted on *Webbing*.

### Range Increment

The range increment starts at 10 feet and every **additional 10 feet costs 1CP**. This is not the maximum length of webbing you can create, but the *range increment* for projecting it at range, either offensively or out of utility. The maximum range increment is 50 feet (see table, above).

Range Increment	Cost
10 feet	Free
20 feet	1CP
30 feet	2CP
40 feet	3CP
50 feet	4CP

### Strand Strength

The strength of your *Webbing* is expressed as an actual **Strength score which doubles as the Escape Artist DC** to escape it. A Strength of 16 means that you would need a 16 or more to escape entanglement. *Webbing* Strength starts at 10 and every additional +2 costs 1CP. The maximum Strength for your *Webbing* is 30 (see table, below).

This number also **determines the maximum drop, swing, and still strength** of a single strand of *Webbing* (see table). "Drop strength" is how much weight the webbing can take without snapping if that weight were dropped from a height of 10 feet or more. "Swing strength" is the maximum load that a strand can support while swinging. "Still strength" is the maximum weight a rope can withstand while hanging still or dropped from less than 5 feet. The still strength is four times the drop strength, the swing strength is twice the drop strength, and the drop strength equals the heavy load of the *Webbing's* Strength score. Thus, webbing with a strength of 16 has a drop strength of 230lbs, a swing strength of 460lbs, and a still strength of just under 1000lbs. Rope strengths start at 10 (for free) and cost 1CP per 2 points thereafter (1CP for a score of 12, 2CP for 14, and so on). **You will rarely need to know these weight allowances**, but if it comes up, just look up this table.

Webbing can be used, generally speaking, for three purposes: Climbing and Swinging, Tripping and Entangling, and Disarming and Snagging Objects. You can use it any way you like. It's just organic rope, after all, but these three are the most common.

Strength Score / Escape DC	Still Strength	Swing Strength	Drop Strength	CP Cost
10	400lb.	200lb.	100lb.	free
12	520lb.	260lb.	130lb.	1CP
14	700lb.	350lb.	175lb.	2CP
16	920lb.	460lb.	230lb.	3CP
18	1200lb.	600lb.	300lb.	4CP
20	1600lb.	800lb.	400lb.	5CP
22	2080lb.	1040lb.	520lb.	6CP
24	2800lb.	1400lb.	700lb.	7CP

### Climbing and Swinging

You can fire your *Webbing* at any solid surface and the far end will stick fast with a strength equal to the rope's Strength score. This requires a **move action**. Remember, though, that the wall itself might not be all that strong. Drywall won't support your weight, for example. Hitting something as large as a building does not normally require an attack roll. You do need to make a **touch attack** to hit something any smaller than a major piece of architecture, or to hit a large edifice while falling.

Large, fixed points generally have a natural **Defence of 10**, and that score rises as the target gets smaller. If the target is moving, it effectively gains a dodge bonus (determined by the GM). If you are falling in a controlled dive while making the attempt (i.e., you jump on purpose), you take a -4 to hit. If you are falling in an uncontrolled dive (i.e., you were pushed or thrown), then you take a -6. Any and all other penalties or bonuses to hit apply as normal. GMs have the ultimate say in the Defence score of the target (see Swinging Attacks for more information).

### Tripping and Entangling

You can shoot your *Webbing* at opponents. This allows you to make ranged Trip attacks as if you were using a rope-like weapon, such as a whip. Making this kind of attack requires a standard action. The stickiness of the *Webbing* grants a +4 on your opposed test to Trip or Disarm. All rules for Trips and Disarms apply normally.

You can also attempt to entangle people by covering them with so much *Webbing* that it hampers their movement. This requires a ranged touch attack. If the attack succeeds, target then get a **Reflex save against your attack roll**. Large targets get a +4 on their saving throws, and Huge targets get a +8. Targets larger than Huge are too big to be entangled by *Webbing*. Small targets get a -4 on their saving throws, and Fine creatures get a -8, but smaller than fine creatures simply slip between the threads of *Webbing*, so they cannot be entangled by it. Targets who succeed at their saving throw avoid being entangled, and targets who fail are entangled.

Entangled people move at **half speed, cannot run or charge**, take a **-2 penalty on attack rolls**, and a **-4 penalty on their**

**Dexterity** scores.

On the targets' turn(s), they can use a standard action to attempt to break out of the *Webbing*, just the same as if they were grappled (i.e., either a Strength or an Escape Artist check). The **DC of both checks equals your *Webbing's* Strength score** (i.e., this is not an opposed Strength test). They can attempt to escape on every round in which they are entangled (see Swinging Attacks for more information).

### **Disarming and Snagging Objects**

You can use *Webbing* to snag and retrieve objects that weigh **up to half of your light load** (yours, not your *Webbing's*). If your *Webbing's* drop strength is less than half your light load, then the strand will snap when you yank on it. In this case, your *Webbing* isn't as strong as you are. You can perform a Disarm in combat as per the standard rules (i.e., you and the target make **opposed attack rolls**). If you succeed, you now have your opponent's weapon on the end of your strand, and you can, **as a move action, use a ranged touch attack against yourself** to flip it into your hand. To snag an unattended object requires basically the same sequence: an attack roll (standard action) against the object and a ranged touch attack against yourself (move action) to catch it.

You can leave an object on the end of the *Webbing* and use it as a **make-shift sling**, swinging the object on the end of the strand and letting go. This doubles the range increment of the object in question as a thrown weapon. You can also hit someone with whatever is on the end of the rope by swinging it into them. Your range is 15'. You cannot attack anyone further away or closer, and you have no threatened range (because the strand is just too slow). The damage is determined just like you would with any improvised weapon. In both cases, you must be proficient with some kind of rope/chain based weapon (spiked chain, whip, lasso, etc.) or else you take the standard penalty for non-proficiency (i.e., -4 to hit).

### *Enhancements*

**Enhancement:** Improved Entangling

**Cost:** 3CP per rank

**Activate:** free; use-activated (attack)

**Save:** Reflex vs. Attack Roll (negates)

Anyone you Entangle using your *Webbing* now takes **-4 to attack, -8 to their Dexterity score, and can move only 5 feet per round**. You can take this enhancement a second time, which increases the penalties again to -8 to attack, -16 to Dexterity, and renders the target unable to move at all, although they can still take move actions.

**Enhancement:** Expanded Entangling

**Cost:** 2CP

**Activate:** free; use-activated (attack)

**Save:** Reflex vs. Attack Roll

When you make an entangling attack with your *Webbing* and your primary target fails their save, **everyone in an adjacent squares must make Reflex saves, the DC of which are half your attack roll**, and with the same results as your normal entangling attack. Because entangled targets are not actually anchored to anything but each other, they are effectively in one big involuntary grapple. The results of this arrangement can be damn funny.

**Enhancement:** Voluminous Entangling

**Cost:** 2CP

**Prerequisite:** Improved Entangling

**Activate:** 1PP per 10-foot cube; standard action

**Save:** Reflex vs. Attack Roll

You can now spew out so much *Webbing* that you can fill an area in a single standard action. The volume equals **one 10-foot cube per 10 feet of your range increment** (NB: this is not the same as your range increment cubed). Every person in that area must save or be entangled.

**Enhancement:** Standard-Action Snag

**Cost:** 2CP

**Activate:** free; use-activated (attack)

You can snag objects in a single standard action. You must still roll to hit the object and then roll to hit yourself to catch it, as normal, but both of these rolls happen within a single standard action. You are encouraged but not required to say "yoink!" when you perform this manoeuvre.

**Enhancement:** Snag and Sling

**Prerequisite:** Standard-Action Snag

**Cost:** 2CP

You can now snag thrown objects and sling them back at your opponents in a single attack of opportunity. When someone throws a weapon/object at you, you automatically gain an optional disarm attempt, as an attack of opportunity. If you win the disarm, the weapon/object is now swinging on the end of your strand and you can sling it at anyone in your range using the same roll as you did for your disarm because it's all part of one, fluid motion. You can also choose to retain the weapon/object and not sling it at anyone, just swinging in on the end of your strand, but you need to make the standard touch attack against yourself if you want to catch it.

**Enhancement:** Web Net

**Cost:** 3CP

**Activate:** 1PP; use-activated (attack)

You can now shoot out a wide cone of *Webbing* that spreads laterally, sticking fast to its surroundings, which forms a springy net to catch your, or someone else's, fall. This net has a maximum surface area of **four 5-by-5-foot squares**, but the shape will conform to the space in which it's thrown. It can be as thin as 5 feet on a side. You must have at least three anchor points or two wide surfaces to throw a net. For example, a Thrown Net between three trees would make a triangle, and one thrown into a tight alley (two walls) would make a rough square. Thus the area of the net depends partially on the surfaces to which it's stuck.

You must actually hit the appropriate surfaces, just like shooting *Webbing* while falling. The Strength of your *Webbing* must be sufficient to catch whomever might fall onto it. If their weight exceeds the drop strength, then the net will snap into tatters. Finally, the surfaces to which the net is stuck must have the strength to take the weight (i.e., a sapling won't do). Anyone falling into your Web Net from more than 10 feet incurs its drop strength. Finally, once it springs into shape, the individual strands are no longer sticky, so people who fall into your Web Net are not entangled.

**Enhancement:** Large Web Net

**Cost:** 3CP

**Prerequisite:** Web Net

**Activate:** 1PP per full-round action; full-round action

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You can quickly spin and throw a Large Web Net. This requires more time (a full-round action), but covers an area equal to **one 10-by-10-foot square for every 10 feet of your range increment** (NB: this not the same as your range increment squared). If your range increment were 30 feet, for example, you could make three 10-by-10-foot squares. In all other respects, a Large Web Net functions just like a normal Web Net.

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