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Powers

"Powers" are the word for anything in *Phoenix* that has an extranormal or supernatural effect. These pages detail all rules related to powers, starting with how they're organized and ending with optional rules. The Powers Table makes up the bulk of this material, and it's available below as well as in the Tables menu, to the right.

- Power Subtypes
- Power Groups
- Origins
- Point Points
- Power Stretch
- Power Descriptors
- Flavour Text
- Game Roles for Powers
- The Power Table

- **Optional Rules**
  - Creating Powers
  - The Act-Roll System
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F/X

"F/X" refers powers that have set Origins: mysticism, psionics, and supertech. (The word comes form the theatre and film: "F/X" sounds like "effects.")

Mysticism

This category of abilities includes all spells, making no differentiation between "arcane" and "divine," which is why it's all just called "mystical."

- Mystic Spell Lists
- Mystical Armour Abilities
- Mystical Weapon Abilities

Psionics

This category of abilities includes all psi-powers (renamed to avoid confusion with superpowers).

- Psi-Power Lists
- Psionic Armour Abilities
- Psionic Weapon Abilities

Supertech

Table Of Contents

These posts describe exactly how Supertech Inventions work and contain a list of of weapon/armour special abilities that you can use with the Invent feats.

Supertech Inventions are essentially the magic items of the superhero world, but that they are not the same as theoretically possible but highly improbable or implausible superhero tools. Grapple-guns for example are kinda sorta plausible in the real world, but a web-shooter isn't, even though they accomplish a very similar task. Of course, web-shooters could be invented any minute now.

With technological innovation always on the increase, the line between the plausible and the Super is blurry. For the game purposes, Supertech Inventions replicate actual, written powers, whereas a mastercraft tool might just serve a similar purpose. A grapple-gun, for example, might have the same *utility* as *Webbing*, but it doesn't actually have the same in-game numeric values and rules.

- Introduction to Supertech Devices
- Supertech Invention Feats
- Super Gear
- Supertech Armour Abilities
- Supertech Weapon Abilities

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Power Subtypes

"Powers" refers all fantastic abilities, regardless of their in-game explanation. All powers have an "Origin," a narrative explanation of where they come from. There is one standard form of powers and five sub-types.

Standard powers are in your body in some way, and they either enhance the way that your body works, giving you strength or insight for example, or they manifest something in the world outside of your body such as an energy effect. Standard powers can have any Origin.

Traits are powers that are so intimate to how your body works that there's no way to separate them from you or negate their effects. Traits always enhance your body's natural abilities rather than producing effects outside of your body.

Metapowers are powers that affect or interact with other powers. They include Power Absorption (steal someone's powers) Power Detection (sense powers near you), Power Duplication (copy someone's powers), Power Leech (take someone's power points) Power Nullification (keep someone from using their own powers) and Power Resistance (ignore some of the effectiveness of powers aimed at you).

Items are objects or devices that can manifest powers. You can buy items as powers: Gadgets, Power Armour, Esoteric Items, and Iconic Items. You can also build them yourself using the Craft/Invent feats, in which case they can be mystical, psionic, or supertech. Finally, you can make temporary supertech items using the Supertech Invention power.

Spells and **Psi-powers** are available as Mystic Spellcasting and Psionic Manifestation, respectively.

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Power Groups

Below, you will find all the powers arranged into groups of like powers. These groups have no hard rules attached to them, but they can be a useful way to organize yourself when you're making or upgrading a character. There are ten categories in total:

- *Body Shifting* powers change the nature of your body
- *Enhancers* grant bonuses to pre-existing abilities (e.g., skills)
- *F/X* powers grant access to spells, psi-powers, and inventions
- *Item* powers are literally items that grant powers
- *Manipulation* powers affect other people or animals

- *Metapowers* affect the powers of others
- *Miscellaneous* powers didn't fit anywhere else
- *Movement* powers enhance your movement or grant different kinds of movement
- *Offensive* powers cause damage or other negative effects on others
- *Protection* powers keep you from being harmed and/or dying

Body Shifting

- Alter Appearance
- Amphibious
- Animal Form
- Appendages
- Duplicate Self
- Liquid Form
- Longevity
- Metamorph
- Need Not Breathe
- Need Not Eat
- Need Not Sleep
- Phase
- Pressure Adaptation
- Size Shift
- Space Adaptation
- Stretching

Enhancers

- Ability Boost
- Ability Enhancement
- Amazing Accuracy
- Amazing Combat Skill
- Amazing Defence
- Amazing Deflection
- Amazing Diplomacy
- Amazing Dodge
- Amazing Fighting
- Amazing Initiative
- Amazing Leap
- Amazing Scrutiny
- Catfall
- Danger Sense
- Mighty Lifting
- Penetrating Vision
- Photographic Muscle Memory
- Super Senses

F/X

- Mystic Spellcasting
- Psionic Manifestation
- Supertech Invention

Items

- [Esoteric Item](#)
- [Gadget](#)
- [Iconic Item](#)
- [Power Armour](#)

Manipulation

- [Animal Affinity](#)
- [Charismatic Aura](#)
- [Dominate Animals](#)
- [Healing Touch](#)
- [Life Leech](#)
- [Possession](#)
- [Probability Manipulation](#)
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- [Summon Creatures](#)
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Metapowers

- [Power Absorption](#)
- [Power Detection](#)
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Movement

- [Flight](#)
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Offensive

- [Cause Blindness](#)
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- [Cause Earthquake](#)
- [Cause Fear](#)
- [Cause Pain](#)
- [Cause Pleasure](#)
- [Cause Unconsciousness](#)
- [Energy Attack](#)
- [Gremlinism](#)
- [Natural Weapons](#)
- [Webbing](#)

Protection

- [Damage Reduction](#)
- [Energy Resistance](#)
- [Force Field](#)
- [Invisibility](#)
- [Natural Armour](#)
- [Regeneration](#)

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Origins

All powers must have an origin, anything with an origin **is "super,"** and anything super **bypasses most DR** (i.e., "super" replaces the category "magic") and **can be affected by the metapowers.**There are five origins:

- biological (bio)
- cosmic
- mystical
- psionic (psi)
- supertechnological (supertech)

Your powers must all have the same origin unless you take [Multiple Origins](#). **Any power can have any origin**, except as stated above. All that's required is a sufficient explanation. An *Energy Attack* can come from a mutant ability you discovered when you were 10, or a bolt of pure will from the depths of your mind, or a Buck Rogers ray gun. Your Origin will have a lot to do with your origin story: where you got your powers and how they work. From a character/story point of view, it makes a big difference if your powers are perceived as part of the world of science (supertech or bio), magic (mystical), pseudo-science (psionics), or something totally mysterious (cosmic).

Origins only come up in the rules when powers interact with each other. The Metapowers, for example, are often keyed to specific origins, as are some of the Resistance powers. There is also is a significant difference between mystic, psionic, and supertech items.

Biological

This Origin indicates powers that **come from your physiology** in some way. It includes mutants and aliens, as well as genetic alterations, deliberate or otherwise. All Traits are biological. We often shorten it to "bio."

Cosmic

This Origin includes **any energy source that is misunderstood and mysterious**, from the totally illogical results of being bitten by radioactive animals or struck by lightning, to empowerment by forces from beyond the stars. It is the catch-all explanation for the unexplainable.

Mystical

This Origin **comes from the supernatural** in its traditional forms, harnessing blind forces of the universe, receiving blessings from deities, etc.. It includes both the Arcane and the Divine. All spells, spell-like effects, and magic items are mystical.

Psionic

This Origin indicates the **external manifestation of internal power**, sheer force of will and mind over matter. All psi-powers,

psionic effects, and psionic items are psionic.

Supertech

This Origin includes **technology that is beyond the mundane**. What is actually beyond the mundane changes about every fifteen minutes, so the rule of thumb when in doubt is if the technology in question directly duplicates a power, then it's Supertech. Inventions (Super Equipment. Super Weapons, Superchemicals, Gizmos, and Ray Guns) are all supertech. Most Gadgets and [Power Armour](#) are supertech, but they can be of any origin.

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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 loose 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.

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Power Stretch

Every power has a standard use, expressed in terms of rules and stats. However, **it's also possible to "stretch" your powers in order to do things not listed in the text**. **Power Stretching costs 1 Action Point**, and your GM has final say on whether or not your Power Stretch works, whether there is a check (using a skill, an attack, etc.) or any other special circumstances involved in your particular attempt to stretch your power beyond its normal use. There might also be a PP cost associated with the stretch?doubling the Activate cost for example?or just a flat PP cost decided by the GM. For example, a character with super strength might want to clap his hands loudly enough to deafen opponents. Such an action would (a) require a PP cost equivalent to a similar kind of attack (_Energy Attack: Sonic_, for example), and (b) would have a saving throw associated with it. A more directed effect might have an attack roll attached.

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Power Descriptors

Powers

These are physical or energy-based manifestations that you **generate with your body, will, mind, or soul**. You buy them with Character Points. Most of them require that you expend Power Points, but a few don't. Most are one-time effects, like *Energy Attack*. Traits, items, metapowers, spells, and psi-powers are subtypes of powers.

Traits

These are a special kind of power. When the text refers to "powers" in general, it refers to traits as well. Only when referring specifically to traits does the text use the term "traits." **Traits have no activation or sustain costs and they are inherent to your body's physiology**. They're often physical attributes that are not necessarily supernatural, such as an extra limb (Appendages) or retractable claws (Natural Weapon), but you can also be little knacks and abilities that are so fundamental to you that you simply can't distinguish them from your own body?Amazing Leap or Longevity, for example. This is why they are **unaffected by the metapowers**. Their origin is most typically Bio (they're parts of your body), but they can be anything in theory, assuming you provide a good enough explanation.

Items

As their name suggests, these are physical objects that act as conduits for powers. The item powers are Gadget (including Power Armour), Iconic Item, Esoteric Item, Super Vehicle, and nominally Supertech Invention.

Gadgets are items that can **manifest a single power** (never a trait) and are automatically replaced if you lose them. They are most typically Supertech. Power Armour is a collection of Gadgets with armour plating. Gadgets grant a CP discount as a percentage of the total cost of their power because they can be lost, used against you, or even potentially destroyed.

Iconic Items are nigh-indestructible objects that **manifests all of your powers**. Iconic Items grant a one-time discount because they cannot be destroyed, but on occasion could be lost or stolen.

Esoteric Items have **one or more of the standard enhancements** from the SRDs and/or the item/device sections of the Mystical, Psionics, and Supertech sections. Their origins are therefore mystical, psionic, or supertech. Esoteric Items do not grant powers, so there is no CP discount. Instead, there is just a cost for the item and the mystic, psionic, or supertech special abilities that the item carries.

Finally, Supertech Invention allows you to make **short-term, sometimes single-use** Supertech devices.

Metapowers

Power Absorption , Power Detection, Power Duplication, Power Leech, Power Nullification, and Power Resistance are metapowers, which means that their primary function is to interact with powers. They do not work on traits because traits are so fundamental to how your body works that they're indistinguishable from your basic physiology.

CP Cost

Every power has a cost in **Character Points**. This is a one-time expense. Most powers also have enhancements, which also cost CPs. Costs say "varies" when there are options within a power that can change the price. Sometimes, they indicate a certain number of CPs "per rank." In such cases, the text describes what benefit one "rank" of a power provides.

No matter how many discounts or limitations you pile on, **the minimum cost of a power is its base price** before enhancements, *or* 1CP per rank in the power. A power, trait, or item can never be entirely free of charge.

Prerequisites

(enhancements and limitations only)

You have to have all the prerequisites for an enhancement or limitation before you can purchase it. In almost all cases, the prerequisites are other enhancements/limitations.

Activate

(PP cost; action)

This is how much time and energy it takes to start a power. It refers only to the **first round in which you start a continuous power or the single use of an instantaneous power**. Activation costs are listed in PPs, then a semi-colon, and an action type, such as "2PPs; standard action." They often specify a **PP cost per unit of the power**, as in "2PPs per d6; standard action" or "1PP per 100lbs.; use-activated (attack)." The action type is sometimes listed as "**use activated** (blank)," which means that there is some other action (in brackets) that has to take place to use a power, usually the action is making an attack, moving, or employing a skill, as in "use-activated (jump)." The **minimum activation cost of a power is 1PP**, regardless of discounts (except "by level" powers, see below).

You can activate a continuous power only once per round, and it lasts at least one round. You can activate instantaneous powers such as attacks, as many times per round as you have the appropriate actions.

There is one special kind of activation. The "**By Level" (or "By CL" for "character level")** designation means that there is a numerical element of your power (damage, healing, bonus points, weight, etc.), and **you can activate a number of *units* of that element equal to *half* your character level for free**. The "units" vary from power to power, and the activation line will specify them: **e.g., "By CL (per 1d6)"**. Usually, it's a number of dice, a bonus amount, a weight, a distance, or the like. You get these first few units for free, after which you must pay PPs. This means that you can activate/sustain these powers at a minimum level of effectiveness for free, for ever, and at will, but if you want to exceed that minimum, then you have to pay. **You must have at least 1PP left in order to activate a By Level power.**

The activation entry will state the cost in PPs as "per" the power's effects (e.g., damage, healing, weight, distance, etc.) but By Level. This means that **if you stay under your By CL maximum, the activation is free**, but go above that maximum and you pay per effect. For example, you are a 10th-level character with *Energy Strike*, which is "1PP per d6 By Level." That means that you can activate up to a 5d6 *Energy Strike* for free, but a 6d6 *Energy Strike* would cost 1PP.

A power's activation time determines whether it provokes attacks of opportunity. The rule is that activation times that take up actions in combat do provoke, but activation times that are roughly equivalent to free actions do not, and use-activated powers do or don't provoke based on the action needed to activate them.

The upshot is that **the following activation times *do* provoke attacks of opportunity:**

- full-round action
- move action
- standard action
- use-activated (manifesting)
- use-activated (skill check)
- use-activated (spell-casting)

While **the following activation times *do not* provoke attacks of opportunity:**

- free action
- immediate action
- swift action
- use-activated (attack)
- use-activated (move)
- use-activated (special)

In addition, **any power with an activation time of "use-activated (attack)" automatically counts as a**

weapon. Therefore, **you are armed if you have one of those powers** and can activate them (i.e., you're awake, you have PPs left, etc.). Also, **you can apply weapon-based feats to them**, so you can take Improved Critical Range for *Energy Attack*, for example. You still need to qualify for all the prerequisites of the feat(s), of course, and some feats have no affect on some powers. For example, Improved Critical Damage would have no affect, one way or the other, on Power Absorption.

It is possible to provoke an attack of opportunity just by moving (i.e., exiting a threatened space) but **activating a power that enhances movement or provides a kind of movement does not** *by itself* **provoke attacks of opportunity** even though the movement itself could.

Sustain

(PP cost; action)

This entry applies only to powers with continuous effects that have to be reactivated every round. Where there is no Sustain line on a continuous power, **you must use a free action to spend the Activation cost** (in PPs) to keep the power "on." The easiest way to adjudicate this at the table is to announce only when you activate and then deactivate a power, rather than declaring, round after round, that the power is still active. GMs will assume that if you activate a power, it stays active and you are paying the PP cost every round. However, **some powers indicate different sustain costs**, either in PPs or actions or both. If you take one such power, make sure to note the special rules on your character sheet and follow them. It's a trust-based game, for the most part, so just police yourself.

There are special Sustain times that have a different PP cost in combat than outside combat. In this latter case, the entry will say **"per round/minute" or "per round/hour,"** for example. This means that in combat, you must pay the PP cost per round, and out of combat, you pay only per minute, hour, etc. Powers just take a lot more juice when you're in a fight.

Range

Ranges of "self" affect only you. Ranges of "touch" require a touch or touch attack. You can always touch yourself. Other ranges are listed in feet or, very rarely, miles.

Standard Saves

Some powers provoke saving throws from your targets. A few list a set DC (e.g., "Reflex 15"), and some indicate what happens if you pass the save (e.g., "Reflex 15 [half]"). Most power DCs, however, follow a standard formula: **10 + half your character level + ability modifier**. When a save DC is *not* specified, that means that you use the standard DC, as in: "Reflex (half), Intelligence." This line indicates that the save type is Reflex (and the target takes half damage if they succeed), the DC is the standard formula, and the relevant ability for the power user is Intelligence.

Enhancements

These are add-ons to a power, tailor-made for that power in particular, and that you can buy with CPs. Enhancements work just like mini-powers and some use the same short-hand as above (activate, sustain, etc.). Every enhancement is specific to its power. You cannot buy an enhancement and apply it to a power other than the one it is listed with, although you will find quite a few enhancements that are common to many powers.

Limitations

These are limiting factors for powers, like a vulnerability, an in-game hindrance, or some other annoyance. Unlike enhancements, Limitations reduce the price of the power to which they're attached. That's the whole point of them. Limitations do not grant CPs. They reduce the cost of the power you're buying. No matter what limitations you put on a power, you cannot reduce its price to lower than the cost of the base power or to the cost of 1 rank in the power.

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 <u>Energy Attack: Concussive</u> can be a giant ghostly hammer that slams out of your forehead. <u>Natural Weapons</u> 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 <u>Natural Weapons</u> built onto them. Your <u>Amazing Leap</u> might actually be a side-effect of shooting your <u>Energy Attack: Heat</u> downwards like a rocket. Your <u>Power Armour</u> 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 Enhancement*s,* 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 pecs.

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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Game Roles for Powers

Game Roles

The powers in this game are mostly either combat-related (offensive/ defensive) or utility powers. There are very few buffs and only two healing powers (Healing Touch and Repairing Touch, and the latter is useful only on mechanical creatures). **The superhero genre just does not contain many powers that gamers would normally assign to the standard rolls "buffer" and "healer."** We have done this on purpose in order to simulate the genre as closely as possible, and one of the upshots of that decision is that healing lethal damage is not easy (i.e., healers are rare). Players and GMs should both be aware of this dynamic in the game and design their characters and their world(s) accordingly. The standard solution is to make most damage non-lethal and save lethal damage only for particularly dramatic or important encounters.

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Creating Powers

Creating Powers

There is unfortunately no purely mathematical way to create a balanced power. Many factors have to be taken into account. Here are the guidelines that we used to create the super powers to begin with. If you or your GM want to invent a new one, follow these general guides and use your judgement. Be prepared to change the power *after* you've designed it and even used it in a game or two. If it seems to powerful in the game, then reign it in. If it seems useless, then beef it up.

Don't Duplicate a Power

The first question to ask yourself is if the power you want to create is already in the system. For example, there is no power called *Claws* because the *Natural Weapons* trait already does that. There is not *Heat Vision* because *Energy Attack* already does that. Similarly, there are powers you can get only by combination, which is on purpose. The powers do only what they say they can do. If you want a useful ability out of the game, you have to pay for it. The argument that, "with this power I *should be able to* do something else" is anathema to the philosophy of this system.

By keeping the powers as separate as possible, the system provides both a great deal of flexibility and maintains fairness. In this system, you cannot for example take *Fire Form* and thus gain flight, flame strikes, heat resistance, etc. If you want to build a character with all those abilities, you have to pay for them individually. Making a power that simply combines several powers that are already in the game essentially breaks the system as it's designed, so don't do that.

Look for Pre-Existing Versions

The second question to ask is whether the ability you want is already in the SRDs somewhere. If it is, then you can probably cut and paste those rules, with a little tailoring. If the power you want is a spell, for example, you'll probably have an easier time designing it than if you're making it up from scratch.

Determine CP Cost

Add all of the following up in order to get a rough estimate of a power's cost in CPs. Mêlée damage is reckoned at about 1CP per 1d6. A 30-foot Touch attack costs on average about 3CP. A range increment of 50 feet costs 2CP. There are many standardised prices for enhancements, like activation time increases and decreases (2CP per action), as well as reflexive shifts (3CP). Look through the enhancements to get an idea of what already has a price and use it if it's there.

One full power is about 8 to 10CP. By a "full" power, we mean that it has some kind of debilitating effect in combat (damage, unconsciousness, etc.), or it achieves some useful effect either in or out of combat (avoiding obstacles, manipulating objects in a convenient way, etc.), and it has a couple of useful enhancements loaded on to it. This is a very rough estimate, of course. The base powers are often about 5CP to start and then have options that raise the price further, but the more useful a power is, the more expensive you should make it. That point bears repeating: the measure of power's CP cost is its *use value* in the game, not how hard it "should be" to achieve a certain effect by the reckoning of real-world physics or some such rationale. For example, flying at the speed of light is only 2CP because it's just not that useful in a game.

Aside from sheer power level, flexibility is something else to take into account when pricing a power. A power that grants a specific bonus, a +2 to Defence for example, may be extremely useful but it's limited to that one thing. A power that the player can shape into many and various forms should be very expensive, like *Force Field*. The moment you put that kind of creativity in the player's hands, they will make something deadly out of it. This is not *bad*. Creativity is the soul of role-playing games. It just needs to be *expensive*.

Determine Power-Point Cost

Power Point cost is usually just 1PP to activate and 1PP per round to sustain, but if the power grants an especially useful ability, feel free to raise it, but keep in mind that a 4th-level character, the default starting level of the game, will have only around 25 PPs, on average. It's perfectly reasonable that they can maintain a very strong power for only a few rounds. If the PP cost is 4PP per round, they will get only five or six rounds out of it before they need to rest and regenerate power points, and it'll be the *only* power they can use.

Powers that are based on a unit of damage, healing, distance, weight, or the like and that you intend to be used regularly can be "By Character Level" ("By CL"). The exemplar for this activation cost is *Energy Attack*. *Energy Attacks* that do relatively little damage don't cost anything in order to allow you to use them a lot. Very powerful *Energy Attacks* do cost a lot.

Determine Activation/Sustain Times

Finally, activation and sustain times are somewhat standardised. Movement powers should require no PP cost. Skill enhancers should require no cost. Powers/effects that inflict damage or heal damage should have a cost *By CL*.

The activation time can be a standard action if you think someone should be able to use the power and attack in the same round, or a move action if you don't. Use a full-round action if the power ought to require a little more prep time and be a little less common in a fight. Sustainable powers should have a sustain time of "round/minute" or even "round/hour" if they're useful outside of fights, but only for tasks that require time. For example, *Size Shift* can be very useful outside of a fight, but only if you don't have to pay for it per round.

The sustain cost, if applicable, is just the activation cost and a free action, unless you think that sustaining the power should require attention, in which case assign a swift, move, standard, or full-round action as you see fit.

That's about as specific as we can get with these guidelines. There is no formula to plug in and get a perfectly balanced power. You have to test it to know how it will behave in a game and you have to be willing to alter it once you've tested it to make sure that it works and is fair. If, as a GM, you do find that something is either too powerful or not powerful enough, you should just talk to the player and tweak it until it's not unbalancing the game any more. If, as a player, you realise that it's underpowered, then you have every right to ask if you can make it more on-par with your fellow players' abilities. If you realise it's overpowered, then it is your responsibility to suggest a way to limit it without ruining your fun. The best way to solve these kinds of problems is almost always the direct approach, person to person, rather than trying to solve it all in-character.

Power Table

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

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

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

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

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

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

Power	CP Cost	Activate	Sustain	Description
Ability Boost	varies	by mode	per round/minute	temporary increases to your ability scores
Ability Enhancement	2cp/rank	n/a	free; free	permanent +1 to one ability score
Alter Appearance	5cp base	1PP; full-round	per hour; swift	+10 bonus to Disguise checks
Amazing Accuracy**T**	2cp/rank	trait	trait	permanent +1 bonus to ranged attack
Amazing Combat Skill**T**	5cp/rank	trait	trait	permanent +1 bonus to your Base Attack
Amazing Defence	1cp/rank	1PP; use-activated	per round; free	permanent +1 enhancement bonus to Defence
Amazing Deflection**T**	2cp/rank	trait	trait	permanent +1 deflection bonus
Amazing Diplomacy**T**	1cp/rank	trait	trait	permanent +2 bonus to Diplomacy
Amazing Dodge**T**	2cp/rank	trait	trait	permanent +1 dodge bonus
Amazing Fighting**T**	2cp/rank	trait	trait	permanent +1 mêlée attack bonus
Amazing Initiative**T**	1cp/rank	trait	trait	permanent +1 to Initiative
Amazing Leap**T**	1cp base	trait	trait	permanent +10 to Jump
Amazing Scrutiny**T**	1cp/rank	trait	trait	permanent +2 to Sense Motive
Amazing Swimming**T**	2cp/rank	trait	trait	Swim speed 5 ft., permanent +1 to Swim
Amphibious**T**	3cp base	trait	trait	breath under water
Animal Affinity**T**	3cp base	trait	trait	normal animals do not attack you
Animal Form	6cp base	1PP; full-round	per round/hour	turn into a beast of nature
Appendages**T**	3cp base	trait	trait	extra limbs, like arms, tails, or even prehensile hair
Catfall**T**	2cp/rank	trait	trait	ignore 50 feet of falling damage
Cause Blindness	8cp base	1PP; use-activated	n/a	an attack that can cause blindness
Cause Confusion	10cp base	2PP; use-activated	n/a	an attack that can cause confusion
Cause Deafness	6cp base	1PP; use-activated	n/a	an attack that can cause deafness
Cause Earthquake	12cp base	2PP; full-round	full-round	the earth trembles at your will
Cause Fear	6cp base	1PP; use-activated	n/a	an attack that can cause fear
Cause Pain	6cp base	1PP; use-activated	n/a	an attack that can cause pain
Cause Pleasure	6cp base	1PP; use-activated	n/a	an attack that can cause pleasure

Power	Cost	Activation	Duration	Description
Cause Unconsciousness	12cp base	2PP; use-activated	n/a	an attack that can cause sleep
Charismatic Aura	5cp base	1pp; varies	per round; free	charm, intimidate, or frighten by your presence
Damage Reduction	1cp/rank	n/a	n/a	you have a permanent, inherent DR score
Danger Sense^T	3cp base	n/a	n/a	you cannot be caught flat-footed
Dominate Animals	8cp base	1PP; full-round	per round; free	control animals in a 300ft radius
Duplicate Self	8cp/rank	2PP per *Dupe*; standard	per round/minute; free	make a perfect genetic copy of yourself
Energy Attack	varies	by mode	by mode	generate damaging energy with your body
Energy Resistance	1cp/rank	none; use-activated	n/a	you gain a Resistance score
Esoteric Item^I	varies	n/a	n/a	an item with enhancements
Flight	varies	free; use-activated	free; free	fly like an eagle or an F-14
Force Field	6cp base	2PP; move action	per round/hour; free	generate solid energy bubbles
Gadget^I	varies	n/a	n/a	a device that generates a single power
Gremlinism	8cp base	1PP; standard	n/a	break machines with a look
Healing Touch	1cp/rank	1PP per d6; use-activated	n/a	you can instantly heal injury with a touch
Iconic Item^I	varies	n/a	n/a	a single item that manifests all of your powers
Invisibility	10cp base	1pp; full-round	per round/minute; free	disappear from sight
Life Leech	3cp/rank	2PP per d6; use-activated	n/a	drain the HPs of your opponents
Liquid Form	12cp base	1pp; move	per round/hour; free	transform into water
Longevity^T	1cp/rank	trait	trait	live beyond your years
Metamorph	3cp base	2pp; full-round	per round/hour; free	you can change into objects and machines
Mighty Lifting^T	2cp/rank	trait	trait	increase your carrying capacity
Mystic Spellcasting	8cp/rank	3PP per level; use-activated	n/a	cast mystical spells
Natural Armour^T	2cp/rank	trait	trait	natural bonus to Defence
Natural Weapons^T	varies	trait	trait	a body-mounted weapon
Need Not Breathe^T	4cp base	trait	trait	you don't need to breathe
Need Not Eat^T	1cp base	trait	trait	you don't need to eat
Need Not Sleep^T	2cp base	trait	trait	you don't need to sleep
Penetrating Vision	8cp base	1PP; move	per round/minute; move	see through solid objects
Phase	12cp base	1pp; standard	per round/minute	make yourself immaterial
Photographic Muscle Memory	1cp/rank	1PP per CP; special	special	mimic physical abilities that you observe
Power Absorption^M	12cp base	1PP; use-activated	per round (special)	steal others' powers
Power Armour^I	10cp base	n/a	n/a	a suit of armour made of

Gadgets

Power Detection[M]	5cp base	1PP; move	per minute; special	sense others' powers
Power Duplication[M]	5cp base	1PP; use-activated	per round (special); free	copy others' powers
Power Leech[M]	2cp/rank	by mode	special	steal others' power points
Power Nullification[M]	5cp base	1PP; use-activated	per round (special); free	cancel others' powers
Power Resistance[M]	8cp base	none; use-activated	n/a	you can ignore some powers
Possession	8cp base	1PP; standard action	per round/hour; free	project yourself into others' bodies
Pressure Adaptation[T]	2cp/rank	trait	trait	survive the ocean depths
Probability Manipulation	8cp base	1PP per +1; use-activated	n/a	alter random events
Psionic Manifestation	7cp/rank	4PP per level; use-activated	n/a	manifest psionic powers
Regeneration	varies	free; use-activated	free; free	regenerate HPs can an accelerated rate
Repairing Touch	1cp/rank	1PP per d6; standard	n/a	you can instantly repair machines by touching them
Shadow Affinity	2cp/rank	none; use-activated	per round; free	meld into shadows
Size Shift	special	1PP per size; full-round	per round/hour; free	go big or go small
Space Adaptation[T]	2cp base	trait	trait	survive in space, space I tells ya!
Stretching	1cp/rank	none; use-activated	n/a	stretch your limbs and body
Summon Creatures	2cp/rank	2PP per rank; full-round	n/a	create powerful allies who fight for you
Summon Objects	8cp	1pp; full-round	n/a	summon objects to your hands
Super Senses	3cp/rank	free; free	free	super-acute senses
Super Speed	varies	free; use-activated	use-activated	run really, really fast
Super Vehicle[I]	4cp	free; use-activated	use-activated	drive, float, or fly in your own *blank*mobile
Supertech Invention	varies	as power	as power	create Supertech devices
Surface Adhesion	3cp base	none; use-activated	use-activated	become a wall-crawler
Technopathy	5cp base	1PP; move	per round/hour; move	mentally connect with computers
Telekinesis	4cp/rank	1pp; standard	per round/hour; varies	move objects with your mind
Telepathy	8cp base	1PP; move action	per round/hour; varies	you can communicate mentally
Teleport	varies	1PP; full-round	full-round	instantaneous transportation
Temport	5cp base	1PP per hour; full-round	n/a	travel in time, forward and back
Turn Undead	5cp base	1PP; use-activated	n/a	repel creatures of the night
Weather Mastery	3cp/rank	1PP per 10º; standard	per round/minute; standard	summon fog, rain, snow, and mighty winds
Webbing	4cp base	1PP per 50 ft.; standard	n/a	spin a web, any size!

Act-Roll System

For some people, keeping track of Power Points is just too much of an annoyance to enjoy the game. The Act-Roll System ("act" for "activation") is an optional rule that you can use if you're one of those people. In it, you don't have power points. Instead, **you have an Act Bonus**, similar to a Save or a BAB. **Every power has a corresponding Act DC**. Your Act Bonus is determined by your class and it is not modified by any of your ability scores. See the table below for the Act Bonus progression by level.

Activation DCs

The Act DC of any power equals the CP cost of the effect you are trying to activate , including enhancements, limitations, and discounts. On your character sheets, you need to record the total CP cost of your power *before* adding any of the variable units?damage dice or weight for example?and then add the units on the fly. **For example**, if you had a *Ranged Energy Attack* (50 ft., 10d6, Knockback), the base activation would be DC 2 for the Knockback effect. For every die of damage you add, the DC would rise by 2. A 5d6 blast would be DC 12, and a 10d6 blast would be DC 22. Your Act Roll is not modified by an ability score, but you can raise it by taking one of the feats listed below.

Act Bonuses by Class and Level

	Good	Fair	Poor
Phoenix Classes	Thinker (Inventor, Mentalist, Mystic)	Adventurer, Martial Artist, Mastermind, Sidekick	Champion, Sleuth, Sneak, Socialite, Soldier, Warrior
Base Classes	-	Fast, Smart, Dedicated	Strong, Tough, Charismatic
AdvancedClasses	Acolyte, Battlemind, Mage, Telepath	Field Medic, Field Scientist, Negotiator, Personality, Techie	Gunslinger, Infiltrator, Investigator, Martial Artist, Soldier
1	+1	+0	+0
2	+2	+1	+1
3	+3	+2	+1
4	+4	+3	+2
5	+5	+3	+2
6	+6	+4	+3
7	+7	+5	+3
8	+8	+6	+4
9	+9	+6	+4
10	+10	+7	+5
11	+11	+8	+5
12	+12	+9	+6
13	+13	+9	+6
14	+14	+10	+7
15	+15	+11	+7
16	+16	+12	+8
17	+17	+12	+8
18	+18	+13	+9
19	+19	+14	+9
20	+20	+15	+10

Act Roll Consequences

If your Act roll would result in an automatic success (i.e., your bonus equals the DC), then you can activate that power at will. If you build your character right, you could never have to make an Act check by making sure that your Act Bonus always equals or is greater than your various Act DCs.

If the DC is higher than your Act Bonus, then you have to make an Activation Roll: d20 + Act Score. If you meet or beat

the DC, then the power activates normally. If you fail the roll, then the power does not go off. If you fail the roll by more than 5, then you take a Fatigue penalty to your Act Rolls for the rest of the encounter or scene. **For every 5 points by which you fail the roll, you take a cumulative -2 to your Act Rolls.** This penalty represents your decreasing ability to channel powerful energies. Your will slackens, your muscles tire, your tech overheats, etc. Your Fatigue penalty **lasts until the end of the encounter** or until you go **five rounds without activating** any powers. Instantaneous healing?anything with an Origin?also counters this penalty. Instead of restoring HPs, **every die of healing reduces your Act-Roll penalty by 2** (e.g., 3d6 would take a Fatigue penalty of -10 to -4).

You can score a Crit on your Act Roll. If you roll a natural 20 and confirm the success, you then get a x2 multiplier on your damage *or* you increase your power's Save DC by +4 *or* you double the numerical value of the power's effect(s) (whichever the GM deems appropriate).

There are a few changes you need to make to the game to make the Act Roll system work.

Feats

Remove the feat Hidden Power. Add the following feats:

Activation, Improved [General]
You have deep reserves of spiritual energy.
Benefit: Your over-all **Act Bonus improves by +2**.

Activation, Awesome [General]
Your inner strength is unreal.
Prerequisite: Improved Activation
Benefit: Your Act Bonus improves by an additional +2, for a **total of +4**.

Activation, Supreme [General]
You can move mountains with your force of will.
Prerequisite: Improved Activation, Advanced Activation
Benefit: Your Act Bonus improves by an additional +2, for a **total of +6**.

Focused Activation [General]
You are skilled at activating a particular power.
Benefit : Your Act Rolls gain a **+4 bonus with one power**.
Special: You can take this feet multiple times. Each time, it affects a new power.

Focused Activation, Improved [General]
You excel at activating one of your powers.
Prerequisites: Focused Activation, Character Level 6
Benefit: Your Act Rolls gain an additional +4 bonus with the power you picked for Focused Activation, for a **total of +8**. You can take this feet multiple times. Each time, it affects a power for which you have taken Focused Activation.

Focused Activation, Awesome [General]
One of your powers is bonded to your very soul.
Prerequisites: Focused Activation, Awesome Focused Activation, Character Level 8
Benefit: Your Act Rolls gain an additional +4 bonus with the power you picked for Focused Activation, for a **total of +12**.
You can take this feet multiple times. Each time, it affects a power for which you have taken Improved Focused Activation.

Focused Activation, Supreme [General]
One of your powers is bonded to your very soul.
Prerequisites: Focused Activation, Awesome Focused Activation, Character Level 10
Benefit : Your Act Rolls gain an additional +4 bonus with the power you picked for Focused Activation, for a **total of +16**.
Special: You can take this feet multiple times. Each time, it affects a power for which you have taken Awesome Focused Activation.

Act-Roll Crit, Improved [General]
You have over-achieving powers.
Prerequisite: Act Roll +6
Benefit: The critical threat range for your Act Rolls increases to **19-20**.

Act-Roll Crit, Awesome [General]
Your powers pack unusual punch.
Prerequisite: Act Roll +6, Improved Act-Roll Crit
Benefit : The critical multiplier for your Act Rolls increases **from x2 to x3**.

Metapowers

Change *Power Leech* to the following:

Power Leech [Metapower]
Cost: by mode
Activate: by mode
Range: by mode
Save: by mode
This power allows you to *Leech* the Act Bonus of other characters. The Origin of their powers does not matter; your body can simply convert the vital life force, radionic batteries, crystalline will (or whatever) into energy that you use to drive your powers. This power has two modes, Offensive Leech and Defensive Leech.

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 an Act-Roll bonus**. In any given

round and for every rank in the power, you can absorb **5HPs of damage and gain a temporary +1 enhancement bonus** to your Act Rolls. You must forgo your Saving Throw in order to use this mode. You retain this bonus until the end of your next turn, at which point the energy dissipates harmlessly if you don't use it. You *Leech* power 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 (Act Bonus +2)
Activate: use-activated (attack)
Range: touch
Save: Fortitude (negates), Constitution-based

You can *Leech* **other people's Act Roll bonus with a touch**. For every rank in this mode, you *Leech* 2 points off of their Act Roll. 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 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 Act Roll bonus. She takes a -2 penalty and you gain a +2.

Enhancements

Limitation: Non-Lethal Defensive Leech
Cost: 1CP per rank in the base power

When you *Leech* incoming Super damage, you take a number of NL equal to half the bonus you *Leech* (e.g., if you *Leech* +4, you take 2 NL). If you take non-lethal, energy-based, Super damage, then you avoid the damage entirely *and* gain a bonus.

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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