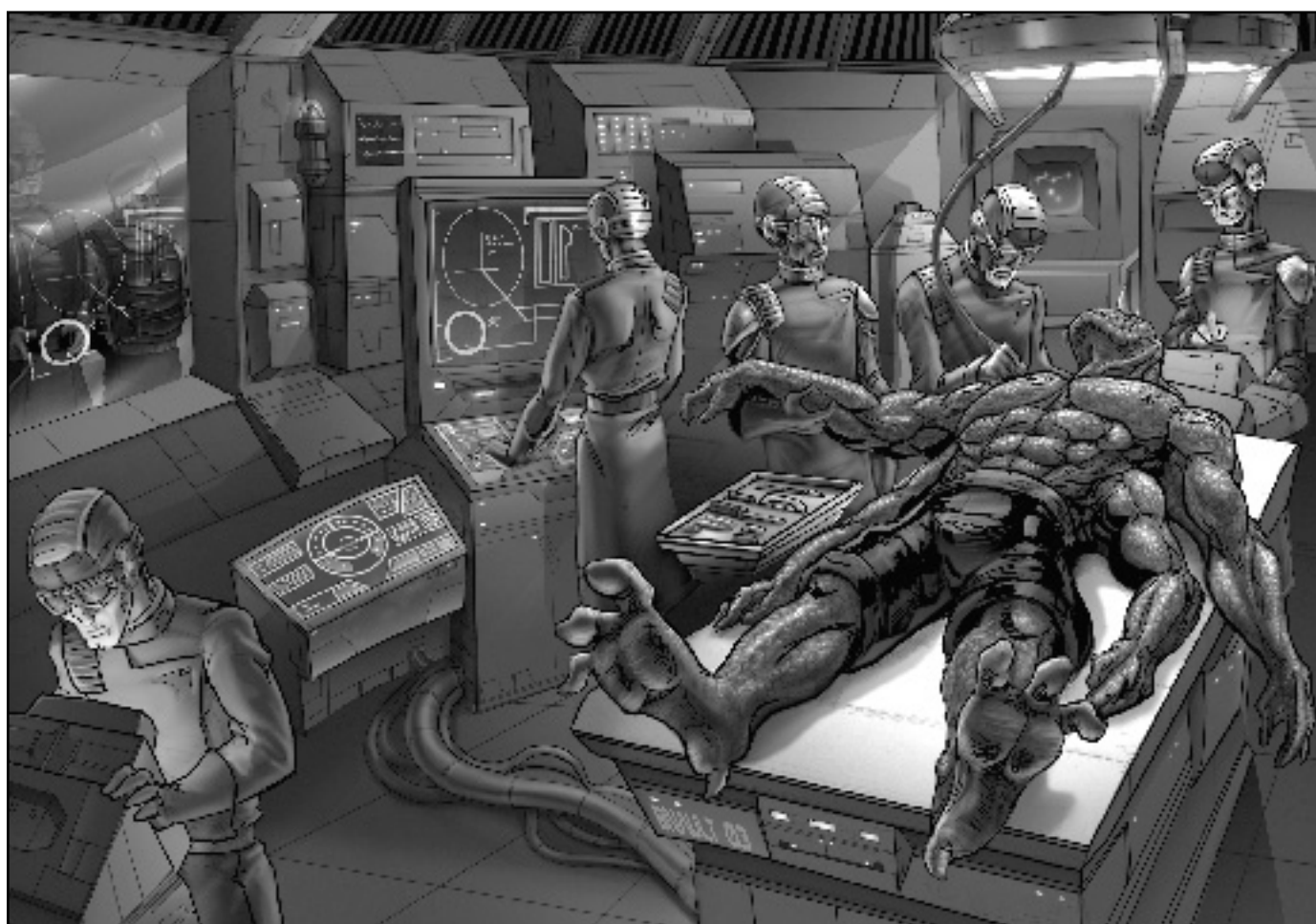


CHAMPIONS
SUPERPOWERED ROLEPLAYING



SUPERPOWERS DATABASE REVISED



STEVEN S. LONG



SUPERPOWERS DATABASE REVISED

THE UNTIL SUPERPOWERS DATABASE

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A WORD OR TWO OF APPRECIATION

Dedication: To Osiris, for the maintenance of dedicatory superiority.

Special Thanks: To David Mattingly, for starting the ball rolling. And to Nikki Vrtis, for the Directive, and more.

We'd also like to thank Monolith, Tom McCarthy, Bob Greenwade, and the other Digital Hero playtesters and testreaders who reviewed the USPD manuscript. Their help checking the math and spotting typos, inconsistencies, and dropped words is, as always, deeply appreciated.



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SUBJECT ID: MINDGAME

"Two images show the supervillain Mindgame. The first (above), taken from security cameras and digitally supplemented to show illusionary women

matching the description later given by the guard, shows how Mindgame employs his powers. Rather than a direct, frontal assault, he attacks

indirectly, using his image-creation abilities to distract, trick, and hinder his targets. (See page 117 for the second image.)

Category

FORCE

Subject ID

UNKNOWN

Martinez
Scale: ??**SUBJECT ID: UNKNOWN**

“This photograph, taken by a Japanese tourist in Paris, shows two heroes — Golden Eagle (an American) and Feu-Diamant (Firediamond, a Frenchman) fighting an unknown supervillain. Note the effectiveness of the villain’s wall of force — it easily blocks both heroes’ energy bolts at once without any strain

or difficulty. If possible, agents confronting villains with such powers should find ways *around* the force-wall, instead of trying to batter through it.

“The villain defeated both heroes and escaped the confrontation. Our efforts

to identify and locate him continue, since the mime motif of his costume indicates a particularly high degree of evil and depravity.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

A WORD OF THANKS

The Technical Corps gratefully acknowledges the assistance of the following superheroes and other persons, who demonstrated their powers or provided other information helpful in the preparation, maintenance, and expansion of the Database:

Anvil
Captain Chronos
Decibelle
Defender
Diadem

Diamond
Downshift
Dr. Silverback
The Drifter
Dwarfstar
Electron
Firewall
Fortuna
Ironclad
Jetstream
Kinetik

Pantheon
Previsione
Repulse
Sapphire
Sequoia
The Silicon Kid
Soaring Eagle
Teknique
Tricolor
Victory
Volt



Director Gideon H. Jones
UNTIL Technical Corps
Room DS1-1432 • One UN Plaza
New York, New York 10017

5 February 2003

Secretary-Marshall Wilhelm Carl Eckhardt
UNTIL World Headquarters
United Nations Building
New York City, New York

Dear Secretary-Marshall Eckhardt:

On behalf of the entire Technical Corps, and the Superhuman Analysis Division in particular, I am pleased to present you with the third and latest edition of the UNTIL Superpowers Database, a summary of information about superhuman abilities developed by the Division over the past several years. Building on the work of his predecessors, Antonio Villareal has assembled what I believe to be the most comprehensive and accurate archive of information regarding superhuman powers ever assembled.

Of course, this document is just a distillation of the entire database, which is far too large to print in one volume. It contains the essence of the data — descriptions of hundreds of catalogued superpowers, organized by type and function. Within each category of powers (Air Powers, Cyberkinetic Powers, Ice/Cold Powers, and so forth), Deputy Director Villareal has selected not only the most common abilities, but some of the more unusual and intriguing ones, to showcase the incredibly broad range of superpowers displayed by the world's metahumans. You can access the vast bulk of the data — test results, analytical reports, and the like — through the HUGIN computer network if you, or any other agent, wishes to know more.

Our data on superhuman abilities contains many gaps. Some powers we know about only from eyewitness reports rather than controlled scientific testing, for example. Fortunately, thanks to the cooperation of numerous superheroes, and even help from some supercriminals eager to reduce their sentences, we have obtained verifiable test results for most of the powers described in this report.

With this project complete, the Superhuman Analysis Division is proceeding with the creation of The UNTIL Supercriminal Tactical Reference Manual (USTRM), a tactical guide for agents facing superpowered foes in the field. Early drafts of part of the work are already available; I will keep you informed of the team's progress via my weekly reports.

As always, if you have any questions or suggestions, please contact me at your convenience.

Gideon H. Jones, Director
Technical Corps

HOW TO USE THIS BOOK

This is a book of pre-generated superpowers for use in your Champions games. It has two primary purposes. First, it's a time-saver. If you need to generate a character quickly, or you don't want to take the time and effort needed to create all of a character's powers from scratch, the Superpowers Database provides you with the shortcut you need. Just open to the appropriate section, select the sort of power you want, tweak it to taste, and in seconds you've got a new power for your character.

Second, it's an idea generator. If you're at a loss for what type of character to play, you can flip the book open at random and see if anything on that page catches your attention. If you already have a general idea of the type of character you want to create, some of the more unusual powers listed for each special effect may inspire you to take the character in new and intriguing directions.

Although many of the powers come with a list of options, don't feel constrained by what the book says. You can easily alter a power to suit the character you have in mind, and in most cases substitute one special effect for another with only slight alterations. And for many powers, increasing or decreasing the number of Active Points always remains an option.

POWER FRAMEWORKS

The UNTIL Superpowers Database is particularly helpful for characters trying to construct Power Frameworks built around a special effect. Generally speaking, any power listed within a special effects category is valid for inclusion in an Elemental Control for that special effect, though all other rules for ECs apply. (For example, even if a special effect's powers include an ability built with Damage Reduction, it's still against the rules to include that power in an EC, since it inherently costs no END — though of course you could apply the Costs Endurance Limitation to it and then put it in the EC.) The GM may, if he wishes, rule that certain powers are or are not eligible for inclusion in an EC.

Using the Database to construct Multipowers is even easier. Between the various powers and their options, a character can choose a suite of, say, Fire Powers or Teleportation Powers with just a few minutes' work. Where possible and advisable, powers are built in the 40-75 point range, to make it easy to create Multipowers without having to alter point totals too much.

Players with characters who have Variable Power Pools may find this book particularly helpful. Rather than having to calculate a new power every time, they can simply choose the power they want out of the Database and proceed without interrupting the game.

See pages 267-68 for some example Power Frameworks created using the Database.

WHAT THIS BOOK IS NOT

Having noted what this book is, it's also important to note what it is not.

First, it's not a book of gadgets. "Gadget" or "technology" is such a far-reaching special effect that it requires a book of its own. However, you can easily convert most of the powers in this book to gadgets by applying the appropriate Power Modifiers, such as Focus and Charges.

Second, it covers neither martial arts and related abilities, nor abilities defined as "extensive training and heightened skill." The Ultimate Martial Artist and Ninja Hero provide extensive coverage of the former (so please refer to them if you have a martial artist character in mind); the latter don't really qualify as "superpowers" in the sense this book means. They're better suited for Dark Champions and related products.

Third, the Superpowers Database doesn't cover magic and mysticism. That, too, is a wide enough subject for its own book. But again, conversion is easy if you have a supermage character in mind — just change the special effect from, say, "fire" to "mystic fire," or "sonics" to "enchanted bell," altering the write-up if necessary, and you're set.

Fourth, it's not comprehensive. No one book could describe every possible special effect or superpower any one gamer — or even entire teams of gamers — could create using the HERO System. Instead, the Superpowers Database provides reasonable coverage of the major special effects, listing not just basic powers associated with them, but some more unusual or intriguing applications that might not occur to you at first. In the end, it should not only help you when designing characters, but hopefully inspire you to create other powers using your imagination and the rules.

Fifth, it's not a blank permission slip to use any of these powers in your game. Some of the abilities listed in the book are powerful, with high Active Point costs, and may not be appropriate for every campaign. The GM should approve the use of any powers from this book.

Sixth, and most importantly, this book is not a straitjacket. You can often build a particular power two or more ways using the HERO System rules, so don't let the fact that this book chooses a particular method deter you from doing something else if you prefer. Rarely, if ever, is there an "official" way to build any given power or simulate any given special effect using the HERO System. The options provided for each power often describe alternate ways of creating the same power to help spur your imagination.

THE POWER TEMPLATE

To make this book as easy to use as possible, it describes each power with a standard template. The information provided applies only to the standard power; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the power. You can, of course, rename it to suit your own character if you prefer.

Effect lists the basic game effect of the power in simple terms: Energy Blast 8d6, Explosive; Desolidification; Telekinesis (30 STR). This tells you quickly what a power can do so you don't have to

delve into the full game write-up.

Target/Area Affected describes who or what the power affects. An Attack Power usually indicates “One character” or the area covered due to the Area Of Effect or Explosion Advantages. (Of course, sometimes even a “one character” power can be Spread, or used with Rapid Fire or Sweep to affect more than one target; a power’s shorthand description doesn’t override the rules.) “Self” indicates the power only works on the character using it (though it may still “affect” other characters; for example, other characters can perceive the effects of Shape Shift, even though it’s a “Self” power.)

Duration lists the power’s duration, typically Instant, Constant, Persistent, or Inherent (see the *HERO System 5th Edition, Revised*, page 98). “Uncontrolled” indicates the power has that Advantage; Continuing Charges are also listed here.

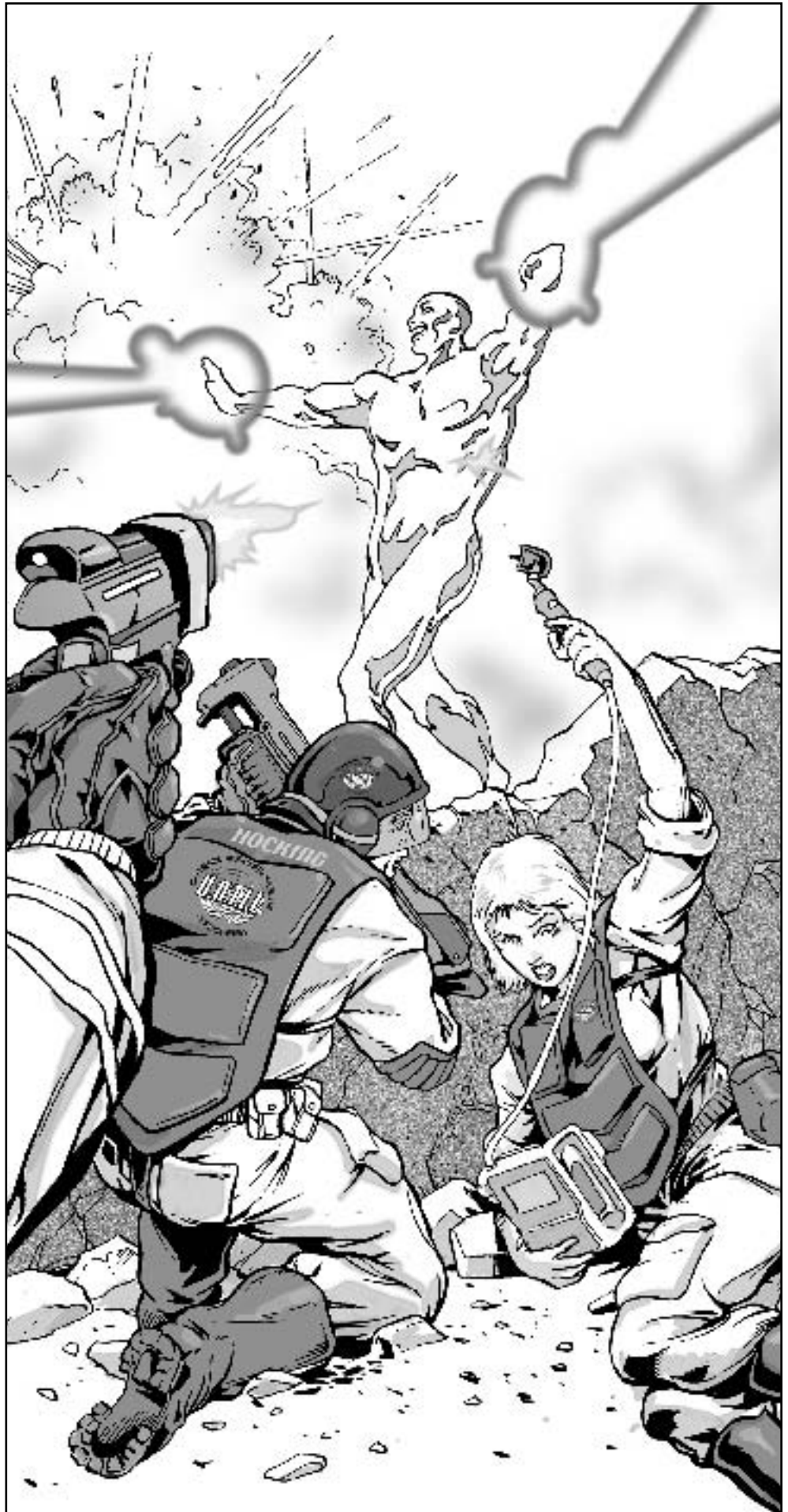
Range lists the range for the power. Ranged powers usually have a range in inches (Active Points x 5” in most cases), but may have “LOS” (Line Of Sight) range. “No Range” indicates the power has No Range; “Self” that the power only affects the character using it; “Touch” that the power involves having to touch another character (which usually requires an Attack Roll).

END Cost lists the power’s Endurance cost.

Description provides a (usually brief) textual description of the power. This section notes any special rules or rules applications relevant to the power.

Game Information is a full write-up of the power in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

Lastly, many powers have Options listed below the game information. These describe various standard ways to alter the power to create a slightly different ability. Optional powers often have their own names related to the standard power’s name. For example, under the power Fire Blast you can find an optional power called Cutting Fire, which is nothing more than the Armor Piercing Advantage applied to the Fire Blast.



ACID POWERS



SUBJECT: DIAMONDBACK

"In the employ of VIPER since the early 1980s, Diamondback is tough, strong, and fast. We know nothing about his origin. We suspect he was genetically engineered by VIPER scientists, and his loyalty to the organization tends to support that theory. But he responds poorly to interrogation, making it difficult to gather concrete data....

"While most superheroes know and fear Diamondback for his strength, resilience, and sharp claws, those are not the only natural weapons he possesses. He can also spit an acidic venom of high potency, as shown in this image (taken from a photojournalist's picture of a battle between VIPER and the Millennium City superhero Kinetik). Laboratory tests have shown that in approximately 12 seconds, Diamondback's acid can eat through 12 cm of steel. Agents expecting to encounter Diamondback should carry small vials of vinegar, which neutralizes the acid."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

Acid Powers represent a character's use of or control over acid or some acidic substance. You can also use Acid powers to represent any fast-acting attack with few defenses against it, such as napalm, superheated plasma, or biochemical attacks. The basic Acid power is RKA 1d6, Penetrating, Continuous, and Uncontrolled, and works against Energy Defense.

The Continuous and Uncontrolled effect of acid means the substance keeps damaging an affected target for a specific period of time. This lasts until one of either two things happens: the END allocated to the power runs out (or 1d6 Phases, if it costs 0 END); or the power reaches a defined damage threshold. The latter condition means the acid keeps damaging the target until the BODY damage rolled on the dice equals twice the BODY damage possible on a single attack. So, a basic Acid RKA 1d6 keeps attacking until the END allocated for it runs out, or until it inflicts a total of (2 x 6 =) 12 BODY. (This means the damage rolled on the dice, regardless of how the target's defenses apply.) Against a target with no Hardened rED, the maximum BODY typically occurs first.

A victim can also stop an Uncontrolled acid attack by applying the appropriate base, or by immersing himself in water. Immersion in water puts out the acid on the victim's next Phase (the immersion gets rid of the acid immediately, but the reaction also inflicts an additional immediate attack on the victim).

Example: *The Lord of Acid (SPD 4) hits Witchcraft (10 rED, not Hardened) with an Acid Cloud (RKA 1d6, Penetrating, Continuous, Uncontrolled). On Segments 3, 6, 9, and 12 (her attacker's Phases), Witchcraft takes 1d6 Killing damage. On Segment 3, The Lord of Acid rolls 4 BODY and 12 STUN. Since the attack is Penetrating, she takes 1 BODY and 1 STUN from the attack. On Segment 6, the attack continues, and this time rolls 6 BODY and 24 STUN. Witchcraft takes 2 BODY from that one (since the 6 that was rolled had two "BODY pips," and got them through her defenses as a minimum). If Witchcraft were to do nothing, the attack would keep whittling her down until 12 BODY was rolled on the acid's damage dice (or until the attacker's Uncontrolled END pool ran dry, but she doesn't know how much longer that might be). On Segment 8, however, she casts a Create Water spell directly over herself. That removes the acid, but the explosive reaction caused by dousing the acid also triggers one final attack on the Lord of Acid's next Phase. He rolls another 2 BODY and 10 STUN, which does 1 BODY and 1 STUN after she applies her defenses.*

OFFENSIVE POWERS

ACID CLOUD

Effect: RKA 1d6, Penetrating
Target/Area Affected: One Hex
Duration: Uncontrolled
Range: 260"
END Cost: 5

Description: The character can create a cloud of acidic vapors. He might breathe them from his mouth, shoot them from his hands, or exude them from his body. The cloud's damage functions as normal Acid damage.

Game Information: RKA 1d6, Area Of Effect (One Hex; +½), Continuous (+1), Penetrating (+½), Uncontrolled (see text; +½). Total cost: 52 points.

OPTIONS:

- 1) Large Acid Cloud:** Increase Area Of Effect to (5" Radius; +1). Total cost: 60 points.
- 2) Acidic Gas Bolt:** Instead of creating a cloud of acidic vapors, the character projects a wide bolt or beam of acidic vapors. Change Area Of Effect to (18" Line; +1), and apply No Range (-½). 60 Active Points; total cost 40 points.
- 3) Restricted Range:** Apply Limited Range (8"; -¼). 52 Active Points; total cost 42 points.
- 4) Exhale Acid Cloud:** The character can exhale an acid cloud at nearby targets. Apply Personal Immunity (+¼), No Range (-½), and Extra Time (Delayed Phase; -¼). 56 Active Points; total cost 32 points.

ACID PROJECTION

Effect: RKA 1d6, Penetrating
Target/Area Affected: One character
Duration: Uncontrolled
Range: 8"
END Cost: 4

Description: The character has the ability to project acid from his body, typically by spitting or squirting it. In most cases, this means the acid has a limited range, though some large creatures and other characters may not suffer from this restriction.

Game Information: RKA 1d6, Continuous (+1), Penetrating (+½), Uncontrolled (see text; +½) (45 Active Points); Limited Range (8"; -¼). Total cost: 36 points.

OPTIONS:

- 1) **Strong Acid:** Increase to RKA 2d6. 90 Active Points; total cost 72 points.
- 2) **Weak Acid:** Decrease to RKA ½d6. 30 Active Points; total cost 24 points.
- 3) **Irresistible Acid:** Change Penetrating to Penetrating (x2; +1). 52 Active Points; total cost 42 points.
- 4) **Acid Blast:** Remove Limited Range (-¼). Total cost: 45 points.
- 5) **Acid Blob/Ball:** The character has the ability to project a ball, blob, or other mass of acid. Add Explosion (-1 DC/2"; +¾). 56 Active Points; total cost 45 points.
- 6) **Acid Wall:** The character has the ability to create a wall of acid. Add Area Of Effect (18" Line; +1) and remove Limited Range (-¼). 60 Active Points; total cost 60 points. The wall lasts as long as the Endurance fed to it holds out. Instead of Area Of Effect (Line), the character can substitute other Area Of Effect shapes at the same point cost.
- 7) **Self-Immune Acid:** A character with this added option could conceivably take a bath in the acid he projects, at no harm. Characters whose bodies produce the acid they project normally take this option. Add Personal Immunity (+¼). 49 Active Points; total cost 39 points.
- 8) **Painful Acid:** This option makes the acid particularly painful — perhaps it eats through its targets slower, or just has added shock value due to

the horrific nature of the attack. Add +1 Increased STUN Multiplier (+¼). 49 Active Points; total cost 39 points.

- 9) **Slow-Acting Acid:** Acid with this added option lacks the effectiveness of normal acid. Perhaps it cauterizes the wounds it creates, or maybe it's a biological torture agent, designed to keep its targets awake during the carnage. It might not truly be acid at all, but some sort of slow disintegration beam. Add -1 Increased STUN Multiplier (-¼). 45 Active Points; total cost 30 points.
- 10) **Short-Range Acid Blast:** Acid with this option gets less harmful the farther away it gets from the attacker — maybe the acid stream breaks up in flight, or quickly loses effectiveness when exposed to air. Substitute Reduced By Range (-¼) for Limited Range (-¼). 45 Active Points; total cost 36 points.
- 11) **Restricted Acid Supply:** Characters with this added option run out of acid at some point. For example, if a character spits acid, eventually his mouth dries out, or his saliva glands become temporarily depleted through overuse. Add Activation Roll 14-, Burnout (-¼). 45 Active Points; total cost 30 points.
- 12) **Acid Rain:** The character doesn't shoot acid, he causes a rain of acid to strike the target from above. Add Indirect (always from above; +½). 52 Active Points; total cost 42 points.
- 13) **Inaccurate Acid:** The character's acid attack is inherently inaccurate (perhaps because he has to spit it at the target). Add Inaccurate (½ OCV; -¼). 45 Active Points; total cost 30 points.



**NEW LIMITATION:
INACCURATE**

This Limitation is an OCV equivalent to the DCV-reducing *Concentration* Limitation. Powers with Inaccurate are difficult to target properly.

For a -¼ Limitation, the character halves his OCV with the attack. Additionally, the base Range Increment for calculating the Range Modifier drops to 3", so that penalties accumulate at 3", 6", 12", 24", 48", and so on.

For a -½ Limitation, the character has a 0 OCV with the attack. Additionally, the base Range Increment for calculating the Range Modifier drops to 2", so that penalties accumulate at 2", 4", 8", 16", and so on.

AFFECTS POROUS

The Acid Control power, built with Telekinesis, has a +10 Character Point Adder, *Affects Porous*, so that it can affect liquids and gases.

Characters cannot ordinarily use Telekinesis to pick up liquids, but can do so if they buy this Adder. The amount of liquid a character can pick up depends on his telekinetic STR. A character may use *Affects Porous* Telekinesis to shape the picked-up liquid into crude forms (such as squares, spheres, or humanoid shapes); to actually sculpt the liquid requires Fine Manipulation and PS: Sculptor.

In the case of liquids like acid, the GM may choose to determine the amount of acid a character can pick up and manipulate based not on

ACID SHEEN

Effect: RKA ½d6, Penetrating, Damage Shield
Target/Area Affected: Self
Duration: Constant, Uncontrolled
Range: Touch
END Cost: 5

Description: The character's body can exude a thin film of acid, making it dangerous to touch him — and causing him to damage objects he touches or wears, unless they're resistant to acid.

This power has two effects. The first is the Damage Shield; that allows the character to cause damage when he touches or is touched by another person. The second is a typical acid attack; this reflects how the acid keeps damaging someone after they break contact with the character's acidid sheen.

Game Information: RKA ½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Personal Immunity (+¼) (total cost: 32 points) **plus** RKA ½d6, Continuous (+1), Penetrating (+½), Uncontrolled (see text; +½), Triggering (when Damage Shield activates, Trigger resets automatically and immediately; +¾) (37 Active Points); No Range (-½), Linked (victim must first take damage from Damage Shield; -¼) (total cost: 21 points). Total cost: 53 points.

DEFENSIVE POWERS**ACIDIC BLOOD**

Effect: RKA 1d6, Penetrating, Damage Shield, potentially Autofire
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has acidic blood (or like bodily fluids). Objects that penetrate his flesh (i.e., which do BODY damage to him) take damage from it; if something spills it, it harms whatever it hits. For every point of BODY damage the character takes, one Charge affects the physical object injuring him. If he wants to spill his own blood onto something to damage it, he has to inflict an injury on himself (the GM may require the character to succeed with an EGO Roll to do this).

Because a character has a finite supply of blood, his Acidic Blood powers have Charges — 2 Charges per point of BODY he has (representing the fact that he dies when he loses all of his blood, i.e., reaches negative his starting BODY). This writ-up assumes a character with 10 BODY.

Game Information: RKA 1d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Reduced Endurance (0 END; +½), Persistent (+½), Personal Immunity (+¼) (64 Active Points); Always On (-½), Only Works Against

*Objects Which Cause Character BODY Damage Or On Which Character's Blood Is Spilled (-1), 20 Charges which Recover by healing (character can only recover Charges by healing BODY damage; -¼) (total cost: 23 points) **plus** Autofire (20 shots; +1½) for this power (22 Active Points); No Conscious Control (number of shots used depends on BODY damage taken; -1) (total cost: 11 points). Total cost: 34 points.*

OPTIONS:

1) Boostable Blood: Instead of using the naked Autofire Advantage described above, make the Charges Boostable: the more blood that spills, the more damage an object takes. The Activation Roll associated with Boostable represents the chance that the character's blood becomes so thinned or diluted due to the damage he takes that eventually this power stops working until he heals up. This makes the Charges a -0 Limitation. 64 Active Points; total cost 26 points.

ACID-PROOF

Effect: Armor (0 PD/12 ED), Hardened, Only Versus Acid
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is largely immune to the effects of acid. The GM may, if he wishes, extend this protection to other acid-like substances, such as foul demonic ichor or toxic chemical waste. The amount of defense depends on the general effect of acid in the campaign setting; since this book rates them at RKA 2d6 maximum, Penetrating, 12 rED Hardened offers total protection from the BODY damage (though not necessarily from all the STUN).

Game Information: Armor (0 PD/12 ED), Hardened (+¼) (22 Active Points); Only Works Against Acid (-1). Total cost: 11 points.

OPTIONS:

1) Totally Acid-Proof: The character takes neither STUN nor BODY damage from ordinary acids. Change to Force Wall (0 PD/12 ED), Transparent (physical; +½), Reduced Endurance (0 END; +½), Persistent (+½), Hardened (+¼) (82 Active Points); No Range (-½), Self Only (-½), Only Works Against Acid (-1). Total cost: 27 points.

2) Inhale Acid: A character with this power can breathe inside an acidic environment (such as an acid cloud) and suffers no harm due to lack of oxygen. The caustic nature of the vapors still harms him, however. Add Life Support (Expanded Breathing: Acid). Total cost: 5 points (overall cost: 16 points).

UNTIL SUPERPOWERS DATABASE		TERMINAL SECURE	
Category ↔	ACID	Subject ID ↔	BLACK HARLEQUIN
			Martinez Scale: 9



ACID SHIELD

Effect: Force Field (15 PD/5 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character can place a small “wall” of acid in front of himself to destroy some incoming attacks before they even hit.

Game Information: *Force Field (15 PD/5 ED) (20 Active Points); Limited Arc Of Protection (60 degrees in front; -1). Total cost: 10 points.*

OPTIONS:

1) **Acid Bubble:** A protective field of acid surrounds the character. Remove Limited Arc Of Protection. Total cost: 20 points.

2) **Deadly Acid Shield:** The character’s Acid Shield damages anyone who touches him, or whom he Grabs. Buy an Acid Sheen power (see above) as well, Linking it to the Force Field.

MISCELLANEOUS POWERS

ACID CONTROL

Effect: Telekinesis (10 STR), Acid Only

Target/Area Affected: Up to 100 kg of acid

Duration: Constant

Range: 75”

END Cost: 2

Description: The character can control acid — move it around, shape it, throw it, form a huge acid blob in the sky that spells HELP, or otherwise manipulate it. He cannot create acid with this power, only move it around. He can, for example, shape a puddle of acid so that it forms a hollow sphere to trap and opponent (unless the opponent wants to walk through a flesh-eating liquid).

Game Information: *Telekinesis (10 STR), Affects Porous (25 Active Points); Only Works On Acid (-1½). Total cost: 10 points.*

OPTIONS:

1) **Acidic Gas Control:** Add a naked Advantage, Area Of Effect (4” Radius; +1¼) (31 Active Points); Only Works On Acid (-1½); total cost: 12 points. This allows the power to affect acidic clouds, gases, and mists as well as liquids.

SUBJECT: BLACK HARLEQUIN

“The attached photo depicts the armored gauntlet of Defender, a member of the Champions, after being hit with the Black Harlequin’s “Tears Of A Clown.” A caustic liquid resembling acid, the Tears can inflict significant injury as well as destroying weapons and gadgets. Recommend we obtain samples for analysis so that we can develop a counter-agent.”

—Superhuman Combat Analysis Report (SCAR) filed by Agent Yosef Dubroski

Continued from last page

weight, but on damage. For every 5 points of telekinetic STR, the character can pick up 1 DC worth of acid.

Affects Porous Telekinesis can affect gases, smokes, and mists, but only if it also has the Advantage *Area Of Effect*. This may grant Telekinesis some Dispel-like effects, since characters usually build gases and smokes with Powers (such as Change Environment, Darkness, and NND EB). If the GM considers this abusive, he should disallow this use of Telekinesis, instead requiring characters to buy Dispel (and similar Powers).

BODY OF ACID

Effect: Desolidification plus RKA ½d6 Damage Shield

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's entire body is actually composed of acid (though he maintains a humanoid shape). Ranged attacks pass directly through him. Hand-to-hand attacks typically also do no damage to him, but probably harm his attacker. Any hand-to-hand attacks that actually damage the character (do BODY) are subject to an extra dose of acid splashing back on them (the character should also buy the Acidic Blood power).

A character with a body of acid should take Disadvantages to reflect the fact that his body is made of liquid, and cannot interact safely with water. A Susceptibility would be appropriate, as might some types of Physical Limitation.

Game Information: *Desolidification (affected by Ice/Cold or Water attacks), Reduced Endurance (0 END; +½), Persistent (+½), (80 Active Points) Cannot Pass Through Solid Objects (-½), Always On (-½) (total cost: 40 points) plus*

RKA ½d6, Continuous (+1), Damage Shield (+½), Penetrating (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Persistent (+½), Affects Physical World (+2) (62 Active Points); Always On (-½), Linked (-¼) (total cost: 35 points). Total cost: 75 points.

OPTIONS:

1) Transform Into Acid: The character can switch between human form and acid form. Remove Always On from both powers. Total cost: 103 points.

2) Splatter Spray: When an attack hits the character, it causes acid to splash all around the character. The GM should roll the Activation Roll separately for each of the affected hexes (the one the character is in when hit, and the six surrounding hexes) to determine where the acid splashes. Add Area Of Effect (2" Radius; +¾) to the Damage Shield as a naked Advantage, with Activation Roll 8- (-2). 8 Active Points; total cost 3 points.

3) Puddle Form: The character can change forms between a humanoid body of acid and a puddle of acid — useful for hiding, or ambushing opponents. Add Shapeshift (Sight, Touch, and Radio Groups), Instant Change, Costs END Only To Change Shape (+¼). Total cost: 26 points.

AIR AND WIND POWERS



Like the other “elemental powers” (Earth, Fire, Water), Air is a special effect with a great deal of flexibility. You can create dozens of powers based on a character's ability to manipulate air and wind. You may also want to look at the following: Animal Powers: Avian; Fire Powers (regarding smoke powers); Ice/Cold Powers; Telekinetic Powers; and Weather Powers.

Most people associate Air with speed and agility. Therefore, Air-based characters often have high DEXs, SPDs, and related abilities (such as Lightning Reflexes or Movement Skill Levels).

use this power. (See also Tornado Blast and Wind Gust, below.)

Game Information: *Energy Blast 7d6, Double Knockback (+¾) (61 Active Points); Does Not Work Underwater Or In A Vacuum (-¼). Total cost: 49 points.*

OPTIONS:

1) Strong Air Blast: Increase damage to Energy Blast 8d6. 70 Active Points; total cost 56 points.

2) Weak Air Blast: Reduce damage to Energy Blast 5d6. 44 Active Points; total cost 35 points.

3) Agile Air Blast: The Air Blast can come from any direction. Add Indirect (+¾). 87 Active Points; total cost 70 points.

4) Invisible Air Blast: The Air Blast, like air itself, is invisible, although other characters can normally pinpoint the source of an Air Blast either by observing the character's gestures and actions, succeeding with a simple Touch Perception Roll (for the target of the blast), or succeeding with a Sight PER Roll (for the target or any bystanders — they cannot see the air itself, but can track effects such as blown papers and dust). The GM may impose penalties on the PER Rolls if appropriate; for example,

OFFENSIVE POWERS

AIR BLAST

Effect: Energy Blast 7d6, Double Knockback

Target/Area Affected: One character

Duration: Instant

Range: 305"

END Cost: 5

Description: The character can project air from his body, typically by blowing it, shooting it from his hands, or by pushing the surrounding air. If the character has no access to any air, he cannot

an onlooker might suffer a -3 PER Roll penalty if the area where the character fires the blast is mostly free of dust and light debris. Add Invisible To Sight Group (special effects are invisible, but not the source of the power; +¼). 70 Active Points; total cost 56 points.

5) Area Air Blast: The character can project a line of air that pushes back all along its path. The line of air is particularly effective, since it not only does a little damage against those within the line, but it has a good chance of pushing targets into each other, doing additional damage. Add Area Of Effect (24" Line; +1) and No Range (-½). 96 Active Points; total cost 55 points.

6) Supreme Air Control: Characters with this added option are such masters of air that even if their attack were Missile Reflected back against them, they would remain unharmed. Add Personal Immunity (+¼). 70 Active Points; total cost 56 points.

7) Walking Against The Wind: A character with this option can continue attacking a target with Air Blast as long as he expends the necessary END. Add Continuous (+1). 96 Active Points; total cost 77 points.

8) Sniper Air Blast: Air already surrounds all of us, so a character with this option can attack a target with the air already surrounding him, making it easier to hit him. Add No Range Modifier (+½). 79 Active Points; total cost 63 points.

9) Self-Created Air Blast: Characters with this form of Air Blast can produce their own air for the attack, so they can use it in environments that lack air. Remove Does Not Work Underwater Or In A Vacuum. Total cost: 61 points.

10) Diminishing Air Blast: An Air Blast with this option cannot maintain its cohesion over range, so it eventually spreads out and does less damage. Add Reduced by Range (-¼). 61 Active Points; total cost 41 points.

11) Air Punch: A more focused blast of air, designed more to injure the target than to inflict Knockback. Remove Double Knockback, add +5d6 for an Energy Blast 12d6. 60 Active Points; total cost 48 points.

12) Blinding Air Blast: The character's blast picks up dust and other particulate matter along the way and blows it into the victim's eyes. Add Sight Group Flash 4d6, NND (defense is solid coverings protecting the eyes; +½) (30 Active Points); OIF (dust of opportunity; -½), Linked (-½) (total cost: 15 points). 61 + 30 = 91 Active Points; total cost 49 + 15 = 64 points.

AIRBORNE SUPREMACY

Effect: Suppress Flight and Gliding 8d6

Target/Area Affected: One character

Duration: Constant

Range: 250"

END Cost: 5

Description: The character's mastery of air and wind allow him to interfere with other characters' ability to move through the air.

This power uses the Variable Effect Advantage in a slightly different way. Rather than focusing on a specific special effect (such as "wings" or "fire powers"), it applies the Advantage based on what both Flight and Gliding accomplish — allowing a character to move through the air. Characters should not be allowed to use the power against Ground Gliding, Flight that only works in contact with the ground, or other uses of those two powers that don't involve traditional flying or gliding.

Game Information: Suppress Flight or Gliding 8d6, one Power at a time (+¼). Total cost: 50 points.

OPTIONS:

1) Strong Airborne Supremacy: Increase to Suppress 12d6. Total cost: 75 points.

2) Weak Airborne Supremacy: Decrease to Suppress 6d6. Total cost: 37 points.

AIR MASTERY

Effect: Suppress Air Powers 4d6

Target/Area Affected: One character

Duration: Constant

Range: 300"

END Cost: 6

Description: The character's control of air and winds is so great he can interfere with, and perhaps even temporarily prevent the use of, another character's air powers.

Game Information: Suppress Air Powers 4d6, all Air Powers simultaneously (+2). Total cost: 60 points.

OPTIONS:

1) Strong Air Mastery: Increase to Suppress 6d6. Total cost: 90 points.

2) Weak Air Mastery: Decrease to Suppress 2d6. Total cost: 30 points.

3) Stealing The Wind I: A character with this power literally takes the air powers from another character and uses them to augment his own. Transfer 1d6 (target's air powers to character's Air powers), affects all of target's Air Powers simultaneously (+2), affects all of character's Air Powers simultaneously (+2), Ranged (+½). Total cost: 82 points.

4) Stealing The Wind II: As Stealing The Wind I, but allows for greater effect. Add Can Transfer Maximum Of 30 Points' Worth Of Air Powers. Total cost: 148 points.

**SUBJECT ID:
SUMMER CLOUD**

“A recent conflict between a group of mutated VIPER agents and the Tiger Squad on the streets of Beijing afforded a member of the United States intelligence community the opportunity to observe the Squad in action and take several pictures with a digital camera. Our CIA liaison arranged for an exchange of data which gave us access to the photos and the report.

“This image depicts Squad member Xiàjì Yún, or *Summer Cloud* in English. Press releases from the Chinese government indicate that her powers involve wind manipulation and control; based on our analysis of this and other data, we suspect she may have some control over heat or temperature as well, and perhaps other minor weather control powers.”

—from the classified UNTIL report, *Superhumans And Superhuman Activity In The People's Republic Of China*

AIR RIFLE

Effect: Energy Blast 9d6, RKA 3d6
Target/Area Affected: One character
Duration: Instant
Range: 225"
END Cost: 4

Description: The character uses the wind to pick up a small object and hurl it at his target. Blunt objects do Normal Damage; sharp or pointed ones do Killing Damage.

Game Information:**Cost Power**

- 30 *Air Rifle:* Multipower, 45-point reserve; all OIF (objects of opportunity; -½)
 3u 1) *Blunt Objects:* Energy Blast 9d6; OIF (blunt objects of opportunity; -½)
 3u 2) *Sharp Objects:* RKA 3d6; OIF (sharp/pointed objects of opportunity; -½)

Total cost: 36 points.

OPTIONS:

- 1) **Powerful Air Rifle:** Increase Multipower reserve to 60 points, Energy Blast to 12d6, and RKA to 4d6. Total cost: 48 points.
 2) **Blinding Dust:** The character can also blow ambient dust and dirt into a target's eyes, temporarily blinding him. Add a Sight Group Flash 9d6 slot (total cost of slot: 3u). Total cost: 39 points.

EXTINGUISH FIRE

Effect: Dispel 12d6, Any One Fire Power
Target/Area Affected: See text
Duration: Instant
Range: 225"
END Cost: 4

Description: This power puts out fires (whether they're natural, or the result of superhuman involvement) by removing the oxygen the fire needs to “breathe.”

For fire powers possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills one hex or less, use its Active Points (typically for an RKA, Continuous) to determine whether the Dispel works (see pages 444-45 of the *HERO System 5th Edition*, Revised for suggested damage ranges for fires). If it fills more than one hex, the character can either extinguish it one hex at a time, or in larger “pieces.” To determine the Active Points for a multi-hex fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: Dispel 12d6, any Fire Power one at a time (+¼). Total cost: 45 points.

OPTIONS:

- 1) **Strong Extinguishing:** Increase Dispel to 20d6. Total cost: 75 points.
 2) **Weak Extinguishing:** Decrease Dispel to 10d6. Total cost: 37 points.
 3) **Broad-Spectrum Extinguishing I:** Increase Variable Effect to any two Fire Powers simultaneously (+½). Total cost: 54 points.
 4) **Broad-Spectrum Extinguishing II:** Increase Variable Effect to any four Fire Powers simultaneously (+1). Total cost: 72 points.
 5) **Broad-Spectrum Extinguishing III:** Increase Variable Effect to all Fire Powers simultaneously (+2). Total cost: 108 points.
 6) **Where There's Fire, There's Smoke:** The character uses his control of air to blow away (or transmute) the smoke while he starves the fire. Change to a Multipower with a 45-point reserve, one slot with the power above, and one slot defined as any Smoke Power one at a time. Total cost: 53 points.
 7) **Wide Extinguishing I:** A character with this power can apply his Dispel to multiple hexes' worth of fire simultaneously and ignore the Area Of Effect on the fire for purposes of determining the Active Points he must overcome with his Dispel roll, or may affect multiple fire-using characters within an area at once. Add Area Of Effect (5" Radius; +1). Total cost: 81 points.
 8) **Wide Extinguishing II:** Like Wide Extinguishing I, but covering a much smaller area, and mostly useful for easily hitting fast-moving fire-using characters. Add Area Of Effect (One Hex; +½). Total cost: 63 points.
 9) **Increasing Extinguishing:** A character with this option might not always put out a fire on the first try, but often he can whittle it down until there's eventually nothing left. Add Cumulative (+½). Total cost: 63 points.

HARDENED AIR

Effect: Entangle 4d6, 4 DEF, Takes No Damage From Attacks
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character “hardens” the air around a target, preventing him from moving.

Game Information: Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½) (60 Active Points); Cannot Form Barriers (-¼), Vulnerable (to air powers; -¼). Total cost: 40 points.

OPTIONS:

- 1) **Double-Hardened Air:** Increase to Entangle 6d6, 6 DEF. 90 Active Points; total cost 60 points.
 2) **Less-Hardened Air:** Decrease to Entangle 3d6, 3 DEF. 45 Active Points; total cost 30 points.



MIST CONTROL

Effect: Telekinesis (8 STR) and Dispel Mists 12d6

Target/Area Affected: One character

Duration: Constant/Instant

Range: 220"/225"

END Cost: Varies

Description: The character's control over the air extends to mists, smokes, gases, and the like, allowing him to affect powers with those special effects as well as related natural phenomena.

Game Information:

Cost Power

45 *Mist Control:* Multipower, 45-point reserve

4u 1) *Mist Manipulation:* Telekinesis (8 STR), Affects Porous (only versus mists), Area Of Effect (2" Radius; +1)

4u 2) *Mist Dispersion:* Dispel Mists 12d6, any Mist/Smoke/Gas Power one at a time (+¼)

Total cost: 53 points

OPTIONS:

1) **Greater Mist Control:** Increase Multipower reserve to 74 points, the first slot to Telekinesis (18 STR) Affects Porous, Area Of Effect (4" Radius), and the second slot to Dispel Mists 12d6 any four powers at once; and add a third slot for Dispel 18d6, any one power. Total cost: 95 points.

SUFFOCATION

Effect: Energy Blast 4d6, NND

Target/Area Affected: One character

Duration: Constant

Range: 300"

END Cost: 6

Description: Most characters need air to breathe. Some air-controlling characters can "cut off" a target's supply of oxygen, removing the air from the target's lungs and preventing him from obtaining any more. This quickly causes the victim to pass out.

This power assumes the character just wants to quickly knock the victim out. To kill via suffocation, use the Strangulation Bubble power on page 99.

Game Information: Energy Blast 4d6, No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1), Continuous (+1). Total cost: 60 points.

OPTIONS:

1) **Faster Suffocation:** Increase to Energy Blast 6d6. Total cost 90 points.

2) **Slower Suffocation:** Reduce to Energy Blast 3d6. Total cost 45 points.

3) Drowning In Air: The Suffocation power works much more quickly than the standard rules for drowning (*HERO System 5th Edition, Revised*, page 424). To simulate drowning, use this power instead: Change Environment 1" radius, -1 Temperature Level (remove all breathing gases from the area around the target), Usable As Attack (defense is Life Support [Self-Contained Breathing]; +1), Ranged (+½) (total cost: 12 points). This forces the target to hold his breath, denying him Recoveries and causing him to spend a minimum of 1 END per Phase (and, eventually, STUN and BODY instead). Since it's bought Usable As Attack, the effect moves with the target as he moves.

4) Expanded Suffocation I: A character with this option can remove the air from around a target (possibly multiple targets) without having to worry about accurate targeting. Add Area Of Effect (One Hex; +½). Total cost 70 points.

5) Expanded Suffocation II: A character with this option can remove the air from an entire area, though the effect is less pronounced away from the center. Add Explosion (+½). Total cost 70 points.

6) Expanded Suffocation III: Similar to II, but much more effective. Add Area Of Effect (6" Radius; +1). Total cost 80 points. Characters may substitute other +1 Areas Of Effect if desired.

7) Expanded Suffocation IV: For greater control of the suffocation power, this option lets the character choose who loses his air supply, and who doesn't. Add Area Of Effect (6" Radius; +1), Selective (+¼). Total cost 85 points.

8) Expanded Suffocation V: Similar to III, but it only works in the area immediately around the character. Add Area Of Effect (6" Radius; +1), Personal Immunity (+¼), and No Range (-½). 85 Active Points; total cost 57 points. Characters may substitute other +1 Areas Of Effect if desired.

9) Powerful Suffocation: The sudden loss of air may cause the victim to collapse, which reduces his DCV for other attacks before he can get back on his feet. Add Does Knockback (Knockdown only; +¼). Total cost 65 points.

10) Burst Suffocation: Instead of making an ongoing attack, a character with this power only removes the air from around an opponent temporarily. The air comes rushing back after just a moment (i.e., the next Segment; the character might buy this as a small Linked Hearing Group Flash). Remove Continuous. Total cost 40 points.

TORNADO BLAST

Effect: Energy Blast 6d6

Target/Area Affected: 3" Radius

Duration: Instant

Range: 300"

END Cost: 6

Description: The character can create a tornado-like effect over a 3" radius area. Anything within that area suffers damage and gets tossed in a random direction if it takes Knockback.

Game Information: Energy Blast 6d6, Area Of Effect (3" Radius; +1) (60 Active Points); Does Not Work Underwater Or In A Vacuum (-¼), Random Knockback (see Champions, page 153; -0). Total cost: 48 points.

OPTIONS:

1) Stronger Tornado Blast: Increase damage to Energy Blast 8d6 and the Area Of Effect to a 4" Radius. 80 Active Points; total cost 64 points.

2) Lethal Tornado Blast: Substitute RKA 2d6 for Energy Blast 6d6. 60 Active Points; total cost 48 points.

3) Larger Tornado Blast: Increase Area Of Effect to 6" Radius (+1¼). 67 Active Points; total cost 54 points.

4) Diminishing Tornado Blast: This Tornado Blast covers a larger area, but starts to lose effect quickly, so targets outside the center of the area take less damage. Replace Area Of Effect with Explosion (-1 DC/3"; +1). 60 Active Points; total cost 48 points.

5) Powerful Tornado Blast: This Tornado Blast is far more likely to hurl affected targets out of the affected area. Add Double Knockback (+¾). 82 Active Points; total cost 66 points.

6) Cyclone Blast: This form of Tornado Blast lingers in the area as long as the character keeps paying END. Add Continuous (+1). 90 Active Points; total cost 72 points.

WIND CONTROL

Effect: Telekinesis (30 STR)

Target/Area Affected: One character

Duration: Constant

Range: 225"

END Cost: 4

Description: The character exerts control over winds and air, using them to pick up and move objects without having to touch them.

Game Information: Telekinesis (30 STR). Total cost: 45 points.

OPTIONS:

1) Wind-Strength: Increase to Telekinesis (40 STR). Total cost: 60 points.

2) Weak Winds: Decrease to Telekinesis (20 STR). Total cost: 30 points.

3) Wind Manipulation: Add Fine Manipulation. Total cost: 55 points.

4) Restricted Wind Control: The character can't control the winds with quite the same precision as other air-manipulators. Apply Affects Whole Object (-¼). 45 Active Points; total cost 36 points.

5) Clumsy Wind Control: The character has even less control over wind and air. Apply Affects Whole Object (-¼) and Only To Push Objects Away (-1). 45 Active Points; total cost 20 points. (Character may substitute a similar Limitation, such as Only To Pull Objects Toward Character, for Only To Push Objects Away.)

6) Precise Wind Manipulation I: The character has such control over air that he can move liquids as well as solids. Add Fine Manipulation and Affects Porous (page 10). Total cost: 65 points.

7) Precise Wind Manipulation II: As Precise Wind Manipulation I, but allows the character to move gases as well. Decrease to Telekinesis (10 STR) and add Fine Manipulation, Affects Porous (page 10), and Area Of Effect (4" Radius; +1). Total cost: 70 points.

WIND GUST

Effect: Energy Blast 6d6, Double Knockback

Target/Area Affected: 11" Cone

Duration: Instant

Range: No Range

END Cost: 8

Description: The character emits a powerful blast of wind that affects everyone 60 degrees in front of him.

Game Information: Energy Blast 6d6, Area Of Effect (11" Cone; +1), Double Knockback (+¾) (82 Active Points); No Range (-½), Does Not Work Underwater Or In A Vacuum (-¼). Total cost: 47 points.

OPTIONS:

1) Stronger Wind Gust: Increase damage to Energy Blast 8d6 and the Area Of Effect to a 15" Cone. 110 Active Points; total cost 63 points.

2) Knocked Around Like Tenpins: This form of Wind Gust only causes Knockback; it inflicts no damage directly. Add the Limitation Does No STUN/BODY, Just Knockback (-¾). Total cost: 33 points.

DEFENSIVE POWERS

AIR CUSHION

Effect: Knockback Resistance -7" and Breakfall 14-

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1 for each slot

Description: The character can form "cushions" of compressed air behind or beneath himself, making it easier for him to withstand Knockback or survive long falls.

Game Information:

Cost Power

9 *Air Cushion:* Multipower, 14-point reserve; all Costs Endurance (-½)

1u *1) Knockback Dampening Cushion:* Knockback Resistance -7"; Costs Endurance (-½)

1u *2) Fall-Breaking Cushion:* Breakfall 14-; Costs Endurance (-½), Only For Falls Of 2 Segments' Duration Or Longer (-½)

Total cost: 11 points.

OPTIONS:

1) Ranged Air Cushion: The character can also create air cushions behind or beneath other people. Increase Multipower reserve to 24 points and add two slots that are the same as those above, but with the Advantages Usable By Other (+¼) and Ranged (+½). Total cost: 19 points.

AIR POINT DEFENSE

Effect: Missile Deflection (all physical attacks)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character uses his control of winds and air to deflect, block, or misdirect physical Ranged attacks directed at him.

Game Information: Missile Deflection (all physical attacks) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.

OPTIONS:

1) Improved Air Point Defense: Add +4 with Missile Deflection. Total cost: +8 points.

2) Expanded Air Point Defense: The character can use his power to protect his friends as well. Add the Range (+1) Advantage. 30 Active Points; total cost 20 points.

3) Right Back Atcha: The character can direct a physical Ranged attack away from himself and back at the person who fired it at him, or at anyone else. Add Missile Reflection at any target. 45 Active Points; total cost 30 points.

AIR SHIELD

Effect: Force Field (20 PD/20 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character protects himself with swirling, compacted currents of air that block and deflect incoming attacks.

Game Information: Force Field (20 PD/20 ED). Total cost: 40 points.

OPTIONS:

1) Strong Air Shield: Increase to Force Field (30 PD/30 ED). Total cost: 60 points.

2) Weak Air Shield: Decrease to Force Field (15 PD/15 ED). Total cost: 30 points.

3) Tough Air Shield: Add Hardened (+¼). Total cost: 50 points.

4) Altered Air Shield: This form of Air Shield has more effect against physical attacks, making it more "realistic." Force Field (25 PD/15 ED). Total cost: 40 points.


**SUBJECT ID:
ZEPHYR**

“Perhaps the most notable thing about Zephyr is her extreme mobility. Able to fly at speeds exceeding 500 miles per hour, she can accelerate or decelerate to full speed almost instantly, and has a much higher degree of maneuverability than most flyers. Catching or keeping up with her proves difficult, even for other flying superhumans.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

AIR WALL

Effect: Force Wall (8 PD/8 ED)
Target/Area Affected: One character
Duration: Constant
Range: 200”
END Cost: 4

Description: The character can create a solid wall of air that allows him to protect himself (and sometimes other people) from attacks, or englobe an enemy.

Game Information: Force Wall (8 PD/8 ED).
 Total cost: 40 points.

OPTIONS:

- 1) **Strong Air Wall:** Increase to Force Wall (12 PD/12 ED). Total cost: 60 points.
- 2) **Weak Air Wall:** Decrease to Force Wall (6 PD/6 ED). Total cost: 30 points.
- 3) **Long Air Wall:** Add +4” length and +1” height. Total cost: 50 points.
- 4) **Altered Air Wall:** This form of Air Wall has more effect against physical attacks, making it more “realistic.” Force Wall (12 PD/4 ED). Total cost: 40 points.

MOVEMENT POWERS
AIR BOOST

Effect: Leaping +20”
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character uses his control of air and wind to “boost” himself into much longer leaps than he could ordinarily make.

Game Information: Leaping +20”. Total cost: 20 points.

OPTIONS:

- 1) **Longer Leaps:** Increase to Leaping +25”. Total cost: 25 points.
- 2) **Shorter Leaps:** Decrease to Leaping +15”. Total cost: 15 points.

COME SAIL AWAY

Effect: Succor Swimming 6d6
Target/Area Affected: One sailing vessel
Duration: Constant
Range: 225”
END Cost: 4

Description: The character controls the wind so that it pushes a sailing vessel over the water at greater than normal speed.

Game Information: Succor Swimming 6d6, Ranged (+½) (45 Active Points); Only For Vehicles With The Sailed Limitation (-1). Total cost: 22 points.

OPTIONS:

1) **Fleet Action:** With this version of Come Sail Away, the character can affect multiple ships at once, provided they're close together. Add Area Of Effect (5" Radius; +1), Selective (+¼), MegaScale (1" = 800 meters; +¼). 90 Active Points; total cost 45 points.

TRUE FLIGHT

Effect: Flight 20"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: Characters with air powers are some of the fastest, most maneuverable flyers known. No need for wings, jetpacks, or other props — this is flight in its purest form.

Game Information: Flight 20". Total cost: 40 points.

OPTIONS:

- 1) **Fast True Flight I:** Increase to Flight 30". Total cost: 60 points.
- 2) **Fast True Flight II:** Increase to Flight 25", x8 Non-combat. Total cost: 60 points.
- 3) **Slow True Flight:** Decrease to Flight 15". Total cost: 30 points.
- 4) **Agile True Flight I:** The character can turn on a dime. He can make as many turns in a Phase as he wants, with no penalty, as long as he has the Flight inches to traverse the desired path. Add No Turn Mode (+¼). Total cost: 50 points.
- 5) **Agile True Flight II:** Add +5 with Flight. Total cost: 50 points.
- 6) **Instant True Flight:** The character can go from zero to full steam ahead, or vice versa, in the blink of an eye, as long as he has even a single hex available for a runway. Add Combat Acceleration/Deceleration (+¼). Total cost: 50 points.
- 7) **Turbo Boost:** When flying at Noncombat speeds, the character can fly much faster than ordinary flyers, instead of merely double the normal rate. Increase Noncombat Multiple to x8. Total cost: 50 points.
- 8) **Twin True Flight:** The character can bring along a friend when he goes flying. Add Usable Simultaneously (+½). Total cost: 60 points.
- 9) **Up, Up, And Away:** The character can fly just as fast going straight up as he can flying forward. Add Flight +20" (40 Active Points); Only To Counteract "Against Gravity" Modifier (-1) (total cost: 20 points). 40 + 40 = 80 Active Points; total cost 40 + 20 = 60 points.

SENSORY POWERS

AIR APPARENT

Effect: Spatial Awareness
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense the flow of air in his surrounding area, giving him a precise "picture" of things even when senses like Sight cannot function.

Game Information: Radar (no Sense Group), Discriminatory, Range. Total cost: 25 points.

OPTIONS:

1) **Air All Around:** Add Increased Arc Of Perception (360 Degrees). Total cost: 30 points.

MISCELLANEOUS POWERS

AIR BUBBLE

Effect: Life Support (Self-Contained Breathing)
Target/Area Affected: 3" radius around self
Duration: Constant
Range: Self (see text)
END Cost: 2

Description: This power lets the character create a self-replenishing bubble of breathable air so he and his comrades can enter areas without oxygen (underwater, caverns filled with poisonous gas, outer space, or the like). Anyone who wants to take advantage of the bubble must remain within 3" of the character.

Ordinarily, characters shouldn't apply Area Of Effect to a power like Life Support; instead, they should apply Usable By Others if they want to affect multiple people. In this case, however, Area Of Effect is the best way to create the desired effect and shouldn't pose significant game balance problems.

Game Information: Life Support (Self-Contained Breathing), Area Of Effect (3" Radius; +1½) (25 Active Points); Costs Endurance (-½). Total cost: 17 points.

OPTIONS:

1) **Protective Air Bubble:** The standard Air Bubble only provides air to breathe. This version lets the character control the temperature inside the bubble and compensate for inimical pressure variations. Add Safe Environments (High Pressure, Intense Cold, Intense Heat, Low Pressure/Vacuum) (reduce to Area Of Effect to +1¼ to keep the size at a 3" radius). 38 Active Points; total cost 25 points.

NEW ADVANTAGE: NO TURN MODE (+¼)

First described in *The Ultimate Vehicle*, and intended primarily for Vehicles, this Advantage allows a character to build a Flight power that's not restricted by a Turn Mode — it can turn and maneuver freely. A character must have the GM's permission to use this Advantage.

BODY OF AIR**Effect:** Desolidification and Invisibility to Sight Group**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 0

Description: The character can transform his body into air, thus allowing him to pass through any non-hermetically sealed barrier and to remain unseen.

Game Information: Desolidification (affected by air attacks and magic), Reduced Endurance (0 END; +½) (60 Active Points); Cannot Pass Through Solid Objects (-½) (total cost: 40 points) and Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Linked (-½) (total cost: 30 points). Total cost: 70 points.

OPTIONS:

1) **Tiring Body Of Air:** Remove Reduced Endurance from both powers. Active Points 40 + 30 = 70; total cost 27 + 20 = 47 points.

2) **Air Form:** The character exists in permanent air form; he has no solid physical body. Add Persistent

(+½), Inherent (+¼) and Always On (-½) to both powers. 90 + 67 = 157 Active Points; total cost 60 + 45 = 105 points.

3) **Tiny Air Mass:** While in air form, the character can condense his gaseous body into a small mass, allowing him to hide easily, fit inside small containers so his friends can carry him, and so forth. Add Shrinking (.032 m tall, .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB) (60 Active Points); Linked (-½). Total cost: 40 points.

A BREATH OF FRESH AIR**Effect:** Change Environment (freshen air)**Target/Area Affected:** 8" radius**Duration:** Constant**Range:** 100"**END Cost:** 2

Description: The character can cleanse the air in an 8" radius. While he can't create air where none exists, he can remove unpleasant smells, choking dust, and any other minor irritant from the air, making it fresher and more pleasant to breathe.

This power is not a Dispel. It cannot affect substances or effects bought as powers.

Game Information: Change Environment 8" radius (freshen air). Total cost: 20 points.



The animal kingdom, from the smallest insects to the largest whales, provides a high-inexhaustible source of ideas for superhuman characters and powers. A few minutes perusing some zoology books or animal encyclopedias should give you plenty of ideas; the powers described here represent only a fraction of the many possible powers.

If you want to compare a character's capabilities to those of a specific animal, take a look at the HERO System Bestiary. It has HERO System character sheets for hundreds of animals and creatures, making it a great source of information and inspiration for animal-oriented PCs.

Unlike the other sections of this book, which are organized into Offensive, Defensive, Movement, Sensory, and Miscellaneous powers, this section organizes abilities not by their function, but by the types of animals they relate to: General; Aquatic; Avian; Insect; Mammal; and Reptile.

GENERAL ANIMAL POWERS

These powers represent abilities that you might associate with just about any type of animal-oriented or -themed character, or which, like Wings, you associate with more than one of the animal categories described in greater detail below.

Animal Form Powers

These powers relate to, or derive from, animal forms in general. For powers related to specific animal forms, see the other categories below.

ANIMAL FORM**Effect:** Multiform (one animal form)**Target/Area Affected:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0

Description: The character has the ability to assume the form of one animal. The cost of the power depends on the total cost of the animal, of course, but 300 points allows you to choose just about any animal in the HERO System Bestiary and "upgrade" it to give it better INT and so forth. For less (or



more) expensive animals, simply recalculate the cost of the power accordingly.

Game Information: Multiform (300-point animal form; true form is human form). Total cost: 60 points.

OPTIONS:

- 1) **Menagerie Form:** The character can change into multiple animal forms, though he must define those forms when he purchases the power. Add the ability to change into up to eight forms. Total cost: 75 points.
- 2) **Were-Form:** The character can assume a second alternate form that mixes the characteristics of his human and animal forms. Add the ability to change into two forms. Total cost: 65 points.
- 3) **Swift Change:** The character can assume his animal form quickly and easily. Add the Instant Change Adder. Total cost: 65 points.
- 4) **Tiring Change:** Changing forms places some strain on the character's system. Add Costs Endurance (to activate; $-\frac{1}{2}$). Total cost: 40 points.
- 5) **Animal Nature:** The character must take care not to spend too long in animal form, lest the animal's instincts overwhelm his human personality. Add Personality Loss (1 Minute; $-1\frac{3}{4}$). Total cost: 22 points.

ANIMAL SENSES

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the heightened senses of an animal. Since animal senses encompass many different powers, the character can choose from one or all of the powers listed below.

Game Information:

Cost	Power
6	Animal Senses: +2 PER with all Sense Groups
4	Animal Ears: +2 PER with Hearing Group
3	Animal Ears: Ultrasonic Perception (Sight Group)
4	Animal Eyes: +2 PER with Sight Group
5	Animal Eyes: Nightvision
4	Animal Nose: +2 PER with Smell/Taste Group
5	Animal Nose: Analyze for Normal Smell
5	Animal Nose: Tracking for Normal Smell

CLAWS

Effect: HKA 1d6 (up to 2d6 with STR), Reduced Penetration

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 1

Description: The character has claws, or can grow claws, making him a lethal hand-to-hand combatant. If he has claws on his feet, he may call this power Talons instead.

Game Information: HKA 1d6 (up to 2d6 with STR) (15 Active Points), Reduced Penetration ($-\frac{1}{4}$). Total cost: 12 points.

SUBJECT ID: MENAGERIE

"As one of the conditions of her August 2001 parole, subject Menagerie demonstrated her powers for UNTIL scientists at our San Francisco facility. Here, she transforms herself into a large Bengal tiger. Note the time reference in the accompanying data — unlike many other metamorphs, who need time to alter their forms, Menagerie's change of shape occurs almost instantly. She claims her current "repertoire" includes only eight animals (see additional images). Field agents should familiarize themselves with the appearances of these animals, which she cannot alter, and should also remain aware of the possibility that she can assume additional forms (or will eventually become able to)."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

OPTIONS:

- 1) **Large Claws:** Increase damage to HKA 2d6. 30 Active Points; total cost 24 points.
- 2) **Small Claws:** Decrease damage to HKA ½d6. 10 Active Points; total cost 8 points.
- 3) **Restraining Claws:** Some characters' claws are positioned in ways that allow an enemy to restrain them or otherwise prevent the character from using them. Add Restraining (-½). Total cost: 9 points.
- 4) **Sharp Claws:** The character has unusually sharp claws. Add Armor Piercing (+½). Total cost: 18 points.
- 5) **Skilled Claws:** The character has practiced using his claws so that a swipe from one of them can inflict a lethal wound. Remove Reduced Penetration. Total cost: 15 points.
- 6) **Flurry Of Claws:** In HTH Combat, the character can use his claws with unusual speed and ferocity. Add Autofire (3 shots; +¼). Total cost: 15 points.

FANGS

Effect: HKA 1d6 (up to 2d6 with STR)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: The character's mouth contains sharp teeth, or he can grow sharp teeth at will.

Game Information: HKA 1d6 (up to 2d6 with STR). Total cost: 15 points.

OPTIONS:

- 1) **Large Fangs:** Increase damage to HKA 2d6. Total cost: 30 points.
- 2) **Small Fangs:** Decrease damage to HKA ½d6. Total cost: 10 points.
- 3) **Razor-Sharp Fangs:** The character has unusually sharp fangs. Add Armor Piercing (+½). Total cost: 22 points.

MULTIPLE LIMBS

Effect: Extra Limbs (number varies)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Insects, spiders, and crustaceans, among others, have more than four limbs. Characters with powers simulating the abilities of such creatures often do as well.

Game Information: Extra Limbs (number varies). Total cost: 5 points.

OPTIONS:

- 1) **Natural Limbs:** Add Inherent (+¼). Total cost: 6 points.

2) Skilled Hand-To-Hand-To-Hand-To-Hand Fighter:

The character knows how to use his extra arms in slugfests. Add +1 with Punch, Disarm, and Grab for each arm in addition to the character's normal two. Total cost: 3 points per Combat Skill Level.

3) Multi-Armed Combatant: The character's extra arms allow him to attack more often. Add +2 SPD (20 Active Points); Activation Roll 11- (made at the beginning of each Turn; -1), Costs Endurance (-½), Only To Punch (-1). Total cost: 6 points.

PROTECTIVE SKIN

Effect: Damage Resistance (8 PD/8 ED)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Fish and reptiles have scales, insects chitinous exoskeletons, and mammals leathery hides. Thus, many animal-themed characters have tougher skin as well.

Game Information: Damage Resistance (8 PD/8 ED). Total cost: 8 points.

OPTIONS:

- 1) **Leathery Skin:** Increase to Damage Resistance (12 PD/12 ED). Total cost: 12 points.
- 2) **Soft Skin:** Reduce to Damage Resistance (4 PD/4 ED). Total cost: 4 points.
- 3) **Chitinous Exoskeleton:** Substitute Armor (8 PD/8 ED); Visible (-¼). 24 Active Points, total cost: 19 points.
- 4) **Concealing Scales:** Add Lack Of Weakness (-5) for Resistant Defenses. Total cost: 5 points; total cost of overall ability 13 points.
- 5) **Sharp Scales:** The character's scales are sharp, rough, or covered with small spikes; they can hurt people who brush up against him or strike him. Add HKA 1 point, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½) (19 Active Points); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½). Total cost: 8 points; total cost of overall ability 16 points.

STING

Effect: HKA ½d6, Armor Piercing
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: Many animals have stings, claws, spines, spurs, or pricklers with which to defend themselves, and characters with related powers may have them, too. Typically these natural weapons don't do much damage themselves, but can inject a venom (see below).

Game Information: HKA ½d6 (up to 1d6+1 with STR), Armor Piercing (+½). Total cost: 15 points.

TAIL

Effect: Extra Limb (1)
Target/Area Affected: Self
Duration: Inherent
Range: Self
END Cost: 0

Description: Many types of animals, and thus the characters based on them, have tails.

Game Information: Extra Limb (1), Inherent (+¼) (6 Active Points); Limited Manipulation (-¼). Total cost: 5 points.

OPTIONS:

1) **Prehensile Tail:** This tail functions nearly as well as an arm. Remove Limited Manipulation. Total cost: 6 points.

VENOM

Effect: Drain CON 3d6, NND plus RKA 2d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4 Charges

Description: Venom is a common weapon in the animal kingdom. Humans particularly associate poison with certain types of animals, such as spiders, insects, and reptiles. Characters with powers based on such animals may have venom powers.

This writeup uses a typical lethal poison such as the ones described on pages 28-30 of the HERO System Bestiary. You can use the other write-ups there to increase or decrease the damage. The writeup assumes the character has an HKA (claws, fangs, or a sting) with which to deliver the venom into a target's body.

Game Information: Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (90 Active Points); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) (total cost: 17 points) plus RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (90 Active Points); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) (total cost: 14 points). Total cost: 31 points.

OPTIONS:

1) **Venom Blast:** The character can project his venom as a bolt of power. Add Ranged (+½) to the Drain and remove No Range (-½) from the RKA. 105 + 90 = 195 Active Points; total cost 20 + 16 = 36 points.

2) **Nonlethal Poison:** Replace the RKA with a Drain STUN 3d6, NND identical to the Drain CON. 180 Active Points; total cost 33 points.

WALLCRAWLING

Effect: Clinging (normal STR)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Characters with insectile or reptilian powers often have the ability to cling to walls and other surfaces.

Game Information: Clinging (normal STR). Total cost: 10 points.

OPTIONS:

1) **Strong Wallcrawling:** Increase Clinging STR to normal STR +30. Total cost: 20 points.

2) **Weak Wallcrawling:** Apply Cannot Resist Knockback (-¼). 10 Active Points; total cost 8 points.

WINGS

Effect: Flight 12", Restrainable
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Birds, many insects, and bats have wings; characters based on such creatures often do, too.

Game Information: Flight 12" (24 Active Points); Restrainable (-½). Total cost: 16 points.

OPTIONS:

1) **Stronger Wings:** Increase Flight to 20". 40 Active Points; total cost 27 points.

2) **Weaker Wings:** Decrease Flight to 8". 16 Active Points; total cost 11 points.

3) **Gliding I:** Substitute Gliding 12" for Flight 12". 12 Active Points; total cost 8 points.

4) **Gliding II:** Some characters who can fly can also glide, allowing them to conserve END. Change power to a Multipower with a 24-point reserve, all Restrainable, one slot Flight 12" and one Gliding 12". Total cost: 19 points.

5) **Easy Flight:** The character is such an accomplished flyer that he can remain aloft indefinitely without tiring himself out. Add Reduced Endurance (0 END; +½). 36 Active Points; total cost 24 points.

6) **Silent Flight:** The character's wings make no sound when used. Add Invisible to Hearing Group (+¼). 30 Active Points; total cost 20 points.

7) **Arm-Wings:** The character's wings aren't a separate set of limbs growing out of his back; instead, they attach to his arms, meaning he can't do anything with his arms but move his wings if he wants to stay aloft. Substitute Gestures (both hand throughout; -¾) for Restrainable. 24 Active Points; total cost 14 points.

8) Stooping: The character is particularly skilled at dive-bombing targets. Add Flight +20", Reduced Endurance (0 END; +½) (60 Active Points); Restrained (-½), Only To Dive At Targets For Move Bys (-1). Total cost: 24 points.

Animal Control And Communication Powers

These powers allow characters to talk to, work with, and obtain the help of animals. For villains, they usually represent forcing animals to do their "master's" bidding; for heroes, a cooperative relationship built on friendship, trust, respect, and empathy.

ANIMAL ARMY

Effect: RKA 1 point, NND

Target/Area Affected: One character

Duration: Constant

Range: 10"

END Cost: 2

Description: The character creates or unleashes a horde of tiny animals — rats, biting and stinging insects, scorpions, or the like — that swarm over a target, killing him with thousands of tiny attacks.

Game Information: RKA 1 point, NND (defense is a PD Force Field, being englobed in a PD Force Wall, or hermetically sealed resistant PD; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½) (22 Active Points); Limited Range (10"; -¼). Total cost: 18 points.

OPTIONS:

1) Native Army: The character cannot create or unleash his horde; instead, he must define the specific type of animal(s) the power summons and can only use it if they live in the area. Add [Defined Animal] Must Inhabit Locale (-½) and Extra Time (minimum of an Extra Segment for the creatures to arrive; -½). Total cost: 10 points.

2) Big Army: The power creates or unleashes much larger animals able to inflict more damage. Increase to RKA 1d6. 67 Active Points; total cost: 54 points.

ANIMAL COMMUNICATION

Effect: Telepathy 5d6 (Animal class of minds)

Target/Area Affected: One animal

Duration: Instant

Range: No Range

END Cost: 2

Description: A character with this power can speak with animals, and they can speak to him. The character never has to go through a long game of charades with his faithful collie to find out that Tommy has fallen into the well. The character must actually speak out loud to the animal, and the animal "speaks" in return. Only the character can understand what the animal says:

Character: "What's that, Flippy? There's a speedboat that capsized?"

Flippy: "Honk! Honk!" ("Yes, and there are sharks nearby!")

When a character purchases this power, the GM must decide how well animals communicate. It's most fun, and more in keeping with the genre, to make them nearly as intelligent as humans (if not equally or more so), and thus to allow them to communicate with the character with full understanding. Gamemasters desiring greater "realism" may have animals' conversation turn constantly to subjects that interest them (e.g., food and warmth).

A character with this power cannot compel animals to talk to him, to give him information, or to do as he asks. The GM decides how any given animal reacts to a character's efforts to speak to him.

Game Information: Telepathy 5d6 (Animal class of minds) (25 Active Points); No Range (-½), Communication Only (-¼), Incantations (throughout; -½), Visible (-¼). Total cost 10 points.

OPTIONS:

1) Motor Mouth: Instead of ascertaining only a single piece of information in his Phase, a character with this option can get several answers at once. Add Autofire (+1½). 62 Active Points, total cost 25 points.

2) Do Your Friends Know Anything?: Besides talking to the animals that are present, the character can ask the animals to go and check with other animals. The GM can assume that an animal can freely communicate with other animals of the same species; this power allows the animals to talk to different species as well. Add Usable Simultaneously (character and one animal; +½), Persistent (to remove need to maintain LOS; +½), Extra Time (it may take a while for the animals to find other animals to talk to and report back; -0). 50 Active Points; total cost 25 points.

3) All Together Now: The character can communicate with all the local animals at once. Add Area Of Effect (4" Radius; +1¼). 56 Active Points; total cost 22 points.

4) Private Conversation: A character with this power only has to "think at" animals, and they can "think back" at him. He doesn't have to ask questions aloud. Remove Incantations (-½) and Visible (-¼). Total cost 14 points.

5) How Now Brown Cow: The character cannot only speak to animals — he can read their minds and memories. Remove Communication Only (-¼). Total cost 11 points.

6) Man's Best Friend: A character with this option cannot speak to every animal, just those within his favored category, such as birds, fish, household pets, insects, or reptiles. Add Limited Class Of Minds (-½). Total cost 8 points.

7) Lost In The Translation: Talking to animals doesn't come naturally to everyone; some characters have to really pay attention to what they're doing. Alternately,

the animals don't speak to the character as another adult human would. The animal might only speak in base concepts, like "Green man bad," or might speak like a child, like "That Martian is a mean ol' alien," or might have a short attention span ("There was a Martian here, and he — hey, a ball!"). Add Concentration ($\frac{1}{2}$ DCV throughout; $-\frac{1}{2}$) and Extra Time (Full Phase; $-\frac{1}{2}$). Total cost 7 points.

8) Nice Doggie...: Not every animal will just tell you any old thing just because you speak its language. Sometimes, a character needs to coax information out of them. Add Requires An Animal Handler Roll ($-\frac{1}{2}$). Total cost 8 points.

ANIMAL COMPANION

Effect: Follower (200 points)

Target/Area Affected: N/A

Duration: N/A

Range: N/A

END Cost: 0

Description: The character has a faithful animal companion who assists him during his adventures. This write-up assumes a 200-point animal in a game where characters are built on more Character Points than that; you can easily adjust for more or less expensive animals.

Game Information: Follower (200-point animal). Total cost: 40 points.

OPTIONS:

1) Animal Bond: The character and his animal companion have a mental bond. Add to each of them Mind Link (with companion/master) (5 Active Points); Only With Others Who Have Mind Link (-1). Total cost: 2 points. (For a Psychic Bond, make it 10 Active Points and a total cost of 5 points.

ANIMAL CONTROL

Effect: Mind Control 6d6 (Animal class of minds)

Target/Area Affected: One animal

Duration: Constant

Range: LOS

END Cost: 3

Description: A character with this power can control animals. With a mere word, he can hold a beast at bay or order it to attack to the death.

Game Information: Mind Control 6d6 (Animal class of minds). Total cost: 30 points.

OPTIONS:

1) Animal Mastery I: Increase to Mind Control 9d6. Total cost: 45 points.

2) Animal Mastery II: Increase to Mind Control 12d6. Total cost: 60 points.

3) Control The Pack: The character may control multiple animals at once, though he must issue the same orders to all of them. Add Area Of Effect (6" Radius; $+1\frac{1}{4}$). Total cost: 67 points.

4) With But A Thought: A character with this option does not even need to utter his wishes — animals

obey his very thoughts. Add Telepathic ($+\frac{1}{4}$). Total cost: 37 points.

5) Pheromonic Animal Control: A character with this option actually controls animals via scent molecules. By exuding the right mixture of airborne chemicals, he can sway the emotions of the animals around him, but not directly control their actions. The animal must smell the character's emissions, so prevailing winds and odorous areas may cause the message to get lost in the shuffle. Add Telepathic ($+\frac{1}{4}$), Emotions Only ($-\frac{1}{2}$), Reduced By Range ($-\frac{1}{4}$), and Target Must Make A Smell Perception Roll ($-\frac{1}{2}$). 37 Active Points, total cost 16 points.

6) And That's Final: A command from a character with this option doesn't lose its power over time. The Breakout Roll does not become easier, so the affected animal usually keeps carrying its orders out for a longer period of time. Add Continuous ($+1$). Total cost: 60 points.

7) Man's Best Friend: A character with this option cannot control every animal, just those within his favored category, such as birds, fish, household pets, insects, or reptiles. Add Limited Class Of Minds ($-\frac{1}{2}$). 30 Active Points; total cost 20 points.

ANIMAL EMPATHY

Effect: Animal Handler (PRE +5 roll)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 2

Description: The character has an innate bond with animals (even fierce ones), allowing him to work with them easily.

Game Information: Animal Handler (all categories) PRE +5. Total cost: 24 points.

OPTIONS:

1) Limited Empathy: The character's empathy only extends to one class of animals. Remove all categories but the one default received for buying the Skill. Total cost: 12 points.

2) Tiring Empathy: The character's empathy functions more like a "power," and less like an unconscious ability or Talent. Add Costs Endurance ($-\frac{1}{2}$). Total cost: 16 points.

ANIMAL SPY

Effect: Clairsentience (Sight, Hearing, and Smell/Taste Groups)

Target/Area Affected: N/A

Duration: Constant

Range: 200"

END Cost: 4

Description: The character can communicate with many (perhaps all) of the animals in the vicinity, and can send them on spy missions for him.

Game Information: Clairsentience (Sight, Hearing, and Smell Groups) (40 Active Points); Only Through The Senses Of Animals ($-\frac{3}{4}$). Total cost 23 points.

SUBJECT ID:
PISCES

“In addition to his hyper-swimming abilities, Pisces possesses powers over marine life — he can speak with it, command it, and in some cases even summon it. He tells me he most enjoys the company of sharks, for their tactical advice and hunting-stories, and cetaceans, for their playfulness.

“For sheer power, though, apparently nothing can beat a whale. A report on Pisces’s destruction of a VIPER high-tech submarine loaded with weapons, in which he recruited the help of several sperm whales to batter the vessel to pieces, can be found in Case File #2002-G-340238471-AQU.”

—USPD field research notes by Agent Nate Lofgren

OPTIONS:

- 1) **Long Range:** The character can use animal spies over a range of 3,200” (about four miles). Add 16x Range. 60 Active Points; total cost 34 points.
- 2) **Remember When:** Besides just seeing what the animal senses at the moment, the character can also accurately sense things the animal has experienced in the past. Add Retrocognition. 60 Active Points, total cost 34 points.
- 3) **Man’s Best Friend:** The character cannot use just any animal to sneak his peek, it has to be within his favored category, such as birds, fish, household pets, insects, or reptiles. Replace Only Through The Senses Of Animals with Only Through The Senses Of [Specific Type Of Animal] (-1). 40 Active Points; total cost 20 points.
- 4) **To Me, Faithful Watchers:** A character with this option cannot immediately communicate at range with his animal spy(ies). The spy has to travel to the character, get instructions, go and observe the target, and then come back and report its findings to the character face-to-face. Add Extra Time (minimum of 1 Minute; -1½). Total cost 12 points.

ANIMAL SUMMONING

Effect: Summon 100-point animal

Target/Area Affected: One animal

Duration: Instant

Range: No Range

END Cost: 3

Description: The character can call animals to his location. This basic power calls one animal of the approximate power level of a horse, an owl, or a poisonous snake (he could also summon a swarm of animals defined as a single unit, such as a school of piranha). The character must choose the type of animal he can summon when he purchases the power. You can easily adjust the cost to Summon more or less expensive animals.

For specific animal write-ups, see The HERO System Bestiary, pages 132-188.

Game Information: Summon one 100-point Animal, Loyal (+½) (30 Active Points); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost 15 points.

OPTIONS:

- 1) **A Big One:** Increase to Summon one 200-point animal (enough to summon a falcon, a sabretooth tiger, an elephant, or a killer whale; alternately, the character could take a 100-point animal and give it 100 points’ worth of special abilities and powers). 60 Active Points; total cost 30 points.
- 2) **They’re So Cute When They’re Little:** Reduce to Summon one 50-point animal (enough to summon a small animal such as a barracuda, a homing pigeon, a hunting dog, or a coral snake). 15 Active Points; total cost 7 points.
- 3) **Call The Pack I:** Replace one 100-point animal with four identical 50-point animals. 30 Active Points; total cost 15 points.

4) **Call The Pack II:** The character can Summon up to four identical 100-point animals. 45 Active Points; total cost 22 points.

5) **Bring A Friend I:** Instead of a single type of animal, such as Riding Horse, the character can summon any type of similar creature, such as any mammal, any reptile, any bird, or any fish. Add Expanded Class (+¼). 35 Active Points; total cost 17 points.

6) **Bring A Friend II:** Increase the Expanded Class to any animal (+½). 40 Active Points; total cost 20 points.

7) **The Call Of Nature:** The character must literally call to his animal friend before it can arrive. Johnny Weismueller, eat your heart out. Add Incantations (-¼). 30 Active Points; total cost 13 points.

8) **I Just Happen To Have One Of Those With Me:** The character can summon his animal at any time, regardless of the locale. Remove Arrives Under Own Power and Summoned Being Must Inhabit Locale. Total cost: 30 points.

TASKS

Characters who Summon creatures by using a power with the *Amicable* Advantage don’t have to make EGO Rolls to get them to perform tasks. The number of tasks the Summoned being performs before leaving depends on the level of the Advantage:

Advantage	Number Of Tasks
Friendly (+¼)	EGO/4 tasks
Loyal (+½)	EGO/3 tasks
Devoted (+¾)	EGO/2 tasks
Slavish (+1)	EGO/1 tasks

For each additional +¼ Advantage, the character can double the number of tasks a Summoned being performs before leaving. Of course, the GM can have an Amicable Summoned being perform more or fewer tasks, if appropriate.

The GM decides what constitutes a “task.” For combat, each Phase of fighting usually equals one task. For ordinary household chores, carrying loads, or pulling wagons, each day of service normally qualifies as one task. Keep common sense, dramatic sense, and considerations of game balance in mind.

SENSE ANIMALS

Effect: Detect Animals

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: A character with this power can detect the presence of animals. He knows what type they are, where they are, and how many there are. To use this power underwater, the character must be able to breathe underwater.

This example simulates the Smell/Taste Group — the character can smell animals nearby. You can assign it to other Sense Groups if you want.

Game Information: Detect Animals (INT Roll) (Smell/Taste Group), Discriminatory, Sense. Total cost: 12 points.

**OPTIONS:**

- 1) **No Sense Group:** The character's ability to perceive animals doesn't depend on any of his other senses. Add Range. Total cost: 17 points.
- 2) **Precise Animal Sense:** The character has an especially acute ability to perceive animals. Add Analyze. Total cost: 17 points.
- 3) **Which Way Did He Go?:** Add Tracking. Total cost: 17 points. The character can not only detect animals that are present, he can also track animals based on the scent trail that they leave.
- 4) **Man's Best Friend:** The character cannot detect every kind of animal by smell, just those within his favored category, such as birds, fish, household pets, insects, or reptiles. Change to Detect a single type of animal (defined when the character purchases the power). Total cost: 10 points.

AQUATIC ANIMAL POWERS

These powers relate to fish, other denizens of the deep, and associated creatures. Characters with ties to Atlantis, who got bitten by a radioactive shark, or who've had manta ray DNA spliced with their own might possess them.

BREATHE UNDERWATER

Effect: Life Support (Expanded Breathing)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can breathe underwater as easily as he can in air. He may have gills, or hyper-efficient lungs, or an energy field that extracts oxygen from water for him.

Game Information: Life Support (Expanded Breathing: breathe underwater). Total cost: 5 points.

DEEP-SEA ADAPTATION

Effect: Life Support (Safe Environments: High Pressure, Intense Cold)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character is comfortable in the iciest, deepest waters.

Game Information: Life Support (Safe Environments: High Pressure, Intense Cold). Total cost: 3 points.

DELPHINE SONAR

Effect: Active Sonar
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has sonar like that of a dolphin (or many other sea creatures).

Game Information: Active Sonar and Ultra-sonic Perception (both for Hearing Group). Total cost: 18 points.

OPTIONS:

- 1) **Passive Sonar:** The character can perceive objects in his surroundings by the sounds they give off without transmitting any sounds himself. Substitute Targeting for the Hearing Group for Active Sonar. Total cost: 23 points.
- 2) **Restricted Sonar:** The character's hearing powers only work underwater (this assumes he spends a significant percentage of his time out of the water). Add Only Works Underwater (-½). 15 and 3 Active Points, respectively; total cost 10 and 2 points, respectively.

IMPROVED SWIMMING

Effect: Swimming +18"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can swim as fast as, or faster than, most fish.

Game Information: Swimming +18" (20" total). Total cost: 18 points.

OPTIONS:

- 1) **Super-Swimming I:** Increase Swimming to +28". Total cost: 28 points.
- 2) **Super-Swimming II:** Increase Noncombat multiple to x8. Total cost: 28 points.

SQUID'S INK

Effect: Darkness to Sight Group, Only Works Underwater
Target/Area Affected: 3" radius
Duration: Constant
Range: 150"
END Cost: 3

Description: The character can project a cloud of inky liquid into the water, like a squid, providing cover for himself or blinding his enemies.

Game Information: Darkness to Sight Group 3" radius (30 Active Points); Only Works Underwater (-½). Total cost: 20 points.

OPTIONS:

- 1) **Larger Cloud:** Increase Darkness to 5". 50 Active Points; total cost 33 points.
- 2) **Limited Uses:** The character only has a limited supply of ink. Add 8 Continuing Charges lasting 1 Turn each (removed by strong currents; -0). Total cost: 20 points.
- 3) **Limited Range:** The character cannot project his ink very far. Add Limited Range (10"; -¼). Total cost: 17 points.

TOUCH OF THE EEL

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: The character possesses a power similar to that of an electric eel — he can emit a deadly electric zap by touch.

Game Information: Energy Blast 8d6 (40 Active Points); No Range (-½). Total cost: 27 points.

OPTIONS:

- 1) **Strong Touch:** Increase to Energy Blast 12d6. 60 Active Points; total cost 40 points.
- 2) **Bioelectric Blast:** Remove No Range (-½). Total cost: 40 points.
- 3) **Automatic Zap:** Add Damage Shield (+½), Continuous (+1), and Reduced Endurance (0 END; +½), and remove No Range (-½). Total cost: 120 points.
- 4) **Limited Batteries:** The character's body can only hold so much electric charge at once. Add 8 Boostable Charges (-¼). Total cost: 23 points.

UNDERWATER SENSES

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the senses he needs to perceive things deep underwater. He may purchase as many of these as he wishes.

Game Information:

Cost	Power
5	Underwater Eyes: Nightvision
32	Water Currents Sense: Detect Vibrations/Currents In Water (INT Roll) (Touch Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting

AVIAN POWERS

Birds, particularly birds of prey, often provide inspiration for superhuman characters and their powers. In addition to the powers listed here, you should definitely consider Wings (page 23), Animal Senses pertaining to Sight (page 21), Claws (Talons, page 21), and Wind Gust (defined as a blast of air produced by rapidly flapping one's wings; page 17).

BEAK

Effect: HKA ½d6 (up to 1d6+1 with STR)

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 1

Description: The character has a beak or beak-like structure on his face, allowing him to inflict vicious pecking wounds.

Game Information: HKA ½d6 (up to 1d6+1 with STR). Total cost: 10 points.

OPTIONS:

1) **Sharp Beak:** Add Armor Piercing (+½). Total cost: 15 points.

2) **Dull Beak:** Substitute HA +2d6 for HKA. 10 Active Points; total cost 7 points.

BIRD'S EYES

Effect: See text

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has the heightened visual senses of a bird.

Game Information:

Cost Power

5 *Bird's Eyes:* Increased Arc Of Perception (240 Degrees) for Sight Group

16 *Eagle Eyes:* +16 versus Range for Normal Sight

RAPTOR'S SHRIEK

Effect: Energy Blast 8d6 and Hearing Group Flash 8d6

Target/Area Affected: One character

Duration: Instant

Range: 200"/120"

END Cost: Varies

Description: The character can emit shrieks so intense that they can harm or deafen others.

Game Information:

Cost Shriek

40 Shriek: Multipower, 40-point reserve

4u 1) Deadly Shriek: Energy Blast 8d6

2u 2) Deafening Shriek: Hearing Group Flash 8d6

Total cost: 46 points.

OPTIONS:

1) **Harsh Shriek:** Increase Multipower reserve to 60 points and both attacks to 12d6; total cost 70 points.

INSECT POWERS

Insects, and related creatures such as spiders and scorpions, provide many ideas for superpowers. In addition to the ones listed here, you should definitely consider Animal Senses, Multiple Limbs, Sting, Venom, Wallcrawling, and Wings (pages 21-14).

BOMBARDIER BLAST

Effect: Energy Blast 8d6

Target/Area Affected: One Hex

Duration: Instant

Range: 300"

END Cost: 6

Description: The character can project a blast of explosive fluid, similar to the attack used by the bombardier beetle.

Game Information: Energy Blast 8d6, Area Of Effect (One Hex; +½). Total cost: 60 points.

OPTIONS:

1) **Stronger Blast I:** Increase to Energy Blast 10d6. Total cost: 75 points.

2) **Stronger Blast II:** Increase to Energy Blast 12d6. Total cost: 90 points.

3) **Weaker Blast:** Decrease to Energy Blast 6d6. Total cost: 45 points.

4) **Stinking Blast:** The character's explosive spray is also malodorous. Add Smell/Taste Group Flash Attack 6d6, Area Of Effect (One Hex; +½) (27 Active Points); Linked (-½). Total cost: 18 points.

5) **Short-Range Bombardier Blast:** The character cannot project his explosive fluid very far. Add Limited Range (10"; -¼). 60 Active Points; total cost 48 points.

6) **Restricted Use:** The character only has a limited supply of explosive fluid. Add 8 Charges (-½). 60 Active Points; total cost 40 points.

CREATE GIANT INSECT

Effect: Summon 250-point giant insect

Target/Area Affected: N/A

Duration: Instant

Range: No Range

END Cost: 6

Description: This power allows a character to transform an insect that he finds into a gigantic version of itself. The insect won't necessarily obey him; he has to defeat it in a contest of wills.

See the HERO System Bestiary, pages 89-93, for character sheets for various giant insects and spiders.

Game Information: Summon 250-point Giant Insect, Any Insect (+¼) (62 Active Points); Summoned Being Must Inhabit Locale (-½). Total cost: 41 points.

OPTIONS:

- 1) **Bigger Is Better:** Increase to Summon 400-point Giant Insect. 100 Active Points; total cost 67 points.
- 2) **Loyal Insect Minion:** Add Loyal (+½). 87 Active Points; total cost 58 points.

INSECTILE AWARENESS

Effect: Danger Sense
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Many insects have an uncanny ability to detect threats to themselves, often by sensing subtle changes in air currents or the like. Some insect-themed superhumans have similar senses.

Game Information: Danger Sense (self only, out of combat, Sense) (INT Roll). Total cost: 22 points.

OPTIONS:

- 1) **Heightened Awareness:** Increase the roll to INT +3. Total cost: 25 points.

INSECT SIZE

Effect: Shrinking (.032m tall)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can shrink to the size of an insect. (See Size Alteration Powers, page 179, for possible abilities for insect-sized characters.)

Game Information: Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB). Total cost: 60 points.

OPTIONS:

- 1) **Easy Insect Size:** Add Costs Endurance Only To Activate (+¼). Total cost: 75 points.

MULTIFACETED EYES

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has the faceted eyes of an insect, giving him a much wider angle of view than a normal human.

Game Information: Increased Arc Of Perception (360 Degrees) for Sight Group. Total cost: 10 points.

SWARM FORM

Effect: Desolidification and Damage Reduction
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character's body transforms into, or actually consists of, a swarm of insects. In swarm form, he can "seep" through tiny openings and takes less damage from most attacks.

Game Information: *Desolidification (affected by any attack) (40 Active Points); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1) (total cost: 16 points) and Physical and Energy Damage Reduction, Resistant, 50% (total cost: 60 points). Total cost: 76 points.*

WEBS

Effect: Entangle 5d6, 5 DEF
Target/Area Affected: One character
Duration: Instant
Range: 250"
END Cost: 5

Description: The character has the ability to shoot, spit, or otherwise project webbing or other sticky, insectile stuff that's strong enough to keep an opponent from moving.

Game Information: Entangle 5d6, 5 DEF. Total cost: 50 points.

OPTIONS:

- 1) **Stronger Webs:** Increase to Entangle 6d6, 6 DEF. Total cost: 60 points.
- 2) **Weak Webs:** Decrease to Entangle 4d6, 4 DEF. Total cost: 40 points.
- 3) **Short-Range Webs:** The character can only project his webs a short distance. Add Limited Range (10"; -¼). Total cost: 40 points.
- 4) **Wrap You Up:** The character can only apply his webs by touch. Add No Range (-½). Total cost: 33 points.
- 5) **Step Into My Parlor:** The character has the ability to spin large, strong webs between two or more "anchor points," similar to an actual spider but on a much larger scale. In *HERO System* terms, webs are Area Of Effect Entangles which the character must create in advance as a vertical wall (see the *HERO System 5th Edition, Revised* page 168). Unlike normal Area Of Effect Entangle walls, a web isn't normally 2" "thick," but usually more like ½"-1" thick. Also unlike normal Area Of Effect Entangles used to create walls, which do not Entangle targets in the Area Of Effect, a web does Entangle any creature that blunders into it. (For this reason, the value of the Only To Form Barriers Limitation is reduced.) Spider webs are also built with the Continuous Advantage to represent the fact that they last (and remain able to Entangle victims) until completely destroyed. When a web suffers damage sufficient to break it, a "hole" is created in it.

The hole is equal in size to the creature who escaped from the Entangle (the GM may alter this to reflect other considerations, of course). Once half or more of the hexes in a web are damaged or destroyed, it collapses and must be rewoven. Entangle 3d6, 3 DEF, Area Of Effect (6" Radius; +1¼), Continuous (+1), Personal Immunity (+¼) (105 Active Points); Extra Time (takes about one Minute per hex to weave web; -1½), Only To Form Barriers (-½). Total cost: 35 points.

6) Instant Web: Like Step Into My Parlor, but remove Extra Time. 105 Active Points; total cost 70 points.

WEB-SWINGING

Effect: Swinging 15", Gliding 6"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: Varies

Description: The character has the ability to spin, shoot, or otherwise project specialized webs or web-like substances that let him move in unusual ways. First, he can swing between structures by projecting a long line of webbing. Second, if he's falling, he can quickly spin a crude "parachute" out of webbing to slow his descent.

Game Information:

Cost Web-Swinging

15 *Web-Swinging:* Multipower, 15-point reserve

1u 1) *Weblines:* Swinging 15"

1u 2) *Web-chute:* Gliding 6" (6 Active Points); OAF (-1), Limited Movement (character cannot gain altitude, and must move at least 12" downward for every 1" forward; -½)

Total cost: 17 points

OPTIONS:

1) Longer Weblines: Increase to Swinging 20" and reserve to 20 points. Total cost: 22 points.

2) Limited Web Supply: The character's body can only generate so much webbing during a given day. He can create up to 10 weblines or parachutes before exhausting his normal supply; his body re-creates the used substance in an hour. Add to the Multipower Reserve 10 Recoverable Charges (Charges "regenerate" after one hour; +¼). Total cost: 21 points.

MAMMAL POWERS

Most of the powers possessed by mammal-oriented characters are covered by the General Animal Powers section above; Animal Senses, Claws, Fangs, Protective Skin (fur or a leathery hide), and Tail are particularly common.

HORN OF THE RHINO

Effect: HA +4d6, Only With Move Throughs

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 2

Description: The character's head and/or body are tough, strong, and specially adapted for running into things.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Only With Move Throughs (-1). Total cost: 8 points.

LEGS OF THE GAZELLE

Effect: Running +7"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character has strong, limber legs specially adapted for swift running.

Game Information: Running +7". Total cost: 14 points.

OPTIONS:

1) Burst Of Speed: Add Running +6" (12 Active Points); Increased Endurance Cost (x10 END; -4). Total cost: 2 points.

PATHWAY OF THE MOLE

Effect: Tunneling 6"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: Like a mole or a prairie dog, the character has the ability to burrow swiftly.

Game Information: Tunneling 6" through DEF 6 material. Total cost: 30 points.

OPTIONS:

1) Tasmanian Burrowing: Increase to Tunneling 9" through DEF 9 material. Total cost: 45 points.

2) Irresistible Burrowing: The character has sharp claws or some other way to dig through even the hardest material. Increase to Tunneling 6" through DEF 12 material. Total cost: 48 points.

3) Earthen Burrowing: The character's Tunneling only works through the ground itself. Add Only Through Earth/Soil (-½). 30 Active Points; total cost 20 points.

4) **Covering My Tracks:** Add Fill In. Total cost: 40 points.

QUILLS OF THE PORCUPINE

Effect: HKA ½d6, Damage Shield
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Parts of the character's body — typically his back and the backs of his upper arms — is covered with spines or quills that injure anyone who touches him there.

Game Information: HKA ½d6, Continuous (+1), Damage Shield (+½), Persistent (+½), Reduced Endurance (0 END; +½) (35 Active Points); Always On (-½), Activation Roll 11-(-1), No STR Bonus (-½). Total cost: 12 points.

OPTIONS:

- 1) **Retractable Quills:** The character can “deactivate” his quills by retracting them into his body. Remove Persistent and Always On. 30 Active Points; total cost 12 points.
- 2) **Spikes:** The character's natural weapons are bigger and more deadly. Increase to HKA 1d6. 52 Active Points; total cost 17 points.
- 3) **Covered With Quills:** Quills or spines cover much more of the character's body. Change to Activation Roll 14- (-½). 35 Active Points; total cost 14 points.
- 4) **Thrown Quills:** The character can “throw” or project his quills or spines, instantly regrowing new ones. Character also buys RKA ½d6, No Knockback (-¼). 10 Active Points; total cost 8 points.

TERRIFYING ROAR

Effect: +10 PRE
Target/Area Affected: Persons within hearing distance
Duration: Persistent
Range: Hearing distance
END Cost: 0

Description: The character can emit a ferocious roar that terrifies his opponents.

Game Information: +10 PRE (10 Active Points); Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼). Total cost: 4 points.

OPTIONS:

- 1) **This'll Scare Him:** Increase to +20 PRE. 20 Active Points; total cost 9 points.

REPTILE POWERS

In addition to Animal Senses, Claws, Fangs, Sting, Tail, Venom, and Wallcrawling (pages 21-23), the following powers are appropriate for characters based on reptiles and amphibians. You may also want to look at some of the aquatic powers (such as Improved Swimming) for creatures who spend a lot of time in the water. Some Acid Powers (page 8) may also suit reptilian characters.

CHAMELEON CAMOUFLAGE

Effect: +4 to Concealment and +2 to Stealth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can alter his coloration to match that of his background, making it much harder for others to see him.

Game Information: +4 to Concealment (8 Active Points); Self Only (-½), Costs Endurance To Activate (-¼) (total cost: 5 points) and +2 to Stealth (4 Active Points); Costs Endurance To Activate (-¼) (total cost: 3 points). Total cost: 8 points.

OPTIONS:

- 1) **Can't See Me:** The character's natural camouflage is so good it effectively makes him invisible. Substitute Invisibility to Sight Group (20 Active Points); Chameleon (-½). Total cost: 13 points.

CONSTRUCTOR'S STRENGTH

Effect: +20 STR, Only To Grab/Squeeze
Target/Area Affected: One character
Duration: Persistent
Range: Touch
END Cost: 2

Description: The character has the gripping and squeezing strength of a constrictor snake. He can do extra damage to anyone he Grabs, and his victims have a harder time escaping from his clutches.

Game Information: +20 STR (20 Active Points); Only To Grab/Squeeze (-1). Total cost: 10 points.

HEATSENSE

Effect: Infrared Perception (Touch Group)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Like a pit viper, the character can sense the heat differentials in objects near him.

Game Information: Infrared Perception (Touch Group). Total cost: 5 points.

LEAPFROG

Effect: Leaping +8"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has strong legs specially adapted for long leaps.

Game Information: Leaping +8". Total cost: 8 points.

NICTITATING MEMBRANE

Effect: Sight Group Flash Defense (10 points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has a special second eyelid that protects his eyes from blinding light, dust, and the like.

Game Information: Sight Group Flash Defense (10 points). Total cost: 10 points.

REGROW LIMBS

Effect: Healing 2d6 Regeneration, Can Heal Limbs
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Like many reptiles, the character can heal much more quickly than normal, and can even regrow lost limbs.

Game Information: Healing 2d6 (Regeneration; 2 BODY per Hour), Can Heal Limbs, Reduced Endurance (0 END; +½), Persistent (+½) (50 Active Points); Extra Time + Increased Time Increment (2 BODY/Hour; -2¼), Self Only (-½). Total cost: 13 points.

OPTIONS:

1) **Don't Worry, It'll Grow Right Back:** Decrease Extra Time to 1 Turn (-1¼). Total cost: 18 points.

SERPENTINE BODY

Effect: Stretching 1"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character has the sinuous body of a serpent, and can stretch and contort his form in ways normal people cannot.

Game Information: Stretching 1". Total cost: 5 points.

OPTIONS:

- 1) **Easy Ophidianism:** Add Reduced Endurance (0 END; +½). Total cost: 7 points.
- 2) **Long Serpent:** Increase to Stretching 2". Total cost: 10 points.

SPITTING BLINDNESS

Effect: Sight Group Flash 8d6, NND
Target/Area Affected: One character
Duration: Instant
Range: 12"
END Cost: 6

Description: The character can spit a foul substance into the eyes of his enemies, blinding them.

Game Information: Sight Group Flash 8d6, NND (defense is solid covering over the eyes; +½) (60 Active Points); Limited Range (12"; -¼). Total cost: 48 points.

OPTIONS:

- 1) **It Burns!** The character's blinding spittle also causes intense pain in anyone affected. Add Energy Blast 5d6, NND (defense is solid covering over the eyes; +1) (50 Active Points); Linked (-½), Limited Range (12"; -¼). Total cost: 29 points.
- 2) **Restricted Use:** The character only has a limited supply of the foul substance. Add 8 Charges (-½). Total cost: 34 points.

WATER ADAPTATION

Effect: Environmental Movement: Aquatic Movement
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character spends so much time in the water that he's as much at home there as he is on the land.

Game Information: Environmental Movement: Aquatic Movement (no penalties in water). Total cost: 3 points.

BODY CONTROL POWERS



SUBJECT ID: FLESHSTONE

“This image, taken from security camera footage, shows Fleshtone re-shaping the flesh of a guard at a Harmon Industries manufacturing facility, from which Fleshtone later stole several valuable microchips. The victim died five days later, since his metabolic processes could not adapt to his new, horribly misshapen form.

“Agents are warned that conventional defenses have little to no effect against Fleshtone’s powers. Body armor and force fields do not stop him from warping an agent’s flesh in combat. However, field reports indicate that his power only works over a range of approximately 40 meters; sniping tactics are advised. Doctor White has developed ward-spells against Fleshtone, and based on that UNTIL technicians have begun experimenting with tuned force-field devices that may offer at least partial protection.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

“Body Control” refers to two general types of powers. The first type represents literal control over one’s own body — the ability to make one’s body perform better, or perform differently. Many of the defensive and sensory powers described below fall into this category. The second type, known as biomanipulation or biokinesis powers, allow a character to control the bodies of other people — to induce harmful medical conditions, inflict diseases, and so forth. Neither category includes changing one’s shape or size (see Shape Alteration and Size Alteration powers, respectively), but biomanipulation does cover the melding and warping of a target’s flesh. Players designing biokinetic characters may wish to look at some psionic powers, such as Neural Blindness. With just a change in special effect, these might fall under the rubric of “biomanipulation.” A few Hypersenses (page 105) may also be appropriate.

OFFENSIVE POWERS

CONTAGION

Effect: Drain CON 2d6, NND plus RKA 1d6, NND

Target/Area Affected: One character

Duration: Instant (5 minutes onset time)

Range: Touch

END Cost: 10

Description: The character can, by touching another person, inflict a debilitating and possibly fatal disease upon him.

Game Information: Drain CON 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (60 Active Points); Extra Time (onset time begins 5 Minutes after victim is touched; -2) (total cost: 20 points) **plus** RKA 1d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (45 Active Points); No Range (-½), Extra Time (onset time begins 5 Minutes after victim is touched; -2), Linked (-½) (total cost: 11 points). Total cost: 31 points.

OPTIONS:

1) **Deadly Disease I:** Increase to Drain CON 3d6 and RKA 2d6. 90 + 90 = 180 Active Points; total cost 30 + 22 = 52 points.

2) **Deadly Disease II:** Increase to Drain CON 5d6 and RKA 3d6. 150 + 135 = 285 Active Points; total cost 50 + 34 = 84 points.

3) **Mild Disease:** Remove RKA. 60 Active Points; total cost 20 points.

4) **I Don’t Feel So Good...:** Remove Extra Time. 60 + 45 = 105 Active Points; total cost 60 + 22 = 82 points.

5) **Airborne Contagion:** Add Ranged (+½) to Drain CON and remove No Range (-½) from RKA. 70 + 45 Active Points; total cost 23 + 13 = 36 points.

6) **Plague Touch:** Add Sticky (+½) to both powers. 70 + 52 Active Points; total cost 23 + 13 = 36 points.

7) **Palsy:** The character can afflict his victim with a disease that makes it hard for him to control the movement of his body. Substitute Drain DEX 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (90 Active Points); Extra Time (onset time begins 5 Minutes after victim is touched; -2) (total cost: 30 points) **plus** Drain Running 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (60 Active Points); Extra Time (onset time begins 5 Minutes after victim is touched; -2), Linked (-½) (total cost: 17 points). Total cost: 47 points.

8) **Hideous Boils:** When touched by the character, the victim breaks out in boils, suppurating sores, and lesions that temporarily mar his features. Substitute Drain COM 2d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1). Total cost: 60 points.

9) **Contagion Venom:** The character’s power depends upon a poison or other substance of which he has a limited supply. Add 4 Charges (-1) to each power. 60 + 45 = 105 Active Points; total cost 15 + 9 = 24 points.

FLESHWARPING

Effect: Drain STR, DEX, CON, and COM 3d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 6

Description: With his merest touch, the character can warp and shape the flesh of another living creature, causing it to melt, meld, and reshape. The victim becomes not only hideous to look at, but weaker and less able to control and use his misshapen body.

Game Information: Drain STR, DEX, CON, and COM 3d6, any four Characteristics simultaneously (+1). Total cost: 60 points.

UNTIL SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	BODY CONTROL	Subject ID	FLESHTONE
			Martinez Scale: 14?


OPTIONS:

- 1) **Slower Fleshwarping I:** Increase to Drain 5d6 and Change to any one of the four Characteristics at a time (+¼). Total cost: 62 points.
- 2) **Slower Fleshwarping II:** Increase to Drain 4d6 and Change to any two of the four Characteristics simultaneously (+½). Total cost: 60 points.
- 3) **Ars Longa:** The effects of the character's Fleshwarping last for a long time. Reduce to Drain 2d6 and add Delayed Recovery Rate (points recover at the rate of 5 per Hour; +1). Total cost: 60 points.
- 4) **Ars Really Longa:** The effects of the character's Fleshwarping last even longer. Substitute Major Transform 3d6 (living creature to living creature with half his STR and DEX, two-thirds his CON, and one-third his COM; heals normally or through a second application of this power), Partial Transform (+½) (67 Active Points); Limited Target (living creatures; -¼). Total cost: 54 points
- 5) **Supreme Fleshwarping:** The character's control over the flesh of others is so great he can achieve a wide range of effects, including most of the ones described above. Substitute Variable Power Pool, 60 base + 30 control cost; Only For Fleshwarping (-1). Total cost: 75 points.

INDUCE HEART ATTACK

Effect: RKA 3d6, NND, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 20"
END Cost: 16

Description: The character can cause persons near him to suffer a heart attack (or some similar, potentially fatal condition, defined when he purchases the power).

Game Information: RKA 3d6, NND (defense is Power Defense, having an artificial heart, or not having a heart; +1), Does BODY (+1), Indirect (+½) (157 Active Points); Limited Range (20"; -¼), No Knockback (-¼). Total cost: 105 points.

OPTIONS:

- 1) **Cellular Disruption:** Instead of inducing a heart attack, the character can, by touch, disrupt the cells in the target's body, causing great pain and often death. Change to RKA 3d6, NND (defense is Power Defense or a PD Force Field; +1), Does BODY (+1) (135 Active Points); No Range (-½), No Knockback (-¼). Total cost: 77 points.

OVERRIDE

Effect: Aid STR, DEX, CON, and BODY 3d6, any of these Characteristics one at a time

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 0

Description: The character can, by force of will, override the limitations of his own body, forcing it to perform better, or resist stress and pain better. However, the effect doesn't always work; if it fails, the unsuccessful attempt to manipulate his own biology causes the character pain.

Game Information: Aid STR, DEX, CON, and BODY 3d6, any of these Characteristics one at a time (+¼) (37 Active Points); Activation Roll 14- (-½), Side Effects (Drain STUN 3d6; -½), Self Only (-½). Total cost: 15 points.

OPTIONS:

- 1) **High Override:** Increase to Aid 5d6. 62 Active Points; total cost 25 points.
- 2) **Low Override:** Reduce to Aid 2d6. 25 Active Points; total cost 10 points.
- 3) **Enhanced Override:** The character has absolute control over his bodily processes. Remove Activation Roll and Side Effects. Total cost: 25 points.
- 4) **Inefficient Override:** The character's power doesn't work nearly as often as he'd like. Change Activation Roll to 11- (-1). Total cost: 12 points.
- 5) **Safe Override:** The character suffers no ill effects if his override fails. Remove Side Effects (-½). Total cost: 18 points.
- 6) **Extended Override:** The character can maintain the boosting of his abilities for a longer period. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). 45 Active Points; total cost 18 points.
- 7) **Supreme Override:** The character can override all of his body's limitations at once. Increase Variable Effect to all four Characteristics simultaneously (+1). 60 Active Points; total cost 24 points.
- 8) **Focused Override:** The character can override his body, but he has to focus his will to do so. Add Concentration (0 DCV to activate; -½), Extra Time (Full Phase; -½). Total cost: 11 points.
- 9) **Override Touch:** The character can also override others' limitations, boosting their abilities as well. Remove Self Only (-½). Total cost: 18 points.
- 10) **Precise Override:** This version of the power uses a straight Characteristic bonus instead of Aid, for greater predictability. This example features STR; characters could substitute other Characteristics if desired. Change to +15 STR (15 Active Points); Activation Roll 14- (-½), Side Effects (Drain STUN 3d6; -½). Total cost: 7 points.

PHEROMONIC CONTROL

Effect: Seduction PRE +5, Mind Control Based On CON Target/Area Affected: One character

Duration: Constant

Range: No Range

END Cost: 0/4

Description: The character's body emits enhanced and augmented pheromones at his command. He can use these pheromones to make himself more desirable to other people, or in a more brute-force fashion to take control of their minds.

Game Information:

Cost Power

13 Pheromonic Control: Seduction PRE +5

16 Pheromonic Control: Mind Control 8d6 (40 Active Points); Based on CON (-1), No Range (-½)

Total cost: 29 points.

OPTIONS:

- 1) **Strong Pheromones:** Increase to Seduction PRE +8 and Mind Control 10d6. Total cost: 19 + 20 = 39 points.
- 2) **Weak Pheromones:** Decrease to Seduction PRE +3 and Mind Control 6d6. Total cost: 9 + 12 = 21 points.

SEIZURE INDUCTION

Effect: Entangle 4d6, 6 DEF, Takes No Damage From Attack, Indirect

Target/Area Affected: One character

Duration: Instant

Range: 560"

END Cost: 11

Description: The character can override the autonomic bodily functions of his target, causing them to happen uncontrollably. Examples include induced epileptic seizures, induced uncontrollable laughter, and induced unstoppable vomiting; the character should pick one when he purchases the power. Regardless of which version he picks, the effect is easily overridden by other biomanipulation attacks or mental powers.

Game Information: Entangle 4d6, 6 DEF, Takes No Damage From Attack (+½), Cannot Be Escaped With Teleportation (+¼), Indirect (+½) (112 Active Points); Cannot Form Barriers (-¼), Vulnerable (biomanipulation attacks; -¼), Vulnerable (mental attacks; -½). Total cost: 56 points.

OPTIONS:

- 1) **Stronger Seizures:** Increase to Entangle 5d6, 7 DEF. 135 Active Points; total cost 67 points.
- 2) **Weaker Seizures:** Decrease to Entangle 3d6, 3 DEF. 67 Active Points; total cost 33 points.
- 3) **Short-Range Seizures:** Add Limited Range (30"); -¼. Total cost: 50 points.
- 4) **Seizure Touch:** The character has to touch his victim to inflict a seizure. Add No Range (-½). Total cost: 45 points.

5) **Biochemical Seizure:** The character not only has to touch the victim, but to cause the seizure he injects a biochemical of which he has a limited supply. Add No Range (-½) and 8 Charges (-½). Total cost: 37 points.

6) **Autonomic Control:** The character can override and induce any autonomic body function. Add Variable Special Effects (+¼). 125 Active Points; total cost 62 points.

DEFENSIVE POWERS

APPEARANCE MANIPULATION

Effect: Shape Shift (Sight Group), Imitation

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character can alter the cosmetic details of his appearance — hair color, eye color, facial shape, lack or presence of facial and body hair, and so forth.

Game Information: *Shape Shift (Sight Group), Imitation, Reduced Endurance (0 END; +½) (30 Active Points); Cosmetic Details Only (-¼), Extra Time (takes 1 Minute to alter shape; -¾). Total cost: 15 points.*

OPTIONS:

1) **Scent Manipulation:** The character can alter his scent, thereby throwing off hunting dogs and other creatures that track by smell. Change to Shape Shift (Smell/Taste Group), Imitation, Reduced Endurance (0 END; +½) (22 Active Points); Extra Time (takes 1 Minute to alter scent; -¾). Total cost: 13 points.

HARDENED FLESH

Effect: Damage Resistance (8 PD/8 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character can toughen his skin and flesh so that he can resist attacks involving blades, bullets, and the like

Game Information: *Damage Resistance (8 PD/8 ED) (8 Active Points); Costs Endurance (-½). Total cost: 5 points.*

OPTIONS:

1) **The Flesh Is Strong:** Increase to Damage Resistance (12 PD/12 ED). 12 Active Points; total cost 8 points.

2) **The Flesh Is Not As Strong:** Reduce to Damage Resistance (4 PD/4 ED). 4 Active Points; total cost 3 points.

PAIN RESISTANCE

Effect: Physical and Energy Damage Reduction, Resistant, 50%

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can override his body's ability to feel, and reaction to, pain.

Game Information: *Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.*

OPTIONS:

1) **Tiring Resistance:** The character's resistant to pain requires effort. Add Costs Endurance (-½). 60 Active Points; total cost 40 points.

2) **Weaker Resistance:** Reduce to Damage Reduction 25%. Total cost: 30 points.

3) **Focused Resistance:** Character has to make a conscious effort to withstand pain. Add Requires A CON Roll (assumes a CON Roll of 13-; -¾). 60 Active Points; total cost 34 points.

RAPID HEALING

Effect: Healing 2d6 (Regeneration; 2 BODY per Hour)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: When injured, the character kicks his metabolism and healing processes into overdrive so he returns to full health in a matter of hours instead of days.

Game Information: *Healing 2d6 (Regeneration; 2 BODY per Hour), Reduced Endurance (0 END; +½), Persistent (+½) (40 Active Points); Extra Time + Increased Time Increment (2 BODY/Hour; -2¼), Self Only (-½). Total cost: 11 points.*

OPTIONS:

1) **Really Rapid Healing:** Increase to Healing 4d6. 80 Active Points; total cost 21 points.

2) **I'll Be Better In A Minute:** Change Extra Time to 2 BODY/Minute (-1½). Total cost: 13 points.

MOVEMENT POWERS

ENHANCED RUNNING

Effect: Running +5"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: By overriding his body's production of fatigue poisons and increasing the flow of blood to his leg muscles, the character can run much faster than normal.



Game Information: *Running +5", Reduced Endurance (0 END, character must still pay END for his base 6" of Running; +½). Total cost: 15 points.*

ENHANCED SWIMMING

Effect: Swimming +3"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Similar to Enhanced Running, this power allows a character to make his body swim faster than normal.

Game Information: *Swimming +3", Reduced Endurance (0 END, character must still pay END for his base 2" of Swimming; +½). Total cost: 4 points.*

SENSORY POWERS

HEIGHTENED SENSES

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can augment his normal human senses through various means, such as increasing the strength of his eye muscles, enhancing the performance of sensory nerves, and so forth. However, he cannot grant himself senses he does not ordinarily possess.

Game Information:

Cost	Value
12	<i>Heightened Senses:</i> +4 PER with all Sense Groups
18	<i>Precise Focussing:</i> +12 versus Range Modifier for any one Sense Group (chosen when the character purchases the power)

OPTIONS:

1) Tiring Senses: The character can only heighten his senses by force of effort. Add Costs Endurance (+½). Total cost: 8 points for Heightened Senses; 12 points for Precise Focussing.

MISCELLANEOUS POWERS

ENHANCED DIGESTION

Effect: Life Support (Diminished Eating: any protein)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body can derive nutrition from virtually any organic substance, provided he can swallow it safely.

Game Information: *Life Support (Diminished Eating: any protein). Total cost: 1 point.*

ENVIRONMENTAL RESILIENCE

Effect: Life Support (Safe Environment; Diminished Eating)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can override his need for comfortable temperatures, food, and drink, thus making it more likely that he can survive exposure and starvation.

Game Information: *Life Support (Safe Environments: Intense Cold, Intense Heat; Diminished Eating: only has to eat once per week). Total cost: 5 points.*

LET ME LEND YOU A HAND

Effect: Summon up to four 80-point body parts, plus Mind Link
Target/Area Affected: Special
Duration: Instant
Range: No Range
END Cost: 0

Description: The character can detach parts of his body — primarily his limbs and head — and send them off to act independently. The player must prepare a character sheet for each body part, building them on up to 80 Character Points each. (If that's not enough, increase the cost of the power as appropriate.) The character sheets must, of course, include appropriate Disadvantages, including the fact that a detached body part can rarely move very fast (except, perhaps, for sudden lunges). While a body part is detached, the character can "communicate" with it, and it does whatever he tells it to (provided the task is within its limited capabilities).

Game Information: *Summon up to four body parts of up to 80 Character Points each, Slavishly Loyal (+1) (52 Active Points); Character Loses Use Of Body Part While Summon Remains In Effect (-½) (total cost: 35 points) and Mind Link (specific group of up to four Summonees) (25 Active Points), Feedback (STUN and BODY; -2) (total cost: 8 points). Total cost: 43 points.*

LIVING HAIR

Effect: Extra Limbs plus Stretching 3"
Target/Area Affected: Self
Duration: Persistent/Constant
Range: Self
END Cost: 0/1

Description: The character's hair is extremely strong, and can move and lengthen at his command. He can use it as up to 10 limbs.

Game Information: *Extra Limbs (up to 10) (5 Active Points); Costs Endurance (-½) (total cost: 3 points) and Stretching 3" (15 Active Points); Limited Body Parts (Extra Limbs/hair only; -¼) (total cost: 12 points). Total cost: 15 points.*

OPTIONS:

1) **A Hairy Situation:** The character's Extra Limbs make him a skilled fighter in HTH Combat. +9 with Punch, Disarm, and Grab. Total cost: 27 points.

MINIMIZED BREATHING

Effect: Life Support (Extended Breathing)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can slow down his metabolism and heartrate to the point where he doesn't need nearly as much oxygen as normal humans — and he can do it without diminishing his ability to move and act.

Game Information: *Life Support (Extended Breathing: 1 END per Minute). Total cost: 2 points.*

SLEEP RESISTANCE

Effect: Life Support (Diminished Sleep) and +20 STUN
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can keep himself vital and refreshed, thus reducing his need for sleep and increasing his resistance to attacks that force him to go to sleep. In the latter case, subtract any damage he takes from the +20 STUN first, then reduce the character's normal STUN if necessary.

Game Information: *Life Support (Diminished Sleep: only needs to sleep eight hours per week) (total cost: 1 point) and +20 STUN (20 Active Points); Only To Resist Sleep Attacks (-1) (total cost: 10 points). Total cost: 11 points.*

SUBJECT ID: PLAGUE

"Plague poses a particular danger to agents due to the rapidity with which his powers work. Many biokinetics can only work minor changes in their victims, and in the case of disease infliction can only create natural diseases, which take time to work (though the full effects may eventually be extreme). The diseases Plague infects his victims with work instantly or within seconds, as shown by this image. The woman in the picture died approximately ten seconds later; Hazmat personnel in full biocontainment suits were called in to remove the corpse.

"Agents who expect to encounter Plague should carry as many antibiotics and broad-spectrum antidotes as possible, or use force fields to prevent him from being able to touch them. While often there's no cure for one of Plague's inflicted illnesses, experience shows that sometimes taking the right medication can arrest the effect and prevent the victim from suffering further harm."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

COSMIC ENERGY POWERS



OTHER OPTIONS FOR COSMIC BLAST

6) Cosmic Pulse Blast:

The character can fire a pulsed beam of energy that can hit multiple targets, or one target multiple times. Reduce to Energy Blast 13d6, and add Auto-fire (5 shots; +½) and Reduced Endurance (½ END; +½). Total cost: 130 points.

7) Cosmic Energy Field:

The character can emit a field of energy that can hurt many targets at once. Reduce to Energy Blast 12d6, and add Area Of Effect (12" Radius; +1¼). Total cost: 135 points.

Cosmic energy" refers to a mysterious type of energy that permeates the Galaxy (and perhaps all Reality). Scientists as yet do not fully understand cosmic energy; in fact, many of them deny its existence. However, some superhumans manifest powers that they associate with cosmic energy. Often these characters' origins have something to do with outer space or ultra-powerful beings, but that's not always the case.

Typically, characters with Cosmic Energy powers have a Variable Power Pool with the appropriately-named Cosmic (+2) Advantage described on page 325 of the *HERO System 5th Edition, Revised*. The powers described in this section represent just a few of the abilities they could buy through their Power Pools, or buy outside the Pool to free up points for other powers. However, given the great power and infinitely flexible nature of Cosmic Energy, a character with such powers could manifest virtually any power in this book if he wanted to. Powers from categories like Dimensional Alteration, Fire/Heat, Gravity, Kinetic Energy, Light, Luck, Matter Manipulation, Mental and Psionic, Solar and Celestial, Strength and Toughness, Telekinetic, and Time provide good examples of other Cosmic Energy abilities.

OFFENSIVE POWERS

COSMIC BLAST

Effect: Energy Blast 15d6

Target/Area Affected: One character

Duration: Instant

Range: 375"

END Cost: 7

Description: The character can project a blast of cosmic energy powerful enough to harm even tough superhumans.

Game Information: *Energy Blast 15d6. Total cost: 75 points.*

OPTIONS:

- 1) **Ultra-Cosmic Blast:** Increase to Energy Blast 20d6. Total cost: 100 points.
- 2) **Weak Cosmic Blast:** Decrease to Energy Blast 12d6. Total cost: 60 points.
- 3) **Lethal Cosmic Blast:** Substitute RKA 5d6. Total cost: 75 points.
- 4) **Cosmic Power Bolt:** The character's cosmic energy blast is larger and wider, making it easier for

him to hit targets. Add Area Of Effect (One Hex; +½). Total cost: 112 points.

- 5) **Cosmic Power Beam:** Similar to the Cosmic Power Bolt, but wider, and more likely to damage multiple foes. Reduce to Energy Blast 14d6, add Area Of Effect (56" Line; +1¼), and add No Range (-½). 157 Active Points; total cost 105 points.

COSMIC MANIPULATION

Effect: Telekinesis (60 STR), Affects Porous

Target/Area Affected: One character

Duration: Constant

Range: 500"

END Cost: 10

Description: The character's cosmic powers allow him to pick up and manipulate objects at range, without touching them. He can even affects liquids.

Game Information: *Telekinesis (60 STR), Affects Porous. Total cost: 100 points.*

OPTIONS:

- 1) **Precise Cosmic Manipulation:** Add Fine Manipulation. Total cost: 110 points.
- 2) **Easy Cosmic Manipulation:** Add Reduced Endurance (½ END; +¼). Total cost: 125 points.
- 3) **Misty Cosmic Manipulation:** The character can affect mists, smokes, and gases as well as liquids. Decrease to Telekinesis (40 STR) and add Area Of Effect (7" Radius; +1). Total cost: 140 points.

COSMIC TRANSMUTATION

Effect: Major Transform 8d6 (anything into anything)

Target/Area Affected: Anything

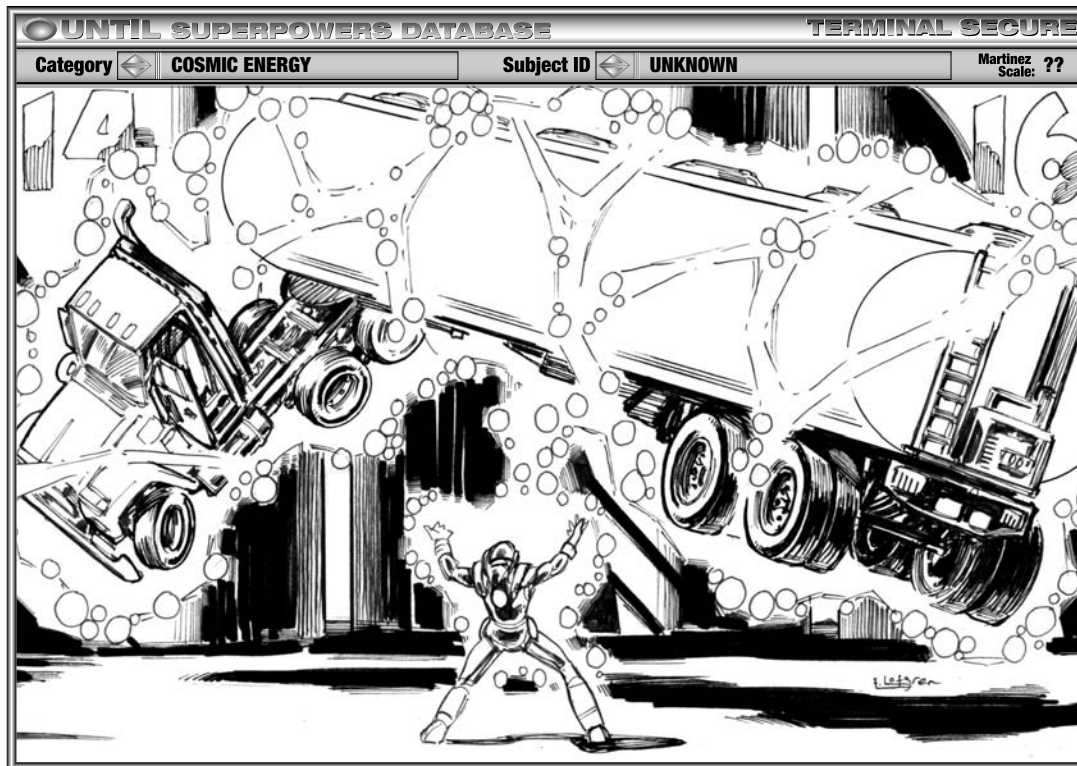
Duration: Instant

Range: 1,200"

END Cost: 24

Description: The character has god-like powers of transmutation. He can change anything into anything else — thin air into food, swords into plowshares, people into frogs, rocks into diamonds, dust into water, you name it. He can also use this power to grant superpowers to other people (the standard rules for doing so apply), take away the superpowers they currently have, or inflict Disadvantages upon them.

Game Information: *Major Transform 8d6 (anything into anything, heal back normally), Improved Results Group (anything; +1) (240 Active Points); All Or Nothing (-½). Total cost: 160 points.*



SUBJECT ID: UNKNOWN

“The unknown superhuman depicted in the accompanying image provides an example of the use of so-called “cosmic energy.” Note the ease with which the subject telekinetically lifts a fully-loaded oil tanker. Two seconds later he hurled it into a nearby oil refinery, causing an explosion felt ten miles away. Two hundred and thirty people were killed, but he walked out of the explosion without a scratch on him. Unfortunately, since the authorities were unable to restrain him and he has remained in hiding since then, neither his identity nor the full extent of his powers are known.”

—USPD research notes of UNTIL civilian employee Janice Seluti

OPTIONS:

1) **True Transmutation:** It may take time, but the character can always accomplish the transmutation he has in mind. Remove All Or Nothing (-½). Total cost: 240 points.

PARALYSIS

Effect: Entangle 8d6, 12 DEF, Takes No Damage From Attacks

Target/Area Affected: One character

Duration: Instant

Range: 750"

END Cost: 15

Description: The character can instantly paralyze an opponent.

Game Information: Entangle 8d6, 12 DEF, Takes No Damage From Attacks (+½) (150 Active Points); Cannot Form Barriers (-¼). Total cost: 120 points.

OPTIONS:

1) **Stronger Paralysis:** Increase to Entangle 12d6, 18 DEF. 225 Active Points; total cost 180 points.

2) **Paralysis Field:** The character can paralyze multiple opponents in a single area. Add Area Of Effect (15" Radius; +1). 250 Active Points; total cost 200 points.

DEFENSIVE POWERS

COSMIC FORM

Effect: Total Life Support

Target/Area Affected: Self

Duration: Inherent

Range: Self

END Cost: 0

Description: Cosmic energy suffuses the character's form, not only granting him immortality but making it possible for him to survive anywhere.

Game Information: Life Support: Total (including Longevity: Immortality), Inherent (+¼). Total cost: 62 points.

OPTIONS:

1) **Universal Health Plan:** Add Usable Simultaneously (up to eight people at once; +1) for Total Life Support excluding Inherent and Longevity: Immortality. +45 Active Points; total cost 107 points.

COSMIC SHIELD

Effect: Force Field (40 PD/40 ED), Hardened plus Power Defense (20 points)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: A field of cosmic energy surrounds the character's body, protecting him from most forms of harm.

Game Information: Force Field (40 PD/40 ED/20 Power Defense), Hardened (+¼), Reduced Endurance (0 END; +½). Total cost: 175 points.

OPTIONS:

- 1) **Weak Cosmic Shield:** Reduce Force Field to 25 PD/25 ED/18 Power Defense. Total cost: 119 points.

COSMIC WALL

Effect: Force Wall (20 PD/20 ED; 10" long and 3" tall), Hardened

Target/Area Affected: Varies

Duration: Constant

Range: 760"

END Cost: 15

Description: The character can create a large wall of cosmic energy to protect himself (and often others) from attack. He can also use the wall offensively, by wrapping it around an opponent and trapping him in the "bubble."

Game Information: *Force Wall (20 PD/20 ED; 10" long and 3" tall), Hardened (+¼). Total cost: 152 points.*

OPTIONS:

- 1) **Weaker Cosmic Wall:** Reduce to Force Wall (15 PD/15 ED; 6" long and 2" tall). Total cost: 109 points.
- 2) **Personal Cosmic Wall:** Reduce to Force Wall (20 PD/20 ED) and add Self Only (-½) and No Range (-½). 125 Active Points; total cost 62 points.

MOVEMENT POWERS

COSMIC FLIGHT

Effect: Flight 40"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 10

Description: The character can fly at extremely fast speeds by propelling himself with cosmic energy.

Game Information: *Flight 40", x32 Noncombat. Total cost: 100 points.*

OPTIONS:

- 1) **High Maneuverability:** Add +5 with Flight. Total cost: 110 points.
- 2) **Come Fly With Me:** Reduce Flight to 30", x8 Noncombat and add Usable Simultaneously (up to eight people at once; +1). Total cost: 140 points.
- 3) **MegaFlight:** Remove Noncombat Multiples and add MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). Total cost: 160 points.

COSMIC SPACEFLIGHT

Effect: FTL Travel (1 LY per minute)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: When in outer space, the character can use cosmic energy to travel at up to five hundred thousand times the speed of light.

Game Information: *FTL Travel (500,000 LY/year, or about 1 LY/minute). Total cost: 48 points.*

OPTIONS:

- 1) **Come Fly With Me:** Add Usable Simultaneously (up to eight people at once; +1). Total cost: 96 points.
- 2) **Tiring Cosmic Spaceflight:** Add Costs Endurance (-½). Total cost: 32 points.

TRUE TRAVEL

Effect: Teleportation 40"

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 10

Description: Rather than bother with flying, some cosmically-powerful characters simply use their control over reality to warp space and travel instantly from one place to another.

Game Information: *Teleportation 40", x32 Noncombat. Total cost: 100 points.*

OPTIONS:

- 1) **Come Teleport With Me:** Add x32 Increased Mass. Total cost: 125 points.
- 2) **Galactic-Scale Teleportation:** Reduce to Teleportation 20", remove Noncombat multiples and add MegaScale (1" = 1,000 light-years, can scale down to 1" = 1 km; +4½). Total cost: 220 points.

SENSORY POWERS

COSMIC AWARENESS

Effect: Detect Physical Objects and Energy

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Cosmic energy grants the character universal awareness of his surroundings.

Game Information: *Detect Physical Objects and Energy (INT Roll) (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting, Telescopic (+12 versus Range Modifier), Tracking. Total cost: 58 points.*

OPTIONS:

- 1) **Do You See What I See?:** Add Usable Simultaneously (up to eight people at once; +1). Total cost: 116 points.

CYBERKINESIS POWERS



Also known as cyberpathy, cyberkinesis is the ability to mentally interface with and control machines. A cyberkinetic can read computer files with his mind, shut off or turn on machines at will, or trick security cameras into seeing something that's not there. Some can even disrupt the functioning of machines, or cause them to fall apart.

Most cyberkinesis powers are built as Mental Powers that affect the Machine class of minds. For computers, sentient robots, and other machines that have EGO, use their EGO to resist the Mental Powers as normal; for machines that only have INT, substitute INT for EGO. For machines that have neither INT nor EGO, the GM has two options. First, he can assign the machine an "EGO" based on its sophistication and have the power work normally (after all, most modern machines have one or more computers built into them somewhere); second, he can allow cyberkinetic characters to affect such machines only if they have an appropriate non-Mental Power-based ability with a "cyberkinesis" special effect (such as Machine Manipulation and Deactivation, which a character could use to "turn off" a machine instead of telling it to do so with Mind Control).

Cyberkinetic powers are mainly offensive and sensory. Many cyberkinetics have equipment, or even a Gadget Pool, to provide themselves with defenses and other, more conventional, attacks and abilities.

OFFENSIVE POWERS

CYBERCONTROL

Effect: Mind Control 8d6
Target/Area Affected: One machine
Duration: Constant
Range: LOS
END Cost: 4

Description: The character mentally interfaces with a computer or similar machine, overriding its control software and taking command of it. This can prove particularly effective if the computer is hooked up to large weapons, a building's security system, the operating systems of a starship, or the like.

Game Information: *Mind Control 8d6 (Machine class of minds). Total cost: 40 points.*

OPTIONS:

1) **Strong Cybercontrol:** Increase to Mind Control 12d6. Total cost: 60 points.

2) **Weak Cybercontrol:** Decrease to Mind Control 6d6. Total cost: 30 points.

3) **Obey My Thoughts:** Add Telepathic (+¼). Total cost: 50 points.

CYBERILLUSIONS I

Effect: Mental Illusions 8d6
Target/Area Affected: One machine
Duration: Constant
Range: LOS
END Cost: 4

Description: This power allows a cyberkinetic to control what a machine "sees" or displays. For example, he could make security cameras show himself and his comrades as uniformed security guards rather than superheroes, or cause a computer screen to display the specific images he wants it to. The character cannot cause the machine to take STUN or BODY damage due to the effect of the illusion.

Game Information: *Mental Illusions 8d6 (Machine class of minds) (40 Active Points); Cannot Cause Harm (-¼). Total cost: 32 points.*

OPTIONS:

1) **Strong Cyberillusions:** Increase to Mental Illusions 12d6. 60 Active Points; total cost 48 points.

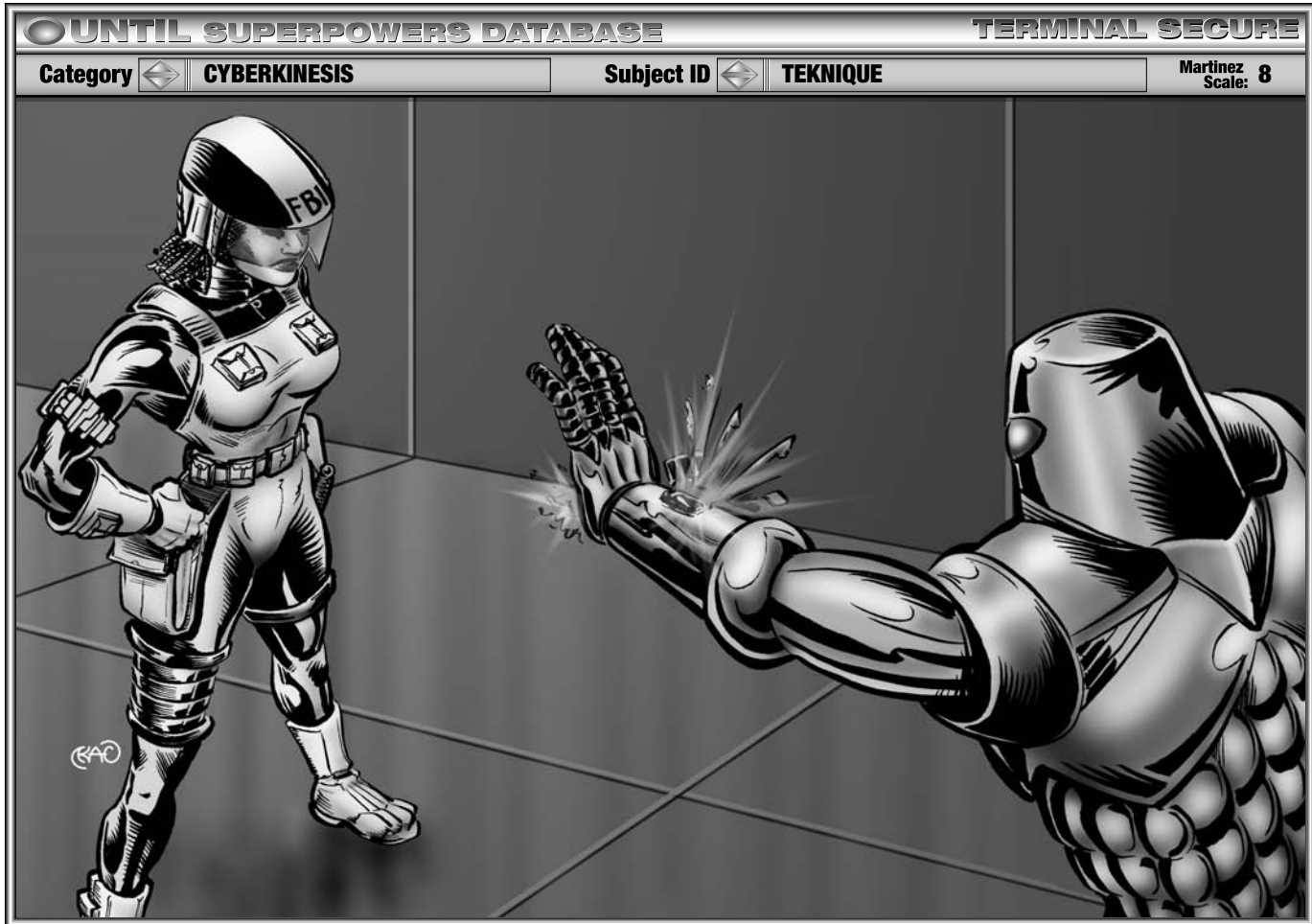
2) **Weak Cyberillusions:** Decrease to Mental Illusions 6d6. 30 Active Points; total cost 24 points.

3) **See What I Want You To See:** The standard Cyberillusions power affects all senses, since a cyberkinetic might need to attack a sentient robot or the like with it. However, some cyberkinetics can only affect machines' sight and radio senses, since so few have any other senses. Add Limited Senses (cannot affect Hearing, Smell/Taste, and Touch Groups; -¾). 40 Active Points; total cost 20 points.

CYBERILLUSIONS II

Effect: Sight and Radio Group Images
Target/Area Affected: 8" radius
Duration: Constant
Range: 130"
END Cost: 3

Description: A cyberkinetic can use this power to fool machines that don't have EGO or INT — some security cameras, for example. It allows him to control what the machine sees or displays (and thus what anyone monitoring the machine sees). For example, he could make a security camera see the undisturbed bank vault it normally expects to see, even when a team of supervillains is busy looting



the place. Anyone monitoring that camera remotely would see the Image, but anyone viewing the scene with the naked eye would not be affected at all. The Image has an 8" radius, which should suffice to cover the the area scanned by most cameras. If necessary, the cyberkinetic can place the illusion directly in front of the camera so it cannot avoid it.

Game Information: *Sight and Radio Group Images, Increased Size (8" radius; +¾) (26 Active Points); Only Versus Machines (-1). Total cost: 13 points.*

OPTIONS:

- 1) **Smaller Cyberillusions:** Reduce to Increased Size (4" radius; +½). 22 Active Points; total cost 11 points.
- 2) **High Resolution Cyberillusions:** The character has such precise control over his cyberillusions that few people can see through them. Add -3 to PER Rolls. 42 Active Points; total cost 21 points.
- 3) **Expanded Cyberillusions:** The character's illusions are so convincing that sentient machines even hear and feel what he wants them to. Add Hearing and Touch Groups. 44 Active Points; total cost 22 points.

UNTIL SUPERPOWERS DATABASE

TERMINAL SECURE

Category CYBERKINESIS

Subject ID TEKNIQUE

Martinez Scale: 8

CYBERPATHY

Effect: Telepathy 8d6

Target/Area Affected: One machine

Duration: Constant

Range: LOS

END Cost: 4

Description: The character mentally interfaces with a machine to read its files and records of use. For example, he could scan the buffer of a fax to find out about incoming and outgoing faxes, or the hard drive of a computer to find out what the files it contains says. He can also send his own thought and "talk" to machines. He cannot, however, make permanent changes to computer files or the like; that requires Erase/Alter Records (see below).

Given the standard speed of Telepathy (one fact per Phase), it may take the cyberkinetic a long time to find the fact he wants if he doesn't have a good idea about where to start searching. If necessary, the GM can have the character make an EGO Roll, with a penalty based on the amount of data, to find what he's looking for quickly; the more the character makes the roll by, the quicker he finds the data. (Perhaps the GM can adapt the Mind Scan Modifiers table to determine the penalty, with 1 megabyte equal to one person, and 1 gigabyte of information equal to 10 people [-2 penalty], then doubling the gigabytes for each step down the table.)

When reading a computer or the like, "surface thoughts" include any program currently open or running (and all data files those programs con-

tain). Deep, hidden thoughts include any program installed on the computer, but not currently open, running, or otherwise active (and all that program's data files). Memories include any deleted programs or files, any Psychological Limitations a sentient computer has, and possibly some programs the computer hasn't run or activated for a long time (a month or more). Non-sentient machines generally don't have subconscious thoughts, but you could use this level for any programs or files thoroughly erased. Machines count as being "unconscious" for purposes of Telepathy on if unplugged (just being turned off doesn't qualify).

Game Information: *Telepathy 8d6 (Machine class of minds). Total cost: 40 points.*

OPTIONS:

- 1) **Strong Cyberpathy:** Increase to Telepathy 12d6. Total cost: 60 points.
- 2) **Weak Cyberpathy:** Decrease to Telepathy 6d6. Total cost: 30 points.
- 3) **Rapid Reading:** The character can scan through computer files and the like with much greater speed. Add Autofire (5 facts per Phase; +½). Total cost: 60 points.

DEACTIVATION

Effect: Dispel 20d6, any Electrical Device power one at a time
Target/Area Affected: One machine
Duration: Instant
Range: 375"
END Cost: 7

Description: This power allows a cyberkinetic to break, shut down, or otherwise deactivate an electronic device, such as an enemy's blaster, a computer, or the spark plugs in a car. Once this Dispel works, getting the affected power functioning again typically requires a Full Phase and succeeding with a roll using Electronics (or another appropriate Skill); the roll suffers a -1 penalty for every 5 point by which the Dispel roll exceeded the power's Active Points. Any other powers built into the same device remain unaffected.

Game Information: *Dispel 20d6, any Electrical Device power one at a time (+¼). Total cost: 75 points.*

OPTIONS:

- 1) **Strong Deactivation:** Increase to Dispel 24d6. Total cost: 90 points.
- 2) **Weak Deactivation:** Decrease to Dispel 16d6. Total cost: 60 points.
- 3) **Broad-Spectrum Deactivation I:** The character has the ability to deactivate multiple electronic device powers at once. Reduce to Dispel 16d6, and increase Expanded Effect to any two Electronic Device powers simultaneously (+½). Total cost: 72 points.
- 4) **Broad-Spectrum Deactivation II:** Reduce to Dispel 15d6, and increase Expanded Effect to any

four Electronic Device powers simultaneously (+1). Total cost: 90 points.

- 5) **Broad-Spectrum Deactivation III:** Reduce to Dispel 14d6, and increase Expanded Effect to all Electronic Device powers simultaneously (+2). Total cost: 126 points.

ERASE/ALTER RECORDS

Effect: Major Transform 4d6
Target/Area Affected: One machine
Duration: Instant
Range: Touch
END Cost: 7

Description: A cyberkinetic with this power can add, alter, or remove software and files to or from a computer with his mind.

The GM must determine the "BODY" of a piece of software or a file for purposes of this power. A Psychological Limitation has "BODY" equal to its value as a Disadvantage. A piece of software typically has about 1 BODY per megabyte of hard drive space it occupies; a particularly complex or important piece of software (such as an operating system) may have more. A computer file (such as a word processing document or a spreadsheet) has about 1 BODY per two megabytes. The GM may alter these guidelines as he sees fit.

In most cases, adding, removing, or altering a sentient machine's Psychological Limitations requires a Major Transform. So does adding, removing, or altering a piece of software. Adding, altering, or removing a computer file may only require a Cosmetic or Minor Transform effect, based on the GM's judgment regarding the complexity and importance of the information; the Partial Transform Advantage allows the cyberkinetic to achieve such lesser effects easily.

This power has the BOECV Advantage so that a cyberkinetic can alter a sentient machine's Psychological Limitations. However, the effect still depends on the "BODY" of the Psychological Limitation, so the Works Against EGO, Not BODY Modifier does not apply.

Game Information: *Major Transform 2d6 (add, alter, or remove computer Psychological Limitations, programs, or records; heal back through application of the same power, reprogramming, and/or re-entering the data), BOECV (affected by either Mental Defense or Power Defense; +¾), Partial Transform (+½) (67 Active Points); No Range (-½), Limited Target (computer software and files; -½). Total cost: 33 points.*

OPTIONS:

- 1) **Stronger Erasure:** Increase to Major Transform 3d6. 101 Active Points; total cost 50 points.
- 2) **Weaker Erasure:** Reduce to Major Transform 1d6. 34 Active Points; total cost 17 points.
- 3) **Distant Erasure:** Most cyberkinetics can only alter or erase computer records if they can touch the computer they want to affect. A character with

SUBJECT ID: TEKNIQUE

"Thanks to the assistance of our colleagues in the FBI, the raid by Ankylosaur and his comrades (or employees) on our Millennium City facility was thwarted without significant loss, though also without capture of any of the villains involved except for Armadillo. FBI superpowered agent Technique used her "cyberpathic" powers to deactivate the weapons in his armor, as shown by the attached photo, making it easy for our agents to disable and capture him. The United States government has incarcerated Randall Gordon pending trial, at which several UNTIL agents will testify."

—From a report by Major Richard Kemal to his superiors

this option can affect computers at range. Change BOECV to +½ (power suffers normal Range Modifier) and remove No Range (-½). 60 Active Points; total cost 40 points.

4) Scrambling The Electrons: This form of Erase/Alter Records doesn't function like a Mental Power, so the character cannot use it to alter a sentient machine's Psychological Limitations. Remove BOECV and increase to Major Transform 3d6. 67 Active Points; total cost 33 points.

LEGION OF WEAPONS

Effect: Energy Blast 6d6, Indirect, Variable Advantages, Variable Special Effects

Target/Area Affected: One character

Duration: Instant

Range: 20"/410" (see text)

END Cost: 13

Description: With this power, a cyberkinetic can override and take control of any electronic weapon within 20" and cause it to fire at one of his enemies. The weapon has its normal range when firing, to a maximum of 410" from the character. The character's control isn't absolute, so he may not be able to use the weapon at full power or access the Advantages applied to it. In game terms, he's limited to the dice and level of Variable Advantages bought for the attack, regardless of how powerful the weapon itself might be; if the weapon has no Advantages, the character cannot apply one, if it has multiple Advantages, he can choose which one to use. The attack could come from any direction (based on where the weapon is located), so this power includes the Indirect Advantage at the +¾ level.

This power is bought with Energy Blast, since that's the most common power used to build weapons in most Champions campaigns. The GM must decide whether the character can use this power with non-EB weapons (e.g., weapons built with RKA), or must have a Power Framework with various slots for the different types of weapons he might encounter (see Options, below). In any event, a character can't use this power with weapons that don't involve powers similar to Energy Blast (such as weapons built with Drain, Entangle, or Flash).

Because causing a weapon to fire may use up Charges or END, this power includes a Linked Drain. The effect on END or an Endurance Reserve is as normal under the rules. To determine the effect on Charges, divide the weapon's Active Points by the number of Charges it has; that gives you a "point total" for each Charge, which tells you how much effect the Drain has to achieve to remove one.

A character with Machine Manipulation (page 47) may be able to fire weapons telekinetically instead of using this power.

Game Information: Energy Blast 6d6, Indirect (based on location of weapons accessed; +¾), Variable Advantage (+½ Advantages, reduced by ¼ since character usually has little or no control over the Advantages he can use; +¾), Variable Special Effects (+¼) (82 Active Points); OIF (appropriate weapons of opportunity within 20"; -½), Can Only Do Maximum

Of 6d6 And One +½ Advantage Regardless Of Weapon's Actual Power (-0) (total cost: 55 points) **plus** Drain Weapons 3d6, Charges or END one at a time (+¼), Ranged (+½) (52 Active Points); Limited Range (20"; -¼), Only Removes 1 Charge Or Enough END For One Shot (-½), Linked (-½) (total cost: 23 points). Total cost: 78 points.

OPTIONS:

1) Greater Access: The character can exert greater control over nearby weapons. Increase to Energy Blast 8d6. 110 + 52 = 162 Active Points; total cost 73 + 23 = 96 points.

2) Total Weapons Control: The character can control and use any weapon, no matter what effect it has on targets. For the Energy Blast, substitute a Variable Power Pool, 75 base + 37 control cost; OIF (appropriate weapons of opportunity within 20"; -½). Total cost: 75 + 25 = 100 points. You may also need to remove the Linked from the Drain Weapons (since characters can only Link powers to entire Power Frameworks with the GM's permission), giving it a total cost of 30 points. When the character uses the power, he also uses the Drain Weapons as a multiple-Power attack.

MACHINE DESTRUCTION

Effect: RKA 3d6, Only Versus Machines

Target/Area Affected: One machine

Duration: Instant

Range: 335"

END Cost: 7

Description: The character can cause machines to short out, break down, fall apart, or otherwise cease working. In short, he destroys them, rendering them useless until someone makes extensive repairs (if that's even possible). The power works on any sort of mechanical or electronic device; it wouldn't work on, for example, organic technology, or technology based entirely on crystals.

Game Information: RKA 3d6, Area Of Effect (One Hex; +½) (67 Active Points); Only Versus Machines (-1). Total cost: 33 points.

OPTIONS:

1) Stronger Machine Destruction: Increase damage to RKA 4d6. 90 Active Points; total cost 45 points.

2) Weaker Machine Destruction: Decrease damage to RKA 2d6. 45 Active Points; total cost 22 points.

3) Irresistible Machine Destruction: Even tough machines can't resist the character's power. Add Armor Piercing (+½). 90 Active Points; total cost 45 points.

MACHINE MANIPULATION

Effect: Telekinesis (10 STR), Fine Manipulation, Only Versus Machines

Target/Area Affected: One machine

Duration: Constant

Range: 125"

END Cost: 2

Description: The character can move and operate machines and machine parts at a distance, without having to touch them. He can type while sitting across the room from the keyboard, turn a robot's Off/On switch without using his hands, fire weapons remotely, and so forth. He can even disassemble machines, or if necessary tear them apart. The GM determines exactly what effects a character can accomplish with this power.

Game Information: *Telekinesis (10 STR), Fine Manipulation (25 Active Points); Only To Control Machines And Machine Parts (-1). Total cost: 12 points.*

OPTIONS:

1) **Stronger Machine Manipulation I:** Increase to Telekinesis (20 STR). 40 Active Points; total cost 20 points.

2) **Stronger Machine Manipulation II:** Increase to Telekinesis (30 STR). 55 Active Points; total cost 27 points.

3) **Weaker Machine Manipulation:** Decrease to Telekinesis (6 STR). 19 Active Points; total cost 9 points.

ANIMATE TECHNOLOGY

Effect: Summon 4 150-point robots

Target/Area Affected: N/A

Duration: Instant

Range: No Range

END Cost: 9

Description: The character can use cyberkinetic commands to cause local technology and spare parts to re-assemble themselves into several minor robots to help him perform tasks or attack his enemies. (The Hero Games website, www.herogames.com, has a sample write-up for such a robot; you can also use versions of the ones depicted in the HERO System Bestiary or Star Hero, or design your own, provided they cost no more than 150 points total.)

Given the nature of this power, the GM may want to make the character buy an RKA or Drain defined as destroying or taking parts away from nearby machines. However, in most cases, you can simply treat the "incidental damage" this power might cause as part of its special effect, and/or not let the power function if the only parts available are from machines that could have an affect on combat.

Game Information: *Summon up to 4 150-point robots, Expanded Class (minor "robots"; +¼), Slavishly Loyal (+1) (90 Active Points); OIF (must have sufficient technology/parts available; -½), Extra Time (Full Phase; -½). Total cost: 45 points.*

OPTIONS:

1) **Big, Tough Robots:** Increase to Summon up to 4 250-point robots. 135 Active Points; total cost 67 points.

2) **Small, Weak Robots:** Decrease to Summon up to 4 75-point robots. 56 Active Points; total cost 28 points.

3) **Legion Of Steel Doom:** Increase number of robots Summoned to 64. 135 Active Points; total cost 67 points.

SAP POWER

Effect: Suppress Electronic Devices

Target/Area Affected: One electronic device

Duration: Constant

Range: 20"

END Cost: 6

Description: The character can drain the power away from any electronic device within 20" of him, causing it to function less efficiently (and possibly to shut down altogether).

Game Information: *Suppress 4d6, all Electronic Device powers simultaneously (+2) (60 Active Points); Limited Range (20"; -¼). Total cost: 48 points.*

OPTIONS:

1) **Swifter Sapping:** Increase to Suppress 6d6. 90 Active Points; total cost 72 points.

2) **Slower Sapping:** Decrease to Suppress 2d6. 30 Active Points; total cost 24 points.

3) **Sapping Field:** The character can affect numerous devices at once. Add Area Of Effect (6" Radius; +1). 80 Active Points; total cost 64 points.

DEFENSIVE POWERS

ELECTRONIC CONCEALMENT

Effect: Invisibility to Sight Group

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: This power represents a focused form of the Cyberillusions powers described above. The character interfaces with electronic monitoring systems, such as cameras, and makes it seem to them as if he is not present.

Game Information: *Invisibility to Sight Group, No Fringe (30 Active Points); Only Versus Machines (-1). Total cost: 15 points.*

OPTIONS:

1) **Group Concealment:** The cyberkinetic can extend his control so that he hides his friends as well. Add Usable Simultaneously (up to 8 people at once; +1). 60 Active Points; total cost 30 points.

MISDIRECTION

Effect: Armor (10 PD/10 ED), Hardened
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character subconsciously protects himself from attacks involving machines, gadgets, or electronic weapons by causing the weapon to misfire or fire off-target.

Game Information: *Armor (10 PD/10 ED), Hardened (+¼) (37 Active Points); Only Versus Ranged Attacks (-1), Only Versus Attacks Involving Machines/Electronic Devices (-1), Costs Endurance (-½). Total cost: 11 points.*

OPTIONS:

- 1) Missed Me! I:** Substitute 7 DCV Levels. 35 Active Points; total cost 10 points.
- 2) Missed Me! II:** With this variant, the character not only protects himself, he protects his friends. Substitute Missile Deflection (any attack), Ranged (+1), remove Only Versus Ranged Attacks. 40 Active Points; total cost 16 points.
- 3) Missed Me! III:** As Missed Me! II, but the character's control becomes so precise he can cause an enemy to shoot himself, or an ally, rather than the character. Add Reflection at any target. 30 Active Points; total cost 12 points. 40 + 30 = 70 Active Points total; total cost 16 + 12 = 28 points.

MOVEMENT POWERS**CYBERTRAVEL**

Effect: Extra-Dimensional Movement (to cyberspace)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The cyberkinetic can inject his intelligence/persona into the virtual realm of cyberspace, travel the dataways in search of the information he needs.

For general rules on how things function in cyberspace, see pages 162-63 of Star Hero, but make adjustments for the type of technology involved, if necessary.

Game Information: *Extra-Dimensional Movement (any location in cyberspace, as defined by the location of the computer the character uses), Reduced Endurance (0 END; +½) (33 Active Points); OIF (computer of opportunity; -½), Meat Body (character's body remains in the real world, but cannot move, perceive, or act, and damage to either the virtual form [in cyberspace] or the real body [in the real world] can hurt or kill the character; -1). Total cost: 13 points.*

OPTIONS:

- 1) Cyberspace Road Trip:** The cyberkinetic can bring several of his friends along for the virtual journey. Add Usable Simultaneously (up to 8 people at once; +1). 62 Active Points; total cost 25 points.

SENSORY POWERS**CAMERAVISION**

Effect: Clairsentience (Sight and Hearing Groups)
Target/Area Affected: Special
Duration: Constant
Range: 150"
END Cost: 3

Description: The character can interface with monitoring devices within about a fifth of a mile from him, such as security cameras and "bugs," and use them to see and hear what they see and hear. The senses he can use depend on the "senses" these devices have. For example, if he accesses a video-camera that cannot record sound (or does not have audio recording turned on), he can't use the Hearing Group part of this power.

Game Information: *Clairsentience (Sight and Hearing Groups) (30 Active Points); Only Through Cameras And Listening Devices (-½), Attack Roll Required (-¼). Total cost: 17 points.*

OPTIONS:

- 1) Long-Range Cameravision:** The character can access monitoring devices up to a mile and a half from his location. Add 8x Range (1,200"). 45 Active Points; total cost 26 points.

CYBERLINK

Effect: Mind Link, any machine
Target/Area Affected: Self
Duration: Persistent
Range: No Range
END Cost: 0

Description: A limited form of Cyberpathy (page 44), this power allows a cyberkinetic to communicate with any machine he touches, provided that machine has EGO and/or INT.

Game Information: *Mind Link, any willing machine (15 Active Points); No Range (-½). Total cost: 10 points.*

OPTIONS:

- 1) Ranged Link:** The character can establish a cyberlink at a distance. Remove No Range (-½). Total cost: 15 points.
- 2) Machine Gestalt:** The character can communicate with multiple machines at once. Add up to any eight machines and remove No Range (-½). Total cost: 30 points.

CYBERSCANNING

Effect: Mind Scan 8d6

Target/Area Affected: One machine

Duration: Constant

Range: See rules

END Cost: 4

Description: The character can scan for the presence of “thinking” machines, ranging from ordinary computers to sentient androids and the like.

The GM should determine the Mind Scan modifier based on the number of machine minds in the designated area, not people. Given the prevalence of computers and similar devices (fax machines, PDAs, multi-function cellular phones, and so on) in modern cities (not to mention a place like Millennium City), the difference in numbers may not be great, but it probably exists. Powerful supercomputers and sentient machines may qualify as “unique, strange, or powerful,” thus granting the character a bonus to find them.

Game Information: *Mind Scan 8d6 (Machine class of minds). Total cost: 40 points.*

OPTIONS:

1) **Strong Cyberscan:** Increase to Mind Scan 12d6. Total cost: 60 points.

2) **Weak Cyberscan:** Decrease to Mind Scan 6d6. Total cost: 30 points.

WIDEBAND SENSES

Effect: HRRP (Radio Group)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character’s “cyber-senses” allow him to perceive broadcast signals (and transmit such signals) without the need for a radio or television.

Game Information: *HRRP (Radio Group). Total cost: 12 points.*

MISCELLANEOUS POWERS

ASSEMBLE MACHINE

Effect: Minor Transform 4d6 (parts into working machine)

Target/Area Affected: One set of parts

Duration: Instant

Range: 10”

END Cost: 5

Description: When given a set of spare parts, the character can cyberkinetically assemble them into any working machine those parts could

make (if they could make more than one, he chooses which one). Use the BODY of the completed machine as the target of the Transform; the character has to achieve twice that much BODY on his rolls to succeed.

The character must make a Skill Roll to use this power successfully. The Skill varies depending on the type of machine the character wants to create: Computer Programming for computers; Electronics for electronic devices; Mechanics for hydraulic pumps; and so forth. Gamemasters who are uncomfortable with this should either define one Skill for all applications of the power (typically Electronics), or reduce the value of the Limitation to -¼ (or even -0) to compensate.

Game Information: *Minor Transform 4d6 (parts into working machine), Improved Results Group (various machines, as defined by the parts available; +¼) (50 Active Points); Requires An Appropriate Skill Roll (see text; -½), Extra Time (Full Phase; -½), Limited Target (spare parts; -½), Limited Range (10”; -¼). Total cost: 18 points.*

OPTIONS:

1) **Fast Assembly:** Increase to Minor Transform 6d6. 75 Active Points; total cost 27 points.

2) **Slow Assembly:** Reduce to Minor Transform 2d6. 37 Active Points; total cost 13 points.

3) **Really Slow Assembly:** Change Extra Time to (1 Turn; -1¼). Total cost: 14 points.

TECHNOLOGICAL INTUITION

Effect: Computer Programming, Electronics, and Systems Operation, all INT +3.

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has an innate talent for operating and fixing technological devices. This typically has more to do with his intuitive cyberkinetic abilities than with any training he’s received. He couldn’t tell you the principles behind the construction of a particular device, or the science that allows it to operate — he just has an instinctive knowledge of how to build, repair, and alter such devices.

Game Information:

Cost Value

3 Computer Programming (INT Roll)

3 Electronics (INT Roll)

3 Inventor (INT Roll)

3 Systems Operation (INT Roll)

15 +3 with all Intellect Skills

Total cost: 27 points.

DARKNESS POWERS



Often associated with evil, corruption, and decay, Darkness powers can come from many sources: mystic powers granted by demons; the ability to access a dimension filled with a malleable dark substance; mutant “anti-light” powers; or the like. Although more common among villains than heroes, they’re not necessarily evil or violent *per se*.

BASIC POWERS

DARKNESS

Effect: Darkness to Sight Group, Personal Immunity
Target/Area Affected: 4” radius
Duration: Constant
Range: 250”
END Cost: 5

Description: The character can create an area of absolute darkness through or into which only he can see.

Game Information: *Darkness to Sight Group 4” radius, Personal Immunity (+¼). Total cost: 50 points.*

OPTIONS:

- 1) **The Greater Dark:** Increase to Darkness 6” radius. Total cost: 75 points.
- 2) **The Lesser Dark:** Reduce to Darkness 3” radius. Total cost: 37 points.
- 3) **Line Of Darkness:** The character can create a field of darkness shaped like a line rather than a sphere. Change to Area Of Effect (8” Line) (this assumes the GM does not charge any additional cost for changing the shape of Darkness; see page 101 of the *HERO System 5th Edition, Revised*). Total cost: 50 points.
- 4) **Malleable Shadow:** The character can create a field of darkness in various shapes. Change to Area Of Effect (Any Area, 8 hexes; +¼ [see above]). Total cost: 60 points.
- 5) **All-Consuming Shadows:** The character’s field of darkness not only blocks sight, but other senses as well. Add Hearing, Smell/Taste, and Radio Sense Groups. Total cost: 69 points.
- 6) **The Clinging Darkness:** The character can “stick” his field of darkness to a specific target so that it moves with that target — making it impossible to escape! Reduce to Darkness 3” radius and add Usable As Attack (defense is darkness or light powers; +1), Ranged (+½). Total cost: 82 points.

OFFENSIVE POWERS

DARKBLAST

Effect: Energy Blast 9d6
Target/Area Affected: One character
Duration: Instant
Range: 225”
END Cost: 4

Description: The character projects a blast of inky black energy that strikes with devastating force.

Game Information: *Energy Blast 9d6. Total cost: 45 points.*

OPTIONS:

- 1) **Strong Darkblast:** Increase to Energy Blast 12d6. Total cost: 60 points.
- 2) **Weak Darkblast:** Decrease to Energy Blast 7d6. Total cost: 35 points.
- 3) **Irresistible Darkblast:** No armor can hope to stave off the effects of the character’s Darkblast completely. Add Armor Piercing (+½). Total cost: 67 points.
- 4) **Dark Maelstrom:** The character projects not a bolt of darkness, but a swirling field of shadow that hurts all who enter it. Add Explosive (+½). Total cost: 67 points.
- 5) **Shadow Touch:** The character’s touch fills a target with chill darkness, causing great pain. Reduce to Energy Blast 6d6 and add No Normal Defense (defense is Power Defense; +1) and No Range (-½). 60 Active Points; total cost 40 points.
- 6) **The Deadly Dark:** The character’s Darkblast is even more lethal than normal. Substitute RKA 3d6. Total cost: 45 points.
- 7) **Morphean Blast:** The character’s bolt of dark energy causes those it hits to collapse under the weight of sleep. Substitute Drain STUN 3d6, Ranged (+½). Total cost: 45 points.
- 8) **Blinding Blast:** The blackness of the character’s blast lingers, temporarily blinding his opponent. Reduce to Energy Blast 8d6 and add Sight Group Flash 4d6 (20 Active Points); Linked (-½). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.

DARK CHAINS

Effect: Entangle 5d6, 5 DEF, Stops Sight Group
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character can wrap an enemy up in bands of blackness that imprison not just his arms, but his sight as well.

Game Information: *Entangle 5d6, 5 DEF, Stops A Given Sense (Sight Group). Total cost: 60 points.*

OPTIONS:

- 1) **Dark Shackles:** The character can only use this power to capture people; he cannot form walls with it. Add Cannot Form Barriers (-¼). 60 Active Points; total cost 48 points.
- 2) **Insensate Chains I:** The character's bindings block hearing as well as sight. Substitute Stops A Given Sense (Normal Sight, Normal Hearing). Total cost: 60 points.
- 3) **Insensate Chains II:** Reduce to Entangle 4d6, 4 DEF, substitute Stops A Given Sense (Sight and Hearing Groups). Total cost: 60 points.
- 4) **Manifold Chains:** The character can use his Dark Chains to bind many people in an area. Reduce to Entangle 3d6, 3 DEF and add Area Of Effect (4" Radius; +1). Total cost: 80 points.

DARK SHROUD

Effect: Drain BODY 3d6, Ranged
Target/Area Affected: One character
Duration: Instant
Range: 225"
END Cost: 4

Description: The character can envelope an opponent in a small field of darkness that chills the victim to his very soul, thus inflicting serious, perhaps lethal, injury.

Game Information: *Drain BODY 3d6, Ranged (+½). Total cost: 45 points.*

OPTIONS:

- 1) **Strong Shroud:** Increase to Drain BODY 4d6. Total cost: 60 points.
- 2) **Weak Shroud:** Decrease to Drain BODY 2d6. Total cost: 30 points.
- 3) **Darkfield:** The character can expand his Shroud to encompass multiple victims. Add Area Of Effect (5" Radius; +1). Total cost: 75 points.
- 4) **Defensive Shroud:** The character can surround himself with a Shroud, suffering no harm but inflicting harm on any who touch him. Decrease to Drain BODY 2d6, remove Ranged (+½), and add Continuous (+1) and Damage Shield (+½). Total cost: 50 points.
- 5) **Darkness Upon Darkness:** This power only works on characters already in shadow. Add Only Versus Targets In Darkness/Shadow (-¼). 45 Active Points; total cost 36 points.

6) **Lingering Shadow:** The character can maintain his Dark Shroud, gradually diminishing the victim's life-force. Decrease to Drain BODY 2d6 and add Continuous (+1). Total cost: 50 points.

NIGHT MASK

Effect: Sight Group Flash 8d6, NND
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character wraps a clot of shadow around the target's head, blinding him for a few seconds until the darkness dissipates.

Game Information: *Sight Group Flash 8d6, NND (defense is ED Force Field; +½). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Mask:** Increase to Sight Group Flash 12d6. Total cost: 90 points.
- 2) **Weak Mask:** Decrease to Sight Group Flash 6d6. Total cost: 45 points.
- 3) **Deafening Mask:** The shadow clogs the victim's ears as well as blinds his eyes. Reduce to Flash 7d6 and add Hearing Group. Total cost: 60 points.

TERROR OF THE DARK

Effect: Drain PRE 4d6, Ranged
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character uses the terrifying power of darkness to inflict fear upon any who stand in shadow (either in his own Darkness, or in a mundane shadow of some sort).

Game Information: *Drain PRE 4d6, Ranged (+½) (60 Active Points); Only Versus Targets In Darkness/Shadow (-¼). Total cost: 48 points.*

OPTIONS:

- 1) **Stronger Terror:** Increase to Drain PRE 5d6. 75 Active Points; total cost 60 points.
- 2) **Weaker Terror:** Decrease to Drain PRE 3d6. 45 Active Points; total cost 36 points.
- 3) **Ongoing Terror:** The character can maintain the fear effect, eventually reducing almost anyone to screaming terror. However, his power still only works on persons in darkness or shadow; once the victim steps into the light, the terror begins to lift (i.e., the Constant attack stops; the victim must still recover the Drained points of PRE normally). Decrease to Drain PRE 3d6 and add Continuous (+1). 75 Active Points; total cost 60 points.
- 4) **Lingering Terror:** Fear lingers in the victim's heart and mind long after the character stops attacking him. Decrease to Drain PRE 3d6 and add Delayed Recovery Rate (points return at the rate of 5 per Hour; +1). 75 Active Points; total cost 60 points.



DEFENSIVE POWERS

DARKSHIELD

Effect: Force Field (15 PD/15 ED/Sight Group Flash Defense 5/Power Defense 5)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can surround himself with a field of dark energy that protects him from attacks.

Game Information: *Force Field (15 PD/15 ED/Sight Group Flash Defense 5/Power Defense 5). Total cost: 40 points.*

OPTIONS:

1) Strong Shield: Increase to Force Field (22 PD/22 ED/Sight Group Flash Defense 8/Power Defense 8). Total cost: 60 points.

2) Weak Shield: Decrease to Force Field (10 PD/10 ED/Sight Group Flash Defense 5/Power Defense 5). Total cost: 30 points.

3) Altered Shield: Re-arrange the defense allocation as desired; total points of protection cannot exceed 40. Total cost: 40 points.

4) Obscuring Shield: The shadows that protect the character also obscure his vision slightly. Add Side Effects (-2 to Sight PER Rolls while active; -½). Total cost: 27 points.

DARKWALL

Effect: Force Wall (8 PD/8 ED/Power Defense 10), Opaque

Target/Area Affected: One character

Duration: Constant

Range: 375"

END Cost: 7

Description: Similar to Darkshield, this power allows the character to erect a barrier of shadows to protect himself (and sometimes other people).

Game Information: *Force Wall (8 PD/8 ED/Power Defense 10), Opaque (Sight Group). Total cost: 75 points.*

OPTIONS:

1) Strong Wall: Increase to Force Wall (12 PD/12 ED/Power Defense 12). Total cost: 100 points.

2) Weak Wall: Decrease to Force Wall (6 PD/6 ED/Power Defense 8). Total cost: 60 points.

3) Lengthening Shadows: The character's wall covers a greater area, allowing him to protect more people at once. Add 6" long. Total cost: 85 points.

MERGE WITH SHADOWS

Effect: Invisibility to Sight Group, Only When In Darkness/Shadows

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: Whenever he stands in darkness or shadows, the character can become invisible.

Game Information: *Invisibility to Sight Group (20 Active Points); Only When In Darkness/Shadows (-¼). Total cost: 16 points.*

OPTIONS:

1) Full Merging: The character's merging with shadow is so complete that even people standing next to him have no chance of seeing him. Add No Fringe. 30 Active Points; total cost 24 points.

2) Easy Merging: The character can remain invisible indefinitely, without straining himself. Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 24 points.

SHADOW MANTLE

Effect: Power Defense (20 points)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's shadow powers protect him from other such powers, and similar attacks.

Game Information: *Power Defense (20 points). Total cost: 20 points.*

MOVEMENT POWERS

STEPPING THROUGH SHADOWS

Effect: Teleportation 20", Only Through Darkness/Shadows

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 4

Description: The character can travel instantly from one place to another — provided that both places are cloaked in darkness. If he has no shadow or darkness available, he cannot Teleport; and even when he does have a shadow to use at his departure point, he can only designate as arrival points other places where shadows exist. Both areas of shadow/darkness must be at least 1" big (big enough to cover an adult human).

Game Information: *Teleportation 20" (40 Active Points), Only Through Darkness/Shadows (-¼). Total cost: 32 points.*

OPTIONS:

1) Big Steps I: Increase to Teleportation 30". 60 Active Points; total cost 48 points.

2) Big Steps II: Add x8 Noncombat. 50 Active Points; total cost 40 points.

3) Big Steps III: The character can step to shadows many miles away, provided he can perceive them. (This usually requires a power like Eyes Of The Shadow, below.) Add MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). 80 Active Points; total cost 64 points.

4) Short Steps: Decrease to Teleportation 10". 20 Active Points; total cost 16 points.

5) Shadow Road: The character's comrades can accompany him on his journey, but the departure and arrival points must have shadows large enough to contain the entire group (1" of shadow/darkness per person). Add x8 Increased Mass. 55 Active Points; total cost 44 points.

6) Shadow Portal I: The character can open a "portal" from one area of shadow/darkness to another. People can travel either way through the portal, or fire attacks through them. Change to Teleportation 15", Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼) (82 Active Points); Gate (-½), Only Through Darkness/Shadow (-¼). Total cost: 47 points.

7) Shadow Portal II: Like Shadow Portal I, but add MegaScale (1" = 1 km; +¼). 90 Active Points; total cost 51 points.

SENSORY POWERS

NIGHT EYES

Effect: Nightvision

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's eyes, accustomed to gloom, can see clearly even in the darkest night.

Game Information: *Nightvision. Total cost: 5 points.*

OPTIONS:

1) Shadowsight I: The character's eyes can perceive heat differentials and ultraviolet light. Substitute Infrared Perception and Ultraviolet Perception (both for Sight Group). Total cost: 10 points.

2) Shadowsight II: No ordinary darkness or shadow can block the character's sight. Add Infrared Perception and Ultraviolet Perception (both for Sight Group). Total cost: 15 points.

SUBJECT ID: SHADOWDRAGON

"This archive news footage shows Shadowdragon in combat against the Champions in mid-2002. Note the utter impenetrability of the darkness-field Shadowdragon creates. Field agents have reported that not even the most sophisticated sight-enhancing gear can see through it, giving Shadowdragon a significant tactical advantage in many situations. At times he surrounds himself with a darkness-field that moves as he moves, then closes to hand-to-hand range to use his martial arts skills to batter his unseeing foe into submission. Agents enveloped in one of his darkness-fields should keep the orientation of the battlefield in mind, then choose one direction and move immediately that way until they exit the field."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

OPTION FOR ME AND MY SHADOW

1) It's A Shadow

Party: The character can not only separate his shadow from his body, but can cause it to become multiple shadow-selves. Add x4 Duplicates (total of 4 Duplicates). 80 Active Points; total cost 46 points.

EYES OF THE SHADOWS

Effect: Clairvoyance to Sight Group, Only Through Darkness/Shadows

Target/Area Affected: Self

Duration: Constant

Range: 1,600"

END Cost: 4

Description: The character can cast his senses outward, using any shadow or area of darkness as a "lens" through which to view anything nearby. The power has a range of approximately two miles. The area of shadow used as the perception point must be at least 1" large.

Game Information: *Clairvoyance to Sight Group, 16x Range (1,600") (40 Active Points); Only Through Darkness/Shadows (-¼). Total cost 32 points.*

OPTIONS:

1) Telescopic Eyes: The character can see much further than normal with this power. Increase to 256x Range (about 32 miles). 60 Active Points; total cost 48 points.

2) Voice Of The Shadows: The character cannot see through shadows, but instead can hear. Substitute Clairvoyance to Hearing Group. 40 Active Points; total cost 32 points.

3) The Shadows Know: The character can hear as well as see through the shadows. Add Hearing Group. 50 Active Points; total cost 40 points.

4) Through The Smallest Shadows: The character can see through any patch of shadow, no matter how small. Decrease Limitation's value to -0 (since small shadows are so common the power becomes virtually unrestricted). Total cost: 40 points.

TRUE SHADOWSIGHT

Effect: Detect Physical Objects And Energy

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: No form of shadow or darkness, not even the Power Darkness, can block the character's senses. Only a power specifically bought to block or blind this sense can do so.

Game Information: *Detect Physical Objects and Energy (INT Roll) (no Sense Group), Discriminatory, Range, Sense, Targeting. Total cost: 37 points.*

MISCELLANEOUS POWERS

BODY OF SHADOW

Effect: Desolidification

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can transform his body into pure shadow, rendering it so insubstantial he can walk through walls and avoid the effects of most attacks. Only other darkness powers, or powers of light, can harm him.

The character should also consider taking the Merge With Shadows power, above, Linked to this power.

Game Information: *Desolidification (affected by darkness or light powers). Total cost: 40 points.*

OPTIONS:

1) Easy Shadow Form: The character can become shadow effortlessly and easily. Add Reduced Endurance (0 END; +½). Total cost: 60 points.

2) Enter The Shadow World: When the character transforms into shadow, he can also transform several friends as well. Add Usable Simultaneously (up to four people at once; +¾). Total cost: 70 points.

3) Defensive Shadow Form: The character does not truly become intangible, but becomes sufficiently incorporeal that most attacks cause him little harm. Substitute Physical Damage Reduction, Resistant, 50% (30 Active Points); Costs Endurance (-½) (total cost: 20 points) **plus** Energy Damage Reduction, Resistant, 50% (30 Active Points); Costs Endurance (-½), Does Not Work Against Darkness Or Light Powers (-½) (total cost: 15 points). Total cost: 35 points.

4) True Shadow Form: The character's body is perpetually made of shadow (in addition to this power, he must buy Merge With Shadows). Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½). 90 Active Points; total cost 60 points.

ME AND MY SHADOW

Effect: Duplication (create one 350-point Duplicate)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 7 (see text)

Description: The character can separate his shadow from himself. The shadow has all his abilities and memories, but looks like his dark, shadowy twin, not an exact copy. While the power remains active, the character casts no shadow, which looks rather odd. (The Duplicate does cast a shadow.) The Side Effects Limitation reflects this, but unlike normal Side Effect-derived Disadvantages, the Distinctive Features should vanish as soon as the Duplicate recombines with the character.

Game Information: *Duplication (create one 350-point Duplicate) (70 Active Points); Costs Endurance (to activate; -¼), Side Effect (character always has Distinctive Features [no shadow] while Duplicate exists; -½). Total cost: 40 points.*

DENSITY ALTERATION



Density alteration powers involve making the body (or parts of the body, or an enemy's body) more dense or less dense than normal. Characters with Density Alteration abilities, particularly those who can make themselves heavier than normal, often belong to the "brick" archetype — being unusually dense makes them superhumanly strong and tough. Many characters with Density Alteration powers also have gravity-related powers; see pages 101-04 for some examples.

BASIC POWERS

Two Powers — Density Increase and Desolidification — are at the heart of this special effect. Virtually all characters with Density Alteration powers have one or both of them.

DENSITY ENHANCEMENT

Effect: Density Increase
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can augment his natural density, becoming as much as 250 times as heavy as a normal adult human. As he becomes denser, he becomes stronger, tougher, and harder to knock back... but also more likely to crash through floors and cause other problems because of his weight.

Game Information: *Density Increase (25,000 kg mass, +40 STR, +8 PD/ED, -8" KB). Total cost: 40 points.*

OPTIONS:

- 1) **Greater Density:** Increase to Density Increase (400,000 kg mass, +60 STR, +12 PD/ED, -12" KB). Total cost: 60 points.
- 2) **Lower Density:** Decrease to Density Increase (6,400 kg mass, +30 STR, +6 PD/ED, -6" KB). Total cost: 30 points.
- 3) **Easy Density Enhancement:** Increasing his density places less of a strain on the character's system. Add Costs Endurance Only To Activate (+¼). Total cost: 50 points.
- 4) **Difficult Density Enhancement:** The character has a hard time maintaining his super-dense form; doing so places significant strain on his metabolism. Add Increased Endurance Cost (x2 END; -½). 40 Active Points; total cost 27 points.
- 5) **High Density:** The character cannot alter his density; he always weighs 25,000 kilograms. While

this grants him superhuman powers, it also poses some significant day-to-day hardships on him. Substitute +40 STR, +8 ED, and Knockback Resistance -8"; total cost: 64 points. Character must also take a Physical Limitation representing his vast weight (Frequently, Greatly Impairing; 15 points).

6) **Density Field Control:** The character can also make another character heavier than normal. Add Usable Simultaneously (+½). Total cost: 60 points.

INTANGIBILITY

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can decrease his mass to the point where he becomes intangible. While incorporeal, he can walk through walls, ignore most attacks (except those based on force, gravity, or magnetism), and so forth.

Game Information: *Desolidification (affected by force, gravitic, or magnetic attacks). Total cost: 40 points.*

OPTIONS:

- 1) **Easy Intangibility:** The character only experiences the strain of being intangible when he first activates the power. Add Costs Endurance Only To Activate (+¼). Total cost: 50 points.
- 2) **Stressful Intangibility:** The character finds it difficult and tiring to maintain his Desolidified form. Add Increased Endurance Cost (x2 END; -½). 40 Active Points; total cost 27 points.
- 3) **Wraithform:** The character is always intangible, as if he were a ghost. Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½). 90 Active Points; total cost 60 points.

OFFENSIVE POWERS

AUGMENTED STRENGTH

Effect: +20 STR
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Characters who can increase their density become stronger when they do so, but a character with this power becomes especially strong. He gains extra STR in addition to what he gains from Density Increase. The gain is proportional — the more dense he becomes, the stronger he becomes. For example, if he has the basic Density Enhancement power listed above, for every 10 points' worth of Density Increase he uses, he gains +5 additional STR.

Game Information: +20 STR (20 Active Points); Linked (to DI; -½). Total cost: 13 points.

OPTIONS:

1) **Really Augmented Strength:** Increase to +40 STR. 40 Active Points; total cost 27 points.

DISRUPT ELECTRONICS

Effect: Dispel Electronic Device 14d6
Target/Area Affected: One device
Duration: Instant
Range: Touch
END Cost: 5

Description: When intangible, the character can pass his hand through an electronic device and disrupt it. It shuts down, requiring repair or re-activation before it will work again.

Game Information: Dispel Electronic Device 14d6, any Electronic Device power one at a time (+¼), Affects Physical World (+2) (136 Active Points); No Range (-½), Linked (to Desolidification; -¼). Total cost: 78 points.

OPTIONS:

1) **Strong Disruption:** Increase to Dispel 20d6. 195 Active Points; total cost 111 points.

2) **Weak Disruption:** Decrease to Dispel 8d6. 78 Active Points; total cost 45 points.

3) **Broad-Band Disruption I:** The character's touch is powerful enough to shut off multiple device functions at once. Change to any four Electronic Device powers simultaneously (+1). 178 Active Points; total cost 102 points.

4) **Broad-Band Disruption II:** The character's touch affects every single power in an electronic device. Change to all Electronic Device powers simultaneously (+2). 220 Active Points; total cost 126 points.

5) **Selective Disruption Touch:** The character doesn't have to be intangible to use this power; he can make his hand and arm intangible and use it, while leaving the rest of his body solid. Remove Linked (-¼). Total cost: 91 points.

INTANGIBILITY ATTACK

Effect: Desolidification Usable As Attack
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 8

Description: A character with this power can touch another character and force him to become intangible, which typically makes it impossible for the victim to affect solid characters.

Game Information: Desolidification (affected by force, gravitic, or magnetic attacks), Usable As Attack (defense is Desolidification, Density Increase, gravity powers, or Power Defense; +1). Total cost: 80 points.

OPTIONS:

1) **Ranged Intangible Attack:** The character need not touch his victims to render them intangible; he can attack them from range instead. Add Ranged (+½). Total cost: 100 points.

2) **Wraithform Blessing:** The character can only render other people intangible when he is intangible himself — thus giving him a way to stage a battle between himself and an enemy without any of their respective comrades interfering. Add Affects Physical World (+2) and Linked (to Desolidification; -¼). 160 Active Points; total cost 128 points.

INTANGIBILITY BLESSING

Effect: Affects Desolidified for up to a 60-point attack
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 4

Description: The character can render a weapon, person, or attack slightly "out of phase" with reality, sufficient to allow that weapon, person, or character to affect intangible objects and characters.

Game Information: Affects Desolidified for up to a 60-point attack, Usable By Other (+¼). Total cost: 37 points.

OPTIONS:

1) **Strong Blessing:** Increase to Affects Desolidified for up to 90-point powers. Total cost: 56 points.

2) **Multiple Blessings:** The character and one other person can benefit from this power at once. Change to Usable Simultaneously (+½). Total cost: 45 points.

3) **Ranged Blessing:** The character can grant this power to another character at range. Add Ranged (+½). Total cost: 52 points.

INTANGIBLE TOUCH

Effect: EB 4d6, NND, Affects Physical World

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 8

Description: While intangible, the character can plunge one of his hands into another character's body (typically the chest or the head), thus disrupting the metabolic processes and causing intense pain.

Game Information: *Energy Blast 4d6, NND (defense is PD Force Field; +1), Affects Physical World (+2) (80 Active Points); No Range (-½), Linked (to Desolidification; -¼). Total cost: 46 points.*

OPTIONS:

- 1) **Stronger Touch:** Increase to Energy Blast 6d6. 120 Active Points; total cost 69 points.
- 2) **Weaker Touch:** Decrease to Energy Blast 3d6. 60 Active Points; total cost 34 points.
- 3) **Feel The Pain:** As long as the character keeps his incorporeal hand inside the victim's body, the victim continues to feel pain. Decrease to Energy Blast 3d6 and add Continuous (+1). 75 Active Points; total cost 43 points.
- 4) **The Intangible Agony Effect:** The character doesn't even have to deliberately try to hurt people; instead, any time someone passes through him, or he through them, the other person suffers pain. Decrease to Energy Blast 3d6, add Damage Shield (+½) and Continuous (+1), and remove No Range (-½). 82 Active Points; total cost 66 points.
- 5) **Intangible Touch Variant:** Substitute Drain STUN 3d6, and remove NND (+1) and No Range (-½). 90 Active Points; total cost 72 points.
- 6) **Selective Intangibility Strike:** The character doesn't have to be Desolidified to use the power; he can selectively decrease the density of his hand and use it to attack while keeping the rest of his body solid. Remove Linked (-¼). 80 Active Points; total cost 53 points.
- 7) **Two-Fisted Touch:** The character can plunge both of his incorporeal hands into the victim's body, causing even greater pain. Add Autofire (2 shots; +1¼). 105 Active Points; total cost 84 points.

SELECTIVE DENSITY ALTERATION

Effect: RKA 1d6, NND, Does BODY

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can cause parts of another character's body to become extremely dense and heavy, while leaving other parts unaffected. As a result, the body tears itself apart, causing grievous wounds. Alternately, the character can define this power as the ability to selectively make parts of the victim's body intangible so that he

leaves them behind when he moves; the effect is the same in game terms.

Game Information: *RKA 1d6, NND (defense is Density Increase, Desolidification, PD Force Field, gravity powers, or Power Defense; +1), Does BODY (+1). Total cost: 45 points.*

OPTIONS:

- 1) **Greater Alteration:** Increase to RKA 2d6. Total cost: 90 points.
- 2) **Lesser Alteration:** Decrease to RKA ½d6. Total cost: 30 points.
- 3) **Why Do I Feel So Torn Apart?:** The character can maintain the density alteration attack, inflicting more and greater wounds as time goes on. Add Continuous (+1). Total cost: 60 points.

SELECTIVE GRAVITY

Effect: Telekinesis (40 STR)

Target/Area Affected: One character

Duration: Constant

Range: 12"

END Cost: 6

Description: The character has such control over his density that he can selectively alter his personal gravity field and use it to affect other people. He can only pull people (or objects) to him, or cause them to "stick" to his body with gravitic attraction.

Game Information: *Telekinesis (40 STR) (60 Active Points); Affects Whole Object (-¼), Only To Pull Objects Directly To Him And/Or "Stick" Them To Him (-½), Limited Range (12"; -¼). Total cost: 30 points.*

OPTIONS:

- 1) **Gravity Field:** The character can affect more than one person or object at a time — anyone or anything close enough to him could be pulled in at once. Add Area Of Effect (12" Radius; +1¼), Selective (+¼), and replace Limited Range (-¼) with No Range (-½). 150 Active Points; total cost 67 points.
- 2) **Instant Gravity:** The character can activate his gravitic field instantly with but a thought — giving him a way to, for example, pull someone close enough to punch. Add Trigger (+¼). 75 Active Points; total cost 37 points.

SUPER-DENSE FISTS

Effect: HA +8d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Description: The character can selectively increase the density of his hands, making them much harder — and thus much harder-hitting. Since HA dice, on top of the STR gained from Density Increase, may have an unbalancing effect on the game, you should get the GM's permission before purchasing this power.

This write-up assumes the character has the Density Enhancement power described above. He gains HA +2d6 for every 10 points of DI he activates.

Game Information: HA +8d6 (40 Active Points); Hand-To-Hand Attack (-½), Linked (to DI; -½). Total cost: 20 points.

OPTIONS:

- 1) **Ultra-Dense Fists:** Increase to HA +12d6, reduce Linked to (-¼). 60 Active Points; total cost 34 points.
- 2) **Not-Quite-Super-Dense Fists:** Decrease to HA +4d6. 20 Active Points; total cost 10 points.
- 3) **Spear Hand:** Rather than pummel his foes with super-dense fists, the character flattens out his hand and uses it like a super-dense spear or knife, inflicting terrible wounds. Substitute HKA +2½d6 (up to 5d6+1 with STR) and remove Hand-To-Hand Attack (-½). 40 Active Points; total cost 27 points.
- 4) **Spear And Fist:** The character can both punch and thrust with his super-dense hands. Substitute a Multipower, 40-point reserve, both Linked (-½), one slot Super-Dense Fists, one slot Spear Hand. Total cost: 32 points.
- 5) **Super-Dense Fists Variant:** The character can increase the density of his fists at any time, regardless of whether he himself has an overall higher density. Remove Linked (-½). Total cost: 27 points.

THIEF'S TOUCH

Effect: Teleportation 1", Usable As Attack
Target/Area Affected: One object
Duration: Instant
Range: Touch
END Cost: 1

Description: The character can render his arm and hand intangible, reach through a vault door or locked cabinet, touch an item, render that item intangible as well, and pull it through the door or wall, resolidifying his hand and it after he's done.

In game terms, this is a special effect of Teleportation 1" — the character can only "teleport" to himself objects he can grab (and which must, regardless of size, weigh no more than 100 kg). Unless the character has some way to perceive the target, he suffers the usual penalties for lack of a Targeting Sense in combat.

Game Information: Teleportation 1", Usable As Attack (defense is Desolidification, Density Increase, gravity powers, or Power Defense; +1), Reduced Endurance (0 END; +½), Affects Physical World (+2) (9 Active Points); Only Works On Handheld Objects (-½), Linked (to Desolidification; -½). Total cost: 4 points.

OPTIONS:

- 1) **Thief's Touch Variant:** The character need not be incorporeal to use this ability; he can selectively render his arm and hand intangible while the rest of his body remains solid. Remove Affects Physical World (+2) and Linked (-½). 5 Active Points; total cost 2 points.

- 2) **Tiring Thief's Touch:** This version works like the normal Thief's Touch, but instead of being easy, it requires considerable energy. Remove Reduced Endurance (+½) and add Increased Endurance Cost (x10 END; -4). 8 Active Points; total cost 1 point.

TOO HEAVY TO MOVE

Effect: Entangle 6d6, 6 DEF, Takes No Damage From Attacks

Target/Area Affected: One character

Duration: Instant

Range: 450"

END Cost: 9

Description: The character increases the density of an opponent to the point where the opponent, dragged down by his own weight, cannot move.

At the GM's discretion, based on the special effect, the victim may cause crushing damage (see Champions, page 162) to whatever surface he's on due to his increased weight. The GM may consider him to weigh 100 tons (what 60 Active Points' worth of STR could lift) or any other weight that seems appropriate.

Game Information: Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½) (90 Active Points); Cannot Form Barriers (-¼), Vulnerable (to gravitic attacks; -¼). Total cost: 60 points.

OPTIONS:

- 1) **Heavy, Man:** Increase to Entangle 8d6, 8 DEF. 120 Active Points; total cost 80 points.
- 2) **Unbearable Lightness:** Decrease to Entangle 4d6, 4 DEF. 60 Active Points; total cost 40 points.
- 3) **Heavy Together:** The character can afflict not just one target, but multiple targets in an 6" radius, with increased weight. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (6" Radius; +1), Selective (+¼). 110 Active Points; total cost 73 points.

DEFENSIVE POWERS

AUGMENTED DEFENSES

Effect: Armor (8 PD/8 ED)

Target/Area Affected: Self

Duration: Constant


Range: Self

END Cost: 0

Description: Characters who can increase their density always become tougher when they do so, but a character with this power becomes particularly difficult to hurt. He gains extra defense (bought as Armor) in addition to the PD and ED he gains from Density Increase. The gain is proportional — the more dense he becomes, the tougher he becomes. For example, if he has the basic Density Enhancement power listed above, for every 10 points' worth of Density Increase he uses, he gains 2 PD/2 ED worth of Armor.

Game Information: Armor (8 PD/8 ED) (24 Active Points); Linked (to DI; -½). Total cost: 16 points.

UNTIL SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	Density Alteration	Subject ID	Blackstar
			Martinez Scale: 8+



OPTIONS:

1) **Really Augmented Defense:** Increase to Armor (20 PD/20 ED) and reduce Linked to (-¼). 60 Active Points; total cost 48 points.

HEAVY MISSILES

Effect: Missile Deflection (any physical missile)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character reflexively causes physical missiles aimed at him to become so heavy they fall to the ground before they strike him.

Game Information: *Missile Deflection (any physical missile) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

OPTIONS:

- 1) **A Little Help For My Friends:** The character can use his power at range to protect his friends from missiles as well. Add Range (+1). 30 Active Points; total cost 20 points.
- 2) **Skilled Reflexes:** The character has honed this ability so that he's particularly good with it. Add +4 OCV. Total cost: +8 points.

SEMI-SOLID FORM

Effect: Physical and Energy Damage Reduction, Resistant, 50%

Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character decreases his density to the point where he's only semi-solid. He's still solid enough to effect other people and pick up objects, but he's sufficiently incorporeal that attacks cause him little harm.

Alternately, a character can define this power as "selective intangibility" — he sees an attack coming and Desolidifies the part of his body it will hit to lessen the effect of the blow.

Game Information: *Physical and Energy Damage Reduction, Resistant, 50% (30 + 30 = 60 Active Points); Costs Endurance (-½). Total cost: 20 + 20 = 40 points.*

OPTIONS:

- 1) **On The Edge Of Intangible:** Increase to Physical and Energy Damage Reduction, Resistant, 75%. 60 + 60 = 120 Active Points; total cost 40 + 40 = 80 points.
- 2) **Can't Touch This:** Substitute +12 DCV. 60 Active Points; total cost 40 points.

**SUBJECT ID:
BLACKSTAR**

"The accompanying image does more to illustrate my findings than dozens of statistics or lab reports. Taken by a tourist who was kind enough to send me copies of his photos after he returned home, it shows what happens when an automobile hits a man who weighs four hundred thousand kilograms. Note how his feet have sunk into the ground — and how the car, which was traveling at approximately 45 miles per hour, does not even budge him."

—USPD field research notes of Agent Roberto Villaneuva

SOLIDIFIED AIR FIELD**Effect:** Force Field (12 PD/8 ED)**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 2

Description: The character uses his ability to alter density to create a field of super-dense air around himself for protection. Although somewhat less effective against energy attacks than physical ones, it still provides plenty of defense against both forms of attack.

Game Information: *Force Field (12 PD/8 ED).**Total cost: 20 points.***SUPER-DENSE LEGS****Effect:** Knockback Resistance -8"**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 2

Description: The character makes his legs and feet super-heavy so that it's hard for anyone to knock him over.

Game Information: *Knockback Resistance -8"**(16 Active Points); Costs Endurance (-½). Total cost: 11 points.***MOVEMENT POWERS****DENSITY DECREASE****Effect:** Gliding 15"**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 1

Description: The character decreases his density to the point where he can float through the air by riding thermals and updrafts. A character cannot use this power while using Density Increase or any other power with the special effect of increasing his mass.

Game Information: *Gliding 15" (15 Active**Points); Costs Endurance (-½). Total cost: 10 points.***OPTIONS:**

1) **Lighter Than Air:** The character can even reduce his density to the point where he becomes so light he can rise through the air like a helium-filled balloon. While "flying" this way, he may be blown off-course by the wind. Change to a Multipower with a 15-point reserve, one slot Density Decrease, one slot Flight 4" (8 Active Points); Only To Rise Straight Up (-1), Subject To The Winds (-0) (total cost: 4 points). Total cost: 17 points.

WALKING ON AIR**Effect:** Flight 6"**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 1

Description: The character has enough control over his intangible form to literally "walk on air." Unconstrained by gravity, he can walk through open air as easily as a normal person walks on the ground, climbs hills, and so forth. However, because this requires some concentration and effort, he still suffers a Turn Mode.

The character should buy this power as inches of Flight equal to or less than his inches of Running. This examples assumes a character with Running 6".

Game Information: *Flight 6" (12 Active**Points); Linked (to Desolidification; -½). Total cost: 8 points.***MISCELLANEOUS POWERS****LIGHTER THAN A FEATHER****Effect:** +40 STR, Only For Lifting**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 4

Description: The character uses his control over density to make large, heavy objects so light he can lift them easily.

Game Information: *+40 STR (40 Active Points);**Nonpersistent (-¼), Only For Lifting (-1). Total cost: 18 points.***OPTIONS:**

1) **Lighter Than The Air:** Increase to +60 STR. 60 Active Points; total cost 27 points.

DIMENSIONAL MANIPULATION



Although rare compared to elemental or psionic powers, Dimensional Manipulation powers are not unknown in the worlds of Champions. Mystic characters, characters whose minds have somehow been “opened” so they can commune with other planes of existence, characters whose bodies simultaneously occupy multiple dimensions, and characters granted awareness of the existence of “higher-order dimensions” are among the types who might have powers based on accessing or making use of alternate dimensions.

The nature and use of Dimensional Manipulation powers may depend, in part, on the multiverse the GM has established (the one described on page 96 of Champions Universe is just one possible example). For instance, if the GM decides that his campaign setting does not include alternate dimensions, characters probably cannot buy Dimensional Manipulation powers at all. If he’s established a particular structure or pattern for the alternate dimensions in his campaign, he may restrict or limit characters’ abilities to have and use the powers listed here.

Characters with Dimensional Manipulation powers often also have Speedster Powers (page 199), Teleportation Powers (page 227), or Time Powers (page 232).

OFFENSIVE POWERS

BANISHMENT

Effect: Extra-Dimensional Movement, Usable As Attack
Target/Area Affected: One character

Duration: Instant

Range: 200”

END Cost: 5

Description: This power allows a character to send a person to another dimension against that person’s will. Once there, the victim typically has no way to get back, and thus is effectively removed from the campaign (though eventually he may find a “way home” and return to seek bloody revenge). The character must define which dimension he can send people to when he purchases the power.

As with any Usable As Attack power, this one does not work against a reasonably common set of defenses. These typically include a Force Field “tuned” to the right “frequency” (the GM may require characters to have some knowledge of dimensional physics, or some experience with this power, to properly attune a FF), Power Defense, dimensional-energy based forms of Desolidification, “astral form” Duplication, or the innate ability to move faster than the speed of light (FTL Travel,

some forms of MegaScaled movement). However, the player and the GM should add to or change this list as needed to reflect a character’s specific origin and special effects.

Since Banishment involves a “stop sign” power with a “stop sign” Advantage, it could easily cause game balance problems in many campaigns. The GM must approve a character’s purchase and use of it.

Game Information: *Extra-Dimensional Movement (one location in one defined dimension), Usable As Attack (defenses are as described above; +1), Ranged (+½). Total cost: 50 points.*

OPTIONS:

1) Expanded Banishment I: As with regular Banishment, but the character can send victims to any location in that one dimension. Total cost: 62 points.

2) Expanded Banishment II: As with Expanded Banishment I, but the character can send victims to any location in a related group of dimensions (such as the Nine Hells or the Elemental Planes). Total cost: 87 points.

3) Expanded Banishment III: As with Expanded Banishment II, but the character can send victims to any location in any dimension. Total cost: 112 points.

DANGER PORTAL

Effect: Energy Blast 8d6, Variable Special Effects

Target/Area Affected: One character

Duration: Instant

Range: 300”

END Cost: 6

Description: This power allows a character to open a portal to a dimension or place containing some dangerous substance or phenomena. The substance or phenomena gushes out onto or toward the character’s opponent, causing injury upon impact. For example, the character could open a portal above a target’s head that connects to a dimension where a rockslide is occurring, causing his enemy to be smashed by falling rocks that come through the portal. Other possibilities include portals into pools of lava, portals deep underwater to create high-pressure water blasts, portals into freezing dimensions to create blasts of cold and ice, and so forth.

Game Information: *Energy Blast 8d6, Variable Special Effects (any; +½). Total cost: 60 points.*

OPTIONS:

- 1) **Powerful Portals:** Increase to Energy Blast 10d6. Total cost: 75 points.
- 2) **Lesser Portals:** Decrease to Energy Blast 6d6. Total cost: 45 points.
- 3) **Danger Portal Variant:** To simulate the wide variety of phenomena and effects the character can call on, decrease to Energy Blast 6d6 and add Variable Advantages (+½ Advantages; +1). Total cost: 75 points.
- 4) **Gateway Of Destruction I:** The character opens a portal so wide that he has little difficulty hitting his target. Add Area Of Effect (One Hex; +½). Total cost: 80 points.
- 5) **Gateway Of Destruction II:** A character with this option can open a Danger Portal large enough to attack many people at once. Decrease to Energy Blast 6d6 and add Area Of Effect (5"; +1). Total cost: 75 points.
- 6) **Lasting Portal:** The character can hold his portal open indefinitely, moving it so that it continues to dump harmful substances onto the target. Decrease to Energy Blast 6d6 and add Continuous (+1). Total cost: 75 points.
- 7) **Deadly Portal:** Substitute RKA 2½d6 for Energy Blast 8d6. Total cost: 60 points.
- 8) **Slow Portal:** The character has to take the time to make sure he positions his portal just right, and opens it into the right alternate dimension. Add Extra Time (Full Phase; -½). 60 Active Points; total cost 40 points.
- 9) **Searching Portal:** The character lacks an instinctive knowledge of which planes and locations to use for specific phenomena. Instead, he must search his mind, combing through his knowledge of alternate realities to determine just the right one to use. Add Requires A KS: Dimensions Roll (-¼). 60 Active Points; total cost 48 points.
- 10) **Multidirectional Portal:** The basic power assumes that, regardless of how it's described, the portal has the effect of opening up and attacking someone as if the character blasted that person directly (for example, Knockback always occurs in the direction away from the character). With this option, that doesn't have to be so — the character can open a portal up from any direction, making it easy to surprise foes, bypass Force Walls, and so forth. Decrease to Energy Blast 6d6 and add Indirect (+¾). Total cost: 67 points.

DIMENSIONAL RIP

Effect: Energy Blast 12d6, No Knockback
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character can cause a "rip," warp, or point of destabilization in the dimensional fabric right where another person stands. The resulting effect on space-time causes dimensional energies to tear at and buffet that person, inflicting significant injury.

Game Information: *Energy Blast 12d6 (60 Active Points); No Knockback (-¼). Total cost: 48 points.*

OPTIONS:

- 1) **Stronger Rip:** Increase to Energy Blast 15d6. 75 Active Points; total cost 60 points.
- 2) **Weaker Rip:** Decrease to Energy Blast 9d6. 45 Active Points; total cost 36 points.
- 3) **Larger Rip:** The character creates a rip large enough to hit a target easily. Add Area Of Effect (One Hex; +½). 90 Active Points; total cost 72 points.
- 4) **Line Of Destabilization:** The character creates a long rip in the fabric of the dimensions, affecting not only his end target but anyone standing between them. Decrease to Energy Blast 8d6, add Area Of Effect (16" Line; +1), and add No Range (-½). 80 Active Points; total cost 46 points.
- 5) **Short-Range Rip:** The character has limited control over his Dimensional Rips; he cannot create one more than 20" away from himself. Add Limited Range (20"; -¼). Total cost: 40 points.
- 6) **Precise Rip:** The character exerts enough control over his dimensional powers that he can open a rip wherever he wants, even bypassing walls and the like. Decrease to Energy Blast 10d6 and add Indirect (+½). 75 Active Points; total cost 60 points.
- 7) **Deadly Rip:** Substitute RKA 4d6 for Energy Blast 12d6. 60 Active Points; total cost 48 points.

DIMENSIONAL TRAP

Effect: Entangle 6d6, 6 DEF
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character can trap an enemy in a bubble of transdimensional space. When the character tries to step outside the bubble, it immediately teleports him right back inside. Additionally, the fluctuating nature of "reality" within the bubble prevents Accessible Foci (such as guns or magic wands) from functioning properly, so trapped characters cannot use them to break free. Only by straining the fabric of the bubble with personal strength or personal attacks can a victim shatter it and go free.



Game Information: *Entangle* 6d6, 6 DEF (60 Active Points); *Cannot Form Barriers* (-¼), *Vulnerable* (dimensional attacks; -¼). Total cost: 40 points.

OPTIONS:

- 1) **Stronger Trap:** Increase to *Entangle* 8d6, 8 DEF. 80 Active Points; total cost 53 points.
- 2) **Weaker Trap:** Decrease to *Entangle* 4d6, 4 DEF. 40 Active Points; total cost 27 points.
- 3) **Dimensional Trap Variant:** This form of transdimensional bubble is harder to damage, but once damaged is more easily broken. Change to *Entangle* 4d6, 8 DEF. 60 Active Points; total cost 40 points.
- 4) **Precise Trap:** The character can create a trap wherever he wants, even bypassing walls and other obstacles in his way. Decrease to *Entangle* 5d6, 5 DEF and add *Indirect* (+½). 75 Active Points; total cost 50 points.
- 5) **Wide-Flung Trap:** The character can create an area of transdimensional space big enough to trap many people. Decrease to *Entangle* 4d6, 4 DEF and add *Area Of Effect* (4" Radius; +1). 80 Active Points; total cost 53 points.
- 6) **Protected Trap:** The transdimensional nature of the trap protects itself from other dimensional attacks. Remove the *Vulnerable* (-¼). 60 Active Points; total cost 48 points.

GATE RAZOR

Effect: RKA 2d6, Indirect, Penetrating (x2)
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: Similar to *Dimensional Rip* (and often bought in a *Multipower* with it), this power gives a character the ability to open small dimensional portals next to or inside a target, such that the opening edge of the portal cuts through the target like a hot knife through butter. Even strong armor or similar defenses usually can't completely withstand the effect of a *Gate Razor*.

Game Information: RKA 2d6, Indirect (+½), Penetrating (x2; +1) (75 Active Points); No *Knockback* (-¼). Total cost: 60 points.

OPTIONS:

- 1) **Larger Gate Razor:** Increase to RKA 3d6. 112 Active Points; total cost 90 points.
- 2) **Smaller Gate Razor:** Decrease to RKA 1d6+1. 50 Active Points; total cost 40 points.
- 3) **Multi-Razor:** Instead of just creating one large *Gate Razor*, the character can create multiple small *Gate Razors* to cut a foe to ribbons. The character can only use the attack against a single target, however. Decrease to RKA 1d6, and add *Autofire* (5 shots; +½), *Reduced Endurance* (½ END; +½), and *All Shots Must Be Used Against One Target* (-0). 52 Active Points; total cost 42 points.

SUBJECT ID: TESSERACT

"Dr. Silverback reports that, despite his immense intellect, he was completely unable to walk out of the area of folded space Tesseract created. Every time he thought he figured a way out and stepped through, he found himself right back in the middle! However, the field does not seem to block sound or radio waves; agents trapped by her should call for help immediately."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

PENETRATING THE VEIL

Effect: Apply Transdimensional (+½) to attacks
Target/Area Affected: One character
Duration: Instant
Range: Self
END Cost: 7

Description: Thanks to his knowledge of dimensional manipulation and dimensional structure, the character can make an attack breach dimensional barriers to strike someone in a single other dimension (the character must choose which dimension when he buys this power). Of course, if he cannot perceive through the dimensional barrier (perhaps by using Perspective Of The Dimensions, described below), he won't be particularly accurate with the attack.

Game Information: *Indirect (+½) for any attack of up to 60 points (30 Active Points); Only To Allow Attack To Be Transdimensional (-1) (total cost: 15 points) plus Transdimensional (any one dimension; +½) for any attack of up to 90 points (total cost: 45 points). Total cost: 60 points.*

OPTIONS:

- 1) **Multi-Dimensional Attack:** The character can attack targets in a group of related dimensions defined when he buys the power, such as the Thirteen Heavens or the Brialic Planes. Increase Transdimensional to +¾ (total cost: 67 points). Total cost: 82 points.
- 2) **Omnidimensional Attack:** The character can attack targets in any dimension. Increase Transdimensional to +1 (total cost: 90 points). Total cost: 105 points.
- 3) **Transdimensional Touch:** By touching another character, the character can grant this ability to him. Add Usable By Other (+¼) to both naked Advantages. $37 + 56 = 93$ Active Points; total cost $18 + 56 = 74$ points.
- 4) **Penetrating The Veil Variant:** The character's ability to use this power depends on his knowledge of the "spatial relationship" between the dimension he's currently in, and the dimension where he can attack targets with this power. If he doesn't have the "orientation" correct in his mind, the power won't work. Add Requires A Navigation (Dimensional) Roll (-½) to both naked Advantages. $30 + 45 = 75$ Active Points; total cost $12 + 30 = 42$ points.
- 5) **Dimensional Breaching:** The character can only attack targets in other dimensions by focusing on making the attack to the exclusion of events and dangers around him. Add Concentration (½ DCV; -¼) to both naked Advantages. $30 + 45 = 75$ Active Points; total cost $13 + 36 = 49$ points.

REACH TUNNEL

Effect: Stretching 8"
Target/Area Affected: One object/character
Duration: Instant
Range: 8"
END Cost: 4/3

Description: The character has the ability to open two portals large enough for his hand — one right next to him, one right next to some object or person. He can then grab the object and bring it to himself through the dimensional "tunnel," or throw a punch.

Game Information: *Stretching 8", Does Not Pass Through Intervening Space (+¼) (50 Active Points); No Velocity Damage (-¼), Range Modifier Applies (-¼). Total cost: 33 points.*

SENDING

Effect: Teleportation 8" Usable As Attack
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: The character's knowledge of how to use alternate dimensions to travel quickly also provides a way for him to attack characters. He can Teleport a target against the target's will — a particularly deadly attack when used to move an enemy off the side of a cliff or tall building.

Game Information: *Teleportation 8", Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Ranged (+½). Total cost: 40 points.*

OPTIONS:

- 1) **Far Sending I:** Increase to Teleportation 12". Total cost: 60 points.
- 2) **Far Sending II:** Increase to Teleportation 20". Total cost: 100 points.
- 3) **Far Sending III:** The character can send a victim far away. The GM should review this power carefully before allowing it in the game; it may prove unbalancingly effective. Add MegaScale (1" = 1 km; +¼). Total cost: 44 points.
- 4) **Short Sending:** Decrease to Teleportation 6". Total cost: 30 points.
- 5) **Look That Way!:** The character cannot only move the target, he can cause him to change facing. This is particularly effective as an attack when used to cause a character performing a Move By/Through to hit one of his allies (or a wall) instead of the intended target. Add Position Shift. Total cost: 52 points.

DEFENSIVE POWERS

BLINK DIMENSION-WALKING

Effect: +6 DCV

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character has the ability to shift himself back and forth between this dimension and another dimension rapidly, resulting in micro-seconds of time when he's not present in this dimension. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he shifts into another dimension at the point in time when they would impact.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

DIMENSIONAL POINT DEFENSE

Effect: Missile Deflection

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character can open up small portals to other, uninhabited, dimensions right in front of incoming attacks, thus keeping them from striking him.

Game Information: Missile Deflection (all ranged attacks) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

OPTIONS:

1) **Ranged Point Defense:** The character can use his micro-portals to defend other people as well. Add Range (adjacent hexes; +½). 30 Active Points; total cost 20 points.

2) **Dimensional Point Offense:** Instead of merely sending an attack away to another dimension, the character opens up two linked dimensional portals. The attack goes in one and emerges from the other, thus allowing him to redirect the attack at whom-ever he chooses. Add Reflection (any target). 50 Active Points; total cost 33 points.

DIMENSIONAL SHUNT FIELD

Effect: Force Field (25 PD/25 ED)

Target/Area Affected: One character

Duration: Constant

Range: Self

END Cost: 5

Description: The character establishes a field around himself that is an interface between this dimension and another, uninhabited one. The force and energy of incoming attacks intersects with this interface, causing much (if not all) of it to get shunted to the other dimension, leaving the character unharmed (or less harmed). Attacks that are too

powerful overwhelm the interface, bypassing it and causing damage to "leak" through to the character.

Game Information: Force Field (25 PD/25 ED).

Total cost: 50 points.

OPTIONS:

1) **Tighter Field:** Increase to Force Field (32 PD/32 ED). Total cost: 64 points.

2) **Looser Field:** Decrease to Force Field (20 PD/20 ED). Total cost: 40 points.

3) **Universal Shunt Field:** This form of shunt field affects all types of attacks, not just those that have force or energy. Substitute Force Field (15 PD/15 ED/Mental Defense 10/Power Defense 10/Sight Group Flash Defense 10). Total cost: 60 points.

3) **Dimensional Shunt Barrier:** Instead of creating a personal shunt field around himself, the character can establish the shunt field as a wall-like barrier. Substitute Force Wall (10 PD/10 ED; 3" long). Total cost: 54 points.

4) **Dimensional Shunt Field Variant:** Substitute Physical and Energy Damage Reduction, Resistant, 50%, Costs Endurance (-½). 30 + 30 = 60 Active Points; total cost 20 + 20 = 40 points.

MULTI-DIMENSIONAL FORM

Effect: Mental Defense (15 points) plus Power Defense (15 points)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's body and mind exist at least partly in more than one dimension simultaneously, making it difficult for certain types of attacks (including psionic ones) to affect him.

Game Information: Mental Defense (15 points plus EGO/5) plus Power Defense (15 points). Total cost: 30 points.

MOVEMENT POWERS

DIMENSIONAL TRANSIT

Effect: Teleportation 20"

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 4

Description: The character can travel instantly from one place to another in this dimension by traveling through an alternate dimension where points in space are "closer together." The character opens a portal to this other dimension, takes but a single step, and then exits through another portal back into this dimension, now as much as 260 feet from where he was just standing.

Game Information: Teleportation 20". Total cost: 40 points.

OPTIONS:

- 1) **Better Portal I:** Increase to Teleportation 30". Total cost: 60 points.
- 2) **Better Portal II:** Add x8 Noncombat. Total cost: 50 points.
- 3) **Better Portal III:** The character can open dimensional portals that allow him to travel for miles, though he may need a way to see where he's going (such as Dimensional Window, below) if he's never been there before. Add MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). Total cost: 80 points.
- 4) **Weaker Portal:** Decrease to Teleportation 10". Total cost: 20 points.
- 5) **Group Portal:** The character can open a portal large enough to take several friends with him. Add x8 Increased Mass. Total cost: 55 points.
- 6) **True Dimensional Portal I:** The character's portal remains open between two points. People can travel either way through the portal, or fire attacks through it. Change to Teleportation 10", Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼) (55 Active Points); Gate (-½). Total cost: 37 points.
- 7) **True Dimensional Portal II:** Like True Dimensional Portal I, but add MegaScale (1" = 1 km; +¼). 60 Active Points; total cost 40 points.

DIMENSION-WALKING

Effect: Extra-Dimensional Movement
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can travel through dimensional barriers, allowing him to journey from this dimension to another.

Game Information: *Extra-Dimensional Movement (to a single point in a single dimension, chosen when the power is purchased). Total cost: 20 points.*

OPTIONS:

- 1) **Multiple Arrival Points:** The character can appear in any location in the one dimension he can travel to. Total cost: 25 points.
- 2) **Multiple Dimensions I:** The character can travel to not just one dimension, but a related group of them — such as the Elemental Planes or the Seven Demonic Realms. The GM decides whether the character can reach any dimension he can travel to automatically, or he needs to make a Navigation (Dimensional) or like Skill Roll to reach his intended destination (the latter option may qualify as a Required Skill Roll). However, he can only travel to a single location in each dimension. Total cost: 25 points.
- 3) **Multiple Dimensions II:** As Multiple Dimensions I, but the character can travel to the physical locations in the other dimensions corresponding to his physical location in his current dimension. Total cost: 32 points.

- 4) **Multiple Dimensions III:** As Multiple Dimensions I, but the character can travel to any physical locations in each dimension. Total cost: 32 points.
- 5) **True Dimension-Walking:** The character can travel to any dimension, but only to a specified physical location in each one. Total cost: 30 points.
- 6) **True Dimension-Walking II:** The character can travel to any dimension, and to the physical locations in the destination dimension corresponding to his physical location in his current dimension. Total cost: 42 points.
- 7) **True Dimension-Walking III:** The character can travel to any point in any dimension. Total cost: 45 points.
- 8) **Dimension Gate:** The character can establish a two-way "gate" to the other dimension that anyone can use — or even attack through. Change to Extra-Dimensional Movement (to a single point in a single dimension, chosen when the power is purchased), Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼) (55 Active Points); Gate (-½). Total cost: 37 points.

SENSORY POWERS**DIMENSIONAL WINDOW**

Effect: Clairsentience (Sight and Hearing Group)
Target/Area Affected: Special
Duration: Constant
Range: 150"
END Cost: 3

Description: The character can open a "window" through alternate dimensions that allows him to see and hear what other people are doing and saying far away. However, the people he's "spying" upon may detect the window if he's not careful or unlucky.

Game Information: *Clairsentience (Sight and Hearing Group) (30 Active Points); Visible (-¼). Total cost: 24 points.*

OPTIONS:

- 1) **Expanded Range I:** The character can open a Dimensional Window much further away. Add 16x Range (2,400", or about three miles). 50 Active Points; total cost 40 points.
- 2) **Expanded Range II:** The character can open a Dimensional Window dozens of miles away. Add MegaScale (1" = 10 km, can scale down to 1" = 1 km; +¾). 52 Active Points; total cost 42 points.
- 3) **Hidden Window:** The character can make his window small enough that the people he's looking at can't normally perceive it. Remove Visible. Total cost: 30 points.
- 4) **Flying Window:** The character can move his window, allowing him to follow a particular target as that person moves. Add Mobile Perception Point (page 164). 35 Active Points; total cost 28 points.

HYPERPERCEPTION

Effect: Detect Physical Objects

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can extend his senses through a higher dimension (or has a body that at least partly exists in such dimensions), thus allowing him to see through/around mere three-dimensional objects.

Game Information: *Detect Physical Objects* (INT Roll +2) (*Sight Group*), *Increased Arc Of Perception* (360 Degrees), *Telescopic* (+10 versus Range Modifier). Total cost: 22 points.

PERSPECTIVE OF THE DIMENSIONS

Effect: Clairsentience (*Sight and Hearing Group*), Dimensional

Target/Area Affected: Special

Duration: Constant

Range: 200"

END Cost: 4

Description: The character can see and hear what's occurring in a group of related dimensions. The GM must determine what point in the other dimension corresponds to the character's location in this dimension; the character determines the range of his Clairsentience from that point.

Game Information: *Clairsentience* (*Sight and Hearing Group*), *Dimensional* (related group of dimensions, chosen when character buys power). Total cost: 40 points.

OPTIONS:

1) **True Dimensional Perspective:** The character can see and hear into any dimension. Increase to Dimensional (any dimension). Total cost: 50 points.

MISCELLANEOUS POWERS

DIMENSIONAL BYPASS

Effect: Desolidification

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can shift his body into higher dimensions, allowing him to pass through three-dimensional objects and attacks as if they did not exist.

Game Information: *Desolidification* (affected by dimensional attacks, any attack with the *Transdimensional Advantage*, or magic). Total cost: 40 points.

OPTIONS:

1) **Higher Dimension Form:** The character's body exists at least partly in a higher dimension at all times. He must apply the *Affects Physical World Advantage* to any attacks he wants to use on normal three-dimensional objects and people (i.e., on any attack that affects non-Desolidified things). Change to *Desolidification* (affected by dimensional attacks, any attack with the *Transdimensional Advantage*, or magic), *Reduced Endurance* (0 END; +½), *Persistent* (+½), *Inherent* (+¼) (90 Active Points); *Always On* (-½). Total cost: 60 points.

DIMENSIONAL ARMY

Effect: Duplication (creates 8 350-point Duplicates)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can "summon" versions of himself from alternate Earths and other such dimensions. The various selves may look slightly differently — perhaps they wear different costumes, or have different hairstyles, or the like — but they're otherwise identical.

This write-up assumes the original character is built on 350 points. For other point totals, adjust the cost accordingly.

Game Information: *Duplication* (creates 8 350-point Duplicates), *Easy Recombination* (*Zero-Phase Action*, full DCV). Total cost 95 points.

OPTIONS:

1) **Large Army:** Increase to 250 350-point Duplicates. Total cost: 120 points.

2) **Diverse Army:** The character can "summon" versions of himself from realities so different that his abilities differ as well. Add *Altered Duplicates* (100%; +1). Total cost: 190 points.

3) **Fall Back!:** The character can quickly and easily merge his Duplicates with himself. Add *Ranged Recombination* (+½). Total cost: 142 points.

EARTH AND STONE POWERS



Earth and stone powers grant a character the qualities of, or ability to manipulate, rock and soil. Character with earth and stone powers often also possess great strength and resistance to injury. In short, they're usually "bricks," but with some added elemental capabilities that give them a lot more tactical options in combat.

In Antaeus-like fashion, many earth-based characters can only use their abilities if they remain in contact with the ground. If someone picks them up off the ground, or they're on the second story of a building, or they're flying, they cannot use their superpowers. You can simulate this with the Limitation Only When In Contact With The Ground. It's worth $-\frac{1}{4}$ if the character has to remain in contact with any type of ground (even paved ground or the floor of a building will do), and $-\frac{1}{2}$ if the character must stay in contact with natural earth, stone, and soil (pavement or a building floor would block the character's powers). Few of the powers described here have this Limitation, since it's not required, but you can easily add it if you want.

Powers based on crystals, metals, and sand relate closely to earth and stone powers — so closely, in fact, that there's often little functional difference between them. With a slight change, often just a change of name, you can convert an earth power into, say, a metal power. Additionally, some powers specific to those three special effects are listed after the earth powers; you can convert most of them back to earth and stone powers without much effort.

OFFENSIVE POWERS

EARTHMOVING

Effect: Telekinesis (30 STR), Only Versus Earth/Rock
Target/Area Affected: See text

Duration: Constant

Range: 225"

END Cost: 4

Description: The character has such control over earth and rock that he can cause them to move without touching them. He can pick someone up on a column of stone and lift that person to the top of a building, create a gigantic earthen fist to smash his foes, or simply clear earth and rock out of the way. He can even shape earth and stone crudely, making simple shapes and "statues."

Game Information: *Telekinesis (30 STR) (45 Active Points); Only Versus Earth/Rock ($-\frac{1}{2}$). Total cost: 30 points.*

OPTIONS:

- 1) Stronger Earthmoving:** Increase to Telekinesis (40 STR). 60 Active Points; total cost 40 points.
- 2) Weaker Earthmoving:** Decrease to Telekinesis (20 STR). 30 Active Points; total cost 20 points.
- 3) Sculptor's Hand:** The character can control earth and stone with great precision. If he has an appropriate Skill (such as PS: Sculptor), he can create beautiful works of art without ever having to touch the stone and earth with his hands. Add Fine Manipulation. 55 Active Points; total cost 37 points.
- 4) Restricted Earthmoving:** The character's Earthmoving can only affect a particular type of stone, such as granite or basalt. Increase value of Limitation to -1 . Total cost: 22 points.
- 5) Stone Manifestation:** The character's ability to move earth and rock, or things on them, requires him to establish an actual column or other shape of rock, which his enemies can attack. Add Physical Manifestation (see page 100; $-\frac{1}{4}$). Total cost: 26 points.
- 6) Whole Earthmoving:** The character can only move large chunks of earth and rock, not tear them apart or the like. Add Affects Whole Object ($-\frac{1}{4}$). 45 Active Points; total cost 26 points.

EARTHQUAKE

Effect: Energy Blast 8d6, Explosion

Target/Area Affected: 8" Explosion

Duration: Instant

Range: No Range

END Cost: 7

Description: The character has the ability to create a mini-quake that affects the entire area around himself. While he doesn't suffer any injury, anything and anyone close to him that's in contact with the ground takes damage from the seismic shock, and may lose their footing.

Game Information: *Energy Blast 8d6, Explosion ($+\frac{1}{2}$), Personal Immunity ($+\frac{1}{4}$) (70 Active Points); No Range ($-\frac{1}{2}$), Only Affects Targets On The Ground ($-\frac{1}{4}$), Only Does Knockdown, Not Knockback (-0). Total cost: 40 points.*

OPTIONS:

- 1) Mighty Quake:** Increase to Energy Blast 10d6. 87 Active Points; total cost 50 points.
- 2) Tremors:** Decrease to Energy Blast 6d6. 52 Active Points; total cost 30 points.
- 3) The Effects Were Felt As Far Away As Poughkeepsie:** The character's Earthquake affects a much

larger area. Change to Explosion (-1 DC/3"; +1). 90 Active Points; total cost 51 points.

4) The Effects Were Felt As Far Away As Europe: The character's Earthquake affects a really large area. Add MegaArea (1" = 10 km wide and broad; +½). 90 Active Points; total cost 51 points.

5) Building Quake: The character has to focus his entire effort on causing the quake. Add Extra Time (Full Phase; -½). Total cost: 31 points.

6) Ranged Earthquake: The character can cause earthquakes far away from himself. Remove No Range (-½). 70 Active Points; total cost 56 points.

7) Aftershock: The character also causes a minor tremor that occurs after the effects of the first one have passed. Add Energy Blast 5d6, Explosion (+½), Personal Immunity (+¼), Trigger (occurs in Segment after character uses Earthquake; +¼), Reduced Endurance (0 END; +½) (62 Active Points); No Range (-½), Linked (-½), Only Affects Targets On The Ground (-¼), Only Does Knockdown, Not Knockback (-0). Total cost: 27 points.

ESSENCE OF THE MOUNTAINS

Effect: Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can draw the power of earth and rock into himself, causing his body to grow to enormous proportions. He must remain in contact with the ground for this power to work; if he loses contact, he reverts to normal size at the end of the Segment.

Game Information: *Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m tall, 8 m wide) (45 Active Points); Only When In Contact With The Ground (-¼). Total cost: 36 points.*

OPTIONS:

1) Towering Mountain Form: Increase to Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 m tall, 16 m wide). 60 Active Points; total cost 48 points.

2) Essence Of The Hills: Decrease to Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide). 30 Active Points; total cost 24 points.

3) Easy Mountain Form: The stress of growing has little effect on the character. Add Costs Endurance Only To Activate (+¼). 56 Active Points; total cost 45 points.

4) Mountainous Hands: The character's hands become unusually large, allowing him to hit targets in HTH Combat easily. Character also buys Area Of Effect (One Hex; +½) for up to 60 STR (30 Active Points); Linked (to Growth, character must use Growth at full value; -¾). Total cost: 17 points.

5) Awe Of The Mountains: The character's mighty form inspires respect, and even fear, in others. Character also buys +15 PRE (15 Active Points); Linked (to Growth; -½). Total cost: 10 points.

6) Long Legs: The character's size makes his strides so long he can travel swiftly across the ground. Character also buys Running +18" (24" total) (36 Active Points); Linked (to Growth; -½). Total cost: 24 points.

MUD BLOB

Effect: Sight Group Flash 10d6

Target/Area Affected: One character

Duration: Instant

Range: 250"

END Cost: 5

Description: The character can project a blob of mud that hits the target in the face, temporarily blinding him.

Game Information: *Sight Group Flash 10d6 (50 Active Points); Does Not Work Against Desolidified Characters (-¼). Total cost: 40 points.*

OPTIONS:

1) Wraparound Blob: The character's mud blob is large enough to block the target's other sensory organs as well. Decrease to Sight Group Flash 8d6 and add Hearing Group and Smell/Taste Group. 50 Active Points; total cost 40 points.

2) Mudball: The character has to throw his blob of mud, rather than shoot it. Add Range Based On STR (-¼). Total cost: 33 points.

ROCK BLAST

Effect: Energy Blast 8d6

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Description: The character can project a blast of rock and earth that injures opponents.

Game Information: *Energy Blast 8d6. Total cost: 40 points.*

OPTIONS:

1) Powerful Rock Blast: Increase to Energy Blast 12d6. Total cost: 60 points.

2) Weak Rock Blast: Increase to Energy Blast 6d6. Total cost: 30 points.

3) Shard Blast: The character projects not rock and earth, but sharp shards of stone, causing grievous injuries if he hits his target. Substitute RKA 3d6. Total cost: 45 points.

4) Earth Lance: Instead of shooting a Rock Blast from himself, the character can cause the very ground to lash out and hit his target. The blast can originate underneath the target or from any direction, but the target has to be within 8" of the earth or rock used. Add Indirect (+¾) and Target Must Be On/Near Earth Or Rock (within 8"; -¼). 70 Active Points; total cost 56 points.

5) Burying Blast: The character's blast not only injures the target with its impact, it buries him under the rock and earth it creates. Increase to Energy Blast 10d6 and add Entangle 4d6, 4 DEF (40 Active Points); No Defense (-1½), Cannot Form Barriers (-¼), Linked (-½) (total cost: 12 points). 50 + 40 = 90 Active Points; total cost 50 + 12 = 62 points.

6) Rock Blast Variant: The character's attack uses part of his own rocky form to create the blast. If he isn't careful, he may "use up" so much of himself that he suffers significant injury. Add Side Effects (automatically lose 1 BODY each time uses power; -½). Total cost: 27 points.

STONE BODY WEAPONS

Effect: HA +3d6, HKA 1d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 1

Description: The character has a body made of stone or earth which he can shape at will into various weapons — gigantic fists, clubs, stone blades, stone spikes, or the like. Characters with this power often have Stone Body Shaping and/or Crystalline Growth as well (see below), since all these abilities represent the power to shape and mold a body made of stone.

Game Information:

Cost Stone Body Weapons

- 15 *Stone Body Weapons:* Multipower, 15-point reserve
- 1u 1) *Fists, Clubs, And Bludgeons:* HA +3d6; Hand-To-Hand Attack (-½)
- 1u 2) *Blades And Spikes:* HKA 1d6 (up to 2d6 with STR)

Total cost: 17 points

OPTIONS:

- 1) **Powerful Stone Weapons:** Increase reserve to 30 points, HA to +6d6, and HKA to 2d6. Total cost: 35 points.
- 2) **Spiked Fist:** The character can also form his fist into a large, spiked version of itself, allowing his punches to penetrate defenses more easily. This power requires the GM's permission, since it involves placing a naked Advantage in a Power Framework. Add a third slot, Spiked Fist: Armor Piercing (+½) for up to 30 STR. Total cost: 18 points.

STONY PRISON

Effect: Entangle 4d6, 6 DEF
Target/Area Affected: One character
Duration: Instant
Range: 250"
END Cost: 5

Description: The character can cause the ground and rock beneath a target's feet to rise up and engulf him. The ground may, at the character's option, take on a specific shape (like a large stony fist that "grabs" the target). Additionally, the character can cause earth and stone to rise up and form a wall to protect him.

Game Information: *Entangle 4d6, 6 DEF (50 Active Points); Only Affects Targets On The Ground (-¼). Total cost: 40 points.*

OPTIONS:

- 1) **Powerful Prison:** Increase to Entangle 6d6, 9 DEF. 75 Active Points; total cost 60 points.
- 2) **Earthen Grip:** Decrease to Entangle 3d6, 5 DEF. 40 Active Points; total cost 32 points.
- 3) **Wide Prison:** The character can attack many characters at once with this power. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (4" Radius; +1), Selective (+¼). 90 Active Points; total cost 72 points.
- 4) **Stone Walls:** Instead of having the power to engulf other people, the character can simply cause the earth and stone to form walls at his command. Add Only To Form Barriers (-1). Total cost: 22 points.

DEFENSIVE POWERS

BODY OF EARTH/MUD

Effect: Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is made of earth or mud, making it difficult to harm.

Game Information: *Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%. Total cost: 45 points.*

OPTIONS:

- 1) **Earth/Mud Form:** The character doesn't have a body that's permanently made of earth or mud, but can transform himself into an earth/mud shape. Add Nonpersistent (-¼) to both forms of Damage Reduction. Total cost: 36 points.
- 2) **Oozing Mud Form:** The character's mud body is sufficiently liquescent that he can ooze through cracks, small holes, and other tiny openings. Character also buys Desolidification (affected by earth, water, ice/cold, and fire/heat attacks), Reduced Endurance (0 END; +½) (60 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 40 points.

BODY OF STONE

Effect: Armor (15 PD/15 ED), +15 STR, +3 PD/+3 ED, and Knockback Resistance -3"

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's body is made of stone and rock, which makes it difficult to hurt him and has other effects. He should also take a -5 point Physical Limitation to represent the problems caused by weighing approximately 800 kg.

Game Information:

Cost Power

36 Armor (15 PD/15 ED), Visible (-¼)

15 +15 STR

3 +3 PD

3 +3 ED

6 Knockback Resistance -3"

Total cost: 63 points.

OPTIONS:

1) **Tougher Stone Body:** Increase Armor to 21 PD/21 ED. Total cost for that power 50 points; total cost for suite of powers 77 points.

2) **Weaker Stone Body:** Decrease Armor to 9 PD/9 ED, STR to +10, PD to +2, ED to +2, and Knockback Resistance to -2". Total cost: 40 points.

3) **Stone Form:** The character doesn't have a body that's permanently made of stone, but can transform himself into a stone shape. Keep Armor, replace other powers with Density Increase (800 kg mass, +15 STR, +3 PD/ED, -3 KB), Reduced Endurance (0 END; +½), Persistent (+½) (total cost: 30 points). Total cost: 66 points.

4) **Body Of Stone Variant:** Substitute, or add, Physical and Energy Damage Reduction, Resistant, 50%. Total cost: 60 points.

FOOT MELDING

Effect: Knockback Resistance -6"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character can meld his feet to the ground beneath them, making it difficult for the impact of attacks to move him.

Game Information: *Knockback Resistance -6"* (12 Active Points); *Only When In Contact With The Ground* (-½). Total cost: 8 points.

OPTIONS:

1) **Strong Melding:** The character can meld his feet to the ground so thoroughly that it becomes almost impossible to move him in any way. Increase to Knockback Resistance -12" and add +30 STR (30 Active Points); *Only To Prevent Being Moved* (-1), *Only When In Contact With The Ground* (-½) (total cost: 12 points). Total cost: 28 points.

2) **Stature Stance:** The character's power only works if he stands still. Add *Does Not Work If Character Moves In Same Segment* (-½). Total cost: 6 points.

3) **Earthclinging:** Change to Clinging (normal STR) (10 Active Points); *Only When In Contact With The Ground* (-½). Total cost: 7 points.

ROCKY SKIN

Effect: Armor (9 PD/9 ED)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can cause his skin to become stony and tough, making it difficult to injure him.

Game Information: *Armor (9 PD/9 ED)*. Total cost: 27 points.

OPTIONS:

1) **Strong Rocky Skin:** Increase to Armor (12 PD/12 ED). Total cost: 36 points.

2) **Weak Rocky Skin:** Decrease to Armor (6 PD/6 ED). Total cost: 18 points.

3) **Rocky Form:** The character's rocky skin disappears if he becomes dazed or loses consciousness. Add *Nonpersistent* (-¼). 27 Active Points; total cost 22 points.

MOVEMENT POWERS

AVALANCHE RIDING

Effect: Running +6"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character can create a "wave" of earth and stone that he rides, allowing him to cross the ground faster than he can run with his legs. However, the wave effect tears up the ground, leaving a clear trail to mark his path and usually damaging anything he passes over or near. At the GM's option, the collateral damage may become severe if the character's "avalanche wave" breaks gas mains or water pipes, shatters underground storage tanks, or the like.

This power write-up uses the Limitation Side Effects to represent the damage the character inflicts upon the ground, since it's rarely (if ever) of any help to him. If the GM feels the character is using the Side Effect as a "weapon" too often, he may instead require the character to buy it as a RKA, Area Of Effect (Line), Linked.

Game Information: *Running +6"* (12 Active Points); *Side Effect* (RKA 1½d6 to ground in an Area Of Effect (Line) equal in size to the distance the character moves, automatically occurs, only affects environment; -½). Total cost: 8 points.

OPTIONS:

- 1) **Fast Avalanche Riding:** Increase to Running +10". 20 Active Points; total cost 13 points.
- 2) **Slow Avalanche Riding:** Decrease to Running +3". 6 Active Points; total cost 4 points.
- 3) **Large Avalanche Wave:** The character can cause his "avalanche wave" to become large enough to lift him off the ground. Change to a Multipower with a 12-point reserve (and the Side Effects), one slot with the power described above, and a second slot with Flight 6" (12 Active Points); Must Remain Within 6" Of The Ground (-½), Physical Manifestation (page 100; -¼), Side Effects (as above) (total cost: 5 points). Total cost: 10 points.

TUNNEL CREATION

Effect: Tunneling 8" through 8 DEF material

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can dig tunnels with great speed by controlling the earth — perhaps he burrows like an animal, perhaps he disintegrates the earth in front of him, perhaps he simply causes the earth in front of him to move out of the way. He can use the same ability to "dig" or tear through walls and like structures.

Game Information: *Tunneling 8" through 8 DEF material. Total cost: 40 points.*

OPTIONS:

- 1) **True Tunneling:** The character's control over earth and stone allows him to make it move or flow out of his way, and then, if he wishes, return to its former location after he passes. Add Fill In. Total cost: 50 points.
- 2) **Restricted Tunnel Creation:** The character's ability to Tunnel only works in earth and stone; he cannot affect building walls or the like. Add Limited Medium (earth/stone; -½). Total cost: 27 points.

SENSORY POWERS**SEE THROUGH THE EARTH**

Effect: N-Ray Perception, Only To See Through Earth/Stone

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can see through earth and stone as easily as normal people see through the air.

Game Information: *N-Ray Perception (Sight Group) (10 Active Points); Only To See Through Earth/Stone (-½). Total cost: 7 points.*

OPTIONS:

- 1) **Restricted Perception:** The character's ability to see through earth and stone only extends for a short distance. Add Limited Range (25"; -¼). Total cost: 6 points.
- 2) **Tiring Earthsight:** The character's ability to see through earth and stone does not function at all times; he must activate it when he wants to use it. Add Costs Endurance (-½). Total cost: 5 points.

SENSE VIBRATIONS

Effect: Detect Physical Vibrations

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can sense vibrations and tremors in the earth, making it possible for him to track the movements of people even if he's blinded.

Game Information: *Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Range, Targeting (30 Active Points); Only When In Contact With The Ground (-¼). Total cost: 24 points.*

OPTIONS:

- 1) **Wide-Band Sense Vibrations:** The character can perceive earth vibrations all around him, not just in one direction. Add Increased Arc Of Perception (360 Degrees). 35 Active Points; total cost 28 points.
- 2) **Precise Sense Vibrations:** The character's perception of vibrations and tremors is so acute he can garner enormous amounts of information from them. Add Analyze. 35 Active Points; total cost 28 points.
- 3) **Ongoing Sense Vibrations:** The character remains aware of earth vibrations and tremors constantly, even when he's not focusing on them. Add Sense. 32 Active Points; total cost 26 points.

MISCELLANEOUS POWERS**EARTHMELDING**

Effect: Desolidification plus Life Support (Self-Contained Breathing)

Target/Area Affected: Self

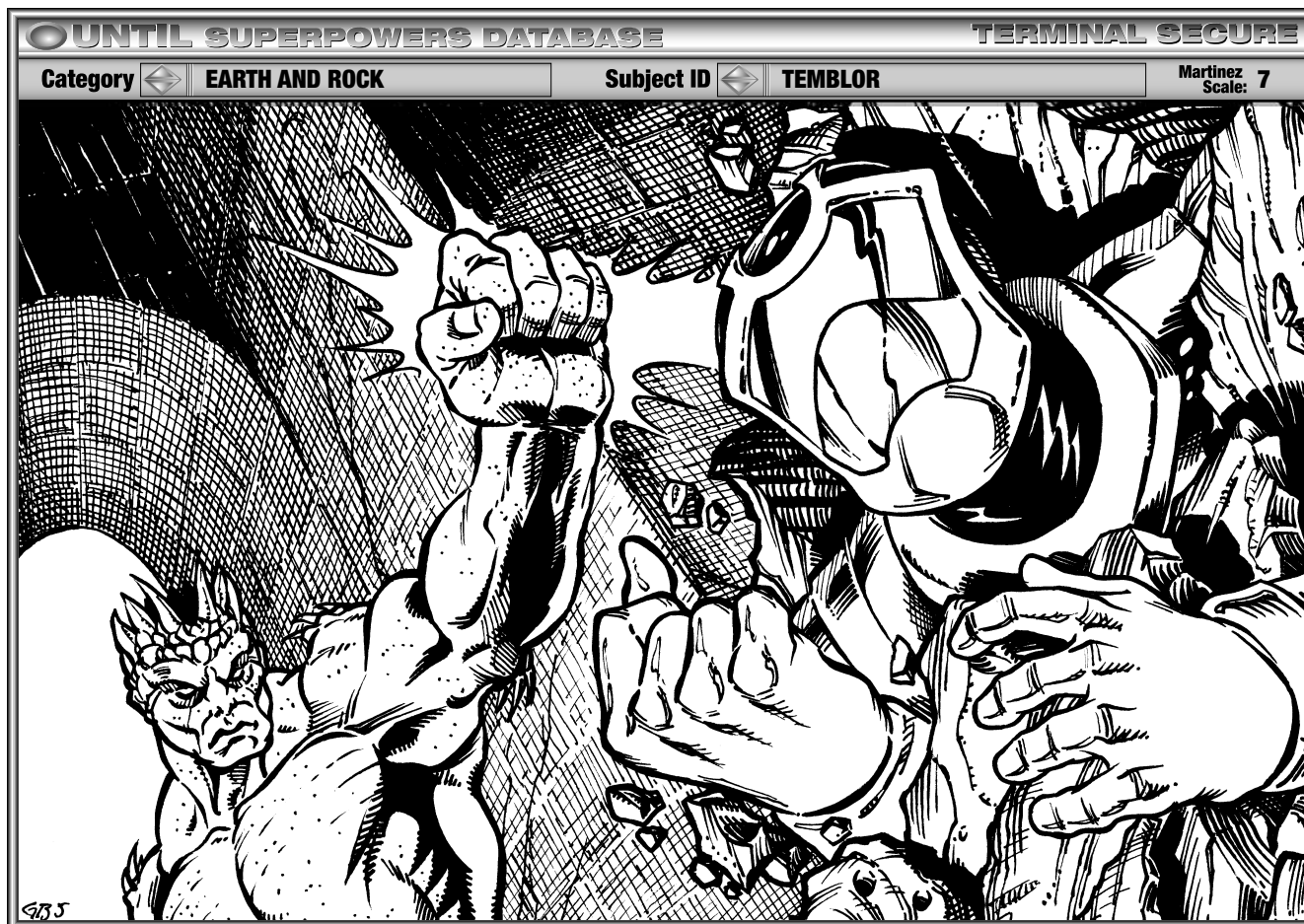
Duration: Constant

Range: Self

END Cost: 5

Description: The character can meld his body into earth and stone, traveling through it as effortlessly as a normal person moves his body through the air while walking.

Game Information: *Desolidification (affected by earth and magic powers) (40 Active Points); Only Through Earth And Stone (-1) (total cost: 20 points) **plus** Life Support (Self-Contained Breathing) (10 Active Points); Costs Endurance (-½), Linked (-½) (total cost: 5 points). Total cost: 25 points.*



STONE BODY SHAPING

Effect: Shape Shift (Sight, Smell/Taste, Touch, and Radio Groups)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character has great control over the shape and consistency of his body, which is made of earth and stone. He can make himself look like some other person, a piece of furniture, a shapeless mass of rock, or the like. However, all of his forms are obviously made of rock and stone; he cannot appear to be made of flesh or some other substance.

Game Information: Shape Shift (Sight, Smell/Taste, Touch, and Radio Groups, any shape) (39 Active Points); Forms Always Made Of Stone (-0). Total cost: 39 points.

CRYSTAL POWERS

CRYSTAL DART

Effect: RKA 2d6, Armor Piercing

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can shoot a needle-sharp dart of crystal at his opponents.

Game Information: RKA 2d6, Armor Piercing (+½). Total cost: 45 points.

OPTIONS:

1) **Large Dart:** Increase to RKA 2½d6. Total cost: 60 points.

2) **Small Dart:** Decrease to RKA 1d6. Total cost: 22 points.

3) **Dart Spray I:** The character can fire not just one, but up to five darts. Add Autofire (5 shots; +½). Total cost: 60 points.

4) **Dart Spray II:** The character can project a shower of small, sharp darts. Decrease to RKA 1½d6 and add Area Of Effect (16" Cone; +1¼) and No Range (-½). 69 Active Points; total cost 46 points.

CRYSTALLINE GROWTH

Effect: Stretching 5"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character has a body of crystal or stone which he can cause to grow (Stretch) instantly — the same process by which crystals normally grow, but at a vastly accelerated pace.

Game Information: Stretching 5". Total cost: 25 points.

SUBJECT ID: TEMBLOR

"Agents fighting against the Crowns of Krim should try to get off the ground — climb trees, use jetpacks, get up inside a building, or the like. Otherwise, as shown in the accompanying photograph, Temblor may cause the ground to literally *flow* up over an agent's feet and body, trapping him. While a superpowered individual such as Defender can sometimes escape this snare, only the most highly-trained of normal humans has a chance of getting free."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

REFRACTED LIGHT

Effect: RKA 2d6
Target/Area Affected: One character
Duration: Instant
Range: 30"
END Cost: 3
Description: The character has a body made of crystal, and if he has a sufficient source of light available, can refract that light through his body and project it through his hands as a powerful laser-like beam. Ordinary sunlight or ambient light generally won't suffice for this power; the character needs a stronger, closer source of light (such as a flashlight, spotlight, or streetlight). Alternately, the DCs the character can use depend on the strength of the light available to him; ordinary sunlight or ambient light allow at most 1 DC of RKA, a strong local light allows 3-5 DCs; and a strong source of light directly behind the character allows the full 6 DCs.

Game Information: *RKA 2d6 (30 Active Points); OIF (light source of opportunity; -½), Limited Range (30"; -¼). Total cost: 17 points.*

OPTIONS:

- 1) Blinding Refracted Light:** The character can refract light not to harm, but to temporarily blind. Change to Sight Group Flash 6d6. 30 Active Points; total cost 17 points.
- 2) Total Refracted Light:** The character can both hurt and blind. Change to a Multipower, 30-point reserve, with common Limitations listed above, one slot RKA 2d6, one slot Sight Group Flash 6d6. Total cost: 21 points.

METAL POWERS

BLADE HANDS

Effect: HKA 2d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3
Description: The character can shape his hands into claws, blades, spikes, or other deadly metal weapons.
Game Information: *HKA 2d6 (up to 4d6 with STR). Total cost: 30 points.*

OPTIONS:

- 1) Razor Hands:** The character's blades and spikes are particularly sharp. Add Armor Piercing (+½). Total cost: 45 points.
- 2) Clumsy Hands:** The character's bladed fingers make it difficult for him to handle objects properly. Add Side Effects (-2 to all DEX Rolls, automatically occurs; -½). 30 Active Points; total cost 20 points.

BODY OF METAL

Effect: Armor (18 PD/18 ED), +20 STR, +4 PD/ED, -4" Knockback
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Description: The character's body is made of solid metal, giving him great resistance to injury, higher Strength, and the like. He should also take a -10 point Physical Limitation to represent the problems caused by weighing approximately 1,600 kg.
Game Information:

Cost	Power
43	Armor (18 PD/18 ED), Visible (-¼)
20	+20 STR
4	+4 PD
4	+4 ED
8	Knockback Resistance -4"

Total cost: 79 points.

OPTIONS:

- 1) Tougher Metal Body:** Increase Armor to 24 PD/24 ED. Total cost for that power 58 points; total cost for suite of powers 94 points.
- 2) Weaker Metal Body:** Decrease Armor to 12 PD/12 ED, STR to +15, PD to +3, ED to +3, and Knockback Resistance to -3". Total cost: 56 points.
- 3) Metal Form:** The character doesn't have a body that's permanently made of metal, but can transform himself into a metal shape. Keep Armor, replace other powers with Density Increase (1,600 kg mass, +20 STR, +4 PD/ED, -4 KB), Reduced Endurance (0 END; +½), Persistent (+½) (total cost: 40 points). Total cost: 83 points.
- 4) Body Of Metal Variant:** Substitute, or add, Physical and Energy Damage Reduction, Resistant, 75%. Total cost: 120 points.

METAL SKIN

Effect: Armor (12 PD/12 ED)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0
Description: The character can cause his skin to become metallic, making it difficult to injure him.
Game Information: *Armor (12 PD/12 ED) (36 Active Points); Visible (-¼). Total cost: 29 points.*

OPTIONS:

- 1) Strong Metal Skin:** Increase to Armor (15 PD/15 ED). 45 Active Points; total cost 36 points.
- 2) Weak Metal Skin:** Decrease to Armor (9 PD/9 ED). 27 Active Points; total cost 22 points.
- 3) Metal Sheath:** The character's metal skin disappears if he becomes dazed or loses consciousness. Add Nonpersistent (-¼). 36 Active Points; total cost 24 points.

REFLECTIVE FORM

Effect: Missile Deflection
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character has a metal body or skin so shiny that attacks based on light (such as lasers) reflect off him harmless.

Game Information: *Missile Deflection (all Ranged attacks) (20 Active Points); Only Versus Light-Based Attacks (-½). Total cost: 13 points.*

OPTIONS:

1) **Controlled Reflectivity:** The character has sufficient skill with the reflective properties of his form that he can bounce an attack back at whoever fired it at him. Add Reflection. 40 Active Points; total cost 27 points.

SAND POWERS

BODY OF SAND

Effect: Desolidification, Stretching 6", and Life Support (Self-Contained Breathing)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's body is made of sand. This allows him to squeeze through tiny openings, travel through sand, and stretch and contort his form in many ways. Characters with this power often also have the Stone Body Weapons or Stone Body Shaping abilities, reflecting their power to "harden" their forms temporarily.

Game Information:**Cost Body Of Sand**

37 Desolidification (affected by earth and water powers) (40 Active Points); Cannot Pass Through Solid Objects Except Sand (-¼) (total cost: 32 points) **plus** Life Support (Self-Contained Breathing) (10 Active Points); Costs Endurance (-½), Linked (-½) (total cost: 5 points)

30 Stretching 6"

Total cost: 67 points.

DUST BLAST

Effect: Sight Group Flash 6d6
Target/Area Affected: One character
Duration: Instant
Range: 40"
END Cost: 4

Description: The character can project a blast of dust, sand, and grit into an opponent's eyes, temporarily blinding him.

Game Information: *Sight Group Flash 6d6, NND (defense is solid coverings protecting the eyes; +½) (45 Active Points); Limited Range (40"; -¼). Total cost: 36 points.*

OPTIONS:

1) **Fiercer Dust Blast:** Increase to Sight Group Flash 8d6. 60 Active Points; total cost 48 points.

2) **Weaker Dust Blast:** Decrease to Sight Group Flash 4d6. 30 Active Points; total cost 24 points.

3) **Dust Cone:** The character can project his blast of dust over a wide, cone-shaped area. Decrease to Sight Group Flash 5d6 and add Area Of Effect (9" Cone; +1) and No Range (-½). 62 Active Points; total cost 41 points.

4) **Mini-Scirocco:** The character can create a blinding sandstorm over a small area. Decrease to Sight Group Flash 5d6 and add Area Of Effect (4" Radius; +1). 60 Active Points; total cost 48 points.

SANDBLAST

Effect: RKA 2d6
Target/Area Affected: One character
Duration: Instant
Range: 150"
END Cost: 3

Description: The character can project a powerful blast of sand capable of stripping flesh from bone. If he makes a Sand Powers roll, he can use this power to perform chores like stripping the paint from a car.

Game Information: *RKA 2d6. Total cost: 30 points.*

OPTIONS:

1) **Blast Cone:** The character's blast has a much shorter range, but can affect everyone in a cone-shaped area in front of him. Add Area Of Effect (14" Cone; +1¼). Total cost: 67 points.

2) **Sandstorm:** The character's deadly blasts of sand can affect everyone in a 6" radius. Add Area Of Effect (6" Radius; +1¼). Total cost: 67 points.

3) **Ongoing Sandblast:** The character can keep sandblasting as long as he keeps paying END. Add Continuous (+1). Total cost: 60 points.

ELECTRICITY POWERS



Electricity powers are an archetypal form of “energy projection” or “energy control” abilities. They include a variety of attacks (mostly Energy Blasts or RKAs of many sorts), control over the electricity that powers devices, and abilities derived from having a body partly or fully made of pure electrical energy. You can easily adapt them for other types of energy, if desired.

Characters with Electricity powers often have certain Cyberkinesis powers as well — the ability to control machines by controlling the flow of electricity to and within them, the ability to read or alter data in machines by sensing the electrons, and so forth. See page 43 for more information on Cyberkinesis powers.

OFFENSIVE POWERS

Players and GMs interested in creating “realistic” electrical attacks should consider adding a -¼ Limitation, Real Electricity, to appropriate offensive powers. A power with this Limitation does its listed damage to targets defined as “poorly grounded.” It does only half damage to “insulated” characters, and converts to the equivalent DCs in Killing Damage against “well grounded” characters (if it’s already a Killing Attack, the GM may add 1-2 DCs, if he wishes). See pages 444-45 the *HERO System 5th Edition, Revised* for more information about these terms and the behavior of electrical current.

BALL LIGHTNING

Effect: Energy Blast 9d6

Target/Area Affected: 5” Radius

Duration: Instant

Range: 450”

END Cost: 9

Description: The character can project a sphere or field of electricity at his enemies, which often lets him hit many of them at the same time.

Game Information: Energy Blast 9d6, Area Of Effect (5” Radius; +1). Total cost: 90 points.

OPTIONS:

- 1) **Stronger Ball Lightning:** Increase to Energy Blast 12d6. Total cost: 120 points.
- 2) **Weaker Ball Lightning:** Decrease to Energy Blast 6d6. Total cost: 60 points.
- 3) **Deadly Ball Lightning:** Substitute RKA 3d6. Total cost: 90 points.

4) **Lightning Cone:** The character can fill an area in front of him with blasts of lightning. Change to Area Of Effect (10” Cone; +1) and add No Range (-½). 90 Active Points; total cost 60 points.

5) **Mini-Ball Lightning:** Instead of projecting one large ball of lightning, the character shoots several smaller balls of electricity. Change Area Of Effect to Area Of Effect (One Hex; +½) and add Autofire (3 shots; +1¼). Total cost: 124 points.

6) **Lightning Field:** The character can establish a zone of electrical discharges that hurts anyone who enters it. As long as someone stays in the zone, they take damage. Decrease to Energy Blast 6d6 and add Continuous; this makes the power affect a 6” Radius. Total cost: 90 points.

DIRECT CURRENT PARALYSIS

Effect: Entangle 3d6, 3 DEF, Takes No Damage From Attacks

Target/Area Affected: One character

Duration: Constant

Range: Touch

END Cost: 7

Description: The character can touch another person and project direct current (DC) electricity into his body, causing his muscles (or wiring) to lock up and prevent him from moving. The character must maintain his touch on the victim; as soon as he lets go, the effect ends (hence the Lockout Limitation). However, as long as he maintains his touch, he keeps the Entangle at full strength (the Continuous Advantage). He gets to roll the Entangle dice every Phase as an action that takes no time. If his BODY roll on the dice exceeds the Entangle’s current BODY, the new, higher, BODY roll applies (note that rolls do not add together — only the highest total applies).

Game Information: Entangle 3d6, 3 DEF, Continuous (+1), Takes No Damage From Attacks (+½) (75 Active Points); No Range (-½), Lockout (character must maintain contact with the victim with at least one hand; loss of contact immediately negates Entangle; -½), Vulnerable (electrical attacks; -1), Cannot Form Barriers (-¼), Only Versus Targets With Muscles Or Comparative Structures (-0). Total cost: 23 points.

OPTIONS:

- 1) **Stronger Paralysis:** Increase to Entangle 4d6, 4 DEF. 100 Active Points; total cost 31 points.
- 2) **Weaker Paralysis:** Decrease to Entangle 2d6, 2 DEF. 50 Active Points; total cost 15 points.



3) **Paralysis Field:** Instead of having to touch his victims, the character can project a field of direct current around himself that paralyzes everyone nearby. Substitute Entangle 3d6, 3 DEF, Area Of Effect (8" Radius; +1), Continuous (+1), Takes No Damage From Attacks (+½), Personal Immunity (+¼) (112 Active Points); No Range (-½), Lockout (character must maintain field and can take no other actions; -½), Vulnerable (electrical attacks; -1), Cannot Form Barriers (-¼). Total cost: 34 points.

4) **Don't Touch Him!:** The direct current running through the victim is so strong that it affects anyone else who touches him. Add Sticky (+½). 90 Active Points; total cost 28 points.

LIGHTNING BLAST

Effect: Energy Blast 9d6

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can shoot a blast of electricity capable of badly injuring a normal person, stunning (and perhaps injuring) many superhumans, and destroying most objects.

Game Information: Energy Blast 9d6. Total cost: 45 points.

OPTIONS:

1) **Strong Lightning:** Increase to Energy Blast 12d6. Total cost: 60 points.

2) **Weak Lightning:** Decrease to Energy Blast 6d6. Total cost: 30 points.

3) **Deadly Lightning:** Substitute RKA 3d6. Total cost: 45 points.

4) **Bright Lightning:** The flare of the character's Lightning Blast is powerful enough to blind his opponents. Decrease to Energy Blast 8d6 and add Sight Group Flash 4d6, Linked (-½). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.

5) **Lightning Touch:** The character cannot project electricity at range, but does have a shockingly powerful touch. Increase to Energy Blast 10d6 and add No Range (-½). 50 Active Points; total cost 33 points.

6) **Neverending Lightning:** The character can keep his Lightning Blast active and continue to effect a target once he's hit him. Decrease to Energy Blast 6d6 and add Continuous (+1). Total cost: 60 points.

7) **Taser Blast:** The character's electrical discharge is not strong enough to kill or seriously harm anyone, but can knock someone out easily. Decrease to Energy Blast 6d6 and add NND (defense is an ED FF or being fully insulated; +1). Total cost: 60 points.

SUBJECT ID: THUNDERBOLT I

"The accompanying image, taken by a tourist who was on the Detroit River Gondola while the battle took place, shows Thunderbolt attacking Nighthawk with a blast of electricity. Note how the blast has caused Nighthawk's muscles to lock up even as the force of the attack knocks him off the gondola car. While the "paralysis" effect only lasts for a split second, that may be enough to expose an agent to attack by another member of the Ultimates."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

8) Taser Touch: Not only can the character not kill or harm people with his electrical attack, he cannot affect them at range, either. As Taser Blast, but also add No Range (-½). 60 Active Points; total cost 40 points.

9) Cutting Lightning I: The character's Lightning Blast has such power that few forms of defense can withstand it. Add Armor Piercing (+½). Total cost: 67 points.

10) Cutting Lightning II: The character's Lightning Blast penetrates metallic defenses easily. Add as a naked Advantage Armor Piercing (+½) and Penetrating (+½) (45 Active Points); Only Versus Metallic Defenses (-1). Total cost: 22 points.

11) Lightning Barrage: The character can fire several bolts of electrical energy at once. Decrease to Energy Blast 7d6 and add Autofire (5 shots; +½) and Reduced Endurance (½ END; +½). Total cost: 70 points.

12) Chain Lightning: The character projects a bolt of electricity that hits its target and then spreads outward, affecting other nearby targets, gradually decreasing in effectiveness as it chains out from the original target. Add Explosion (+½). Total cost: 67 points.

LIGHTNING PUNCH

Effect: HA +4d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 2

Description: The character can use his electrical powers to "super-charge" his punch, allowing him to hit opponents with much greater force than he normally could. This is Physical damage.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½). Total cost: 13 points.

OPTIONS:

1) Strong Lightning Punch: Increase to HA +6d6. 30 Active Points; total cost 20 points.

2) Weak Lightning Punch: Decrease to HA +2d6. 10 Active Points; total cost 7 points.

3) Bright Lightning Punch: The flare of electricity from the character's punch temporarily blinds his opponent. Add Sight Group Flash 4d6 (20 Active Points); No Range (-½), Linked (-½) (total cost: 10 points). 20 + 20 = 40 Active Points; total cost 13 + 10 = 23 points.

4) Direct Current Punch: The touch of the character's direct current-charged fist induces paralysis in his target. Add Entangle 2d6, 2 DEF, Takes No Damage From Attacks (+½) (30 Active Points); No Range (-½), Linked (-¼), Vulnerable (electrical attacks; -1), Cannot Form Barriers (-¼), Only Versus Targets With Muscles Or Comparative Structures (-0) (total cost: 10 points). 20 + 30 = 50 Active Points; total cost 13 + 10 = 23 Active Points.

PERSONAL ELECTRIC FIELD

Effect: RKA 1½d6, Damage Shield

Target/Area Affected: Self

Duration: Constant

Range: Touch

END Cost: 6

Description: The character can surround his body with a potent field of electrical energy that injures anyone who touches him, or whom he Grabs.

Game Information: RKA 1½d6, Continuous (+1), Damage Shield (+½). Total cost: 62 points.

OPTIONS:

1) Stronger Field: Increase to RKA 2d6. Total cost: 75 points.

2) Weaker Field: Decrease to RKA 1d6. Total cost: 37 points.

3) Combat Field: The character can even cause damage to his opponents in HTH Combat without having to Grab them. Increase Damage Shield to +¾. Total cost: 69 points.

POWER DOWN

Effect: Drain Electrical Powers 3d6

Target/Area Affected: One character

Duration: Instant

Range: 260"

END Cost: 5

Description: The character has such control over electricity that he can inhibit or shut off the flow of electrical power to a device, or do the same to another superhuman's electricity powers.

If the character wishes to use this ability to turn off ordinary household appliances, factory machines, or the like, use the rules on pages 444-45 of the *HERO System 5th Edition, Revised* to determine the strength of the current, and thus how much Drain is needed.

Game Information: Drain Electrical Powers 3d6, any Electricity power one at a time (+¼), Ranged (+½). Total cost: 52 points.

OPTIONS:

1) Stronger Power Down: Increase to Drain 4d6. Total cost: 70 points.

2) Weaker Power Down: Decrease to Drain 2d6. Total cost: 35 points.

3) Long-Lasting Power Down: The character can keep a device or power from receiving or using electricity for some time. Add Delayed Return Rate (points return at the rate of 5 per Minute; +¼). Total cost: 60 points.

4) Wide-Effect Power Down I: The character can affect any two electrical powers simultaneously. Change to any two Electricity powers simultaneously (+½). Total cost: 60 points.

5) Wide-Effect Power Down II: The character can affect any four electrical powers simultaneously. Change to any four Electricity powers simultane-

ously (+1). Total cost: 75 points.

6) Wide-Effect Power Down III: The character can affect all electrical powers simultaneously. Change to all Electricity powers simultaneously (+2). Total cost: 105 points.

7) Power Down Touch: The character has to touch a device or person to Drain their electricity-based powers. Remove Ranged. Total cost: 37 points.

8) Power Down, Power Up: Instead of merely leeching away a device's or person's electricity powers, the character steals the power for himself. This example has the power Transferring to the character's STUN, but you can substitute some other Characteristic or an Endurance Reserve if you prefer (or, by applying Variable Effect again, to various of the character's own Electricity powers). Change to Transfer 2d6 (target's Electricity powers to character's STUN), any Electricity power one at a time (+¼), Ranged (+½). Total cost: 52 points.

9) Power Suppression: The character has a greater ability to reduce Electricity powers, but this comes at the cost of having to maintain the effect. Change to Suppress 8d6, any Electricity power one at a time (+¼). Total cost: 50 points.

DEFENSIVE POWERS

ELECTRIC SHIELD

Effect: Force Field (16 PD/24 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character surrounds himself with a shimmering field of electrical energy which protects him from attacks. It has significantly greater effect against energy attacks than physical attacks.

Game Information: *Force Field (16 PD/24 ED).*

Total cost: 40 points.

OPTIONS:

1) Stronger Shield: Increase to Force Field (20 PD/30 ED). Total cost: 50 points.

2) Weaker Shield: Decrease to Force Field (12 PD/18 ED). Total cost: 30 points.

3) Zap Field: Anyone who touches the character's protective field receives an electrical zap; prolonged or repeated contact could prove fatal. Add RKA ½d6, Continuous (+1), Damage Shield (+½) (25 Active Points); Linked (-½). Total cost: 17 points.

OHM EFFECT

Effect: Energy Damage Reduction, Resistant, 75%, Only Works Against Electricity

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's electricity powers make it difficult (at best) for anyone to hurt him

with electricity.

Game Information: *Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Electricity (-½). Total cost: 40 points.*

OPTIONS:

1) Ohm Shield: Rather than being perpetually protected against electricity damage, the character has to activate and maintain a special electrical field that negates other electricity powers. Add Costs Endurance (-½). Total cost: 30 points.

2) Enhanced Ohm Effect: The character has extra ED to help him resist electricity damage. Character also buys Armor (0 PD/30 ED) (45 Active Points); Only Works Against Electricity (-½). Total cost: 30 points.

MOVEMENT POWERS

ARC TRAVEL

Effect: Teleportation 20", Only Between Conductors Or Through Wires

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 4

Description: The character has the ability to transform his body to electricity, arc over to another location, and re-form as his normal self. To do this, he needs some sort of conductive material or wires to travel along or between. For example, he could Teleport from one room to another using the electric wiring in the walls, or from one metal pole to another as an arc of electricity, through a metal vault door, or along the metal floors of a supervillain's secret satellite headquarters. But he couldn't Teleport through a wooden door, along a wooden floor or ordinary ground, or through the open air unassisted — none of those substances are sufficiently conductive.

Game Information: *Teleportation 20" (40 Active Points); Only Between Conductors Or Through Wires (-½). Total cost: 27 points.*

OPTIONS:

1) Longer Arc: Increase to Teleportation 30". 60 Active Points; total cost 40 points.

2) Shorter Arc: Decrease to Teleportation 10". 20 Active Points; total cost 13 points.

3) Lightning Bolt Form I: The character can transform into a bolt of lightning and Teleport wherever he wants to. Remove Only Between Conductors Or Through Wires. Total cost: 40 points.

4) Lightning Bolt Form II: Similar to Lightning Bolt Form I, but built with Flight so the character can perform Move Throughs defined as "striking my foe with my lightning form before I re-materialize." Flight 20" (40 Active Points); Cannot Hover (-¼). Total cost: 32 points.

5) The Electron Path: The character can transform his body into raw electrons and travel through the electrical and phone grids, crossing enormous distances in the blink of an eye. However, he needs a Power or Skill (such as a Limited form of Clairvoyance or Navigation (Electrical Lines)) to ensure he can perceive and reach his proper destination. Add MegaScale (1" = 10 km, can scale down to 1" = 1 km; +¾). 70 Active Points; total cost 47 points.

RIDE THE LIGHTNING

Effect: Flight 15", Only Along Electrical Wires

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character uses his control of electricity to "latch onto" the electricity in cables or wires and travel along with it. He can only fly where such cables and wires exist. This usually isn't too much of a problem in urban areas (though it may lead to some unusual flight paths), but it's often a significant problem in rural regions or unusual locales.

Game Information: *Flight 15" (30 Active Points), Only Along Electrical Wires (-¾). Total cost: 17 points.*

OPTIONS:

1) Faster Flight: Increase to Flight 20". 40 Active Points; total cost 23 points.

2) Slower Flight: Decrease to Flight 10". 20 Active Points; total cost 11 points.

SENSORY POWERS

ELECTROSENSE

Effect: Detect Electrical Fields

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has the innate ability to detect electrical fields — not only the type given off by electrical current or technological devices, but those emitted by living bodies. This makes it difficult to "blind" him in combat or at night.

Game Information: *Detect Electrical Fields (INT Roll) (no Sense Group), Discriminatory, Range, Targeting. Total cost: 25 points.*

OPTIONS:

1) Universal Electrosense: The character can detect electrical fields all around him. Add Increased Arc Of Perception (360 Degrees). Total cost: 30 points.

2) True Electrosense: The character can perceive electrical fields automatically. Add Sense. Total cost: 27 points.

MISCELLANEOUS POWERS

ABSORB POWER

Effect: Absorption 8d6 (to STUN), Electricity Only

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character has the power to absorb electrical energy, using it to increase his own power and resilience. Typically he Absorbs the power from other superhumans' electricity attacks, but he can also Absorb from things like ordinary household current if necessary (see pages 444-45 of the *HERO System 5th Edition, Revised*).

This power write-up assigns the Absorbed points to STUN, but you can specify some other Characteristic or Power if you wish. Endurance, or an Endurance Reserve, is an obvious candidate; so is increasing the power of various attacks.

Game Information: *Absorption 8d6 (to STUN) (40 Active Points); Limited Phenomena (electricity only; -½). Total cost: 27 points.*

OPTIONS:

1) Greater Absorption: Increase to Absorption 12d6. 60 Active Points; total cost 40 points.

2) Lesser Absorption: Decrease to Absorption 6d6. 30 Active Points; total cost 20 points.

3) Power Boost: The STUN gained from the character's Absorption fades at a much slower rate than normal. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). 50 Active Points; total cost 33 points.

4) More Power!: The character's capacity for Absorption is much greater than normal. Add Can Absorb Maximum Of 72 Points' Worth Of Energy. 52 Active Points; total cost 35 points.

5) Your Puny Electric Blast Only Makes Me Stronger!: The character's ability to Absorb electrical energy also defends him against attacks. The character also buys +24 ED (24 Active Points); Linked (-¼), Only Up To Amount Rolled By Absorption (-½) (total cost: 14 points). 40 + 24 = 64 Active Points; total cost 27 + 14 = 41 points. (The character may substitute Armor (0 PD/16 ED) if preferred.)

BODY OF ELECTRICITY

Effect: Desolidification, Cannot Pass Through Non-Conductive Substances

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can convert his body to electricity, thus allowing him to pass through conductive materials. For example, he could "walk" right through a metal vault door, or the metal hull of a battleship, but not through a wooden door, a brick wall, or the rubber padding of an asylum cell.

However, the character retains the normal immunity from damage conferred by Desolidification even if there are no conductive materials for him to pass through. The Cannot Pass Through Non-Conductive Objects Limitation is a form of the Cannot Pass Through Solid Objects Limitation, and all the appropriate rules for that Limitation apply.

A character with this power should also buy several other powers Linked to or otherwise dependent on it. Examples include Lightning Touch, Personal Electric Field, and Electric Shield, but he could buy just about any other power in this section. The Affects Physical World Advantage may be required.

Game Information: *Desolidification (affected by electricity and cold attacks) (40 Active Points); Cannot Pass Through Non-Conductive Substances (-¼). Total cost: 32 points.*

OPTIONS:

1) **Electric Body:** While in his electric form, the character does not suffer from ordinary human weaknesses such as the need to breathe and sleep, and he can survive in hostile environments. He still needs to eat, but “eats” electricity instead of physical food. Add Life Support: Total (except for Diminished Eating) (42 Active Points); Linked (-¼). Total cost: 34 points.

2) **Permanent Electric Form:** The character is always in electric form; he has no normal physical body.

Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½). 90 Active Points; total cost 51 points.

POWER DEVICE

Effect: Aid Endurance 4d6, Electricity-Based END Only

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 0

Description: The character has the power to “juice up” electronic devices by giving them some of his own electrical energy. In game terms, this is defined as an Aid Endurance, restricted to the END of machines (typically as defined by an Endurance Reserve). He can only do this for machines and technology; he cannot increase his own END or that of another organic character.

Game Information: *Aid Endurance 4d6 (40 Active Points); Others Only (-½), Technological/Electricity-Based END Only (-1), Only Restores To Starting Values (-½). Total cost: 13 points.*

OPTIONS:

1) **Stronger Empowering:** Increase to Aid 6d6. 60 Active Points; total cost 20 points.

2) **Weaker Empowering:** Decrease to Aid 2d6. 20 Active Points; total cost 7 points.

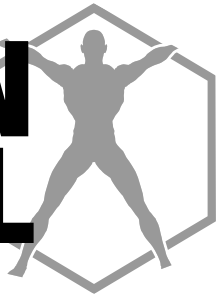
SUBJECT ID: THUNDERBOLT I

“Agents should be aware that Thunderbolt I presents a threat not just with his ranged lightning projection powers, but in hand-to-hand combat as well. Using his control over electricity, he can “juice up” his punch, allowing him to hit with extra impact. Even an insulated costume won’t protect against this power, but his “lightning punch” can be blocked.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

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Category ◀▶ ELECTRICAL	Subject ID ◀▶ THUNDERBOLT I <div style="float: right; text-align: right; font-size: 0.8em;"> Martinez Scale: 8 </div>

EMOTION CONTROL



Also known as *Empathy* or *Empathic Manipulation*, Emotion Control powers are a special subset of Mental and Psionic Powers in general (see page 146). They allow a character to detect, read, manipulate, and even alter another person's emotional state. A character with empathic powers can lift the cloud of depression from a tormented person's mind, calm down a Berserk supervillain, inspire courage and confidence in others, or cause feelings of unbridled greed.

OFFENSIVE POWERS

ALTER/INFLECT EMOTIONS

Effect: Mind Control 8d6, One Emotion Only
Target/Area Affected: One character
Duration: Constant
Range: LOS
END Cost: 4

Description: One of the most basic empathic powers is the ability to work temporary changes in a target's emotional state. (Creating permanent changes requires Transform; see Emotion Sculpting, below.) The character defines a single emotion or emotional state when he buys the power; examples are given below for Anger, Fear, Sadness, and Love (the GM can easily create others using these as guidelines). His powers only work to enhance or negate those types of feelings; for example, a character with Alter/Inflect Anger cannot inspire or diminish a target's feelings of jealousy, love, or fear, only feelings of anger, rage, and calmness. Empathic Mind Control commands which match or contradict the character's Psychological Limitations receive the usual bonuses or penalties.

The Alter/Inflect Emotions Table describes the basic effects and parameters of this power. You can "diminish" an emotion by reversing the listed effects.

The GM must take care to handle Alter/Inflect Emotions properly. Characters should not be allowed to use it for other than genuine emotional manipulation. For example, using ordinary Mind Control, a character could force a person to go stand underneath a particular tree. A character with Alter/Inflect Emotions generally cannot do that — not even if he tries to avoid the Limitation by claiming, "I'm going to inspire a love of that tree in this person so he'll go stand underneath it." At the very least, characters attempting such work-arounds should be required to achieve a much higher Effect Roll than a character with ordinary Mind Control. As always with such a nebulous subject, the GM should use his common sense, dramatic sense, and desire to maintain game balance to help him adjudicate tricky situations.

Game Information: *Mind Control 8d6 (40 Active Points); Only To Alter/Inflect One Emotional State (-1). Total cost: 20 points.*

OPTIONS:

- 1) **Stronger Empathic Manipulation:** Increase to Mind Control 12d6. 60 Active Points; total cost 30 points.
- 2) **Weaker Empathic Manipulation:** Decrease to Mind Control 6d6. 30 Active Points; total cost 15 points.
- 3) **Telepathic Empathic Manipulation:** The character need not speak to alter a character's emotional state; he can communicate his commands mentally. Add Telepathic (+¼). 50 Active Points; total cost 25 points.
- 4) **Empathic Touch:** The character must touch his target to alter emotions. Add No Range (-½). Total cost: 16 points.
- 5) **True Empathic Manipulation:** The character can alter or instill *any* emotion, not just a single one. Change to Only To Alter/Inflect Emotional States (-½). Total cost: 27 points.

ALTER/INFLECT EMOTIONS

Emotional Intensity	Mind Control Roll Needed
Weak	Greater than EGO
Basic	EGO +10
Strong	EGO +20
Extreme	EGO +30

EMOTION SCULPTING

Effect: Major Transform 3d6, BOECV
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 10

Description: Sometimes known as Empathic Surgery, this power allows a character to alter another character's mental state long-term by removing or altering Psychological Limitations related to emotions, or adding new ones the target does not presently have. The character must touch his intended target to make the attack. The change wears off over the course of a month or more (though a character may choose, when he buys the power, to define the power as requiring another application of the power to "heal").

Game Information: *Major Transform 3d6 (alter, remove, or add Psychological Limitations related to or reflecting emotional states,*

EMOTION: ANGER

Anger	Mind Control Roll Needed
Annoyed/Frustrated	Greater than EGO: Attack people/objects the character would attack anyway; automatically trigger appropriate Enrageds/Berserks; if attempting to calm an Enraged/Berserk character, target gets a roll to break free from his Enraged/Berserk when character achieves this level of control
Angry	EGO +10: Attack people/objects the character dislikes; automatically calm down Enraged/Berserk characters
Furious	EGO +20: Attack people/objects the character likes
Insanely Angry	EGO +30: Attack people/objects the character loves

Anger: An empath uses control of anger to make a target so angry at something or someone that he attacks it (or to remove anger the character presently feels). At lower levels of anger, the target only attacks to hurt or damage; at higher levels, he attacks to kill or destroy. The empath may direct the character's anger at something general ("Aren't cars annoying?") or something specific ("Your girlfriend has been cheating on you with Defender! Doesn't that make you really angry at him?").

With some modification in terms and effects, you can also use this chart for Hatred.

EMOTION: SADNESS

Sadness	Mind Control Roll Needed
Pensive	Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character becomes listless and apathetic, and has difficulty taking any action
Sad	EGO +10: As EGO +0, but the EGO Roll is unmodified
Despairing	EGO +20: As EGO +0, but the EGO Roll is at -5
Depressed	EGO +30: Character becomes totally listless and apathetic; he seriously considers suicide or other extreme "solutions"

Sadness: The effects of sadness and depression are difficult to adjudicate in a game setting. The GM should use his best judgment. In general an affected character becomes listless and apathetic, unwilling to act or take control of a situation. This may extend to his entire life, or only to certain situations (for example, a particular battle or mission).

EMOTION: FEAR

Fear	Mind Control Roll Needed
Apprehensive/Uneasy	Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character avoids the situation or phenomenon causing the fear. Danger Sense automatically triggered.
Fearful	EGO +10: As Greater than EGO, but the EGO Roll is unmodified
Terrified	EGO +20: As Greater than EGO, but the EGO Roll is at -5
Blind Panic	EGO +30: Character moves away from feared object or phenomenon as fast as possible

Fear: An empath uses control over the primal emotion of fear to terrify a victim, or to inspire courage in someone. Victims who fail their EGO Roll normally flee, though they may be paralyzed with fear or may lash out at the feared object or phenomenon in panic. In combat, they do not usually attack the feared object/phenomenon, they only Dodge it. If trapped and unable to flee, they become paralyzed with fear or act in whatever way the GM considers appropriate. If subjected to interrogation, they answer questions willingly (the GM may allow a separate EGO Roll to resist particularly damaging questions). A successful Fear attack automatically triggers the target's Danger Sense, if any. Interpret the results oppositely (*i.e.*, confront or stand up to the situation or phenomenon), when using this chart for Courage.

EMOTION: LOVE

Love	Mind Control Roll Needed
Sympathetic	Greater than EGO: Character is attracted to people he likes already; he will be inclined to do what they ask of him and will generally try to please them
Loving	EGO +10: Character is attracted to people he feels neutral about
Passionate	EGO +20: Character is attracted to people he does not like
Crazed/ Head Over Heels	EGO +30: Character is attracted to people he hates, or who repulse him

Love: If the character is already favorably inclined toward someone, using Alter/Inflict Emotions can make him love that person — a minor crush becomes full-blown, heartfelt love. If he's not favorably inclined, higher levels of effect are required to inspire feelings of attraction and desire.

With some modification in terms and effects, you can also use this chart for Greed or Lust.



heals back normally [or through repeated applications of this power, character's choice at purchase]), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (101 Active Points); No Range (-½), Limited Target (humans; -½). Total cost: 50 points.

OPTIONS:

- 1) **Strong Sculpting:** Increase to Major Transform 4d6. 135 Active Points; total cost 67 points.
- 2) **Weak Sculpting:** Decrease to Major Transform 2d6. 67 Active Points; total cost 33 points.
- 3) **Ranged Sculpting:** The character can alter a target's personality without having to touch him; instead, the power works on a Line Of Sight basis. Remove No Range (-½). Total cost: 67 points.

INSPIRE

Effect: Aid 3d6

Target/Area Affected: One character

Duration: Instant

Range: 185"

END Cost: 0

Description: Mind Control isn't the only way to inspire another person; you can achieve much the same effect by increasing various Characteristics. Examples include Inspire Courage (PRE) and Inspire Hatred (EGO, to increase EGO Rolls to withstand something the object of the hatred is doing, like trying to gain information by torturing

the character). The GM should interpret "emotion-related Characteristic" carefully, so that characters don't cause game balance problems with this power.

Game Information: Aid 3d6, any emotion-related Characteristic one at a time (+¼), Ranged (+½) (52 Active Points); Others Only (-½). Total cost: 35 points.

OPTIONS:

- 1) **Greater Inspiration:** Increase to Aid 4d6. 70 Active Points; total cost 47 points.
- 2) **Lesser Inspiration:** Decrease to Aid 2d6. 35 Active Points; total cost 23 points.
- 3) **Touch Of Inspiration:** The character must touch the person whose emotions he wishes to enhance. Increase to Aid 4d6 and remove Ranged (+½). 50 Active Points; total cost 33 points.
- 4) **Boost Of Self-Confidence:** The character can use his ability to enhance emotions on himself, if necessary. Remove Others Only (-½). Total cost: 52 points.
- 5) **Group Inspiration:** The character can inspire a whole group of people in the same area. Add Area Of Effect (5" Radius; +1), Selective (+¼). 90 Active Points; total cost 60 points.
- 6) **Inspirational Speech:** The character can inspire anyone nearby who hears him. Remove Ranged (+½) and add Area Of Effect (4" Radius; +1) and Incantations (-¼). 67 Active Points; total cost 38 points.

7) Inspirational Memory: The effects of the character's power last for a long time. Add Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1). 82 Active Points; total cost 55 points.

INSTILL FEAR

Effect: Drain PRE 3d6

Target/Area Affected: One character

Duration: Instant

Range: 185"

END Cost: 5

Description: Rather than using the somewhat indirect route of Mind Control, the character can instill fear directly in a victim by reducing his PRE (which makes him far more susceptible to fear-based Presence Attacks).

At the GM's option, characters could build other emotion-affecting powers with this model. For example, Drain EGO might represent the ability to inflict despair and hopelessness.

Game Information: *Drain PRE 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½). Total cost: 52 points.*

OPTIONS:

- 1) **Instill Terror:** Increase to Drain PRE 4d6. Total cost: 70 points.
- 2) **Not Quite So Scary:** Decrease to Drain 2d6. Total cost: 35 points.
- 3) **Touch Of Fear:** The character must touch the victim to inflict fear. Increase to Drain 4d6 and remove Ranged (+½). Total cost: 50 points.
- 4) **Lingering Horror:** The victim feels the effects of the fear the character inspires for a long time. Add Delayed Recovery Rate (points return at the rate of 5 per Hour; +1). Total cost: 75 points.
- 5) **Group Panic:** The character can scare a large number of persons in a given area. Add Area Of Effect (6" Radius; +1) and Personal Immunity (+¼). Total cost: 90 points.

READ EMOTIONS

Effect: Telepathy 8d6, Empathy

Target/Area Affected: One character

Duration: Constant

Range: LOS

END Cost: 4

Description: The character has the ability to sense a particular emotional state in another person (and, at the GM's option, to communicate that same emotion to another person). He must define this emotion when he buys the power. At the Greater Than EGO level, he can read the target's surface emotions. At the EGO +10 level, he can delve deeper, determining what inspired this emotion, how it affects the target's thought processes, and so forth. At the EGO +20 level, he can read emotional memories — instances of the specified emotion not currently being experienced, but felt in the past.

At the EGO +30 level, he can read subconscious instances of the emotion, if any. However, at no level of effect can he alter an emotion; that requires Emotion Sculpting (see above).

Game Information: *Telepathy 8d6 (40 Active Points); Empathy (one specific emotion; -1). Total cost: 20 points.*

OPTIONS:

- 1) **Strong Reading:** Increase to Telepathy 12d6. 60 Active Points; total cost 30 points.
- 2) **Weak Reading:** Decrease to Telepathy 6d6. 30 Active Points; total cost 15 points.
- 3) **True Emotion Reading:** The character can sense the nature and source of any emotions the target feels, not just one particular type of emotion. Empathy (any emotion; -½). Total cost: 27 points.

DEFENSIVE POWERS

FEARFUL HASTE

Effect: +4 DCV

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 2

Description: The character can inspire a brief flash of fear and panic in an opponent that's so intense it causes the opponent to rush his action to attack or reflexively flinch away from the character. In either case, Fearful Haste makes it much harder for the opponent to successfully attack the character.

Game Information: *+4 DCV (20 Active Points); Costs Endurance (-½), Instant (-½), Only Versus Designated Person's Attacks (-1), Only Versus Beings With Minds/Emotions (-½). Total cost: 6 points.*

SENSORY POWERS

DETECT EMOTIONS

Effect: Detect Emotions

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: This ability is a limited form of the Read Emotions power described above. It allows a character to detect that another person is feeling emotions, and what type of emotions, but nothing more. It cannot detect past emotions, or determine the cause of emotions the target currently feels.

Game Information: *Detect Emotions (INT Roll) (Mental Group), Discriminatory. Total cost: 10 points.*

SUBJECT ID: MENTON

"As if to underscore the threat he presents, two weeks ago, while the final draft of this report was being prepared, Menton sent this photograph to Representative Frank Mitchell, who'd spoken out against Menton and other psionic criminals on the floor of the House several times in recent months. The two women in the picture are Mitchell's daughter and niece. Apparently, by manipulating their emotions, Menton made both of them fall in love with him, then used and discarded them after sending several photos to Rep. Mitchell. Both women are now institutionalized, as medical personnel attempt to undo the psychological and physical harm Menton inflicted upon them. Representative Mitchell has made no further public statements about psis."

—Excerpt from the introduction to *Menton: Current Activities And Threat Assessment 2003*, prepared by UNTIL researchers

UNTIL SUPERPOWERS DATABASE

TERMINAL SECURE

Category

EMOTION

Subject ID

????

Martinez Scale: ?

IMAGE CLASSIFIED

**SUBJECT ID:
CLASSIFIED**

This image was classified by the National Reconnaissance Office for reasons of National Security.

EMPATHIC PSYCHOMETRY

Effect: Retrocognition, Emotions Only
Target/Area Affected: Special
Duration: Constant
Range: No Range
END Cost: 4

Description: The character can sense strong lingering emotions in objects and places, such as the fear and hatred linked to a murder weapon or the feelings of calm in a sacred place. He must have the object in hand, or be present in the location, to sense these lingering emotions. If the emotions are not stark and obvious, the GM may require him to make a PER Roll, with a modifier reflecting how faint they are.

Game Information: *Clairsentience (Mental Group), Retrocognition (40 Active Points); No Range (-½), Emotions Only (-1), Retrocognition Only (-1). Total cost: 11 points.*

OPTIONS:

1) **Aged Emotions:** The character has a harder time reading emotions in an object or place if they were “embedded” a long time ago. Add Time Modifiers (-½). Total cost: 10 points.

MISCELLANEOUS POWERS

EMPATHIC HEALING

Effect: Simplified Healing 4d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: The character has a special empathic power, the ability to heal others. However, this gift comes at a price: the character heals wounds by taking them on himself. Thus, he suffers the same damage he heals with this power, and he must heal it normally through the passage of time.

Game Information: *Simplified Healing 4d6 (40 Active Points); Others Only (-½), Side Effects (character automatically takes damage identical to the damage healed; -1). Total cost: 16 points.*

OPTIONS:

1) **Stronger Empathic Healing:** Increase to Simplified Healing 6d6. 60 Active Points; total cost 24 points.

2) **Weaker Empathic Healing:** Decrease to Simplified Healing 2d6. 20 Active Points; total cost 8 points.

FIRE AND HEAT



Powers based on fire and heat occur commonly among superhumans in most campaign settings; sometimes it seems as if every team has its own flame manipulator. Colorful, powerful, and often with just a hint of magic and mystery surrounding it, fire offers a lot of inspiration for superheroes and supervillains alike.

Fire is commonly associated with damage and destruction, and therefore it comes as no surprise that most of the powers associated with this special effect are offensive in nature. As a default, the examples below are built using Energy Blast, but with RKA as an option — fire, after all, can be deadly. The Limitation *No Knockback* would be appropriate for most fire attacks if desired, since fire has relatively little forceful impact, but it's not included in most of the examples.

Players and GMs desiring more “realism” in their games should apply the $\frac{1}{4}$ Limitation *Requires Oxygen* to virtually all Fire powers. This means the powers won't work underwater or in a vacuum, and also deplete the available oxygen in the area. However, many superhumans find ways to overcome these “realistic” restrictions, so it's perfectly appropriate not to apply this Limitation if you prefer not to.

OFFENSIVE POWERS

DESSICATE

Effect: Energy Blast 4d6, NND
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: Also known as Withering Heat, this power allows a character to create a zone of such intense heat around a target that it almost instantly dessicates and dehydrates him, causing him to experience pain and go into shock. Characters with a tolerance for intense heat are immune to the effect.

Game Information: *Energy Blast 4d6, NND (defense is Life Support [Safe Environment: Intense Heat]; +1). Total cost: 40 points.*

OPTIONS:

- 1) **Intense Dessication:** Increase to Energy Blast 6d6. Total cost: 60 points.
- 2) **Mild Dessication:** Decrease to Energy Blast 2d6. Total cost: 20 points.

3) **But It's A Dry Heat:** The character's power has such severe effects that it can kill a living being. Decrease to Energy Blast 3d6 and add Does BODY (+1) and No Knockback ($-\frac{1}{4}$). 45 Active Points; total cost 36 points.

4) **Heatwave:** The character can maintain the desiccation effect, keeping it focused on the target until he passes out from dehydration and other effects. Decrease to Energy Blast 3d6 and add Continuous (+1). Total cost: 45 points.

5) **Hot Zone:** The character can apply dessicating heat over a large area, affecting numerous targets. Decrease to Energy Blast 3d6 and add Area Of Effect (12" Radius; $+1\frac{1}{2}$). Total cost: 52 points.

EXTINGUISH FIRE

Effect: Dispel 16d6, Any One Fire Power
Target/Area Affected: See text
Duration: Instant
Range: 300"
END Cost: 6

Description: The character's control over fire allows him to extinguish flames.

For fire powers possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills one hex or less, use its Active Points (typically for an RKA, Continuous) to determine whether the Dispel works (see pages 444-45 of the *HERO System 5th Edition, Revised* for suggested damage ranges for fires). If it fills more than one hex, the character can either extinguish it one hex at a time, or in larger “pieces.” To determine the Active Points for a multi-hex fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: *Dispel 16d6, any Fire Power one at a time ($+\frac{1}{4}$). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Extinguishing:** Increase Dispel to 20d6. Total cost: 75 points.
- 2) **Weak Extinguishing:** Decrease Dispel to 12d6. Total cost: 45 points.
- 3) **Enhanced Extinguishing I:** Increase Variable Effect to any two Fire Powers simultaneously ($+\frac{1}{2}$). Total cost: 72 points.

BODY OF FIRE

Some characters have bodies made of flame. There's no specific “Body of Fire” power; instead, you can simulate this by buying other powers listed in this section. Appropriate powers include Fiery Flight, Fire Immunity, Fire Shield, and Flame Aura.

4) Enhanced Extinguishing II: Increase Variable Effect to any four Fire Powers simultaneously (+1). Total cost: 96 points.

5) Enhanced Extinguishing III: Increase Variable Effect to all Fire Powers simultaneously (+2). Total cost: 144 points.

6) Wide Extinguishing I: A character with this power can apply his Dispel to multiple hexes' worth of fire simultaneously and ignore the Area Of Effect on the fire for purposes of determining the Active Points he must overcome with his Dispel roll, or may affect multiple fire-using characters within the area at once. Add Area Of Effect (5" Radius; +1). Total cost: 108 points.

7) Wide Extinguishing II: Like Wide Extinguishing I, but covering a much smaller area, and mostly useful for easily hitting fast-moving fire-using characters. Add Area Of Effect One Hex (+½). Total cost: 84 points.

8) Increasing Extinguishing: A character with this option might not always put out a fire on the first try, but often he can whittle it down until there's eventually nothing left. Add Cumulative (+½). Total cost: 84 points.

9) Feed My Flames: The character doesn't just extinguish fires — he takes their power for himself. Add Aid Fire Powers 1d6, all Fire Powers simultaneously (+2), Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1) (40 Active Points); Self Only (-½), Linked (to Dispel; -½), Dispel Must Succeed For Aid To Work (-½). Total cost: 16 points.

FIERY PRISON

Effect: RKA 2d6

Target/Area Affected: One Hex

Duration: Constant

Range: 450"

END Cost: 0

Description: The character can surround a single hex with a cage made of flame. Persons trapped in the hex can leave — but they have to pass through the bars of the cage and take damage. Those who remain in the hex can attack anyone inside or outside it normally, though physical attacks that pass through the bars of the cage take damage.

Game Information: RKA 2d6, Area Of Effect (One Hex; +½), Continuous (+1), Reduced Endurance (0 END; +½) (90 Active Points); Targets Only Take Damage If They Touch Cage Or Move Into/Out Of The Affected Hex (-½). Total cost: 60 points.

OPTIONS:

1) Hellfire Prison: Increase damage to RKA 3d6. 135 Active Points; total cost 90 points.

2) Flickering Fiery Prison: Decrease damage to RKA 1d6. 45 Active Points; total cost 30 points.

3) Large Fiery Prison: The character can cover a much larger area with, and thus capture more people inside, his prison. Change to Area Of Effect (8" Radius; +1). 105 Active Points; total cost 70 points.

4) Man, It's Hot In Here: The heat of the cage desiccates those trapped within, causing them to become tired and pass out. Add Energy Blast 2d6, Area Of Effect (One Hex; +½), NND (defense is Life Support [Safe Environment: Intense Heat]; +1), Continuous (+1) (35 Active Points); Linked (-½) (total cost: 23 points). 90 + 35 = 125 Active Points; total cost 60 + 23 = 83 points.

FIRE BLAST

Effect: Energy Blast 8d6

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Description: The character can project a blast of flame capable of inflicting severe burns and injuries on targets.

Game Information: Energy Blast 8d6. Total cost: 40 points.

OPTIONS:

1) Strong Fire Blast: Increase to Energy Blast 12d6. Total cost: 60 points.

2) Weak Fire Blast: Decrease to Energy Blast 6d6. Total cost: 30 points.

3) Lethal Fire Blast: Change to RKA 3d6. Total cost: 45 points.

4) Brightfire Blast: The light from the character's firebolt is intense enough to blind targets. Add Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.

5) Fiery Forms: The character's firebolt takes the form of a gout of flame (perhaps in some pre-defined shape) whose flight he can control. This allows him to arc it around corners or behind a foe to strike from behind. Add Indirect (always originates from character, but can strike target from any angle; +½). Total cost: 60 points.

6) Multi-Fire: The character can fire a volley of firebolts, creating a deadly barrage of flame. Add Autofire (5 shots; +½). Total cost: 60 points.

7) Mini-Fireballs: Instead of projecting bolts of flame, the character creates and throws miniature fireballs. Add Autofire (5 shots; +½) and Range Based On STR (-¼). 60 Active Points; total cost 48 points.

8) Everburning Fire Blast: The character can maintain his Fire Blast, keeping it focused on his original target until that target falls. Decrease to Energy Blast 7d6 and add Continuous (+1). Total cost: 70 points.

9) Cutting Fire I: The character's flames are particularly hot and intense, allowing them to cut through targets with ease. Add Armor Piercing (+½). Total cost: 60 points.

10) Cutting Fire II: Like Cutting Fire I, but add Penetrating (+½) instead. Total cost: 60 points.

11) Nova-Fire I: The character can, if necessary,

increase the intensity of his firebolt to the point where it can burn almost anything. This is particularly tiring and requires special effort. Add Energy Blast +10d6 (50 Active Points); Increased Endurance Cost (x5 END; -2), Requires A Fire Powers Roll (-½) (total cost: 14 points). 40 + 50 = 90 Active Points; total cost 40 + 14 = 54 points.

12) Nova-Fire II: Similar to Nova-Fire I, but substitute RKA 3d6 + RKA 3d6. 45 + 45 = 90 Active Points; total cost 45 + 13 = 58 points.

13) Line Of Fire: The character's firebolt is large enough to burn anyone its path intersects. Add Area Of Effect (32" Line; +1 ¼) and No Range (-½). 90 Active Points; total cost 60 points.

14) Narrow Cone Fire Blast: The character's firebolt takes the form of a narrow cone, making it easy for him to hit targets. Add Area Of Effect (One Hex; +½). Total cost: 60 points.

15) Broad Cone Fire Blast: The character's firebolt takes the form of a cone that affects everything in a 60 degree arc in front of him. Add Area Of Effect (18" Cone; +1 ¼) and No Range (-½). 90 Active Points; total cost 60 points.

16) Dangerous Fire Blast: The character's Fire Blast ignites flammable objects nearby when used. Add Side Effects (ignites easily flammable environmental objects within 2" of character, always occurs; -0). Total cost: 40 points.

17) Firestarter Blast: The character's blast sets the target on fire; the target keeps burning even after the attack ends. Add RKA 1 point, Continuous (+1), Uncontrolled (lasts until flammable material affected by RKA 2d6 is consumed, or a Full Phase is spent putting out the flames; +½), Reduced Endurance (0 END; +½), Sticky (anyone or anything flammable touching the victim also catches on fire; +½) (17 Active Points); Linked (-½) (total cost: 11 points). 40 + 17 = 57 Active Points; total cost 40 + 11 = 51 points.

FIREBALL

Effect: Energy Blast 8d6, Explosion

Target/Area Affected: 8" Explosion

Duration: Instant

Range: 300"

END Cost: 6

Description: This classic fire power consists of a huge blast of flame, usually sphere-shaped, that the character projects at his opponents. Few targets have the ability to avoid or resist the blast.

Game Information: *Energy Blast 8d6, Explosion (+½). Total cost: 60 points.*

OPTIONS:

1) Intense Fireball: Increase to Energy Blast 12d6. Total cost: 90 points.

2) Weak Fireball: Decrease to Energy Blast 6d6. Total cost: 45 points.

3) Large Fireball I: Increase to Explosion (-1 DC/2"; +¾). Total cost: 70 points.

4) Large Fireball II: Increase to Explosion (-1 DC/3"; +1). Total cost: 80 points.

5) Lethal Fireball: Change to RKA 3d6. Total cost: 67 points.

6) Bright Fireball: The flames of this Fireball are so bright they blind as well as injure. Add Sight Group Flash 4d6, Explosion (-1 DC/2"; +¾) (35 Active Points); Linked (-½) (total cost: 23 points). 60 + 35 = 95 Active Points; total cost 60 + 23 = 83 points.

7) Firestorm: Instead of projecting a ball of fire, the character surrounds himself with a maelstrom of flame that damages anyone who comes near him. Change to RKA 2d6, Area Of Effect (7" Radius; +1), Continuous (+1), Personal Immunity (+¼) (97 Active Points); No Range (-½). Total cost: 65 points.

8) Conflagration: Similar to Firestorm, but usable at range. Remove Personal Immunity (+¼) and No Range (-½) and change radius to 6". Total cost: 90 points.

9) Novaball: If necessary, the character can supercharge his Fireball, making its heat so intensive and deadly that few people can resist it. Increase to Energy Blast 15d6, Explosion (+½) (112 Active Points); Increased Endurance Cost (x2 END; -½), Extra Time (Full Phase; -½), Requires A Fire Powers Roll (-½). Total cost: 45 points.

10) Flamethrower Blast: Instead of being a literal fireball, the character's blast of flame takes the form of a cone, similar to that projected by a flamethrower. Decrease to Energy Blast 7d6 and add Area Of Effect (16" Cone; +1 ¼) and No Range (-½). 79 Active Points; total cost 53 points.

11) Firestarter Ball: The character's Fireball sets the targets on fire; the targets keeps burning even after the attack ends. Add RKA 1 point, Area Of Effect (8" Radius; +1½), Continuous (+1), Uncontrolled (lasts until flammable material affected by RKA 2d6 is consumed, or a Full Phase is spent putting out the flames; +½), Reduced Endurance (0 END; +½), Sticky (anyone or anything flammable touching the victim also catches on fire; +½) (25 Active Points); Linked (-½) (total cost: 17 points). 60 + 25 = 85 Active Points; total cost 60 + 17 = 77 points.

FIRE MASTERY

Effect: Suppress Fire Powers 4d6

Target/Area Affected: One character

Duration: Constant

Range: 300"

END Cost: 6

Description: The character's control of heat and fire is so great he can interfere with, and perhaps even temporarily prevent the use of, another character's Fire Powers.

Game Information: *Suppress Fire Powers 4d6, all Fire Powers simultaneously (+2). Total cost: 60 points.*

OPTIONS:

1) Strong Fire Mastery: Increase to Suppress 6d6. Total cost: 90 points.



2) **Weak Fire Mastery:** Decrease to Suppress 2d6. Total cost: 30 points.

3) **Stealing The Flame:** A character with this power literally takes the Fire Powers from another character and uses them to augment his own. Transfer 1d6 (target's Fire Powers to character's Fire Powers), affects all of target's Fire Powers simultaneously (+2), affects all of character's Fire Powers simultaneously (+2), Ranged (+½). Total cost: 82 points.

FLAME AURA

Effect: HKA 1½d6, Damage Shield

Target/Area Affected: Self

Duration: Constant

Range: Touch

END Cost: 0

Description: A sheath or mantle of flame covers the character's body. Anyone who touches him, or whom he Grabs, gets burned.

Game Information: HKA 1½d6, Continuous (+1), Damage Shield (+½) (62 Active Points); No STR Bonus (-½). Total cost: 41 points.

OPTIONS:

1) **Intense Flame Aura:** Increase to HKA 2d6. 75 Active Points; total cost 50 points.

2) **Weak Flame Aura:** Decrease to HKA ½d6. 25 Active Points; total cost 17 points.

3) **Fiery Touch:** The character's merest touch, not

to mention a Grab or a punch, causes the target to suffer the effects of his Flame Aura. Increase Damage Shield to +¾. 69 Active Points; total cost 46 points.

4) **Cutting Flame Aura:** The intensity of the character's Flame Aura slices through armor and other defenses like a hot knife through butter. Add Armor Piercing (+½). 75 Active Points; total cost 50 points.

5) **Expanded Flame Aura:** This form of the Flame Aura extends beyond the character's body to engulf the entire hex he stands in. This hurts people near him, but has no effect on physical missiles. Game-masters should evaluate this power carefully before allowing it in play, since it involves a Damage Shield that's not confined to a character's body. If the GM allows it in the game, he should also allow the effect to move with the character as the character moves. Add Area Of Effect (One Hex; +½). 75 Active Points; total cost 50 points.

6) **Perpetual Flame Aura:** The character's Flame Aura never goes out, even when he sleeps. Decrease to HKA 1d6 and add Reduced Endurance (0 END; +½), Persistent (+½), and Always On (-½). 52 Active Points; total cost 26 points.

7) **Firestarter Aura:** The character's Flame Aura sets the target on fire; the target keeps burning even after the attack ends. Add RKA 1 point, Continuous (+1), Uncontrolled (lasts until flammable material affected by RKA 2d6 is consumed, or a Full Phase is spent putting out the flames; +½), Reduced Endurance (0 END; +½), Sticky (anyone or anything

flammable touching the victim also catches on fire; +½) (17 Active Points); Linked (-½) (total cost: 11 points). 62 + 17 = 79 Active Points; total cost 41 + 11 = 52 points.

FLASHFIRE

Effect: Sight Group Flash 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: The character projects a bright bolt of flame not with the intent of hurting anyone, but to blind someone temporarily.

Game Information: *Sight Group Flash 8d6.*
Total cost: 40 points.

OPTIONS:

- 1) **Intense Flashfire:** Increase to Sight Group Flash 12d6. Total cost: 60 points.
- 2) **Dull Flashfire:** Decrease to Sight Group Flash 6d6. Total cost: 30 points.
- 3) **Flare:** The character can project a flare of fire that blinds many people. Add Explosion (+½). Total cost: 60 points.

IMMOLATION

Effect: RKA 2d6, Indirect, One Hex Accurate
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character can cause another person or object to burst into flame.

Game Information: *RKA 2d6, Area Of Effect (One Hex Accurate; +½), Indirect (+½) (60 Active Points); No Knockback (-¼), Not Versus Targets In Or Under Water (-¼). Total cost: 40 points.*

OPTIONS:

- 1) **Strong Immolation:** Increase to RKA 3d6. 90 Active Points; total cost 60 points.
- 2) **Weak Immolation:** Decrease to RKA 1d6. 30 Active Points; total cost 20 points.
- 3) **Long-Range Immolation:** The character can set another character on fire over great distances. Add No Range Modifier (+½). 75 Active Points; total cost 50 points.
- 4) **Immolation Variant I:** This form of Immolation does slightly less damage, but has a greater chance of penetrating a target's defenses. Decrease to RKA 1½d6 and add Penetrating (+½). 62 Active Points; total cost 41 points.
- 5) **Immolation Variant II:** This version of Immolation allows the character to set someone on fire, and then attack another person while the fire continues to burn. Add Continuous (+1) and Uncontrolled (+½). 105 Active Points; total cost 70 points.

6) **Immolation Variant III:** This type of Immolation can badly injure almost any target. Decrease to RKA 1d6 and add NND (defense is ED Force Field; +1), Does BODY (+1), and Continuous (+1). 75 Active Points; total cost 50 points.

KINDLE FIRE

Effect: RKA 1 point
Target/Area Affected: One character
Duration: Uncontrolled
Range: 20"
END Cost: 0

Description: This simple ability allows a character to ignite any flammable object. The character doesn't need to have a direct line of attack to ignite a flammable object. If he can see it, he can ignite it, regardless of intervening barriers like walls. The object keeps burning until it consumes all the fuel, it runs out of oxygen, or someone smothers it. If another flammable object touches the flames, it catches on fire as well.

Game Information: *RKA 1 point, Continuous (+1), Indirect (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (see text; +½) (19 Active Points); Limited Range (20"; -¼). Total cost: 15 points.*

OPTIONS:

- 1) **Intense Fire:** Increase to RKA 1d6. 56 Active Points; total cost 45 points.
- 2) **Burning Down The House:** The character can ignite any flammable object within an 8" radius area. He can choose which items to set on fire, and which remain untouched by the flames. Since the power has both Area Of Effect Selective and Area Of Effect (One Hex Accurate), the rolls the character makes to hit both the area and the Selective targets are all against DCV 3. Add Area Of Effect (8" Radius; +1½), Selective (+¼), and Area Of Effect (One Hex Accurate; +½). 30 Active Points; total cost 24 points.

MELTING BEAM

Effect: RKA 2d6, Penetrating (+½)
Target/Area Affected: One character
Duration: Instant
Range: 225"
END Cost: 4

Description: The character can project a beam of heat and fire specifically designed to melt materials. Rather than set them on fire or damage them with impact, this attack causes them to liquece.

Game Information: *RKA 2d6, Penetrating (+½). Total cost: 45 points.*

OPTIONS:

- 1) **Sustained Melting Beam:** This beam continues to melt targets as long as the character maintains it. Decrease to RKA 1½d6 and add Continuous (+1). Total cost: 62 points.

SUBJECT ID: FEUERMACHER

"Many superhumans with powers involving fire or heat, such as Feuermacher (pictured left) have the ability to melt objects made of metal, plastic, or similar substances. When used against firearms, the heat not only melts the gun, but may cause the ammunition within to explode, destroying the weapon and often injuring the hands and bodies of the persons holding them. When facing fire-based super-criminals, agents should remain alert for even a slight increase in the temperature of their weapons and discard them immediately if a rapid heat build-up begins to occur (perhaps by throwing them at the criminal as an impromptu grenade)."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

TELEKINESIS AND ENERGY

Some telekinetics can actually use their power to affect forms of energy. Usually this is limited to a particular form of energy, such as a pyrokinetic's ability to move and shape masses of fire. Since energy is weightless, the STR of the Telekinesis reflects how much energy the character can pick up in other terms: 1 Damage Class worth of energy (usually Killing Damage) for every 5 points of telekinetic STR. This also provides a convenient method for determining the damage done to characters touched with the energy. Energy picked up with Telekinesis in this fashion is self-sustaining (it does not "burn out" or dissipate) until used to damage someone (which "extinguishes" it). When let go, the energy dissipates at once, unless it's placed on something it can "attach" itself to (*i.e.*, fire placed on something flammable, where it keeps burning until it exhausts the fuel; electricity placed into an electrical outlet or cable, and so forth).

Characters cannot use ordinary Telekinesis to pick up energy; doing so requires a specialized form of Telekinesis indicated by an appropriate Limitation, such as *Only Works On Fire* or *Only Works On Electricity*. Typically these are -1 Limitations, but the GM may adjust the value if necessary. A character with "energy Telekinesis" can also use it to crudely shape the energy he can hold (to, for example, create a fiery phoenix out of flame).

2) Irresistible Melting Beam: This beam is so powerful that few characters or objects can withstand its effects. Decrease to RKA 1d6, remove Penetrating, and add Continuous (+1), NND (defense is ED Force Field or fire powers; +1), and Does BODY (+1). Total cost: 60 points.

3) Anti-Metal Melting Beam: This form of melting beam is particularly effective against metals and plastics. Add RKA +2d6, Penetrating (+½) (45 Active Points); Only Versus Metals And Plastics (-½), Linked (-½) (total cost: 22 points). 45 + 45 = 90 Active Points; total cost 45 + 22 = 67 points.

PYROKINESIS

Effect: Telekinesis (30 "STR"), Only On Fire

Target/Area Affected: Special

Duration: Constant

Range: 225"

END Cost: 4

Description: The character has the power to "pick up" masses of flame doing up to 6 Damage Classes worth of damage (see sidebar). He can move the flame around without causing it to go out, and can "touch" targets with it to inflict damage (which "uses up" the flame, extinguishing it). He can also shape the fire into simple forms, such as geometric shapes, a bird of flame, or the like.

Game Information: *Telekinesis (30 "STR") (45 Active Points); Only Works On Fire (-1). Total cost: 22 points.*

OPTIONS:

1) Greater Pyrokinesis: Increase to Telekinesis (40 "STR"). 60 Active Points; total cost 30 points.

2) Weaker Pyrokinesis: Decrease to Telekinesis (20 "STR"). 30 Active Points; total cost 15 points.

3) Firesculpting: The character has the power to form elaborate, detailed shapes out of fire. Add Fine Manipulation (actually creating the fire sculptures may require a PS: Sculpture roll or the like; the Adder does not confer artistic talent). 55 Active Points; total cost 27 points.

SUMMER'S TOUCH

Effect: Drain Ice/Cold Powers 4d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 5

Description: The character can, by touch, leech away the power of cold and ice.

Game Information: *Drain Ice/Cold Powers 4d6, any Ice/Cold power one at a time (+¼). Total cost: 50 points.*

OPTIONS:

1) Strong Touch: Increase to Drain 6d6. Total cost: 75 points.

2) Weak Touch: Decrease to Drain 3d6. Total cost: 37 points.

3) Expanded Summer's Touch I: Increase to any two Ice/Cold powers simultaneously (+½). Total cost: 60 points.

4) Expanded Summer's Touch II: Decrease to Drain 3d6 and any four Ice/Cold powers simultaneously (+1). Total cost: 60 points.

5) Expanded Summer's Touch III: Decrease to Drain 3d6 and all Ice/Cold powers simultaneously (+2). Total cost: 90 points.

6) Summer Breeze: The character need not touch an opponent to drain his chill. Add Ranged. Total cost: 70 points.

DEFENSIVE POWERS

COLD RESISTANCE

Effect: Armor (0 PD/20 ED); Only Works Against Ice/Cold

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's power over fire and heat allows him to more easily resist damage from ice and cold.

Game Information: *Armor (0 PD/20 ED) (30 Active Points); Only Works Against Ice/Cold (-½). Total cost: 20 points.*

OPTIONS:

1) Extreme Cold Resistance: Character also buys Energy Damage Reduction, Resistant, 50% (30 Active Points); Only Works Against Ice/Cold (-½) (total cost: 20 points). 30 + 30 = 60 Active Points; total cost 20 + 20 = 40 points.

2) Lesser Cold Resistance: Decrease to Armor (0 PD/12 ED). 18 Active Points; total cost 12 points.

EYES OF FIRE

Effect: Sight Group Flash Defense (12 points)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Because he has a body (including eyes) made of or sheathed in flame, or simply due to long exposure to bright fires, the character is less vulnerable to the effects of bright lights than other characters.

Game Information: *Sight Group Flash Defense (12 points) (12 Active Points); Only Versus Flashes Based On Light (-¼). Total cost: 10 points.*

OPTIONS:

1) Strong Eyes: Increase to Sight Group Flash Defense (15 points). 15 Active Points; total cost 12 points.

2) **Weak Eyes:** Decrease to Sight Group Flash Defense (9 points). 9 Active Points; total cost 7 points.

FIERY WARMTH

Effect: Life Support (Safe Environment: Intense Cold, Intense Heat)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's fire powers keep him warm in the coldest environments, and comfortably cool in the hottest ones.

Game Information: *Life Support (Safe Environment: Intense Cold, Intense Heat). Total cost: 4 points.*

OPTIONS:

1) **Gather 'Round The Fire:** The character's powers help keep his friends warm (or cool) as well. Although the rules normally don't allow a character with an area-affecting power to move that power once it's established, in the interest of common sense and dramatic sense the GM should let the "zone of warmth" accompany the character wherever he moves. Add Area Of Effect (4" Radius; +1½). Total cost: 10 points.

FIRE IMMUNITY

Effect: Energy Damage Reduction, Resistant, 75%, Only Works Against Fire

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's fire powers make it difficult (at best) for anyone to hurt him with fire.

Game Information: *Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Fire (-½). Total cost: 40 points.*

OPTIONS:

1) **Fire Immunity Shield:** Instead of being immune to fire damage all the time, the character must activate and maintain the power. Add Costs Endurance (-½). Total cost: 30 points.

2) **Enhanced Fire Immunity:** The character has extra ED to help him resist fire damage. Character also buys Armor (0 PD/30 ED) (45 Active Points); Only Works Against Fire (-½). Total cost: 30 points.

FIRE SHIELD

Effect: Force Field (16 PD/24 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character surrounds himself with a mantle of fire that protects him from attacks. It has greater effect against energy attacks than physical attacks.

Game Information: *Force Field (18 PD/22 ED). Total cost: 40 points.*

OPTIONS:

1) **Stronger Shield:** Increase to Force Field (23 PD/27 ED). Total cost: 50 points.

2) **Weaker Shield:** Decrease to Force Field (13 PD/17 ED). Total cost: 30 points.

3) **Burning Shield:** Anyone who touches the character's protective field gets burned; prolonged or repeated contact could prove fatal. Add RKA ½d6, Continuous (+1), Damage Shield (+½) (25 Active Points); Linked (-½). Total cost: 17 points.

MISSILE MELTING

Effect: Missile Deflection (all physical missiles)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character uses his fire powers to melt physical missiles before they hit him.

Game Information: *Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

OPTIONS:

1) **Fiery Point Defense:** The character can also melt missiles directed at his friends. Add Range (+1). 30 Active Points; total cost 20 points.

WALL OF FIRE

Effect: Force Wall (0 PD/10 ED) plus RKA 1d6 Damage Shield

Target/Area Affected: One character

Duration: Constant

Range: 185"

END Cost: 8

Description: The character can erect a wall of flame to protect himself (or others) from energy attacks. Physical phenomena (including people) can pass through the fiery wall easily, but they suffer damage from the flames when they do so.

Game Information: *Force Wall (0 PD/10 ED), Transparent (physical; +½) (total cost: 37 points) plus RKA 1d6, Continuous (+1), Damage Shield (+½) (37 Active Points); No Knockback (-¼), Linked (-½) (total cost: 21 points). Total cost: 58 points.*

OPTIONS:

- 1) **Stronger Wall:** Increase to Force Wall (0 PD/16 ED) and RKA 2d6; move Linked to Force Wall. 60 + 75 Active Points; total cost 40 + 60 = 100 points.
- 2) **Weaker Wall:** Decrease to Force Wall (0 PD/8 ED) and RKA ½d6. 30 + 25 = 55 Active Points; total cost 30 + 14 = 44 points.
- 3) **Long Wall:** Add +3" length and +1" height to the Force Wall. 49 + 37 = 86 Active Points; total cost 49 + 21 = 70 points.
- 4) **Burning Bubble:** When the character uses his Force Wall to englobe a target, the heat inside the "bubble" quickly causes the target to pass out. Add Energy Blast 2d6, Area Of Effect (One Hex; +½), NND (defense is Life Support [Safe Environment: Intense Heat]; +1), Continuous (+1) (35 Active Points); Only Versus Englobed Characters (-½), Linked (-½) (total cost: 17 points). 37 + 37 + 35 = 109 Active Points; 37 + 21 + 17 = 75 points.

MOVEMENT POWERS**FIERY FLIGHT**

Effect: Flight 20"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: Virtually all characters with Fire powers have Flight, whether it derives from fiery wings, projecting flame behind the character to propel him like a rocket, creating thermals that lift and move the character, or some other method.

Game Information: *Flight 20". Total cost: 40 points.*

OPTIONS:

- 1) **Fast Flight:** Increase to Flight 30". Total cost: 60 points.
- 2) **Slow Flight:** Decrease to Flight 15". Total cost: 30 points.

SENSORY POWERS**SENSE TEMPERATURE**

Effect: Detect Temperature
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's affinity for heat allows him to quickly gauge the local temperature.

Game Information: *Detect Temperature (INT Roll), Sense. Total cost: 5 points.*

THERMAL VISION

Effect: Infrared Perception
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can perceive heat differentials. Among other things, this often allows him to see in the dark.

Game Information: *Infrared Perception (Sight Group). Total cost: 5 points.*

MISCELLANEOUS POWERS**ABSORB FIRE**

Effect: Absorption 8d6 (to STUN), Fire Only
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character has the power to absorb fire and heat, using it to increase his own power and resilience. Typically he Absorbs the power from other superhumans' fire attacks, but he can also Absorb from things like ordinary hearth fires if necessary (see pages 444-45 of the *HERO System 5th Edition, Revised*).

This power write-up assigns the Absorbed points to STUN, but you can specify some other Characteristic or Power if you wish. Endurance, or an Endurance Reserve, would be helpful; so would increasing the power of various attacks.

Game Information: *Absorption 8d6 (to STUN) (40 Active Points); Limited Phenomena (fire only; -½). Total cost: 27 points.*

OPTIONS:

- 1) **Greater Absorption:** Increase to Absorption 12d6. 60 Active Points; total cost 40 points.
- 2) **Lesser Absorption:** Decrease to Absorption 6d6. 30 Active Points; total cost 20 points.
- 3) **Power Boost:** The STUN gained from the character's Absorption fades at a much slower rate than normal. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). 50 Active Points; total cost 33 points.
- 4) **More Power!:** The character's capacity for Absorption is much greater than normal. Add Can Absorb Maximum Of 72 Points' Worth Of Energy. 52 Active Points; total cost 35 points.
- 5) **Your Puny Flames Only Makes Me Stronger!:** The character's ability to Absorb fire also defends him against attacks. The character also buys +24 ED (24 Active Points); Linked (-¼), Only Up To Amount Rolled By Absorption (-½) (total cost: 14 points). 40 + 24 = 64 Active Points; total cost 27 + 14 = 41 points. (The character may substitute Armor (0 PD/16 ED) if preferred.)



SMOKE POWERS

Where there's fire, there's smoke, so many characters with Fire and Heat-based powers also have some ability to create and manipulate smoke. Air-based characters may also have some of these powers.

CHOKING SMOKE

Effect: Energy Blast 3d6, NND
Target/Area Affected: 3" Radius
Duration: Instant
Range: 225"
END Cost: 4

Description: The character can create a cloying cloud of smoke that isn't thick enough to obscure vision, but does cause anyone inside it to choke.

Game Information: Energy Blast 3d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (3" Radius; +1) (45 Active Points); Does Not Work In High Winds Or Rain (-¼). Total cost: 36 points.

OPTIONS:

- 1) **Thicker Smoke:** Increase to Energy Blast 4d6. 60 Active Points; total cost 48 points.
- 2) **Thinner Smoke:** Decrease to Energy Blast 2d6. 30 Active Points; total cost 24 points.

- 3) **Lingering Smoke:** The character can maintain his cloud of smoke as long as he likes (and can pay END). Add Continuous (+1). 60 Active Points; total cost 48 points.

OBSCURING SMOKE

Effect: Change Environment, -4 to Sight Group PER Rolls
Target/Area Affected: 4" Radius
Duration: Constant
Range: 120"
END Cost: 2

Description: The character creates a cloud of smoke that isn't thick enough to block peoples' vision totally, but does significantly interfere with it.

Game Information: Change Environment 4" radius, -4 to Sight Group PER Rolls (24 Active Points); Does Not Work In High Winds Or Rain (-¼). Total cost: 19 points.

OPTIONS:

- 1) **Thicker Smoke:** Increase to -6 to Sight Group PER Rolls. 30 Active Points; total cost 24 points.
- 2) **Thinner Smoke:** Decrease to -2 to Sight Group PER Rolls. 18 Active Points; total cost 14 points.
- 3) **Larger Cloud:** Increase to 16" radius. 34 Active Points; total cost 27 points.

SUBJECT ID: PHOTON

To: Combat Photography Division

From: Dir. Jones

RE: Attached Photo

This is a fine photo, and I definitely appreciate the risks Agent Binford took to get it, but it does not meet the specifications previously provided. Please send him back out into the field to obtain a picture of a **fire**-using supervillain as soon as he recovers from his laser burns.

SMOKE CLOUD

Effect: Darkness to Sight Group
Target/Area Affected: 4" Radius
Duration: Constant
Range: 200"
END Cost: 4

Description: The character can create a cloud of smoke so thick that no one can see through it.

Game Information: *Darkness to Sight Group 4" radius (40 Active Points); Does Not Work In High Winds Or Rain (-¼). Total cost: 32 points.*

OPTIONS:

- 1) **Larger Cloud:** Increase to 6" radius. 60 Active Points; total cost 48 points.
- 2) **Smaller Cloud:** Decrease to 3" radius. 30 Active Points; total cost 24 points.
- 3) **Stinking Smoke:** The heavy odor of the smoke also blocks characters' olfactory senses. Add Smell/Taste Group. 45 Active Points; total cost 36 points.
- 4) **Thick, Choking Smoke:** The character's smoke not only blocks vision, it chokes anyone inside the cloud. Decrease to 3" radius, add Choking Smoke (above), and Link Smoke Cloud to Choking Smoke. 45 + 30 =

75 Active Points; total cost 36 + 17 = 53 points.

SMOKE FORM

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into smoke, allowing him to seep through any barrier that's not airtight.

You can also use this as a general *Gaseous Form* power.

Game Information: *Desolidification (affected by fire and air attacks) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.*

OPTIONS:

- 1) **Body Of Smoke:** The character exists in permanent smoke form; he has no solid physical body. Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½). 90 Active Points; total cost 60 points.

FORCE POWERS



Force powers involve the control and manipulation of planes and fields of force, not only for defense but for various offensive purposes as well. The exact nature of the "force" involved isn't necessarily clearly defined; it's a sort of "rubber science" phenomenon common to superheroic settings, much like Cosmic Energy. However, to some extent, characters can use many of the powers listed here, along with those in the Kinetic Force Powers section (page 119), to simulate "energy control" in general. If necessary, substitute some other special effect and adjust the powers as appropriate.

Force powers are closely associated with Kinetic Energy Powers and Telekinetic Powers in many cases. The reader should refer to pages 119-23 and 220-26 and decide if any of the powers listed there are appropriate for his Force-based character (perhaps with minor changes).

OFFENSIVE POWERS

FORCE ANALYSIS

Effect: Find Weakness 11-, Force Fields/Walls Only
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's intuitive understanding of force phenomena allows him to discern the weak points in other characters' force-based defenses.

Game Information: *Find Weakness 11- with one attack (10 Active Points); Force Fields/Walls Only (-½). Total cost: 7 points.*

OPTIONS:

- 1) **Heightened Analysis:** Increase the roll to 14-. 25 Active Points; total cost 17 points.
- 2) **Expanded Range I:** Increase effect to make Find Weakness work with all Force powers. 20 Active Points; total cost 13 points.
- 3) **Expanded Range II:** Increase effect to make Find Weakness work with all attacks. 30 Active Points; total cost 20 points.

4) Tiring Analysis: The character has to expend energy to use this power. Add Costs Endurance (-½). Total cost: 5 points.

FORCE BLAST

Effect: Energy Blast 10d6 (physical)

Target/Area Affected: One character

Duration: Instant

Range: 250"

END Cost: 5

Description: The character can project a bolt, blast, or beam of force that smashes targets with tremendous power.

Game Information: *Energy Blast 10d6 (physical)*. Total cost: 50 points.

OPTIONS:

- 1) Strong Blast:** Increase to Energy Blast 12d6. Total cost: 60 points.
- 2) Weak Blast:** Decrease to Energy Blast 8d6. Total cost: 40 points.
- 3) Force Projection Zone I:** The character can project a blast of force that covers the entire area around himself. Decrease to Energy Blast 8d6 and add Area Of Effect (5" Radius; +1), Personal Immunity (+¼), and No Range (-½). 90 Active Points; total cost 60 points.
- 4) Force Projection Zone II:** As Force Projection I, but the character can project his blast of force at targets away from himself. Remove No Range (-½) from Force Projection I. Total cost: 90 points.
- 5) Force Projection Zone III:** As Force Projection Zone I, but the character covers the area by projecting multiple beams of force, so he can control who he attacks. As Force Projection I, but add Selective (+¼). 100 Active Points; total cost 67 points.
- 6) Sharp Force Blast:** The character can "shape" the leading edge of his force blast, giving it the ability to penetrate defenses more easily. Decrease to Energy Blast 8d6 and add Armor Piercing (+½). Total cost: 60 points.
- 7) Force Fusillade:** The character can fire multiple beams of force at one or more targets. Decrease to Energy Blast 8d6 and add Autofire (5 shots; +½). Total cost: 60 points.
- 8) Force Fist:** Instead of firing a beam of force, the character shapes force into a gigantic fist, hammer, or the like, with which he can strike his enemies from any angle. Decrease to Energy Blast 8d6 and add Indirect (+¾). Total cost: 70 points.
- 9) Uncontrollable Force Blast:** The character's body emits a Force Blast at all times, requiring him to use a special device to keep the power under control. The nature of the device depends upon how the power works: if the blast comes from his hands, the device is a gauntlet; if from his eyes, special goggles; if from his mouth, a high-tech muzzle; and so on. In game terms, the device "buys off" the value of the *Always On* Limitation for the power,

blocking it for a time. This is a highly unusual construct; it requires the GM's permission to introduce into a game and should not be used repeatedly to alter Always On powers. Add Reduced Endurance (0 END; +½), Persistent (+½), and Always On (-½) (100 Active Points; total cost 67 points) and buy off the Always On (33 Active Points); OIF (special restraining device; -½) (total cost: 22 points). Total cost: 89 points.

FORCE LIFTING

Effect: Telekinesis (20 STR)

Target/Area Affected: One character or object

Duration: Constant

Range: 150"

END Cost: 3

Description: By manipulating planes of force, the character can pick up and move objects and people. He may shape the force to resemble a giant hand or platform, but he doesn't have to. (For stronger powers and related powers with other applications, see Telekinetic Powers on page 220.)

Game Information: *Telekinesis (20 STR)*. Total cost: 30 points.

FORCE SHACKLES

Effect: Entangle 4d6, 8 DEF

Target/Area Affected: One character

Duration: Instant

Range: 300"

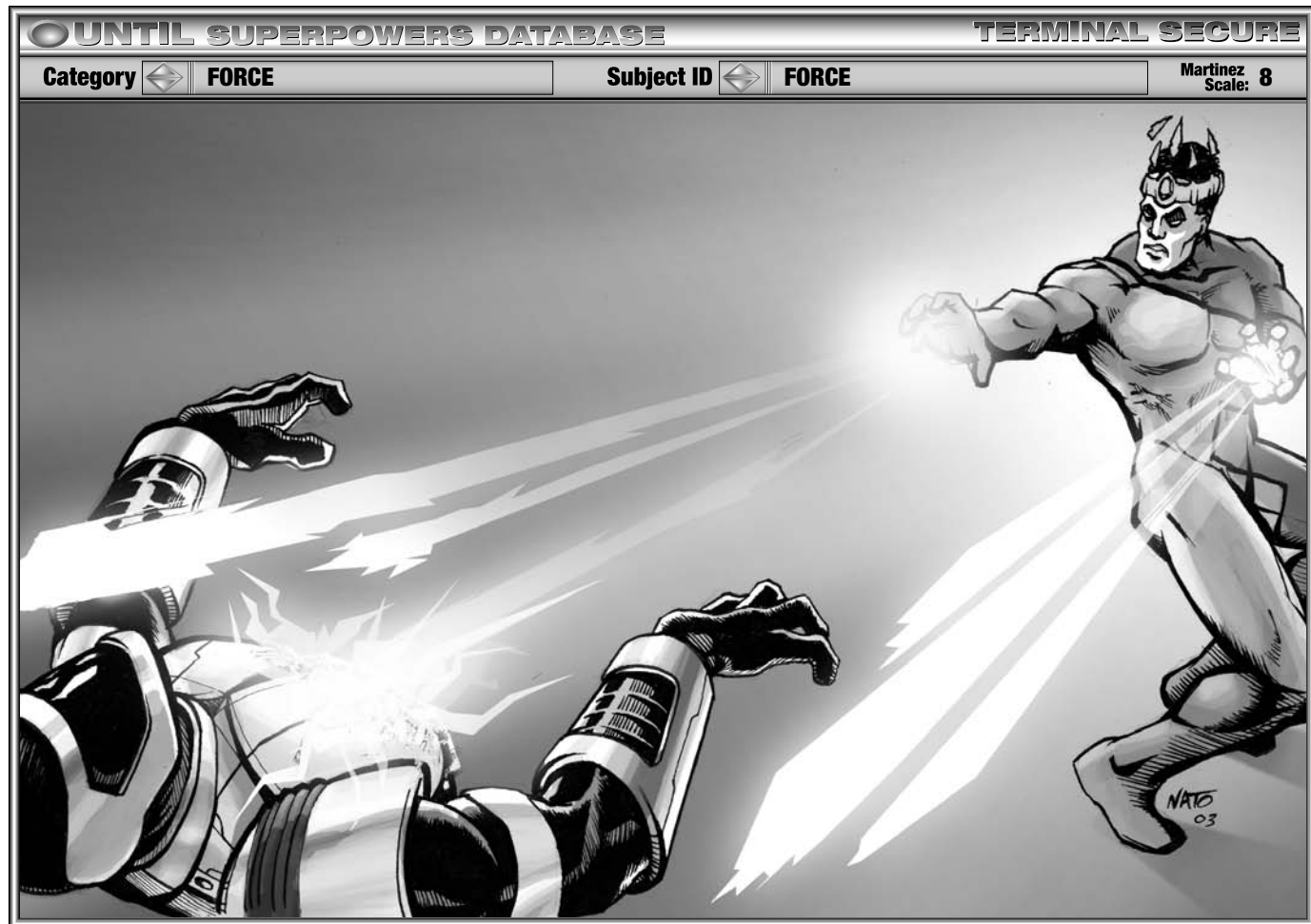
END Cost: 6

Description: The character can shape force to create bindings to restrain other characters. The power may manifest as bands of force that wrap the victim from head to toe, glowing "energy chains" that wrap his wrists and feet, or the like. Regardless of the power's appearance, the character can also re-shape it to form barriers.

Game Information: *Entangle 4d6, 8 DEF*. Total cost: 60 points.

OPTIONS:

- 1) Strong Shackles:** Increase to Entangle 6d6, 9 DEF. Total cost: 75 points.
- 2) Weak Shackles:** Decrease to Entangle 3d6, 5 DEF. Total cost: 40 points.
- 3) Chain Gang:** The character can shackle many enemies at once. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (4" Radius; +1), Selective (+¼). Total cost: 90 points.
- 4) Restricted Shackles:** The character can only form shackles and bindings; he cannot create barriers of force as well. Add Cannot Form Barriers (-¼). 60 Active Points; total cost 48 points.
- 5) Force Cage:** The character's Entangle manifests as a barred cage. The victim can't leave the cage unless he breaks free, but he can still make Ranged attacks and use Foci. Add Does Not Prevent The Use Of Accessible Foci (-1). 60 Active Points; total cost 30 points..



SUBJECT ID: FORCE

“As seen in this image, Force’s so-called “Arcanokinetic Spears” are strong enough to pierce even powered armor such as Defender’s. Some UNTIL scientists believe that Force’s powers have no “mystical” basis at all, but instead are simply mutant abilities which he dresses up with a veneer of pretend magic. Doctors White and Black insist otherwise.”

—USPD field research notes by Agent Simon Dokembe

6) Blinding Force: The character’s force-bands block the victim’s sight and hearing. Decrease to Entangle 4d6, 4 DEF and add Stops Sight And Hearing Groups. Total cost: 60 points.

6) Lasting Shackles: The character must maintain the shackles. Add Costs Endurance (to maintain; -¼). 60 Active Points; total cost 48 points.

FORCE SPEAR

Effect: RKA 3d6

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can project a sharp-pointed blast of force capable of killing people or penetrating light tank armor.

Game Information: RKA 3d6. Total cost: 45 points.

OPTIONS:

1) Strong Spear: Increase to RKA 4d6. Total cost: 60 points.

2) Weak Spear: Decrease to RKA 2d6. Total cost: 30 points.

3) Spear Projection Zone I: The character can project a blast of Force Spears that covers the entire

area around himself. Decrease to RKA 2½d6 and add Area Of Effect (5" Radius; +1), Personal Immunity (+¼), and No Range (-½). 90 Active Points; total cost 60 points.

4) Spear Projection Zone II: As Spear Projection I, but the character can project his blast of force at targets away from himself. Remove No Range (-½) from Spear Projection I. Total cost 90 points.

5) Spear Projection Zone III: As Spear Projection Zone I, but the character covers the area by projecting multiple beams of force, so he can control who he attacks. As Spear Projection I, but add Selective (+¼). 100 Active Points; total cost 67 points.

6) Sharp Force Spear: The character can “shape” the leading edge of his force blast, making it even sharper and more likely to injure the target. Decrease to RKA 2½d6 and add Armor Piercing (+½). Total cost: 60 points.

7) Spear Fusillade: The character can fire multiple beams of force at one or more targets. Decrease to RKA 2½d6 and add Autofire (5 shots; +½). Total cost: 60 points.

8) Force Weapon: Instead of firing a beam of force, the character shapes force into a gigantic weapon — such as a sword, a spear, or an axe — with which he can strike his enemies from any angle. Decrease to RKA 2½d6 and add Indirect (+¾). Total cost: 70 points.

GADGET CRACKING

Effect: Dispel Technological Object 16d6

Target/Area Affected: One object

Duration: Instant

Range: 300"

END Cost: 6

Description: The character can create a tiny bubble of force inside a technological object — a suit of powered armor, a lock, a gun, a car — and then expand the bubble, breaking and ruining the device.

Game Information: *Dispel Technological Object 16d6, any one Technological Object power one at a time (+¼). Total cost: 60 points.*

OPTIONS:

- 1) **Stronger Cracking:** Increase to Dispel Technological Object 20d6. Total cost: 75 points.
- 2) **Weaker Cracking:** Decrease to Dispel Technological Object 12d6. Total cost: 45 points.
- 3) **Improved Cracking I:** Decrease to Dispel Technological Object 14d6 and increase to any two Technological Object powers simultaneously (+½). Total cost: 63 points.
- 4) **Improved Cracking II:** Decrease to Dispel Technological Object 12d6 and increase to any four Technological Object powers simultaneously (+1). Total cost: 72 points.
- 5) **Improved Cracking III:** Decrease to Dispel Technological Object 10d6 and increase to all Technological Object powers simultaneously (+2). Total cost: 90 points.
- 6) **Enhanced Cracking:** If the character can see a technological device, he can create a bubble inside it to break it, regardless of intervening barriers such as windows. Decrease to Dispel Technological Object 14d6 and add Indirect (+½). Total cost: 73 points.

STRANGULATION BUBBLE

Effect: RKA ½d6, NND, Does BODY

Target/Area Affected: One character

Duration: Constant

Range: 200"

END Cost: 4

Description: The character can create a bubble of force around a person's head (or other breathing organs, as appropriate) that slowly but surely strangles the life out of him by preventing him from getting oxygen.

Game Information: *RKA ½d6, NND (defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1), Does BODY (+1), Continuous (+1). Total cost: 40 points.*

OPTIONS:

- 1) **Quicker Strangulation:** Increase to RKA 1d6. Total cost: 60 points.
- 2) **Slower Strangulation:** Decrease to RKA 1 point. Total cost: 20 points.

3) **Realistic Strangulation:** The Strangulation Bubble causes characters to die from lack of oxygen much more quickly than the rules ordinarily allow (see the *HERO System 5th Edition, Revised*, page 424). To simulate realistic strangulation, use this variant instead: Change Environment 1" radius, -1 Temperature Level (remove all breathing gases from the area around the target), Usable As Attack (defense is Life Support [Self-Contained Breathing]; +1), Ranged (+½) (12 Active Points); Only Affects One Person (-½) (total cost: 8 points). This deprives the character of oxygen, denying him Recoveries and causing him to spend a minimum of 1 END per Phase (and, eventually, STUN and BODY instead). Since it's bought Usable As Attack, the effect moves with the target as he moves.

4) **Non-Lethal Strangulation:** This power assumes a desire to quickly strangle and kill an opponent. To simply knock them out quickly, substitute the *Suffocation* power on page 15.

5) **No Air For Any Of You:** The character can create multiple Strangulation Bubbles around multiple targets. Add Area Of Effect (4" Radius; +1), Selective (+¼). Total cost: 52 points.

6) **Enhanced Strangulation:** If the character can see a target, he can create a bubble around the target's head, regardless of intervening barriers such as windows. Add Indirect (+½). Total cost: 45 points.

DEFENSIVE POWERS

FORCE POINT DEFENSE

Effect: Missile Deflection (all Ranged attacks)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character uses his defensive force-field to deflect, block, or misdirect Ranged attacks aimed at him.

Game Information: *Missile Deflection (all Ranged attacks) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Improved Force Point Defense:** Add +4 with Missile Deflection. Total cost: +8 points.
- 2) **Expanded Force Point Defense:** The character can use his power to protect his friends as well. Add Range (+1). 40 Active Points; total cost 27 points.

FORCE SHIELD

Effect: Force Field (30 PD/30 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 6

Description: The character can create a strong field of force around his body that protects him against attacks.

NEW LIMITATION: PHYSICAL MANIFESTATION (-¼)

This Limitation signifies a power that, while not built as a Focus or the like, has some physical embodiment that other characters can attack. Examples include a Flight bought to simulate riding a column of force or skating along an ice-slide.

When a character applies this Limitation to the power, he must define the exact nature of the physical manifestation; this requires the GM's approval and may involve applying other Limitations to the power. Treat the manifestation like a Breakable Focus for purposes of determining its DEF and BODY; it has a DCV equal to the character's base DCV (*i.e.*, as calculated from DEX, with no other modifiers).

Game Information: *Force Field* (30 PD/30 ED).
Total cost: 60 points.

OPTIONS:

- 1) **Strong Force Shield:** Increase to Force Field (35 PD/35 ED). Total cost: 70 points.
- 2) **Weak Force Shield:** Decrease to Force Field (25 PD/25 ED). Total cost: 50 points.
- 3) **Tough Force Shield:** Add Hardened (+¼). Total cost: 75 points.
- 4) **Full-Spectrum Force Shield:** The character's Force Shield protects him against just about any type of attack. Change to Force Field (15 PD/15 ED/Mental Defense 10/Power Defense 10/Sight Group Flash Defense 10). Total cost: 60 points.
- 5) **Comfortable Shield:** The character's force shield traps enough oxygen inside to allow him to breathe freely in harsh conditions, or filters out harmful gases while allowing breathable ones in. Add Life Support (Self-Contained Breathing) (10 Active Points); Linked (-½). Total cost: 7 points.
- 6) **Nobody's Getting Hurt While I'm Around:** The character can give other characters the ability to create force shields around themselves. Decrease to Force Field (15 PD/15 ED), Usable Simultaneously (up to 8 people; +1), Ranged (+½). Total cost: 75 points.
- 7) **Supreme Force Shield:** The character has up to 60 points' worth of Force Field, which he can change the allocation of from Phase to Phase if he wants. Change to Variable Power Pool (Force Shield Pool), 60 base + 30 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Only For Force Field (-1½). Total cost: 60 + 36 = 96 points.

FORCE BARRIER

Effect: Force Wall (10 PD/10 ED; 5" long and 2" tall)
Target/Area Affected: Varies
Duration: Constant
Range: 300"
END Cost: 6

Description: The character can create a shimmering barrier of force that blocks attacks.

Game Information: *Force Wall* (10 PD/10 ED; 5" long and 2" tall). Total cost: 60 points.

OPTIONS:

- 1) **Strong Barrier:** Increase to Force Wall (12 PD/12 ED; 5" long and 2" tall). Total cost: 70 points.
- 2) **Weak Barrier:** Decrease to Force Wall (8 PD/8 ED; 5" long and 2" tall). Total cost: 50 points.
- 3) **Larger Barrier:** Add +4" length and +1" height. Total cost: 70 points.

MOVEMENT POWERS

FORCERIDING

Effect: Flight 10", Must Remain Within 15" Of A Solid Surface, Physical Manifestation

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character can create a "column" or "arm" of force and move it, thus carrying himself through the air. However, he must have something solid to "anchor" the force to — typically the ground, but possibly the side of a building or the like (non-solid surfaces, such as a body of water, won't suffice). Furthermore, the column/arm manifests physically, so other characters may attack it, possibly causing the character to fall.

Game Information: *Flight 10"* (20 Active Points); *Must Remain Within 15" Of A Solid Surface* (-¼), *Physical Manifestation* (-¼).
Total cost: 13 points.

OPTIONS:

- 1) **Faster Riding:** Increase to Flight 15". 30 Active Points; total cost 20 points.
- 2) **Slower Riding:** Decrease to Flight 8". 16 Active Points; total cost 11 points.
- 3) **True Force-Flight:** The character can fly simply by projecting force behind himself, eliminating the need for a physical manifestation. Change to Flight 15" with no Limitations. Total cost: 30 points.

GRAVITY POWERS



Gavity powers involve the manipulation or alteration of gravity. This allows for a wide range of effects, from creating zones of zero gravity, to making people too heavy to move, to moving enormous objects around at will, to flying, to a variety of gravitic blasts and attacks. They're mostly offensive and defensive in nature.

Gravity powers are often closely related to Density Alteration, Force, and Telekinetic powers. When you build a gravity-manipulating character, review those categories for other powers that might be appropriate, such as Selective Density Alteration (page 57), Too Heavy To Move (page 58), Gadget Cracking (page 99), or The Big Squeeze (page 220).

Unlike many other abilities, Gravity powers should be fairly "absolute" — if they affect a character, they do so to an extreme degree (either normal gravity applies to him, or it doesn't). To simulate this, many of the powers below have relatively high Active Point totals. If necessary you can scale them back, but the GM should keep the nature of the special effect in mind.

OFFENSIVE POWERS

GRAVITIC BLAST

Effect: Energy Blast 8d6 (physical)
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: The character can project a blast of concentrated gravitic energy that hits the target like a sledgehammer.

Game Information: *Energy Blast 8d6 (physical).*
Total cost: 40 points.

OPTIONS:

- 1) **Strong Gravitic Blast:** Increase to Energy Blast 12d6. Total cost: 60 points.
- 2) **Weak Gravitic Blast:** Decrease to Energy Blast 6d6. Total cost: 30 points.
- 3) **Tenpins Blast:** The gravitic force of the character's blast has a much greater chance than normal of knocking the target head over heels. Add Double Knockback (+¾). Total cost: 70 points.
- 4) **Disabling Blast:** The lingering gravitic effects of the character's blast make it difficult for the character to move his limbs. Add Entangle 2d6, 2 DEF (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.

GRAVITIC MANIPULATION

Effect: Telekinesis (50 STR)
Target/Area Affected: One character
Duration: Constant
Range: 375"
END Cost: 7

Description: One of the most basic and common Gravity powers, this is the ability to alter or manipulate gravitic forces to move objects without having to touch them. The character's control is precise enough to allow him to throw, squeeze, or "punch" a target in addition to simply lifting and moving him. (For more complex "tricks" involving this sort of power, see Telekinetic Powers.)

Game Information: *Telekinesis (50 STR).* Total cost: 75 points.

OPTIONS:

- 1) **Strong Gravitic Manipulation:** Increase to Telekinesis (60 STR). Total cost: 90 points.
- 2) **Weak Gravitic Manipulation:** Decrease to Telekinesis (40 STR). Total cost: 60 points.
- 3) **Precise Gravitic Manipulation:** Decrease to Telekinesis (40 STR) and add Fine Manipulation. Total cost: 70 points.
- 4) **Imprecise Gravitic Manipulation:** Add Affects Whole Object (-¼). 75 Active Points; total cost 60 points.

GRAVITY ALTERATION

Effect: Telekinesis (40 STR)
Target/Area Affected: 6" Radius
Duration: Constant
Range: 600"
END Cost: 12

Description: The character can create a field of altered gravity. He can either increase the gravity, pinning everyone inside the affected area to the ground, or he can cancel gravity and hold them all motionless off the ground. He must choose one or the other each time he uses the power; he cannot pin some people down while holding others up in the air.

Anyone in the affected area has to break out of the Telekinesis using STR before he can move his body in any way (including relatively trivial motions such as pulling a trigger or aiming an Energy Blast). If he succeeds, he can act normally, though he will have to make further rolls if he does not leave the affected area before the character's next Phase. Anyone who enters the affected area after it's established has to make rolls as well (see

**SUBJECT ID:
GRAVITAR**

“In a well-documented incident from October 2001, Gravitator fought Eurostar in downtown Vienna. The cause of the conflict remains unknown, though most of our analysts suspect it was nothing more than Gravitator goading Fiacho and his followers into battle so she could test her powers. If so, they passed the test; as seen on televisions world-wide, she pinned the team to the ground, held Durak helpless a hundred feet in the air, and ripped out Fiacho’s cybernetic implants — all through control of localized gravitic fields. What remains unclear is why Mentalla did not stop the assault with a psionic attack; it’s possible Gravitator came prepared with psi-shielding technology concealed in her costume... or perhaps there’s more to Gravitator’s powers than we understand.”

—Excerpt from the introduction to *Gravitator: Current Activities And Threat Assessment 2003*, prepared by UNTIL researchers

pages 99-100 of the *HERO System 5th Edition*, Revised regarding Constant area-affecting powers).

If he pins the targets to the ground, the character can also cause STR damage to them as if performing a Grab and Squeeze. He cannot do this if he’s holding them off the ground.

Game Information: *Telekinesis (40 STR), Area Of Effect (6” Radius; +1) (120 Active Points); Only To Pull Objects Straight Down To Earth Or Hold Them Off The Ground (-1). Total cost: 60 points.*

OPTIONS:

1) Strong Gravity Alteration: Increase to Telekinesis (60 STR) and Area Of Effect (9” Radius). 180 Active Points; total cost 90 points.

2) Weak Gravity Alteration: Decrease to Telekinesis (30 STR) and Area Of Effect (4” Radius). 90 Active Points; total cost 45 points.

3) Large Gravity Alteration: Increase to Area Of Effect (12” Radius; +1 ¼). 135 Active Points; total cost 67 points.

4) Selective Gravity Alteration: The character can choose who to affect within the area covered; some people can walk through it freely, others cannot. Add Selective (+¼). 135 Active Points; total cost 67 points.

5) Gravity Field: As a cheaper, but more restricted, alternative, characters can buy the following: Change Environment 8” radius, -5 to STR Rolls (total cost: 32 points). Anyone who enters the affected area has to make a STR Roll to keep moving or perform any STR-based action (like moving limbs). A character who fails his roll cannot move, though he retains his full CV; he can make further rolls to break free in his later Phases, and anyone outside the field can easily get him out of it with, say, Telekinesis or a lasso. For greater effect, increase the penalty to the STR Roll (-8 to STR Roll, 41 points; -10 to STR Roll, 47 points; -15 to STR Roll, 62 points).

GRAVITY CANCELLATION

Effect: Flight 8”, Usable As Attack
Target/Area Affected: One character
Duration: Constant
Range: 280”
END Cost: 6

Description: This power allows the character to cancel the effects of gravity on another person and move him around at will (though usually he just holds him off the ground, helpless). Unlike Telekinesis, which the victim can break free from using his STR, this power is built with Flight Usable As Attack, which leaves the victim with no means of escape.

Given the nature of this power, technically it should work on *any* object, but the rules limit the amount of object mass it can pick up (a character’s mass does not matter). The GM may, in the interest of common sense and dramatic sense, allow the character to ignore the weight restriction if he feels that doing so won’t cause game balance problems.

Game Information: *Flight 8”, Usable As Attack (affects any character or any object of up to 1,600 kg; defense is Density Increase, Desolidification, Power Defense, or gravity-manipulation abilities; +2), Ranged (+½). Total cost: 56 points.*

OPTIONS:

1) Swifter Movement: Increase to Flight 12”. Total cost: 84 points.

2) Slower Movement: Decrease to Flight 5”. Total cost: 35 points.

3) Gravity Cancellation Field I: The character can affect everyone within an area. The standard mass restriction applies *per object* in the affected area, not for the overall area. Add Area Of Effect (6” Radius; +1). Total cost: 72 points.

4) Gravity Cancellation Field II: As Gravity Cancellation Field I, but the character controls gravity’s effect on the persons and objects in the field on a case-by-case basis. He makes his attack against DCV 3 for each individual or object he wants to affect. Add Area Of Effect (6” Radius; +1), Selective (+¼), Area Of Effect (One Hex Accurate; +½). Total cost: 84 points.

5) Enhanced Mass: The character has enough power to cancel the effects of gravity on objects weighing 400 metric tons. Increase to Usable As Attack (affects any character or any object of up to 400,000 kg; defense is Density Increase, Desolidification, Power Defense, or gravity-manipulation abilities; +4). Total cost: 88 points.

DEFENSIVE POWERS**GRAVITIC POINT DEFENSE**

Effect: Missile Deflection (all physical attacks)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can instantly make any physical missile fired at him so heavy that it drops to the ground.

Game Information: *Missile Deflection (all physical attacks) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

OPTIONS:

1) Improved Gravitic Point Defense: Add +4 with Missile Deflection. Total cost: 35 Active Points; total cost 23 points.

2) Expanded Gravitic Point Defense: The character can use his power to protect his friends as well. Add the *Range* (+1) Advantage. 30 Active Points; total cost 20 points.

3) Easy Gravitic Point Defense: The character doesn’t tire himself out using this power. Remove



Costs Endurance (-1/2). Total cost: 15 points.

4) **Black Hole Point Defense:** The character can alter gravity to such an extent that he can even Deflect energy attacks. Increase to Missile Deflection (all attacks). 20 Active Points; total cost 13 points.

GRAVITIC SHIELD

Effect: Force Field (22 PD/18 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can manipulate gravitic energy to create a protective field around himself. The field is slightly more effective against physical attacks.

Game Information: *Force Field (22 PD/18 ED).*
Total cost: 40 points.

OPTIONS:

1) **Strong Gravitic Shield:** Increase to Force Field (27 PD/23 ED). Total cost: 50 points.

2) **Weak Gravitic Shield:** Decrease to Force Field (17 PD/13 ED). Total cost: 30 points.

GRAVITIC WALL

Effect: Force Wall (8 PD/8 ED; 3" long)

Target/Area Affected: Varies

Duration: Constant

Range: 220"

END Cost: 4

Description: The character can create a barrier of gravitic energy to shield himself (and sometimes his comrades) from attack.

Game Information: *Force Wall (8 PD/8 ED; 3" long).* *Total cost: 44 points.*

OPTIONS:

1) **Strong Wall:** Increase to Force Wall (10 PD/10 ED; 5" long and 2" tall). Total cost: 60 points.

2) **Weak Wall:** Decrease to Force Wall (6 PD/6 ED; 3" long). Total cost: 34 points.

3) **Larger Wall:** Add +2" length and +1" height. Total cost: 50 points.

MOVEMENT POWERS

GRAVITON MANIPULATION

Effect: Flight 20"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: By manipulating gravitons ("gravity particles"), the character can control the effects of gravity on his body with such precision that he can fly, often with a high degree of maneuverability.

Game Information: *Flight 20". Total cost: 40 points.*

OPTIONS:

- 1) **Fast Graviton Manipulation I:** Increase to Flight 25". Total cost: 50 points.
- 2) **Fast Graviton Manipulation II:** Increase to Flight 20", x8 Noncombat. Total cost: 50 points.
- 3) **Slow Graviton Manipulation:** Decrease to Flight 15". Total cost: 30 points.
- 4) **Agile Graviton Manipulation I:** The character's control over gravitons allows him to make much sharper turns than the average flyer. He can make as many turns in a Phase as he wants, with no penalty, as long as he has the Flight inches to traverse the desired path. Add No Turn Mode (+¼). Total cost: 50 points.
- 5) **Agile Graviton Manipulation II:** The character also buys +3 with Flight. Total cost: +6 points.
- 6) **Twin Graviton Manipulation:** The character can bring along a friend when he flies. Add Usable Simultaneously (+½). Total cost: 60 points.

MOONLEAPING

Effect: Leaping +15"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character minimizes the effect of gravity on himself so that he can make prodigious leaps.

Game Information: *Leaping +15". Total cost: 15 points.*

OPTIONS:

- 1) **Strong Leaping:** Increase to Leaping +20". Total cost: 20 points.
- 2) **Weak Leaping:** Decrease to Leaping +10". Total cost: 10 points.

SENSORY AND MISCELLANEOUS POWERS

SENSE GRAVITIC FIELD

Effect: Detect Gravity

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has the innate ability to sense the local gravitic field. He can evaluate its strength, determine what (if anything) is manipulating it, and so on.

Game Information: *Detect Gravity (INT Roll) (Touch Group), Analyze, Range. Total cost: 13 points.*

GRAVITY ADAPTATION

Effect: Environmental Movement (Zero-G Training)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's innate sense for and ability to manipulate gravity allows him to function without hindrance in zero-gravity environments.

Game Information: *Environmental Movement (Zero-G Training). Total cost: 4 points.*

HYPERSENSES



Hypersenses reflect a character's ability to perceive the world with much greater efficiency or accuracy than the average person. In some cases this reflects enhancements of his normal five senses; in others, it means he has senses ordinary people do not possess.

Given the flexibility and scope of the *Detect* Power, this category could contain an almost endless list of unusual and enhanced forms of perception — far, far too many to even attempt to list here. Instead, this category covers some common sensory abilities for superhuman characters. You should also look at the “Sensory Powers” sections of the other power categories in this book for other ideas.

OFFENSIVE POWERS

ACCURACY

Effect: +5 with Ranged Combat
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's precise senses of touch and sight allow him to shoot or project attacks with extreme accuracy.

Game Information: +5 with Ranged Combat (25 Active Points); Only To Increase OCV (-½).
 Total cost: 17 points.

OPTIONS:

- 1) **Greater Accuracy:** Increase to +7 with Ranged Combat. 35 Active Points; total cost 23 points.
- 2) **Lesser Accuracy:** Decrease to +3 with Ranged Combat. 15 Active Points; total cost 10 points.

SENSE WEAKNESS

Effect: Find Weakness 11-
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's heightened senses can detect the weaknesses and vulnerabilities in his target's defenses.

Game Information: Find Weakness 11- with one attack. Total cost: 10 points.

OPTIONS:

- 1) **Improved Sense Weakness:** Increase the roll to 14-. Total cost: 25 points.
- 2) **Expanded Range I:** Increase effect to make Find Weakness work with all powers in a related group. Total cost: 20 points.
- 3) **Expanded Range II:** Increase effect to make Find Weakness work with all attacks. Total cost: 30 points.
- 4) **Tiring Analysis:** The character has to expend energy to use this power. Add Costs Endurance (-½). Total cost: 7 points.

DEFENSIVE POWERS

ALERTNESS

Effect: Danger Sense (self only, in combat) (INT Roll)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's heightened senses make him preternaturally alert for anything that might pose a danger to him in combat situations.

Game Information: Danger Sense (self only, in combat) (INT Roll). Total cost: 15 points.

OPTIONS:

- 1) **Local Alertness:** The character's Alertness extends beyond himself to other people and things near him. Change to immediate vicinity. Total cost: 20 points.
- 2) **Expanded Alertness:** The character remains aware of dangers even when not in combat. Change to out of combat. Total cost: 20 points.
- 3) **Heightened Alertness:** Increase to INT Roll +3 and add Sense. Total cost: 20 points.
- 4) **Full Awareness:** Change to Danger Sense (immediate vicinity, out of combat, sense) (INT Roll +3). Total cost: 30 points.

ATTACK TRACKING

Effect: +4 DCV
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's senses work so quickly and so well that he can, consciously or subcon-

sciously, track incoming attacks and dodge them.

Game Information: +4 DCV (20 Active Points); Do Not Work If Two Or More Of Character's Sense Groups Are Flashed Or Similarly "Blocked" (-¼). Total cost: 16 points.

AWARENESS

Effect: Defense Maneuver IV

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's senses allow him to remain aware of the locations and actions of all his attackers in combat, thus preventing any of them from taking him by surprise.

Game Information: Defense Maneuver IV. Total cost: 10 points.

SENSORY POWERS

COMBAT PERCEPTION

Effect: Combat Sense (INT Roll)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Even if some (or all) of the character's normal senses are blinded or blocked, he retains enough awareness to fight effectively.

Game Information: Combat Sense (INT Roll). Total cost: 15 points.

OPTIONS:

1) **Heightened Combat Perception:** Increase to INT Roll +5. Total cost: 20 points.

HEIGHTENED HEARING

Effect: Various Enhanced Senses

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has one or more abilities reflecting his heightened sense of hearing.

Game Information:

Cost Power

10 *Enhanced Hearing:* +5 PER with Hearing Sense Group

18 *Parabolic Hearing:* +12 versus Range for Hearing Group

10 *Combat Hearing I:* Targeting for Normal Hearing

20 *Combat Hearing II:* Targeting for Hearing Group

3 *Ultrasonic Hearing:* Ultrasonic Perception (Hearing Group)

HEIGHTENED SENSES

Effect: Various Enhanced Senses

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's natural senses are far more acute than those of normal people.

Game Information:

Cost Value

15 *Heightened Senses:* +5 PER with all Sense Groups

18 *Precise Focusing:* +12 versus Range Modifier for any one Sense Group (chosen when the character purchases the power)

OPTIONS:

1) **Tiring Senses:** The character can only heighten his senses by force of effort. Add Costs Endurance (-½). Total cost: 10 points for Heightened Senses; 12 points for Precise Focusing.

HEIGHTENED SIGHT

Effect: Various Enhanced Senses

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has one or more abilities reflecting his heightened sense of sight.

Game Information:

Cost Power

10 *Enhanced Sight:* +5 PER with Sight Sense Group

10 *Far Seeing:* +10 versus Range for Sight Sense Group

5 *Thermalvision:* Infrared Perception (Sight Group)

5 *Ultravision:* Ultraviolet Perception (Sight Group)

5 *Nightsight:* Nightvision

5 *Heat Trace Reading:* Tracking for Infrared Perception

15 *Microsight:* Microscopic (x1000) for Sight Group

HEIGHTENED SMELL

Effect: Various Enhanced Senses

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has one or more abilities reflecting his heightened senses of smell and taste.

Game Information:

Cost Power

10 *Enhanced Smell:* +5 PER with Smell/Taste Sense Group

10 *Far Smell:* +10 versus Range for Smell/Taste Sense Group

10 *Combat Smell:* Targeting for Normal Smell



- 10 *Tracking Smell:* Tracking for Smell/Taste Group
 15 *Trace Odor Detection:* Microscopic (x1000) for Smell/Taste Group

HEIGHTENED TOUCH

Effect: Various Enhanced Senses

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has one or more abilities reflecting his heightened sense of touch.

Game Information:

Cost Power

- 10 *Enhanced Touch:* +5 PER with Touch Sense Group
 10 *Reading By Touch:* A character with this power has such sensitive fingertips that he can read printed words by brushing his fingers across them. Discriminatory and Analyze for Normal Touch.

LIE DETECTOR

Effect: Detect Spoken Falsehood

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Thanks to his heightened sense of hearing, the character can discern changes in some-

one's heartbeat and subvocal quavers in his voice that indicate that person is telling a lie. The character doesn't know what the truth is, only that the person has just spoken a falsehood. If the person has a pacemaker or is a sociopathic liar, the character may be fooled into thinking he's telling the truth even when he's not.

Game Information: *Detect Spoken Falsehood* (INT +2) (Hearing Group). Total cost: 5 points.

RADAR-SENSE

Effect: Radar

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character possesses a unique, radar-like sense that allows him to sense objects all around him even if he's blinded or deafened. His radar-sense belongs to no Sense Group, making it difficult to disable. However, the presence of large amounts of physical matter around him — such as when he's in a sandstorm, rainstorm, or blizzard — may create "static" that hinders or blinds his radar.

Game Information: *Radar* (no Sense Group), *Discriminatory*, *Increased Arc Of Perception* (360 Degrees), *Range*, *Sense*. Total cost: 32 points.

SUBJECT ID: EAGLE-EYE

"While Eagle-Eye described many clever and innovative uses of his heightened senses during our several interviews, it was the value of his senses as an ordinary tool that most impressed me. He related several stories of times when he spied on criminals from a distance by using his super-sensitive hearing to listen in on their conversations — much the same way we, or the FBI, would conduct surveillance, but without the need for equipment.

"Then again, he also told me about several times when a single honking car horn or screaming baby gave him an intense migraine. All in all, I think I'd prefer to use a wireless mike."

—USPD field research notes by Agent Bert Tanner

OPTIONS:

- 1) **Enhanced Radar-Sense I:** Add +3 to Radar-Sense PER Rolls. Total cost: 35 points.
- 2) **Enhanced Radar-Sense II:** Add Telescopic (+8 versus Range Modifier). Total cost: 36 points.
- 3) **True Radar:** The character has a true radar sense, based on the emission of radio waves. Change to Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees). Total cost: 25 points.

RADIO SENSE

Effect: Radio Perception
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has an innate ability to perceive radio waves, allowing him to detect conventional radar, listen to music whenever he wants, and so forth.

Game Information: *Radio Perception. Total cost: 8 points.*

SONAR

Effect: Active Sonar
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has a natural sonar sense — he can emit sound waves, then detect nearby objects by hearing the “bounce” of the sound off them.

Game Information: *Active Sonar (Hearing Group). Total cost: 15 points.*

OPTIONS:

- 1) **Piscine Sonar:** The character’s sonar only functions underwater. Add Only Works Underwater (-½). 15 Active Points; total cost 10 points.

TRUE AWARENESS

Effect: Spatial Awareness
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character possesses an unusual form of awareness that allows him to detect all the physical objects around him, including fine details about those objects. This sense is nearly impossible to block or blind.

Game Information: *Spatial Awareness (no Sense Group), Discriminatory, Analyze, Range. Total cost: 37 points.*

X-RAY VISION

Effect: N-Ray Perception (Sight Group)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can see x-rays, thus allowing him to see through walls and other solid objects when necessary. He can control the “depth” of this sense, allowing him to, for example, see through the door of a file cabinet to read one of the pieces of paper filed inside without seeing straight through all the paper and the wall behind the cabinet. However, he cannot instantly “home in” on one object out of a group at greater than normal speeds. While looking through the cabinet for that one piece of paper, he’d have to gradually work his way through, page by page, until he found the one he wanted — much like an ordinary person flipping through the files.

Game Information: *N-Ray Perception (Sight Group; blocked by lead, gold, or Force Fields). Total cost: 10 points.*

ICE AND COLD POWERS



Ice/Cold is a flexible special effect that provides characters with a wide variety of power options (particularly attacks). In most cases, characters with Ice/Cold powers (sometimes known as *cryokinetics*) can create their icy, chilly effects without hindrance or difficulty; the local environment doesn't have any effect on them (though in hot locales, the leftover ice remnants of their powers melt more quickly). However, some ice-manipulators' powers require ambient moisture to work, or don't function properly in hot conditions. In that case, they can take the Limitation *Will Not Work In Hot Or Dry Conditions* (-¼) for their powers. (None of the powers described below have this Limitation, but you can easily add it if you want.)

OFFENSIVE POWERS

BLIZZARD

Effect: Change Environment (-3 Temperature Levels, -3 Sight Group PER)

Target/Area Affected: 32" Radius

Duration: Constant

Range: 250"

END Cost: 5

Description: The character can generate a small but intense blizzard that not only cools down the affected area, but makes it much harder to see.

Game Information: *Change Environment 32" radius, -3 Temperature Levels and -3 Sight Group PER Rolls, Multiple Combat Effects (page 252). Total cost: 50 points.*

OPTIONS:

- 1) **Intense Blizzard:** Increase to -6 Temperature Levels and -5 Sight Group PER. Total cost: 65 points.
- 2) **Mild Blizzard:** Decrease to -2 Temperature Levels and -1 Sight Group PER. Total cost: 41 points.
- 3) **Large Blizzard I:** Increase to 125" radius. Total cost: 60 points.
- 4) **Large Blizzard II:** The character can alter the weather patterns over a large region around himself. Decrease to 8" radius, and add MegaScale (1" = 1 km; +¼) and No Range (-½). 50 Active Points; total cost 33 points.
- 5) **Accumulation:** If the character can maintain his blizzard effect long enough, the buildup of snow and ice on the ground makes it hard to walk in the affected area. Add -1 to DEX Rolls and all DEX-based Skill Rolls involving footing (4 Active

Points); Extra Time (must have maintained Blizzard for 20 Minutes; -2½) (total cost: 1 point). 50 + 4 = 54 Active Points; total cost 50 + 1 = 51 points.

BRITTLIZE

Effect: Drain PD/PD Armor 3d6

Target/Area Affected: One character

Duration: Instant

Range: 300"

END Cost: 6/6

Description: By super-freezing a nonliving object, the character can render it so brittle and fragile that it's easy for physical attacks to damage it.

Game Information:

Cost Power

- 40 *Brittlize:* Multipower, 60-point reserve, all Only Versus Nonliving Matter (-½)
- 4u 1) *Brittlize I:* Drain PD 3d6, Delayed Recovery Rate (points return at the rate of 5 per 5 Minutes; +½), Ranged (+½); Only Versus Nonliving Matter (-½)
- 4u 2) *Brittlize II:* Drain PD Armor 3d6, Delayed Recovery Rate (points return at the rate of 5 per 5 Minutes; +½), Ranged (+½); Only Versus Nonliving Matter (-½)

Total cost: 48 points.

OPTIONS:

- 1) **Strong Brittlization:** Increase Multipower reserve to 80 points and both slots to Drain 4d6. Total cost: 63 points.
- 2) **Weak Brittlization:** Decrease Multipower reserve to 40 points and both slots to Drain 2d6. Total cost: 33 points.
- 3) **Ongoing Brittlization:** The longer the character applies this power, the more brittle an object becomes. Decrease both slots to Drain 2d6 and add Continuous (+1). Total cost: 48 points.

DEEP FREEZE

Effect: Energy Blast 4d6, NND

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Description: The character can so quickly and thoroughly chill another character to the bone that he causes intense pain and weakness which may daze the target or make him pass out.

Game Information: *Energy Blast 4d6, NND (defense is Life Support [Safe Environment: Intense Cold]; +1). Total cost: 40 points.*

OPTIONS:

- 1) **Arctic Deep Freeze:** Increase to Energy Blast 6d6. Total cost: 60 points.
- 2) **Shallow Freeze:** Decrease to Energy Blast 3d6. Total cost: 30 points.
- 3) **Group Freeze:** The character can freeze everyone within an area. Add Area Of Effect (8" Radius; +1 ¼). Total cost: 65 points.
- 4) **I Can't Wait Until Summer Gets Here:** The character can maintain the Deep Freeze as long as he needs or until he runs out of END. Add Continuous (+1). Total cost: 60 points.
- 5) **Deadly Freeze:** The character creates such bitter cold that it can kill. Add Does BODY (+1). Total cost: 60 points.

FROZEN STIFF

Effect: Drain SPD 4d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 6

Description: The character rapidly freezes another person and generates ice all around him so he can't move swiftly.

Game Information: *Drain SPD 4d6, Ranged (+½). Total cost: 60 points.*

OPTIONS:

- 1) **Stiff As An Icicle:** Increase to Drain SPD 5d6. Total cost: 75 points.
- 2) **Easily Thawed:** Decrease to Drain SPD 3d6. Total cost: 45 points.
- 3) **Eternal Winter:** The character can keep freezing his target until the target can't move. Decrease to Drain SPD 2d6 and add Continuous (+1). Total cost: 50 points.

HAILSTORM

Effect: Energy Blast 8d6 (physical), Indirect
Target/Area Affected: 5" Radius
Duration: Instant
Range: 450"
END Cost: 9

Description: The character creates a miniature storm of large hailstones that fall onto and injure everyone in a 5" radius area.

Game Information: *Energy Blast 8d6 (physical), Area Of Effect (5" Radius; +1), Indirect (always from above; +¼). Total cost: 90 points.*

OPTIONS:

- 1) **Mighty Hailstorm:** Increase to Energy Blast 10d6 and Area Of Effect (6" Radius). Total cost: 112 points.
- 2) **Mild Hailstorm:** Decrease to Energy Blast 6d6 and Area Of Effect (4" Radius). Total cost: 67 points.

3) **Large Hailstorm:** The character's Hailstorm covers a much larger area than normal. Increase to Area Of Effect (20" Radius; +1½). Total cost: 110 points.

4) **No Sign Of Letting Up:** The character can keep his Hailstorm going as long as he's got END to spend. Add Continuous (+1). Total cost: 130 points.

5) **Crushing Block Of Ice:** Instead of creating a storm of hailstones, the character creates one large block of ice to fall on a single target. Change to Energy Blast 10d6 (physical), Area Of Effect (One Hex; +½), Indirect (always from above; +¼). Total cost: 87 points.

ICE BLAST

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: The character can injure his enemies with a blast of icy energy.

Game Information: *Energy Blast 8d6. Total cost: 40 points.*

OPTIONS:

- 1) **Strong Ice Blast:** Increase to Energy Blast 12d6. Total cost: 60 points.
- 2) **Weak Ice Blast:** Decrease to Energy Blast 6d6. Total cost: 30 points.
- 3) **Freezing Ice Blast I:** The icy effects of the character's blast often freeze the target where he stands. Add Entangle 2d6, 2 DEF (20 Active Points); Linked (-½), Vulnerable (Fire/Heat; -1) (total cost: 8 points). 40 + 20 = 60 Active Points; total cost 40 + 8 = 48 points.
- 4) **Freezing Ice Blast II:** Instead of freezing the target in place, the character's Ice Blast slows him down, with every hit making it harder and harder for the target to move. Add Drain SPD 1d6, Ranged (+½) (15 Active Points); Linked (-½) (total cost: 10 points). 40 + 15 = 55 Active Points; total cost 40 + 10 = 50 points.
- 5) **Broad Ice Blast I:** The character's Ice Blast is so large he has little trouble hitting targets. Add Area Of Effect (One Hex; +½). Total cost: 60 points.
- 6) **Broad Ice Blast II:** The character's Ice Blast is large enough to hit multiple targets. Add Area Of Effect (32" Line; +1 ¼) and No Range (-½). 90 Active Points; total cost 60 points.

ICE BLOCK

Effect: Entangle 4d6, 6 DEF
Target/Area Affected: One character
Duration: Instant
Range: 250"
END Cost: 5

Description: The character creates a solid block of ice around the target, trapping him.



Game Information: Entangle 4d6, 6 DEF (50 Active Points); Vulnerable (Fire/Heat; -1). Total cost: 25 points.

OPTIONS:

- 1) **Tough Ice Block:** Increase to Entangle 6d6, 8 DEF. 70 Active Points; total cost 35 points.
- 2) **Weak Ice Block:** Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 20 points.
- 3) **Large Ice Block I:** The block of ice the character creates is so large, he has little trouble catching targets in it. Add Area Of Effect (One Hex; +½). 75 Active Points; total cost 37 points.
- 4) **Large Ice Block II:** The character can create a block of ice large enough to trap multiple people at once. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (4" Radius; +1). 80 Active Points; total cost 40 points.
- 5) **Large Ice Block III:** The character can trap multiple people in ice, but the effect gets weaker as it spreads out. Change to Entangle 5d6, 5 DEF and add Explosion (+½). 75 Active Points; total cost 37 points.
- 6) **Blinding Ice Block:** The ice covers the victim's eyes and ears, rendering him virtually insensate. Decrease to Entangle 4d6, 4 DEF, Stops A Given Sense (Sight and Hearing Groups). 60 Active Points; total cost 30 points.
- 7) **Ice Cage I:** Instead of trapping the target in a solid block of ice, the character surrounds him with

a cage made of bars of solid ice. The victim can't leave the cage unless he breaks free, but he can still make Ranged attacks and use Foci. Add Does Not Prevent The Use Of Accessible Foci (-1). Total cost: 17 points.

- 8) **Ice Cage II:** Like Ice Cage I, but capable of trapping multiple people if they stand close together. Add Area Of Effect (One Hex; +½). 75 Active Points; total cost 25 points.

ICE DART

Effect: RKA 3d6
Target/Area Affected: One character
Duration: Instant
Range: 225"
END Cost: 4

Description: The character can create and project a sharp dart of ice capable of piercing heavy defenses.

Game Information: RKA 3d6. Total cost: 45 points.

OPTIONS:

- 1) **Large Ice Dart:** Increase to RKA 4d6. Total cost: 60 points.
- 2) **Small Ice Dart:** Decrease to RKA 2d6. Total cost: 30 points.
- 3) **Sharp Ice Dart:** The character's dart has an edge sharp enough to cut through just about anything. Add Armor Piercing (+½). Total cost: 67 points.

SUBJECT ID: WINTER DRAGON

"While investigating the activities of a group of mutated VIPER agents committing crimes in Beijing, the Tiger Squad had several encounters with ordinary VIPER agents. This image shows Dōngjì Lóng ("Winter Dragon") turning the tables on several agents who tried to sneak up on him from behind."

—from the classified UNTIL report, *Superhumans And Superhuman Activity In The People's Republic Of China*

4) Icicle Storm: The character can fire a volley of Ice Darts. Decrease to RKA 2d6 and add Autofire (5 shots; +½) and Reduced Endurance (½ END; +½). Total cost: 60 points.

ICE GAUNTLET

Effect: HA +4d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: Similar to Ice Armor (see below), but more limited, this power allows the character to form a “gauntlet” of ice around his fists. Much like using a pair of brass knuckles, this packs more power into his punch.

Game Information: HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½). Total cost: 13 points.

ICE SHEET

Effect: Change Environment (create ice sheet)
Target/Area Affected: 32” Radius
Duration: Constant
Range: 245”
END Cost: 5

Description: The character creates a sheet of ice on the ground that makes it difficult for others to move. Anyone entering or moving through the area on the ground must make a DEX Roll every Phase to move safely; failure indicates the character has slipped and fallen down (he may continue sliding in the direction he was traveling, if he were moving fast enough). The character can walk on his Ice Sheet without difficulty.

Game Information: Change Environment (create ice sheet) 32” radius, -4 to DEX Rolls to move on the sheet, Personal Immunity (+¼) (49 Active Points); Only Affects Characters Who Are Moving On The Ground (-¼). Total cost: 39 points.

OPTIONS:

- 1) Extremely Slippery Ice:** Increase to -7 to DEX Rolls. 60 Active Points; total cost 48 points.
- 2) Not So Slippery Ice:** Decrease to -2 to DEX Rolls. 41 Active Points; total cost 33 points.
- 3) Large Ice Sheet I:** The character’s Ice Sheet covers a much larger area than normal. Increase to 125” radius. 61 Active Points; total cost 49 points.
- 4) Large Ice Sheet II:** The character can shut down commerce and travel over an entire region by coating all ground surfaces with ice. Add MegaScale (1” = 1 km; +¼) and No Range (-½). 58 Active Points; total cost 33 points.
- 5) Lasting Ice Sheet:** The character’s Ice Sheet lingers after he stops maintaining it. Add Long Lasting (1 Hour). 61 Active Points; total cost 49 points.

SNOWBLIND

Effect: Sight Group Flash 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200”
END Cost: 4

Description: The character creates a small patch of ice over the target’s eyes, briefly blinding him until it melts or he can chip it away.

Game Information: Sight Group Flash 8d6 (40 Active Points); Victim Can Cancel Effect By Taking One Full Phase (-½), Does Not Work Against Desolidified Characters (-¼). Total cost: 23 points.

OPTIONS:

- 1) Strong Snowblind:** Increase to Sight Group Flash 12d6. 60 Active Points; total cost 34 points.
- 2) Weak Snowblind:** Decrease to Sight Group Flash 6d6. 30 Active Points; total cost 17 points.
- 3) Snowblind, Deaf, And Dumb:** The ice covers not only the victim’s eyes, but his ears, nose, and mouth, preventing him from using any senses or speaking. Change to Sight and Smell/Taste Group Flash 6d6 (35 Active Points; total cost 20 points) **plus** Darkness to Hearing Group 1” radius, Usable As Attack (defense is Desolidification, ice/cold powers, fire/heat powers, or any power that causes the character’s body to put out enough heat to quickly melt ice; +1), Ranged (+½) (12 Active Points); Only Affects One Target (-¼), Victim Can Cancel Effect By Taking One Full Phase (-½), Does Not Work Against Desolidified Characters (-¼), Linked (Darkness ends when Flash effect ends; -½) (total cost: 5 points). 35 + 12 = 47 Active Points; total cost 20 + 5 = 25 points.

WINTER’S TOUCH

Effect: Drain Fire/Heat Powers 4d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 5

Description: The character can, by touch, leech away the power of heat and flame.

Game Information: Drain Fire/Heat Powers 4d6, any Fire/Heat power one at a time (+¼). Total cost: 50 points.

OPTIONS:

- 1) Strong Touch:** Increase to Drain 6d6. Total cost: 75 points.
- 2) Weak Touch:** Decrease to Drain 3d6. Total cost: 37 points.
- 3) Expanded Winter’s Touch I:** Increase to any two Fire/Heat powers simultaneously (+½). Total cost: 60 points.
- 4) Expanded Winter’s Touch II:** Decrease to Drain 3d6 and any four Fire/Heat powers simultaneously

(+1). Total cost: 60 points.

5) Expanded Winter's Touch III: Decrease to Drain 3d6 and all Fire/Heat powers simultaneously (+2). Total cost: 90 points.

6) Winter's Wind: The character need not touch an opponent to drain his heat. Add Ranged (+½). Total cost: 70 points.

DEFENSIVE POWERS

ARCTIC ADAPTATION

Effect: Life Support (Safe Environment: Intense Cold, Intense Heat)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's cold powers protect him from even the most intense natural cold. He can walk around in antarctic weather wearing a t-shirt and shorts and feel perfectly comfortable. Furthermore, when he's in hot areas, such as deserts, he can keep himself cool and comfortable.

Game Information: *Life Support (Safe Environments: Intense Cold, Intense Heat). Total cost: 4 points.*

HEAT RESISTANCE

Effect: Armor (0 PD/20 ED); Only Works Against Fire/Heat

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's power over ice and cold allows him to more easily resist damage from fire and heat.

Game Information: *Armor (0 PD/20 ED) (30 Active Points); Only Works Against Fire/Heat (-½). Total cost: 20 points.*

OPTIONS:

1) Extreme Heat Resistance: Character also buys Energy Damage Reduction, Resistant, 50% (30 Active Points); Only Works Against Fire/Heat (-½) (total cost: 20 points). 30 + 30 = 60 Active Points; total cost 20 + 20 = 40 points.

2) Lesser Heat Resistance: Decrease to Armor (0 PD/12 ED). 18 Active Points; total cost 12 points.

ICE ARMOR

Effect: Armor (22 PD/18 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The cryokinetic can surround his body with armor made of ice. The armor offers slightly more protection against physical attacks. If the

character becomes Stunned or unconscious, the armor falls off or melts away; he'll have to re-create it when he regains his senses. Other people can see the armor, and hear it cracking and re-forming as the character moves.

Game Information: *Armor (22 PD/18 ED) (60 Active Points); Nonpersistent (-¼), Visible (-¼). Total cost: 40 points.*

OPTIONS:

1) Strong Ice Armor: Increase to Armor (27 PD/23 ED). 75 Active Points; total cost 50 points.

2) Weak Ice Armor: Decrease to Armor (17 PD/13 ED). 45 Active Points; total cost 30 points.

3) Tough Ice Armor: The character's armor has enough durability to resist armor-piercing attacks. Decrease to Armor (20 PD/16 ED) and add Hardened (+¼). 67 Active Points; total cost 45 points.

4) Lasting Ice Armor: The character's ice armor continues to protect him even if he's Knocked Out or Stunned. Remove Nonpersistent (-¼). Total cost: 48 points.

5) Tiring Ice Armor: The character has to expend effort to maintain his ice armor. Replace Nonpersistent (-¼) with Costs Endurance (-½). Total cost: 34 points.

6) Ice Armor Variant: This form of Ice Armor provides equal protection against all phenomena. Change to Armor (20 PD/20 ED). 60 Active Points; total cost 40 points.

ICE FORM

Effect: Invisibility to Sight Group; Chameleon (-½)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character can transform his body into completely transparent ice, allowing him to become virtually undetectable... as long as he stands still.

Game Information: *Invisibility to Sight Group (20 Active Points); Chameleon (-½). Total cost: 13 points.*

OPTIONS:

1) Easy Ice Form: The character can remain in ice form effortlessly. Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 20 points.

2) Body Of Ice I: The character's body is made of ice permanently. In addition to this power, he should consider taking a Physical Limitation to represent the difficulties his condition imposes. Add Reduced Endurance (0 END; +½), Persistent (+½), and Always On (-½) (40 Active Points; total cost 20 points) **plus** Armor (12 PD/12 ED) (total cost: 36 points). 40 + 36 = 76 Active Points; total cost 20 + 36 = 56 points.



3) **Body Of Ice II:** Like Body Of Ice I, but the character's body has an even higher degree of resilience. Replace the Armor with Physical and Energy Damage Reduction, Resistant, 50% (total cost: 60 points). $40 + 60 = 100$ Active Points; total cost $20 + 60 = 80$ points.

ICE WALL

Effect: Force Wall (12 PD/8 ED)
Target/Area Affected: One character
Duration: Constant
Range: 250"
END Cost: 5

Description: The character can create a solid wall of ice that protects him (and sometimes other people) from attacks. The wall offers more protection against physical attacks, since energy attacks are more likely to melt through it. He can also use it to enlobe a single human-sized enemy.

Game Information: *Force Wall (12 PD/8 ED).*
Total cost: 50 points.

OPTIONS:

- 1) *Strong Ice Wall:* Increase to Force Wall (14 PD/10 ED). Total cost: 60 points.
- 2) *Weak Ice Wall:* Decrease to Force Wall (10 PD/6 ED). Total cost: 40 points.
- 3) *Long Ice Wall:* Add +4" length and +1" height. Total cost: 60 points.

4) *Opaque Ice Wall:* This form of Ice Wall blocks sight. Add Opaque (Sight Group). Total cost: 60 points.

MOVEMENT POWERS

ICE SLIDES

Effect: Running +9" and Gliding 15"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2/0

Description: The character can create narrow sheets of ice in front of himself on which he can "skate" at high speeds. Normally he just uses the slides to move along the ground, but if he starts above ground level, he can slide downward, provided he has a nearby solid surface (the ground itself, the side of a building, a large tree, or the like) to which he can anchor the slide. As the character "skates" downward, he can occasionally create a small "mogul" to give himself a little bit more altitude. Unfortunately, this power leaves large chunks of ice lying around after the character passes through the area, which may pose various hazards until they melt.

Game Information:

Cost Power

14 *Ice Slides:* Multipower, 18-point reserve, all Physical Manifestation (-¼), Side Effects

(leaves big chunks of ice around the environment; -0)

- 1u 1) *Basic Ice Slide*: Running +9"; Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0)
- 1u 2) *Aboveground Ice Slide*: Gliding 15"; Physical Manifestation (-¼), Side Effects (leaves big chunks of ice around the environment; -0)

Total cost: 16 points.

OPTIONS:

- 1) **Faster Ice Sliding**: Increase Multipower reserve to 30 points, first slot to Running +15", and second slot to Gliding 21". Total cost: 28 points.
- 2) **Slower Ice Sliding**: Decrease Multipower reserve to 12 points, first slot to Running +6", and second slot to Gliding 12". Total cost: 12 points.

ICEWALKING

Effect: Environmental Movement (Icewalking)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has as sure footing on ice as he does on ordinary ground.

Game Information: *Environmental Movement (Icewalking)*. Total cost: 1 point.

SENSORY POWERS

SENSE TEMPERATURE

Effect: Detect Temperature

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's affinity for coldness allows him to quickly gauge the local temperature.

Game Information: *Detect Temperature (INT Roll), Sense*. Total cost: 5 points.

SUBJECT ID: FREON

"One of the most dangerous tricks an ice-manipulating villain can use is to generate ice in a block around a target. The image to the left shows Freon doing this to Nightwind; this power is particularly effective against many martial artists, gadgeteers, and weaponmasters. Not only does this trap the target, but the freezing effect of being sealed in a block of ice may cause hypothermia or frostbite.

"Agents facing ice-manipulating super-criminals should keep a laser torch or other source of fire/heat in their hands at all times. Using fire and heat to melt the block of ice typically frees an agent much more quickly than trying to break out with natural strength."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

ILLUSION POWERS



SUBJECT ID: MINDGAME

This image, which also illustrates his penchant for changing costumes from crime to crime to further confuse his opponents, illustrates his approach to combat. Most superheroes, and even most UNTIL agents, would probably suspect that the “dragon” in the photograph (note that it shows up perfectly on film) is just an illusion. However, innocent citizens in the crowd would not, leading to panic and a stampede that distracts Mindgame’s enemy from attacking him.

“In essence, Mindgame is a superpowered con-man and burglar. As such he tries to avoid open combat, where his opponents remain alert and suspicious of anything out of the ordinary. His powers provide him with plenty of tactical options nevertheless. When fighting him, *take nothing for granted!* Even his “escape” may be nothing more than an illusion of himself running away while another illusion makes him look like part of a nearby wall or car. On the other hand, the “gun” he just created out of thin air might be a real one he pulled from a concealed holster by sleight of hand.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

This category of powers represents the ability to create various illusions that typically manifest in some physical way — as holograms or sounds, for example. It does not include purely mental illusions; for those, see page 149. Although this power set is relatively small, characters often combine it with minor powers from other categories — such as Light Powers, Mental and Psionic Powers, Shape Alteration Powers, Sonic Powers, Telekinetic Powers, or Teleportation Powers — to create characters with a wide variety of deception and manipulation powers.

OFFENSIVE POWERS

ILLUSIONS

Effect: Sight, Hearing, and Smell/Taste Group Images, -3 to PER Rolls

Target/Area Affected: 8” Radius

Duration: Constant

Range: 255”

END Cost: 5

Description: The character can generate highly believable illusions that look, sound, and even smell like the real thing. Unfortunately, touching them reveals them for the trickery that they are.

Game Information: *Sight, Hearing, and Smell/Taste Group Images, -3 to PER Rolls, Increased Size (8” radius; +¾). Total cost: 51 points.*

OPTIONS:

1) Enhanced Illusions: Increase to -6 to PER Rolls. Total cost: 66 points.

2) Poorer Illusions: Remove PER Roll modifier. Total cost: 35 points.

3) Larger Illusions: Increase to 32” radius. Total cost: 65 points.

4) Smaller Illusions: Decrease to 4” radius. Total cost: 43 points.

5) Tactile Illusions: The character’s illusions are so realistic, other people can even feel them. Add Touch Group. Total cost: 59 points.

6) Visual Illusions: The character’s illusions can only be seen; they make no sound and have no smell. Remove Hearing and Smell/Taste Sense Groups. Total cost: 33 points.

7) Cue The Sound: The character’s illusions can be seen and heard, but have no odor. Remove Smell/Taste Sense Group. Total cost: 42 points.

8) Restricted Illusion: The character can only create an illusion of one thing, defined when he purchases the power — a dragon, a group of automobiles, a symphony orchestra, or the like. If the illusion itself does not fill an 8” radius, then it’s limited to moving within that area. Add Set Effect (-1). Total cost: 25 points.

9) Programmed Illusion: The character has an illusion power that creates one specific type of illusion that is triggered by a particular event or circumstance (both defined when he buys the power). Add Trigger (+¼) and Set Effect (-1). 58 Active Points; total cost 29 points.

10) Image Animation: The character’s illusion-creation powers are limited to making pictures, illustrations, photographs, or like images come to life (at the GM’s option, this include pictures on a television or computer screen). The “created” beings or things must remain within 8” of the frame or piece of paper they sprang from, since part of the illusion is making that object appear “blank” or “empty,” so it’s the center of the effect. The Limitation assumes the character doesn’t carry around any images himself, or otherwise have ready access to predictable ones he can use; if that’s not the case, decrease its value. Add Set Effect (only to animate two-dimensional images; -1). Total cost: 25 points.

MASTER MIMIC

Effect: Hearing Group Images, -4 to PER Rolls

Target/Area Affected: 4” Radius

Duration: Constant

Range: 125”

END Cost: 2

Description: The character has such control over sound and voice that he can convincingly mimic virtually any sound. The range of the power allows him to accomplish “ventriloquism” tricks as well.

Game Information: *Hearing Group Images, -4 to PER Rolls, Increased Size (4” radius; +½). Total cost: 25 points.*

OPTIONS:

1) Enhanced Mimicry: Increase to -6 to PER Rolls. Total cost: 34 points.

2) Poorer Mimicry: Decrease to -2 PER Roll modifier. Total cost: 16 points.

3) Larger Mimicry: Increase to 8” radius. Total cost: 30 points.

4) Smaller Mimicry: Decrease to 1” radius. Total cost: 17 points.

5) Skillful Mimicry: The character’s ability to use

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			Martinez Scale: 10



this power depends on his skill as a mimic or ventriloquist. Add Requires A Mimicry or Ventriloquism Roll (-¼). Total cost: 20 points.

DEFENSIVE POWERS

CLOAK OF ILLUSION

Effect: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can conceal himself in an illusion that he's not there. Someone could stand right next to him and neither see, hear, nor smell him because of the illusion.

Game Information: *Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe. Total cost: 40 points.*

OPTIONS:

1) **Easy Cloak:** Add Reduced Endurance (0 END; +½). Total cost: 60 points.

2) **Restricted Cloak:** The character can hide himself visually, but he can't cover noises he makes or smells he emits. Remove Hearing and Smell/Taste Groups. Total cost: 30 points.

3) **Group Cloak:** The character can extend his illusion so that it covers a group of his friends nearby. The character controls the power and pays the END cost. All the persons he wants to affect must remain within 4" of him at all times; if they move outside that zone, the power immediately ceases to effect them. Ordinarily the character should make one Attack Roll per person to apply the power, but if all the persons involved are willing and cognizant of what's going on, the GM can allow him to simply make one Attack Roll to affect them all at once. Remove Hearing and Smell/Taste Groups and add Usable As Attack (up to eight "targets," defense is refusal to be affected; +1 ¾), Ranged (4" range; +¼) (90 Active Points); Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-½). Total cost: 60 points.

ILLUSIONARY DISGUISE

Effect: Shape Shift (to Sight Group; any humanoid form), Instant Change, Imitation

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character covers himself in a skin-tight illusion that makes him look like someone else. His voice remains the same, he feels the same to the touch, and he appears the same in a radar profile — but to visual inspection, he's a different person altogether.

Game Information: *Shape Shift (to Sight Group; any humanoid form), Instant Change, Imitation.* Total cost: 35 points.

OPTIONS:

- 1) **Easy Disguise:** Add Reduced Endurance (0 END; +½). Total cost: 52 points.
- 2) **Illusory Voice:** The character's powers of illusion also change his voice, allowing him to flawlessly mimic other persons. Add Hearing Group. Total cost: 38 points.
- 3) **Group Disguise:** The character can extend his illusion so that it covers a group of his friends nearby. Each person affected may look like a different person. The character controls the power and pays the END cost. All the persons he wants to affect must remain within 4" of him at all times; if they move outside that zone, the power immediately ceases to effect them. Ordinarily the character should make one Attack Roll per person to apply the power (particularly in situations when he wants each subject to look different from the others). However, if all the persons involved are willing and cognizant of what's going on, the GM can allow him to simply make one Attack Roll to affect them all at once. Add Usable As Attack (up to eight "targets," defense is refusal to be affected; +1 ¾), Ranged (4" range; +¼) (105 Active Points); Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-½). Total cost: 70 points.

MIRROR IMAGE

Effect: Sight and Hearing Group Images, -5 to PER Rolls

Target/Area Affected: 4" Radius

Duration: Constant

Range: No Range

END Cost: 4

Description: The character creates an illusion of five duplicates identical to himself. The image also makes it look as if all six "characters" are moving around within the 4" radius of the power, and makes all five duplicates mimic whatever the character does. The illusion even mirrors wounds or other effects received by the character or one image on all six of them. However, if an attack would "kill" one of the images, it simply disappears, leaving the remaining images behind and unchanged.

If an attacker has no way to figure out which of the six is the real person (such as making a

Smell-based PER Roll to sniff him out), and no area-affecting attack big enough to cover the 4" radius, the GM should roll 1d6 for each attack. On a 1, the real character gets hit; otherwise, an image takes the blow, leaving the character unharmed.

Game Information: *Sight and Hearing Group Images, -5 to PER Rolls, Increased Size (4" radius; +½) (45 Active Points); No Range (-½), Set Effect (-1).* Total cost: 18 points.

REPOSITIONING

Effect: +10 DCV

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 5

Description: This powerful defensive illusion makes it seem as if the character is standing somewhere other than where he really is. Typically it makes other characters, regardless of what senses they use, believe the character is standing one or two feet away from his true location. As a result, it's very difficult to hit the character in combat — though sometimes the attacker figures out the target's real location, or the character does something that gives his position away... and of course an area-affecting power can hit the character easily.

Game Information: +10 DCV (50 Active Points); Activation Roll 13- (-¾), Costs Endurance (-½). Total cost: 22 points.

SENSORY POWERS

CAN'T FOOL ME

Effect: +5 PER, Only To See Through Illusions

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's penchant for illusions makes him good at spotting what's real, and what's not. He gains a +5 bonus to PER Rolls to see through illusions, regardless of what Power they're constructed with.

Game Information: +5 PER with all Sense Groups (15 Active Points); Only To See Through Illusions (-1). Total cost: 7 points.

KINETIC ENERGY POWERS



Kinetic energy powers involve control of, and the ability to manipulate, not just kinetic energy but phenomena like inertia, momentum, and friction. Although these terms have precise scientific meanings, those meanings have little or no effect on how the powers are built and used in game terms, except to provide a “special effect” (see *Champions*, page 163, for more on comic book physics). To a large extent, Kinetic Energy powers, like Force and Telekinetic powers, simply represent “energy control,” and can be used as such if desired. Players designing characters with Kinetic Energy powers might want to look at those categories for other powers they can adapt.

Because manipulating such fundamental forces often requires absolute, or nearly absolute, effects, some of the powers described below have high Active Point and Real Point costs. If necessary, the GM can adjust them downward, and then address the “absoluteness” of effect as part of a dramatic sense interpretation of game events.

OFFENSIVE POWERS

FRICITION CONTROL

Effect: Telekinesis (30 STR), Only For Frictionlessness Effects

Target/Area Affected: One character; One Hex Accurate

Duration: Constant

Range: 335”

END Cost: 7

Description: The character can render an object or surface frictionless (or nearly so), making it difficult for someone to keep hold of, remain standing or seated on, or the like. This effect is simulated with Telekinesis. When the character uses the power successfully, he engages in a Strength versus Strength Contest with the target. If the character wins, the victim loses his grip on held objects (which fall to the floor), suddenly slides right off his chair (taking telekinetic STR damage from hitting the floor unexpectedly), and so forth.

Game Information: *Telekinesis (30 STR), Area Of Effect (One Hex Accurate; +½) (67 Active Points); Affects Whole Object (-¼), Only For Frictionlessness Effects (-¾), Limited Range (20”; -¼). Total cost: 30 points.*

OPTIONS:

1) **Greater Frictionlessness:** Increase to Telekinesis (40 STR). 90 Active Points; total cost 40 points.

2) **Lesser Frictionlessness:** Decrease to Telekinesis (20 STR). 45 Active Points; total cost 20 points.

3) **Butterfingers All 'Round:** The character can affect a group of people with frictionlessness. He must apply the same affect to all of them — they all lose hold of held objects, all slip and fall, or the like. Replace Area Of Effect (One Hex) with Area Of Effect (5” Radius; +1). 90 Active Points; total cost 40 points.

FRICITIONLESS FIELD

Effect: Change Environment (frictionlessness), -5 to DEX Rolls

Target/Area Affected: 8” Radius

Duration: Constant

Range: 225”

END Cost: 4

Description: The character creates a field where friction becomes less effective or non-existent. Characters moving on the ground through the field must make a DEX Roll at -5 each Phase to keep from falling down; characters using other DEX-Based Skills suffer a similar penalty to their rolls if the GM rules that friction is involved in the task.

Game Information: *Change Environment 8” radius, -5 to all DEX Rolls and DEX-Based Skill Rolls, Personal Immunity (+¼). Total cost: 45 points.*

OPTIONS:

1) **Greater Frictionlessness:** Increase to -9 to DEX Rolls. Total cost: 65 points.

2) **Lesser Frictionlessness:** Decrease to -3 to DEX Rolls. Total cost: 35 points.

3) **Larger Field:** Increase to 32” radius. Total cost: 57 points.

4) **Smaller Field:** Decrease to 4” radius. Total cost: 39 points.

FRICITION MANIPULATION

Effect: Entangle 4d6, 4 DEF, Takes No Damage From Attacks

Target/Area Affected: One character

Duration: Instant

Range: 300”

END Cost: 6

Description: The character reduces the frictional forces around a character to the extent the target

cannot move — all he can do is flail around helplessly. Unless he has enough strength to overcome the effect, or he has some physical phenomena to grab hold of, he can't get enough traction to move.

Game Information: *Entangle 4d6, 4 DEF, Takes No Damage From Attacks (+½) (60 Active Points); Cannot Form Barriers (-¼), Vulnerable (to any attack that creates a physical effect which gives the victim something to grab hold of; -½). Total cost: 34 points.*

OPTIONS:

1) **Heightened Friction Manipulation:** Increase to Entangle 6d6, 6 DEF. 90 Active Points; total cost 51 points.

2) **Reduced Friction Manipulation:** Decrease to Entangle 3d6, 3 DEF. 45 Active Points; total cost 26 points.

3) **Friction Manipulation Variant:** The character so vastly *increases* the friction inherent in another character's movement that the target cannot move unless he has the strength to overcome the friction and break free. Remove Vulnerable (-½). Total cost: 48 points.

4) **Wide-Area Friction Manipulation I:** The character can negate friction over a wide area, potentially rendering many people unable to move. Decrease to Entangle 3d6, 3 DEF and add Area Of Effect (5" Radius; +1). 75 Active Points; total cost 43 points.

5) **Wide-Area Friction Manipulation II:** As Wide-Area Friction Manipulation I, but the character can selectively negate friction, leaving his enemies trapped but his friends able to move normally. Add Selective (+¼). 82 Active Points; total cost 47 points.

INERTIA MANIPULATION

Effect: Entangle 6d6, 6 DEF, Takes No Damage From Attacks; Succor Movement 10d6, Only To Maintain Motion

Target/Area Affected: One character

Duration: Instant/Constant

Range: 450"/435"

END Cost: 9/9

Description: The character can control another character's inertia (or in some cases, his own). If the target is at rest, the character can force him to remain at rest by increasing his inertia, making it difficult (if not impossible) for him to move. If the target is in motion, the character can help to negate forces that might tend to hinder or halt that motion (he can also apply this effect to himself).

In game terms, the first effect is an Entangle that Takes No Damage From Attack, a relatively easy effect to adjudicate. The second effect — maintenance of motion — involves boosting the target's inertia-based movement (typically Running or Flight). He can only use the extra inches of movement to keep himself in motion; they do not increase his actual speed. Examples include enhancing his velocity for purposes of smashing through obstacles (performing a Move Through, whether intentional or not), withstanding the effects of Drains against Movement Powers, or resisting Knock-

back. In the latter case, the GM may choose to allow the extra movement from this power to "brace" the character against Knockback even if he doesn't declare that he's bracing (see page 421 of the *HERO System 5th Edition, Revised* for more information).

Game Information:

Cost Power

90 *Inertia Manipulation:* Multipower, 90-point reserve

6u 1) *Bodies At Rest Tend To Remain At Rest:* Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½); Vulnerable (to any attack that causes Knockback; -½)

4u 2) *Bodies In Motion Tend To Remain In Motion:* Succor Movement 10d6, any one kinetic energy-based Movement Power at once (+¼), Ranged (+½); Only To Maintain Motion (-1)

Total cost: 100 points.

KINETIC ABSORPTION

Effect: Absorption 4d6 (half to STR, half to PD), Varying Effect

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: This power gives a character the innate ability to absorb the kinetic force of any attack — whether physical or energy — and use it to augment his own strength and resilience. However, he must be prepared for the category of energy he has to Absorb; if he expects and prepares for a physical attack and gets hit with an energy bolt, his Absorption does not work.

Game Information: *Absorption 4d6 (half to STR, half to PD), Varying Effect (+1). Total cost: 40 points.*

OPTIONS:

1) **Improved Absorption I:** Increase to Absorption 6d6. Total cost: 60 points.

2) **Improved Absorption II:** Increase to Absorption 8d6. Total cost: 80 points.

3) **Improved Absorption III:** Add Can Absorb Maximum Of 48 Points' Worth Of Energy. Total cost: 64 points.

4) **Improved Absorption IV:** Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). Total cost: 45 points.

5) **Improved Absorption V:** Add Variable Effect (adds to STR and PD simultaneously; +½). Total cost: 50 points.

6) **Weaker Absorption:** Decrease to Absorption 3d6. Total cost: 30 points.

7) **Heightened Physical Absorption:** The character's ability to Absorb energy from physical blows is greater. Add Absorption +4d6 (physical) (total cost: 20 points). Total cost: 40 + 20 = 60 points.

8) **Energy Conversion:** The character can Absorb



energy from just about any phenomena, and can vary from Phase to Phase what it adds to. Change to Variable Power Pool (Absorption Pool), 50 base + 25 control cost; Only For Absorption (-1½). Total cost: 50 + 10 = 60 points.

9) Greater Energy Conversion: As Energy Conversion, but the character has a much easier time shifting the allocation of his VPP. Add Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1). Total cost: 50 + 30 = 80 points.

KINETIC BOOST

Effect: Aid Movement Powers 3d6
Target/Area Affected: One character
Duration: Instant
Range: 260"
END Cost: 5

Description: The character's control over kinetic energy, momentum, and similar forces allows him to enhance the velocity of objects or people currently in motion. The effect dissipates the instant the person/object stops moving (voluntarily or involuntarily). The power does not affect Teleportation, Extra-Dimensional Movement, or some forms of Faster-Than-Light Travel, which do not involve kinetic motion.

Game Information: Aid Movement Powers 3d6, any kinetic energy-based Movement Power one at a time (+¼), Ranged (+½) (52 Active Points); Only Works On People/Objects Currently In Motion (-¼), Points Fade Immediately When Person/Object Stops Moving (-½), Costs Endurance (-½). Total cost: 23 points.

OPTIONS:

- 1) **Big Boost:** Increase to Aid 4d6. 70 Active Points; total cost 31 points.
- 2) **Little Boost:** Decrease to Aid 2d6. 35 Active Points; total cost 15 points.
- 3) **Long-Term Boost:** Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). 60 Active Points; total cost 27 points.
- 4) **Enhanced Boost:** Through repeated applications of the power, the character can boost a Movement Power to high velocities. Add Can Add Maximum Of 40 Points' Worth Of Power. 72 Active Points; total cost 32 points.
- 5) **Kinetic Drain:** To simulate a character's ability to hinder movement, substitute Drain for Aid in any of these powers.

MOMENTUM COMPENSATION

Effect: Telekinesis (50 STR), Only To Throw
Target/Area Affected: One character
Duration: Instant
Range: 375"
END Cost: 7

Description: The character's control over momentum, inertia, friction, and kinetic and potential energy allows him to neutralize a person's or object's movement with respect to the movement of the Earth itself. In other words, Earth keeps rotating but the target doesn't keep moving with it, effectively "flinging" the target away in a direction opposite that of the planet's rotation (westward, on Earth).

SUBJECT ID: UNKNOWN

"This image, created by an UNTIL forensic artist based on Nighthawk's description, shows an unknown superhuman, probably of criminal intent. When Nighthawk spotted him attempting to break into a Millennium City bank and tried to apprehend him, the suspect fled, using his apparent control over kinetic and potential energy to achieve high running velocity quickly. Nighthawk cornered him in a nearby diner, where the suspect imparted kinetic energy to various small objects, firing them at Nighthawk like bullets. Then he blinded Nighthawk by using the same power to create a blizzard of paper napkins, and escaped."

—Excerpt from the UNTIL Weekly Super-criminal Defense Bulletin

Game Information: *Telekinesis (50 STR) (75 Active Points); Instant (-½), Only To Throw Target Opposite Planet's Rotation (westward, on Earth; -1). Total cost: 30 points.*

MOMENTUM ENHANCEMENT

Effect: Succor Movement Powers 6d6, Only For Move Throughs

Target/Area Affected: One character

Duration: Instant

Range: 260"

END Cost: 5

Description: The character's control over kinetic energy, momentum, and similar forces allows him to enhance the velocity of objects or people to increase the force with which they impact objects. In game terms, this counts as extra movement only for performing Move Throughs (increasing both the damage done, and the OCV penalty, but not the actual inches of movement the character travels). The power does not affect Teleportation, Extra-Dimensional Movement, or some forms of Faster-Than-Light Travel, which do not involve kinetic motion.

Game Information: *Succor Movement Powers 6d6, any kinetic energy-based Movement Power one at a time (+¼), Ranged (+½) (52 Active Points); Only Works On People/Objects Currently In Motion (-¼), Only For Calculating Damage And OCV Penalty For Move Throughs (-1). Total cost: 23 points.*

OPTIONS:

1) **Greater Enhancement:** Increase to Succor 8d6. 70 Active Points; total cost 31 points.

2) **Lesser Enhancement:** Decrease to Succor 4d6. 35 Active Points; total cost 15 points.

STOP DEAD

Effect: Energy Blast 18d6, Double Knockback

Target/Area Affected: One character

Duration: Instant

Range: 785"

END Cost: 16

Description: This unusual power allows a character to alter the inertia and momentum of a moving object to make it instantly stop moving, just as if it had hit an immovable wall. To determine whether the power works, the character makes his Attack Roll. If that succeeds, he rolls damage and determines the Knockback. If the power does no Knockback (taking into account both the rolls and any ability the target has, or action he takes, to resist Knockback), it has no effect whatsoever on the target, just as if the character had missed. If it does Knockback, then the target takes damage (see below) and stops dead in his tracks. The Knockback does not move him in any direction; it simply stops him from moving further — again, just as if he'd hit a wall. He will, however, fall to the ground (which may cause flying characters additional damage). In the event the inches of Knockback do not equal or exceed the inches of movement the target's currently using, he takes no damage and keeps moving.

Although the Knockback effect is determined by the Energy Blast dice, the damage from this attack depends more on the target's velocity than on the Energy Blast dice. After the attack succeeds, the GM should roll dice equal to the target's velocity divided by 3 (just as if he'd performed a Move Through, but without using any STR). He then compares the STUN and BODY of that roll to the damage rolled on the Energy Blast dice. The target takes the *lesser* of the two rolls (determined from the STUN). (For the sake of simplicity and swift game play, the GM can just apply the Energy Blast damage outright.)

Game Information: *Energy Blast 18d6, Double Knockback (+¾) (157 Active Points); Only Works On Moving Characters (-½), Damage Based On Move Through Velocity Damage (-½), Does Not Work If Does No Knockback (-½), Knockback Only Causes Character To Stop Moving (-0). Total cost: 63 points.*

OPTIONS:

1) **Improved Stoppage:** Increase to Energy Blast 21d6. 184 Active Points; total cost 74 points.

2) **Weaker Stoppage:** Decrease to Energy Blast 12d6. 105 Active Points; total cost 42 points.

DEFENSIVE POWERS

KINETIC CANCELLATION

Effect: Knockback Resistance -10"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character's control over momentum and inertia allows him to prevent attacks from knocking him around.

Game Information: *Knockback Resistance -10" (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

OPTIONS:

1) **Subconscious Cancellation:** The character doesn't even have to think about cancelling out Knockback; it happens automatically. Remove Costs Endurance (-½). Total cost: 20 points.

KINETIC SHIELD

Effect: Force Field (25 PD/15 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character uses his control over kinetic energy, potential energy, and other forces to establish a protective field around himself that deflects attacks. The field provides more protection against physical attacks than energy attacks.

Game Information: *Force Field (25 PD/15 ED).*
Total cost: 40 points.

OPTIONS:

- 1) **Strong Shield:** Increase to Force Field (35 PD/25 ED). Total cost: 60 points.
- 2) **Weak Shield:** Decrease to Force Field (20 PD/10 ED). Total cost: 30 points.

KINETIC THEFT

Effect: Missile Deflection (all physical attacks)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character robs incoming missiles of their kinetic energy, inertia, and momentum, causing them to drop harmlessly to the ground.

Game Information: *Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

OPTIONS:

- 1) **Improved Theft:** Character also buys +5 with Missile Deflection (total cost: 10 points). 15 + 10 = 25 Active Points; total cost 10 + 10 = 20 points.
- 2) **Far Theft:** The character can protect both himself and his friends from incoming missiles. Add Range (+1). 30 Active Points; total cost 20 points.
- 3) **Kinetic Reversal:** The character can reverse a missile's kinetic energy, sending it back at the person who fired it. Add Reflection. 35 Active Points; total cost 23 points.

PERSONAL FRICTIONLESSNESS

Effect: +40 STR, Only To Escape Entangles/Grabs
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can reduce the friction acting on his body so that he slips out of Entangles and Grabs like a greased pig.

Game Information: +40 STR, *Reduced Endurance (0 END; +½) (60 Active Points); Only To Escape Entangles And Grabs (-½). Total cost: 24 points.*

OPTIONS:

- 1) **Improved Frictionlessness:** Increase to +60 STR. 90 Active Points; total cost 36 points.
- 2) **Weak Frictionlessness:** Decrease to +30 STR. 45 Active Points; total cost 18 points.
- 3) **Frictionless Friends:** The character can make another person frictionless instead of himself. Add Usable By Other (+¼) and Ranged (+½). 90 Active Points; total cost 36 points.

MOVEMENT POWERS

FRICTION NEGATION

Effect: Running +20"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character minimizes the friction between his feet and the ground, allowing him to "skate" or "slide" at tremendous speeds.

Game Information: *Running +20". Total cost: 40 points.*

OPTIONS:

- 1) **Enhanced Friction Negation:** Increase to Running +30". Total cost: 60 points.
- 2) **Reduced Friction Negation:** Decrease to Running +15". Total cost: 30 points.

MOMENTUM TELEPORTATION

Effect: Teleportation 20"/200 km
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4/6

Description: The character's control over momentum, inertia, friction, and kinetic and potential energy allows him to neutralize his movement with respect to the movement of the Earth itself. In other words, Earth keeps rotating but the character doesn't keep moving with it, effectively "flinging" the target away in a direction opposite that of the planet's rotation (westward, on Earth). The drawback to this is that if the character doesn't have a clear field of travel (which he would typically have if he is, for example, up in the air), there's a chance he'll smash into some obstacle as the Earth rotates that obstacle through the point where he's standing.

Game Information:

Cost	Power
17	<i>Momentum Teleportation:</i> Multipower, 60-point reserve; all Requires A Kinetic Energy Tricks Roll (-½), Only To Throw Target Opposite Planet's Rotation (westward, on Earth; -1), Side Effects (takes velocity-based Move Through damage; -1)
2u	1) <i>Short-Range Teleportation:</i> Teleportation 20"; Requires A Kinetic Energy Tricks Roll (-½), Only To Throw Target Opposite Planet's Rotation (westward, on Earth; -1), Side Effects (takes velocity-based Move Through damage; -1)
2u	2) <i>Long-Range Teleportation:</i> Teleportation 20", MegaScale (1"=10 km; +½); Requires A Kinetic Energy Tricks Roll (-½), Only To Throw Target Opposite Planet's Rotation (westward, on Earth; -1), Side Effects (takes velocity-based Move Through damage; -1)

Total cost: 21 points.

ADDITIONAL OPTION FOR MOMENTUM TELEPORTATION

- 1) **Enhanced Momentum Teleportation:** Increase Multipower reserve to 90 points and the slots to Teleportation 30"/300 km. Total cost: 32 points.
- 2) **Shorter Momentum Teleportation:** Decrease Multipower reserve to 45 points and both slots to Teleportation 15"/150 km. Total cost: 15 points.

LIGHT POWERS



SUBJECT ID: PHOTON

“Photon’s ability to manipulate light allows her to achieve many effects, including the projection of laser beams. Deadlier than the beams fired by most current conventional laser weapons, her “Laser-Eyes” power serves her more as a tool for cutting through vault doors and the like than as a weapon. But if threatened by an attacker who seems immune to her various Lightblasts, she’ll use the laser attack. However, even then she shows a marked reluctance to kill, and stops the attack before inflicting fatal injury.

“Agents expecting to encounter Photon should have the Technical Division apply an ablative reflective coating to their body armor to improve their chances of surviving her laser.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

Characters with Light Powers can create, control, and manipulate one of the world’s most fundamental forces. Useful for a wide variety of abilities — everything from lightblasts and laser bolts to shields of pure light and even the ability to transform one’s body into photons to travel at lightspeed — it provides characters with a lot of flexibility and combat options.

Given light’s association with high speeds, many Light-based characters are quasi-speedsters, with DEXs and SPDs notably higher than the campaign average. But you don’t have to build Light characters that way; it’s possible to control Light without taking on all of its qualities.

OFFENSIVE POWERS

FLARE BLAST

Effect: Sight Group Flash 10d6
Target/Area Affected: One character
Duration: Instant
Range: 250”
END Cost: 5

Description: The character projects a beam of concentrated light so bright that it temporarily blinds the target.

Game Information: *Sight Group Flash 10d6.*
Total cost: 50 points.

OPTIONS:

- 1) Bright Flare Blast:** Increase to Sight Group Flash 14d6. Total cost: 70 points.
- 2) Dim Flare Blast:** Decrease to Sight Group Flash 8d6. Total cost: 40 points.
- 3) Ultrabright Flare Blast:** This blast is so bright that not even polarized lenses can fully shield the eyes from its effects. Decrease to Sight Group Flash 8d6 and add Armor Piercing (+½). Total cost: 60 points.
- 4) Flare Field:** The character can blind many people at once. Decrease to Sight Group Flash 8d6 and add Area Of Effect (4” Radius; +1). Total cost: 80 points.
- 5) Flare Cone:** The character can project a short-range cone of blinding light. Decrease to Sight Group Flash 8d6 and add Area Of Effect (9” Cone; +1) and No Range (-½). 80 Active Points; total cost 53 points.
- 6) Strobe Blast:** The character can fire multiple beams of blinding light. Decrease to Sight Group Flash 7d6

and add Autofire (5 shots; +½) and Reduced Endurance (½ END; +½). Total cost: 70 points.

7) Strobe Field: The character can project multiple blinding flashes of light that cover large areas. Decrease to Sight Group Flash 6d6 and add Area Of Effect (5” Radius; +1) and Autofire (5 shots; +½). Total cost: 75 points.

8) Stunning Flare: This beam of light is so intense that it overloads the victim’s optic nerves, causing pain as well as temporary blindness. Decrease to Sight Group Flash 8d6 and Energy Blast 4d6, NND (defense is Sight Group Flash Defense; +1) (40 Active Points); Linked (-½) (total cost: 27 points). 40 + 40 = 80 Active Points; total cost 40 + 27 = 67 points.

9) Retinal Burnout: This is a beam of light so powerful that it causes permanent blindness if it strikes the target’s eyes. Change to Major Transform 4d6 (sighted creature to blind creature; heal back through eye transplant or the like) (60 Active Points); Limited Target (beings with eyesight; -¼). Total cost: 48 points.

HOLOGRAMS

Effect: Sight Group Images, -2 to PER Rolls
Target/Area Affected: 8” Radius
Duration: Constant
Range: 140”
END Cost: 3

Description: The character’s control over light allows him to create holograms so real that they fool most people. However, they’re not tangible and emit neither odors nor sounds, which may give them away if the character isn’t careful.

Characters who are skilled at creating and manipulating holograms may also want to consider buying some of the powers in the *Illusions* category (page 116).

Game Information: *Sight Group Images, -2 to PER Rolls, Increased Size (8” radius; +¾). Total cost: 28 points.*

OPTIONS:

- 1) Enhanced Holograms:** Increase to -4 to PER Rolls. Total cost: 38 points.
- 2) Poorer Holograms:** Remove PER Roll modifier. Total cost: 17 points.
- 3) Larger Holograms:** Increase to 32” radius. Total cost: 36 points.
- 4) Smaller Holograms:** Decrease to 4” radius. Total cost: 24 points.



LASER BLAST

Effect: RKA 3d6

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can focus his light-bolts down into narrow beams, with all the photons facing in the same direction. This gives the beams tremendous cutting power.

Game Information: RKA 3d6 (45 Active Points); Beam (-1/4). Total cost: 36 points.

OPTIONS:

- 1) **Powerful Laser:** Increase to RKA 4d6. 60 Active Points; total cost 48 points.
- 2) **Weaker Laser:** Decrease to RKA 2d6. 30 Active Points; total cost 24 points.
- 3) **Cutting Laser:** This Laser Blast has even greater cutting power than normal. Add Armor Piercing (+1/2). 67 Active Points; total cost 54 points.
- 4) **Pulse Laser:** The character can fire a series of shorter laser beam blasts. Decrease to RKA 2 1/2d6 and add Autofire (5 shots; +1/2). 60 Active Points; total cost 48 points.
- 5) **Blinding Laser:** This form of Laser Blast causes

temporary blindness when aimed at the eyes. Add Sight Group Flash 3d6 (15 Active Points); Linked (-1/2), Requires A DEX Roll (assumes a roll of 14; -1/2) (total cost: 7 points). 45 + 15 = 60 Active Points; total cost 36 + 7 = 43 points.

6) **Realistic Laser Blast:** Most superhumans with Light powers can fire laser blasts powerful enough to cut through just about anything, but if you prefer a more "realistic" approach, add the Limitation *Blocked By Smoke Or Steam* (-1/4). 45 Active Points; total cost 30 points.

7) **Reflected Laser:** The character can "bounce" his Laser Blast off highly reflective surfaces (such as mirrors, polished metal, or calm bodies of water) to strike at a foe from any angle. Character also buys as a naked Advantage *Indirect* (always originates from character, but can strike target from any angle; +1/2) (22 Active Points); Requires Highly Reflective Surface, The Placement Of Which Dictates The Angle Of Attack (-1/2), Requires A Light Tricks Skill Roll (-1/2). Total cost: 11 points.

8) **Aiming Pulse:** The character can emit a short, extremely low-power laser pulse microseconds before firing his Laser Blast so that he can adjust his aim for maximum accuracy. Character also buys +5 OCV with Laser Blast (he could buy it for other attacks as well). Total cost: 10 points.

LIGHT BOLT

Effect: Energy Blast 8d6**Target/Area Affected:** One character**Duration:** Instant**Range:** 200"**END Cost:** 4

Description: The character can project a bolt of light so powerful that it strikes with an almost physical impact. It's even capable of knocking the target backwards in some instances.

Game Information: *Energy Blast 8d6. Total cost: 40 points.*

OPTIONS:

1) **Strong Light Bolt:** Increase to Energy Blast 12d6. Total cost: 60 points.

2) **Weak Light Bolt:** Decrease to Energy Blast 6d6. Total cost: 30 points.

3) **Blinding Bolt:** The brightness of the character's Light Bolt blinds his foes. Add Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). $40 + 20 = 60$ Active Points; total cost $40 + 13 = 53$ points.

4) **Optic Overload:** The character fires a specially-modulated pulse of light right into the victim's eyes, causing his brain to overload from pain and shock, stunning him. Decrease to Energy Blast 6d6 and add AVL (Flash Defense; +1½). Total cost: 75 points.

5) **Lightcone:** The character's Light Bolt actually takes the form of a short-range cone. Add Area Of Effect (9" Cone; +1) and No Range (-½). 80 Active Points; total cost 53 points.

6) **Pulse Bolts:** The character can fire a short series of pulsed Light Bolts at one or more targets. Decrease to Energy Blast 8d6 and add Autofire (3 shots; +¼) and Reduced Endurance (½ END; +½). Total cost: 70 points.

7) **Light Beam:** The character cannot widen his Light Bolt to improve its accuracy, and it has little kinetic impact. Increase to Energy Blast 12d6 and add Beam (-¼) and No Knockback (-¼). 60 Active Points; total cost 40 points.

LIGHTFIELD

Effect: Darkness to Sight Group, Personal Immunity**Target/Area Affected:** 5" radius**Duration:** Constant**Range:** 250"**END Cost:** 5

Description: The character can generate a field of light so brilliant and blinding that no one can see into, out of, or through it.

Game Information: *Darkness to Sight Group 4" radius, Personal Immunity (+¼). Total cost: 50 points.*

OPTIONS:

1) **Larger Field:** Increase to Darkness 6" radius. Total cost: 75 points.

2) **Smaller Field:** Decrease to Darkness 3" radius. Total cost: 37 points.

3) **Multiple Fields:** The character can create multiple smaller fields of blinding light. Add Autofire (5 shots; +½). Total cost: 70 points.

PHOTONIC AURA

Effect: Sight Group Flash 2d6, Damage Shield**Target/Area Affected:** One Hex**Duration:** Constant**Range:** Touch**END Cost:** 0

Description: The character can emit a small field of blinding light that fills the hex he stands in. Anyone who enters the hex becomes blinded.

In game terms, this power consists of a Damage Shield that has an Area Of Effect (One Hex) size, so that a victim doesn't necessarily have to touch the character to suffer the effects. (This requires the GM's permission, since it means the Area Of Effect should move with the character as he moves.) The GM should evaluate this power carefully before allowing it in the campaign, since it may cause game balance problems or set a bad precedent.

Game Information: *Sight Group Flash 2d6, Area Of Effect (One Hex; +½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½). Total cost: 35 points.*

OPTIONS:

1) **Brighter Aura:** Increase to Sight Group Flash 3d6. Total cost: 52 points.

DEFENSIVE POWERS

EYES OF LIGHT

Effect: Sight Group Flash Defense (20 points)**Target/Area Affected:** Self**Duration:** Persistent**Range:** Self**END Cost:** 0

Description: Because he has a body (including eyes) made of or sheathed in light, or simply due to long exposure to bright lights, the character is less vulnerable to the effects of bright lights than other characters.

Game Information: *Sight Group Flash Defense (20 points) (20 Active Points); Only Versus Flashes Based On Light (-¼). Total cost: 16 points.*

OPTIONS:

1) **Strong Eyes:** Increase to Sight Group Flash Defense (25 points). 25 Active Points; total cost 20 points.

2) **Weak Eyes:** Decrease to Sight Group Flash Defense (15 points). 15 Active Points; total cost 12 points.

3) Tough Eyes: Decrease to Sight Group Flash Defense (16 points), Hardened (+¼). 20 Active Points; total cost 16 points.

LIGHTBENDING

Effect: Invisibility to Sight Group, No Fringe

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can conceal himself by bending light waves around his body. Unless someone hears him or happens to bump into him accidentally, no one will ever know he's there.

Game Information: *Invisibility to Sight Group, No Fringe. Total cost: 30 points.*

OPTIONS:

1) Easy Lightbending: Add Reduced Endurance (0 END; +½). Total cost: 45 points.

2) Crude Lightbending: Remove No Fringe. Total cost: 20 points.

3) Group Lightbending: The character can extend his power so that he bends light around a group of his friends nearby. The character controls the power and pays the END cost. All the persons he wants to affect must remain within 4" of him at all times; if they move outside that zone, the power immediately ceases to effect them. Ordinarily the character should make one Attack Roll per person to apply the power, but if all the persons involved are willing and cognizant of what's going on, the GM can allow him to simply make one Attack Roll to affect them all at once. Add Usable As Attack (up to eight "targets," defense is refusal to have the power applied; +1 ¾), Ranged (4" range; +¼) (90 Active Points); Persons Affected Must Remain Within 4" Of Character Or Power Stops Working For Them (-½). Total cost: 60 points.

PHOTONIC SHIELD

Effect: Force Field (12 PD/18 ED/10 Sight Group Flash Defense)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can protect himself from harm with a force-field of glowing light. The field provides better protection against energy attacks than physical attacks, but also protects the character's eyes against bright glare.

Game Information: *Force Field (12 PD/18 ED/10 Sight Group Flash Defense). Total cost: 40 points.*

OPTIONS:

1) Strong Shield: Increase to Force Field (15 PD/20 ED/15 Sight Group Flash Defense). Total cost: 50 points.

2) Weak Shield: Decrease to Force Field (8 PD/14 ED/8 Sight Group Flash Defense). Total cost: 30 points.

PHOTONIC WALL

Effect: Force Wall (8 PD/8 ED/8 Sight Group Flash Defense)

Target/Area Affected: One character

Duration: Constant

Range: 300"

END Cost: 6

Description: Similar to Photonic Shield, this power allows the character to create a protective barrier of light.

Game Information: *Force Wall (8 PD/8 ED/8 Sight Group Flash Defense). Total cost: 60 points.*

OPTIONS:

1) Strong Wall: Increase to Force Wall (10 PD/10 ED/10 Sight Group Flash Defense). Total cost: 75 points.

2) Blinding Wall: The glare from the Photonic Wall keeps people from seeing through it. Character also buys as a naked Adder *Opaque* (Sight Group) (10 Active Points); Does Not Affect Characters With Sight Group Flash Defense (-½) (total cost: 7 points). 60 + 10 = 70 Active Points; total cost 60 + 7 = 67 points.

MOVEMENT POWERS

LIGHTSPEED TRAVEL

Effect: Flight 30"/ Teleportation 1" MegaScale/FTL Travel

Target/Area Affected: Self

Duration: Constant/Instant/Constant

Range: Self

END Cost: 6/5/0

Description: The character can transform himself into pure light for travel purposes. This makes it very easy to move long distances quickly. However, the character may need special visual powers (such as Light Manipulation, below) to see his destination so he doesn't overshoot it.

Game Information:

Cost Power

60 *Lightspeed Travel:* Multipower, 60-point reserve

6u 1) *Slow Lightspeed Travel:* Flight 30"

1u 2) *Atmospheric Lightspeed Travel:* Teleportation 1", MegaScale (1" = 30,000 km, can scale down to 1" = 1 km; +1 ¾)

1u 3) *Space Lightspeed Travel:* FTL Travel (1 LY/year)

Total cost: 68 points.

THE REALM OF LIGHT

One interesting possibility for a character who can transform himself into light is the ability to travel along fiber optic cables as light pulses. You can buy this as a form of Extra-Dimensional Movement similar to Cybertravel (page 48), but with the dimension being "the world's fiber optic cable network." Additionally, the character could buy a limited form of the Erase/Alter Records power (page 45) to reflect his ability to change or re-arrange the pulses of light that carry information over fiber optic cable, or perhaps even on compact discs.

SENSORY POWERS

DETECT INVISIBILITY

Effect: Detect Invisibility
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's innate awareness of light and its properties allows him to detect when someone is bending light to become invisible.

The GM should evaluate this power carefully before allowing it in the game, since it could effectively make most forms of Invisibility to Sight Group, and perhaps some applications of Invisible Power Effects, useless.

Game Information: *Detect Invisibility* (INT Roll) (no Sense Group), Discriminatory, Range, Sense, Targeting (25 Active Points); *Can Only Perceive Invisibility Based On Bending Light* (-½). Total cost: 17 points.

LIGHT MANIPULATION

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent/Constant
Range: Varies
END Cost: Varies

Description: This ability represents a suite of powers; Light-based characters can purchase as many of them as they wish, in whatever order they wish. All involve bending and manipulating light waves to carry visual information to the character. The Far-Off Light power is particularly useful for characters who can travel at lightspeed.

Game Information:

Cost	Power
5	<i>Enhanced Light:</i> Nightvision
10	<i>Surrounding Light:</i> Increased Arc Of Perception (360 Degrees) for Sight Group
45	<i>Distant Light:</i> +30 versus Range Modifier for Sight Group
62	<i>Far-Off Light:</i> Multipower, 62-point reserve
3u	1) <i>Far-Off Light I:</i> Clairsentience (Sight Group), 8x Range (800")
6u	2) <i>Far-Off Light II:</i> Clairsentience (Sight Group), 2x Range (200"), MegaScale (1" = 1,500 km, can scale down to 1" = 1 km; +1½)

MISCELLANEOUS POWERS

BODY OF LIGHT

Effect: Desolidification, Only Through Non-Opaque Objects
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body

into light, thus allowing him to pass through solid objects that aren't opaque (like glass or plexi-glass) as well as through tiny spaces of air (such as through a pipe or between the bars of a jail cell). However, the character retains the normal immunity from damage conferred by Desolidification even if there are no translucent or transparent materials for him to pass through. The *Only Through Non-Opaque Objects* Limitation is a form of the *Cannot Pass Through Solid Objects* Limitation, and all the appropriate rules for that Limitation apply.

In addition to this basic power, a character who can change into light-form should have several other powers described in this section — Lightspeed Travel, at a minimum.

Game Information: *Desolidification* (affected by light or darkness attacks) (40 Active Points); *Only Through Non-Opaque Objects* (-¼). Total cost: 32 points.

OPTIONS:

- 1) Easy Lightform:** Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 48 points.
- 2) Safe Lightform:** While in his light form, the character does not suffer from ordinary human weaknesses such as the need to breathe and sleep, and he can survive in hostile environments. He still needs to eat, but "eats" pure light instead of physical food. Add Life Support: Total (except for Diminished Eating) (42 Active Points); Linked (-¼). Total cost: 34 points.
- 3) Permanent Lightform:** The character is always in light form; he has no normal physical body. Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½). 90 Active Points; total cost 51 points.

CREATE LIGHT

Effect: Images to Sight Group, +4 to PER Rolls, Only To Create Light
Target/Area Affected: 8" Radius
Duration: Constant
Range: 190"
END Cost: 4

Description: The character can illuminate an area, making it easier for everyone to see.

Game Information: *Images to Sight Group*, +4 to PER Rolls, *Increased Size* (8" radius; +¾) (38 Active Points); *Only To Create Light* (-1). Total cost: 19 points.

OPTIONS:

- 1) Wider Light:** Increase to 32" radius. 49 Active Points; total cost 24 points.
- 2) Smaller Light:** Decrease to 2" radius. 27 Active Points; total cost 13 points.

LUCK POWERS



This rare and unusual category of powers represents abilities possessed by character who are preternaturally lucky or who can manipulate probability in various ways. Because the concept of “luck” and probability manipulation are so nebulous and open-ended, they’re often difficult to handle or adjudicate in game terms. After all, in theory a character in a *Champions* campaign could spontaneously, through “luck,” suddenly develop just about any sort of superpower — it’s incredibly improbable, but not necessarily impossible.

To keep the situation from getting too out of control, most GMs prefer that players build luck-based characters in one of two ways. The first is simply to buy several dice of the Power *Luck*, such as:

LUCK OF HEROES

Effect: Luck 6d6
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is phenomenally lucky. Somehow things almost always seem to go his way.

Game Information: *Luck 6d6. Total cost: 30 points.*

OPTIONS:

- 1) **Really Lucky:** Increase to Luck 8d6. Total cost: 40 points.
- 2) **Damn Lucky:** Increase to Luck 10d6. Total cost: 50 points.
- 3) **Godawful Lucky:** Increase to Luck 12d6. Total cost: 60 points.

Buying lots of Luck keeps probability manipulation powers from getting too out of hand. But it also leaves the result of any successful use of the power in the GM’s hands more than many players or GMs are comfortable with. So, instead or in addition, some luck-based characters have a Variable Power Pool (or other Power Framework) of “Luck Effects” that they can call on. In some cases they can activate the powers consciously (direct probability manipulation); in others, they simply happen without any input from the character. The latter powers, built with the *Trigger Advantage* and the *No Conscious Control* and *Only Works Once Per Scene* Limitation so they can occur instantly and automatically, fall under the GM’s control; he decides when they activate and what happens when they do. He has to decide what constitutes a “scene” during the game; most combats count as one scene.

Most of the powers described below are written up as “direct probability manipulation” powers, for ease of game play. If you want to remove them from the character’s control, buy the “uncontrollable” option instead. Alternately, you could add the *Requires A Luck Roll* Limitation to just about any of these powers. Reduce the value of the Limitation by ½ to eliminate the Active Point penalty to the roll (unless the GM can devise an acceptable method to restrict the Luck roll based on the power’s Active Points). Typically a character can attempt to use any such power at will (*i.e.*, he does not have to wait until the GM would ordinarily allow him a Luck roll to use them), but he still has to succeed with the roll.

OFFENSIVE POWERS

CLUMSY IN COMBAT

Effect: -5 OCV
Target/Area Affected: One character
Duration: Constant
Range: 25”
END Cost: 0

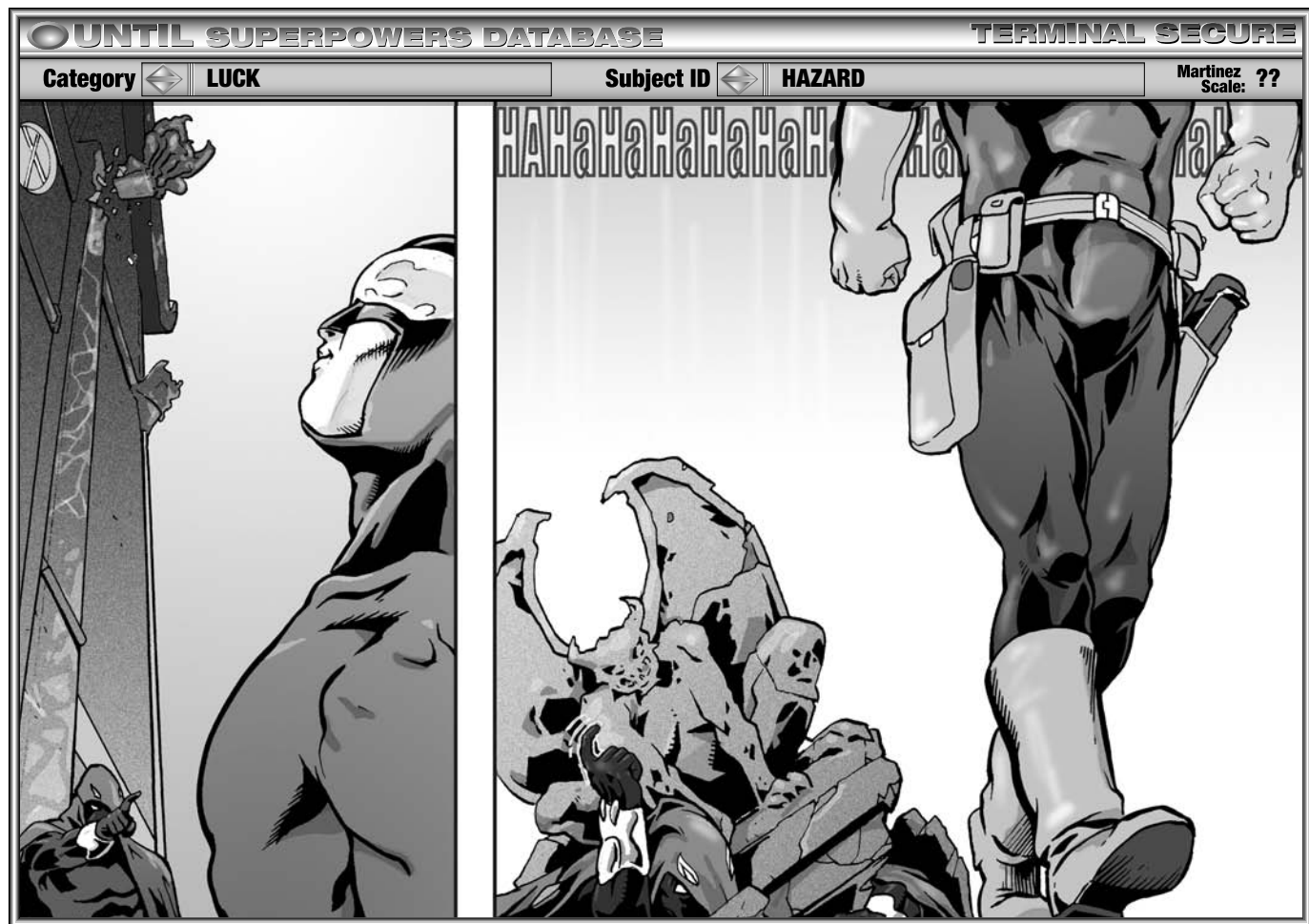
Description: The character can cause an opponent to become so clumsy and unlucky in combat that he significantly impairs the opponent’s accuracy.

This power requires the GM’s permission, since it uses the optional rules for negative Combat Skill Levels.

Game Information: *Negative Combat Skill Levels (-5 to opponent’s OCV), Ranged (25” only; +¼), Reduced Endurance (0 END; +½). Total cost: 44 points.*

OPTIONS:

- 1) **Even Clumsier:** Increase to -8 OCV. Total cost: 70 points.
- 2) **Not Quite So Clumsy:** Decrease to -3 OCV. Total cost: 26 points.
- 3) **Unfortunate Opening:** The target’s accuracy remains unimpaired, but he has a much harder time defending himself. Replace -5 OCV with -5 DCV. Total cost: 44 points.
- 4) **Complete Combat Clumsiness:** Both the target’s accuracy and defensiveness suffer. Substitute -3 OCV and -3 DCV for -5 OCV. Total cost: 52 points.
- 5) **Clumsy In Combat Variant:** The standard form of this power is built with the optional rules for Negative Combat Skill Levels. If you don’t use that



rule, you can substitute the following: Drain DEX 4d6, Ranged (25" only; +¼), Reduced Endurance (0 END; +½) (70 Active Points); Only To Reduce Target's CV (-½). Total cost: 47 points.

6) Uncontrollable Combat Clumsiness: The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 50 Active Points; total cost 14 points.

ENVIRONMENTAL MAYHEM

Effect: Energy Blast 8d6, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 25"
END Cost: 0

Description: The character's incredible luck makes life tough for his opponents. Somehow the environment ends up hurting them — pots fall off of ledges onto their heads, a column breaks and part of the roof collapses on them, they trip and hit their heads on rocks, and so forth. This effect only works in situations where the GM thinks it's appropriate (thus the OIF Limitation); sometimes there's nothing that could accidentally hurt an enemy.

As a Side Effect, this power causes minor amounts of damage to the local environment — the breaking of things that fall on the victim and so forth. The GM decides exactly what happens. Unless it's dramatically appropriate and won't unbalance the game, the damage to the environment should not be significant; it shouldn't, for example, cause an entire building to collapse.

Game Information: Energy Blast 8d6, Indirect (+¾), Reduced Endurance (0 END; +½) (90 Active Points); OIF (environmental objects of opportunity; -½), Limited Range (25"; -¼), Side Effects (miscellaneous minor damage to the environment, automatically occurs; -0), Only Does Knockdown (-0). Total cost: 51 points.

OPTIONS:

1) Uncontrollable Environmental Mayhem: The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 100 Active Points; total cost 23 points.

MALFUNCTION

Effect: Dispel Technological Object 12d6

Target/Area Affected: One object

Duration: Instant

Range: 25"

END Cost: 4

Description: Sadly for the character's enemies, their gadgets and technology have a tendency to break down and malfunction when they're near the character.

Game Information: *Dispel Technological Object 12d6, any Device power one at a time (+1/4) (45 Active Points); Limited Range (25"; -1/4). Total cost: 36 points.*

OPTIONS:

- 1) **Bad Malfunction:** Increase to Dispel 16d6. 60 Active Points; total cost 48 points.
- 2) **Really Bad Malfunction:** Increase to Dispel 20d6. 75 Active Points; total cost 60 points.
- 3) **Extensive Malfunctions I:** The character can cause many functions of a device to stop working. Increase to any two Technological Object powers simultaneously (+1/2). 54 Active Points; total cost 43 points.
- 4) **Extensive Malfunctions II:** Like Extensive Malfunctions I, but any four Technological Object powers simultaneously (+1). 72 Active Points; total cost 58 points.
- 5) **Extensive Malfunctions III:** Like Extensive Malfunctions I, but all Technological Object powers simultaneously (+2). 108 Active Points; total cost 86 points.
- 6) **Uncontrollable Malfunctions:** The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+1/4), Only Works Once Per Scene (-1/2), and No Conscious Control (-2). 54 Active Points; total cost 14 points.

SLIP, TRIP, AND FALL

Effect: Change Environment, -5 to DEX Rolls

Target/Area Affected: One character

Duration: Instant

Range: 25"

END Cost: 0

Description: Somehow, the character's enemies just don't seem to have as much grace and agility as normal. When they get near him, they're sometimes prone to tripping over their feet, accidentally dropping held objects, and other such clumsiness.

When a character uses this power, the GM should have the target make a DEX Roll. If the target fails the roll, he does something clumsy and graceless — falls down, drops his fusion pistol, or the like. Since the power does not "attach" to the character and move with him as he moves, it's a minor, one-time effect.

Game Information: *Change Environment 1" radius, -5 to DEX Rolls, Reduced Endurance (0 END; +1/2) (25 Active Points); Instant (-1/2), Limited Range (25"; -1/4), Only Affects One Character (-1/2). Total cost: 11 points.*

OPTIONS:

- 1) **Really Clumsy:** Increase to -8 to DEX Rolls. 39 Active Points; total cost 17 points.
- 2) **Not Quite So Clumsy:** Decrease to -3 to DEX Rolls. 16 Active Points; total cost 7 points.
- 3) **Butterfingers:** The power doesn't make characters fall down, it just makes them prone to dropping held objects. Add Only To Make Target Drop Held Objects (-1/2). 25 Active Points; total cost 9 points.
- 4) **Ongoing Clumsiness:** The character can "attach" the clumsiness effect to a target, so that it follows him and continues to affect him as he moves. Add Usable As Attack (defense is Luck, probability manipulation powers, or Power Defense; +1) and Ranged (25" only; +1/4) and remove Limited Range (-1/4). 47 Active Points; total cost 23 points.
- 5) **Uncontrollable Clumsiness:** The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+1/4), Only Works Once Per Scene (-1/2), and No Conscious Control (-2). 30 Active Points; total cost 6 points.

UNLUCKY BREAK

Effect: Major Transform 3d6 (inflict Unluck)

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can alter probability to make another character particularly unlucky. The effect typically lasts for about a month.

Game Information: *Major Transform 3d6 (person into person with Unluck 3d6; heals back normally) (45 Active Points); Limited Target (humans; -1/2). Total cost: 30 points.*

OPTIONS:

- 1) **Fast Break:** Increase to Major Transform 5d6. 75 Active Points; total cost 50 points.
- 2) **Slow Break:** Decrease to Major Transform 2d6. 30 Active Points; total cost 20 points.
- 3) **Touch Of Ill Fortune:** The character has to touch the target to manipulate the target's personal probability field. Add No Range (-1/2). Total cost: 22 points.
- 4) **Unluck For Everyone:** The character can affect the personal probability fields of beings besides humans. Change to Limited Target (living creatures and sentient beings; -1/4). Total cost: 36 points.

SUBJECT ID: HAZARD

"Quantifying luck powers is harder than I ever thought it would be! I mean, "luck" itself is hard enough to define or analyze, I suppose, but then you have to consider the fact that a superhuman's preternatural luck would probably keep him safe from people who want to find out too much about him. Every time I thought I was getting close, something got in the way and I ended up with nada.

"Then, I guess my own luck kicked in. While on my lunch break one day, completely by chance I ran across a confrontation between Nighthawk and Hazard. I had my gear with me, including my camera, so I started taking readings... but it wasn't much of a fight, as the pictures show. Not much data, either, unfortunately. Back to the drawing board, I guess...."

—From the personal log of Agent Jessica Murrow

DEFENSIVE POWERS

LUCKY WARRIOR

Effect: Armor (15 PD/15 ED), Hardened
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character has extraordinary luck when it comes to evading blows. Somehow, attacks that ought to inflict serious injuries either just miss him, or only nick him.

This power is just a form of the Talent *Combat Luck* writ large. The *Luck-Based* Limitation functions as described for that Talent.

Game Information: *Armor (15 PD/15 ED), Hardened (+¼) (56 Active Points); Luck-Based (-½), Nonpersistent (-¼). Total cost: 32 points.*

OPTIONS:

- 1) **Really Lucky Warrior:** Increase to Armor (20 PD/20 ED). 75 Active Points; total cost 43 points.
- 2) **Not As Lucky Warrior:** Decrease to Armor (10 PD/10 ED). 37 Active Points; total cost 21 points.
- 3) **Lucky Warrior Variant:** Substitute Physical and Energy Damage Reduction, Resistant, 50%. 60 Active Points; total cost 34 points.

MISSED ME!

Effect: +8 DCV
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's preternatural luck keeps him safe from most attacks in combat. Somehow he never seems to get hit — he bends over to tie his shoelace just in time for a bullet to zing over his lowered head, someone jostles an attacker's arm just as he shoots an energy bolt at the character, and the like.

Game Information: +8 DCV. Total cost: 40 points.

SENSORY POWERS

I'VE GOT A FUNNY FEELING ABOUT THIS...

Effect: Danger Sense (self only, out of combat) (INT Roll)
Target/Area Affected: One character
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's luck makes him unusually aware of dangerous phenomena. His "hunches" about what might be wrong are often completely correct.

Game Information: *Danger Sense (self only, out of combat) (INT Roll). Total cost: 20 points.*

OPTIONS:

- 1) **Local Hunches:** Dangers to other people and things near the character can trigger his hunches. Change to immediate vicinity. Total cost: 25 points.
- 2) **Heightened Hunches:** Increase to INT Roll +3 and add Sense. Total cost: 25 points.

MAGNETISM POWERS



Magnetism powers give a character the ability not only to affect magnetic force directly — for example, to fire magnetic blasts, erect protective shields of magnetic energy, or fly by harnessing magnetic fields — but to manipulate metallic objects by “picking them up” with magnetism and moving them. Scientifically, they relate closely to Electricity Powers and Gravity Powers; a character with one type of these powers could easily develop the other type(s) if appropriate. Additionally, characters with Magnetism Powers could buy many Telekinetic Powers with Limitations like *Requires Ferrous Metals* or *Only Works On Ferrous Metals* (typically a $-\frac{1}{2}$, but sometimes a -1 ; see below for examples). Ferrous metals include iron, steel, and compounds containing those metals; they do not, unfortunately, include lead (of which bullets are made), copper, tin, aluminum, or zinc. However, some magnetokinetic superhumans seem to have the ability to manipulate any metal, ferrous or not (a $-\frac{1}{4}$ Limitation).

BASIC POWERS

MAGNETOKINESIS

Effect: Telekinesis (40 STR), *Only Works On Ferrous Metals*

Target/Area Affected: One character or object

Duration: Constant

Range: 300"

END Cost: 6

Description: The most basic of Magnetism powers, the one from which all others typically derive, is the ability to move and manipulate ferrous metal objects without touching them.

Characters interested in buying “Magnetokinesis Tricks” — special applications of Magnetokinesis built with other Powers — should look at Telekinetic Powers (page 220). By applying either the *Only Works On Ferrous Metals* or *Requires Ferrous Metals* Limitation to them, you can convert them into Magnetokinesis Tricks.

Game Information: *Telekinesis (40 STR)* (60 Active Points); *Only Works On Ferrous Metals* ($-\frac{1}{2}$). Total cost: 40 points.

OPTIONS:

1) Strong Magnetokinesis: Increase to Telekinesis (60 STR). 90 Active Points; total cost 60 points.

2) Weak Magnetokinesis: Decrease to Telekinesis (30 STR). 45 Active Points; total cost 30 points.

3) Precise Magnetokinesis: The character’s control over magnetic energy is so well-developed that he can perform tasks requiring a high degree of dexterity. Add Fine Manipulation. 70 Active Points; total cost 47 points.

OFFENSIVE POWERS

ELECTROMAGNETIC PULSE

Effect: Dispel Electrical Device Powers 8-20d6/Drain Electricity Powers 2d6

Target/Area Affected: One character or device

Duration: Instant

Range: 360"/375"/350"

END Cost: 7

Description: The character projects a pulse of electromagnetic energy that disrupts the flow of electricity. This has two effects. The first, and most important, is to shut off electrical devices by frying their circuitry. The second is to temporarily diminish or de-activate electricity-based superpowers.

Game Information:

Cost Powers

75 *Electromagnetic Pulse:* Multipower, 75-point reserve

7u 1) *General EMP Versus Devices:* Dispel Electricity Powers 8d6, all Electricity Powers simultaneously (+2)

7u 2) *Focused EMP Versus Devices:* Dispel Electricity Powers 20d6, any Electricity Power one at a time ($+\frac{1}{4}$)

7u 3) *EMP Versus Characters:* Drain Electricity Powers 2d6, all Electricity Powers simultaneously (+2), Ranged ($+\frac{1}{2}$)

Total cost: 96 points

OPTIONS:

1) Broad Electromagnetic Pulse I: The character’s EMP affects every electrical device or power around him. Change to:

112 *Electromagnetic Pulse:* Multipower, 112-point reserve

7u 1) *General EMP Versus Devices:* Dispel Electricity Powers 8d6, all Electricity Powers simultaneously (+2), Area Of Effect (8" Radius; +1), Personal Immunity ($+\frac{1}{4}$); No Range ($-\frac{1}{2}$)

7u 2) *Focused EMP Versus Devices:* Dispel Electricity Powers 15d6, any Electricity Power one at a time ($+\frac{1}{4}$), Area Of Effect (7" Radius; +1), Personal Immunity ($+\frac{1}{4}$); No Range ($-\frac{1}{2}$)

8u 3) *EMP Versus Characters:* Drain Electricity



Powers 2d6, all Electricity Powers simultaneously (+2), Area Of Effect (7" Radius; +1), Personal Immunity (+¼)

Total cost: 134 points

2) **Broad Electromagnetic Pulse II:** As Broad EMP I, but functions at range. Remove No Range (-½) from the first two slots. **Total cost: 141 points.**

FERROUS DISRUPTION

Effect: Dispel Ferrous Metal Powers 16d6, RKA 3d6, Only Versus Ferrous Metals

Target/Area Affected: One character/object

Duration: Instant

Range: 300"/335"

END Cost: 6/7

Description: The character's powers allow him to disintegrate or rip apart objects made of ferrous metals. In the case of characters who have powers based on ferrous metals (such as golems with metal bodies, or characters who can transform their hands into metal claws), the GM has to determine the exact effects of the Dispel. The victim may be able to re-activate the power instantly, or it may take him a short time (one Full Phase, perhaps) to re-form the metallic part of his body or get the power working again.

Game Information:

Cost Power

67 *Ferrous Disruption:* Multipower, 67-point reserve

6u 1) *Ferrous Disruption I:* Dispel Ferrous Metal Powers 16d6, any Ferrous Metal power

one at a time (+¼)

3u 2) *Ferrous Disruption II:* RKA 3d6, Penetrating (+½); Only Versus Ferrous Metals (-1)

Total cost: 76 points.

OPTIONS:

1) **Enhanced Disruption:** Increase reserve to 90 points, slot one to any two Ferrous Metal powers simultaneously, and slot two to RKA 4d6. **Total cost: 101 points.**

2) **Disruption Touch:** The character has to touch ferrous metal to disintegrate it. Add No Range (-½) to both slots and to the reserve. **Total cost: 52 points.**

GAUSS BLAST

Effect: Energy Blast 9d6, RKA 3d6

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character uses his control over magnetism to pick up small metal objects and "throw" them at a target with tremendous force.

Game Information:

Cost Power

30 *Gauss Blast:* Multipower, 45-point reserve; all OIF (-½)

3u 1) *Blunt Object Gauss Blast:* Energy Blast 9d6; OIF (small, blunt ferrous metal objects of opportunity; -½)

- 3u 2) *Sharp Object Gauss Blast*: RKA 3d6; OIF (small, sharp ferrous metal objects of opportunity; -½)

Total cost: 36 points.

OPTIONS:

- 1) **Strong Gauss Blast**: Increase reserve to 60 points, slot one to Energy Blast 12d6, and slot two to RKA 4d6. Total cost: 48 points.
- 2) **Weak Gauss Blast**: Decrease reserve to 40 points, slot one to Energy Blast 8d6, and slot two to RKA 2½d6. Total cost: 33 points.
- 3) **Gauss Blast Variant**: As Weak Gauss Blast, but increase reserve to 60 points and add Armor Piercing (+½) to both slots. Total cost: 48 points.
- 4) **Rapid-Fire Gauss Blast**: If the character has enough small metal objects available, he can quickly shoot several of them at one target, or one each at multiple targets. As Weak Gauss Blast, but increase reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 48 points.

INTENSE MAGNETIC FIELD

Effect: Change Environment, -4 to Radio Group PER Rolls

Target/Area Affected: 32" radius

Duration: Constant

Range: 195"

END Cost: 4

Description: The character can create a field of intense magnetic energy that interferes with the use of radar, the transmission or reception of radio waves, and the functioning of other Radio Group senses.

Game Information: *Change Environment 32" radius, -4 to Radio Group PER Rolls. Total cost: 39 points.*

OPTIONS:

- 1) **More Intense Interference**: Increase to -6 to Radio Group PER Rolls. Total cost: 45 points.
- 2) **Weaker Interference**: Decrease to -2 to Radio Group PER Rolls. Total cost: 33 points.
- 3) **Larger Field**: Increase to 125" radius. Total cost: 49 points.
- 4) **Smaller Field**: Decrease to 8" radius. Total cost: 29 points.

MAGNETIC BLAST

Effect: Energy Blast 8d6

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Description: The character can project a bolt of pure, concentrated magnetic energy to injure his foes.

Game Information: *Energy Blast 8d6. Total cost: 40 points.*

OPTIONS:

- 1) **Strong Magnetic Blast**: Increase to Energy Blast 12d6. Total cost: 60 points.
- 2) **Weak Magnetic Blast**: Decrease to Energy Blast 6d6. Total cost: 30 points.
- 3) **Metal-Shredding Magnetic Blast**: The character's bolt of magnetic force is particularly effective against metal targets, or targets protected by metallic armor. Increase to Energy Blast 9d6 and add Energy Blast +5d6 (25 Active Points); Only Versus Metal Or Metal-Protected Targets (-1) (total cost: 12 points). 45 + 25 = 70 Active Points; total cost 45 + 12 = 57 points.
- 4) **Radio-Interfering Magnetic Blast**: The energies of the character's magnetic blast creates static that blocks the use of Radio Group senses for a short time. Add Radio Group Flash 6d6 (18 Active Points); Linked (-½) (total cost: 12 points). 40 + 18 = 58 Active Points; total cost 40 + 12 = 52 points.

METALLIC WRAP-UP

Effect: Entangle 6d6, 6 DEF, Requires Ferrous Metals

Target/Area Affected: One character

Duration: Instant

Range: 300"

END Cost: 6

Description: If the character has a sufficient supply of ferrous metals available — a length of chain-link fence, girders from a construction site, railroad tracks, chains, scrap metal, car bodies, or the like — he can wrap them around someone, preventing that person from moving or attacking.

Game Information: *Entangle 6d6, 6 DEF (60 Active Points); Requires Sufficient Supply Of Ferrous Metals Within 10" Of Target (-1). Total cost: 30 points.*

OPTIONS:

- 1) **Tougher Wrap-Up**: While he wraps the target up, the character magnetically strengthens and enhances the metal used, making it even harder for the target to escape. Increase to Entangle 8d6, 8 DEF. 80 Active Points; total cost 40 points.
- 2) **Weaker Wrap-Up**: The process of moving and bending the metals weakens them, making them more brittle and thus easier to break out of. Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 20 points.
- 3) **Wriggling Free**: The metals don't wrap around the character too tightly. If he can just loosen them a little, he can squirm free. Add Entangle Has 1 BODY (-½). Total cost: 24 points.

PAIN IN VEIN

Effect: Ego Attack 4d6, NND, Based On CON

Target/Area Affected: One character

Duration: Instant

Range: 400"

END Cost: 8

SUBJECT ID: UNKNOWN

"This photograph, taken by an employee of *SuperWorld Magazine*, shows how effective magnetism powers can be against law enforcement personnel (including UNTIL agents). Not only does the criminal's magnetic power remove the officers' means of forcing her to comply with their commands, but she hits one of them in the head with his own gun in the process!"

"Squads who intend to try to capture villains such as Lodestone should contact Logistics & Supply about obtaining all-plastic versions of standard UNTIL weapons. The agency has relatively few of these, and issues them only in situations of clear need... but they'll keep the target from breaking or taking away your weapon."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

Description: The character's control of magnetic energy is so precise that he can disrupt the flow of blood within the human body, causing intense headaches and pain.

Game Information: *Ego Attack 4d6, NND (defense is not having blood, a Magnetism-based Force Field or Force Wall, or Power Defense; +1) (80 Active Points); Based On CON (-1). Total cost: 40 points.*

OPTIONS:

- 1) **Intense Pain:** Increase to Ego Attack 6d6. 120 Active Points; total cost 60 points.
- 2) **Milder Pain:** Decrease to Ego Attack 3d6. 60 Active Points; total cost 30 points.
- 3) **Chronic Pain:** The character can maintain the disruption effect, causing the victim to experience ongoing agony. At the GM's option, extended use of this power may cause the victim to develop gangrene in the extremities. Decrease to Ego Attack 2d6 and add Continuous (+1). 60 Active Points; total cost 30 points.

STUCK UP

Effect: Telekinesis (30 STR)
Target/Area Affected: One character
Duration: Uncontrolled
Range: 335"
END Cost: 3

Description: The character can fire a pulse of magnetic energy that causes two ferrous metal objects to cling to each other until the power of the pulse dissipates (or until someone with sufficient STR pulls them apart by winning a STR versus STR Contest).

For this power to work, the two objects have to be relatively close to each other. The heavier of the two, or the one that's firmly attached to the ground or some other object, counts as the "anchor" for the power; the other object moves to it. (The character may also define himself as the anchor.) Determine the moving object's weight, then use the Throwing Table on page 35 of the *HERO System 5th Edition, Revised* to determine how far the character can move it as a Running Throw with 30 STR. The object must be no further away than that for the power to work. When the character successfully uses the power, the moving object instantly crosses the intervening space and attaches itself to the "anchor." If the moving object is itself attached to something (e.g., a metal gauntlet worn by a 100 kg character; a metal statue bolted to a 400 kg stone pedestal), add the attached object's weight to that of the metal object to determine the distance it can move with this power.

Game Information: *Telekinesis (30 STR), Reduced Endurance (½ END; +¼), Uncontrolled (turned off by applying a countervailing magnetic energy, a mild electric spark, or water, or by using STR to separate them; +½) (79 Active Points); Affects Whole Object (-¼), Only To "Attach" Ferrous Metal To Nearby Ferrous Metal (-1). Total cost: 35 points.*

OPTIONS:

- 1) **Strong Sticking:** Increase to Telekinesis (40 STR). 105 Active Points; total cost 47 points.
- 2) **Weak Sticking:** Decrease to Telekinesis (20 STR). 52 Active Points; total cost 23 points.
- 3) **Group Attraction:** The character defines a single piece of metal as his "anchor" (he may also define himself as the anchor). All metal objects weighing 400 kg or less that are within 5" of the "anchor" instantly travel to and stick to it. Decrease to Telekinesis (20 STR) and add Area Of Effect (5" Radius, with the "anchor" at the center; +1). 82 Active Points; total cost 36 points.

DEFENSIVE POWERS

MAGNETIC REPULSION

Effect: Missile Deflection (all physical attacks) plus Reflection (any target), Only Works Against Ferrous Attacks

Target/Area Affected: One character

Duration: Constant

Range: Self/150"

END Cost: 1/3

Description: The character's control over magnetism allows him to repel ferrous metal missiles fired at him, and even to re-direct such missiles at the person who fired them or any other convenient target.

Game Information: *Missile Deflection (all physical attacks) (15 Active Points); Only Works Against Ferrous Attacks (-1) (total cost: 7 points) plus Missile Reflection (at any target) (30 Active Points); Only Works Against Ferrous Attacks (-1) (total cost: 15 points). Total cost: 22 points.*

OPTIONS:

- 1) **Improved Magnetic Repulsion:** Add +4 with Missile Deflection. Total cost: +8 points.
- 2) **Expanded Magnetic Repulsion:** The character can use his power to protect his friends as well. Add the Range (+1) Advantage to Missile Deflection. 30 + 30 = 60 Active Points; total cost 15 + 15 = 30 points.

MAGNETIC SHIELD

Effect: Force Field (20 PD/20 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can manipulate magnetic energy to create a protective field around himself.

Game Information: *Force Field (20 PD/20 ED). Total cost: 40 points.*

OPTIONS:

- 1) **Stronger Magnetic Shield:** Increase to Force Field (30 PD/30 ED). Total cost: 60 points.
- 2) **Weaker Magnetic Shield:** Decrease to Force Field (15 PD/15 ED). Total cost: 30 points.

MAGNETIC WALL

Effect: Force Wall (10 PD/10 ED; 3" long)

Target/Area Affected: Varies

Duration: Constant

Range: 270"

END Cost: 5

Description: The character can create a barrier of magnetic energy to shield himself (and sometimes his comrades) from attack.

Game Information: *Force Wall (10 PD/10 ED; 3" long). Total cost: 54 points.*

OPTIONS:

- 1) **Strong Wall:** Increase to Force Wall (12 PD/12 ED; 5" long and 2" tall). Total cost: 70 points.
- 2) **Weak Wall:** Decrease to Force Wall (8 PD/8 ED; 3" long). Total cost: 44 points.
- 3) **Larger Wall:** Add +2" length and +1" height. Total cost: 60 points.

MOVEMENT POWERS

MAGNETIC BONDING

Effect: Clinging (normal STR +30), Can Only Cling To Ferrous Metals

Target/Area Affected: Self

Duration: Constant

Range: Touch

END Cost: 0

Description: Although not strictly a Movement Power, this ability is primarily used to assist a character's movement. It allows him to cling to any metal object like a fly clings to a wall. He could, for example, walk right up the side of a steel-frame skyscraper (provided the steel "skeleton" were near the building's surface), or attach himself to the hull of a steel-framed vehicle and ride along.

Game Information: *Clinging (normal STR +30) (20 Active Points); Can Only Cling To Ferrous Metals (-1). Total cost: 10 points.*

MAGNETIC FORCE RIDING

Effect: Flight 20"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: By manipulating the Earth's magnetic field, the character can pick himself up and fly through the air.

At the GM's option a character using this power moves slightly faster (+1-2") when flying

north or south, and slightly slower (-1-2") when flying east or west.

Game Information: *Flight 20". Total cost: 40 points.*

OPTIONS:

- 1) **Fast Force Riding I:** Increase to Flight 30". Total cost: 60 points.
- 2) **Fast Force Riding II:** Increase to Flight 20", x8 Noncombat. Total cost: 50 points.
- 3) **Slow Force Riding:** Decrease to Flight 15". Total cost: 30 points.
- 4) **True Force Riding:** The character has such precise control over magnetic fields that he can turn on a dime. Add No Turn Mode (+¼). Total cost: 50 points.

SENSORY POWERS

ELECTROMAGNETIC RADAR

Effect: Radar

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can emit pulses of electromagnetic energy, then "read" the pulses as they bounce off objects and return to him to perceive the world around him without having to use his eyes. The presence of large amounts of physical matter around him — such as when he's in a sandstorm, rainstorm, or blizzard — may create "static" that hinders or blinds this radar. Also, it does not work in an intense magnetic field or other conditions which hinder Radio Group senses.

Game Information: *Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees). Total cost: 25 points.*

OPTIONS:

- 1) **Enhanced Electromagnetic Radar I:** Add +3 to Radar-Sense PER Rolls. Total cost: 28 points.
- 2) **Enhanced Electromagnetic Radar II:** Add Telescopic (+8 versus Range Modifier). Total cost: 29 points.

MAGNETIC FIELD AWARENESS

Effect: Spatial Awareness

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's innate awareness of magnetic fields, and how the presence of objects alters those fields, allows him to perceive things the naked eye cannot.

Game Information: *Spatial Awareness (INT Roll) (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range. Total cost: 42 points.*

**SUBJECT ID:
LODESTONE**

“Subject Lodestone was located and studied during a foiled attempt to rob a bank in Millennium City. When this agent arrived on-scene, he found Lodestone in a stand-off with police, whom the bank’s manager had summoned via silent alarm. After deflecting their bullets with a personal shield of magnetic force, Lodestone tried to scare them off by picking up a police car, crushing it, and hurling the remains at them. It worked; while they (and this agent) were running and ducking for cover, Lodestone escaped — but fortunately without his intended loot.”

—USPD field research notes by Agent Luther Rhodes

MISCELLANEOUS POWERS**COLD WEATHER ENHANCEMENT**

Effect: Aid 3d6, all Magnetism Powers simultaneously, *Only In Cold Conditions*

Target/Area Affected: Self

Duration: See text

Range: Self

END Cost: 0

Description: Cold temperatures enhance magnetism. Whenever the character is in cold conditions, his magnetic powers become stronger. “Cold conditions” are defined in two ways. First, any temperature of 40° Fahrenheit (4° Celsius) or below constitutes “cold conditions.” At the GM’s option, the gain may be proportionate to the temperature — the character gains Aid 1d6 from 30-40° F, Aid 2d6 from 20-29° F, and Aid 3d6 at 19° F and below. Second, any time the character is attacked with, or otherwise directly exposed to the effects of an Ice/Cold Power, he experiences “cold conditions”; however, the conditions only last as long as the power remains in effect (in the case of Instant Powers, the Aid applies for the character’s next Full Phase).

In either case, the effect of this power occurs automatically; the character doesn’t have to activate it. The Trigger activates the power once per Minute until the full 18 points’ worth of Aid effect is achieved. Once the character leaves the cold conditions, the effects of this power fade instantly (this also occurs if something, such as direct contact with a Fire/Heat Power, warms the character up). If the character remains in cold conditions, the power keeps Triggering itself every time the Aid effect fades below 18 points.

Game Information: Aid Magnetism Powers 3d6, all Magnetism Powers simultaneously (+2), Delayed Return Rate (points fade at the rate of 5 per Hour; +1), Trigger (activation requires no action, resets automatically immediately after activation; +1) (150 Active Points); *Only In Cold Conditions* (effect fades instantly when character leaves cold conditions or is warmed up; -1), Self Only (-½). Total cost: 60 points

OPTIONS:

- 1) More Efficient Enhancement:** Increase to Aid 4d6. 200 Active Points; total cost 80 points.
- 2) Less Efficient Enhancement:** Decrease to Aid 2d6. 100 Active Points; total cost 40 points.
- 3) Cold Weather Enhancement Variant:** As an alternative, the character can simply buy +20 Active Points’ worth of any given power with the Limitation *Only In Cold Conditions* (-1).

COMPUTER MANIPULATION

Effect: Computer Programming (INT +7)

Target/Area Affected: One computer

Duration: Constant

Range: Touch

END Cost: 2

Description: The character’s control over magnetism allows him to work with magnetic and digital storage media without the need for a keyboard or monitor. In addition to this ability, characters could also buy the Erase/Alter Records power (page 45).

Game Information: Computer Programming (INT +7) (17 Active Points); Costs Endurance (-½). Total cost: 11 points.



MATTER MANIPULATION



This category of powers involves the ability to create, destroy, alter, and otherwise affect matter in its many forms. Usually this reflects some ability to control molecules and atoms, chemical powers, highly advanced forms of Telekinetic Powers (see page 220), or the like. Most of the abilities involved are offensive powers. Many are quite powerful, with high Active Point costs and significant effects; as always, the GM should review the powers carefully to make sure they won't unbalance the game.

Generally, Matter Manipulation powers apply primarily to inorganic matter. Characters who want to control living matter should consider buying Body Control powers (page 34). Additionally, many Telekinetic Powers, and even some Density Control Powers and Stretching Powers, may also be appropriate for matter manipulators.

OFFENSIVE POWERS

AIR INTO GAS

Effect: Energy Blast 4d6, NND; RKA 1d6 NND Does BODY

Target/Area Affected: 4" Radius

Duration: Instant

Range: 300"

END Cost: 6

Description: The character can transmute a quantity of normal, breathable air into some form of chemical weapon — either knockout gas, or poisonous gas. The transmutation affects the air in a 4" radius area (technically, under the rules, the RKA slot could have a 5" radius, but in this case it's kept to 4" for the consistency's sake).

Game Information:

Cost Power

- 48 *Air Into Gas:* Multipower, 60-point reserve, all Does Not Work In High Winds Or Rain (-¼)
- 5u 1) *Knockout Gas:* Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (4" Radius; +1); Does Not Work In High Winds Or Rain (-¼)
- 4u 2) *Poisonous Gas:* RKA 1d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Area Of Effect (4" Radius; +1); No Knockback (-¼), Does Not Work In High Winds Or Rain (-¼)

Total cost: 57 points.

ANIMATE OBJECT

Effect: Summon 150-point animated object

Target/Area Affected: One object

Duration: Instant

Range: No Range

END Cost: 8

Description: The character uses his control over matter to animate it, giving it "life" so that it can do his bidding. The most common type of object to animate is furniture, since it already has legs to move, but the character could also animate a mass of rocks or soil, a statue, a tree, or just about anything else.

To determine the STR, attacks, and other abilities of animated matter, you can write the object up yourself or use the *HERO System Bestiary*. Select a creature from the *Bestiary* who's as similar to the animated object as possible. For example, for an animated statue, you could use the Metal Golem (or for a bunch of rocks, the Stone Golem); for a large wooden table, you might use a Horse or Bear; for a small piece of furniture, perhaps a Dog or Great Cat would do. Then adjust the character sheet to suit. For example, few animated objects have claws or fangs, so remove such natural weaponry (perhaps replacing it with a few HA dice to represent the object's ability to bash and smash). Additionally, many animated objects move fairly slowly, and have little (if any) ability to manipulate objects; you may want to reduce the movement and DEX listed on the animal's character sheet, impose relevant Physical Limitations, or restrict it in other ways.

Game Information: *Summon 150-point animated object, Expanded Class (any object; +½), Slavishly Loyal (+1) (75 Active Points); Summoned Being Must Inhabit Locale (-½). Total cost: 50 points.*

OPTIONS:

- 1) Animated Servitors:** Increase to up to eight 150-point animated objects. 112 Active Points; total cost 75 points.
- 2) Animate Large Objects:** Increase to Summon 300-point animated object. 150 Active Points; total cost 100 points.
- 3) Tiring Animate Object:** The character has to maintain the animation effect, which may tire him out quickly. Add Costs Endurance (to maintain; -¼). Total cost 43 points.
- 4) Restricted Animation I:** The character can only animate objects made out of a particular substance (such as stone or wood). Add Only Works On Objects Of [Substance] (-¼). Total cost: 43 points.

5) Restricted Animation II: The character can only animate a specific type of object, such as furniture or statues. Add Only Works On [Objects] (-½). Total cost: 37 points.

BLADE ENHANCEMENT

Effect: Aid Killing Attacks 4d6, Blades Only, Only For One Attack

Target/Area Affected: One weapon/attack

Duration: Instant

Range: Touch

END Cost: 5

Description: The character can use his control over matter to make a bladed weapon sharper, and thus more likely to inflict injury. The enhanced sharpness wears off in a few seconds if the weapon isn't used, as the object returns to its normal shape; if the weapon scores a hit on a target, the effect wears off immediately thereafter.

Game Information: *Aid Killing Attacks 4d6, any Killing Attack power one at a time (+¼) (50 Active Points); Only Works On Blades (-1), Points Fade Instantly After One Successful Attack (-1), Costs Endurance (-½). Total cost: 14 points.*

OPTIONS:

1) Razor Sharp: Increase to Aid 6d6. 75 Active Points; total cost 21 points.

2) Not Quite So Sharp: Decrease to Aid 3d6. 37 Active Points; total cost 11 points.

3) Ongoing Sharpness: The character can keep the weapon sharp as long as he continues paying END. Change to Succor Killing Attacks 8d6 and remove Points Fade Instantly (-1) and Costs Endurance (-½). 50 Active Points; total cost 25 points.

4) Distant Enhancement: The character doesn't have to touch the weapon to sharpen it. Decrease to Aid 3d6 and add Ranged (+½). 52 Active Points; total cost 15 points.

5) Blade Enhancement Variant: Change to a naked Power Advantage, Armor Piercing (+½) for up to 60 Active Point powers (30 Active Points); Only For Bladed Killing Attack Weapons (-1), Advantage Ends Instantly After One Successful Attack (-1). Total cost: 10 points.

CIRCE'S CURSE

Effect: Major Transform 5d6 (human into any animal)

Target/Area Affected: One character

Duration: Instant

Range: 30"

END Cost: 9

Description: The character can transform people into swine, cattle, or other animals.

Game Information: *Major Transform 5d6 (human into any animal, heals back through application of the same power), Improved Results Group (any animal; +¼) (94 Active Points); Limited Target (humans; -½), Limited Range (30"; -¼). Total cost: 54 points.*

OPTIONS:

1) Powerful Curse: Increase to Major Transform 7d6. 131 Active Points; total cost 75 points.

2) Weak Curse: Decrease to Major Transform 4d6. 75 Active Points; total cost 43 points.

3) Circe's Touch: The character must touch the victim to transform him. Replace Limited Range (-¼) with No Range (-½). Total cost: 47 points.

4) Circe's Blast: The character's power can affect far-away targets. Remove Limited Range (-¼). Total cost: 63 points.

5) Absolute Curse: The character's power either works completely, or fails entirely. Add All Or Nothing (-½). Total cost: 42 points.

COLOR ALTERATION

Effect: Cosmetic Transform 9d6 (being/object to differently-colored being/object)

Target/Area Affected: One object

Duration: Instant

Range: 280"

END Cost: 6

Description: The character can change the color of any person, being, or object. At the GM's option, this may provide a small temporary bonus to Concealment or Stealth (though the subject must pay Character Points to make such a bonus permanent, if desired; see *Chameleon Camouflage*, page 32). Also at the GM's discretion, "color" can include "transparent" (colorless), thus allowing the character to, for example, make the side of a briefcase see-through so he can examine its contents without opening it.

Game Information: *Cosmetic Transform 9d6 (being/object to differently-colored being/object; heals back through another application of this power), Improved Results Group (any color; +¼). Total cost: 56 points.*

OPTIONS:

1) Strong Colors: Increase to Cosmetic Transform 12d6. Total cost: 75 points.

2) Weak Colors: Decrease to Cosmetic Transform 6d6. Total cost: 37 points.

DISINTEGRATION

Effect: RKA 6d6, NND

Target/Area Affected: One character

Duration: Instant

Range: 1,350"

END Cost: 27

Description: The character can disintegrate objects or persons, causing them to disincorporate instantly and thus destroying/killing them.

The GM may need to adjudicate the effects of Disintegrate carefully. Some forms of Disintegration are thought of as "absolute" effects — either they work exactly as intended, or they have no effect; they either kill/destroy, or they leave the victim unharmed. They shouldn't just injure



someone. But in game terms, injury is often the result, since a poor dice roll may not cause enough damage to kill someone, or the power simply may not have enough dice to kill a target regardless of how well the attacker rolls (NND Killing Attacks are pretty expensive, after all, and with good reason). Given the power's special effects, in many cases it may make dramatic sense for the GM to let the power have an "absolute" effect against minor opponents, insignificant objects, and the like, rather than having the player roll the damage dice every time. Against major foes or significant objects, the player still has to roll the dice, however.

Game Information: RKA 6d6, NND (defense is ED Force Field; +1), Does BODY (+1). Total cost: 270 points.

OPTIONS:

- 1) **Lesser Disintegration:** Decrease to RKA 3d6. Total cost: 135 points.
- 2) **Disintegration Variant:** This version of Disintegration uses Drain BODY instead of an RKA. It's very effective against objects, which can't "heal" the damage they take, but has illogical effects against living targets, which "heal" the damage (*i.e.*, regain the Drained points) unless the attack kills them. Change to Drain BODY 8d6, Ranged (+½). Total cost: 120 points.

MATTER CONTROL

Effect: Telekinesis (30 STR), Fine Manipulation
Target/Area Affected: One character
Duration: Constant
Range: 275"
END Cost: 5

Description: The character can move, throw, and otherwise manipulate matter without having to touch it. (Characters interested in having greater, or expanded, Matter Control abilities should look at Telekinetic Powers, page 220).

Game Information: Telekinesis (30 STR), Fine Manipulation. Total cost: 55 points.

OPTIONS:

- 1) **Strong Matter Control:** Increase to Telekinesis (40 STR). Total cost: 70 points.
- 2) **Weak Matter Control:** Decrease to Telekinesis (20 STR). Total cost: 40 points.

MATTER LANCE

Effect: Energy Blast 8d6, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 30"
END Cost: 7

Description: The character can reshape matter to strike his enemies. At his command, nearby matter reshapes itself, lashing out to attack the target from

SUBJECT ID: ENTROPY

"Whoever hired Fenris, Ankylosaur, and their allies had the tactical sense to keep a powerful operative in reserve. We had both of them disabled and in power-cuffs, when suddenly Entropy appeared! As we all backed off to avoid his deadly touch, he turned around and quickly disintegrated the 'cuffs. All three villains escaped before we could regroup."

—Excerpt from report of supercriminal encounter filed by Captain Anders Leuwenbrook

some angle. For example, a countertop or the arm of a chair would warp and elongate into a sort of fist to bash someone, or a long projection of rock could lash out of the ground to hit a target from below or behind.

Game Information: *Energy Blast 8d6, Indirect (+¾) (70 Active Points); Limited Range (30"; -¼). Total cost: 56 points.*

OPTIONS:

1) **Strong Lance:** Increase to Energy Blast 10d6. 87 Active Points; total cost 70 points.

2) **Weak Lance:** Decrease to Energy Blast 6d6. 52 Active Points; total cost 42 points.

MATTER WARPING

Effect: Dispel Device/Object Powers 16d6

Target/Area Affected: One device/object

Duration: Instant

Range: 300"

END Cost: 6

Description: The character can warp and mold physical objects to break them, ruin their properties and powers, and so forth.

Game Information: *Dispel Device/Object Powers 16d6, any one Device/Object power one at a time (+¼). Total cost: 60 points.*

OPTIONS:

1) **Strong Matter Warping:** Increase to Dispel 20d6. Total cost: 75 points.

2) **Weak Matter Warping:** Decrease to Dispel 12d6. Total cost: 45 points.

3) **Enhanced Matter Warping I:** Decrease to Dispel 14d6 and increase to any two Device/Object powers simultaneously (+½). Total cost: 63 points.

4) **Enhanced Matter Warping II:** Decrease to Dispel 12d6 and increase to any four Device/Object powers simultaneously (+1). Total cost: 72 points.

5) **Enhanced Matter Warping III:** Decrease to Dispel 10d6 and increase to all Device/Object powers simultaneously (+2). Total cost: 90 points.

6) **Enhanced Matter Warping IV:** If the character can see a device or object, he can warp and reshape it regardless of intervening barriers such as windows. Decrease to Dispel 14d6 and add Indirect (+½). Total cost: 73 points.

7) **Supreme Matter Warping:** The character can not only ruin objects, he can make them better. For example, he could upgrade the hardware in a computer or strengthen a column to keep it from collapsing. However, to improve an object, he must make a Skill Roll with an appropriate Skill (such as Computer Programming or SS: Materials Engineering for the two examples above). The standard rules for adding powers or capabilities to a Transformed object apply. Change to:

Cost Power

75 *Supreme Matter Warping:* Multipower, 75-point reserve.

7u 1) *Matter Improvement:* Major Transform 4d6 (object into improved version of itself, heals back through another application of this power), Improved Results Group (+¼)

7u 2) *Matter Ruination:* Dispel Device/Object Powers 12d6, any four Device/Object powers simultaneously (+1)

Total cost: 89 points.

OBJECT CREATION

Effect: Major Transform 4d6 (create objects out of thin air)

Target/Area Affected: One object

Duration: Instant

Range: No Range

END Cost: 7

Description: The character can transmute air to create objects. Typically this means simple objects that have little (if any) game effect or game definition, such as a coffee mug, a thin board, a shrub, a backpack, or clothes. Creating more complex objects (such as a computer, a marionette, a mechanical or electronic lock, or the like) requires special skills; the character has to know how to build or work with such devices before he can create working versions of them. In any event, the character cannot create (a) weapons or other objects that should be built and defined using other Powers or rules, (b) objects that improve or enhance a character's ability to perform Skills, (c) living objects, or (d) objects that could reasonably be considered the special effect of some other power or ability. As always, the GM should apply common sense, dramatic sense, and considerations of game balance when deciding whether to allow specific uses of this power.

A character cannot use this power to create flawless duplicates of other objects, unless (a) he has an appropriate *Forgery* Skill, and (b) the GM allows him to.

Game Information:

Cost Power

50 *Object Creation:* Multipower, 75-point reserve; all No Range (-½)

5u 1) *Simple Object Creation:* Major Transform 4d6 (create objects out of thin air; "heals" back by being broken or re-Transformed), Improved Results Group (simple objects; +¼); No Range (-½)

4u 2) *Complex Object Creation:* Major Transform 4d6 (create objects out of thin air; "heals" back by being broken or re-Transformed), Improved Results Group (complex objects; +¼); No Range (-½), Requires A Skill Roll (whatever Skill is most appropriate to using or working with the object, such as Computer Programming to create a computer; -¼)

Total cost: 59 points.

OPTIONS:

1) **Expanded Object Creation:** The character can create objects defined or built with any power, not just Transform, such as a sword (HKA), a jetpack (Flight), food (Life Support [Diminished Eating]), gold, coins, or anything else so valuable the character could sell it for large amounts of money (Money), or the like. Change to Variable Power Pool, 60 base + 30 control cost; Object Creation Only (-¼). Total cost: 84 points.

PETRIFICATION

Effect: Major Transform 5d6 (living creature into stone statue)

Target/Area Affected: One character

Duration: Instant

Range: 20"

END Cost: 7

Description: The character can petrify people — turn them to stone — with but a thought.

Game Information: *Major Transform 5d6 (living creature into stone statue, heals back through application of the same power) (75 Active Points); Limited Target (living beings; -¼), Limited Range (20"; -¼). Total cost: 50 points.*

OPTIONS:

- 1) **Strong Petrification:** Increase to Major Transform 7d6. 105 Active Points; total cost 70 points.
- 2) **Weak Petrification:** Decrease to Major Transform 4d6. 60 Active Points; total cost 40 points.
- 3) **Petrifying Touch:** The character must touch the victim to petrify him. Replace Limited Range (-¼) with No Range (-½). Total cost: 43 points.
- 4) **Petrification Blast:** The character can petrify affect far-away targets. Remove Limited Range (-¼). Total cost: 60 points.
- 5) **Absolute Petrification:** The character's power either works completely, or fails entirely. Add All Or Nothing (-½). Total cost: 37 points.

TRANSMUTATION

Effect: Major Transform 3d6 (anything into anything)

Target/Area Affected: One character/object

Duration: Instant

Range: 450"

END Cost: 9

Description: The character has broad powers of transmutation. He can create objects out of thin air, change lead into gold, turn water into wine, or effect just about any other change he can think of.

Game Information: *Major Transform 3d6 (anything into anything; heal back through another application of this power or appropriate natural processes), Improved Target Group (anything; +1). Total cost: 90 points.*

OPTIONS:

- 1) **Improved Transmutation:** Increase to Major Transform 5d6. Total cost: 150 points.
- 2) **Weak Transmutation:** Decrease to Major Transform 2d6. Total cost: 60 points.
- 3) **Transmutation Touch:** The character can only transmute things he can touch. Add No Range (-½). Total cost: 60 points.

WEAPON CREATION

Effect: Variable Power Pool, Only To Create Weapons

Target/Area Affected: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Description: The character has the ability to create any type of weapon he can think of out of thin air. With the GM's permission, he can even apply the *Usable Simultaneously* Advantage and create weapons for his friends.

Game Information: *Variable Power Pool (Weapon Creation Pool): 60 base + 30 control cost; Only To Create Weapons (-½), Focus (all powers bought with this VPP must have at least -½ worth of this Limitation; -½). Total cost: 60 + 15 = 75 points.*

OPTIONS:

- 1) **We're Going To Need Guns...:** Increase to 90 base + 45 control cost. Total cost: 90 + 22 = 112 points.
- 2) **Smaller Arsenal:** Decrease to 40 base + 20 control cost. Total cost: 40 + 10 = 50 points.

DEFENSIVE POWERS

ALTERED SKIN

Effect: Armor (12 PD/12 ED)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character transmutes his skin into metal, wood, or some other substance to protect himself from attacks. (If the character wants to transform his entire body, he should consider buying Body Of Metal [page 74] or Body Of Wood [page 258].)

Game Information: *Armor (12 PD/12 ED). Total cost: 36 points.*

OPTIONS:

- 1) **Tougher Skin:** Increase to Armor (16 PD/16 ED). Total cost: 48 points.
- 2) **Weaker Skin:** Decrease to Armor (8 PD/8 ED). Total cost: 24 points.
- 3) **Tiring Armor:** The character's skin only remains in protective form as long as he keeps paying END. Add Costs Endurance (-½). Total cost: 24 points.

DISINTEGRATION POINT DEFENSE

Effect: Missile Deflection (all physical attacks)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can disintegrate physical missiles fired at him before they hit him.

Game Information: *Missile Deflection (all physical attacks) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

OPTIONS:

- 1) **Improved Disintegration Point Defense:** Add +4 with Missile Deflection. Total cost: +8 points.
- 2) **Expanded Disintegration Point Defense:** The character can use his power to protect his friends as well. Add Range (+1). 30 Active Points; total cost 20 points.

MOLECULAR COHESION

Effect: Damage Resistance (20 PD/20 ED) plus Force Field (0 PD/2 ED), Only Versus Disintegration
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can enhance the cohesion of the molecules in his body, making it much more difficult for attacks to penetrate his flesh. Additionally, his control over his own personal molecules prevents other matter manipulators from disintegrating him.

This write-up assumes the character has 20 PD and 20 ED. If not, adjust the Damage Resistance and cost to suit.

Game Information: *Damage Resistance (20 PD/20 ED) (20 Active Points); Costs Endurance (-½) (total cost: 13 points) plus Force Field (0 PD/2 ED) (2 Active Points); Only To Protect Against Disintegration (-1) (total cost: 1 point). 20 + 2 = 22 Active Points; total cost 13 + 1 = 14 points.*

WEAPON WARPING

Effect: +6 DCV, Only Versus Weapon Attacks
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can, without any significant conscious thought, temporarily warp or alter any weapon aimed at him, making it much harder for his attacker to hit him.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½), Only Versus Weapon Attacks (-1), Must Be Aware Of Attack (-¼). Total cost: 11 points.

OPTIONS:

- 1) **Greater Warping:** Increase to +8 DCV. 40 Active Points; total cost 14 points.
- 2) **Lesser Warping:** Decrease to +4 DCV. 20 Active Points; total cost 7 points.

MOVEMENT POWERS**UNIMPEDED PASSAGE**

Effect: Tunneling 6" through DEF 20 materials, Fill In
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 8

Description: The character uses his control over matter to move it out of the way (or disintegrate it) so he can walk through it unimpeded. Even heavy vault doors can't withstand his power. He can fill the hole he makes in behind him if he wishes.

Game Information: *Tunneling 6" through DEF 20 material, Fill In. Total cost: 82 points.*

SENSORY POWERS**MATTER AWARENESS**

Effect: Spatial Awareness
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's innate awareness of matter allows him to perceive things he cannot see with the naked eye, even if other physical obstacles (like walls) are in the way.

Game Information: *Spatial Awareness (INT Roll) (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range. Total cost: 42 points.*

WINDOW CREATION

Effect: Clairsentience (Sight Group), Usable Simultaneously, Two-Way Effect
Target/Area Affected: One opaque object
Duration: Constant
Range: No Range
END Cost: 4

Description: If the character wants to see through an opaque object, he simply transmutes some of it to make that section transparent. (The object retains its normal BODY and DEF; actually changing it to glass would require a Transform.) Anyone else can see through it, too, including persons on the other side of the opaque object. (For game purposes, "anyone" is defined as eight people, but GMs should apply a common-sense interpretation in light of the special effect involved.) As soon as the character stops concentrating (*i.e.*, paying END),

the object reverts to its normal, opaque state.

Game Information: *Clairsentience* (Sight Group), Usable Simultaneously (up to eight people at once; +1) (40 Active Points); Two-Way Effect (people on the other side of the "window" can see the character through it; -½), No Range (-½). Total cost: 20 points.

MISCELLANEOUS POWERS

CLOTHES HORSE

Effect: Cosmetic Transform 2d6 (clothing into any other clothing)

Target/Area Affected: One set of clothes

Duration: Instant

Range: Touch

END Cost: 1

Description: The character can transmute his clothes into any other type of clothes. He cannot grant the clothing any unusual or protective properties; he can only change their appearance.

Game Information: *Cosmetic Transform 2d6* (clothing into any other clothing, heals back through another application of this power), Improved Results Group (any type of clothing; +¼) (12 Active Points); Limited Target (character's own clothes; -½), No Range (-½). Total cost: 6 points.

OPTIONS:

1) Group Wardrobe: The character can transmute other peoples' clothes as well as his own. Change to Limited Target (clothes; -½). 12 Active Points; total cost 6 points.

EASY TASKS

Effect: +4 with all Agility Skills, Usable Simultaneously, Only Task/Tool/Object-Oriented Skills

Target/Area Affected: Self and up to eight others

Duration: Constant

Range: No Range

END Cost: 4

Description: When the character performs some physical task, such as picking a lock, repairing an engine, installing a security system, or the like, he can perform the task more effectively by using his powers of matter control. He either creates special tools out of thin air, or he alters the physical object(s) he's working with to make the job easier. Anyone working with him also gains these benefits. (For game purposes, "anyone" is defined as eight people, but GMs should apply a common-sense interpretation in light of the special effect involved.)

Game Information: +4 with all Agility Skills, Usable Simultaneously (up to eight people at once; +1) (40 Active Points); Costs Endurance (-½), Only Task/Tool/Object-Oriented Skills (-½). Total cost: 20 points.

ELEMENT ALTERATION

Effect: Major Transform 2d6 (any element into any other element), Requires A SS: Chemistry Roll

Target/Area Affected: One element

Duration: Instant

Range: 10"

END Cost: 4

Description: Also known as Chemical Control or Super-Alchemy, this power allows a character to transmute any one element into any one other element. He can transmute lead into gold, oxygen into iron, or whatever else he can think of.

This power only works on pure samples of a given element. It cannot, for example, transmute just the oxygen in water into iridium, leaving the hydrogen behind. Nor can it transmute the carbon in a human body into copper, effectively killing the target, since the carbon is mixed together with many other elements.

For purposes of this power, each BODY rolled on the Transform dice, minus the target's Power Defense, equals one gram of material successfully transmuted (up to a maximum of the grams of the element the character uses the power on, of course). Using the power depends on the character having a proper understanding of the relationship between the two elements; the required SS: Chemistry roll simulates this.

Game Information: *Major Transform 2d6* (any element into any other element), Improved Results Group (any element; +¼) (37 Active Points); Limited Target (pure elements only; -¼), Requires A SS: Chemistry Roll (-¼), Limited Range (10"; -¼). Total cost: 21 points.

OPTIONS:

1) Strong Alteration: Increase to Major Transform 3d6. 56 Active Points; total cost 32 points.

2) Weak Alteration: Decrease to Major Transform 1d6. 19 Active Points; total cost 11 points.

3) True Element Alteration: The character can transmute any element, pure or not. Since transmuting the elements in a multi-element object or being could cripple or kill it, part of this effect requires an RKA:

Cost Power

37 *True Element Alteration:* Multipower, 56-point reserve, all Requires A SS: Chemistry Roll (-¼), Limited Range (20"; -¼)

3u 1) *Pure Element Alteration:* Major Transform 3d6 (any element into any other element), Improved Results Group (any element; +¼); Limited Target (pure elements only; -¼), Requires A SS: Chemistry Roll (-¼), Limited Range (10"; -¼)

3u 2) *Mixed Element Alteration:* RKA 1d6, AVLD (defense is Power Defense; +1½), Does BODY (+1); Requires A SS: Chemistry Roll (-¼), Limited Range (20"; -¼), No Knockback (-¼)

Total cost: 43 points.

INSTANT FEAST

Effect: Life Support (Diminished Eating: character only has to eat once per week)

Target/Area Affected: Up to eight people

Duration: Constant

Range: No Range

END Cost: 1 to activate

Description: The character can make delicious food and drink out of thin air. With but a wave of his

hand, he can create enough food to last himself and up to seven other people for a week (assuming they want to carry it all with them).

Game Information: *Life Support (Diminished Eating: character only has to eat once per week), Usable Simultaneously (up to eight people at once; +1) (2 Active Points); Costs Endurance (to activate; -¼). Total cost: 2 points.*

MENTAL AND PSIONIC POWERS



This large and varied category of powers represents the powers of the mind: the ability to read, control, alter, and otherwise manipulate minds or do things with mental power. This includes, by most peoples' definition, various forms of psychokinetic (telekinetic) manipulation, but neither those abilities, or other related powers are included in this category if they're more appropriately grouped by themselves. See Animal Powers (regarding animal control and speech), Cyberkinesis Powers, Emotion Control Powers, Illusion Powers, Precognition Powers, Sleep and Dreams Powers, and especially Telekinetic Powers for other powers that psionic characters might possess.

Unlike psionic powers featured in other genres, such as science fiction (see *Star Hero*, pages 242-57) or fantasy, the abilities described here are true superpowers, and so generally don't have Limitations such as *Concentration*, *Extra Time*, *Gestures*, and *Incantations*. However, you can easily add them if you're trying to create a more "restricted" feel for your character's mind powers.

Due to the breadth of this category, it's organized somewhat differently than most other categories. The Offensive Powers section is replaced with a series of sections based on the primary Mental Power used to construct the ability: Ego Attack, Mental Illusions, Mind Control, or Telepathy. Related abilities are grouped as appropriate; for example, BOECV Energy Blasts fall under "Ego Attack," while altering memories is listed under "Telepathy." The other powers sections (such as Defensive and Sensory) remain unchanged; Sensory Powers includes Mind Scan-based abilities.

EGO ATTACK POWERS

MIND BLAST

Effect: Ego Attack 4d6

Target/Area Affected: One character

Duration: Instant

Range: LOS

END Cost: 4

Description: Perhaps the most basic form of psionic attack is simply to assault another person's mind with mental energy. This could represent mentally lulling the victim to sleep, inflicting torturous headaches, or a painful mental overload.

Game Information: *Ego Attack 4d6. Total cost: 40 points.*

OPTIONS:

- 1) Strong Mind Blast:** Increase to Ego Attack 6d6. Total cost: 60 points.
- 2) Weak Mind Blast:** Decrease to Ego Attack 3d6. Total cost: 30 points.
- 3) Mind Lance:** The character's Mind Blast manifests as a visible beam of light emanating from his forehead, or the like. Add Visible (-¼). 40 Active Points; total cost 32 points.
- 4) Mind Blast Touch I:** The character must touch the target to attack him psionically. Increase to Ego Attack 5d6 and add No Range (-½) and Requires A DEX Roll (assumes a DEX Roll of 14-; -½). 50 Active Points; total cost 25 points.
- 5) Mind Blast Touch II:** As Mind Blast Touch I, but the character must make skin-to-skin contact to use his Mind Blast. Add Skin Contact Required (-1). 50 Active Points; total cost 17 points.
- 6) Ongoing Mind Blast:** The character can keep his Mind Blast focused on the target until the target passes out. Decrease to Ego Attack 3d6 and add Continuous (+1). Total cost: 60 points.

7) Harmful Mind Blast: The character's Mind Blast can cause physical injury. Decrease to Ego Attack 3d6 and add Does BODY (+1). Total cost: 60 points.

BRAIN DRAIN

Effect: Drain EGO, BOECV

Target/Area Affected: One character

Duration: Instant

Range: LOS

END Cost: 5

Description: The character can psionically attack other people to reduce their general willpower and resistance to other Mental Powers. This version applies against Mental Defense; the character can change that to Power Defense when he buys the ability if he prefers.

Characters can build this power as Drain INT instead — or even buy a Drain EGO and Drain INT as two slots of a *Brain Drain* Multipower.

Game Information: *Drain EGO 2d6, BOECV (Mental Defense applies; +1), Ranged (+½). Total cost: 50 points.*

OPTIONS:

1) Strong Brain Drain I: Increase to Drain EGO 3d6. Total cost: 75 points.

2) Strong Brain Drain II: The character gets to choose whether the target can apply Mental Defense or Power Defense each time he uses the power. Change to BOECV (+1½). Total cost: 60 points.

3) Weak Brain Drain I: Decrease to Drain EGO 1½d6. Total cost: 37 points.

4) Weak Brain Drain II: The target of the Brain Drain gets to choose whether Mental Defense or Power Defense applies. Change to BOECV (+¾). Total cost: 45 points.

5) Psiphoning: The character can keep Draining the victim's EGO as long as he can afford to pay END. Add Continuous (+1). Total cost: 70 points.

6) Brain Drain Touch: The character cannot use Brain Drain at range; he must touch the target to affect him. Increase to Drain EGO 4d6, remove BOECV (+1) and Ranged (+½), and add Requires An EGO Roll (assumes an EGO Roll of 14-; -½). 40 Active Points; total cost 27 points.

PSIONIC ASSAULT

Effect: Energy Blast 6d6, BOECV

Target/Area Affected: One character

Duration: Instant

Range: LOS

END Cost: 6

Description: The character can blast his enemies with a bolt of psychic energy. It can only stun, not kill.

Game Information: *Energy Blast 6d6, BOECV (Mental Defense applies; +1). Total cost: 60 points.*

OPTIONS:

1) Strong Psionic Assault I: Increase to Energy Blast 8d6. Total cost: 80 points.

2) Strong Psionic Assault II: The character gets to choose whether the target can apply Mental Defense or ED each time he uses the power. Change to BOECV (+1½). Total cost: 75 points.

3) Weak Psionic Assault I: Decrease to Energy Blast 5d6. Total cost: 50 points.

4) Weak Psionic Assault II: The target of the Psionic Assault gets to choose whether Mental Defense or ED applies. Change to BOECV (+¾). Total cost: 52 points.

5) Weak Psionic Assault III: The character's Psionic Assault gets weaker the further it has to travel to the target. Add Reduced By Range (-¼). 60 Active Points; total cost 48 points.

6) Aimed Psionic Assault: Unlike most mind powers, this form of Psionic Assault doesn't work over Line Of Sight; it suffers the standard Range Modifier. Change to BOECV (+¾). Total cost: 52 points.

7) Psionic Assault Variant I: This form of Psionic Assault is as much a physical power as a psionic one; it's targeted with OCV, not OECV, it has a physical impact, and it can cause BODY damage and Knockback. Increase to Energy Blast 8d6, remove BOECV (+1), and add Line Of Sight (+½). Total cost: 60 points.

8) Psionic Assault Variant II: This form of Psionic Assault strikes with enough physical impact to knock the character back. Add Does Knockback (+¼). Total cost: 67 points.

9) Harmful Psionic Assault: Most forms of Psionic Assault simply overwhelm the target's mind, dazing and stunning him. This one can cause actual physical injury. Decrease to Energy Blast 5d6 and add Does BODY (+1). Total cost: 75 points.

10) Lethal Psionic Assault I: The deadliest (and also most expensive) form of Psionic Assault allows the character to kill other people with but a thought. Change to RKA 2d6 and add Does BODY (+1). Total cost: 90 points.

11) Lethal Psionic Assault II: Although not as harmful initially as Lethal Psionic Assault I, this power keeps on hurting the target until he dies or the character stops paying END. Change to RKA 1d6, BOECV (Mental Defense applies; +1), Does BODY (+1), Continuous (+1). Total cost: 60 points.

PSIONIC PALSY

Effect: Drain DEX, BOECV

Target/Area Affected: One character

Duration: Instant

Range: LOS

END Cost: 5

Description: The character projects a pulse of psionic energy into the victim's mind that interferes with his brain's ability to send nerve impulses to the rest of his body. This makes him clumsy and his



SUBJECT ID: PSIMON, MEDUSA

“The attached artist’s representation illustrates UNTIL’s theory regarding this kidnapping. We believe the members of PSI, communicating mentally, infiltrated Clearbrook High School in search of potential mutant recruits for their organization. By maintaining mental contact, they increased the efficiency of their search, allowing them to carry the task out so quickly neither school officials nor law enforcement authorities had any idea they were there until students ran into the principal’s office to report the kidnapping of Roger Fletcher.”

—Excerpt from
Case File #2002-A-
729478409-PSI

attacks less accurate. This version applies against Mental Defense; the character can change that to Power Defense when he buys the ability if he prefers.

If they prefer, characters can build this power as Drain STR instead — or even buy a Drain DEX and Drain STR as two slots of a *Psionic Palsy* Multi-power. See also *Neural Blocking*, page 157.

Game Information: *Drain DEX 2d6, BOECV (Mental Defense applies; +1), Ranged (+½). Total cost: 50 points.*

OPTIONS:

- 1) **Strong Psionic Palsy I:** Increase to Drain DEX 3d6. Total cost: 75 points.
- 2) **Strong Psionic Palsy II:** The character gets to choose whether the target can apply Mental Defense or Power Defense each time he uses the power. Change to BOECV (+1½). Total cost: 60 points.
- 3) **Weak Psionic Palsy I:** Decrease to Drain DEX 1½d6. Total cost: 37 points.
- 4) **Weak Psionic Palsy II:** The target of the Brain Drain gets to choose whether Mental Defense or Power Defense applies. Change to BOECV (+¾). Total cost: 45 points.
- 5) **Perpetual Palsy:** The character can keep Draining the victim’s DEX as long as he can afford to pay END. Add Continuous (+1). Total cost: 70 points.

- 6) **Psionic Palsy Touch:** The character cannot use Psionic Palsy at range; he must touch the target to affect him. Increase to Drain DEX 4d6, remove BOECV (+1) and Ranged (+½), and add Requires An EGO Roll (assumes an EGO Roll of 14-; -½). Total cost: 27 points.

PSIONIC DEFENSE REFLEX

Effect: Ego Attack 2d6, Damage Shield

Target/Area Affected: Self

Duration: Constant

Range: Touch

END Cost: 5

Description: The character has a form of “active psionic defense” that automatically lashes out to hurt anyone who attacks or contacts him mentally.

Game Information: *Ego Attack 2d6, Continuous (+1), Damage Shield (+½). Total cost: 50 points.*

OPTIONS:

- 1) **Strong Psionic Defense:** Increase to Ego Attack 3d6. Total cost: 75 points.
- 2) **Weak Psionic Defense:** Decrease to Ego Attack 1d6. Total cost: 25 points.
- 3) **Physical Psionic Defense:** The character’s psionic defenses affect people who touch him mentally or physically. Increase to Damage Shield (+1). Total cost: 60 points.

4) Leave Me Alone: The character's psionic defenses don't hurt attackers, they just make attackers leave him alone. Change to Mind Control 7d6, Telepathic (+¼), Continuous (+1), Damage Shield (+½) (96 Active Points); Set Effect (don't attack me anymore; -½). Total cost: 64 points.

PSYCHIC VAMPIRISM

Effect: Transfer 3d6 (target's EGO to character's EGO)

Target/Area Affected: One character

Duration: Instant

Range: 335"

END Cost: 7

Description: The character can leech psionic energy from another person's mind for his own use — he strengthens his willpower while weakening the other person's. Many mentalists use this attack to "soften up" a target before applying continuing-effect Mental Powers like Mind Control.

You can also use this power as a model for one that leeches a target's Intelligence. Just substitute INT for EGO.

Game Information: *Transfer 3d6 (target's EGO to character's EGO), Ranged (+½) (67 Active Points); Requires An EGO Roll (assumes an EGO Roll of 14-; -½). Total cost: 45 points.*

OPTIONS:

1) Strong Vampirism: Increase to Transfer 4d6. 90 Active Points; total cost 60 points.

2) Weak Vampirism: Decrease to Transfer 2d6. 45 Active Points; total cost 30 points.

3) True Psychic Vampirism: The character's Psychic Vampirism functions more like a Mental Power; it has a range of Line Of Sight, and Mental Defense protects against it. Decrease to Transfer 2d6 and add BOECV (Mental Defense applies; +1) and remove Requires An EGO Roll (-½). 75 Active Points.

4) Expanded Vampirism I: The character can affect either the target's EGO or his INT. Add either EGO or INT one at a time (+¼). 79 Active Points; total cost 53 points.

5) Expanded Vampirism II: The character can affect both the target's EGO and INT simultaneously. Decrease to Transfer 2d6 and add EGO and INT simultaneously (+½). 60 Active Points; total cost 40 points.

6) Enhanced Vampirism I: The character can, slowly but surely, leech away most or all of the target's willpower. Add Can Transfer Maximum Of 50 Points' Worth Of Power. 91 Active Points; total cost 61 points.

7) Enhanced Vampirism II: As Enhanced Vampirism I, but decrease to Transfer 1d6 and add Continuous (+1) and Can Transfer Maximum Of 30 Points' Worth Of Power. 67 Active Points; total cost 45 points.

8) Lasting Vampirism: The power stolen from the victim neither returns to him nor fades from the character for a long time. Add Delayed Return Rate (points fade/return at the rate of 5 per 5 Minutes;

+½). 90 Active Points; total cost 60 points.

9) Vampiric Touch: The character must touch the victim to leech his psychic energy. Remove Ranged (+½). 45 Active Points; total cost 30 points.

MENTAL ILLUSIONS POWERS

MINDSCAPES

Effect: Mental Illusions 8d6

Target/Area Affected: One character

Duration: Constant

Range: LOS

END Cost: 4

Description: The character can project vivid, believable images directly into another character's mind.

Game Information: *Mental Illusions 8d6. Total cost: 40 points.*

OPTIONS:

1) Strong Mindscapes: Increase to Mental Illusions 12d6. Total cost: 60 points.

2) Weak Mindscapes: Decrease to Mental Illusions 6d6. Total cost: 30 points.

3) Illusionary Killer I: The character's Mental Illusions are particularly likely to cause the victim to suffer actual injuries. Add Mental Illusions +6d6 (30 Active Points); Only To Achieve +20 "Does STUN And BODY" Results (-1) (total cost: 15 points). 40 + 30 = 70 Active Points; total cost 40 + 15 = 55 points.

4) Illusionary Killer II: A variant on Illusionary Killer I. The character also buys Energy Blast 8d6, Line Of Sight (+½) (60 Active Points); Linked (character must achieve at least an EGO +20 result with Mental Illusions; -¼) (total cost: 48 points). 40 + 60 = 100 Active Points; total cost 40 + 48 = 88 points

5) Illusionary Effects: Instead of just being able to inflict Normal Damage, the character can create illusions so powerful that they can inflict other types of harm on the target — Killing Damage, NND damage, Drains, Change Environment effects, Aid PRE, and so forth. This power requires the GM's permission because it involves Linking an entire Variable Power Pool to a power, and generally Linking a power to an entire Power Framework is not allowed. Character also buys Variable Power Pool, 40 base + 20 control cost, Line Of Sight (+½); Linked (to Mental Illusions, need not be used proportionately; -0), Only To Create Effects Of Mental Illusions (-¼), Only Affects Victim Of Mental Illusions (-0). Total cost: 40 base + 24 control cost = 64 points.

6) Supreme Illusionary Effects: As Illusionary Effects, but the character can re-allocate his Pool instantly. Add Powers Can Be Changed As A Zero-Phase Action (+1) and No Skill Roll Required (+1). Total cost: 40 base + 56 control cost = 96 points.

GROUP HALLUCINATION

Effect: Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Group Images, -3 to PER Rolls

Target/Area Affected: 4" Radius

Duration: Constant

Range: 330"

END Cost: 7

Description: The character has the ability to create an illusion in the minds of a group of people. The power affects everyone in a 4" radius. Those persons continue to be affected even if they leave the area — for example, if they leave the area and look back, they can still see what the illusion depicts, still hear the sounds it makes, and so forth. However, no one outside the area when the power was used can perceive or be affected by it, even if he later enters the area while the power remains in effect. To an outsider's senses, the victims of the illusion are interacting and reacting to nothing.

Game Information: *Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Group Images, -3 to PER Rolls, Increased Size (4" radius; +½) (66 Active Points); Only Perceivable By Persons Originally In Affected Area (-¼). Total cost: 53 points.*

OPTIONS:

1) Enhanced Hallucinations: Increase to -5 to PER Rolls. 75 Active Points; total cost 60 points.

2) Poorer Hallucinations: Remove PER Roll modifier. 52 Active Points; total cost 42 points.

3) Larger Hallucinations: Increase to 16" radius. 88 Active Points; total cost 70 points.

4) Smaller Hallucinations: Decrease to 2" radius. 55 Active Points; total cost 44 points.

5) Restricted Hallucinations: The character can only create an illusion of one thing, defined when he purchases the power — a dragon, a group of automobiles, a symphony orchestra, or the like. If the illusion itself does not fill a 4" radius, then it's limited to moving within that area. Add Set Effect (-1). Total cost: 29 points.

6) True Mental Hallucinations: The character's hallucinations power works like a true psionic power (*i.e.*, he makes an ECV Attack Roll to use it and it has an LOS range). Add BOECV (+1). 110 Active Points; total cost 88 points.

ILLUSIONARY DISGUISE

Effect: Mental Illusions 8d6, Self Only

Target/Area Affected: Self

Duration: Constant

Range: LOS

END Cost: 4

Description: The character can create illusions that change his appearance. However, anyone he's not affecting with the power (*i.e.*, against whom he's made an ECV Attack Roll to use the power) automatically sees his true appearance.

Game Information: *Mental Illusions 8d6 (40 Active Points), Self Only (-1). Total cost: 20 points.*

OPTIONS:

1) Stronger Disguises: Increase to Mental Illusions 12d6. 60 Active Points; total cost 30 points.

2) Weaker Disguises: Decrease to Mental Illusions 6d6. 30 Active Points; total cost 15 points.

3) Illusionary Disguise Variant: This form of Illusionary Disguise automatically affects anyone the character knows about. If he doesn't know someone can perceive him, or a person comes upon him by surprise, or the like, that person can see his true appearance for at least one Phase. Change to Shape Shift (Sight Group, any humanoid form), Imitation (30 Active Points); Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 20 points.

PHOBIC MANIPULATION

Effect: Mental Illusions 10d6, No Conscious Control (greatest fear only)

Target/Area Affected: One character

Duration: Constant

Range: LOS

END Cost: 5

Description: The character can inflict upon the target a convincing illusion of the target's greatest fear. While the character can activate the power at will, he has no control over what it shows the character, and in fact doesn't even know what it shows the character — he just activates the illusion, which then plays out in the victim's terrified mind.

You can use this power as a template for creating similar abilities based on other emotions and the like — such as a target's greatest desire, what the target most covets, or the like.

Game Information: *Mental Illusions 10d6 (50 Active Points); No Conscious Control (only to force target to experience his greatest fear; -1). Total cost 25 points.*

OPTIONS:

1) Terrifying Fear: Increase to Mental Illusions 12d6. 60 Active Points; total cost 30 points.

2) Less Terrifying Fear: Decrease to Mental Illusions 8d6. 40 Active Points; total cost 20 points.

3) Uncontrollable Fear: The character simply activates the illusion and then lets the fear effect run on its own; he need not maintain it or pay any attention to it. Decrease to Mental Illusions 8d6 and add Continuous (+1) and Uncontrolled (turns off if target is affected by or attacked with any other Mental Power; +½). 100 Active Points; total cost 50 points.

4) Touch Of Fear: The character must touch the target to inflict terrifying visions. Add No Range (-½) and Requires A DEX Roll (assumes a DEX Roll of 14-; -½). Total cost: 17 points.

PSIONIC INVISIBILITY

Effect: Invisibility to Sight and Hearing Groups, No Fringe, Only Works Against Sentient Persons Character Is Aware Of

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can alter others' perceptions to make it seem as if he is not present. The power affects the perceptions of anyone he knows about. If he doesn't know someone can perceive him, or a person comes upon him by surprise, or the like, that person can see his true appearance. However, even people affected by the power can still touch or smell the character.

Game Information: *Invisibility to Sight and Hearing Groups, No Fringe (35 Active Points); Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 23 points.*

OPTIONS:

1) Full Psionic Invisibility: The power also covers the targets' sense of touch and smell. Add Smell/Taste and Touch Groups. 45 Active Points; total cost 30 points.

2) Sight Psionic Invisibility: The character's ability to remove himself from others' perceptions covers only the sense of sight. Remove Hearing Group. 30 Active Points; total cost 20 points.

3) Easy Psionic Invisibility: Add Reduced Endurance (0 END; +½). 52 Active Points; total cost 35 points.

4) No-Mind I: The character can't hide from ordinary senses, but can hide from Mental Senses such as Mind Scan. Replace Sight and Hearing Groups with Mental Group. 20 Active Points; total cost 13 points.

5) No-Mind II: As No-Mind I, but the character doesn't have to be aware of others to hide from their Mental Group senses. Remove Only Works Against Sentient Persons Character Is Aware Of (-½). Total cost: 20 points.

6) No-Mind III: The character's mind is always invisible to Mental Senses. Change to Invisible to Mental Sense Group, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½) (40 Active Points); Always On (-½). Total cost: 27 points.

MIND CONTROL POWERS

MENTAL CONTROL

Effect: Mind Control 8d6

Target/Area Affected: One character

Duration: Constant

Range: LOS

END Cost: 4

Description: The character has the ability to take control of another person's mind. The more extreme or dangerous the commands he gives, the

more likely it is that his attempt to control another person will fail.

Game Information: *Mind Control 8d6. Total cost: 40 points.*

OPTIONS:

1) Mental Domination: Increase to Mind Control 12d6. Total cost: 60 points.

2) Suggestability: Decrease to Mind Control 6d6. Total cost: 30 points.

3) Telepathic Mental Control: The character can communicate orders to the target with his thoughts alone. Add Telepathic (+¼). Total cost: 50 points.

4) Building Mental Control: The character's Mental Control takes time to build up to full effect, but can achieve extreme effects given enough time. Change to Mind Control 2d6, Cumulative (+½), Increased Cumulative Points (96 points; +¾). Total cost: 22 points.

5) Hidden Mind Control: The character's Mental Control is so precise, and his skill with using it so great, that he can often conceal from the victim the fact that he (the victim) has not been acting of his own volition. Add Mind Control +6d6 (30 Active Points); Only To Make Victim Remember Actions And Think They Were Natural (-1) (total cost: 15 points). 40 + 30 = 70 Active Points; total cost 40 + 15 = 55 points.

6) Restricted Mind Control: The character can only issue one type of command with his Mental Control. Add Set Effect (-½ or -1). Total cost: 27 points (-½) or 20 points (-1). Some examples:

A Calming Effect: Only To Make People Stop Fighting (-½)

All Sales Final: Only To Make People Spend Money (-½)

Donations Accepted: Only To Make People Give [Character] Their Money (-½)

Fighting Fury: Only To Make People Fight (-½)

7) Silver-Tongued: The character's Mental Control powers are more limited than those of a typical psionic. Instead of reflecting literal control of the mind, they represent his extreme persuasiveness. With a few glib words, he can convince people to do just about anything. Add Requires A Persuasion Roll (-½) and Limited Range (range of hearing; -¼). Total cost: 23 points.

BODYJACKING

Effect: Mind Control 18d6 plus Desolidification plus Clinging

Target/Area Affected: One character

Duration: Constant

Range: Touch

END Cost: 0

Description: The character can merge with and take over another person's body. He converts his own body to psychic energy and invades the mind of his target, "imprinting" himself on the target's mind and controlling his body. He must touch the person

to do this.

In game terms, this power consists of high-powered Mind Control Linked to Desolidification. When the character attacks, he touches his potential victim and makes his ECV Attack Roll (the GM may require a DEX Roll to touch the victim, if appropriate). If he hits, he makes his Effect Roll, and he must achieve an EGO +30 or greater result. If he fails, the power doesn't work at all, leaving him standing there looking foolish (and vulnerable). If the victim ever succeeds with a Breakout Roll, the character is ejected from the victim's body immediately, appearing next to him as described below.

If he succeeds, his Desolidification activates and he automatically "merges" with the person he's just taken control of. His Desolidification and Clinging only allow him to enter a victim's body and move with it as it moves; while Desolidified, he cannot use his own equipment (except for Foci that provide defense, such as an armored costume or suit), physical abilities, or mental/psionic abilities. The character can do nothing but control the body and communicate with it telepathically while inside it. Standard rules about changing orders with Mind Control apply.

While in control of the victim, the character can make use of any of the victim's Skills, Perks, Talents, Powers, or other abilities he knows about (whether through experience, study, or use of Telepathy). The victim moves and acts with his own SPD or the character's SPD, whichever is lower. If the victim attacks, he does so with his own DEX/EGO or the character's DEX/EGO, whichever is lower.

If the victim takes any damage after applying his (the victim's) defenses, the character takes that damage, too (though he can apply his own defenses to it). Any Mental Powers used on the victim automatically affect only the character, not the victim. If the victim becomes Stunned, the character becomes Stunned as well; if the victim is Knocked Out, the character is immediately ejected from the body (and may take damage, as discussed above). If a victim dies while the character possesses him, the character dies as well. If the character is Stunned, Knocked Out, or killed separately from the victim, he automatically re-appears next to the victim in that state.

When the character fails an Effect Roll or voluntarily ends his possession of a victim, he appears in physical form right next to the victim, in the same spatial relationship they had when he attacked. For example, if he touched a victim from the left side, he'll re-appear to the left of that person.

If the character wants to move from one body to another without re-appearing, he must touch the potential victim while still possessing the current victim. If he fails his ECV Attack Roll or Effect Roll, he's immediately ejected from his current victim and re-appears. If everything goes as planned, he merges from the first victim to the second, leaving the first person once again in control of himself.

Game Information:

Cost Power

- | | |
|-----|---|
| 150 | <i>Bodyjacking:</i> Mind Control 18d6, Affects Physical World (+2), Reduced Endurance (0 END; +½), Telepathic (+¼) (337 Active Points); No Range (-½), Linked (to Desolidification; -¼), Must Achieve EGO +30 Result (-½), Side Effects (potential negative effects while controlling victim, see text; -0) |
| 24 | <i>Bodyjacking:</i> Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½), Only To "Merge" With Possessed Body (see text; -1) |
| 9 | <i>Bodyjacking:</i> Clinging (normal STR), Affects Physical World (+2); Only To Remain Merged With A Body If It's Moved Involuntarily (-2), Linked (to Desolidification; -½) |
| 61 | <i>Thought Reading:</i> While possessing someone, the character can read the victim's surface thoughts and access the victim's memories. Add Telepathy 7d6, Affects Physical World (+2), Reduced Endurance (0 END; +½); No Range (-½), Only On Possessed Target (-½) |

Total cost: 244 points.

OPTIONS:

1) Ranged Bodyjacking: The character doesn't have to touch his victim to possess him; he can do so from up to 15" distance, instantly transforming to psychic energy and traveling into the victim's mind if his attack succeeds. Remove No Range (-½) from Mind Control (total cost: 192 points) and add Teleportation 15" (30 Active Points); Linked (to Mind Control; -½), No Noncombat Multiple (-¼) (total cost: 17 points). Total cost: 304 points.

2) Corporeal Remnant: Instead of transforming wholly into psychic energy, the character leaves his body behind when he projects his mind into another person's body. Any harm inflicted on the body affects the character. To the Mind Control power add Character's Body Is Helpless And Incapacitated While Character Uses Mind Control (-1) (total cost: 104 points). Total cost: 198 points.

GO WHERE YOU'RE TOLD

Effect: Teleportation 10", Usable As Attack

Target/Area Affected: One character

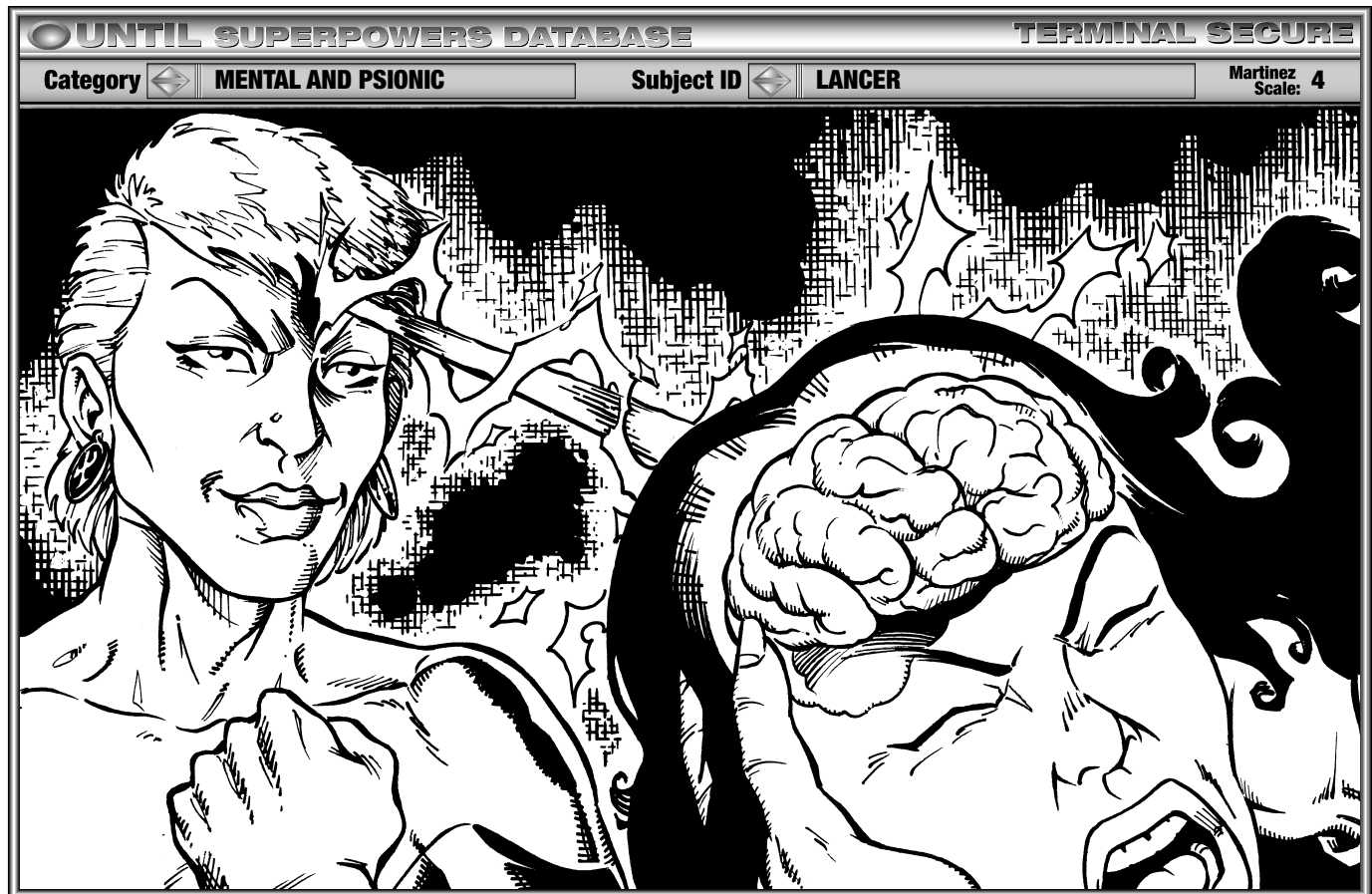
Duration: Instant

Range: LOS

END Cost: 6

Description: With this power, a character can take control of another person for just a split second and cause him to move to a designated spot. He moves there using his own movement abilities, to a maximum of 10" of movement; if he has less than 10" of movement in all his movement abilities, he only moves as far as his maximum Combat Movement with the ability that has the most inches of movement.

Game Information: Teleportation 10", Usable As Attack (+1), Line Of Sight (+1) (60 Active Points); Must Pass Through Intervening Space



(-¼), Limited Movement (victim must move under own power; -¼). Total cost: 40 points.

OPTIONS:

- 1) **Longer Travel:** Increase to Teleportation 15". 90 Active Points; total cost 60 points.
- 2) **Shorter Travel:** Decrease to Teleportation 6". 36 Active Points; total cost 24 points.
- 3) **Protect Me:** The character can make his victim leap in front of an incoming attack to take the blow. To do this, the character must Abort to use this power, which counts as a defensive action. The attacker makes his Attack Roll as normal against the base DCV of the victim of the power (i.e., his DCV calculated from DEX, without any Combat Skill Levels or other modifiers). If the attack succeeds, he hits the victim; if the attack misses, the attacker makes another Attack Roll (with his normal OCV) to determine if he hits the character with this power. Add Trigger (+¼). 65 Active Points; total cost 43 points.

HYPNOTISM

Effect: Mind Control 7d6

Target/Area Affected: One character

Duration: Constant

Range: No Range

END Cost: 3

Description: The character has a crude mental control power: he can hypnotize other characters. This requires a Skill Roll and is subject to many other restrictions. Among other things, the character

cannot achieve the full range of Mind Control effects — he cannot order the character to do literally anything. He's limited to the sort of orders commonly associated with hypnosis: go to sleep, pet an imaginary dog, recount or relive some traumatic event, do not notice or remember this event, and so forth.

Game Information: *Mind Control* 7d6 (35 Active Points); *OIF* (any watch, pen, or other object for the subject to focus on; -½), *Hypnosis Only* (cannot achieve full range of Mind Control effects; -½), *No Range* (-½), *Extra Time* (1 minute; -1½), *Concentrate* (0 DCV; -½), *Gestures* (must wave focusing object in front of subject's eyes; -¼), *Incantations* ("You are getting sleepy..."; -¼), *Eye Contact* (-½), *Requires A PS: Hypnotist Roll* (-¼). Total cost: 6 points.

OPTIONS:

- 1) **Stronger Hypnosis:** Increase to Mind Control 10d6. 50 Active Points; total cost 9 points.
- 2) **Master Hypnosis I:** The character's mesmeric powers are much more effective, more like a true superpower than a skill. Change to Mind Control 8d6 (40 Active Points); Hypnosis Only (cannot achieve full range of Mind Control effects; -½), *No Range* (-½), *Extra Time* (1 minute; -1½), *Concentrate* (0 DCV; -½). Total cost: 10 points.
- 3) **Master Hypnosis II:** As Master Hypnosis I, but increase to Mind Control 10d6. 50 Active Points; total cost 12 points.

SUBJECT ID: LANCER

"During the battle, Lancer struck a vicious blow against Witchcraft from behind, stunning her long enough to do it again and knock her out. I got some excellent readings on Lancer that should help the Technical Division analyze her powers and develop a defense against them. They have some minor, but unusual, differences from the readings I've taken of similar psionic attacks, perhaps due to her attack's accompanying visible-light effect."

—USPD field research notes by Agent Svetlana Petrova

4) Post-Hypnotic Suggestion: The character plants a hypnotic suggestion — a specific order — in a subject by hypnotizing him in advance. (How the character arranges to do this is up to him and the circumstances of the scenario.) He can trigger the suggestion at a later point when he encounters the subject again, without having to go through the usual procedures for using hypnosis. (At the GM's option, the character can also specify some event as triggering the suggestion.) Add Delayed Effect (+¼). 44 Active Points; total cost 8 points.

LEGION OF ATTACKERS

Effect: Energy Blast 6d6, Indirect, Variable Advantages, Variable Special Effects

Target/Area Affected: One character

Duration: Instant

Range: 20"/410" (see text)

Description: With this power, a character can take control of another person (the "puppet") for just a split second and cause him to attack someone (the victim). The puppet has his normal range when firing, to a maximum of 410" from the character. The character's control isn't absolute, so he may not be able to make the puppet use the attack at full power or access the Advantages applied to it. In game terms, he's limited to the dice and level of Variable Advantages bought for the attack, regardless of how powerful the attack itself might be; if the attack has no Advantages, the character cannot apply one, if it has multiple Advantages, he can choose which one to use. The attack could come from any direction (based on where the puppet is located during the Segment when the character uses this power), so this power includes the Indirect Advantage at the +¾ level.

This power is bought with Energy Blast, since that's the most common power used to build Ranged attacks in most *Champions* campaigns. The GM must decide whether the character can use this power with non-EB attacks (e.g., weapons built with RKA), or must have a Power Framework with various slots for the different types of attacks his foes might have (see Options, below). In any event, a character can't use this power with attacks that don't involve powers similar to Energy Blast (such as Drain, Entangle, or Flash).

Because causing a puppet to make an attack may use up Charges or END, this power includes a Linked Drain. The effect on END or an Endurance Reserve is as normal under the rules. To determine the effect on Charges, divide the power's Active Points by the number of Charges it has; that gives you a "point total" for each Charge, which tells you how much effect the Drain has to achieve to remove one.

Game Information: Energy Blast 6d6, Indirect (based on location of puppet; +¾), Variable Advantage (+½ Advantages, reduced by ¼ since character usually has little or no control over the Advantages he can use; +¾), Variable Special Effects (+¼) (82 Active Points); Can Only Do Maximum Of 6d6 And One +½ Advantage Regardless Of Attack's Actual Power (-0) (total

cost: 82 points) plus Drain Attack Powers 3d6, Charges or END one at a time (+¼), Ranged (+½) (52 Active Points); Limited Range (20"; -¼), Only Removes 1 Charge Or Enough END For One Shot (-½), Linked (-½), Puppet Recoverers Lost END Through Both Post-Segment 12 Recoveries And Standard Drain Return (-0) (total cost: 23 points). Total cost: 105 points.

OPTIONS:

1) Greater Access: The character can exert greater control over puppets' attacks Increase to Energy Blast 8d6. 110 + 52 = 162 Active Points; total cost 110 + 23 = 133 points.

2) Total Attacks Control: The character can control and use any attack a puppet has, no matter what effect it has on targets. For the Energy Blast, substitute a Variable Power Pool, 75 base + 37 control cost. Total cost: 112 points. You must also remove the Linked from the Drain Attack Powers (since characters can only Link powers to entire Power Frameworks with the GM's permission), giving it a total cost of 30 points. When the character uses the power, he also uses the Drain Attack Powers as a multiple-Power attack.

TELEPATHY POWERS

TELEPATHY

Effect: Telepathy 8d6

Target/Area Affected: One character

Duration: Constant

Range: LOS

END Cost: 4

Description: The character has the ability to read the thoughts in another person's mind, or to communicate with another person mentally by projecting his own thoughts into that person's mind. The deeper the character wants to delve into another person's mind, the more likely it is that his attempt to find information will fail.

Game Information: Telepathy 8d6. Total cost: 40 points.

OPTIONS:

1) Deep Telepathy: Increase to Telepathy 12d6. Total cost: 60 points.

2) Weak Telepathy: Decrease to Telepathy 6d6. Total cost: 30 points.

3) Rapid Telepathy: The character can search the victim's mind quickly, gathering a lot of information in a short period of time. Add Autofire (5 shots; +1½). Total cost: 100 points.

4) Communicative Telepathy: The character can only communicate telepathically; he cannot search through another person's mind for information. Add Communication Only (-¼). Total cost: 32 points.

5) Telepathically Deaf: The character can broadcast his thoughts to other people, but cannot "hear"

their thoughts in return. Add Broadcast Only (-½). Total cost: 27 points.

6) Telepathically Mute: The character can hear the thoughts of other people, but cannot “speak” his thoughts to them in return. Add Receive Only (-½). Total cost: 27 points.

7) Hidden Telepathy: The character’s Telepathy is so precise, and his skill with using it so great, that he can often conceal from the victim the fact that he (the character) has read the victim’s mind. Add Telepathy +6d6 (30 Active Points); Only To Make Telepathy Undetectable By Victim (-1) (total cost: 15 points). 40 + 30 = 70 Active Points; total cost 40 + 15 = 55 points.

MENTAL CLARITY

Effect: Aid INT 4d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Description: The character can expand his (or another person’s) consciousness and enhance the clarity of his thought processes, enabling him to perceive things better, think more quickly, and solve problems he would otherwise find unsolvable.

Game Information: *Aid INT 4d6 (40 Active Points). Total cost: 40 points.*

OPTIONS:

- 1) Greater Clarity:** Increase to Aid INT 6d6. Total cost: 60 points.
- 2) Lesser Clarity:** Decrease to Aid INT 3d6. Total cost: 30 points.
- 3) Distant Clarity:** The character can improve another person’s mental clarity without having to touch him. Add Ranged (+½). Total cost: 60 points.
- 4) Psychic Clarity:** The character’s ability to enhance mental clarity functions like a Mental Power, with a range of Line Of Sight. Decrease to Aid INT 3d6 and add BOECV (Mental Defense applies, if appropriate; +1) and Ranged (+½). Total cost: 75 points.
- 5) Personal Clarity:** The character can only enhance his own mental clarity. Add Self Only (-½). (For the opposite version, add Others Only (-½).) Total cost: 27 points.
- 6) Clarity Of Will:** With the character’s heightened mental clarity comes greater strength of will. Change to Aid Mental Clarity 4d6, both INT and EGO simultaneously (+½). Total cost: 60 points.

MENTAL LINK

Effect: Mind Link, one specific mind

Target/Area Affected: One character

Duration: Persistent

Range: LOS

END Cost: 0

Description: The character can establish a limited form of telepathic contact — a mental communications link — between himself and one other person, whom he must define when he purchases the power. Typically this person is a spouse, sidekick, trusted friend, faithful animal companion, or the like.

Game Information: *Mind Link, one specific mind. Total cost: 5 points.*

OPTIONS:

- 1) Group Mental Link I:** The character can establish a Mental Link with any one member of a specific group of persons (such as his family, his teammates, or the cast of *To Save The World*). Increase to Mind Link, one specific person within a defined group. Total cost: 10 points.
- 2) Group Mental Link II:** The character can establish a Mental Link with any eight members of a specific group of persons. Increase to Mind Link, up to eight persons within a defined group. Total cost: 25 points.
- 3) Universal Mental Link I:** The character can establish a Mental Link with any one person. Increase to Mind Link, any one willing target. Total cost: 15 points.
- 4) Universal Mental Link II:** The character can establish a Mental Link with up to any eight people. Increase to Mind Link, up to any eight willing targets. Total cost: 30 points.
- 5) Greater Mental Link:** Once the character establishes a Mental Link with someone, he can maintain contact with that person wherever they go — anywhere in the Universe, other dimensions, and so forth. Increase to Mind Link, one specific mind, any distance, any dimension. Total cost: 15 points.
- 6) Psychic Bond:** The character has a permanent Mental Link with one person. Add Psychic Bond. Total cost: 10 points.
- 7) True Psychic Bond:** The character’s has so profound a Mental Link with another person that he feels the pain they feel. Add Psychic Bond and Feedback (STUN only; -1). Total cost: 5 points.

MENTAL PARALYSIS

Effect: Entangle 3d6, 3 DEF, BOECV

Target/Area Affected: One character

Duration: Instant

Range: LOS

END Cost: 7

Description: The character can paralyze another character with psionic energy alone. He may temporarily cut off the brain’s ability to send neural signals to the rest of the body to make it move, implant an irresistible mental command of “Don’t move a muscle!”, or the like.

Game Information: *Entangle 3d6, 3 DEF, BOECV (Mental Defense applies; +1), Takes No Damage From Physical Attacks (+¼), Work Against EGO, Not STR (+¼) (75 Active Points); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼). Total cost: 43 points*

OPTIONS:

- 1) **Strong Paralysis I:** Increase to Entangle 5d6, 5 DEF. 125 Active Points; total cost 71 points.
- 2) **Strong Paralysis II:** Increase to Entangle 3d6, 5 DEF. 100 Active Points; total cost 57 points.
- 3) **Strong Paralysis III:** This form of Mental Paralysis works equally well whether a target has Mental Defense or not. Change BOECV to “normal defense applies” and remove Mental Defense Adds To EGO. 75 Active Points; total cost 60 points.
- 4) **Weak Paralysis:** Decrease to Entangle 2d6, 2 DEF. 50 Active Points; total cost 29 points.
- 5) **Paralytic Touch:** The character has to touch a victim to paralyze him. Add No Range (-½). Total cost: 33 points.
- 6) **Permanent Paralysis:** Instead of just temporarily incapacitating his victims, the character permanently cripples them, leaving them unable to move their muscles at all. Change to Major Transform 4d6 (mobile human to human unable to move; heals back through another application of this power or use of Telepathy with EGO +40 effect against victim's standard EGO), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (135 Active Points); Limited Target (humans; -½). Total cost: 90 points.

MENTAL SHADOW

Effect: Darkness to Mental Group
Target/Area Affected: 4” Radius
Duration: Constant
Range: 125”
END Cost: 2

Description: The character can generate a field of “telepathic interference” that makes it impossible for Mental Senses to perceive into, out of, or through.

Game Information: *Darkness to Mental Group 4” radius, Personal Immunity (+¼). Total cost: 25 points.*

OPTIONS:

- 1) **Larger Shadow:** Increase to Darkness 6” radius. Total cost: 37 points.
- 2) **Smaller Shadow:** Decrease to Darkness 3” radius. Total cost: 19 points.

MIND TRANSFER

Effect: Major Transform 6d6 (transfer character's mind to victim's body), Side Effects (transfer victim's mind into character's body)

Target/Area Affected: One character

Duration: Instant

Range: LOS

END Cost: 20

Description: The character has the ability to “switch minds” with the target. The character's mind ends up in the target's body, while the target's mind ends up in the character's body.

If Mind Transfer succeeds, the character shifts his mind into the victim's body (the “host body”). He retains the following: his own EGO, INT, and PRE Characteristics; all INT-, EGO-, and PRE-based Skills; all Skills which are not necessarily based on INT or EGO but which reflect intellectual learning with no physical skills (for example, Languages transfer; TFs, which require some physical abilities, do not); and all of his mental and psionic powers. However, he retains none of his physical Characteristics or abilities. Instead, he can use all of the host body's physical Characteristics and abilities (even superpowers), including physical Skills (such as Climbing, Combat Driving, and most types of Skill Level). In some cases the GM may require the character to succeed with EGO Rolls to make the host body function properly, at least for the first few Turns of use.

Meanwhile, the mind that used to inhabit the host body has been shunted to the character's body. It has the same benefits — it keeps its mental-oriented abilities, but uses the physical abilities of the character's body. If possible, characters often have themselves restrained before they use this power; that way the victim can't wander off and harm the character's body somehow. If either body becomes Stunned or Knocked Out, the mind within it suffers the same effect; if for some reason the character transfers his mind into a body that's already Stunned or Knocked Out, he instantly suffers the same fate when the transfer succeeds (and the victim's mind becomes conscious or not Stunned, since it's now in a conscious and aware body). If either body dies, the mind within it dies as well.

Once the character's mind is in the host body, he can, if he so desires, use Mind Transfer again to “jump” from the host body to another host body. The mind of host body #2 would then take up residence in host body #1, while the character's mind occupied host body #2. A character could mentally “jump” through an entire crowd of people this way, possibly leaving a mighty confused group of victims in his wake.

For the purposes of Mind Transfer, SPD is a physical Characteristic. If a change in SPDs is involved, the GM should use the Optional Speed Change rules on page 357 of the *HERO System 5th Edition, Revised*. If the GM does not use those rules, he should adjudicate the situation fairly and not cheat either of the characters involved out of any Phases.

To reverse a Mind Transfer, the character simply uses the power again. For ease of game play,

the GM can assume this succeeds unless the victim does not want to leave the character's body for some reason.

Mind Transfer is a rare, and rarely-used, power. While it is extremely powerful, it poses a lot of dangers for the character — even most heroes find the risk of being trapped outside their own bodies terrifying.

Game Information: *Major Transform 6d6 (transfer character's mind to victim's body; heals back through application of the same power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (202 Active Points); Limited Target (humans; -½), All Or Nothing (-½), Side Effects (transfer victim's mind into character's body, automatically happens; -2). Total cost: 50 points.*

OPTIONS:

- 1) **Transfer Touch I:** The character must touch the victim to accomplish a Mind Transfer. Add No Range (-½). Total cost: 45 points.
- 2) **Transfer Touch II:** The character must touch the victim skin-to-skin to accomplish a Mind Transfer. Add Skin Contact Required (-1). Total cost: 40 points.
- 3) **Tiring Transfer:** The transferral process is particularly tiresome. However, if it works, it leaves the victim's mind in a body that's weary. Add Increased Endurance Cost (x2 END; -½). Total cost: 45 points.
- 4) **Easy Transfer:** Effecting a Mind Transfer doesn't tire the character out at all. Add Reduced Endurance (0 END; +½). 247 Active Points; total cost 62 points.
- 5) **Slow Mind Transfer:** The character may have to spend a little longer attacking the victim to accomplish the Mind Transfer, but he usually succeeds eventually. Decrease to Major Transform 4d6 and remove All Or Nothing (-½). 135 Active Points; total cost 39 points.
- 6) **Mind Shunting:** Some extremely powerful psionics have perfected the ability of "mind shunting" (also called "possession"), in which they project their mind into a host body while ejecting the victim's mind into some nearby object or "the back of" the host body's mind where it can do nothing. Change Side Effect to Character's Body Is Helpless And Incapacitated While Character Uses Mind Shunting (-1). Total cost: 67 points.
- 7) **Mind Switch I:** Instead of transferring his mind into someone else's body, the character can switch the minds of two other people. Remove Side Effects (-2) and add Must Be Rapid Fired (character must attack both targets in the same Phase with this power; -0). Total cost: 101 points.
- 8) **Mind Switch II:** As Mind Switch I, but the character must touch each of the victims to accomplish the switch. Change Must Be Rapid Fired to Must Use Sweep (-0) and add No Range (-½). Total cost: 81 points.

NEURAL BLINDNESS

Effect: Sight Group Flash 6d6, BOECV
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 6

Description: The character can temporarily blind his opponents by telepathically reaching into their minds and "shutting off" the optic nerve for a few seconds.

Game Information: *Sight Group Flash 6d6, BOECV (Mental Defense applies; +1). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Neural Blindness:** Increase to Sight Group Flash 8d6. Total cost: 80 points.
- 2) **Weak Neural Blindness:** Decrease to Sight Group Flash 4d6. Total cost: 40 points.
- 3) **Neural Deafness:** Instead of affecting sight, the character shuts off the target's hearing. (You can use the same cost for any other Nontargeting Sense Group, or even build a Multipower with all of the different types of Neural Blindness as slots.) Change to Hearing Group Flash 10d6. Total cost: 60 points.
- 4) **Neural Asensia:** The character telepathically shuts off all of the target's senses. Change to Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Sense Group Flash 6d6. Total cost: 110 points.

NEURAL BLOCKING

Effect: Variable Power Pool for Drain/Suppress, BOECV
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: Varies

Description: The character has the power to telepathically reach into an opponent's mind and slow down or shut down the neural pathways that control a particular ability — his Energy Blast, perhaps, or his STR, HKA, Telescopic Hearing, or whatever else the character wants to hinder the target's ability to use. See *Psionic Palsy*, page 147, as an example.

This is a very powerful ability, one the GM should review and approve before it enters the game. Some GMs may prefer that characters buy a Multipower of pre-defined Neural Blocking effects instead.

Game Information: *Variable Power Pool (Neural Blocking Pool), 40 base + 20 control cost, BOECV (Mental Defense applies; +1); Only For Drains And Suppresses (-1). 40 + 40 = 80 Active Points; total cost 40 + 20 = 60 points.*

OPTIONS:

- 1) **Larger Pool:** Increase to 50 base + 25 control cost. Active Points 50 + 50 = 100; total cost 50 + 25 = 75 points.
- 2) **Smaller Pool:** Decrease to 30 base + 15 control

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			Martinez Scale: 14



cost. Active Points $30 + 30 = 60$; total cost $30 + 15 = 45$ points.

PSIONIC SURGERY

Effect: Major Transform 4d6 (change memories and Psychological Limitations), BOECV
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 13

Description: The character can use his telepathic powers to effect long-term change in another person's memories, thoughts, and feelings. He can add, alter, or remove memories and Psychological Limitations. Additionally, if desired, whatever change the character makes includes "and forget I did this to you," so that the victim doesn't remember the telepathic assault. The change wears off over the course of a month or more (though a character may choose, when he buys the power, to define the power as requiring another application of the power to "heal").

Game Information: Major Transform 4d6 (alter, remove, or add memories or Psychological Limitations, heals back normally [or through repeated applications of this power, character's choice at purchase]), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (135 Active Points); Limited Target (humans; -½). Total cost: 90 points.

OPTIONS:

- 1) **Strong Surgery:** Increase to Major Transform 5d6. 169 Active Points; total cost 113 points.
- 2) **Weak Surgery:** Decrease to Major Transform 3d6. 101 Active Points; total cost 67 points.
- 3) **Surgery Touch:** The character must touch the target to affect him. Add No Range (-½). Total cost: 67 points.
- 4) **Amnesia Induction:** The character cannot change a target's personality and basic behavior patterns (Psychological Limitations), nor can he implant memories — all he can do is take existing memories away. Add Only To Remove Memories (-1). Total cost: 54 points.
- 5) **Memory Theft:** As Amnesia Induction, but the character doesn't just remove memories, he steals them from the target to keep in his own mind. Add to Amnesia Induction Telepathy 15d6 (75 Active Points); Linked (-½), Must Achieve EGO +20 Result (-½), Only To Steal Memories (-1) (total cost: 25 points). $135 + 75 = 210$ Active Points; total cost $54 + 25 = 79$ points.

UNCLEAR THOUGHTS

Effect: Change Environment, -4 to all INT Rolls and Intellect Skill rolls
Target/Area Affected: 16" radius
Duration: Constant
Range: 230"
END Cost: 5

Description: The character can generate a field of “telepathic static” that makes it hard for other people to think, remember things, or generally use their minds.

Game Information: *Change Environment 16” radius, -4 to all INT Rolls and Intellect Skill rolls, Personal Immunity (+¼). Total cost: 46 points.*

OPTIONS:

- 1) **Intense Field:** Increase to -6 to all INT Rolls and Intellect Skill rolls. Total cost: 56 points.
- 2) **Mild Field:** Decrease to -2 to all INT Rolls and Intellect Skill rolls. Total cost: 36 points.
- 3) **Larger Field:** Increase to 32” radius. Total cost: 52 points.
- 4) **Smaller Field:** Decrease to 8” radius. Total cost: 40 points.

DEFENSIVE POWERS

MIND SHIELD

Effect: Mental Defense (20 points plus EGO/5)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character possesses strong mental “shields” that make it difficult for other people to affect him with mental and psionic powers.

Game Information: *Mental Defense (20 points plus EGO/5). Total cost: 20 points.*

OPTIONS:

- 1) **Strong Shields:** Increase to Mental Defense (30 points plus EGO/5). Total cost: 30 points.
- 2) **Weak Shields:** Decrease to Mental Defense (10 points plus EGO/5). Total cost: 10 points.
- 3) **Tiring Shields:** The character’s mental defenses don’t protect him all the time; he has to concentrate to maintain them. Add Costs Endurance (-½). Total cost: 13 points.
- 4) **Group Shields:** The character can also give his friends the power to protect themselves from mental attacks. Add Usable Simultaneously (up to eight people at once; +1) and Costs Endurance (-½). 40 Active Points; total cost 27 points.

IRON WILL

Effect: Aid EGO 4d6, Only To Resist Mental Powers

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Description: The character can enhance his, or another person’s, willpower for purposes of resisting mental and psionic powers. This increases the character’s DECV, his Mental Defense (if he has

some already), and his EGO for the purposes of determining the results of Effect Rolls for continuing-effect Mental Powers. It does not increase his OECV, his EGO Roll, or the like.

Game Information: *Aid EGO 4d6 (40 Active Points); Only To Resist Mental Powers (-½), Costs Endurance (-½). Total cost: 20 points.*

OPTIONS:

- 1) **Stronger Will:** Increase to Aid EGO 6d6. 60 Active Points; total cost 30 points.
- 2) **Weaker Will:** Decrease to Aid EGO 3d6. 30 Active Points; total cost 15 points.
- 3) **Distant Will:** The character can increase another person’s willpower without having to touch him. Add Ranged (+½). 60 Active Points; total cost 30 points.
- 4) **Mental Iron Will:** The character’s ability to enhance willpower functions like a Mental Power, with a range of Line Of Sight. Decrease to Aid EGO 3d6 and add BOECV (Mental Defense applies, if appropriate; +1) and Ranged (+½). 75 Active Points; total cost 37 points.
- 5) **Personal Iron Will:** The character can only enhance his own will. Add Self Only (-½). (For the opposite version, add Others Only (-½).) Total cost: 16 points.

MENTAL BASTION

Effect: Power Defense (20 points); Only Works Against Limited Type Of Attack (mental/psionic powers; -½)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has such strong willpower and psychic defenses that efforts to use mental or psionic powers to drain, block, or alter his mental abilities are much more difficult than normal. Additionally, it’s harder for people to affect him with Mental Power-like abilities that drain him. In game terms, the character’s Power Defense protects him against: Mental Powers or BOECV powers to which Power Defense applies; and any attempt to Drain, Suppress, or otherwise harmfully alter any of his mental or psionic abilities, regardless of the special effect or nature of the attack.

Game Information: *Power Defense (20 points) (20 Active Points); Only Works Against Limited Type Of Attack (attacks versus, or involving, mental/psionic powers; -½). Total cost: 13 points.*

OPTIONS:

- 1) **Stronger Bastion:** Increase to Power Defense (30 points). Total cost: 20 points.
- 2) **Weaker Bastion:** Decrease to Power Defense (10 points). Total cost: 7 points.
- 3) **Tiring Bastion:** The character’s defenses don’t protect him all the time; he has to concentrate to

SUBJECT ID: MENTON

“According to a report filed with PRIMUS by the superhero Nighthawk, and shared with us by PRIMUS officials, the Champions were investigating clues that indicated Menton might be involved in a scheme in Millennium City. A lucky guess led Nighthawk straight to the psionic mastermind, who was entertaining an unknown female. Before he could strike, Menton sensed him and attacked him with a psionic illusion so potent that it caused actual first- and second-degree burns over approximately forty percent of Nighthawk’s body. He escaped before Menton could finish the job, but by the time he returned with his teammates, Menton had departed without leaving behind any traces.”

—Excerpt from *Menton: Current Activities And Threat Assessment 2003*, prepared by UNTIL researchers

maintain them. Add Costs Endurance (-½). Total cost: 10 points.

4) Group Bastion: The character can also give his friends the power to protect themselves from draining mental attacks. Add Usable Simultaneously (up to eight people at once; +1) and Costs Endurance (-½). 40 Active Points; total cost 20 points.

MENTAL INVULNERABILITY

Effect: Mental Damage Reduction, 75%

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character possesses a high degree of protection against mental and psionic powers. Even those that manage to hit him rarely have much, if any, effect.

Game Information: *Mental Damage Reduction, 75%. Total cost: 60 points.*

OPTIONS:

1) Enhanced Invulnerability I: Just to make sure mental and psionic powers can't affect him, the character has lots of Mental Defense. Character also buys Mental Defense (40 points plus EGO/5) (total cost: 40 points). Total cost for both powers: 100 points.

2) Enhanced Invulnerability II: Characters with mental and psionic powers often find it difficult to "draw a bead" on the character; somehow, they can't seem to hit his mind. Character also buys +8 DECV (total cost: 40 points). Total cost for both powers: 100 points.

3) Tiring Bastion: The character's Mental Invulnerability doesn't protect him all the time; he has to concentrate to maintain it. Add Costs Endurance (-½). Total cost: 40 points.

4) Group Bastion: The character can extend his psionic invulnerability to his friends. Add Usable Simultaneously (up to eight people at once; +1) and Costs Endurance (-½). 120 Active Points; total cost 80 points.

MENTAL SUPPRESSION FIELD

Effect: Suppress Mental/Psionic Powers 3d6

Target/Area Affected: 5" Radius

Duration: Constant

Range: 300"

END Cost: 6

Description: The character can create a zone of "psionic interference" that weakens or disrupts any mental power used within or through it. For example, if the character hits an area and rolls 12 on his Suppress dice, anyone within the area who uses a mental or psionic power must subtract 12 Active Points (minus their Power Defense) of effect from the power. The same applies to anyone who wants to project a mental or psionic power through the field, even if neither he nor his target are actually within the field.

This power uses the optional rules for "Suppression fields" on page 227 of the *HERO System 5th Edition, Revised*. Therefore, it requires the GM's permission.

Game Information: *Suppress Mental/Psionic Powers 3d6, all Mental/Psionic Powers simultaneously (+2), Area Of Effect (5" Radius; +1). Total cost: 60 points.*

OPTIONS:

1) Strong Field: Increase to Suppress 4d6. Total cost: 80 points.

2) Weak Field: Decrease to Suppress 2d6. Total cost: 40 points.

3) Larger Field: Increase to Area Of Effect (20" Radius; +1½). Total cost: 67 points.

4) Smaller Field: Change to Area Of Effect (2" Radius [One Hex, doubled]; +¾). Total cost: 56 points.

5) Protective Field: The character can use his Mental Suppression Field defensively because he's immune to its effects. Add Personal Immunity (+¼). Total cost: 64 points.

SENSORY POWERS

AURA VISION

Effect: Detect Aura (see text)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: This is the ability to see auras around objects and living beings. An aura is a brightly colored radiance that extends for several inches about a person. The color of a person's (or an object's) aura has meaning to those experienced in perceiving auras. (See the Aura Table for details.)

All objects have a basic blue-white aura (magical or unusual objects are an exception); living things have more variation in their aura colors. Creatures and monsters also have auras. No one can "disguise" his aura (at least, not without really special and bizarre powers); that's why auras are so useful for figuring out who's really a werewolf or which person in the room is actually a psychotic killer. Auras lack individuality and specificity — they're *not* unique to individuals like fingerprints or DNA are — but the character should suspect something if a supposedly meek, mild-mannered person has a blazing red aura. A person's aura rarely consists of one color; it's normally a mixture of several hues, and the mix changes with the current emotional state of the person.

Aura Vision normally depends on the character's Sight; anything that blocks or interferes with Sight (such as a Sight Group Flash or Darkness versus the Sight Group) prevents him from seeing auras. However, the effective range of Aura Vision is only about 3" in dim light, or 1" or less in

AURA TABLE

Color	Meaning
Blue-white	The basic aura color; the color of all inanimate objects
Pink	Compassionate, warm, sociable
Pale Pink	Psychotic; indicates weakness or confusion
Rose	Generous, unassuming, motherly
Red	Energetic, a leader, extroverted; anger, moodiness
Dark Red	Emotion, desire, sensuality
Orange	Sincere, open-hearted, a sense of justice, fair play
Yellow-orange	Friendly, witty, humorous
Dark Yellow	Cowardice, fear, inferiority
Yellow	Intellectual, a teacher, deep thinker
Pale Yellow	Idealistic, humanitarian
Yellow-green	Greedy, stubborn; also jealous, deceitful, distrusting
Green	Practical, composed; also indicates a love for nature
Light Green	Brooding, lonely; often a loner
Dark Green	Envy, hate, maliciousness
Blue-green	Psychic or spiritual powers, a seeker after knowledge
Blue	Peaceful, calm, a strong character
Light Blue	Creative, spiritual
Dark Blue	Blind faith, superstitious, fearful
Lavender	Conservative, sensitive, civilized
Violet	Excitable, easily swayed by arguments, loves variety
Purple	Royalty, majesty, calm; a true leader
White	Purity, innocence, honesty; often found in children
Gray	Sickness, anxiety, a negative attitude
Black	Rage, anger, savagery, black magic, extreme illness
Gold	The color of saints; the highest, most spiritual color

bright sunlight. The GM should apply modifiers to the Aura Vision roll for ambient conditions, such as bright lights (-1 to -3), many people crowded together (-2), distractions (-1 to -3), and so on. Rare instances exist of characters whose Aura "Vision" relates to some other sense (see Options).

The GM should handle Aura Vision carefully in a game. Since it's so difficult to hide or disguise an aura, Aura Vision may prove unbalancingly helpful to PCs, especially ones engaged in solving mysteries, so the GM may not always want to allow characters to buy it. However, if the GM creatively describes the various patterns and colors a hero sees in an aura, Aura Vision can really contribute to a game. The GM should feel free to add more colors to the table, and also the meanings of different colors in combinations or patterns. It's more fun when the meanings of colors remain at least slightly ambiguous, so the players must interpret the results for themselves.

Game Information: *Detect Aura (INT Roll) (Sight Group), Discriminatory. Total cost: 10 points.*

OPTIONS:

1) **Enhanced Aura Vision:** The character's Aura Vision is especially acute. Increase to INT Roll +4. Total cost: 14 points.

2) **Psionic Aura Vision:** The character's ability to "see" auras depends on his mental senses, not his visual ones. Change to Mental Group and add Sense. Total cost: 12 points.

3) **True Aura Vision:** The character's ability to "see" auras depends on no other senses; he can perceive them even when blind and deaf. Change to no Sense Group and add Range and Sense. Total cost: 17 points.

COMBAT AWARENESS

Effect: Combat Sense

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's mental senses can perceive the minds and events near him sufficiently to warn him of attackers in hand-to-hand combat even if his other senses are blinded or blocked.

Game Information: *Combat Sense (INT Roll). Total cost: 15 points.*

OPTIONS:

1) **Enhanced Combat Awareness:** Increase to INT Roll +5. Total cost: 20 points.

DETECT MINDS

Effect: Detect Minds

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can sense the presence of other minds near his, making it easy to, among other things, track targets in combat when the character cannot use his eyesight. The character can also tell if the minds he perceives have any mental or psionic powers, including the type of power (or its typical effects) and its rough power level ("much stronger than mine," "about the same as mine," and so forth). He can make the same determinations about the target's INT and EGO. He does not, however, know what the target's Psychological Limitations are; that requires Telepathy.

Game Information: *Detect Minds (INT Roll) (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Targeting. Total cost: 27 points.*

OPTIONS:

- 1) **Enhanced Detect Minds:** Increase to INT Roll +3. Total cost: 30 points.
- 2) **Precise Detect Minds:** The character's ability to perceive other minds is so acute that he can discern exactly which mental and psionic powers the target has, including their Active Points or DCs within about +/-10%. He can also determine the INT and EGO of the mind within 1-2 points. Add Analyze. Total cost: 32 points.
- 3) **Distant Detect Minds:** The character can perceive minds that are far away with less difficulty than normal. Add Telescopic (+10 versus Range Modifier). Total cost: 32 points.
- 4) **Mindhunter:** The character can follow the "mental trail" left by a person's mind. The trail dissipates over time (impose a -1 to the PER Roll for each step down the Time Chart since the target passed this way), and other minds "crossing the path" of the target mind can also confuse the character's perceptions (-1 to -5 penalty). Add Tracking. Total cost: 32 points.

FINDING

Effect: Detect Stolen/Lost Item
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: This power allows a character to find an item that a someone has lost, or which has been stolen. He must "attune" himself to the person (this requires 1 Turn concentrating on the person while in the person's presence), and then can locate missing or stolen items which still carry that person's "psychic signature." However, he must be in fairly close proximity to the item to have a respectable chance to perceive it; otherwise the Range Modifier makes the task virtually impossible. The character can only perceive a single person's objects at a time.

Game Information: *Detect Lost/Stolen Items (INT Roll) (Mental Group), Discriminatory (10 Active Points); Can Only Detect A Single, Attuned, Person's Items At A Time (-½), Non-persistent (-¼). Total cost: 6 points.*

OPTIONS:

- 1) **Enhanced Finding:** Increase to INT Roll +5. 15 Active Points; total cost 9 points.
- 2) **Distant Finding:** The character has an easier time finding objects at great distances than the average finder. Add Telescopic (+8 versus Range Modifier). 18 Active Points; total cost 8 points.
- 3) **Itemhunter:** The character can follow the "psychic trail" left by a lost or stolen object. The trail dissipates over time (impose a -1 to the PER Roll for each step down the Time Chart since the target passed this way). Add Tracking. 15 Active Points; total cost: 9 points.

MENTAL EYE

Effect: Mental Awareness, Usable Simultaneously
Target/Area Affected: Up to eight characters
Duration: Constant
Range: Self/Touch
END Cost: 1

Description: The character can extend his own sensitivity for detecting the use of Mental Powers to other people.

Game Information: *Mental Awareness, Usable Simultaneously (up to eight people at once; +1) (10 Active Points); Costs Endurance (-½). Total cost: 7 points.*

OPTIONS:

- 1) **Expanded Mental Eye:** Increase to up to 125 people at once. 15 Active Points; total cost 10 points.
- 2) **Limited Mental Eye:** Decrease to four people at once (+¾). 9 Active Points; total cost 6 points.
- 3) **Ranged Mental Eye:** The character can grant Mental Awareness to others without having to touch them. Add Ranged (+½). 12 Active Points; total cost 8 points.
- 4) **Precise Mental Eye:** The character can't give other people the ability to sense Mental Powers, but his ability to do so is so acute, that he can discern exactly which mental and psionic powers the target has, including their Active Points or DCs within about +/-10%. Remove Usable Simultaneously and Costs Endurance (-½), add Discriminatory, Analyze. Total cost: 15 points (or just 10 points if the character gets Mental Awareness "for free" because he has a Mental Power).

MENTAL SCANNING

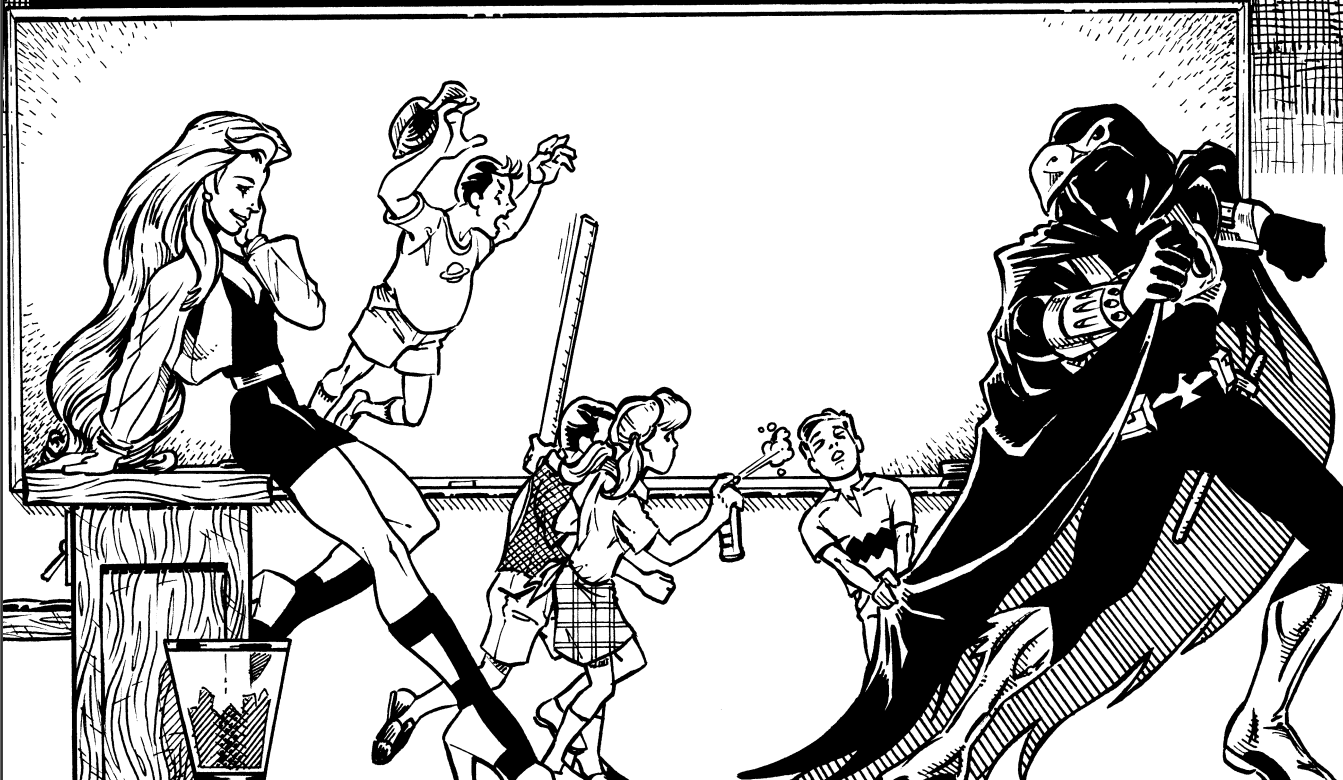
Effect: Mind Scan 10d6
Target/Area Affected: Self
Duration: Constant
Range: Special
END Cost: 5 to activate

Description: The character can scan for specific minds, and even establish a "mental lock-on" that enables him to target the subject mind with Mental Powers.

Game Information: *Mind Scan 10d6. Total cost: 50 points.*

OPTIONS:

- 1) **Strong Scanning:** Increase to Mind Scan 12d6. Total cost: 60 points.
- 2) **Weak Scanning:** Increase to Mind Scan 8d6. Total cost: 40 points.
- 3) **Enhanced Scanning:** The character is skilled at pinpointing just the mind he's looking for. Character also buys +10 OECV with Mind Scan. Total cost: +20 points.

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		Martinez Scale: 5	
Aa Bb Cc Dd Ee Ff Gg Hh Ii Jj Kk Ll Mm Nn Oo Pp Qq Rr Ss Tt Uu Vv Ww Xx Yy Zz			
			

4) Combat Scanning: The character's Mind Scan allows him to attack targets mentally, but won't let them attack him back through the lock-on. Decrease to Mind Scan 8d6 and add One-Way Link (+1). Total cost: 80 points.

5) Mind-Finding: The character's mental scanning only lets him find people; he cannot attack the people he finds. Increase to Mind Scan 12d6 and add Cannot Attack Through Link (-1). 60 Active Points; total cost 30 points.

REMOTE VIEWING

Effect: Clairsentience (Sight Group)

Target/Area Affected: Self

Duration: Constant

Range: 1,600"

END Cost: 4

Description: The character can perceive distant areas without having to look at them directly — a handy ability for spying on the enemy or surveying an area for ambushes and traps before entering it.

Game Information: *Clairsentience* (Sight Group), 16x Range (1,600"). Total cost: 40 points.

OPTIONS:

1) Long-Range Remote Viewing: The character can remotely view areas many kilometers away. Change to: **Cost Power**

45 *Remote Viewing: Multipower, 45-point*
reserve

4u 1) *Local Remote Viewing: Clairsentience*
(Sight Group), 16x Range (1,600")

4u 2) *Distant Remote Viewing*: Clairsentience (Sight Group), MegaScale (1" = 1,000 km, can scale back to 1" = 1 km; +1 ¼)

Total cost: 53 points.

2) Remote Hearing: The character can both see and hear distant places. Add Hearing Group (makes range 2,400"). Total cost: 50 points.

3) Enhanced Remote Viewing: The character's control over his long-distance "visions" allows him to move the perception point. Add Mobile Perception Point. Total cost: 45 points.

4) Multi-Viewing: The character can open multiple perception points at a single time, allowing him to view several areas at once. Add Multiple Perception Points (up to four at once). Total cost: 50 points.

5) Blind Viewing: While using Remote Viewing, the character cannot use any of his normal senses. Add Blackout (-1/2). 40 Active Points; total cost 27 points.

6) Perception Puppet: The character's Clair-sentience works by accessing the minds of others so he can see and hear what they perceive. If there's no one in the area the character wants view, he can't view it. Add Hearing Group, Mobile Perception Point, and Only Through The Senses Of Others (-½). 55 Active Points; total cost 37 points.

SUBJECT ID:
ESPER

"When possible, Esper prefers to spare herself any "dirty work" by taking mental control of other persons and having them carry objects for her... or even attack her enemies. She's well aware that most superheroes and law enforcement personnel don't want to hurt innocent bystanders, even ones attacking them, and the "distraction" gives her time to accomplish her objectives or flee. Agents expecting to face her should bring knockout gas or other non-violent weapons for use against such attackers."

—From the working
draft of *The UNTIL
Supercriminal Tactical
Reference Manual*

NEW ADDERS FOR CLAIRSENTIENCE

Mobile Perception Point: Although a character can change the perception point of his Clairsentience from use to use, once he establishes it for a given activation, it's "fixed" at that point. To move it to another point, he'd have to shut down that use and activate the Clairsentience again at the new perception point. To move the perception point around while it's active is a +5 Character Point Adder. The perception point can move at 6" per Phase, and can travel in three dimension (i.e., it can "fly") and pass through solid objects (though that may blind the character, disorient him, cause him to move the point "off course," and so on, based on the situation, special effects, common sense, and dramatic sense). The character can up to double the point's rate of speed for every +5 Character Points. Moving the perception point any distance takes a Half Phase Action.

If Clairsentience is defined as *Only Through The Senses Of Others*, the Mobile Perception Point (the person or being perceived through) moves as the subject whose senses the character is using moves, and it stays with him regardless of how fast he moves. The Clairsentience stops working if the "subject" moves beyond the power's range.

Multiple Perception Points: Normally a character can only establish and use one Clairsentience perception point at once. A character who applies this Adder to Clairsentience can have multiple perception points established and active

Continued on next page

SENSORY LINK

Effect: Clairsentience (Sight, Hearing, and Smell/Taste Groups), Mobile Perception Point, Only Through Senses Of Others, Blackout

Target/Area Affected: Self

Duration: Constant

Range: 200"

END Cost: 4

Description: The character can link his mind to that of another person and experience what that person perceives with his sight, hearing, and smell. While doing this, the character cannot use his own senses.

Game Information: *Clairsentience (Sight, Hearing, and Smell/Taste Groups), Mobile Perception Point (45 Active Points); Only Through Senses Of Others (-½), Blackout (-½). Total cost: 22 points.*

OPTIONS:

1) **Full Sensory Link:** Increase to Clairsentience (Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Groups). 75 Active Points; total cost 37 points.

2) **Duosenses:** The character can perceive through both the subject's senses, and his own. Remove Blackout (-½). Total cost: 30 points.

MISCELLANEOUS POWERS

ASTRAL FORM

Effect: Duplication (create one 350-point Duplicate), Altered Duplicate (100%)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 14 to activate

Description: The character can create an "astral form," a second self composed of pure psychic energy that leaves his body and can act on its own. While the astral form exists, the character's physical body remains helpless, incapacitated, and unable to act, with 0 DCV (comatose, essentially). However, because the two are both just aspects of the same being, any damage inflicted upon one is inflicted on the other as well (thus, killing either form kills both). Additionally, the two can only remain separate for up to 24 hours; if they do not recombine within that time, they both die.

The astral form possesses all the character's mental and psychic powers, all of his Intellect and Interaction Skills, and all of his memories (similarly, the character retains the astral form's memories after the two rejoin). It may or may not possess his physical abilities, but typically does not. Even if it does, it can only use them on other astral forms and like characters, for it is intangible (it must buy Desolidification, Reduced Endurance (0 END), Persistent, Inherent, Always On, and thus must apply the *Affects Physical World* Advantage to any powers, psionic or otherwise, it wishes to use to affect the solid world). Most astral forms can fly (they buy

Flight); many can cross the world in the blink of an eye (MegaScaled Flight or Teleportation).

The write-up below assumes the character is built on at least 350 Character Points and that he builds his astral form on exactly that many points. It further assumes that at least 51% of the points in the astral form are spent on abilities different from those of the original character.

Game Information: *Duplication (creates 350-point astral form), Altered Duplicate (100%; +1) (140 Active Points); Costs Endurance (to activate; -¼), Original Character Is Incapacitated And Helpless While Duplicate Exists (-1), Extra Time (must enter trance and meditate to allow astral self to leave its fleshy prison, 1 Hour; -1½), Feedback (-1), Both Characters Die If They Do Not Recombine Within 24 Hours (-½). Total cost: 27 points.*

OPTIONS:

1) **Recombination Mastery:** The astral form can recombine with the character easily and from a distance. Add Easy Recombination (Half Phase Action at half DCV), Ranged Recombination (+½). 187 Active Points; total cost 36 points.

2) **Astral Projection:** The character can quickly and easily unleash his astral form. Remove Extra Time (-1½). Total cost: 37 points.

3) **Astral Brother:** The character remains awake, alert, and able to act while his astral form exists. Remove Incapacitated (-1). Total cost: 33 points.

4) **Astral Form Variant:** The character can only use his astral form for reconnaissance and spying; it cannot attack others, move things, or perform any other actions but observation. Change to:

Cost Power

- | | |
|----|---|
| 33 | <i>Astral Form (Variant):</i> Multipower, 67-point reserve, all Character Is Incapacitated And Helpless While Using Power (-1) |
| 2u | 1) <i>Local Remote Viewing:</i> Clairsentience (Sight and Hearing Groups), 16x Range (2,400"); Character Is Incapacitated And Helpless While Using Power (-1) |
| 3u | 2) <i>Distant Remote Viewing:</i> Clairsentience (Sight and Hearing Groups), MegaScale (1" = 1,000 km, can scale back to 1" = 1 km; +1 ¼); Character Is Incapacitated And Helpless While Using Power (-1) |

Total cost: 38 points.

KNOWLEDGE SHARING

Effect: Variable Power Pool for sharing Knowledge Skills

Target/Area Affected: Varies

Duration: Constant

Range: Self/Touch

END Cost: Varies

Description: The character can share knowledge — either granting what he knows to others temporarily, or gaining the use of another person's memories and information.

In game terms, this rather broad effect is defined as a Variable Power Pool. The Pool can do two things: first, the character can use it to apply the *Usable Simultaneously* Advantage to any of the character's Knowledge Skills (an exception to the general rule against buying naked Advantages in Power Frameworks); second, the character can use it to buy a Knowledge Skill that another character has (an exception to the general rule about not buying Skills through Power Frameworks). In either case, he must touch the character to/from whom he transfers a Knowledge Skill. (At the GM's option, this ability might apply to Skills other than Knowledge Skills that involving knowing things, such as Languages or some aspects of Computer Programming.)

The Skills remain in the character's mind, or the mind of the person to whom he transferred them, only as long as he keeps the Power Pool assigned to the appropriate abilities. Changing the allocation of the Pool means the knowledge shared fades away instantly. If a character wants to gain a Knowledge Skill permanently through psionic sharing, he has to buy the Skill with Character/Experience Points.

Because this ability can cause significant game balance problems, it must be approved by the GM.

Game Information: *Variable Power Pool (Knowledge Sharing Pool), 20 base + 10 control cost; Only For Sharing Knowledge (see text; -1). Total cost 25 points.*

OPTIONS:

- 1) **Enhanced Knowledge Sharing:** Increase to 30 base + 15 control cost. Total cost: 37 points.
- 2) **Restricted Knowledge Sharing:** Decrease to 10 base + 5 control cost. Total cost: 12 points.

PSYCHIC TRANSLATOR

Effect: Universal Translator INT +5, Must Involve Minds
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character possesses an instinctive gift for languages and linguistics based on his (perhaps latent) psionic powers. By subconsciously reading the surface of another person's mind, he can understand what that person is saying, and respond in the same language. Similarly, he can read text in other languages, provided that someone else is around to read it with him. This makes it easy to read signs on a crowded city street (there's almost always someone nearby who's also reading the sign, even subconsciously) but impossible to read a letter in private.

Game Information: *Universal Translator INT +5 (25 Active Points); Must Involve Minds (see text; -½). Total cost: 17 points.*

OPTIONS:

- 1) **Linguistic Savant:** The character has an instinctive gift for understanding other languages regardless of whether other minds are present. Remove Must Involve Minds (-½). Total cost: 25 points.

PSYCHOMORPH

Effect: Shape Shift (Mental Group, any shape)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can alter his brain waves and other mental/psionic "identifying marks" to make a person with mental powers think he's someone else. He still looks, feels, sounds, and smells the same, but someone perceiving or reading his mind perceives a "completely different" mind inside his skull. He cannot, however, make his thought patterns resemble those of someone else.

A character who can Psychomorph cannot change his Psychological Limitations, any more than a character who has Shape Shift (Touch Group) can make himself stronger or eliminate his Physical Limitations. Changing Psychological Limitations requires Multiform, but few characters ever buy such an ability — after all, the new personality might not want to change back!

Game Information: *Shape Shift (Mental Group, any shape). Total cost: 25 points.*

OPTIONS:

- 1) **Easy Psychomorphing:** The character does not find it difficult to maintain his psychomorphed state. Add Costs Endurance Only To Change Shape (+¼). Total cost: 31 points.
- 2) **Psychomorphic Copycat:** The character can duplicate the brain waves and thought patterns of another being, thus disguising himself as that person for purposes of Mental Group senses. He must have perceived the other person's mind at some point (using Telepathy, Detect Minds, or the like) to copy it. Add Imitation. Total cost: 35 points.
- 3) **Rapid Psychomorphing:** The character can change his "mental shape" quickly. Add Instant Change. Total cost: 30 points.

UNIMIND

Effect: Aid Mental/Psionic Powers 2d6
Target/Area Affected: Self
Duration: Instant
Range: Touch
END Cost: 9

Description: The character can join his mind to the minds of one or more other characters who also have this power, thereby enhancing their "gestalt" mental and psionic abilities and giving them the ability to accomplish tasks and defeat enemies they otherwise could not.

To use this power, the character must be in both physical and mental contact with another

Continued from last page

simultaneously. Every +5 Character Points doubles the number of perception points the character can establish and use at a single time. The GM may limit the character to using no more than INT/5 perception points at once.

person who has this power. Physical contact means touching him some way — holding hands or having one hand on his shoulder, perhaps — or touching someone who's touching him. Mental contact means a Mind Link, Telepathy, or any like method the GM considers appropriate. As many characters as want to participate and have bought this power can take part, but at most the group can only add 112 points' worth of effect to whomever they choose to Aid. All participants must Aid the same person, and the Aid effect does not apply to this power (nor can the person being Aided use this power on himself).

Everyone in the unimind may only add points to the Aid at the rate dictated by the SPD of the slowest member. For example, if eight people form a unimind, and they have SPDs of 3, 4, 4, 4, 5, 5, 5, and 6, each of them can only apply the Aid effect a maximum of three times per Turn — the same number of times the slowest member (SPD 3) could. It doesn't matter how many times the slowest person actually uses his Aid, only how many times he *could* use it if he wanted to. Members with higher SPDs may decide which of their Phases to apply the Aid effect on. Any member may choose not to apply Aid if he wants to do something else in a Phase (after all, Aid requires an Attack Action to use, and the member may need to do something else, like defend himself from an attacker). The unimind may only agree to "stop acting" as a whole on the Phases dictated by the slowest character's SPD, though individual members may leave the unimind at any time by breaking physical or mental contact with the subject.

The subject being Aided by the unimind decides which mental or psionic power to assign the points to. Once he chooses what to assign them to, he may not change to something else unless the Unimind stops and then re-starts. In any event, no more than 112 points' worth of power, total, may be added to the subject's mental/psionic powers. He could, for example, apply 30 points to increase his Ego Attack, have the unimind stop and then add 40 points to his Mind Control, have it stop and then add 42 points to his Mental Defense. At the GM's option, the unimind need not stop and start again; the subject can simply assign the points he receives each Segment to whatever mental/psionic abilities he wants.

Game Information: *Aid Mental/Psionic Powers* 2d6, any Mental/Psionic power one at a time (+¼), Can Add Maximum Of 112 Points' Worth Of Power (87 Active Points); Physical Contact Required (-0), Mental Contact Required (-½), Costs Endurance (-½), Extra Time (Full Phase; -½), Only Works On Others Who Have This Power (-1), Aid Effect Does Not Apply To This Power (-¼), Can Only Add Points At The Slowest SPD (-0). Total cost: 23 points.

OPTIONS:

1) Distant Unimind: The character can create a unimind without physical contact — as long as he can perceive the subject (even with Mind Scan) and establish mental contact, the Aid applies. Add BOECV (Mental Defense applies, if appropriate; +1) and remove Physical Contact Required (-0). 157 Active Points; total cost 42 points.

2) Lasting Unimind: Once the character establishes mental and physical contact with the subject, he can keep Aiding him again and again until the maximum effect is reached without using further Attack Actions. Add Continuous (+1). 157 Active Points; total cost 42 points.

3) Gestalt Power: The power added to the subject by the unimind lasts a long time. Add Delayed Recovery Rate (points fade at the rate of 5 per 5 Minutes; +½). 122 Active Points; total cost 32 points.

4) Enervating Unimind: All the participants in the unimind also give of their life essence to the subject, making him more vital and vibrant while they become weaker. In game terms, every Phase they apply the Aid to the subject, their STR Transfers to his STUN; when they reach 0 STR, they Transfer their CON. They cannot regain any of the lost points of STR and CON until they leave the unimind; once they do so, the lost points return at the standard rate of 5 per Turn. Add Side Effect (Transfer 1d6 STR or CON to subject's STUN, always occurs; -½). Total cost: 20 points.

PRECOGNITION POWERS



Precognition Powers reflect a character's ability to anticipate, perceive, react to, or otherwise account for future events (or at least possible/probable future events). They also include the ability to see the past (retro-cognition) and similar powers.

Although this category of powers is relatively limited, it can be quite powerful. It has some relation to Luck Powers, Mental and Psionic Powers, and Time Powers, so characters with one of those types of powers could easily have Precognition Powers, and vice-versa. For example, a Time-based character could have the power to see the future, and a Luck-based character's "luck" might actually represent his power to comprehend and prepare for future events.

OFFENSIVE POWERS

PRECOGNITIVE AIM

Effect: +6 with All Combat, Only For OCV

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 5

Description: By glancing just a split-second into the future, the character can determine how a target will react to his (the character's) attack. He then adjusts his attack accordingly so the target's defensive efforts avail him naught.

Game Information: +6 with All Combat (48 Active Points), Only To Increase OCV (-½), Costs Endurance (-½). Total cost: 24 points.

DEFENSIVE POWERS

PRECOGNITIVE DODGE

Effect: +8 DCV

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: By glancing just a split-second into the future, the character can determine how an enemy plans to attack him, then react accordingly so his attacker is almost certain to miss.

Game Information: +8 DCV (40 Active Points), Costs Endurance (-½). Total cost: 27 points.

SENSORY POWERS

PRECOGNITION

Effect: Clairsentience (Sight and Hearing Groups), Precognition Only

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 5

Description: The character can foresee the future — though the further into the future he looks, the harder it becomes to see clearly. However, even visions of the near future often prove vague and unreliable; the visions the character receives are typically unclear, and he can often interpret them in multiple ways.

As noted on page 141 of the *HERO System 5th Edition, Revised*, the GM must determine whether the events the character views are immutable (they will happen, regardless of what the character does) or flexible (the character can change the future through his present conduct). The GM must also decide what the character's vision really means, and should keep in mind that Clairsentience in general, and Precognitive Clairsentience in particular, is a "stop sign" power that can easily wreak havoc with game balance if not handled properly.

Game Information: Clairsentience (Sight and Hearing Groups), Precognition (50 Active Points); Precognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 17 points.

OPTIONS:

- 1) Uncontrollable Precognition:** The character cannot invoke his precognitive powers at will; visions come upon him unbidden and unexpectedly. Add No Conscious Control (-2). Total cost: 10 points.
- 2) Eyes Of The Future:** The character can only perceive the future through the eyes and ears of its inhabitants (possibly his future self!). Add Only Through The Senses Of Others (-½). Total cost: 14 points.
- 3) Future's Panoply:** The character's foresight remains just as clear for events centuries from now as events tomorrow. Remove Time Modifiers (-½). Total cost: 20 points.
- 4) Clear Foresight:** The character's oracular powers are generally accurate, but become less so the further he peers into the future. Remove Vague And Unclear (-½). Total cost: 20 points.

5) True Precognition: The character has true foresight, with no doubts or unclarity about what he perceives regardless of how far in the future he looks. Remove Time Modifiers (-½) and Vague And Unclear (-½). Total cost: 25 points.

PREMONITIONS

Effect: Danger Sense (immediate vicinity, any danger, sense)

Target/Area Affected: Immediate vicinity

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can foresee threats that exist and dangers that are about to arise near him.

Game Information: *Danger Sense (immediate vicinity, any danger, sense) (INT Roll). Total cost: 32 points.*

OPTIONS:

1) Greater Premonitions I: The character can perceive dangers in his greater locale, not just near him. Add general area. Total cost: 37 points.

2) Greater Premonitions II: Add any area. Total cost: 42 points.

3) Accurate Premonitions: The character's foresight for dangers is particularly acute. Increase to INT Roll +3. Total cost: 35 points.

4) Precise Premonitions: The character's foresight tells him *exactly* what the danger is (he still has to make half roll to attack the danger at full OCV). Add Discriminatory, Analyze. Total cost: 42 points.

RETROCOGNITION

Effect: Clairsentience (Sight and Hearing Groups), Retrocognition Only

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 5

Description: The character can perceive the past — he can see and hear what once happened in a particular place, making it easy for him to solve mysteries and fill in the gaps in his information. However, even visions of the recent past often prove vague and unreliable; the visions the character receives are typically unclear, and can often be interpreted in multiple ways. The further back in time the character looks, the harder it becomes to obtain a clear picture.

As noted on page 141 of the *HERO System 5th Edition, Revised*, the GM should handle retrocognitive powers carefully. Used properly, they add a lot of flavor and fun to adventures; used improperly, they can completely spoil mystery- and investigation-oriented scenarios.

Game Information: *Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); Retrocognition Only (-1), Time Modifiers (-½), Vague And Unclear (-½). Total cost: 17 points.*

OPTIONS:

1) Eyes Of The Past: The character can only perceive the past through the eyes and ears of its inhabitants. Add Only Through The Senses Of Others (-½). Total cost: 14 points.

2) History's Panoply: The character's Retrocognition remains just as clear for events centuries ago as events yesterday. Remove Time Modifiers (-½). Total cost: 20 points.

3) 20-20 Hindsight: The character's retrocognitive powers are generally accurate, but become less so the further he peers into the past. Remove Vague And Unclear (-½). Total cost: 20 points.

4) True Retrocognition: The character has true retrocognition, with no doubts or unclarity about what he perceives regardless of how far in the past he looks. Remove Time Modifiers (-½) and Vague And Unclear (-½). Total cost: 25 points.

5) Psychometry: Some retrocognitives can only read the mental or emotional traces, signatures, or residues that cling to objects or places — an ability known as *psychometry*. Sometimes psychometric readings are only feelings or impressions; at other times they are full-blown visions of some past event.

Objects may have differing "psychometric values." For example, a mirror broken during a murder may hold traces of some of the fear or hatred associated with the killing, but simply registers "fear" or "hatred" — the character cannot perceive what caused that fear or hatred, since the object was only indirectly involved in the act in question. On the other hand, the murder weapon contains strong traces of the emotions involved, and can probably grant the character a vision of exactly what happened during the murder — as the instrumentality of the killing, the weapon is so central to the event and its emotions that it carries traces of everything that happened.

In some cases psychometric Retrocognition also allow a character to gain information about a person by examining an object that person considers important, or which he has handled or used frequently (for example, a favorite piece of jewelry, a car, a favored weapon).

To represent these restrictions, replace Vague And Unclear (-½) with Psychometry (-½). Total cost: 17 points.

MISCELLANEOUS POWERS

ATHLETIC ADVANTAGE

Effect: +8 with all Competitive Athletic Skills

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: By glancing just a split-second into the future, the character can determine how his opponent in some competition sport — basketball, tennis, hockey, football, soccer, or the like — will act, and adjust his own actions accordingly to win.

Game Information: +8 with all *Competitive Athletic Skills* (40 Active Points); *Costs Endurance* (-½). Total cost: 27 points.

LOOKS LIKE I WIN AGAIN

Effect: Gambling (Card Games, Dice Games, Board Games, Roulette, Sports Betting) (INT Roll +10)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: By glancing into the near future, the character can determine how the dice will fall, who will play what cards, what moves his opponent will make, and the like — in short, he can see exactly what he needs to do to win at games of chance and strategy.

Game Information: *Gambling* (Card Games, Dice Games, Board Games, Roulette, Sports Betting) (INT Roll +10) (30 Active Points); *Costs Endurance* (-½). Total cost: 20 points.

PRECOGNITIVE'S LUCK

Effect: Luck 8d6, Precognitive

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's ability to foresee the future allows him to position himself to avoid peril and take maximum advantage of opportunities that

come his way. However, he can only roll the Luck dice when the ability to see the future could influence his actions. His Luck probably wouldn't apply to, for example, save him from a fall — once he starts falling, it's not likely that foreseeing the probable outcome of the fall can help him avoid splattering on the ground.

Game Information: *Luck* 8d6 (40 Active Points); *Precognitive* (see text; -¼). Total cost: 32 points.

WINNING WAYS

Effect: +8 with Interaction Skills

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character's oracular abilities give him the edge in social situations. He can see how people will react to him before he actually does anything (and thus adjust his actions for maximum effect), anticipate a situation so he's got just the right *bon mot* ready, know how others will react to his words, and so forth.

Game Information: +8 with *Interaction Skills* (40 Active Points); *Costs Endurance* (-½). Total cost: 27 points.

RADIATION POWERS



BODY OF RADIATION

If you want to create a character whose body is radioactive, you can represent that with the Radiation Field power (typically with the *Small Radiation Field* option). If the character's body actually consists of pure radiation, buy a Desolidification power similar to Body Of Electricity (page 80), plus Radiation Field and whatever other powers seem appropriate.

Radiation Powers involve the manipulation, control of, and ability to project or give off radiation in its many forms. The radiation in question is “comic book radiation” — the sort that can be projected as concussive blasts or which can almost instantly mutate someone. It has relatively little resemblance to real-world radiation, which works much more slowly and insidiously in most situations.

Many Radiation powers have an optional Side Effect called *irradiation*. This means that when used, they make the environment around the place where the character was standing radioactive. The more powers a character uses in that location, the more radioactive it becomes. A radioactive location registers on geiger counters, and living beings exposed to it for too long may develop cancers or other health problems. The radiation lasts for a fairly long time (days or weeks, sometimes even months), gradually getting weaker until it no longer poses a threat to anyone.

OFFENSIVE POWERS

DEADLY RADIATION

Effect: RKA 3d6, Living Beings Only
Target/Area Affected: One character
Duration: Instant
Range: 225”
END Cost: 4

Description: The character can project a blast of radiation that's so intense it can kill living beings instantly through cellular disruption and decay. It has no effect on non-living material.

Game Information: RKA 3d6 (45 Active Points); Only Works On Living Beings (-½). Total cost: 30 points.

OPTIONS:

- 1) **Strong Radiation:** Increase to RKA 4d6. 60 Active Points; total cost 40 points.
- 2) **Weak Radiation:** Decrease to RKA 2d6. 30 Active Points; total cost 20 points.
- 3) **Irresistible Radiation I:** Only the strongest, toughest armor can fully protect a target from the character's radioactive attack. Add Penetrating (+½). 67 Active Points; total cost 45 points.
- 4) **Irresistible Radiation II:** As Irresistible Radiation I, but even more intense. Add Penetrating (x2; +1). 90 Active Points; total cost 60 points.

5) **Radiation Pulse:** The character's attack takes the form of pulses of deadly radiation. Add Autofire (5 shots; +½). 67 Active Points; total cost 45 points.

6) **Sickening Deadly Radiation:** The character's attack also causes the target to become sick and weak. Add Drain CON 2d6, Ranged (+½) (30 Active Points); Linked (-½), Only Works On Living Beings (-¼) (total cost: 17 points). 45 + 30 = 75 Active Points; total cost 30 + 17 = 47 points.

7) **Truly Deadly Radiation:** The character's radiation bolt is so deadly that it affects even the mightiest targets. Decrease to RKA 2d6 and add NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1). 90 Active Points; total cost 60 points.

8) **Irradiating Deadly Radiation:** The character's radiation bolt irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). 45 Active Points; total cost 30 points.

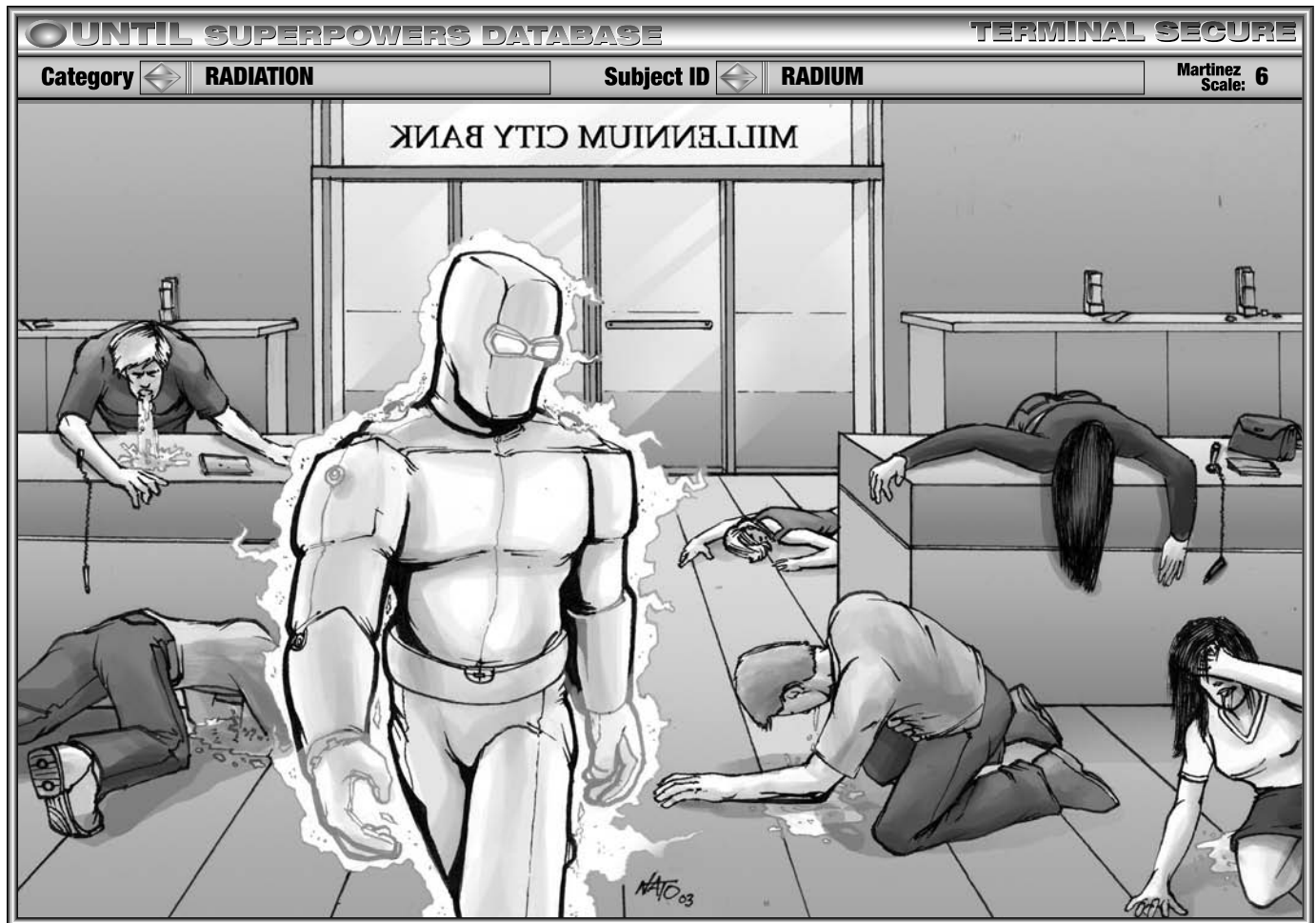
RADIATION ACCIDENT

Effect: Major Transform 10d6 (living being to living being with new/different superpowers)
Target/Area Affected: One character
Duration: Instant
Range: 750”
END Cost: 15

Description: The character can project a blast of radiation so powerful that it may mutate the character (sometimes, for whatever reason, the effect fails to work at all). The mutation grants him superpowers — or, if he already has superpowers, it changes the ones he has. It does not alter the character's memories, and rarely affects his Skills (except where they represent superpowers instead of learning and experience). His Disadvantages may change as well, to the extent radiation can affect them.

The GM must randomly determine what powers the target gains, or how his powers alter. He could use the Quick Superhuman Generator on pages 81-93 of *Champions*, flip through this book until he sees something he likes, or come up with a set of powers dramatically appropriate to the current state of the campaign. The standard rules for granting powers and abilities with Transform still apply (see *HERO System 5th Edition, Revised*, page 239). The character has no control whatsoever over the powers the target develops.

Generally speaking, undergoing a radiation accident should be a traumatic process. The results may ultimately benefit the character, but at first he may have difficulty using his new powers (for



example, his existing Combat Skill Levels may not apply to them) or suffer other problems.

Game Information: *Major Transform 10d6 (living being to living being with new/different superpowers) (150 Active Points); No Conscious Control (character can control activation of power, but has no control over the result; -1), Activation Roll 14- (-½), Limited Target (living beings; -¼), All Or Nothing (-½). Total cost: 46 points.*

OPTIONS:

1) Sickening Radiation Accident: The character's attack also causes the target to become sick and weak. Add Drain CON 2d6, Ranged (+½), Delayed Return Rate (points return at the rate of 5 per Hour; +1) (50 Active Points); Linked (-½), Only Works On Living Beings (-¼) (total cost: 29 points). 150 + 50 = 200 Active Points; total cost 46 + 29 = 75 points.

2) Irradiating Radiation Accident: The character's radiation attack irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). 150 Active Points; total cost 46 points.

RADIATION BLAST

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: The character can fire a bolt of radiation so intense that it can inflict serious physical injury, and even propel a target backwards.

Game Information: *Energy Blast 8d6. Total cost: 40 points.*

OPTIONS:

1) Strong Radiation Blast: Increase to Energy Blast 12d6. Total cost: 60 points.

2) Weak Radiation Blast: Decrease to Energy Blast 6d6. Total cost: 30 points.

3) Sickening Radiation Blast I: The character's Radiation Blast also causes the target to become nauseous and weak. Add Drain CON 2d6, Ranged (+½) (30 Active Points); Linked (-½), Only Works On Living Beings (-¼) (total cost: 17 points). 40 + 30 = 70 Active Points; total cost 40 + 17 = 57 points.

4) Sickening Radiation Blast II: The character's Radiation Blast has no physical force; it simply causes temporary sickness and weakness in the target, often making him pass out. Decrease to Energy Blast 6d6 and add NND (defense is Life Support [Safe Environment: High Radiation]; +1).

SUBJECT ID: RADIUM

"As an example of Radium's powers, see the picture to the left, taken by Millennium City Bank security cameras. The Ultimates robbed the Bank, first sending Radium in to "soften up" the occupants. His radiation field made so many people, including bank officials, sick that the Ultimates encountered no resistance whatsoever. I'm told the criminals netted nearly fifty thousand dollars from the robbery."

—USPD field research notes of Agent Jessica Murrow

Total cost: 60 points.

5) Sickening Radiation Blast III: The character's Radiation Blast not only weakens the target; it can cause injury. Decrease to Energy Blast 5d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1). Total cost: 75 points.

6) Pure Radiation Blast: The character's Radiation Blast can cause physical injury (such as deep tissue burns), but has no physical impact. Add No Knockback (-¼). 40 Active Points; total cost 32 points.

7) Irradiating Radiation Blast: The character's Radiation Blast irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). 40 Active Points; total cost 40 points.

RADIATION FIELD

Effect: RKA ½d6, NND, Does BODY, Continuous, Damage Shield

Target/Area Affected: One Hex

Duration: Constant

Range: Touch

END Cost: 0

Description: An area of intense radiation surrounds the character's body. Anyone who comes close to him or touches him, or whom he Grabs, suffers radiation burns and the like.

Although Area Of Effect powers normally can't be moved once established, given the nature of this power the GM should allow the One Hex area to move with the character as he moves.

Game Information: RKA ½d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Continuous (+1), Damage Shield (+½), Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½) (55 Active Points); Only Works On Living Beings (-½), Side Effects (irradiates environment, always occurs; -0). Total cost: 37 points.

OPTIONS:

1) Radiation Field Variant I: Change to Energy Blast 2d6. 55 Active Points; total cost 37 points.

2) Radiation Field Variant II: Change to Drain CON 1d6 and remove Does BODY and Only Works On Living Things. Total cost: 45 points.

3) Small Radiation Field: The character's body is radioactive, and can cause burns and injury to anyone who touches him. Remove Area Of Effect (One Hex; +½). 50 Active Points; total cost 33 points.

RADIATION SICKNESS

Effect: Drain CON 4d6

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 6

Description: The character can project a blast of withering radiation that makes living beings sicken.

Game Information: Drain CON 4d6, Ranged (+½). Total cost: 60 points.

OPTIONS:

1) Stronger Sickness: Increase to Drain CON 5d6. Total cost: 75 points.

2) Weaker Sickness: Decrease to Drain CON 3d6. Total cost: 45 points.

3) Irresistible Radiation Sickness: Only defenses against hard radiation can protect a target from this attack. Decrease to Drain CON 3d6 and add NND (defense is Life Support [Safe Environment: High Radiation]; +1). Total cost: 75 points.

4) Sickness Field: The character can emit a field of sickening radiation. Decrease to Drain CON 3d6 and add Area Of Effect (5" Radius; +1). Total cost: 75 points.

5) Irradiating Radiation Sickness: The character's attack irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). 60 Active Points; total cost 60 points.

RADIOACTIVE ZONE

Effect: Change Environment (create radiation)

Target/Area Affected: 16" radius

Duration: Constant

Range: 225"

END Cost: 4

Description: The character can create a field of intense radiation equal to 300 rads — about one-twentieth of the radiation emitted by an unshielded nuclear reactor core. Characters exposed to such intense radiation often sicken, and may die.

For purposes of this power, every 50 rads of radiation beyond the initial, free, 50 rads costs 4 Character Points as a combat effect (see the Combat Effects Costs table on page 136 of the *HERO System 5th Edition, Revised* for the cost of other effects). Compare the rads received to the character's CON and consult the accompanying table to determine the effect. The GM may, if necessary, adjust the results of the table to keep this power from unbalancing or hindering the game,

RADIATION EFFECTS

Exposure (Rads) is...	Effect
Greater than 5 x CON	Radiation Sickness: Individual loses 1d6 CON (heals normally)
Greater than 10 x CON	Serious Sickness: Lose 2d6 CON (heals normally)
Greater than 20 x CON	Internal Damage: Lose 2d6 CON and 1d6 BODY (heals normally)
Greater than 30 x CON	Lethal Threshold: Lose 3d6 CON and 2d6 BODY (heals at half normal rate)
Greater than 50 x CON	Fatal Dose: Lose 4d6 CON and 3d6 BODY (does not heal)

Armor and other defenses do not reduce BODY damage from radiation; consider it as NND Does BODY damage, with the defense being Life Support: Safe Environment (High Radiation).

since its effects can be somewhat more extreme than a typical damaging Change Environment power.

For more information on “realistic” radiation effects, see pages 282-83 of *Star Hero*.

Game Information: *Change Environment 16” radius, create radiation of 300 rads. Total cost: 45 points.*

OPTIONS:

- 1) **Larger Zone:** Increase to 125” radius. Total cost: 60 points.
- 2) **Smaller Zone:** Decrease to 8” radius. Total cost: 40 points.
- 3) **More Intense Zone:** Increase to 500 rads. Total cost: 61 points.
- 4) **Milder Zone:** Decrease to 150 rads. Total cost: 33 points.

DEFENSIVE POWERS

RADIATION BASTION

Effect: Power Defense (20 points); Only Works Against Limited Type Of Attack (radiation; -½)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character’s Radiation Powers make it difficult to weaken or sicken him with radiation.

Game Information: *Power Defense (20 points) (20 Active Points); Only Works Against Limited Type Of Attack (radiation; -½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Bastion:** Increase to Power Defense (30 points). Total cost: 20 points.
- 2) **Weak Bastion:** Decrease to Power Defense (10 points). Total cost: 7 points.
- 3) **Tiring Bastion:** The character’s defenses don’t protect him all the time; he has to concentrate to maintain them. Add Costs Endurance (-½). Total cost: 10 points.
- 4) **Group Bastion:** The character can also give his friends the power to protect themselves from radiation. Add Usable Simultaneously (up to eight people at once; +1) and Costs Endurance (-½). 40 Active Points; total cost 20 points.

RADIATION RESISTANCE

Effect: Life Support (Safe Environment: High Radiation)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character’s powers make him naturally immune to the effects of ordinary radiation.

Game Information: *Life Support (Safe Environment: High Radiation). Total cost: 2 points.*

RADIATION SHIELD

Effect: Force Field (15 PD/15 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can create a screen of protective radiation around himself.

Game Information: *Force Field (15 PD/15 ED). Total cost: 30 points.*

OPTIONS:

- 1) **Strong Shield:** Increase to Force Field (20 PD/20 ED). Total cost: 40 points.
- 2) **Weak Shield:** Decrease to Force Field (10 PD/10 ED). Total cost: 20 points.
- 3) **Irradiating Radiation Shield:** The character’s Radiation Shield irradiates the nearby environment. Add Side Effects (irradiates environment, always occurs; -0). 30 Active Points; total cost 30 points.
- 4) **Radiation Invulnerability:** The character’s powers make him virtually immune to the damage from radiation. Add the following:

Cost	Power
5	<i>Enhanced Radiation Shield:</i> Force Field (+0 PD/+10 ED); Only Works Against Limited Type Of Attack (radiation; -1)
30	<i>Radiation Protection:</i> Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Limited Type Of Attack (radiation; -1)

Total cost: 35 points.

SENSORY POWERS

HUMAN GEIGER COUNTER

Effect: Detect Radiation

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can perceive and analyze radiation (not all types of energy, or even all types of electromagnetic radiation, but the sort of hard radiation that geiger counters detect).

Game Information: *Detect Radiation (INT Roll) (no Sense Group), Discriminatory, Analyze, Range. Total cost: 18 points.*

OPTIONS:

- 1) **Radiation Sense:** The character can perceive radiation without having to concentrate. Add Sense. Total cost: 20 points.

SHAPE ALTERATION



Shape Alteration Powers represent a character's ability to change his own form and shape. The change may only affect part of his body (allowing him to grow claws, or enhance the muscles in his legs), or it may involve a complete change of form. This category does not include the ability to alter other characters' shape; for that sort of ability, see Matter Manipulation Powers (page 139). You might also want to look at Animal Powers, Body Control Powers, and Size Alteration Powers; many of those abilities could be re-defined as "changing shape or form."

The two basic Powers for this category are Multiform and Shape Shift. You should use Multiform when a change substantially alters a character's abilities; examples include a metamorph who can transform himself into various animal shapes, or a character with a malleable body who can change into an airplane or similar objects. You should use Shape Shift when the changes the character can make in his body are more "cosmetic" — when they don't change his powers or abilities, but just the way others perceive him. See the Basic Powers, below, for examples.

BASIC POWERS

FORM ALTERATION

Effect: Multiform (one other form of up to 300 Character Points)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has the ability to assume the form of one being or object built with 300 Character Points. This is often an animal form, but it doesn't have to be; the character simply has to define the alternate form when he purchases the power. For alternate forms of greater or lesser cost, simply recalculate the cost of the power accordingly.

Game Information: *Multiform (300-point alternate form; true form is human form). Total cost: 60 points.*

OPTIONS:

1) Multiple Forms: The character can change into multiple alternate forms, though he must define those forms when he purchases the power. Add the ability to change into up to eight forms. Total cost: 75 points.

2) Swift Change: The character can assume his

alternate form quickly and easily. Add Instant Change. Total cost: 65 points.

3) Tiring Change: Changing forms places some strain on the character's system. Add Costs Endurance (to change forms; $-\frac{1}{2}$). Total cost: 40 points.

4) Altered Nature: The character must take care not to spend too long in alternate form, lest the alternate form's instincts overwhelm his human personality. This only applies if the alternate form has a different personality (animal instincts, for example). Add Personality Loss (1 Minute; $-1\frac{3}{4}$). Total cost: 22 points.

5) True Form Alteration: The character can alter his form into nearly any creature or being of no more than 300 Character Points. The GM may wish to restrict or forbid this ability to preserve game balance. In any event, a character should not be allowed to change into a form for which he does not have a prepared character sheet (or one he can use from a book like the *HERO System Bestiary*) to avoid slowing down or complicating the game. Change to Variable Power Pool, 60 base + 30 control cost, Powers Can Be Changed As A Half-Phase Action ($+\frac{1}{2}$); Only For Multiform ($-\frac{1}{4}$). $60 + 45 = 105$ Active Points; total cost $60 + 36 = 96$ points.

6) Restricted True Form Alteration: As True Form Alteration, but with restrictions on the forms the character can assume — only animals, for example. This increases the value of the Limitation, though the GM may leave it at $-\frac{1}{4}$ if the category of forms is so broad it doesn't really impose additional hindrances on the character. Change to Only For [Defined Category] Multiforms ($-\frac{1}{2}$). Total cost: $60 + 30 = 90$ points.

SHAPE ALTERATION

Effect: Shape Shift (Sight Group, one form)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character can alter the appearance of his form to the Sight Group by assuming a single other shape. He must define this shape when he purchases the power. He still sounds, feels, smells, tastes, and appears to Radio Senses like his normal form. (See the Human Mimicry and Appearance Manipulation powers, below, for more defined versions of this power.)

Several Adders could apply to this power or any of its options. You can add *Imitation* to any of the options for +10 Character Points, and *Cellular* for another +10 Character Points. *Instant Change* (the ability to alter shape as a Zero-Phase Action)



costs +5 Character Points.

Game Information: *Shape Shift (Sight Group, one form). Total cost: 10 points.*

OPTIONS:

Multiple Shapes: The character can assume more than one shape, but only as to the Sight Group.

1) Multiple Shapes I: The character can assume any one of four predefined shapes, but the change still only applies to Sight Group senses. Increase to Shape Shift (Sight Group, four predefined forms). Total cost: 15 points.

2) Multiple Shapes II: The character can assume any form within a predefined limited group (such as “humanoids,” “animals,” or “furniture”), but the change still only applies to Sight Group senses. Increase to Shape Shift (Sight Group, Limited Group of forms). Total cost: 20 points.

3) Multiple Shapes III: The character can assume any shape, but the change still only applies to Sight Group senses. Increase to Shape Shift (Sight Group, any form). Total cost: 30 points.

Multiple Senses (Sight, Hearing, Touch): The character’s shape(s) change as to these three Sense Groups.

4) Multiple Senses I: The character’s ability to change shape affects not only how people see him, but how he sounds and feels. Increase to Shape

Shift (Sight, Hearing, and Touch Groups, one form). Total cost: 16 points.

5) Multiple Senses II: The character can assume any one of four predefined forms, and this change affects how he looks, sounds, and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, four predefined forms). Total cost: 21 points.

6) Multiple Senses III: The character can assume any form within a predefined limited group (such as “humanoids,” “animals,” or “furniture”), and this change affects how he looks, sounds, and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, Limited Group of forms). Total cost: 26 points.

7) Multiple Senses IV: The character can assume any form, and this change affects how he looks, sounds, and feels. Increase to Shape Shift (Sight, Hearing, and Touch Groups, any form). Total cost: 36 points.

Multiple Senses (all but Mental): The character’s shape(s) change as to all Sense Groups except the Mental Sense Group (for that, see Psychomorph, page 165).

8) Multiple Senses V: The character’s ability to change shape affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, one form). Total cost: 22 points.

SUBJECT ID: MORPH

“Unlike many metamorphs, who can only change shape into other living beings, Morph can alter her form into substances other than flesh, hair, and bone. For example, as shown in the image to the left, she can change to metal, and often creates bladed weapons out of her hands in combat.

“Note — remember to ask Technical Division to research why so many shape-shifting superhumans are female. Possible connection between female genome and genetic proclivity for such superpowers?”

—USPD field research notes of Agent Constanza Turetti

9) Multiple Senses VI: The character can assume any one of four predefined forms, and this change affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, four predefined forms). Total cost: 27 points.

10) Multiple Senses VII: The character can assume any form within a predefined limited group (such as “humanoids,” “animals,” or “furniture”), and this change affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, Limited Group of forms). Total cost: 32 points.

11) Multiple Senses VIII: The character can assume any form, and this change affects all senses except Mental Senses. Increase to Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any form). Total cost: 42 points.

Linked Abilities

12) Shape Powers: The character can use some or all of the powers of the form he changes to. If he changes to a “winged man” form, he can have Flight; if he changes into an animal, he could have extra Running or claws. Due to the high cost of simulating all of the major abilities (never mind *all* the abilities) of various forms, this power becomes quite expensive — and if anything, this VPP is too small. Multiform is a preferable method for creating such radical alterations in a character’s shape. Additionally, this power requires the GM’s permission because it involves Linking an entire Power Framework to a power. Character also buys Variable Power Pool, 100 base + 50 control cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Linked (to Shape Shift; -¼), Only To Create Powers Of Shifted Form (-¼). Total cost: 100 + 100 = 200 points.

13) Large Forms: The character can become taller/larger than the +10% allowed by the normal Shape Shift power. Character also buys Growth (+30 STR, +6 BODY, +6 STUN, -6” KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide) (30 Active Points); Linked (need not be proportional to Shape Shift; -¼). Total cost: 24 points.

14) Small Forms: The character can become shorter/smaller than the -10% allowed by the normal Shape Shift power. Character also buys Shrinking (.25 m tall, .2 kg mass, -6 to PER Rolls to perceive character, +6 DCV, takes +9” KB) (30 Active Points); Linked (need not be proportional to Shape Shift; -¼). Total cost: 24 points.

OFFENSIVE POWERS

NATURAL WEAPONRY

Effect: HKA 1d6 (up to 2d6 with STR)

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 1

Description: The character can morph part of his body to create natural weaponry. He could grow claws from his hands, turn his mouthful of teeth into a mouthful of fangs, sprout horns, or the like.

Game Information: HKA 1d6 (up to 2d6 with STR). Total cost: 15 points.

OPTIONS:

- 1) Bigger Natural Weapons:** Increase to HKA 1½d6 (up to 3d6+1 with STR). Total cost: 25 points.
- 2) Smaller Natural Weapons:** Decrease to HKA ½d6 (up to 1d6+1 with STR). Total cost: 10 points.
- 3) Blunt Natural Weapons:** Change to HA +3d6 (15 Active Points); Hand-To-Hand Attack (-½). Total cost: 10 points

DEFENSIVE POWERS

APPEARANCE MANIPULATION

Effect: Shape Shift (Sight Group), Imitation

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character can alter the cosmetic details of his appearance — hair color, eye color, facial shape, lack or presence of facial and body hair, and so forth. He cannot alter his appearance to change gender, size, or the like.

Game Information: Shape Shift (Sight Group), Imitation, Reduced Endurance (0 END; +½) (30 Active Points); Cosmetic Details Only (-¼), Extra Time (takes 1 Minute to alter shape; -¾). Total cost: 15 points.

OPTIONS:

- 1) Scent Manipulation:** The character can alter his scent, thereby throwing off hunting dogs and other creatures that track by smell. Change to Shape Shift (Smell/Taste Group), Imitation, Reduced Endurance (0 END; +½) (22 Active Points); Extra Time (takes 1 Minute to alter scent; -¾). Total cost: 13 points.

ARMOR UP

Effect: Armor (9 PD/9 ED)**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 3

Description: The character alters the shape and nature of his skin, making it into something flexible, yet protective — such as chitin, “organic metal,” or “organic wood.”

Game Information: *Armor (9 PD/9 ED) (27 Active Points); Costs Endurance (-½). Total cost: 18 points.*

OPTIONS:

- 1) **Tougher Armor:** Increase to Armor (12 PD/12 ED). 36 Active Points; total cost 24 points.
- 2) **Softer Armor:** Decrease to Armor (6 PD/6 ED). 18 Active Points; total cost 12 points.

HUMAN MIMICRY

Effect: Shape Shift (any humanoid form), Imitation**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 5

Description: The character can alter his form to resemble any other human or humanoid being. The only ways to discern his true identity are to read his mind or perform a cellular analysis.

Game Information: *Shape Shift (Sight, Hearing, Radio, Smell/Taste, and Touch Groups, any humanoid form), Imitation. Total cost: 52 points.*

OPTIONS:

- 1) **Easy Human Mimicry:** The character only has to pay END when shifting shape; thereafter maintaining his new shape doesn't tire him out. Add Costs Endurance Only To Change Shape (+¼). Total cost: 65 points.
- 2) **Swift Human Mimicry:** The character can change shape quickly. Add Instant Change. Total cost: 57 points.
- 3) **Enhanced Human Mimicry I:** Even cellular analysis can't tell the character apart from whoever he's imitating. Add Cellular. Total cost: 62 points.
- 4) **Enhanced Human Mimicry II:** As Enhanced Human Mimicry II, but the character can change shape quickly. Add Instant Change. Total cost: 67 points.

MOVEMENT POWERS

GROW WINGS

Effect: Flight 12", Restrainable**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 2

Description: The character can grow wings, thus enabling him to fly. (See the *Wings* power, page 23, for other options.)

Game Information: *Flight 12" (24 Active Points); Restrainable (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Strong Wings:** Increase to Flight 15". 30 Active Points; total cost 20 points.
- 2) **Weak Wings:** Decrease to Flight 9". 18 Active Points; total cost 12 points.
- 3) **Manipulable Wings:** The character can grow and re-absorb wings at will, making it impossible to befoul or snare them. Remove Restrainable (-¼). Total cost: 24 points.

LEG ENHANCEMENT

Effect: Running +7", Leaping +14"**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 1

Description: The character can alter the shape of, or enhance the musculature of, his legs so that he can run faster and leap further.

Game Information:**Cost Power**

- | | |
|----|---|
| 11 | <i>Leg Enhancement:</i> Multipower, 14-point reserve, all Extra Time (Full Phase to activate; -¼) |
| 1u | 1) <i>Enhanced Running:</i> Running +7"; Extra Time (Full Phase to activate; -¼) |
| 1u | 2) <i>Enhanced Leaping:</i> Leaping +14"; Extra Time (Full Phase to activate; -¼) |

Total cost: 13 points.

OPTIONS:

- 1) **Stronger, Longer Legs:** Increase Multipower reserve to 20 points, slot one to Running +10", and slot two to Leaping +20". Total cost: 20 points.
- 2) **Weaker, Shorter Legs:** Decrease Multipower reserve to 10 points, slot one to Running +5", and slot two to Leaping +10". Total cost: 10 points.

SENSORY POWERS

SENSORY ENHANCEMENT

Effect: Various (see below)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: Varies

Description: The character can alter the shape or nature of his sensory organs to improve his ability to perceive. A character can buy whichever of the listed powers he wants.

Game Information:

Cost Power

- 3 *Animal's Nose I:* +2 PER for Smell/Taste Group; Costs Endurance (-½)
- 3 *Animal's Nose II:* Tracking for Normal Smell; Costs Endurance (-½)
- 3 *Bigger Ears:* +2 PER for Hearing Group; Costs Endurance (-½)
- 3 *Bigger Eyes:* +2 PER for Sight Group; Costs Endurance (-½)
- 3 *Cat's Eyes:* Nightvision; Costs Endurance (-½)
- 6 *Falcon's Eyes:* +6 versus Range for Sight Group; Costs Endurance (-½)

MISCELLANEOUS POWERS

GROW GILLS

Effect: Life Support (Expanded Breathing: Breathe Underwater)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character can grow gills, thus enabling him to breathe underwater.

Game Information: *Life Support (Expanded Breathing: Breathe Underwater)* (5 Active Points); Costs Endurance (-½). **Total cost:** 3 points.

TWO-DIMENSIONAL FORM

Effect: See text

Target/Area Affected: Self

Duration: Varies

Range: Self, Touch

END Cost: Varies

Description: The character can alter the shape of his body so that he has a form with only two dimensions, height and width (or nearly only two). When in this form, he can slip underneath doors and through tiny cracks, become “invisible” by turning edge-on to a person's perceptions (a difficult trick to maintain), glide easily, and inflict vicious poking damage.

Game Information:

Cost Two-Dimensional Form

- 14 *Two-Dimensional Form:* Desolidification (affected by any attack) (40 Active Points); Does Not Protect Against Damage (-1), Only To Pass Through Long, Narrow Cracks (-¾)
- 18 *Edge-On Invisibility:* Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Chameleon (-½), Only Versus A Single Person At Once (-1)
- 8 *Glide Like Paper:* Gliding 8”
- 60 *Two-D Poke:* Armor Piercing (x2; +1) for up to 20 STR, Affects Physical World (+2)

Total cost: 100 points.

OPTIONS:

- 1) *Two-Dimensional Body:* The character has a two-dimensional form permanently. Change to:

Cost Two-Dimensional Body

- 28 *Two-Dimensional Form:* Desolidification (affected by any attack), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼) (90 Active Points); Always On (-½), Does Not Protect Against Damage (-1), Only To Pass Through Long, Narrow Cracks (-¾)
- 18 *Edge-On Invisibility:* Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½) (45 Active Points); Chameleon (-½), Only Versus A Single Person At Once (-1)
- 8 *Glide Like Paper:* Gliding 8”
- 60 *Two-D Poke:* Armor Piercing (x2; +1) for up to 20 STR, Affects Physical World (+2)

Total cost: 114 points.

The character should also take the following Disadvantages:

- 30 **Vulnerability:** 2 x Effect from Knockback (Very Common)
- 30 **Vulnerability:** 2 x BODY from Killing Attacks (Very Common)

SIZE ALTERATION



Characters with Size Alteration Powers can become much bigger or smaller than normal (sometimes both). The basic powers for doing this are, naturally enough, Growth and Shrinking, but characters can create many related powers based on the effects of being extremely large or extremely small.

BASIC POWERS

GIGANTIC SIZE

Effect: Growth (32 m tall)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can grow to a height of as much as 32 meters (105 feet). While at that height, he becomes prodigiously strong and much tougher — but also easier to perceive and to hit in combat.

Game Information: *Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 m tall [about 105 feet], 16 m wide). Total cost: 60 points.*

OPTIONS:

- 1) **Gargantuan Size:** Increase to Growth (+75 STR, +15 BODY, +15 STUN, -15" KB, 3,200,000 kg, -10 DCV, +10 PER Rolls to perceive character, 64 m tall [about 200 feet], 32 m wide). Total cost: 75 points.
- 2) **Enormous Size:** Decrease to Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m tall [about 52 feet], 8 m wide). Total cost: 45 points.
- 3) **Easy Growth:** Remaining at gigantic sizes doesn't tire the character out. Add Costs Endurance Only To Activate (+¼). Total cost: 75 points.
- 4) **Tiring Growth:** Remaining at gigantic sizes places a terrible strain on the character's body. Add Increased Endurance Cost (x2 END; -½). 60 Active Points; total cost 40 points.

MICROSIZE

Effect: Shrinking (.032 m tall)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character can shrink to a height of as little as .032 meters (about 1 inch). While at that height, he's much harder to perceive, or to hit in combat, but he gets knocked around easily if an attack does hit him.

Game Information: *Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB). Total cost: 60 points.*

OPTIONS:

- 1) **Picosize:** Increase to (.008 m tall [about .25 inch], .0000063 kg mass, -16 to PER Rolls to perceive character, +16 DCV, takes +24" KB). Total cost: 80 points.
- 2) **Miniature Size:** Decrease to (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB). Total cost: 40 points.
- 3) **Easy Microsize:** Changing size only stresses the character's metabolism while he's doing it; once he stops shrinking, he can remain at reduced height without difficulty. Add Costs Endurance Only To Activate (+¼). Total cost: 75 points.
- 4) **Tiring Microsize:** Remaining at tiny sizes places a significant strain on the character's body. Add Increased Endurance Cost (x2 END; -½). 60 Active Points; total cost 40 points.
- 5) **Small But Slow:** While small, the character can't run very fast. Add Side Effect (reduce Running by -1" per 10 points of Shrinking, to a minimum of 1", always occurs; -½). 60 Active Points; total cost 40 points.
- 6) **Small But Weak:** While small, the character can't exert his full Strength. Add Side Effect (reduce STR by 5 points per 10 points of Shrinking, to a minimum of -30, always occurs; -½). 60 Active Points; total cost 40 points.
- 7) **Let's Get Small:** The character can make his friends tiny, too. Add Usable Simultaneously (up to four people at once; +¾). Total cost: 105 points.

OFFENSIVE POWERS

DIMINUTION

Effect: Shrinking, Usable As Attack
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 12

Description: The character has the power to shrink other people and objects down to as little as four inches in height. The target remains tiny as long as the character keeps paying END to maintain the effect.

To reduce someone's STR and Running by Shrinking them, buy some Linked Drains or Transform.

Game Information: *Shrinking* (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB), *Usable As Attack* (defense is Growth, Shrinking, or Power Defense; +1). Total cost: 80 points.

OPTIONS:

- 1) **Tiny Enemies:** The character can reduce targets to as little as one inch tall. Increase to Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB). Total cost: 120 points.
- 2) **Easy Diminution:** The character can maintain the Diminution effect without difficulty. It still stops working if he's Stunned, Knocked Out, or killed. Add Reduced Endurance (0 END; +½). Total cost: 100 points.

GIGANTIC FISTS

Effect: Area Of Effect (One Hex) for up to STR 100
Target/Area Affected: One Hex
Duration: Instant
Range: Touch
END Cost: 0

Description: By the time the character reaches 32 meters (105 feet) in height, his hands have become so large that he has little difficulty hitting targets in HTH Combat. Sometimes he can smash more than one person under his gigantic palm.

Game Information: *Area Of Effect* (One Hex; +½) for up to STR 100, *Reduced Endurance* (0 END; +½) (75 Active Points); *Linked* (to Growth; only applies at 60 points' worth of Growth or more; -¼). Total cost: 60 points.

GIGANTIC MUSCLES

Effect: +20 STR, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: As he grows, the character becomes even stronger than normal growing characters. He gains +5 STR per 15 points of Growth (adjust the cost to suit if the character has less than 60 points'

worth of Growth).

Game Information: +20 STR (20 Active Points); *Linked* (to Growth, gains +5 STR per 15 points of Growth; -¼). Total cost: 16 points.

OPTIONS:

- 1) **Really Gigantic Muscles:** Increase to +40 STR (+10 STR per 15 points of Growth). 40 Active Points; total cost 32 points.

IMPRESSIVENESS

Effect: +20 PRE, Linked to Growth
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: As he grows, the character becomes even more impressive than normal growing characters. He gains +5 PRE per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: +20 PRE (20 Active Points); *Linked* (to Growth, gains +5 PRE per 15 points of Growth; -½). Total cost: 16 points.

OPTIONS:

- 1) **Really Impressive:** Increase to +40 PRE (+10 PRE per 15 points of Growth). 40 Active Points; total cost 32 points.

INTERNAL AGONY

Effect: Energy Blast 6d6, Affects Physical World, Penetrating
Target/Area Affected: One character
Duration: Instant
Range: Special
END Cost: 10

Description: This power depends on the character's ability to become so small that he can move among the molecules of a target's body (see the *Walking Between Molecules* power, below). The character moves into the target and begins punching, kicking, and generally wreaking havoc. Despite the character's microscopic size, he can inflict serious damage because of the sensitive internal places he attacks.

In game terms, an Internal Agony attack qualifies as an Energy Blast 6d6 — though the amount of "energy" released by the attack isn't nearly equal to that of most EBs 6d6, it has an equivalent effect on the target's body because it hits such a vulnerable location. The target still gets to apply his defenses normally against the attack, but it is Penetrating, so in most cases the character can inflict at least a little damage each time.

Game Information: *Energy Blast* 6d6, *Affects Physical World* (+2), *Penetrating* (+½) (105 Active Points); *Only When Desolidified Inside Target* (-1), *No Knockback* (-¼). Total cost: 47 points.

OPTIONS:

- 1) **Strong Internal Agony:** Increase to Energy Blast 8d6. 140 Active Points; total cost 62 points.
- 2) **Weak Internal Agony:** Decrease to Energy Blast 4d6. 70 Active Points; total cost 31 points.
- 3) **Weakening Agony:** The character can't inflict any permanent harm, but can make a target pass out by causing pain, restricting his blood flow, and so forth. Decrease to Energy Blast 4d6, remove Penetrating (+½) and No Knockback (-¼), and add NND (defense is Desolidification or natural PD Damage Resistance; +1). 80 Active Points; total cost 40 points.
- 4) **Deadly Internal Agony I:** The character can inflict serious, even deadly, injuries while inside a target. Change to HKA 2d6 and add No STR Bonus (-½). 105 Active Points; total cost 38 points.
- 5) **Deadly Internal Agony II:** As Deadly Internal Agony I, but reduce to HKA 1d6 and add NND (defense is Desolidification or natural PD Damage Resistance; +1) and Does BODY (+1). 75 Active Points; total cost 27 points.

MICRO-COMBAT

Effect: Energy Blast 6d6, Penetrating, Transdimensional

Target/Area Affected: One character

Duration: Instant

Range: No Range

END Cost: 6

Description: This attack resembles Internal Agony; it's a way of achieving the same result (becoming small enough to enter the victim and attack him "from inside") using different mechanics. Characters often buy both powers as part of a Multipower. In this case, the character doesn't need to have size-based Desolidification, but instead must have the ability to go into the Microverse (see Enter The Microverse!, below). Once in the Microverse, he can get inside the target and attack with impunity from another "dimension."

Game Information: *Energy Blast 6d6, Penetrating (+½), Transdimensional (from the Microverse to the normal-sized world; +½) (60 Active Points); No Range (must be "inside" target; -½), No Knockback (-¼). Total cost: 34 points.*

OPTIONS:

- 1) **Strong Micro-Combat:** Increase to Energy Blast 8d6. 80 Active Points; total cost 46 points.
- 2) **Weak Micro-Combat:** Decrease to Energy Blast 4d6. 40 Active Points; total cost 23 points.
- 3) **Weakening Micro-Combat:** The character can't inflict any permanent harm, but can make a target pass out by causing pain, restricting his blood flow, and so forth. Remove Penetrating (+½) and No Knockback (-¼), and add NND (defense is Desolidification or natural PD Damage Resistance; +1). 75 Active Points; total cost 50 points.

4) **Deadly Micro-Combat I:** The character can inflict serious, even deadly, injuries while inside a target. Change to RKA 2d6 and add No Range (-½). 60 Active Points; total cost 27 points.

5) **Deadly Micro-Combat II:** As Deadly Micro-Combat I, but reduce to RKA 1d6, remove Penetrating (+½), and add NND (defense is Desolidification or natural PD Damage Resistance; +1) and Does BODY (+1). 52 Active Points; total cost 23 points.

OPTIC NERVE TRAMPOLINE

Effect: Sight Group Flash 6d6, NND, Transdimensional
Target/Area Affected: One character

Duration: Instant

Range: No Range

END Cost: 4

Description: This power is similar to Micro-Combat; characters often buy it with that power in a Multipower or the like. It allows the character to get inside the character's nervous system and assault his optic nerve, creating temporary blindness.

Game Information: *Sight Group Flash 6d6, NND (defense is Desolidification or inherent Sight Group Flash Defense; +½), Transdimensional (from the Microverse to the normal-sized world; +½) (60 Active Points); No Range (must be "inside" target; -½). Total cost: 40 points.*

OPTIONS:

- 1) **Strong Assault:** Increase to Sight Group Flash 8d6. 80 Active Points; total cost 53 points.
- 2) **Weak Assault:** Decrease to Sight Group Flash 4d6. 40 Active Points; total cost 27 points.
- 3) **Auditory Nerve Trampoline:** Instead of impairing the target's sight, the character can disrupt his hearing. (Characters often buy this power in a Multipower with Optic Nerve Trampoline; they can also include other slots for other senses.) Change to Hearing Group Flash 10d6 (and change "Sight Group Flash Defense" to Hearing Group Flash Defense as a defense to the NND). 60 Active Points; total cost: 40 points.
- 4) **Optic Internal Agony:** This variant accomplishes the same thing, but uses the "Internal Agony" power structure instead. Change to Sight Group Flash 5d6, NND (defense is Desolidification or inherent Sight Group Flash Defense; +½), Affects Physical World (+2) (87 Active Points); Only When Desolidified Inside Target (-1). Total cost: 43 points.



SUBJECT ID: GARGANTUA

"In a recent attack on a Millennium City skyscraper, Gargantua tore down two skyways and caused significant structural damage to the building itself before being driven away by the Champions and two squads of UNTIL agents. Recommend that the attached file containing readings taken by UNTIL scientists accompanying the squad be used to research a weapon that could cause him to involuntarily return to normal height."

—Excerpt from report of supercriminal encounter by Captain Marta Niakolos

DEFENSIVE POWERS

FORM COHESION

Effect: Damage Resistance (12 PD/12 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: As the character shrinks in size, his molecules become more compact, making him more resistant to damage. He gains Damage Resistance (2 PD/2 ED) for every 10 points' worth of Shrinking he uses (this power, as built, assumes the character as 60 points' worth of Shrinking total).

Game Information: *Damage Resistance (12 PD/12 ED) (12 Active Points); Linked (to Shrinking; -¼). Total cost: 10 points.*

OPTIONS:

- 1) Form Cohesion Variant:** Instead of becoming more resistant to lethal damage, the character just becomes generally tougher. Substitute +12 PD. 12 Active Points; total cost 10 points.
- 2) Neural Cohesion:** The character's mind also becomes more compact, and thus tougher to hurt or probe mentally. When he uses his first 10 points of Shrinking, he gains 2 points of Mental Defense, plus his natural EGO/5 in Mental Defense.

Each additional level of Shrinking he uses adds +2 Mental Defense. Character also buys Mental Defense (12 points plus EGO/5); Linked (-½). 12 Active Points; total cost 8 points.

GIGANTIC DEFENSE

Effect: +20 PD and ED, Linked to Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: As he grows, the character becomes even tougher to hurt than normal growing characters. He gains +5 PD and ED per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: *+20 PD (20 Active Points); Linked (to Growth, gains +5 PD per 15 points of Growth; -¼) (total cost: 16 points) plus +20 ED (20 Active Points); Linked (to Growth, gains +5 ED per 15 points of Growth; -¼) (total cost: 16 points). Total cost: 32 points.*

OPTIONS:

- 1) Really Gigantic Defenses:** Increase to +40 PD and ED (+10 PD/ED per 15 points of Growth). 40 and 40 Active Points; total cost 32 and 32 points.

GIGANTIC PHYSIQUE

Effect: +20 CON, No Figured Characteristics, Linked to Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: As he grows, the character becomes even harder and more resistant to being stunned than normal growing characters. He gains +5 CON per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: +20 CON (40 Active Points); Linked (to Growth, gains +5 CON per 15 points of Growth; -¼), No Figured Characteristics (-½). Total cost: 23 points.

OPTIONS:

1) **Really Gigantic Physique:** Increase to +40 CON (+10 CON per 15 points of Growth). 80 Active Points; total cost 46 points.

2) **And Tougher, Too:** Remove No Figured Characteristics (-½). Total cost: 32 points.

GIGANTIC RESILIENCE

Effect: Damage Resistance (20 PD/20 ED), Linked to Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: As he grows, the character becomes even more resistant to lethal damage than normal growing characters. He gains +5 PD and ED Damage Resistance per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: Damage Resistance (20 PD/20 ED) (20 Active Points); Linked (to Growth, gains 5 PD/5 ED Damage Resistance per 15 points of Growth; -¼). Total cost: 16 points.

OPTIONS:

1) **Really Gigantic Resilience:** Increase to Damage Resistance (40 PD/40 ED) (10 PD/10 ED per 15 points of Growth). 40 Active Points; total cost 32 points.

GIGANTIC TOUGHNESS

Effect: Physical and Energy Damage Reduction, Resistant, 25%, Linked to Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: As he grows, the character becomes harder to hurt. He has to become at least 4" (8 meters) tall before this ability applies.

Game Information: Physical and Energy Damage Reduction, Resistant, 25% (30 Active Points); Linked (to Growth, only applies at 30 points' worth of Growth or more; -¼). Total cost: 24 points.

OPTIONS:

1) **Really Gigantic Toughness:** Increase to Damage Reduction 50%. 60 Active Points; total cost 48 points.

MOVEMENT POWERS

ENTER THE MICROVERSE!

Effect: Extra-Dimensional Movement

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character can shrink down to such tiny sizes that he enters the Microverse — the atomic and sub-atomic level of reality, where a single molecule can be an island, or even a solar system! This effectively means the character is in another reality altogether, since normal-size persons cannot perceive or interact with him in any way. However, he needs special powers (such as the Transdimensional Energy Blasts described above) to affect normal-sized reality, and also a special sense (Spatial Correspondence Detection, below) to keep himself oriented with regard to normal-sized space.

Game Information: Extra-Dimensional Movement (any location in a single dimension [the Microverse], corresponding to the point character is at in this dimension). Total cost: 22 points.

OPTIONS:

1) **Come See The Microverse:** The character can shrink some of his comrades down and bring them into the Microverse with him. Add x8 Increased Weight. Total cost: 37 points.

GIGANTIC LEGS

Effect: Running +24", Linked to Growth

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: As he grows, the character's legs become longer, and thus so do his strides. In game terms, this means he can cross ground more quickly, which is represented by giving him more inches of Running. He gains Running +6" per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth). If he starts out with more than the base 6" of Running, you should alter this power to add his total normal inches of Running per 15 points' worth of Growth.

Game Information: *Running +24", Reduced Endurance (½ END; +¼) (60 Active Points); Linked (to Growth; -¼). Total cost: 48 points.*

MICROFLIGHT

Effect: Flight 12", Linked to Shrinking
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: As the character shrinks in size, he can harness the kinetic power from compacting his molecules to propel himself through the air. He gains Flight 2" per 10 points of Shrinking (adjust the cost to suit if the character has less than 60 points' worth of Shrinking).

Game Information: *Flight 12" (24 Active Points); Linked (to Shrinking, gains 2" Flight per 10 points of Shrinking used; -¼). Total cost: 19 points.*

OPTIONS:

- 1) **Faster Microflight:** Increase to Flight 18" (3" per 10 points of Shrinking). 36 Active Points; total cost 29 points.
- 2) **Slower Microflight:** Decrease to Flight 6" (1" per 10 points of Shrinking). 12 Active Points; total cost 10 points.

SURFING THE 'NET

Effect: Teleportation 10", MegaScale, Only Through Phone Lines
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 3

Description: The character shrinks down to such tiny size that he can ride the electronic and light impulses that carry telephone messages through phone and fiber optic cables. The GM may require him to buy an appropriate Knowledge Skill, Navigation Skill, or Power (such as Clairsentience) to properly discern where he's going when he wants to travel to places he's never been to before.

Game Information: *Teleportation 10", MegaScale (1" = 10 km, can scale down to 1" = 1 km; +¾) (35 Active Points); Only Through Phone Lines (-1). Total cost: 17 points.*

OPTIONS:

- 1) **Faster Surfing:** Increase to MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). 40 Active Points; total cost 20 points.
- 2) **Slower Surfing:** Decrease to Teleportation 5". 17 Active Points; total cost 8 points.

SENSORY POWERS

GIGANTIC EYES

Effect: See below
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: When the character becomes taller, his eyes become larger, making them more efficient at seeing things and gathering light.

Game Information:

Cost Power

- | | |
|---|---|
| 3 | <i>Gigantic Eyes: +2 PER with Sight Group; Linked (to Growth, only applies at 30 points' worth of Growth or more; -¼)</i> |
| 4 | <i>Gigantic Eyes: Nightvision; Linked (to Growth, only applies at 30 points' worth of Growth or more; -¼)</i> |

Total cost: 7 points.

SPATIAL CORRESPONDENCE DETECTION

Effect: Detect Point In Normal-Sized Space
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: When the character is in the Microverse, he can stop, concentrate for a moment, and gain an exact understanding of where he currently is in relation to normal space. This allows him to target Transdimensional attacks accurately and travel to desired locations without error.

Game Information: *Detect Point In Normal-Sized Space Corresponding To Current Position In The Microverse (INT Roll +6) (no Sense Group), Targeting. Total cost: 20 points.*

MISCELLANEOUS POWERS

WALKING BETWEEN MOLECULES

Effect: Desolidification, Only To Pass Through Solid Objects (-½) and Clinging
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can shrink down to the point where he's small enough to slip between the molecules of solid matter and walk through walls, get inside peoples' bodies to attack them, and so forth.

Game Information:

Cost Power

- | | |
|----|---|
| 27 | <i>Walking Between Molecules: Desolidification (affected by any attack that breaks the object character is in); Only To Pass Through Solid Objects (-½)</i> |
| 3 | <i>Walking Between Molecules: Clinging</i> |

(normal STR); Only To Remain Merged With A Body/Object If It's Moved Involuntarily (-2), Linked (to Desolidification; -½)

Total cost: 30 points.

OPTIONS:

1) **Come Along For The Trip:** The character can shrink some of his comrades down and bring them through the walls with him. Add Usable Simultaneously (up to four people at once; +¾) to both powers. 70 and 17 Active Points; total cost 47 + 5 = 52 points.

SLEEP AND DREAM POWERS



This small and exotic category of powers deals with abilities relating to sleeping and dreaming. Characters with these powers can put people to sleep, control how they dream, use dreams to predict the future, and so forth. Sleep and Dreams Powers are often closely related to Mental and Psionic Powers and Precognition Powers; characters who have sleep powers might also have powers from those categories.

OFFENSIVE POWERS

DREAMWEAVING

Effect: Mental Illusions 8d6, Only To Manipulate Dreams

Target/Area Affected: One character

Duration: Constant

Range: LOS

END Cost: 4

Description: The character has the power to manipulate a sleeping person's dreams. If he can see a sleeping person, he can use this power to alter the dreams the target has. He might do this to disturb the target's sleep, impart a message or warning, or just to have fun.

Game Information: *Mental Illusions 8d6 (40 Active Points); Only To Manipulate Dreams (-1). Total cost: 20 points.*

OPTIONS:

- 1) **Stronger Dreamweaving:** Increase to Mental Illusions 12d6. 60 Active Points; total cost 30 points.
- 2) **Weaker Dreamweaving:** Decrease to Mental Illusions 6d6. 30 Active Points; total cost 15 points.
- 3) **Dreamweaving Touch:** The character must be near a target to manipulate his dreams. Add No Range (-½). Total cost: 16 points.
- 4) **Dreamroiling:** The character has no control over the effect he has on the target's dreams. He can initiate the dream manipulation at will, but cannot direct or affect the changes his power makes to the target's dreams. Add No Conscious Control (-1).

Total cost: 13 points.

5) **Nightmare Creation:** The character can manipulate other peoples' dreams, but only to give them nightmares. Change To Only To Cause Nightmares (-1½). Total cost: 16 points.

RESTLESS SLEEP

Effect: Drain END 2d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 0

Description: The character can disrupt the effects of sleep on a sleeping person, making his sleep so restless that he obtains no benefit from it — in fact, he wakes up more tired than he was when he went to sleep! It may take weeks for the victim to recover from the loss, though one good night's uninterrupted sleep makes up for the lack.

Game Information: *Drain END 2d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¾) (55 Active Points); Only Works On Sleeping Persons (-1), Drained Points Return Immediately If Victim Gets Six Hours Of Uninterrupted, Restful Sleep (-1). Total cost: 18 points.*

OPTIONS:

- 1) **Disturbed Sleep:** Increase to Drain END 3d6. 82 Active Points; total cost 27 points.
- 2) **Tossing And Turning:** Decrease to Drain END 1d6. 27 Active Points; total cost 9 points.

SLEEP INFLICTION

Effect: Ego Attack 6d6

Target/Area Affected: One character

Duration: Instant

Range: LOS

END Cost: 6

Description: The character can cause slumber to overcome another person. The target's eyelids become heavy, and once the character inflicts enough "damage," the target collapses onto the nearest surface to sleep.



Game Information: *Ego Attack 6d6. Total cost: 60 points.*

OPTIONS:

- 1) **Strong Sleep Infliction:** Increase to Ego Attack 8d6. Total cost: 80 points.
- 2) **Weaker Sleep Infliction:** Decrease to Ego Attack 4d6. Total cost: 40 points.
- 3) **Visit From The Sandman:** Resist as he might, the character soon falls asleep when the character uses this power. Decrease to Ego Attack 2d6 and add Continuous (+1) and NND (defense is Life Support [Diminished Sleep]; +1). Total cost: 60 points.
- 4) **Naptime:** The character can inflict sleepiness on everyone in a wide area. Decrease to Ego Attack 3d6 and add Area Of Effect (6" Radius; +1¼). Total cost: 67 points.

WAKING DREAMS

Effect: Mental Illusions 8d6
Target/Area Affected: One character
Duration: Constant
Range: LOS
END Cost: 4

Description: The character has such precise control over dreams and dreaming that he can plunge a person who's awake into a dream-like state.

Game Information: *Mental Illusions 8d6. Total cost: 40 points.*

OPTIONS:

- 1) **Vivid Dreams:** Increase to Mental Illusions 12d6. Total cost: 60 points.
- 2) **Pale Dreams:** Decrease to Mental Illusions 6d6. Total cost: 30 points.

DEFENSIVE POWERS

DREAMSHIELD

Effect: Mental Defense (30 points), Only Versus Sleep/Dreams Powers (-2)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's power over sleep and dreams makes him largely immune to the effects of similar powers.

Game Information: *Mental Defense (30 points plus EGO/5) (30 Active Points); Only Versus Sleep/Dreams Powers (-2). Total cost: 10 points.*

OPTIONS:

- 1) **Strong Dreamshield:** Increase to Mental Defense (40 points plus EGO/5). 40 Active Points; total cost 13 points.

2) **Weak Dreamshield:** Decrease to Mental Defense (20 points plus EGO/5). 20 Active Points; total cost 7 points.

MOVEMENT POWERS

ENTER THE DREAMZONE

Effect: Extra-Dimensional Movement

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character can enter the Dreamzone, the plane of existence where all dreams currently being dreamed exist. While in the Dreamzone, the character can physically interact with dream-beings and dream-objects. This may prove quite dangerous, since the local dreamscape can shift quickly (sometimes in the blink of an eye), and even at the best of times often proves difficult to understand and cope with.

If the character wants to affect the physical world while he's in the Dreamzone, he needs powers with the *Transdimensional* Advantage. He usually also needs some Skill or sense (such as Navigation (Astral), Navigation (Dreamzone), or the like) to orient himself to physical reality, or else he may not emerge from the Dreamzone where he expects to.

Game Information: *Extra-Dimensional Movement (any location in a single dimension [the Dreamzone], corresponding to the point character is in this dimension). Total cost: 22 points.*

OPTIONS:

1) **Dream Vacation:** The character can bring some of his comrades into the Dreamzone with him. Add x8 Increased Weight. Total cost: 37 points.

SENSORY POWERS

DREAM MESSENGER

Effect: Mind Link (any one willing target), Only Via Dreams

Target/Area Affected: One character

Duration: Constant

Range: Special

END Cost: 2

Description: The character can send messages via the Dreamzone to any dreaming person. The dreaming character cannot reply. The character cannot send a psionic attack or use a Mental Power on the subject through the Mind Link.

Game Information: *Mind Link (any one willing target), No LOS Needed (25 Active Points); Only Via Dreams (-1), One-Way Communication (character can only send a message, but recipient of message cannot reply; -1), Costs Endurance (-½). Total cost: 7 points.*

OPTIONS:

1) **Two-Way Messaging:** The dreamer can respond, via his dreams, to the character's dream messenger. Replace One Way Communication (-1) with No Mental Attacks Allowed (-½). Total cost: 8 points.

DREAM ORACLE

Effect: Clairsentience (Sight and Hearing Group), Precognition Only

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character has dreams that show him events to come. By willing himself to have a prophetic dream, and then sleeping for at least one hour, the character gains a glimpse of the future. However, the information imparted to him may be unclear, muddled, or highly symbolic, as dreams themselves so often are.

Game Information: *Clairsentience (Sight and Hearing Groups), Precognition, Reduced Endurance (0 END; +½) (75 Active Points); Precognition Only (-1), Only Through Dreams (-1), Vague And Unclear (-½), Extra Time (must sleep for at least 1 Hour to experience prophetic dreams; -3). Total cost: 11 points.*

OPTIONS:

1) **Uncontrollable Dreams:** The character has no control over when he will have a prophetic dream; sometimes they just come upon him unbidden while he sleeps, at other times he can't seem to have one no matter how much he wants to. Add No Conscious Control (-2). Total cost: 9 points.

2) **Unreliable Dreams:** The character can try to induce a prophetic dream, but doesn't always succeed. Add Activation Roll 11- (-1). Total cost: 10 points.

3) **Dream Scrying:** The character's dreams aren't prophetic, but they do allow him to see and hear what people are doing far away. Remove Precognition, Precognition Only (-1), and Vague And Unclear (-½), and add 16x Range (3,600"). 75 Active Points; total cost 15 points.

4) **Dreams Of Long Ago:** The character dreams about the past, not the future. Replace Precognition with Retrocognition, and Precognition Only (-1) with Retrocognition Only (-1). Total cost: 11 points.

DREAMREADING

Effect: Detect Dreams

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can, when in the presence of a sleeping person, perceive whether that person is dreaming, and if so, the contents of his dreams. The character shares in the dream, seeing it play out in his mind's eye as it plays out in the

SUBJECT ID: DREAMWITCH

"Analysis of security camera recordings showed clearly that the perpetrator was the Dreamwitch, or someone copying her costume and powers. Security guards such as the one in this picture have no more ability to withstand her powers than the typical superhuman — after all, everyone needs to sleep, and everyone dreams.

"Agents who expect to fight supervillains with sleep or dream powers should consider two defenses. The first are standard UNTIL psi-shields, which Technical Division can install in your helmet with authorization from command. The second is a small device, the U-ME Personal Shocker. Short, sharp pains help to dispel sleepiness and snap people out of dreams, and this device inflicts a low-intensity shock on the user when activated."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

subject's sleeping mind, almost as if he were watching a movie.

Game Information: *Detect Dreams (INT Roll) (Mental Group), Discriminatory. Total cost: 8 points.*

OPTIONS:

- 1) **Wiser Dreamreading:** Increase to INT Roll +2. Total cost: 10 points.

MISCELLANEOUS POWERS

DREAMSCOPE

Effect: Sight and Hearing Group Images, Only To Show Dreams

Target/Area Affected: 2" Radius

Duration: Constant

Range: No Range

END Cost: 0

Description: The character can, by touching the brow of a sleeping, dreaming person, project an image of that person's dream for others to see.

Game Information: *Sight and Hearing Group Images, Increased Size (4" radius; +½) (22 Active Points); No Range (-½), Set Effect (only to show dreams; -1), Requires A Detect Dreams Roll (assumes roll of 14-; -½). Total cost: 7 points.*

OPTIONS:

- 1) **Dreamscape:** Increase to Increased Size (16" radius; +1). 30 Active Points; total cost 10 points.

ETERNAL WAKEFULNESS

Effect: Life Support (Diminished Sleep: no need to sleep)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's mastery of sleep allows him to stave off the assaults of Morpheus and remain forever awake.

Game Information: *Life Support (Diminished Sleep: no need to sleep). Total cost: 3 points.*

OPTIONS:

- 1) **Let's Stay Up:** The character can extend his wakefulness to his friends. As long as the effect is maintained, the characters have no need for sleep; once the power is deactivated, they begin acquiring the need to sleep at the normal rate. Character also buys Life Support (Diminished Sleep: no need to sleep), Usable Simultaneously (up to eight people at once; +¾) (5 Active Points); Costs Endurance (-½). Total cost: 3 points.

SLEEPS WITH ONE EYE OPEN

Effect: Lightsleep

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Even though he must sleep, the character can awaken from sleep instantly.

Game Information: *Lightsleep. Total cost: 3 points.*

SOLAR AND CELESTIAL



This category of powers covers abilities connected to celestial phenomena such as the Sun, the Moon, the stars, comets, and so forth. Although this could potentially encompass many different powers, the list here is fairly small, because you can find the appropriate powers already listed in categories like Cosmic Energy Powers, Fire and Heat Powers, Gravity Powers, and Light Powers. Simply refer to those sections of the book, choose the powers you want, and re-name them to change the special effect. For example, you could retitle the *Fireball* (page 89) as a *Solar Fireball*, describing it as brighter and more impressive than an ordinary Fireball, and just use the same game statistics for it. The powers described below simply provide a few additional possibilities for this special effect.

OFFENSIVE POWERS

COMET BLAST

Effect: Energy Blast 9d6 (physical), Can Be Missile Deflected

Target/Area Affected: One Hex

Duration: Instant

Range: 335"

END Cost: 7

Description: The character can create and shoot at his foes a large, fiery, comet-like projectile that hits with a physical impact.

Game Information: *Energy Blast 9d6 (physical), Area Of Effect (One Hex; +½) (67 Active Points); Can Be Missile Deflected (-¼). Total cost: 54 points.*

OPTIONS:

- 1) **Strong Comet:** Increase to Energy Blast 12d6. 90 Active Points; total cost 72 points.
- 2) **Weak Comet:** Decrease to Energy Blast 7d6. 52 Active Points; total cost 42 points.
- 3) **Haily Comets:** Instead of projecting one Comet Blast, the character can hurl several smaller comets, pelting an entire area with them... but only hitting his enemies. Decrease to Energy Blast 7d6 and increase to Area Of Effect (4" Radius; +1), Selective (+¼). 79 Active Points; total cost 63 points.

LUNAR STRENGTH

Effect: Increased STR in moonlight

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: Depends on amount of STR used

Description: The character becomes stronger at night ("under the light of the moon," as they say, though the power doesn't require the character to remain in moonlight). The greater the moonlight, the greater his might.

Game Information: +5 STR (5 Active Points); Only At Night (-¼) (total cost: 4 points) **plus** +5 STR (5 Active Points); Only At Night During A Quarter Moon (-½) (total cost: 3 points) **plus** +5 STR (5 Active Points); Only At Night During A Gibbous Moon (-1) (total cost: 2 points) **plus** +5 STR (5 Active Points); Only At Night During A Full Moon (-2) (total cost: 2 points). Total cost: 11 points.

OPTIONS:

- 1) **Greater Lunar Strength:** Increase to +10 STR per increment. Total cost: 23 points.
- 2) **Moonlight Chains:** With this form of the power, the character *does* have to remain in moonlight. If he goes indoors, or clouds block the moonlight, he doesn't get the extra STR. Increase all the Limitations by -½. Total cost: 9 points.

NEBULA FIELD

Effect: Darkness to Sight and Radio Groups

Target/Area Affected: 4" radius

Duration: Constant

Range: 225"

END Cost: 4

Description: The character can create a field effect that resembles a thick nebula, with wispy gases and strange energies that block sight and interfere with radio signals.

Game Information: *Darkness to Sight and Radio Groups 4" radius. Total cost: 45 points.*

OPTIONS:

- 1) **Larger Nebula:** Increase to 6" radius. Total cost: 65 points.
- 2) **Smaller Nebula:** Decrease to 3" radius. Total cost: 35 points.
- 3) **Tactical Nebula:** The character's Nebula Field may interfere with other people's perceptions, but



SUBJECT ID: VICTORY

"A maintenance camera mounted on a nearby satellite snapped this photograph of Victory battling the invaders....

"The exact nature of the invaders remains unknown. While they could have been, as is widely supposed by the public, members of an alien species (perhaps the Gadroon or Sirians, armed with new technology?), it's more likely some Earth-based supervillain simply faked an "alien invasion" as a cover for some scheme of his own."

—Excerpts from *January 2003 Alien Invasion Attempt: A Review And Analysis*, by the staff of space station GATEWAY

the character can see and transmit radio through it clearly. Add Personal Immunity (+¼). Total cost: 56 points.

SOLAR STRENGTH

Effect: +40 STR, Only In Daylight

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: Depends on amount of STR used

Description: The character's cells are like living solar batteries — the sun supercharges them, making him immensely strong when the sun is out. At nighttime, he loses the benefit, though he still gets the extra STR on cloudy days or when he's indoors in the daytime.

You could, if desired, explain many other powers — toughness, flight, the ability to project beams of heat, and so on — as the results of the "living solar battery" concept.

Game Information: +40 STR (40 Active Points); Only In Daylight (see text; -¼). Total cost: 32 points.

OPTIONS:

1) **Greater Solar Strength:** Increase to +60 STR. 60 Active Points; total cost 48 points.

2) **Lesser Solar Strength:** Decrease to +30 STR. 30 Active Points; total cost 24 points.

3) **Suntanning Strength:** The character only gains the benefits of his solar-enhanced physiology when he's actually in direct sunlight. If clouds block the sun, or he goes into the shade, he loses the extra STR. Change to Only In Direct Sunlight (-¾). Total cost: 23 points.

4) **Nighttime Weakness:** The character builds up a "reserve" of solar power during the day. After the sun sets, his Strength begins to diminish. Depending on the time of year and the latitude he's at, this may mean the last of his enhanced STR dissipates just before dawn, or it may leave him no stronger than a normal human for several hours each night. For ease of game play, the GM should assume this power keeps the character fully "charged up" with +40 STR throughout the day, then start subtracting 5 STR per Hour as soon as night falls (and subtract 5 STR more whenever the character Pushes). Change to Aid STR 1d6, Can Add A Maximum Of 40 Points' Worth Of Strength, Continuous (+1), Delayed Return Rate (points fade at the rate of 5 per Hour; +1), Trigger (when exposed to daylight; +¼) (88 Active Points); No Conscious Control (cannot activate power on his own, but can use the STR freely once it's activated; -1), Self Only (-½), Character Loses 5 STR Automatically Whenever He Pushes His STR (-¼). Total cost: 32 points.

SUNFIRE BLAST

Effect: Energy Blast 12d6 plus Sight Group Flash 6d6
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 9

Description: The character can fire a blast of brilliantly-glowing solar fire at a target, simultaneously blinding and burning him.

Game Information: *Energy Blast 12d6 (total cost: 60 points) plus Sight Group Flash 6d6 (30 Active Points); Linked (-½) (total cost: 20 points). Total cost: 60 + 20 = 80 points.*

OPTIONS:

1) **Strong Sunfire Blast:** Increase to Energy Blast 15d6 plus Sight Group Flash 10d6. 75 + 50 = 125 Active Points; total cost 75 + 33 = 108 points.

2) **Weak Sunfire Blast:** Decrease to Energy Blast 10d6 plus Sight Group Flash 4d6. 50 + 20 = 70 Active Points; total cost 50 + 13 = 63 points.

SUNFIRE MANTLE

Effect: HKA 2d6, Damage Shield plus Sight Group Flash 4d6, Damage Shield
Target/Area Affected: One Hex
Duration: Constant
Range: Touch
END Cost: 0

Description: A sheath or mantle of white-hot sun-fire wreathes the character's body, burning and blinding anyone who comes too close.

Although Area Of Effect powers normally don't move once established, given the nature of this ability the GM should allow it to move with the character as he moves. However, the GM should evaluate this power carefully before allowing it in play, since it involves a Damage Shield that's not confined to a character's body.

Game Information: *HKA 2d6, Area Of Effect (One Hex; +½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (105 Active Points); No STR Bonus (-½) (total*

cost: 70 points) plus Sight Group Flash 4d6, Area Of Effect (One Hex; +½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (70 Active Points); Linked (-½) (total cost: 47 points). Total cost: 117 points.

OPTIONS:

1) **Weak Solar Mantle:** Decrease to HKA 1d6 and Sight Group Flash 2d6. 52 + 35 = 87 Active Points; total cost 35 + 23 = 58 points.

2) **Cutting Solar Mantle:** So white-hot is the character's solar mantle that it cuts easily through even strong defenses and the darkest eye protection. Add Armor Piercing (+½) to both powers. 120 + 80 = 200 Active Points; total cost 80 + 53 = 133 points.

MISCELLANEOUS POWERS

CELESTIAL FLIGHT

Effect: FTL Travel (1 LY per Hour)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character can ride the winds and energies of space to fly thousands of times faster than the speed of light.

Game Information: *FTL Travel (8,000 LY/year, or about 1 LY/Hour). Total cost: 36 points.*

OPTIONS:

1) **Faster Spaceflight:** Increase to FTL Travel (500,000 LY/year, or about 1 LY/minute). Total cost: 48 points.

2) **Come Fly With Me:** Add Usable Simultaneously (up to eight people at once; +1). Total cost: 72 points.

3) **Tiring Celestial Flight:** Add Costs Endurance (-½). Total cost: 24 points.

SONIC POWERS



Sonic Powers involve the control and manipulation of sound. Control of sound allows a character to create a wide range of effects — amplifying low-level sounds to make tasks easier, preventing people from speaking, generating deafening shrieks, or creating beams of focused sound powerful enough to cut through objects or liquify flesh. However, the sound must have a medium to propagate through, such as air or water. In the vacuum of space, sonic powers generally don't work. Many of the powers below have a -¼ Limitation to reflect this, but you can easily get change it to a -0 Limitation if your game doesn't expose the characters to vacuum enough for this to deserve a greater value.

Sound Powers are often closely related to some Vibration Powers, such as Vertigo Generation. Sonic-based characters might want to look at that power category for further power ideas.

OFFENSIVE POWERS

AMPLIFICATION

Effect: Images to Hearing Group, +4 to PER Rolls

Target/Area Affected: 4" radius

Duration: Constant

Range: 125"

END Cost: 2

Description: The character's control over sound allows him to amplify existing sounds, such as his own voice, music he enjoys, or the like. The amplification grants everyone inside the affected 4" area a +4 bonus to perceive the amplified sound. If characters outside the area try to hear the sound, for every additional 4" beyond that zone, the GM should decrease the bonus by 1 until it reaches zero. However, the character can only amplify sounds he can hear without the amplification; he cannot, for example, amplify the sound of two people talking so far away that he can't overhear their conversation.

In some cases, amplifying sounds may make tasks easier for the character, granting a small bonus to appropriate Skill Rolls (say, +1 or +2). For example, he might make a speech sound clearer, thus getting a +1 with Oratory, or amplifying the sound of tumblers might help him make his Lock-picking roll to open a safe.

Since this power has Range, it also allows a character to become a superb ventriloquist (though you can still see his lips move when he talks).

Game Information: *Images to Hearing Group, +4 to PER Rolls, Increased Size (4" radius;*

+½) (25 Active Points); Does Not Work In A Vacuum (-¼), Set Effect (can only amplify existing sounds the character can hear; -1). Total cost: 11 points.

OPTIONS:

- 1) Louder!:** Increase the PER Roll modifier to +8. 43 Active Points; total cost 19 points.
- 2) Larger!:** Increase to Increased Size (16" radius; +1). 34 Active Points; total cost 15 points.
- 3) Loudspeaker:** The character can only amplify sounds he makes himself or that are very near him. Increase to Increased Size (16" radius; +1) and add No Range (-½). 34 Active Points; total cost 12 points.
- 4) Skillful Amplification:** To amplify sounds, the character must skillfully analyze and "boost" them. Add Requires A Mimicry Roll (-½). Total cost: 9 points.

FEEDBACK

Effect: Dispel Sonic Powers 14d6

Target/Area Affected: One character

Duration: Instant

Range: 260"

END Cost: 5

Description: The character can generate feedback, distortion, and opposing harmonics that distort, cancel out, and ruin other sounds. The effect is often temporary — it may only last for a Phase if whoever or whatever generated the opposing sound can easily create another sound — but the character can use this ability defensively to block incoming attacks if he times it right. In some cases, such as sonic powers generated by devices, the feedback may disable the machine for some time (at least until someone repairs it).

Game Information: *Dispel Sonic Powers 14d6, any Sonic power one at a time (+¼). Total cost: 52 points.*

OPTIONS:

- 1) Strong Feedback:** Increase to Dispel 16d6. Total cost: 60 points.
- 2) Weak Feedback:** Decrease to Dispel 12d6. Total cost: 45 points.
- 3) Enhanced Distortion:** The character can affect two Sonic powers at once. Change to any two Sonic powers simultaneously (+½). Total cost: 63 points.
- 4) Extreme Distortion:** The character can affect four Sonic powers at once. Decrease to Dispel 12d6 and

change to any four Sonic powers simultaneously (+1). Total cost: 72 points.

5) My Ears Are Bleeding: The character's feedback and counterharmonics are so strong they can Dispel all Sonic powers at once. Decrease to Dispel 10d6 and change to all Sonic powers simultaneously (+2). Total cost: 90 points.

PUMP UP THE VOLUME

Effect: Absorption 3d6, Sonics Only

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character can absorb the effect of incoming sonic and sound-based attacks and use them to enhance all of his own sonic powers.

Game Information: *Absorption 3d6 (energy), adds to all Sonic powers simultaneously (+2), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼) (49 Active Points); Limited Phenomena (sonics only; -½). Total cost: 33 points.*

OPTIONS:

- 1) Pump It Up Really Loud:** Increase to Absorption 4d6. 65 Active Points; total cost 43 points.
- 2) Would Ya Mind Turning It Down?:** Decrease to Absorption 2d6. 32 Active Points; total cost 21 points.
- 3) Turn Up The Treble:** The character can only enhance some of his powers by absorbing sonic energy. Change to Absorption 4d6, adds to four Sonic powers simultaneously (+1). 45 Active Points; total cost 30 points.
- 4) Could Ya Just Turn It Up A Little?:** The character can only augment one power at a time by absorbing sonic energy. Change to Absorption 6d6, any one Sonic power at a time (+¼). 45 Active Points; total cost 30 points.

SHRIEK

Effect: Hearing Group Flash 12d6

Target/Area Affected: One character

Duration: Instant

Range: 180"

END Cost: 4

Description: The character can project a beam of sound so loud that it temporarily deafens whom-ever it hits.

Game Information: *Hearing Group Flash 12d6 (36 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 29 points.*

OPTIONS:

- 1) Banshee's Wail:** Increase to Hearing Group Flash 20d6. 60 Active Points; total cost 48 points.
- 2) Modulated Shriek:** Decrease to Hearing Group Flash 8d6. 24 Active Points; total cost 19 points.

3) Deafening The Crowd I: The character's shriek can affect many people at once. Add Explosion (+½). 54 Active Points; total cost 43 points.

4) Deafening The Crowd II: As Deafening The Crowd I, but the power only affects people near the character. Add Explosion (+½), Hole In The Middle (fixed size; +¼), and No Range (-½). 63 Active Points; total cost 36 points.

THE SILENCE ZONE

Effect: Darkness to Hearing Group

Target/Area Affected: 5" radius

Duration: Constant

Range: 125"

END Cost: 2

Description: The character's control of sound allows him to cancel out all sound within a 5" radius. In that area, no one can speak, play music, or otherwise generate sound, nor can they hear sounds created outside the area.

Game Information: *Darkness to Hearing Group 5" radius. Total cost: 25 points.*

OPTIONS:

- 1) Larger Silence:** Increase to 7" radius. Total cost: 35 points.
- 2) Smaller Silence:** Decrease to 4" radius. Total cost: 20 points.
- 3) The Sounds Of Silence:** The character controls sound so precisely that he can hear sounds from within or without the zone. Add Personal Immunity (+¼). Total cost: 31 points.
- 4) Personal Silence Field:** The character can create a zone of silence only around himself, though he remains able to hear. Add Personal Immunity (+¼) and No Range (-½). 31 Active Points; total cost 21 points.
- 5) Unavoidable Silence:** The character can create a small field of silence that "sticks" to a target and follows him around, preventing him from escaping the effect. Change to (or buy in addition) Darkness to Hearing Group 1" radius, Usable As Attack (defense is sonic powers, vibration powers, or Power Defense; +1), Ranged (+½) (12 Active Points); Only Affects One Person (-½). Total cost: 8 points.
- 6) What Did You Say?:** Instead of creating a zone in which sound cannot propagate at all, the character creates a zone that interferes with the transmission of sound, making it difficult (but not impossible) for anyone inside the zone to hear. Change to Change Environment 8" radius, -5 to Hearing Group PER Rolls, Personal Immunity (+¼). Total cost: 40 points.



SUBJECT ID: HOWLER

"While on the scene taking readings for the *Database*, I managed to take a few pictures, including this one, which shows one of Howler's sonic blasts knocking a hapless agent backwards. Based on the pictures, and all the readings I've taken over three encounters with Howler, I think that previous agency estimates of the strength of her powers are too low. Those damn number-crunchers in Technical got it wrong again.

"And what's with that costume? You'd think she'd be out of the crime game by now due to catching frostbite so much in the winter."

—From the personal log of Agent Helen Deans

SONIC BLAST

Effect: Energy Blast 8d6

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Description: The character can project a beam of focused sound capable of inflicting serious injury.

Game Information: *Energy Blast 8d6 (40 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 32 points.*

OPTIONS:

- 1) **Strong Sonic Blast:** Increase to Energy Blast 12d6. 60 Active Points; total cost 48 points.
- 2) **Weak Sonic Blast:** Decrease to Energy Blast 6d6. 30 Active Points; total cost 24 points.
- 3) **Deafening Blast:** The character's blast not only inflicts injury, it temporarily deafens the target. Add Hearing Group Flash 7d6 (21 Active Points); Linked (-½), Does Not Work In A Vacuum (-¼) (total cost: 12 points). 40 + 21 = 61 Active Points; total cost 32 + 12 = 44 points.
- 4) **Vertigo Blast:** The character's blast not only inflicts injury, it temporarily dizzies the target. Add Drain DEX 2d6, Ranged (+½) (30 Active Points); Linked (-½), Does Not Work In A Vacuum (-¼) (total cost: 17 points). 40 + 30 = 70 Active Points; total cost 32 + 17 = 49 points.

5) **Ultrasonic Blast:** The character uses focused ultrasound to give his attack enhanced power to cut through armor and other defenses. Add Armor Piercing (+½). 60 Active Points; total cost 48 points.

6) **Infrasonic Blast:** The character uses focused infrasound to enhance his attack's ability to affect targets. Add Penetrating (+½). 60 Active Points; total cost 48 points.

7) **Sonic Boom I:** The character's Sonic Blast affects everyone in a large area, though the effect diminishes away from the center. Add Explosion (+½). 60 Active Points; total cost 48 points.

8) **Sonic Boom II:** The character can create a Sonic Boom, but only around himself. Fortunately, his control over sound makes him immune to the effect. Add Explosion (+½), Personal Immunity (+¼), and No Range (-½). 70 Active Points; total cost 40 points.

9) **Stunning Sound I:** The character's sonic attack can't inflict injuries, but its effect on the target's brain and body causes dizziness, disorientation, and even unconsciousness. Decrease to Energy Blast 6d6 and add NND (defense is being deaf or having Hearing Group Flash Defense; +1). 60 Active Points; total cost 48 points.

10) **Stunning Sound II:** As Stunning Sound I, but even ear coverings don't offer complete protection (deafness still does, however). Decrease to Energy Blast 5d6 and add AVLD (defense is Hearing Group Flash Defense; +1½). 62 Active Points; total cost 50 points.

11) Sonic Cone: The character's blast of sound affects a cone-shaped area immediately in front of him. Decrease to Energy Blast 7d6 and add Area Of Effect (8" Cone; +1) and No Range (-½). 70 Active Points; total cost 40 points.

12) Sonic Beam: Like Sonic Cone, but change to Area Of Effect (14" Line; +1). 70 Active Points; total cost 40 points.

SONIC LIQUIFICATION

Effect: RKA 3d6

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can emit a blast of sound so powerful, and so focused, that it liquifies flesh, crumbles bone and other solid materials to powder, and otherwise wreaks havoc on targets.

Game Information: RKA 3d6 (45 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 36 points.

OPTIONS:

1) Strong Liquification: Increase to RKA 4d6. 60 Active Points; total cost 48 points.

2) Weak Liquification: Decrease to RKA 2d6. 30 Active Points; total cost 24 points.

3) Ultrasonic Liquification: The character uses focused ultrasound to give his attack enhanced power to cut through armor and other defenses. Add Armor Piercing (+½). 67 Active Points; total cost 54 points.

4) Infrasonic Liquification: The character uses focused infrasound to enhance his attack's ability to affect targets. Add Penetrating (+½). 67 Active Points; total cost 54 points.

5) Shattering: The character's power works especially well against rigid, nonliving matter, such as glass, walls, and metal armor. Add RKA +2d6 (30 Active Points); Only Versus Rigid Nonliving Objects (-1), Does Not Work In A Vacuum (-¼). (total cost: 13 points). 45 + 30 = 75 Active Points; total cost 36 + 13 = 49 points.

6) True Liquification: Objects without special energy protection cannot resist the character's deadly sonic beam. Decrease to RKA 2d6 and add NND (defense is ED Force Field or Force Wall; +1) and Does BODY (+1). 90 Active Points; total cost 72 points.

7) Ongoing Liquification: The character can maintain the liquification effect until his target simply disintegrates. Decrease to RKA 2d6 and add Continuous (+1). 60 Active Points; total cost 48 points.

8) True Ongoing Liquification: The character's maintainable sonic beam is nigh-irresistible. Decrease to RKA 1d6 and add NND (defense is ED Force Field or Force Wall; +1), Does BODY (+1), and Continuous (+1). 60 Active Points; total cost 48 points.

SOUND MANIPULATION

Effect: Images to Hearing Group, -4 to PER Rolls

Target/Area Affected: 8" radius

Duration: Constant

Range: 150"

END Cost: 3

Description: The character can create fictitious sounds — a conversation taking place where there's no one, footfalls approaching from behind, or whatever else he wants. Anyone who hears the sounds has to make a Hearing PER Roll at -4 to realize they're not real.

Since this power has Range, it allows a character to become a superb "ventriloquist" — he can generate any kind of sound he wants at a distance without moving his lips at all.

Game Information: Images to Hearing Group, -4 to PER Rolls, Increased Size (8" radius; +¾) (30 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 24 points.

OPTIONS:

1) Better Sounds: Increase the PER Roll modifier to -6. 40 Active Points; total cost 32 points.

2) Poorer Sounds: Decrease the PER Roll modifier to -2. 19 Active Points; total cost 15 points.

3) Larger Area: Increase to Increased Size (16" radius; +1). 34 Active Points; total cost 27 points.

4) Skillful Manipulation: To create sounds, the character must skillfully sculpt them. Add Requires A Mimicry Roll (-½). Total cost: 17 points.

DEFENSIVE POWERS

BODY OF SOUND

Effect: Physical and Energy Damage Reduction, Resistant, 50%, Not Versus Sonics

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's body is made of semi-solid sound waves. He has a strange, "buzzing" feel when touched (possibly worth a *Distinctive Features* Disadvantage), and suffers less damage from attacks because he lacks a fully solid form. (However, sonic attacks have full effect against him.)

Game Information: Physical Damage Reduction, Resistant, 50% (total cost: 30 points) *plus* Energy Damage Reduction, Resistant, 50% (30 Active Points); Does Not Work Against Limited Type Of Attack (sonics; -¼) (total cost: 24 points). Total cost: 54 points.

OPTIONS:

1) Total Sound: The character can convert his body to pure sound so that he can pass through any physical object that's not soundproof. Character also buys Desolidification (affected by sonic attacks,

vibratory attacks, and metal-based attacks) (40 Active Points); Cannot Pass Through Soundproof Materials (-¼), Does Not Work In A Vacuum (-¼). Total cost: 27 points.

FEEDBACK DEFENSE

Effect: Missile Deflection (all ranged attacks), Only Works Against Sonics

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character uses his control of sound to generate feedback and distortion that disrupts ranged sonic attacks made against him.

Game Information: *Missile Deflection (all ranged attacks) (20 Active Points); Costs Endurance (-½), Only Works Against Limited Type Of Attack (sonics; -½). Total cost: 10 points.*

OPTIONS:

1) **A Little Help For My Friends:** The character can also protect other people against ranged sonic attacks. Add Ranged (+1). 40 Active Points; total cost 20 points.

SILENT SELF

Effect: Invisibility to Hearing Group, No Fringe

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character uses his control over sound to make his movements absolutely silent.

Game Information: *Invisibility to Hearing Group, No Fringe. Total cost: 20 points.*

OPTIONS:

1) **Easy Silent Self:** Add Reduced Endurance (0 END; +½). Total cost: 30 points.

SONIC IMMUNITY

Effect: Energy Damage Reduction, Resistant, 75%, Only Against Sonics

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Thanks to his control over sound, the character reflexively negates most of the damage from any sonic attack made against him.

Game Information: *Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Limited Type Of Attack (sonics; -½). Total cost: 40 points.*

OPTIONS:

1) **Expanded Sonic Immunity:** Character also buys Armor (0 PD/30 ED) (45 Active Points); Only

Works Against Limited Type Of Attack (sonics; -½). Total cost: 30 points.

SONIC SCREEN

Effect: Force Field (20 PD/20 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can create a screen or shield of intensely-focused sound waves to protect his body. The compact sound waves disrupt energy attacks, and either disintegrate or deflect physical attacks.

Game Information: *Force Field (20 PD/20 ED) (40 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 32 points.*

OPTIONS:

1) **Strong Screen:** Increase to Force Field (30 PD/30 ED). 60 Active Points; total cost 48 points.

2) **Weak Screen:** Decrease to Force Field (15 PD/15 ED). 30 Active Points; total cost 24 points.

3) **Tougher Screen:** Add Hardened (+¼). 50 Active Points; total cost 40 points.

4) **Energy-Resistant Screen:** The character's Sonic Screen offers greater protection against energy attacks than physical ones. Change to Force Field (15 PD/25 ED). 40 Active Points; total cost 32 points.

5) **Anti-Sonics Screen:** The character's Sonic Screen is specially modulated to disrupt incoming sonic attacks. Add Force Field (+0 PD/+10 ED) (10 Active Points); Only Works Against Limited Type Of Attack (sonics; -½), Does Not Work In A Vacuum (-¼) (total cost: 6 points). 40 + 10 = 50 Active Points; total cost 32 + 6 = 38 points.

SONIC WALL

Effect: Force Wall (10 PD/10 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 5

Description: The character can create a wall-like structure of intensely-focused sound waves that shield a 1" area from attack. The compact sound waves disrupt energy attacks, and either disintegrate or deflect physical attacks.

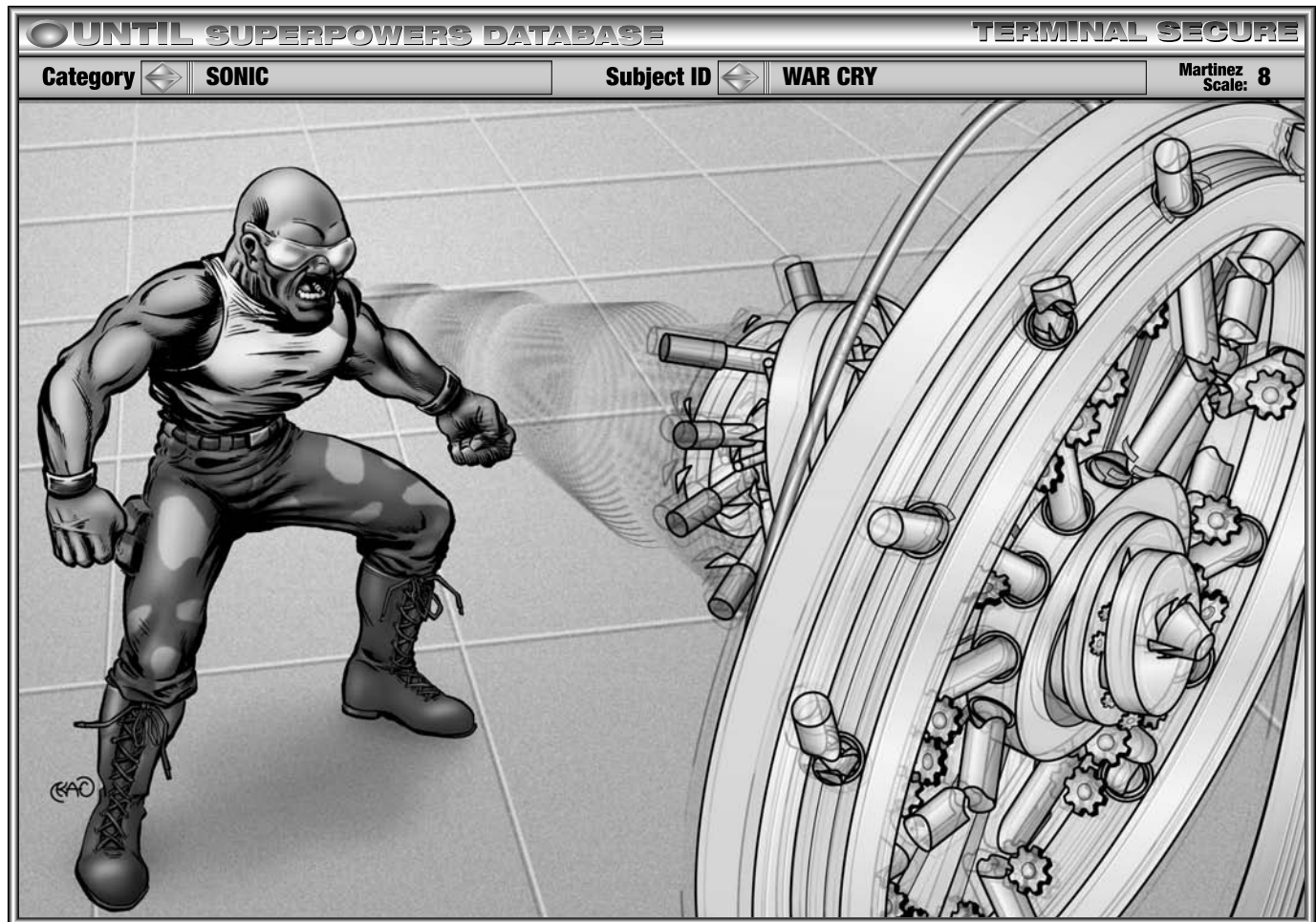
Game Information: *Force Wall (10 PD/10 ED) (50 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 40 points.*

OPTIONS:

1) **Strong Wall:** Increase to Force Wall (12 PD/12 ED). 60 Active Points; total cost 48 points.

2) **Weak Wall:** Decrease to Force Wall (8 PD/8 ED). 40 Active Points; total cost 32 points.

3) **Tougher Wall:** Add Hardened (+¼). 62 Active Points; total cost 50 points.



4) **Longer Wall:** Increase to length 5", height 2". 60 Active Points; total cost 48 points.

5) **Energy-Resistant Wall:** The character's Sonic Wall offers greater protection against energy attacks than physical ones. Change to Force Wall (8 PD/12 ED). 50 Active Points; total cost 40 points.

6) **Anti-Sonics Wall:** The character's Sonic Wall is specially modulated to disrupt incoming sonic attacks. Add Force Wall (+0 PD/+4 ED) (10 Active Points); Only Works Against Limited Type Of Attack (sonics; -½), Does Not Work In A Vacuum (-¼) (total cost: 6 points). 50 + 10 = 60 Active Points; total cost 40 + 6 = 46 points.

SOUND TOLERANCE

Effect: Hearing Group Flash Defense (20 points)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Turn the sound up as loud as you want! Nothing's going to deafen a character with this power. Thanks to his control over sonic energy, he can keep high-volume noises from ruining his hearing.

Game Information: *Hearing Group Flash Defense (20 points). Total cost: 20 points.*

OPTIONS:

1) **Higher Tolerance:** Increase to Hearing Group Flash Defense (30 points). Total cost: 30 points.

2) **Lower Tolerance:** Decrease to Hearing Group Flash Defense (12 points). Total cost: 12 points.

3) **Tough Tolerance:** Add Hardened (+¼). Total cost: 25 points.

MOVEMENT POWERS

RIDING THE SOUNDWAVES

Effect: Flight 15"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can use focused sound waves to propel himself through the air.

Game Information: *Flight 15" (30 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 24 points.*

OPTIONS:

1) **Fast Flight:** Increase to Flight 20". 40 Active Points; total cost 32 points.

2) **Slow Flight:** Decrease to Flight 10". 20 Active Points; total cost 16 points.

3) **Speed Of Sound:** Either by extremely rapid propulsion, or by converting his body to sound waves, the character can travel as fast as the speed of sound (about 750 mile per hour). This write-up

SUBJECT ID: WARCRY

"One of the most destructive members of the War Machine, Warcry has a versatile yet powerful suite of abilities. This image, taken from a U.S. government installation's security cameras, shows how easily he can shatter rigid solid objects (or liquify softer substances, including flesh). When impacted by the high-frequency sounds he generates, the target object literally shakes itself apart."

"Note — could research division perhaps develop a soft foam padding for weapons and armor that would make them more resistant to this type of sonic attack?"

—USPD field research notes by Agent Helen Deans

assumes the character has SPD 5. Change to Flight 8", x100 Noncombat (46 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 37 points.

SENSORY POWERS

AUGMENTED HEARING

Effect: Various Enhanced Senses

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's control over sound allows him to enhance his ability to hear. He may buy one, some, or all of the abilities listed below.

Game Information:

Cost **Power**

- | | |
|----|---|
| 20 | <i>Combat Hearing:</i> Targeting for Hearing Group |
| 10 | <i>Enhanced Hearing:</i> +5 PER with Hearing Group |
| 18 | <i>Parabolic Hearing:</i> +12 versus Range Modifier for Hearing Group |
| 3 | <i>Ultrasonic Hearing:</i> Ultrasonic Perception (Hearing Group) |

FAR-HEARING

Effect: Clairsentience (Hearing Group)

Target/Area Affected: Self

Duration: Constant

Range: 3,200"

END Cost: 0

Description: The character can "bend" sound waves, causing sounds too distant for him to hear to reach his ears.

Game Information: *Clairsentience (Hearing Group), 32x Range (3,200"). Total cost: 45 points.*

SONAR

Effect: Active Sonar, Increased Arc Of Perception (360 Degrees)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: Like a dolphin or a bat, the character can emit ultrasonic "pings" and, by judging how they impact objects and return to his ears, "see" the world around him.

Game Information: *Active Sonar (Hearing Group), Increased Arc Of Perception (360 Degrees) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

MISCELLANEOUS POWERS

SONIC SKILLFULNESS

Effect: +6 with Sound-Based Skills

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character can use his ability to manipulate sonic energy to improve his ability to perform tasks. He has Skill Levels that add to sound-based Skills. These include Mimicry and Ventriloquism, of course; the GM should decide on a case-by-case basis whether specific uses of other Skills could benefit from sonic manipulation, and thus from these Levels. Oratory and Persuasion can often benefit (the character makes his voice more impressive or soothing); other possibilities include Lockpicking (manipulating parts inside mechanical locks with subtle sonic vibrations), Security Systems (masking characters from sound monitors and sonic-based motion detectors), and the like.

Game Information: *+6 with Sound-Based Skills. Total cost: 30 points.*

SPEEDSTER POWERS



Speedster Powers involve the ability to move at extremely high velocities. Typically this means characters who can run incredibly fast, but flying and swimming speedsters are not unknown. (On the other hand, if you want a character whose movement powers depend on teleporting rather than rapid physical movement, you should look at Teleportation Powers.) See page 79 of *Champions* for more on speedsters.

The list of abilities a character could create based on the concept of “moving incredibly fast” is extremely broad, particularly when superhero physics plays into the mix. The examples below are just some of the more common speedster-oriented powers. You can easily use these as inspiration for creating your own.

Time Powers and Vibration Powers often relate closely to speedster powers in various ways; a speedster could, for example, define as his Speedster Powers as being aspects of his ability to speed up or slow down time. You may want to review those power categories for other ideas for speedster characters.

BASIC POWERS

To have speedster powers, the first thing a character needs is the ability to move really quickly. Here are several standard options for that.

HYPER-RUNNING

Effect: Running +20”, also MegaScale (1” = 1 km)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 5

Description: The character can run at tremendous velocities.

This form of Hyper-Running is built using the Power *Running*. The advantages to this are that the character can perform Combat Maneuvers like Grab By and Move Through, and he can turn on a dime because he has no Turn Mode. However, he cannot perform common speedster stunts like running up the sides of buildings or across bodies of water. See the Hyper-Running II and III options, below, for other ways to build high-velocity running powers. (Of course, a character could combine all three versions into a Multipower to get the best of all worlds.)

Game Information:

Cost Power

53 *Hyper-Running:* Multipower, 53-point reserve

5u 1) *Super-Running:* Running +20”, x8 Non-combat

5u 2) *Overdrive Running:* Running +20”, MegaScale (1” = 1 km, also applies to base 6” Running; +¼)

Total cost: 63 points.

OPTIONS:

1) **Even Faster:** Increase Multipower reserve to 78 points and both slots to Running +30”. Total cost: 92 points.

2) **Not Quite As Fast:** Decrease Multipower reserve to 40 points, and both slots to Running +15”. Total cost: 47 points.

3) **Running Up Buildings:** With this added power, the character can run up the sides of buildings. He cannot, however, run over bodies of water or the like. Character also buys Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Must Make At Least A Half Move Each Phase (-¼). Total cost: 7 points.

4) **Hyper-Running II:** This version of Hyper-Running uses Flight with the Limitation *Only In Contact With A Surface* (-¼). The advantage of this approach is that it allows the character to perform the common speedster stunts of running up the sides of buildings, across the surface of bodies of water, and even (if the GM is feeling lenient) along small objects thrown through the air (such as the glass from a shattered window). The drawback is that the character has a Turn Mode; he can’t turn and maneuver as freely as a character with lots of Running can.

Game Information:

Cost Power

50 *Hyper-Running II:* Multipower, 62-point reserve, all Only In Contact With A Surface (-¼)

5u 1) *Super-Running:* Flight 25”, x8 Noncombat; Only In Contact With A Surface (-¼)

5u 2) *Overdrive Running:* Flight 25”, MegaScale (1” = 1 km; +¼); Only In Contact With A Surface (-¼)

Total cost: 60 points.

5) **Hyper-Running III:** This version of Hyper-Running uses Teleportation with the Limitation *Must Pass Through Intervening Space* (-¼). The advantage to this method is that it allows the character to reach a wide variety of locations (he can, for example, “run up the side” of a building by simply Teleporting to the top). It also allows the character

**SUBJECT ID:
THUNDERBOLT II**

“While many speedsters can use all sorts of unusual and effective applications of speed, sometimes they don’t need to get fancy to win a battle. Using the force of velocity to augment a blow is a perfect example. This image shows Thunderbolt II making this type of attack, one of his favorites, against the superhero Ironclad hard enough to rock him — and Ironclad’s made entirely of metal!

“Agents encountering a supercriminal who favors these tactics should try to find ways to deny the speedster the advantage of his powers. Coat the floor with something slippery — even ordinary motor oil or household cleanser may do the trick. Crouch low to the ground to make it harder for the speedster to hit you. Work in teams to throw obstacles in his path, catch him with nets or glue-grenades, or trip him.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

to “appear in the blink of an eye,” a common and fun speedster trick. However, it comes with the severe drawback of preventing the character from performing Combat Maneuvers like Grab By, Move By, and Move Through.

Game Information:

Cost Power

- 50 *Hyper-Running III*: Multipower, 62-point reserve; all Must Pass Through Intervening Space (-¼)
- 5u 1) *Super-Running*: Teleportation 25”, x8 Noncombat; Must Pass Through Intervening Space (-¼)
- 5u 2) *Overdrive Running*: Teleportation 25”, MegaScale (1” = 1 km; +¼); Must Pass Through Intervening Space (-¼)

Total cost: 60 points.

HYPER-FLIGHT

Effect: Flight 25”, also MegaScale (1” = 1 km)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 6/6

Description: The character can fly faster than the fastest bird — or, for that matter, the fastest jetfighters, if he has to.

Game Information:

Cost Power

- 62 *Hyper-Flight*: Multipower, 62-point reserve
- 6u 1) *Super-Flight*: Flight 25”, x8 Noncombat
- 6u 2) *Machspeed Flight*: Flight 25”, MegaScale (1” = 1 km; +¼)

Total cost: 74 points.

OPTIONS:

- 1) **Faster Flight:** Increase Multipower to 87-point reserve, slot one to Flight 35” x8 Noncombat, and slot two to Flight 35” MegaScale. Total cost: 104 points.
- 2) **Slower Flight:** Decrease Multipower to 50-point reserve and both slots to Flight 20”. Total cost: 60 points.
- 3) **Aqua-Flight:** The character can use his ability to fly to “swim” as well. Increase Multipower reserve to 75 points and add Usable Underwater (+¼) to both slots. Total cost: 89 points.

HYPER-SWIMMING

Effect: Swimming +25”, also MegaScale (1” = 1 km)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can swim so fast he leaves the best speedboats bobbing in his wake.

Game Information:

Cost Power

- 35 *Hyper-Swimming*: Multipower, 35-point reserve
- 3u 1) *Super-Swimming*: Swimming +25”, x8 Noncombat

- 3u 2) *Overdrive Swimming*: Swimming +25”, MegaScale (1” = 1 km; +¼)

Total cost: 41 points.

OPTIONS:

- 1) **Faster Swimming:** Increase Multipower reserve to 45 points and both slots to Swimming +35”. Total cost: 53 points.
- 2) **Slower Swimming:** Decrease Multipower reserve to 30 points and both slots to Swimming +20”. Total cost: 25 points.

OFFENSIVE POWERS

BATTERING RAM

Effect: HA +6d6, Only With Move Through/By plus +6 OCV

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 3

Description: This power represents a character’s enhanced ability to hurt his enemies by running into them. Not only is he more accurate than normal with such attacks, but he does more damage when he hits with them.

Characters with this power often have the *Impact Resistance* ability as well.

Game Information: HA +6d6 (30 Active Points); *Hand-To-Hand Attack* (-½), *Only With Move Through/By* (-1) (total cost: 12 points) **and** +6 with *Grab By*, *Move By*, and *Move Through* (total cost: 18 points). Total cost: 30 points.

OPTIONS:

- 1) **Better Battering:** Increase to HA +8d6 (40 Active Points) and +8 OCV. Total cost: 16 + 24 = 40 points.
- 2) **Bitter Battering:** Decrease to HA +4d6 (20 Active Points) and +4 OCV. Total cost: 8 + 12 = 20 points.

DIZZIFYING SPIN

Effect: Drain DEX 4d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

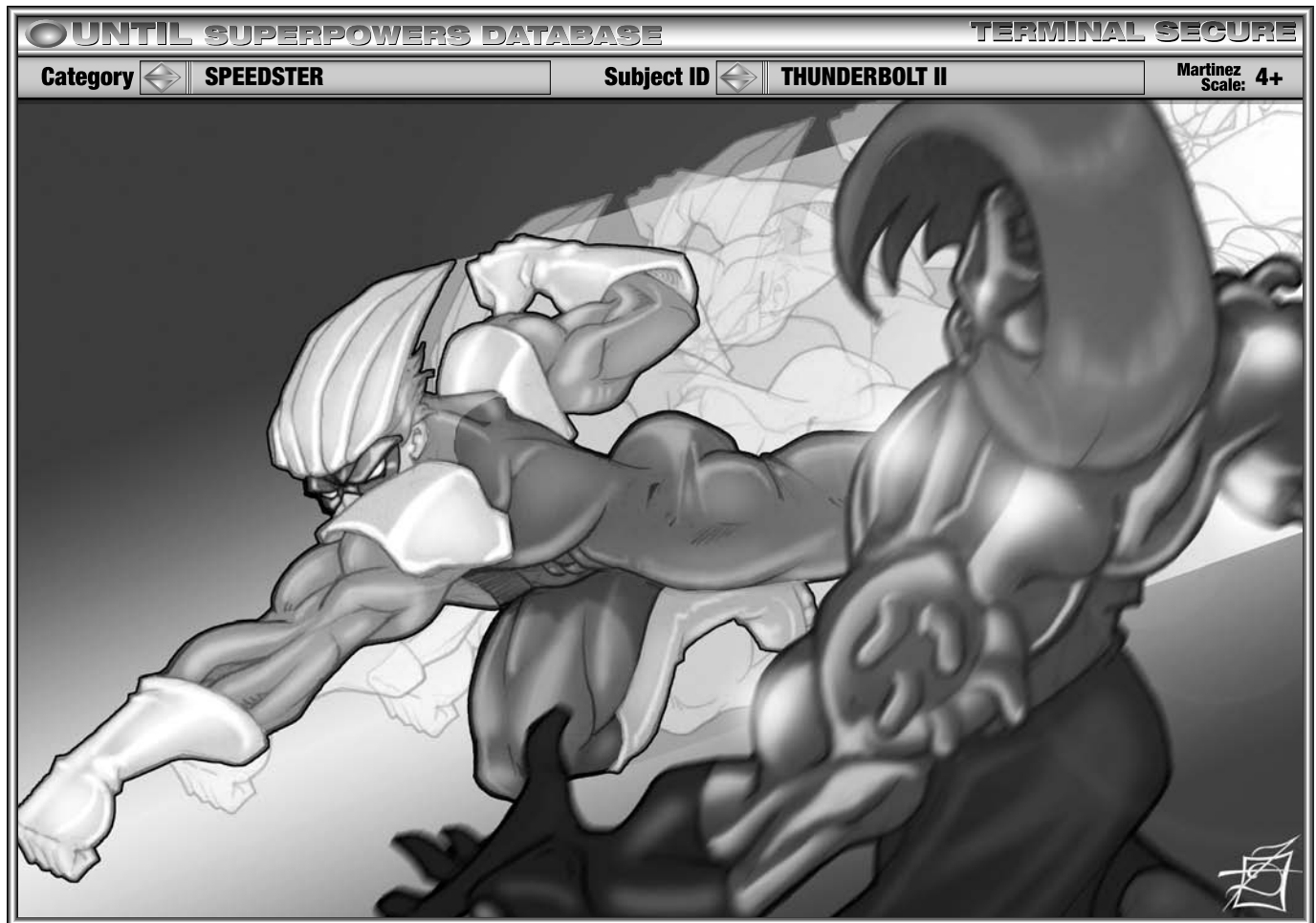
END Cost: 4

Description: The character takes hold of a target and spins him around so quickly that the target becomes too dizzy to stand straight, walk straight, or hold onto and use devices.

Game Information: Drain DEX 4d6. Total cost: 40 points.

OPTIONS:

- 1) **Really Dizzy:** Increase to Drain DEX 6d6. Total cost: 60 points.
- 2) **Not Quite So Dizzy:** Decrease to Drain DEX 3d6. Total cost: 30 points.



3) **I Think I'm Gonna Be Sick...:** Being spun around so fast makes the target sick as well as dizzy. Add both DEX and CON simultaneously (+½). Total cost: 60 points.

4) **Got The Wobbles:** The dizzying effect of the character's attack lasts quite a while. Add Delayed Return Rate (points return at the rate of 5 per Minute; +¼). Total cost: 50 points.

5) **Skillful Spin:** The character has to do the spin just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 27 points.

HYPERTHROWING

Effect: Energy Blast 8d6, RKA 2d6
Target/Area Affected: One character
Duration: Instant
Range: 200"/150"
END Cost: 4/3

Description: The character can throw objects with such velocity and force that they inflict serious injuries on targets they hit. Blunt objects do Normal Damage; sharp or pointed objects do Killing Damage.

Game Information:

Cost Power

- 23 *Hyperthrowing:* Multipower, 40-point reserve; all OIF (-½), Range Based On STR (-¼)
- 2u 1) *Blunt Objects:* Energy Blast 8d6; OIF (blunt objects of opportunity; -½), Range Based On STR (-¼)

- 2u 2) *Sharp Objects:* RKA 2d6; OIF (sharp objects of opportunity; -½), Range Based On STR (-¼)

Total cost: 27 points.

OPTIONS:

1) **Strong Hyperthrowing:** Increase the Multipower reserve to 50 points, slot one to Energy Blast 10d6, and slot two to RKA 3d6. Total cost: 35 points.

2) **Weak Hyperthrowing:** Decrease the Multipower reserve to 30 points, slot one to Energy Blast 6d6, and slot two to RKA 1½d6. Total cost: 20 points.

3) **Gatling Hyperthrowing:** If the character has enough objects to throw, he can throw them one after the other with the speed of a machine gun. Increase Multipower reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 40 points.

I'LL TAKE THOSE!

Effect: Telekinesis (20 STR), Only To Disarm
Target/Area Affected: 6" Radius
Duration: Instant
Range: No Range
END Cost: 7

Description: The character can run around the area near him, snatching guns (or other objects) from peoples' hands and picking up other things. He has to make a separate Attack Roll, and if that succeeds a STR Versus STR Roll, against each person he wants to take an object from. (To pick up ordinary objects not being held or controlled by anyone, a

simple Attack Roll suffices.) When he's done, the character ends up right back where he started, with his hands full of guns and other things he doesn't want his foes to have.

Game Information: *Telekinesis (20 STR), Area Of Effect (6" Radius; +1¼), Selective (+¼) (75 Active Points); No Range (-½), Only To Disarm/Grab Objects (-1). Total cost: 30 points.*

OPTIONS:

- 1) Strong Taking:** Increase to Telekinesis (30 STR) and Area Of Effect to (5" Radius; +1). 112 Active Points; total cost 45 points.
- 2) I'll Take Those! Variant:** This form of I'll Take Those! uses Teleportation, rather than telekinetic strength, to snatch weapons out of enemies' hands. The character can target any object within 8" of him and "teleport" it to his hand. Change to Teleportation 8", Area Of Effect (8" Radius; +1½), Selective (+¼), Usable As Attack (defense is having Desolidification, Teleportation, dimensional manipulation, or speedster powers; +1) (60 Active Points); Only To Disarm/Grab Objects (-1). Total cost: 30 points.

LET'S WRAP THIS UP

Effect: Entangle 4d6, up to 4 DEF
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: The character can grab up some nearby flexible materials — cables, rope, chains, or the like — and then run around a target at high speed, wrapping him up just as neat as you please. The DEF of the Entangle depends on the materials the character uses — for example, rope might be DEF 2, chains DEF 4 — with a maximum of DEF 4.

Game Information: *Entangle 4d6, up to 4 DEF (40 Active Points); OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Cannot Form Barriers (-¼). Total cost: 12 points.*

OPTIONS:

- 1) Strong Wrapping:** Increase to Entangle 6d6, up to 6 DEF. 60 Active Points; total cost 18 points.
- 2) Weak Wrapping:** Decrease to Entangle 3d6, up to 3 DEF. 30 Active Points; total cost 9 points.
- 3) Ranged Wrap-Up:** The character can get the material he needs and then run over to the target and wrap him up; he's not limited to targets standing next to him. Remove No Range (-½). Total cost: 14 points.
- 4) Skillful Wrap-Up:** The character has to do the wrap-up just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 11 points.

MOVING ATTACK

Effect: HA +5d6
Target/Area Affected: 20" Line
Duration: Instant
Range: Touch
END Cost: 6

Description: The character runs (or flies) past a line of foes, hitting each one of them in turn. He moves so fast they can barely defend themselves (he strikes against DCV 3). He receives no velocity bonus to damage, however; the movement is a part of the overall power, not a supplement to it.

When buying this power, make the inches in the Area Of Effect (Line) match the character's Combat Movement with Running (or Flight). The HA is Linked to the movement; when the character uses the power, the Line "forms" along the path of his movement, leaving him at the end of the Line when the attack finishes.

This construction assumes the character has spent at least 56 Active Points on the Movement Power he Links the Moving Attack to. If not, change the Linked to -¼ and the total cost to 32 points.

Game Information: *HA +5d6, Area Of Effect (20" Line; +1¼) (56 Active Points); Hand-To-Hand Attack (-½), Linked (to Running or other Movement Power; -½). Total cost: 28 points.*

OPTIONS:

- 1) Strong Moving Attack:** Increase to HA +7d6 and Area Of Effect to (28" Line; +1¼). 79 Active Points; total cost 39 points.
- 2) Weak Moving Attack:** Decrease to HA +3d6 and Area Of Effect to (12" Line; +1¼). 34 Active Points; total cost 17 points.
- 3) Winding Trail:** The character doesn't have to run in a straight line; he can run in a curving line, twisting line, or whatever other pattern he wants, but the pattern may not take him through more than 16 hexes. Change to Area Of Effect (Any Area of 16 hexes; +1¾). 69 Active Points; total cost 34 points.
- 4) Create Sonic Boom I:** The character moves so quickly that he creates a mini-sonic boom that can damage foes near him. The epicenter of the boom is the hex the character stops moving in. Change to Energy Blast 6d6, Area Of Effect (8" Radius; +1¼), Personal Immunity (+¼) (75 Active Points); No Range (-½), Linked (to Running or Flight; -½), Does Not Work In A Vacuum (-¼). Total cost: 33 points (or 37 points for Linked at -¼).
- 5) Create Sonic Boom II:** As Sonic Boom I, but the character doesn't have to actively try to create the boom. Add Trigger (+¼). 82 Active Points; total cost 36 points (or 41 points for Linked at -¼).
- 6) Create Sonic Boom III:** As the character moves, he creates a string of sonic booms along his movement path. The character creates one boom for every 10" he moves (maximum of five); the epicenter of each boom is every tenth hex (thus ensuring the booms completely cover his movement path). Change to Energy Blast 6d6, Area Of Effect

(5" Radius; +1), Autofire (5 shots; +½), Personal Immunity (+¼) (82 Active Points); No Range (-½), Linked (to Running or Flight, can create one boom per 10" of movement; -½), Does Not Work In A Vacuum (-¼). Total cost: 36 points (or 41 points for Linked at -¼).

7) Skillful Moving Attack: The character has to time his Moving Attack just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 22 points.

PHASING GRIP

Effect: HKA 1½d6, Penetrating, No STR Bonus

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Description: The character can grab hold of a target and inflict serious injuries either by velocity-phasing his hand partly into the target's body, or by shaking the target at tremendous velocities.

Game Information: HKA 1½d6, Penetrating (+½) (37 Active Points); No STR Bonus (-½), No Knockback (-¼). Total cost: 21 points.

OPTIONS:

1) Strong Phasing Grip: Increase to HKA 2½d6. 60 Active Points; total cost 34 points.

2) Weak Phasing Grip: Decrease to HKA 1d6. 22 Active Points; total cost 13 points.

3) Friction Attack: Instead of injuring the target by velocity-phasing, the character rubs his hands against the target at super-speed, causing damage by friction — and, if the target is flammable, starting a fire as well. Add RKA 1 point, Continuous (+1), Uncontrolled (lasts until flammable material affected by RKA 2d6 is consumed, or a Full Phase is spent putting out the flames; +½), Reduced Endurance (0 END; +½), Sticky (anyone or anything flammable touching the victim also catches on fire; +½) (17 Active Points); Linked (-½) (total cost: 11 points). 37 + 17 = 54 Active Points; total cost 21 + 11 = 32 points.

4) Skillful Phasing Grip: The character has to use the Phasing Grip just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 16 points.

RAPID-FIRE PUNCH

Effect: HA +9d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 4

Description: The character can punch a target dozens, hundreds, or even thousands of times in the blink of an eye. While each individual punch doesn't have much effect, taken together in such quick succession they can batter even a superpowered target to pulp.

Game Information: HA +9d6 (45 Active Points); Hand-To-Hand Attack (-½). Total cost: 30 points.

OPTIONS:

1) More Rapid Punches: Increase to HA +12d6. 60 Active Points; total cost 40 points.

2) Less Rapid Punches: Decrease to HA +6d6. 30 Active Points; total cost 20 points.

3) Autofire Punch: The character's punches do less damage individually, but he can throw a lot of them. Change to HA +5d6, Autofire (5 shots; +½) (37 Active Points); Hand-To-Hand Attack (-½), All Attacks Must Be Directed At The Same Target (-¼). Total cost: 21 points.

4) Skillful Rapid-Fire Punch: The character has to use his Rapid-Fire Punch just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). Total cost: 22 points.

RUN-BY GRABBING

Effect: +30 STR, Only For Grab Bys plus +10 with Grab By

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 3/0

Description: The character has developed a particular talent for running by someone and snatching objects out of that person's hands.

Game Information: +30 STR (30 Active Points); Only For Grab Bys (-1), Non-persistent (-¼) (total cost: 13 points) and +10 with Grab By (total cost: 20 points). Total cost: 33 points.

OPTIONS:

1) Even Better Grabbing: Increase to +40 STR (40 Active Points) and +12 with Grab By. Total cost 18 + 24 = 42 points.

2) Not Quite As Good Grabbing: Decrease to +20 STR (20 Active Points) and +8 with Grab By. Total cost 9 + 16 = 25 points.

3) Skillful Grab By: The character has to perform his Grab By just right, or he doesn't get the benefits of this power. Add Requires A Speedster Tricks Roll (-½) to STR. Total cost: 11 + 20 = 31 points.

SOME DISASSEMBLY REQUIRED

Effect: Dispel Technological Object 16d6

Target/Area Affected: One character

Duration: Instant

Range: 300"

END Cost: 65

Description: The character grabs hold of a device or technological object — a lock, a gun, a computer, a suit of powered armor — and then disassembles it in the blink of an eye because he moves so fast. It still takes time to break the device down into its component parts in some cases, though.

Game Information: *Dispel Technological Object 16d6, any one Technological Object power one at a time (+¼) (60 Active Points); No Range (-½). Total cost: 40 points.*

OPTIONS:

- 1) **Strong Disassembly:** Increase to Dispel Technological Object 20d6. Total cost: 75 Active Points; total cost 50 points.
- 2) **Weak Disassembly:** Decrease to Dispel Technological Object 12d6. Total cost: 45 Active Points; total cost 30 points.
- 3) **Improved Disassembly I:** Decrease to Dispel Technological Object 14d6 and increase to any two Technological Object powers simultaneously (+½). 63 Active Points; total cost 42 points.
- 4) **Improved Disassembly II:** Decrease to Dispel Technological Object 12d6 and increase to any four Technological Object powers simultaneously (+1). 72 Active Points; total cost 48 points.
- 5) **Improved Disassembly III:** Decrease to Dispel Technological Object 10d6 and increase to all Technological Object powers simultaneously (+2). 90 Active Points; total cost 60 points.
- 6) **Skillful Disassembly:** The character has to disassemble a device just right or it doesn't work. Add Requires A Speedster Tricks Roll (-½). 60 Active Points; total cost 30 points.
- 7) **Death To Robots!:** Disassembling a robot, android, or other machine-based character may amount to killing him. Change to a Multipower with a 60-point reserve with No Range (-½), the first slot as described above, the second slot an RKA 4d6, No Range (-½), Only Versus Machines (-1). Total cost: 68 points.

SONIC BOOM FINGERSNAP

Effect: Energy Blast 4d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 4

Description: The character puts his hand next to a target's ear and snap his fingers at supersonic speeds, creating a miniature sonic boom that stuns the target.

Game Information: *Energy Blast 4d6, NND (defense is Life Support [Safe Environment: High Pressure] or armored head-covering; +1) (40 Active Points); No Range (-½), Gestures (must hold hand near target's ear; -¼), Does Not Work In A Vacuum (-¼). Total cost: 20 points.*

OPTIONS:

- 1) **Louder Boom:** Increase to Energy Blast 6d6. 60 Active Points; total cost 30 points.
- 2) **Softer Boom:** Decrease to Energy Blast 3d6. 30 Active Points; total cost 15 points.
- 3) **Boomsnap:** The character can create a sonic boom capable of stunning everyone around him. Add Area

Of Effect (4" Radius; +1) and Personal Immunity (+¼). 65 Active Points; total cost 32 points.

DEFENSIVE POWERS

AFTERIMAGES

Effect: +8 DCV, Activation Roll 13-
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character runs or flies so quickly that he leaves visible afterimages of himself. The afterimages, combined with the character's speed, makes it difficult to determine where he really is, and thus to hit him with an attack. The afterimages have no effect on characters with Targeting Senses other than Sight that detect physical objects (such as Active Sonar, Radar, and Spatial Awareness), since the images aren't physical in any way.

Game Information: +8 DCV (40 Active Points); Activation Roll 13- (-¾), Costs Endurance (-½), Do Not Apply Against Attackers With Physical Targeting Senses (see text; -¼). Total cost: 16 points.

OPTIONS:

- 1) **Velocity Mirror Images:** Substitute the *Mirror Image* power on page 118.

ANTI-FRICTION PROTECTION

Effect: Damage Resistance (10 PD/20 ED), Only When Moving
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: Given the speeds the character moves at, friction can become a serious problem. To compensate, his body has special defenses. It may be that his speed involves harnessing the energy of the atoms in his body, so that it hardens his skin or creates a protective field around him. Or maybe he generates a field of semi-solidified air around himself as he moves. In any event, the power protects him not only against the effects of the friction he generates, but outside attacks as well — but it only applies when he's moving (he must make at least a Half Move in each Phase to keep the power active).

Game Information: *Damage Resistance (10 PD/20 ED) (15 Active Points); Only When Moving (-¼). Total cost: 12 points.*

OPTIONS:

- 1) **Anti-Friction Protection Variant I:** Change to Armor (8 PD/10 ED). 27 Active Points; total cost 22 points.
- 2) **Anti-Friction Protection Variant II:** Change to Force Field (8 PD/10 ED), Reduced Endurance (0 END; +½). 27 Active Points; total cost 22 points.

DODGING BULLETS

Effect: +8 DCV

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character moves so fast he can dodge bullets, energy bolts, and just about anything else his enemies attack him with.

Game Information: +8 DCV (40 Active Points); Costs Endurance (-½). Total cost: 27 points.

OPTIONS:

1) **Dodging Bullets With Ease:** Increase to +12 DCV. 60 Active Points; total cost 40 points.

2) **Dodging Bullets With Difficulty:** Decrease to +5 DCV. 25 Active Points; total cost 17 points.

IMPACT RESISTANCE

Effect: +20 PD, Only For Move Bys/Throughs

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character is so used to, or so well adapted for, running into people and things that he suffers less effect from collisions.

Game Information: +20 PD (20 Active Points); Only Protects Against Damage From Move Bys/Throughs The Character Performs (-1). Total cost: 10 points.

OPTIONS:

1) **Rhino Tough:** Increase to +30 PD. 30 Active Points; total cost 15 points.

2) **Less Resistant:** Decrease to +10 PD. 10 Active Points; total cost 5 points.

3) **Impact Resistance Variant:** Change to Physical Damage Reduction, Normal, 50%. 20 Active Points; total cost 10 points.

RAPID HEALING

Effect: Healing 4d6 Regeneration

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's super-fast metabolism heals itself at incredible speeds.

Game Information: Healing BODY 4d6 (Regeneration, 4 BODY per Turn), Reduced Endurance (0 END; +½), Persistent (+½) (80 Active Points); Self Only (-½), Extra Time (1 Turn; -1¼). Total cost: 29 points.

OPTIONS:

1) **Faster Healing:** Increase to Healing 5d6. 100 Active Points; total cost 36 points.

2) **Slower Healing:** Decrease to Healing 2d6. 40 Active Points; total cost 14 points.

SLOW MISSILES

Effect: Missile Deflection (all physical missiles)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character moves and perceives so fast that he can accelerate himself into a super-speed mode in which even the fastest bullets seem to move as slow as snails. Then he just bats them harmlessly out of the air or catches them.

Game Information: Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.

SENSORY POWERS

SPEEDSTER STUDIOUSNESS

Effect: Speed Reading (x1000)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character's super-speed powers allow him to read a thousand times faster than a normal person can.

Game Information: Speed Reading (x1000). Total cost: 8 points.

SWIFT SIGHT

Effect: MegaScale (+¼) for Normal Sight

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: Characters who can move at incredible velocities need a way to perceive obstacles in their path before they hit them. One way to do this is to buy MegaScale for a Targeting Sense (typically Normal Sight) at the same level as the MegaScaling on the character's Movement Power. This example assumes the character has MegaMovement at the +¼ (1" = 1 km) level.

Game Information: MegaScale (+¼) for Normal Sight (6 Active Points); Only To Perceive The Path Ahead While Moving At MegaSpeed (-½). Total cost: 4 points.

OPTIONS:

1) **Swifter Sight:** Increase to MegaScale (+½) for Normal Sight. 12 Active Points; total cost 8 points.

**SUBJECT ID:
KINETIK**

“Another good example of indirect uses of super-speed powers offensively is the creation of miniature sonic booms near a target’s head. Even modest ear coverings usually offer protection against this attack, but it’s a good way to catch many targets unaware and stun them. This picture shows the superhero Kinetik using a “super-sonic fingersnap” to stun the costumed vigilante Thunderbird.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

MISCELLANEOUS POWERS

HIGH-VELOCITY PHASING

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can vibrate the molecules in his body at such high speeds that he can “slip through” the molecules in solid objects like walls, or even in physical missiles. The “phasing” also makes it impossible for energy attacks to hurt him, except for sonic-, vibration-, and air-based attacks.

Game Information: *Desolidification (affected by sonic-, vibration-, and air-based attacks). Total cost: 40 points.*

IN TWO PLACES AT ONCE

Effect: Duplication (creates one 350-point Duplicate), Must Remain Within A Half Move
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 8

Description: The character can move so quickly that he can effectively be in two places at once, allowing him to accomplish twice as much.

However, his “second self” must remain within a Half Move (using Combat Movement) of him at all times.

This write-up assumes the character is built on 350 points; adjust the costs appropriately for characters built on more or fewer points.

Game Information: *Duplication (creates one 350-point Duplicate), Easy Recombination (Zero Phase Action at full DCV) (80 Active Points); Duplicate Must Remain Within A Half Move (-½), Feedback (-1), Costs Endurance (-½). Total cost: 27 points.*

OPTIONS:

1) In Five Places At Once: The character moves so quickly he can be in four other places at once. Increase to four Duplicates. 90 Active Points; total cost 30 points.

ME FIRST!

Effect: Lightning Reflexes: +20 DEX to act first with All Attacks
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has such fast reflexes that he tends to move and act before anyone else... even other speedsters!



Game Information: *Lightning Reflexes: +20 DEX to act first with All Attacks. Total cost: 30 points.*

OPTIONS:

1) **Even Faster Reflexes:** Increase to +24 DEX. Total cost: 36 points.

2) **Not Quite As Fast Reflexes:** Decrease to +14 DEX. Total cost: 21 points.

RAPID TASKS

Effect: +12 with Agility Skills, Only For Chores, Only To Counteract Time Modifier

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 6

Description: The character can use his super-speed to perform chores and menial tasks quickly. In game terms, you can simulate this as Skill Levels that counteract the standard modifier for performing tasks quickly (-3 per step up the Time Chart). These are Levels with Agility Skills, since performing most menial tasks adroitly would involve a DEX-based Skill. Using these Levels, a character can perform a task that normally takes an Hour in twelve seconds (one Turn), and it only takes him one second (a Phase) to finish a 20 minute task.

Since this power is defined as Skill Levels, the character needs a Skill to use them with. For ease of game play, the GM should assume that all characters have PS: Perform Chores & Menial Tasks 11-. Of course, the character still has to succeed with his normal Skill Roll; just because he can do the job quicker than normal doesn't mean he always does it properly.

Game Information: +12 with Agility Skills (60 Active Points); Only For Chores (-2), Only To Counteract Time Modifier (-1), Costs Endurance (-½). Total cost: 13 points.

OPTIONS:

1) **Really Rapid Tasks:** The character can perform even hours-long tasks in mere seconds. Increase to +15 with Agility Skills. 75 Active Points; total cost 17 points.

2) **Rapid Polymath:** The character can perform *any* task quickly, not just ones involving manual dexter-

ity. Upgrade to 8-point All Skills Levels. 96 Active Points; total cost 21 points.

3) **Rapid Tasks Variant:** This form of the power uses Change Environment instead of Skill Levels to perform minor tasks like cleaning up a room. The change lasts until people mess up the room again, or otherwise counteract the job through daily use, wear, and tear. Change to Change Environment 8" radius (perform chores), Long-Lasting (until effects of the job are counteracted by daily living; +20), Varying Effect (+½) (60 Active Points); No Range (-½). Total cost: 40 points.

SPEED OF THOUGHT

Effect: +20 INT

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character can hyper-accelerate his thought processes, enabling him to reach conclusions faster than the fastest computer.

Game Information: +20 INT (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

OPTIONS:

1) **Super-Accelerated Thought:** Increase to +30 INT. 30 Active Points; total cost 20 points.

2) **Slow Speed Of Thought:** Decrease to +10 INT. 10 Active Points; total cost 7 points.

SPEED TO SPARE

Effect: +3 SPD

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can push himself to move and act faster if necessary, though it's tiring. In game terms, his +3 SPD costs END, and he must pay this END cost on all of his Phases (not just the extra three). The GM should evaluate this power carefully before allowing it in play, since it has the potential to unbalance the game.

Game Information: +3 SPD (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

STRENGTH AND TOUGHNESS



Strength and Toughness Powers represent abilities inherent in having a super-strong body — the sort of powers possessed by typical “brick” characters with high STR scores, in other words. Application of super-strength allows for many abilities, most of them clever ways of attacking, but a few (such as Coal Into Diamonds) showcasing the lighter side of this type of power. As with Speedster Powers, this is a broad category, and the examples listed below by no means exhaust the possibilities.

Many of the powers below are built as naked Advantages for the character's STR, using 60 STR as a basis (adjust the cost up or down for characters with different STRs). Some “brick” characters buy Variable Advantage for their STR so they can use many of these powers. At the GM's option, characters can place these powers in a Multipower or other Power Framework, even though that's normally not allowed.

OFFENSIVE POWERS

Several of the powers below have a Side Effect indicating that they cause damage to the nearby environment — typically because the character rips something up to use as a weapon. The character cannot use this aspect of the power to deliberately cause damage to objects and buildings as a sort of “free attack,” but the GM should, if appropriate, take the consequences of the character's action into account. For example, using one of a building's walls to Crack The Whip may cause the building to collapse; at the very least, the building's owners will probably demand compensation from the character.

ARMSWEEP

Effect: Area Of Effect (One Hex) for up to 60 STR

Target/Area Affected: One Hex

Duration: Instant

Range: Touch

END Cost: 3

Description: The character can sweep his massive arms through a single hex, the better to swat pesky foes who are otherwise too agile for the character to strike.

Game Information: *Area Of Effect (One Hex; +½) for up to 60 STR. Total cost: 30 points.*

THE BIG WRAP-UP

Effect: Entangle 6d6, up to 6 DEF, Requires Appropriate Materials

Target/Area Affected: One character

Duration: Instant

Range: No Range

END Cost: 6

Description: The character uses available materials — I-beams, a chain-link fence, even rolled-up asphalt — to bind and confine a foe. The effectiveness of this tactic depends largely on the strength of the materials used. As a side benefit, the character can use his Entangle to build walls with available scrap materials.

Game Information: *Entangle 6d6, up to 6 DEF (60 Active Points); OIF (appropriate materials of opportunity; -½), No Range (-½), Extra Time (at least a Full Phase, and often longer, depending on how long it takes to get the materials; -½), Defense Depends On Materials Used (-½), Side Effect (may cause considerable damage to the environment; -0). Total cost: 20 points.*

OPTIONS:

1) Tough Wrap-Up: Increase to Entangle 8d6, up to 8 DEF. 80 Active Points; total cost 27 points.

2) Weak Wrap-Up: Decrease to Entangle 4d6, up to 4 DEF. 40 Active Points; total cost 13 points.

3) Wiggle Free Wrap-Up: The materials the character uses are too tough to wrap targets up tightly; a victim who loosens them a little can wriggle free. Add Entangle Has 1 BODY (-½). Total cost: 17 points.

4) The Really Big Wrap-Up: The character can wrap up lots of people at once if he has enough materials and they're lined up right. Reduce to Entangle 4d6, up to 4 DEF and add Area Of Effect (8" Line; +1). 80 Active Points; total cost 27 points.

5) Skillful Wrap-Up: The character has to do the wrap-up just right or it doesn't work. Add Requires A Strength Tricks Roll (-½). Total cost: 17 points.

CRACK THE WHIP

Effect: Energy Blast 8d6, Indirect (+½)

Target/Area Affected: One character

Duration: Instant

Range: See text

END Cost: 6

Description: This power allows a super-strong character to rip up some appropriate material — such as the asphalt of a road, cement of a sidewalk, or side

of a building — and “whip” it so that a wave travels down its length and causes it to smack the target from an unexpected angle. The power only works if the character has access to “whip-able” material (the GM decides this) and the target is standing near enough to the other end of the “whip” to get hit.

Game Information: *Energy Blast 8d6, Indirect (always originates with character, but can strike foe from one of several directions; +½) (60 Active Points); OIF (appropriate materials of opportunity; -½), Only Versus Properly-Positioned Targets (-¼), Limited Range (limited to length of “whip”; -¼), Side Effect (may cause considerable damage to the environment; -0). Total cost: 30 points.*

OPTIONS:

- 1) **Strong Whip:** Increase to Energy Blast 10d6. 75 Active Points; total cost 37 points.
- 2) **Weak Whip:** Decrease to Energy Blast 6d6. 45 Active Points; total cost 22 points.
- 3) **Crack The Whip Variant:** This form of the power uses Telekinesis, which is already inherently Indirect in many ways. Change to Telekinesis (40 STR) (60 Active Points); OIF (appropriate materials of opportunity; -½), Only To Inflict Damage (-½), Only Versus Properly-Positioned Targets (-¼), Limited Range (limited to length of “whip”; -¼), Side Effect (may cause considerable damage to the environment; -0). Total cost: 24 points.
- 5) **Skillful Whip:** The character has to crack the whip just right or it doesn’t work. Add Requires A Strength Tricks Roll (-½). Total cost: 24 points.

DISTANCE PUNCH

Effect: Double Knockback (+¾) for up to 60 STR
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 8

Description: When the character punches or strikes someone in HTH Combat, he can hit them so hard that they fly a long way.

Game Information: *Double Knockback (+¾) for up to 60 STR (45 Active Points); Requires A Strength Tricks Roll (-½), Increased Endurance Cost (x2 END; -½). Total cost: 22 points.*

OPTIONS:

- 1) **Stratospheric Punch:** When the character punches or strikes someone in HTH Combat, he can hit them so hard that they go flying back for kilometers instead of just meters. (The GM should evaluate this power carefully before allowing it in the game; it may unbalance some campaigns, and may not be appropriate for more serious or “realistic” games.) Character buys a naked Advantage, MegaScale (1” = 1 km; +¼) for up to 60 STR (15 Active Points); Only Affects Knockback Distance (-½), Requires A Strength Tricks Roll (-½), Increased Endurance Cost (x10 END; -4). Total cost: 2 points.

FLICK OF UNCONSCIOUSNESS

Effect: Energy Blast 6d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: The character flicks a foe in the head with his index finger, knocking him out without inflicting any serious harm. But if the character miscalculates, the target takes the character’s full STR damage (not multiplied by Hit Location modifiers). This is represented by a Side Effect, so the GM should be sure to treat it an actual Limitation and not just a way for the character to substitute one type of damage for another when he fails his roll. Doing full STR damage should cause the character problems (at the very least, it ought to give him a reputation for clumsiness or brutality).

Game Information: *Energy Blast 6d6, NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1) (60 Active Points); No Range (-½), Requires A Strength Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character’s full STR damage; -¼). Total cost: 27 points.*

OPTIONS:

- 1) **Strong Flick:** Increase to Energy Blast 8d6. 80 Active Points; total cost 35 points.
- 2) **Weak Flick:** Decrease to Energy Blast 4d6. 40 Active Points; total cost 18 points.
- 3) **Flick Of Unconsciousness Variant:** This version of the power is bought as a naked Advantage for up to 60 STR. NND (defense is Lack Of Weakness on defenses covering the head, or any innate rPD protecting the head; +1) for up to 60 STR (60 Active Points); Requires A Strength Tricks Roll (-½), Side Effects (if character fails roll, opponent takes character’s full STR damage; -¼). Total cost: 34 points.
- 4) **Bearhug:** Instead of flicking the target in the head, the character grabs him and squeezes the breath out of him. Change NND to (defense is Life Support [Self-Contained Breathing]; +1) and add Must Follow Grab (-½). 60 Active Points; total cost 22 points.
- 5) **Squeeze Play:** As Bearhug, but the character can maintain the effect as long as he has to until the target passes out. Decrease Energy Blast to 4d6, change NND to (defense is Life Support [Self-Contained Breathing]; +1) and add Continuous (+1) and Must Follow Grab (-½). 60 Active Points; total cost 22 points.



POKE

Effect: Armor Piercing (+½) for up to 60 STR

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 3

Description: Rather than just smashing targets with his closed fist, the character can “poke” them with a single finger or a spearhand-style attack, which penetrates armor and other defenses more easily.

Game Information: *Armor Piercing (+½) for up to 60 STR. Total cost: 30 points.*

RAGE-AUGMENTED STRENGTH

Effect: Aid STR 2d6, Only While Enraged/Berserk

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The madder the character gets, the stronger he gets. As soon as he becomes Enraged (or Berserk), his fury triggers a reaction in his body that starts making him stronger. He rolls Aid 2d6 each Phase and applies it to his STR until he reaches a maximum of +60 STR. The points gained fade 20 minutes after he gains them, or immediately if he recovers from being Enraged/Berserk.

Game Information: *Aid STR 2d6, Can Add A Maximum Of 60 Points' Worth Of Strength,*

Continuous (+1), Delayed Return Rate (points fade at the rate of 5 per 20 Minutes; +¾), Trigger (becoming Enraged/Berserk; +¼) (132 Active Points); No Conscious Control (cannot activate power on his own, but can use the STR freely once it's activated; -1), Self Only (-½), Points Fade Immediately If Character Recovers From Being Enraged/Berserk (-½). Total cost: 44 points.

OPTIONS:

- 1) Greater Enragement:** Increase to Aid STR 3d6, Can Add A Maximum Of 90 Points' Worth Of Strength. 198 Active Points; total cost 66 points.
- 2) Lesser Enragement:** Decrease to Aid STR 1d6, Can Add A Maximum Of 30 Points' Worth Of Strength. 66 Active Points; total cost 22 points.
- 3) Berserk Strength:** The character can trigger his increased STR at will, but this causes him to become uncontrollably angry. Change to Aid STR 1d6, Can Add A Maximum Of 40 Points' Worth Of Strength, Continuous (+1), Delayed Return Rate (points fade at the rate of 5 per Minute; +¼), Trigger (mental command; +¼) (67 Active Points); Self Only (-½), Only In Combat (-½), Side Effect (automatically activates character's Berserk [or gives him the Disadvantage Berserk In Combat, go 14-, recover 8-, and activates it]; -1), Points Fade Immediately If Character Recovers From Being Berserk (-½). Total cost: 19 points.

SCATTERSHOT

Effect: Energy Blast 7d6, RKA 2d6+1, Sight Group Flash 5d6 NND, OIF (objects of opportunity)
Target/Area Affected: 8" Cone
Duration: Instant
Range: No Range
END Cost: 7/6

Description: The character can pick up armfuls of loose material and hurl them at his enemies. If the material is light and fine, such a dust, dirt, confetti, or styrofoam chips, it just blinds the foe for a few seconds. If it's heavier or sturdier, such as gravel or wood chips, it inflicts damage instead. If it's sharp (nails, bits of broken glass), it causes Killing Damage.

Game Information:

Cost Power

- | | |
|----|---|
| 35 | <i>Scattershot:</i> Multipower, 70-point reserve, all OIF (-½), No Range (-½) |
| 3u | 1) <i>Heavy Material:</i> Energy Blast 7d6, Area Of Effect (8" Cone; +1); OIF (appropriate objects of opportunity; -½), No Range (-½) |
| 3u | 2) <i>Light Material:</i> Sight Group Flash 5d6, NND (defense is solid covering over the eyes; +½), Area Of Effect (8" Cone; +1); OIF (appropriate objects of opportunity; -½), No Range (-½) |
| 3u | 3) <i>Sharp Material:</i> RKA 2d6+1, Area Of Effect (8" Cone; +1); OIF (appropriate objects of opportunity; -½), No Range (-½) |

Total cost: 44 points.

OPTIONS:

- 1) **Strong Shot:** Increase Multipower reserve to 90 points and slots to Energy Blast 9d6, Sight Group Flash 7d6, and RKA 3d6. Total cost: 57 points.
- 2) **Wider Scatter:** Increase Multipower reserve to 79 points and all Areas of Effect to 16" Cone (+1¼). Total cost: 50 points.

SHOCKWAVE

Effect: Explosion (+½) for up to 60 STR, Hole In The Middle
Target/Area Affected: 12" radius
Duration: Instant
Range: No Range
END Cost: 4

Description: The character slams his fists into the ground with such force that he creates a small, but high-powered, seismic shockwave around him that injures people and knocks them off their feet. (Alternately, the character could define this ability as a super-strength foot-stomp instead of smashing the ground with his fists.)

Game Information: *Explosion (+½) for up to 60 STR, Hole In The Middle (the hex the character stands in when he uses the power; +¼) (45 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0). Total cost: 26 points.*

OPTIONS:

- 1) **Bigger Quake:** Increase to Explosion (-1 DC/2"; +¾). 60 Active Points; total cost 34 points.
- 2) **Shockwave Variant:** This version of the power uses Energy Blast instead of a naked Advantage. Energy Blast 12d6, Explosion (+½), Hole In The Middle (fixed size; +¼) (105 Active Points); No Range (-½), Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Restrained (-½), Only Does Knockdown, Not Knockback (-0). Total cost: 38 points.
- 3) **Skillful Shockwave:** The character has to smash the ground just right or this power doesn't work. Add Requires A Strength Tricks Roll (-½). Total cost: 20 points.

SUPER-PUNCH

Effect: HA +6d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: The character's punches are so accurate, his muscles so strong, or his fists so hard that he does more damage than normal when he hits people.

Game Information: *HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½). Total cost: 20 points.*

OPTIONS:

- 1) **Really Super Punch:** Increase to HA +8d6. 40 Active Points; total cost 27 points.
- 2) **Less Super Punch:** Decrease to HA +4d6. 20 Active Points; total cost 13 points.

SUPER-STRONG BREATH

Effect: Energy Blast 8d6 Double Knockback, Dispel Fire Powers 8d6, Dispel Gas/Smoke/Mist Powers 8d6
Target/Area Affected: One character
Duration: Instant
Range: 350"/360"/360"
END Cost: 7

Description: The character's super-strong lungs make it possible for him to breathe with great strength, which has a variety of effects. First, he can hit his enemies with a blast of breath that sends them tumbling head over heels. Second, he can blow out raging fires (and Fire-based superpowers) the way normal people blow out candles. Third, he can blow away gases, mists, and smokes (or, in some cases, suck them into his lungs and then blow them out somewhere where they can't cause harm).

Game Information:

Cost Power

- | | |
|----|--|
| 48 | <i>Super-Strong Breath:</i> Multipower, 72-points reserve; all Requires A Strength Tricks Roll (-½) |
| 5u | 1) <i>Blast Of Breath:</i> Energy Blast 8d6, Double Knockback (+¾); Requires A Strength Tricks Roll (-½) |

SUBJECT ID:
GROND

"While Grond is one of the strongest beings on Earth, what really makes him dangerous in battle are his two extra arms. They give him tactical flexibility that similar villains, such as Ogre or Ripper, lack. As shown in the image to the left, Grond can easily engage two powerful opponents at once. Against a single foe, his four fists keep up a non-stop fusillade of punches to wear down even the toughest super-heroes.

"The key to defeating Grond is to out-think him — he's vulnerable mentally rather than physically. You should bring weapons designed for use against "bricks" (such as weakness darts), of course, but keep an eye out for battlefield resources you can use. For example, in the fight shown in the picture, a courageous agent grabbed a downed power line and used it to shock Grond so that he let Defender go."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

- 5u 2) *Blowing Out Fires*: Dispel Fire Powers 8d6, all Fire powers simultaneously (+2); Requires A Strength Tricks Roll (-½)
- 5u 3) *Blowing Away The Mist*: Dispel Gas/Smoke/Mist Powers 8d6, all Gas/Smoke/Mist powers simultaneously (+2); Requires A Strength Tricks Roll (-½)

Total cost: 63 points.

OPTIONS:

- 1) **Strong Breath**: Increase Multipower reserve to 90 points, slot one to EB 10d6, and the last two slots to Dispel 10d6. Total cost: 78 points.

TEAR YOU LIMB FROM LIMB

Effect: HKA 2d6 (up to 4d6 with STR)

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 3

Description: Rather than using his great strength to smash and batter his enemies, the character uses it in more lethal ways — to rip them in two and crush them.

Game Information: *HKA 2d6 (up to 4d6 with STR). Total cost: 30 points.*

OPTIONS:

- 1) **Strong Tearing**: Increase to HKA 3d6 (up to 6d6 with STR). Total cost: 45 points.
- 2) **Ongoing Mayhem**: Once the character gets his hands on a target, he can keep tearing and destroying until there's nothing left. Add Continuous (+1). Total cost: 60 points.

THUNDERCLAP

Effect: Hearing Group Flash 8d6, Explosion, Does Knockback

Target/Area Affected: 24" radius

Duration: Instant

Range: No Range

END Cost: 6

Description: The character claps his hands together with such great strength that he creates a concussive wave of sound and air that deafens everyone near him, and may knock them back. If he's Entangled, or someone Grabs him, he can't use the power because he can't swing his arms for the clap.

Game Information: *Hearing Group Flash 8d6, Explosion (-1d6/3"; +1), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼) (60 Active Points); No Range (-½), Extra Time (Full Phase; -½), Restrained (-½). Total cost: 24 points.*

OPTIONS:

- 1) **Louder Thunderclap**: Increase to Hearing Group Flash 12d6. 90 Active Points; total cost 36 points.
- 2) **Softer Thunderclap**: Decrease to Hearing Group Flash 6d6. 45 Active Points; total cost 18 points.

3) **Thunderclap Variant**: This version of the power is slightly simpler to work with. Hearing Group Flash 8d6, Explosion (+½), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼) (42 Active Points); No Range (-½), Extra Time (Full Phase; -½), Restrained (-½). Total cost: 17 points.

4) **Skillful Thunderclap**: The character has to clap his hands together just right or this power doesn't work. Add Requires A Strength Tricks Roll (-½). Total cost: 20 points.

DEFENSIVE POWERS

BRACING

Effect: Knockback Resistance -10"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character's size and strength make it difficult (at best) for the force of attacks to push him back.

Game Information: *Knockback Resistance -10" (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Improved Bracing I**: Increase to Knockback Resistance -15". 30 Active Points; total cost 20 points.
- 2) **Improved Bracing II**: Remove Costs Endurance (-½). Total cost: 20 points.
- 3) **Weak Bracing**: Decrease to Knockback Resistance -6". Total cost: 12 Active Points; total cost 8 points.

I IGNORE YOUR PUNY ENERGY BLAST

Effect: Missile Deflection (all Ranged attacks), +5 OCV

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character's body is so tough and resilient that if he take the time to brace himself slightly, Ranged attacks just bounce right off him, no matter how powerful they are.

Game Information: *Missile Deflection (all Ranged attacks), +5 OCV. Total cost: 30 points.*

IT'S LIKE HITTING A BRICK WALL

Effect: HKA 1d6+1, Continuous, Damage Shield

Target/Area Affected: One character

Duration: Constant

Range: No Range

END Cost: 0

Description: The character's skin and body are so tough and strong that hitting them is like slamming

your fists into a brick wall — literally. Anything smashed against the character (including weapons and fists) takes damage and may break.

Game Information: *HKA 1d6+1, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (60 Active Points); Does Not Work Against Persons Who Grab Or Are Grabbed By The Character (-½). Total cost: 40 points.*

OPTIONS:

1) **Tougher Body:** Increase to HKA 2d6. 90 Active Points; total cost 60 points.

SUPERTOUGH FORM

Effect: Lack Of Weakness (-10) for Normal and Resistant Defenses

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's super-resilient form has no weaknesses... or at least, none that attackers can easily discern.

Game Information: *Lack Of Weakness (-10) for Normal and Resistant Defenses. Total cost: 20 points.*

OPTIONS:

1) **Enhanced Supertough Form:** Increase to Lack Of Weakness (-15). Total cost: 30 points.

2) **Lesser Supertough Form:** Decrease to Lack Of Weakness (-6). Total cost: 12 points.

SUPERTOUGH SKIN

Effect: Damage Resistance (30 PD/30 ED)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's skin can resist the effects of bullets and blades as easily as it can punches.

Game Information: *Damage Resistance (30 PD/30 ED). Total cost: 30 points.*

OPTIONS:

1) **Really Tough Skin:** Add Hardened (+¼) for 30 PD/30 ED (total cost: 15 points) and Hardened (+¼) for Damage Resistance (30 PD/30 ED) (total cost: 7 points). Total cost: 22 points.

2) **Less Tough Skin:** Decrease to Damage Resistance (20 PD/20 ED). Total cost: 20 points.

3) **Armor Plating I:** The character's skin has thick plates of armor to protect him from attacks. Change to Armor (20 PD/20 ED) (60 Active Points), Visible (-¼). Total cost: 48 points.

4) **Armor Plating II:** As Armor Plating I, but add Hardened (+¼). 75 Active Points; total cost 60 points.

MOVEMENT POWERS

SUPER-DIGGING

Effect: Tunneling 10" through DEF 10 materials

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 5

Description: The character uses his super-strong arms to burrow through the ground (and other substances) at incredible speeds.

Game Information: *Tunneling 10" through DEF 10 materials. Total cost: 50 points.*

OPTIONS:

1) **Faster Digging:** Tunneling 12" through DEF 12 materials. Total cost: 60 points.

2) **Slower Digging:** Tunneling 6" through DEF 8 materials. Total cost: 36 points.

3) **Super-Strength Smash-Through:** The character can use his super-strength to rip through walls, vault doors, and the like effortlessly. Tunneling 1" through DEF 18 materials (56 Active Points); Requires A Strength Tricks Roll (-½). Total cost: 37 points.

SUPER-LEAPING

Effect: Leaping +28", Leaping +8" MegaScale

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3/1

Description: The character's leg muscles are so strong that he can leap prodigious distances.

This power is built as if the character has 60 STR.

Game Information:

Cost Power

28 *Super-Leaping:* Multipower, 28-point reserve

3u 1) *Basic Super-Leaping:* Leaping +28" (40" forward, 20" upward)

1u 2) *MegaLeaping:* Leaping +8", MegaScale (1" = 1 km, leap takes 1 Phase per km; +¼) (20 km forward, 10 km upward)

Total cost: 32 points.

OPTIONS:

1) **Strong Legs:** Increase Multipower reserve to 38 points, slot one to Leaping +38", and slot 2 to Leaping +18". Total cost: 44 points.

2) **Weak Legs:** Change to Leaping +18" (30" forward, 15" upward), x16 Noncombat. Total cost: 33 points.

SUPER-PHYSIOLOGY

Effect: Life Support (Extended Breathing, Safe Environments)
Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can withstand the rigors of just about any environment (including the vacuum of space) and can hold his breath for much longer than a normal person.

Game Information: *Life Support (Extended Breathing: 1 END per 20 Minutes; Safe Environments: all). Total cost: 13 points.*



**SUBJECT ID:
BULLDOZER**

“Field research has shown, again and again, that powers of super-strength and super-resilience often bring with them a tendency toward overconfidence and risk-taking. I guess that’s justified — it’s hard to imagine someone who can bounce bullets off his skin being afraid of anything! — but I wonder if it’s an Achilles heel we can exploit. Could we biochemically diminish or reverse those feelings, creating cowardice and hesitancy? Could psionic agents channel those impulses in other directions? Must direct some research into this.”

—From the personal notes of Dr. Choonhavan Suthep, UNTIL scientist

SUPER-STRONG LEGS

Effect: Running +6”
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character’s super-strong leg muscles allow him to run more quickly.

Game Information: *Running +6”.* *Total cost: 12 points.*

SENSORY POWERS

SUPER-STRONG SENSES

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The superhuman nature of the character’s muscles and body extends to many of his sensory organs.

Game Information:

Cost	Power
4	<i>Super-Strong Ears:</i> +2 PER with Hearing Group
5	<i>Super-Sensitive Eyes:</i> Nightvision
6	<i>Super-Strong Eyes:</i> +3 PER with Sight Group

- 12 *Super-Strong Eyes:* +8 versus Range Modifier for Sight Group
- 10 *Super-Sensitive Touch:* Discriminatory and Analyze for Normal Touch

MISCELLANEOUS POWERS

COAL INTO DIAMONDS

Effect: Major Transform 2d6 (lump of coal into a diamond)
Target/Area Affected: One lump of coal
Duration: Instant
Range: No Range
END Cost: 6

Description: By holding a lump of pure coal between his hands and applying the full pressure of his super-strength, the character can convert the coal into a diamond! The diamond is worth \$1,000 per point of BODY rolled, so the GM should take care not to let the character wreck the campaign’s economy (if the character wants full-time wealth, he should buy the *Money Perk* and use this power as the explanation for where his money comes from).

Game Information: *Major Transform 2d6 (lump of pure coal into a diamond; “heals” back through exposure to excessive heat) (30 Active Points); No Range (-½), Extra Time (1 Turn; -1¼), Limited Target (pure coal; -1), All Or Nothing (-½).* *Total cost: 7 points.*

STRETCHING POWERS



This category of powers includes abilities common to characters with malleable, stretchable bodies. In addition to the ones listed here, many powers in the Shape Alteration and Size Alteration categories, such as Human Mimicry, might be appropriate for stretching characters.

BASIC POWERS

MALLEABLE BODY

Effect: Stretching 8"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can stretch and contort his malleable body, reach distances of up to 8" away from where he's standing (or even 16" in some situations).

Game Information: *Stretching 8". Total cost: 40 points.*

OPTIONS:

- 1) **Longer Stretching I:** Increase to Stretching 12". Total cost: 60 points.
- 2) **Longer Stretching II:** Add x8 Noncombat. Total cost: 55 points.
- 3) **Shorter Stretching:** Decrease to Stretching 6". Total cost: 30 points.
- 4) **Easy Stretching:** Add Reduced Endurance (0 END; +½). Total cost: 60 points.

OFFENSIVE POWERS

BIG FIST

Effect: HA +4d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character can make his fist larger and tougher, so that when he hits someone he inflicts more damage.

Game Information: *HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Bigger Fist:** Increase to HA +6d6. 30 Active Points; total cost 20 points.

2) **Smaller Fist:** Decrease to HA +3d6. 15 Active Points; total cost 10 points.

3) **Really Big Fist:** Add Area Of Effect (One Hex; +½). 30 Active Points; total cost 20 points.

4) **Big Spiky Fist:** The character also makes his fist sprout small spikes that allow his punch to penetrate armor and other defenses more easily. Add Armor Piercing (+½). 30 Active Points; total cost 20 points.

5) **Mace-Hand:** Instead of making his fist bigger, the character makes it sprout sharp spikes. Change to HKA 1d6+1 (up to 2½d6 with STR). Total cost: 20 points.

GOTCHA!

Effect: Entangle 2d6, 2 DEF, Damage Shield
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character's body is so malleable and flexible that anyone who strikes him gets stuck in him. Pulling free isn't too difficult (and may hurt the character), but in the meantime the victim is unable to move and thus easy prey for the character's attacks.

Game Information: *Entangle 2d6, 2 DEF, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (60 Active Points); Cannot Form Barriers (-¼), Feedback (character takes all damage done by victim or anyone else to break victim out of the Entangle; -1). Total cost: 27 points.*

OPTIONS:

- 1) **Strong Gotcha:** Increase to Entangle 3d6, 3 DEF. 90 Active Points; total cost 40 points.
- 2) **Safe Gotcha:** Breaking free from the Entangle doesn't harm the character. Remove Feedback (-1). 60 Active Points; total cost 48 points.
- 3) **Skillful Gotcha:** The character has to do the "capturing" just right or it doesn't work. Add Requires A Stretching Tricks Roll (-½). Total cost: 22 points.

SPIKY BODY

Effect: RKA 1½d6, Damage Shield, No Knockback
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 6

Description: The character causes his entire body to sprout sharp spikes, making it dangerous to hit him or try to hold on to him.

**SUBJECT ID:
ZIGZAG**

“ZigZag, like many malleable-form characters, often uses his body the way ordinary people would use a lasso — to wrap enemies up, to grab objects at a distance, and so forth. There’s a big difference that agents can exploit: if someone breaks your lasso, it doesn’t hurt you. But when someone tries to break out of a malleable-form “wrap-around” attack, or help break someone else out, the supercriminal suffers injury. The victim may *also* suffer injury, due to backlash or the like, but at least he’s hurting his attacker in the process of escaping. Agents attacking a supercriminal who has trapped someone inside the loops and strands of his malleable form should consider aiming for the head, arms, or other parts of the supercriminal’s body, so they hurt the criminal without hitting the trapped victim.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

Game Information: *RKA 1½d6, Continuous (+1), Damage Shield (+½) (62 Active Points); No Knockback (-¼). Total cost: 50 points.*

OPTIONS:

- 1) **Bigger Spikes:** Increase to RKA 2d6. 75 Active Points; total cost 60 points.
- 2) **Smaller Spikes:** Decrease to RKA 1d6. 37 Active Points; total cost 30 points.
- 3) **Sharper Spikes:** Add Armor Piercing (+½). 75 Active Points; total cost 60 points.

SUFFOCATE

Effect: Energy Blast 4d6, NND
Target/Area Affected: One character
Duration: Constant
Range: No Range
END Cost: 6

Description: Most people need air to breathe. After Grabbing someone (or Entangling him with Wraparound or its variants), the character can cause part of his body to flow over their mouth and nose, quickly causing the victim to pass out.

For possible variations on this power, see *Suffocation* (page 15) and *Strangulation Bubble* (page 99).

Game Information: *Energy Blast 4d6, No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1), Continuous (+1) (60 Active Points); No Range (-½), Must Follow Grab Or Entangle (-½). Total cost: 30 points.*

WRAPAROUND

Effect: Entangle 5d6, 5 DEF
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 5

Description: The character can wrap another person up in his malleable body, preventing that person from moving. Any efforts to cut the trapped person free also inflicts damage on the character, so he needs to be careful when and on whom he uses this power. Another drawback to it is that it prevents him from using any other stretching powers while he maintains it.

Game Information: *Entangle 5d6, 5 DEF (50 Active Points); Feedback (character takes all damage done to break out of the Entangle by victim or anyone else; -1), Lockout (character can only Entangle one person, and cannot use other stretching powers, while the Entangle remains in effect; -½), No Range (-½), Cannot Form Barriers (-¼). Total cost: 15 points.*

OPTIONS:

- 1) **Strong Wrapping:** Increase to Entangle 6d6, 8 DEF. 70 Active Points; total cost 21 points.
- 2) **Weak Wrapping:** Decrease to Entangle 4d6, 4 DEF. 40 Active Points; total cost 12 points.

3) **Unhinderer Wraparound:** The character only uses part of his malleable body to wrap up the victim, leaving other parts free to Entangle other characters or perform other tasks. Remove Lockout (-½). Total cost: 18 points.

4) **I’m Sorry, Did That Hurt?:** The character’s flexible body “reflects” the victim’s efforts to escape back at him, causing him to hurt himself in the process. Add Backlash (+½) and change Feedback to (character takes all damage done to break victim out of the Entangle by anyone other than victim; -1). 75 Active Points; total cost 23 points.

5) **Engulf:** The character so thoroughly wraps up the victim that the victim can neither see nor hear. Add Stops A Given Sense (Sight Group, Hearing Group). 70 Active Points; total cost 21 points.

6) **Big Wraparound:** The character can stretch his body enough to wrap up a lot of people. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (4” Radius; +1). 80 Active Points; total cost 25 points.

7) **Skillful Wraparound:** The character has to get the wrapping-up just right or it doesn’t work. Add Requires A Stretching Tricks Roll (-½). Total cost: 13 points.

8) **Suffocating Wraparound:** The character can cut off a target’s breathing while Entangling him. Link (-¼) Suffocate to Wraparound. 50 + 60 = 110 Active Points; total cost 15 + 24 = 39 points.

DEFENSIVE POWERS**BODY BARRIER**

Effect: Force Wall (8 PD/6 ED), Opaque
Target/Area Affected: Varies
Duration: Constant
Range: No Range
END Cost: 4

Description: The character can stretch and flatten his body to form a sort of “living wall” to protect his friends or block access to an area. Unfortunately he takes damage from the attacks he blocks, and one that’s powerful enough to “break through” him causes his body to collapse into a rubbery heap until he can reform the wall (or his body).

Game Information: *Force Wall (8 PD/6 ED), Opaque (Sight Group) (45 Active Points); No Range (-½), Feedback (-1). Total cost: 18 points.*

OPTIONS:

- 1) **Strong Barrier:** Increase to Force Wall (11 PD/9 ED). 60 Active Points; total cost 24 points.
- 2) **Longer Barrier:** Increase to 3” long, 2” high. 51 Active Points; total cost 20 points.
- 3) **Lockout Barrier:** The character can do nothing but maintain his Barrier. Add Lockout (-½). 45 Active Points; total cost 15 points.



FLEXIBLE DODGING

Effect: Missile Deflection (all Ranged attacks)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character can, easily and almost reflexively, stretch and contort his body to avoid missiles and energy beams.

Game Information: *Missile Deflection (all Ranged attacks). Total cost: 20 points.*

OPTIONS:

- 1) **Bounce Back:** The character can “catch” physical missiles in his malleable body and then bounce them back at whoever fired them. Add Missile Reflection (20 Active Points); Only Physical Missiles (-½) (total cost: 13 points). $20 + 20 = 40$ Active Points; total cost $20 + 13 = 33$ Active Points.
- 2) **Tiring Flexible Dodging:** The character has to exert himself to flexibly dodge attacks. Add Costs Endurance (-½). 20 Active Points; total cost 13 points.

RUBBERY BODY

Effect: Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: Attacks just bounce off the character's malleable body, or have difficulty affecting so flexible a form. The effect is much more pronounced with physical attacks than energy ones.

Game Information: *Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%. Total cost: $30 + 15 = 45$ points.*

OPTIONS:

- 1) **Tiring Rubbery Body:** The character has to exert himself to diminish the effect of attacks. Add Costs Endurance (-½) to both. $30 + 15 = 45$ Active Points; total cost $20 + 10 = 30$ points.
- 2) **Restricted Rubbery Body:** The character cannot bounce or avoid the effects of sharp, cutting, slashing, or piercing attacks. Change to Normal Damage Reduction. Total cost: $20 + 10 = 30$ points.
- 3) **Skillful Rubbery Body:** The character has to use his body in just the right way to absorb or bounce attacks, or he gets hurt. Add Requires A Stretching Tricks Roll (-½). $30 + 15 = 45$ Active Points; total cost $20 + 10 = 30$ points.

SAFETY PILLOW

Effect: Breakfall DEX +10
Target/Area Affected: One character
Duration: Constant
Range: Self/Touch
END Cost: 2

Description: The character can form his body into a big, soft pillow to either minimize the damage he takes from falls, or “catch” other people as they fall.

Game Information: *Breakfall DEX +10, Usable By Other (+¼) (29 Active Points); Costs Endurance (-½). Total cost: 19 points.*

MOVEMENT POWERS

MOLDING TO SURFACES

Effect: Clinging (normal STR)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: By carefully molding his malleable hands and feet into the cracks and rough spots of a surface (even a surface that seems smooth to the touch), the character can climb up walls, cling to ceilings, and the like. (Alternately, he may shape his hands into suction cups.)

Game Information: *Clinging (normal STR) (10 Active Points); Costs Endurance (-½), Cannot Resist Knockback (-¼), Requires A Stretching Tricks Roll (-½). Total cost: 4 points.*

PARASAIL FORM

Effect: Gliding 6”
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character flattens his body out into a parasail-like form so he can glide through the air. He has to keep his body in the proper shape to stay airborne, which means he can’t use other stretching powers.

Game Information: *Gliding 6” (6 Active Points); Lockout (character cannot use other stretching powers while Gliding; -½). Total cost: 4 points.*

OPTIONS:

1) **Parachute Form:** The character shapes his malleable body into a parachute-like form, allowing him (and up to one person holding onto his arms and legs) to drift gently to the ground. Add Usable Simultaneously (character and one other person; +½) and Limited Movement (character cannot gain altitude, and must move at least 12” downward for every 1” forward; -½). 9 Active Points; total cost 4 points.

SPRING-LEAPING

Effect: Leaping +10”
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character changes shape to give his lower body some elasticity so he can travel by bouncing. He may change his legs into springs, or his entire body into a giant rubber ball, but whatever he does, it allows him to make enormous leaps.

Game Information: *Leaping +10”. Total cost: 10 points.*

OPTIONS:

1) **Super-Springiness:** Increase to Leaping +20”. Total cost: 20 points.
 2) **Less Springy:** Decrease to Leaping +6”. Total cost: 6 points.

STRETCH-SPRINTING

Effect: Running +5”
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character stretches his legs so he can take longer strides and thus run faster.

Game Information: *Running +5”. Total cost: 10 points.*

OPTIONS:

1) **Really Stretched Legs:** Increase to Running +8”. Total cost: 16 points.
 2) **Less Stretched Legs:** Decrease to Running +3”. Total cost: 6 points.

SENSORY POWERS

PEEKING AROUND CORNERS

Effect: Clairsentience (Sight and Hearing Group), Visible
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 3

Description: The character can stretch his head, or perhaps just an eye and an ear, around corners and under doors to perceive where he normally could not.

Game Information: *Clairsentience (Sight and Hearing Group) (30 Active Points); No Range (-½), Visible (perception point can be perceived; -¼). Total cost: 17 points.*

MISCELLANEOUS POWERS

BRIDGEWORK

Effect: Flight 8", Usable By Other, Not Usable By Character

Target/Area Affected: One character

Duration: Constant

Range: No Range

END Cost: 2

Description: The character can stretch his body between two places (typically two rooftops, or two banks of a river), forming an impromptu bridge for others to use. One person can walk over him at a time, and his weight must not exceed the character's STR lifting limit, or else the "bridge" collapses in the middle, probably causing injury to both characters. (The collapse also occurs if two or more characters try to use the "bridge" at once.) The persons granted the power can only use it to "fly" back and forth along one specific path of no more than 8" in length.

Game Information: *Flight 8", Usable By Other (+¼) (20 Active Points); No Noncombat Movement (-¼), Not Usable By Character (-½), Can Only Travel 8" Maximum Along Specified Path (-1), Weight Load Must Not Exceed Character's STR (-¼). Total cost: 7 points.*

OPTIONS:

1) Long Bridge: Increase to Flight 12". 30 Active Points; total cost 10 points.

2) Short Bridge: Decrease to Flight 5". 12 Active Points; total cost 4 points.

PSEUDOPODS

Effect: Extra Limbs

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character can extrude additional limbs from his body at will — as many as desired. Alternately, you can use this power to represent the difficulty of fighting someone who has a malleable body — even when his hands are occupied, he can always form another "loop" to wrap around a foe or Grab someone with.

Game Information: *Extra Limbs (however many the character wants) (5 Active Points); Costs Endurance (-½). Total cost: 3 points.*

SQUEEZING THROUGH CRACKS

Effect: Desolidification

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can squeeze his malleable body through the tiniest of openings — between jail bars, underneath doors, through mouseholes, even through chicken wire.

Game Information: *Desolidification (affected by any attack) (40 Active Points); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½). Total cost: 16 points.*

OPTIONS:

1) Easy Squeezing: Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 24 points.

2) Taxing Squeezing: The character has to focus his attention and take extra time to fit through small openings. Add Concentration (0 DCV; -½), Extra Time (Extra Phase; -¾). Total cost: 11 points.

TELEKINETIC POWERS



Telekinetic Powers reflect a character's ability to move and affect objects without touching them. This may involve a form of psionic power, the ability to manipulate planes of force, or the like. Telekinetic Powers is a broad and flexible category, related in many respects to several other categories, including Body Control Powers, Magnetism Powers, Matter Manipulation Powers, Mental and Psionic Powers, and especially Force Powers — virtually any Force Power could be re-worked into a Telekinetic Power with little or no change. You may want to refer to those categories for other ideas for your character. For example, it's perfectly appropriate for a character with Telekinetic Powers to have Missile Deflection, but since the *Force Point Defense* power (page 99) simulates that effect just fine, no such power is re-printed here.

BASIC POWER

TELEKINESIS

Effect: Telekinesis (30 STR), Fine Manipulation
Target/Area Affected: One character or object
Duration: Constant
Range: 275"
END Cost: 5

Description: The character can move, damage, and otherwise manipulate objects without having to physically touch them. He can even perform fine work, like typing or playing the piano (assuming he knows how to do those things).

Game Information: *Telekinesis (30 STR), Fine Manipulation. Total cost: 55 points.*

OPTIONS:

- 1) **Strong Telekinesis:** Increase to Telekinesis (40 STR). Total cost: 70 points.
- 2) **Really Strong Telekinesis:** Increase to Telekinesis (60 STR). Total cost: 100 points.
- 3) **Weak Telekinesis:** Decrease to Telekinesis (20 STR). Total cost: 40 points.
- 4) **Area Telekinesis I:** The character can pick up or manipulate all the objects in an area telekinetically. However, he must do the same thing with all of them — lift them all 2", move them all the same distance to the left, or the like. Decrease to Telekinesis (20 STR), remove Fine Manipulation, and add Area Of Effect (3" Radius; +1). Total cost: 60 points.
- 5) **Area Telekinesis II:** As Area Telekinesis I, but the character can choose which objects to pick up. He

must still do the same thing with all of them. Add Selective (+1/4). Total cost: 67 points.

6) **Psychokinesis:** The character's Telekinesis works like a Mental Power. See page 231 of the *HERO System 5th Edition, Revised* for more information. Decrease to Telekinesis (20 STR) and add BOECV (PD applies; +1). Total cost: 80 points.

7) **Expanded Telekinesis I:** The character has such precise telekinetic control that he can pick up liquids. Add Affects Porous (page 10). Total cost: 65 points.

8) **Expanded Telekinesis II:** The character's Telekinesis even allows him to manipulate gases and mists. Decrease to Telekinesis (20 STR), remove Fine Manipulation, and add Affects Porous and Area Of Effect (4" Radius; +1). Total cost: 80 points.

OFFENSIVE POWERS

THE BIG SQUEEZE

Effect: Energy Blast 6d6, NND
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character squeezes the target throughout his body, disrupting many of his metabolic processes, driving the air from his lungs, and inflicting intense pain. Characters with force-field type defenses, or who don't need to breathe, aren't affected.

Game Information: *Energy Blast 6d6, NND (defense is PD Force Field/Force Wall or Life Support [Self-Contained Breathing]; +1). Total cost: 60 points.*

OPTIONS:

- 1) **The Really Big Squeeze:** Increase to Energy Blast 9d6. Total cost: 90 points.
- 2) **The Little Squeeze:** Decrease to Energy Blast 4d6. Total cost: 40 points.
- 3) **Group Hug:** The character can affect multiple characters at once. Add Area Of Effect (6" Radius; +1). Total cost: 90 points.
- 4) **Ongoing Squeeze:** The character can maintain the "squeeze" effect as long as he can afford to pay END. Add Continuous (+1). Total cost: 90 points.

CLOSE YOUR EYES

Effect: Sight Group Flash 3d6, NND
Target/Area Affected: One character
Duration: Constant
Range: 185"
END Cost: 4

Description: The character can telekinetically grab the target's eyelids and shut them, preventing him from seeing. Ordinary defenses against being blinded, such as a tolerance for bright lights, don't apply, but the character has to be able to see the target's eyes to use the attack.

Game Information: *Sight Group Flash 3d6, NND (defense is anything that prevents the character from clearly seeing the victim's eyes, or not having eyelids; +½), Continuous (+1). Total cost: 37 points*

OPTIONS:

- 1) **Strong Closing:** Increase to Sight Group Flash 5d6. Total cost: 62 points.
- 2) **Weak Closing:** Decrease to Sight Group Flash 2d6. Total cost: 25 points.
- 3) **Can't Smell, Either:** The character also telekinetically holds the target's nose shut. Add Smell/Taste Group. Total cost: 50 points.
- 4) **Sight Blocking:** Instead of holding the target's eyelids shut, the character picks up a small opaque object and holds it directly in front of the target's eyes so he cannot see. Change to NND (defenses is having eyes further than 3 inches apart; +1) and OIF (appropriate small objects of opportunity; -½). 45 Active Points; total cost 30 points.
- 5) **Skillful Closing:** The character has to grab the target just right or this power doesn't work. Add Requires A Telekinetic Tricks Roll (-½). Total cost: 25 points.

CRUSHING AND RENDING

Effect: RKA 3d6, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 335"
END Cost: 7

Description: The character has such power and precise control with his telekinesis that he can selectively crush, expand, twist, tear, and pull at a target's form, inflicting terrible wounds or damage.

Game Information: *RKA 3d6, Indirect (+½) (67 Active Points); No Knockback (-¼). Total cost: 54 points.*

OPTIONS:

- 1) **Greater Crushing I:** Increase to RKA 4d6. 90 Active Points; total cost 72 points.
- 2) **Lesser Crushing:** Decrease to RKA 2d6. 45 Active Points; total cost 36 points.
- 3) **Greater Crushing II:** Defenses provide little protection against the character's attack. Add Penetrating (+½). 90 Active Points; total cost 72 points.

4) **Greater Crushing III:** Defenses are even less likely to provide protection. Add Armor Piercing (+½) and Penetrating (+½). 112 Active Points; total cost 90 points.

5) **Greater Crushing IV:** Virtually no defense protects a target from this attack. Add NND (defense is PD Force Field or Force Wall; +1) and Does BODY (+1). 157 Active Points; total cost 126 points.

6) **The Deadly Squeeze:** The character can continue to crush and rend the target's form as long as he can pay END. Add Continuous (+1). Total cost: 112 Active Points; total cost 90 points.

ENERGY MANIPULATION

Effect: Telekinesis (30 "STR"), Energy Only
Target/Area Affected: Special
Duration: Constant
Range: 225"
END Cost: 4

Description: The character has the power to "pick up" masses of energy, such as electricity or fire, doing up to 6 Damage Classes' worth of damage (see Telekinesis And Energy, page 92). He can move the energy without extinguishing it, and can "touch" targets with it to inflict damage (which "uses up" the energy). He can also shape the energy into simple forms, such as a sphere, writing, or the like.

Game Information: *Telekinesis (30 "STR") (45 Active Points); Only Works On Energy (-½). Total cost: 30 points.*

OPTIONS:

- 1) **Greater Energy Manipulation:** Increase to Telekinesis (40 "STR"). 60 Active Points; total cost 40 points.
- 2) **Weaker Manipulation:** Decrease to Telekinesis (20 "STR"). 30 Active Points; total cost 20 points.

GYRATOR

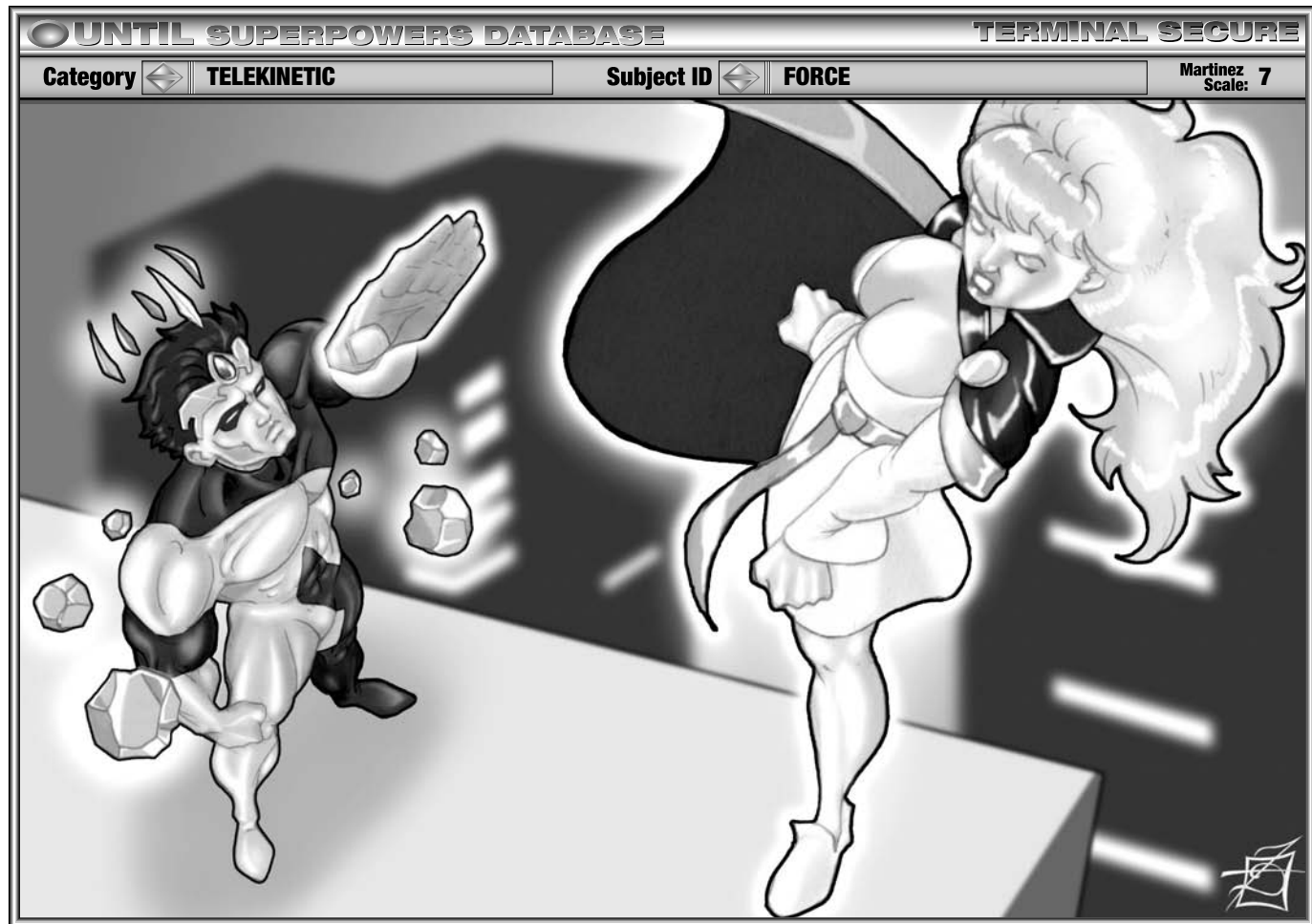
Effect: Drain DEX 3d6
Target/Area Affected: One character
Duration: Instant
Range: 150"
END Cost: 4

Description: The character telekinetically grabs a target and spins him around like a top, inducing dizziness and loss of dexterity.

Game Information: *Drain DEX 3d6, Ranged (+½). Total cost: 45 points.*

OPTIONS:

- 1) **Really Dizzy:** Increase to Drain DEX 4d6. Total cost: 60 points.
- 2) **Not Quite So Dizzy:** Decrease to Drain DEX 2d6. Total cost: 30 points.
- 3) **I Think I'm Gonna Be Sick...:** Being spun around so fast makes the target sick as well as dizzy. Add both DEX and CON simultaneously (+½). Total cost: 60 points.



SUBJECT ID: FORCE

“The most basic use of telekinesis is to grab an enemy and hold him without touching him. Sometimes the telekinetic bashes the held victim against the ground or walls, sometimes he throws him. But many times, as in this image from a battle between the Champions and the Crowns Of Krim, he simply holds the victim motionless.

“Freeing a telekinetically shackled victim is difficult — there’s no physical substance to attack. Only by stunning or injuring the telekinetic, or sometimes by moving him or his victim violently, can you hope to break the hold.”

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

4) **Got The Wobbles:** The dizzying effect of the character’s attack lasts quite a while. Add Delayed Return Rate (points return at the rate of 5 per Minute; +¼). Total cost: 52 points.

5) **Skillful Gyration:** The character has to do the spin just right or it doesn’t work. Add Requires A Telekinetic Tricks Roll (-½). Total cost: 30 points.

LOCKDOWN

Effect: Entangle 3d6, 3 DEF
Target/Area Affected: One character
Duration: Constant
Range: 300”
END Cost: 6

Description: The character can telekinetically grab another person and prevent him from moving. He maintains the “grab” (in game terms, the power is Constant). This means that if he doesn’t roll the maximum BODY on the dice in his first attack, he can roll again in later Phases, adding a minimum of +1 BODY per Phase until he reaches the maximum of 6 BODY. If anything damages the Entangle, the character may add +1 BODY per Phase to “heal” the damage (as described on page 166 of the *HERO System 5th Edition, Revised*). If the victim breaks out of the Entangle entirely, that ends the attack.

Game Information: Entangle 3d6, 3 DEF, Continuous (+1). Total cost: 60 points.

OPTIONS:

1) **Strong Lockdown:** Increase to Entangle 4d6, 4 DEF. Total cost: 80 points.

2) **Weak Lockdown:** Decrease to Entangle 2d6, 2 DEF. Total cost: 40 points.

3) **Lockdown Variant:** Change to Entangle 2d6, 4 DEF. Total cost: 60 points.

4) **Restricted Lockdown:** To maintain the lockdown, the character must refrain from using other telekinetic powers. Add Lockout (-½). 60 Active Points; total cost 40 points.

5) **Lockdown Only:** The character can only Entangle victims; he cannot form barriers of telekinetic force. Add Cannot Form Barriers (-¼). 60 Active Points; total cost 48 points.

6) **Easy Lockdown:** Instead of having to maintain the Lockdown, the character simply binds the target with telekinetic energy and leaves him that way. Change to Entangle 6d6, 6 DEF. Total cost: 60 points.

MISSILE PROJECTION

Effect: Energy Blast 9d6/RKA 3d6
Target/Area Affected: One character
Duration: Instant
Range: 250”
END Cost: 4

Description: The character uses his telekinetic powers to pick up small objects and “throw” them at a target with tremendous force.

Game Information:
Cost Power

- 30 *Missile Projection*: Multipower, 45-point reserve; all OIF (-½)
- 3u 1) *Blunt Object Projection*: Energy Blast 9d6; OIF (small, blunt objects of opportunity; -½)
- 3u 2) *Sharp Object Projection*: RKA 3d6; OIF (small, sharp objects of opportunity; -½)
- Total cost: 36 points.**

OPTIONS:

- 1) **Strong Missile Projection**: Increase reserve to 60 points, slot one to Energy Blast 12d6, and slot two to RKA 4d6. Total cost: 48 points.
- 2) **Weak Missile Projection**: Decrease reserve to 40 points, slot one to Energy Blast 8d6, and slot two to RKA 2½d6. Total cost: 33 points.
- 3) **Missile Projection Variant**: As Weak Missile Projection, but increase reserve to 60 points and add Armor Piercing (+½) to both slots. Total cost: 48 points.
- 4) **Rapid-Fire Missile Projection**: If the character has enough small objects available, he can quickly shoot several of them at one target, or one each at multiple targets. As Weak Missile Projection, but increase reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 48 points.

SHUT YOUR MOUTH

Effect: Darkness to Hearing Group, Only To Prevent Speech

Target/Area Affected: One character

Duration: Constant

Range: 60"

END Cost: 1

Description: The character uses his telekinetic powers to hold a target's mouth shut and tongue motionless, preventing him from speaking.

Game Information: *Darkness to Hearing Group 1" radius, Usable As Attack (defense is Telekinetic STR greater than the character's Telekinetic STR, a PD Force Field, or anything that hides the target's mouth from the character's view; +1), Ranged (+½) (12 Active Points); Only Affects One Character (-½), Only To Prevent Speech (-1). Total cost: 5 points.*

OPTIONS:

- 1) **Muzzle**: By holding the target's mouth shut, the character also prevents him from biting. Add

Drain HKA 4d6, Ranged (+½), Delayed Return Rate (points return at the rate of 5 per Minute; +¼) (70 Active Points); Linked (-¼), Only Bite-Based HKAs (-1½), Points Fade Immediately If Darkness Deactivated (-½) (total cost: 21 points). 12 + 70 = 91 Active Points; total cost 5 + 21 = 26 points.

- 2) **Skillful Shutting**: The character has to grab the target just right or he can't shut the target's mouth. Add Requires A Telekinetic Tricks Roll (-½). Total cost: 4 points.

TELEKINETIC BLADE

Effect: HKA 2d6 (up to 4d6 with STR)

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 3

Description: The character creates a "sword" of telekinetic force with which to strike his enemies.

Game Information: *HKA 2d6 (up to 4d6 with STR). Total cost: 30 points.*

OPTIONS:

- 1) **Telekinetic Greatsword**: Increase to HKA 2½d6 (up to 5d6+1 with STR). Total cost: 40 points.
- 2) **Telekinetic Dagger**: Decrease to HKA 1d6 (up to 2d6 with STR). Total cost: 15 points.
- 3) **Sharp Blade**: The character's telekinetic blade is unusually sharp. Add Armor Piercing (+½). Total cost: 45 points.
- 4) **Agile Blade**: The character's telekinetic blade originates from him, but can strike from any angle. Add Indirect (+½). Total cost: 45 points.

TELEKINETIC BLAST

Effect: Energy Blast 9d6 (physical)

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can telekinetically "punch" or "smash" his enemies.

Game Information: *Energy Blast 9d6 (physical). Total cost: 45 points.*

OPTIONS:

- 1) **Strong Blast**: Increase to Energy Blast 12d6. Total cost: 60 points.
- 2) **Weak Blast**: Decrease to Energy Blast 7d6. Total cost: 35 points.
- 3) **Sharp Telekinetic Blast**: The character can "shape" the leading edge of his attack so that it cuts through a target's defenses. Decrease to Energy Blast 8d6 and add Armor Piercing (+½). Total cost: 60 points.
- 4) **Telekinetic Barrage**: The character can fire multiple beams of force at one or more targets. Decrease to Energy Blast 8d6 and add Autofire (5 shots; +½). Total cost: 60 points.
- 5) **Irresistible Blast**: The character telekinetically strikes at the target from all directions, hitting his most vulnerable spots, making most forms of protection useless. Decrease to Energy Blast 5d6 and add NND (defense is PD Force Field, or a PD Force Wall that surrounds the target; +1), Does BODY (+1), and No Knockback (-¼). 75 Active Points; total cost 60 points.

6) Telekinetic Assault: Instead of projecting a telekinetic beam, the character uses his telekinetic powers to strike the target from any angle. Decrease to Energy Blast 8d6 and add Indirect (+¾). Total cost: 70 points.

7) Expanded Telekinetic Attack: The character can telekinetically attack everyone in an area. Decrease to Energy Blast 7d6 and add Area Of Effect (4" Radius; +1). Total cost: 70 points.

8) Telekinetic Cone: As Expanded Telekinetic Attack, but change to Area Of Effect (8" Cone; +1) and add No Range (-½). 70 Active Points; total cost 47 points.

TELEKINETIC LANCE

Effect: RKA 2d6, Penetrating
Target/Area Affected: One character
Duration: Instant
Range: 225"
END Cost: 4

Description: Similar to Telekinetic Blast, this power instead penetrates, rips, and tears at the target, inflicting serious injuries. (See Force Spear, page 98, for a similar power you could borrow ideas from for this ability.)

Game Information: RKA 2d6, Penetrating (+½). Total cost: 45 points.

OPTIONS:

1) Strong Lance: Increase to RKA 3d6. Total cost: 67 points.

2) Weak Lance: Decrease to RKA 1d6+1. Total cost: 30 points.

3) Power Lance: This form of Telekinetic Lance is so powerful that it can affect almost anyone. Increase to Penetrating (x2; +1). Total cost: 60 points.

4) Unavoidable Lance: The character's Telekinetic Lance can strike from any angle. Add Indirect (+¾). Total cost: 67 points.

5) Telekinetic Darts: Instead of shooting a single "lance" of telekinetic force, the character fires a fusillade of smaller telekinetic "darts." Add Autofire (5 shots; +½). Total cost: 60 points.

TELEKINETIC MACE

Effect: HA +6d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: The character creates a sort of bludgeoning weapon out of telekinetic force and uses it to smash his foes.

Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-½). Total cost: 20 points.

OPTIONS:

1) Powerful Mace: Increase to HA +8d6. 40 Active Points; total cost 27 points.

2) Smaller Mace: Decrease to HA +4d6. 20 Active Points; total cost 13 points.

3) Spiked Mace: The character's force-mace has spikes on it so it can easily penetrate armor. Add Armor Piercing (+½). 45 Active Points; total cost 30 points.

4) Telekinetic Morningstar: The character's "club" has enough flexibility to bend around shields and similar defenses so it can more easily strike targets. Add Indirect (always from the target's right or left side, to avoid shields and like defenses; +¾). 37 Active Points; total cost 25 points.

DEFENSIVE POWERS

TELEKINETIC DEFENSE

Effect: Armor (up to 8 PD/up to 8 ED), Ablative, Activation Roll 14- (-½), OIF
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character picks up an object, such as a trashcan lid, boulder, or the like, and uses it to block attacks. The amount of protection provided depends on the object; a metal plate offers more defense than a wooden board, for example. The attacks gradually destroy the object until there's nothing left of it. The character must make a roll each Phase to keep the object properly positioned (in game terms, this is an Activation Roll, bought to equal the character's Telekinetic Tricks roll).

Game Information: Armor (up to 8 PD/up to 8 ED) (24 Active Points); OIF (appropriate objects of opportunity; -½), Ablative (-½), Activation Roll 14- (assumes Telekinetic Tricks roll of 14-; -½), Only Provides Armor Up To DEF+BODY Of Object Or 8 PD/8 ED, Whichever Is Less (-½), Costs Endurance (-½). Total cost: 7 points.

OPTIONS:

1) Tougher Armor: Increase to Armor (up to 12 PD/up to 12 ED). 36 Active Points; total cost 10 points.

2) Weak Armor: Decrease to Armor (up to 5 PD/up to 5 ED). 15 Active Points; total cost 4 points.

3) Protect My Friends: The character can use a "blocking object" to protect his friends instead of himself. This is bought Usable As Attack so the character controls the Armor and pays the END cost. Add Usable As Attack (defense is refusal to have the power applied; +1) and Ranged (+½), and remove Costs Endurance (-½). 60 Active Points; total cost 20 points.

TELEKINETIC SHIELD**Effect:** Force Field (25 PD/20 ED)**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 4**Description:** The character can create a field of telekinetic energy to protect himself from attacks.**Game Information:** *Force Field (25 PD/20 ED).**Total cost: 45 points.***OPTIONS:****1) Strong Telekinetic Shield:** Increase to Force Field (30 PD/25 ED). Total cost: 55 points.**2) Weak Telekinetic Shield:** Decrease to Force Field (20 PD/15 ED). Total cost: 35 points.**3) Nobody's Getting Hurt While I'm Around:** The character can give other characters the ability to create telekinetic shields around themselves. Decrease to Force Field (10 PD/8 ED), Usable Simultaneously (up to 8 people at once; +1), Ranged (+½). Total cost: 45 points.**TELEKINETIC WALL****Effect:** Force Wall (12 PD/8 ED)**Target/Area Affected:** Varies**Duration:** Constant**Range:** 250"**END Cost:** 5**Description:** The character can create a barrier of telekinetic energy to protect himself, and sometimes others, from attacks.**Game Information:** *Force Wall (12 PD/8 ED).**Total cost: 50 points.***OPTIONS:****1) Strong Wall:** Increase to Force Wall (14 PD/10 ED). Total cost: 60 points.**2) Weak Wall:** Decrease to Force Wall (10 PD/6 ED). Total cost: 40 points.**3) Larger Wall:** Add +4" length and +1" height. Total cost: 60 points.**TELEKINETIC WHIRLWIND****Effect:** Force Field (12 PD/12 ED), OIF, Ablative plus Energy Blast 6d6, OIF**Target/Area Affected:** Self/3" Radius**Duration:** Constant**Range:** Self/No Range**END Cost:** 12**Description:** The character picks up a large number of small objects and telekinetically whirled them around his body. As they orbit him, they not only protect him from attacks, but they hit and hurt anyone who comes within 3" of him. However, as they get destroyed by attacks, the whirlwind becomes less and less effective.

The OIF for this power indicates the need for a sufficient number of objects of opportunity with

which to form a whirlwind. The GM decides what counts as "sufficient"; typically, a character needs enough small, reasonably sturdy objects to fill at least half a cubic hex. If the character doesn't have that much material to work with, the GM can allow him to use the power anyway, but with the Ablative effect already reduced to an Activation Roll of 14-, or lower (depending on just how much material the character has).

The Area Of Effect for this power is voluntarily restricted to 3", though it could be as large as 7" based on the points in the Energy Blast. Area Of Effect powers normally don't move once established. However, given the nature of this ability the GM should consider allowing it to move with the character as he moves.

Game Information: *Force Field (12 PD/12 ED) (24 Active Points), OIF (sufficient quantity of objects of opportunity; -½), Ablative (-½) (12 Active Points) plus Energy Blast 6d6 (physical), Area Of Effect (3" Radius; +1), Constant (+1), Hole In The Middle (+¼) (97 Active Points); OIF (sufficient quantity of objects of opportunity; -½), No Range (-½), Linked (character may use 1d6 of Energy Blast per 2 PD/2 ED of Force Field available; -¼), No Knockback (-¼) (total cost: 39 points). 24 + 97 = 121 Active Points; total cost 12 + 39 = 51 points.***MOVEMENT POWERS****TELEKINETIC FLIGHT****Effect:** Flight 12"**Target/Area Affected:** Self**Duration:** Constant**Range:** Self**END Cost:** 2**Description:** The character can telekinetically pick himself up, thus using his powers to fly.**Game Information:** *Flight 12". Total cost: 24 points.***OPTIONS:****1) Faster Telekinetic Flight:** Increase to Flight 15". Total cost: 30 points.**2) Slower Telekinetic Flight:** Decrease to Flight 10". Total cost: 20 points.**3) Telekinetic Levitation:** The character can only use his power to "fly" straight up and down. Add Levitation (-½). Total cost: 16 points.**4) Come On Along For The Ride:** The character can also pick up some of his friends and bring them along with him. Buy as a naked Advantage Usable Simultaneously (up to four people at once; +¾) (18 Active Points); Recipients Must Remain Within 10" Of Character (-½). Total cost: 12 points.**NEW LIMITATION:
LEVITATION (-½)**This -½ Limitation for Flight indicates that the character can only fly straight up or straight down. Normal rules for moving with or against gravity apply (*HERO System 5th Edition*, page 238), so the character can descend faster than he ascends.

**SUBJECT ID:
MIND
SLAYER**

“Subject Mind Slayer was observed by this agent when she and her teammates in PSI battled the Champions in downtown Millennium City. Extensive readings were taken of a number of Mind Slayer’s powers, including several specialized applications of her telekinesis. Of particular note was her tendency to employ large objects in the environment (automobiles, lampposts, boulders, and the like) as weapons. Agents facing her in battle may want to try to destroy any such objects, forcing her to attack one person at a time.”

—USPD field research notes by Agent Liam Conway

**MORE OPTIONS
FOR TELEKINETIC
TUNNELING**

- 1) **Faster Digging:**
Tunneling 12” through DEF 12 materials. Total cost: 60 points.
- 2) **Slower Tunneling:**
Tunneling 6” through DEF 8 materials. Total cost: 36 points.



UNTIL SUPERPOWERS DATABASE **TERMINAL SECURE**

Category **TELEKINETIC** Subject ID **MIND SLAYER** Martinez Scale: **7**

TELEKINETIC TUNNEL

Effect: Tunneling 8” through DEF 8 materials
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 5

Description: The character uses his telekinetic power to dig tunnels through the ground (and other substances).

Game Information: *Tunneling 8” through DEF 8 materials. Total cost: 40 points.*

OPTIONS:

- 1) *Leave No Hole:* The character can fill in the hole he makes behind himself. Add Fill In. Total cost: 50 points.

SENSORY POWERS
TELEKINETIC AWARENESS

Effect: Radar
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character emits pulses of telekinetic energy that rebound from physical objects and return to him, allowing him to “feel” an area even if he cannot see it. However, the presence of large amounts of physical matter around him — such as when he’s in a sandstorm, rainstorm, or blizzard — may create “static” that hinders or blinds his radar.

Game Information: *Radar (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense. Total cost: 32 points.*

MISCELLANEOUS POWERS
TELEKINETIC DUPLICATE

Effect: Duplication (creates one 250-point Duplicate), Easy Recombination, Ranged Recombination
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 9 to activate

Description: The character can create a “duplicate” of himself out of pure telekinetic energy. The duplicate is a lesser version of himself, with reduced-power versions of the same abilities (including telekinetic powers other than this one). The character can dispel (recombine with) the duplicate with little difficulty.

Game Information: *Duplication (creates one 250-point Duplicate), Easy Recombination (Zero Phase Action at full DCV), Ranged Recombination (+½) (90 Active Points); Costs Endurance (to activate; -¼). Total cost: 72 points*

OPTIONS:

- 1) *Tiring Duplication:* The character must pay END every Phase to keep the Duplicate in existence. Change to Costs Endurance (-½). Total cost: 60 points.

TELEPORTATION POWERS



Teleportation Powers allow a character to move instantly from one place to another without physically crossing the intervening space, or to cause other people or objects to do the same. Although more limited than many power categories, it often proves effective in combat because few characters can resist effects such as having small objects teleported into their bodies.

Many of the Dimensional Manipulation Powers (page 61) and Speedster Powers (page 199) are closely related to Teleportation Powers. You may want to review those categories as well when building a teleporting character.

OFFENSIVE POWERS

APORTATION

Effect: Teleportation 10" Usable As Attack

Target/Area Affected: One character

Duration: Instant

Range: 250"

END Cost: 5

Description: The character can aport another person — teleport him against his will, a particularly dangerous form of attack when used against targets on rooftops, space stations, bridges, or the like.

Game Information: *Teleportation 10", Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Ranged (+½). Total cost: 50 points.*

OPTIONS:

1) Increased Aportation I: Increase to Teleportation 15". Total cost: 75 points.

2) Increased Aportation II: Increase to Teleportation 20". Total cost: 100 points.

3) Far Aportation I: The character can send a victim *far* away. The GM should review this power carefully before allowing it in the game; it may prove unbalancingly effective. Add MegaScale (1" = 1 km; +¼). Total cost: 55 points.

4) Far Aportation II: With this power, a character can teleport a target from the surface of the Earth directly into outer space. The GM should be even warier of allowing this form of Aportation into the game. Add MegaScale (1" = 50 km; +¾). Total cost: 65 points.

5) Shortened Aportation: Decrease to Teleportation 7". Total cost: 35 points.

6) Altered Positioning: The character cannot only move the target, he can cause him to change facing. This is particularly effective as an attack when used to make a character performing a Move By/Through hit one of his allies (or a wall) instead of his intended target. Add Position Shift. Total cost: 62 points.

7) Long-Range Aportation: If the character can see his target, he can easily hit him with this attack. Add Line Of Sight (+½). Total cost: 60 points.

8) Short-Range Aportation: The character can only attack targets within 30" with this power. Add Limited Range (30"; -¼). 50 Active Points; total cost 40 points.

9) Aportation Touch: The character has to touch his target to aport him. Remove Ranged (+½). Total cost: 40 points.

APORTIVE BLINDING

Effect: Major Transform 7d6 (sighted person into blind person)

Target/Area Affected: One character

Duration: Instant

Range: 30"

END Cost: 10

Description: The character aports the target's eyes right out of their sockets, leaving the victim totally blind.

Game Information: *Major Transform 7d6 (sighted person into blind person; heals back through eye transplantation) (105 Active Points); Limited Target (beings with eyes; -¼), All Or Nothing (-½), Limited Range (30"; -¼). Total cost: 52 points.*

OPTIONS:

1) Aportive Mutilation: The character can do more than just aport a target's eyes away; he can also inflict other crippling changes, such as aporting away the ears (deafness), the hands (impose a Physical Limitation), the feet (permanent loss of inches of Running), and so forth. Add Improved Results Group (fully capable human into human suffering from various handicaps; +¼) and change to Limited Target (living beings, may only inflict one change at a time; -¼). 131 Active Points; total cost 65 points.



APORT MISSILES

Effect: RKA 2d6, Penetrating (x2), OIF
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character can aport a small object into the target, disrupting his body/form and causing grievous damage.

Game Information: RKA 2d6, Penetrating (x2; +1) (60 Active Points); OIF (small objects of opportunity; -½). Total cost: 40 points.

OPTIONS:

- 1) **More Accurate Missiles:** Increase to RKA 3d6. 90 Active Points; total cost 60 points.
- 2) **Less Accurate Missiles:** Decrease to RKA 1d6. 30 Active Points; total cost 20 points.
- 3) **Aport Barrage:** The character can aport multiple objects into the target. Decrease to RKA 1½d6 and add Autofire (5 shots; +½). 62 Active Points; total cost 41 points.
- 4) **Accurate Aport Missiles:** If the character can see a target, he can hit it, regardless of the intervening distance. Add Line Of Sight (+½). 75 Active Points; total cost 50 points.

APORT PUNCH

Effect: Teleport 5" Usable As Attack plus HA +4d6
Target/Area Affected: One character
Duration: Instant
Range: 6"/Touch
END Cost: 4

Description: The character winds up for a punch, teleports a target right into the path of his fist, and then wallops him.

Game Information: Teleportation 5", Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Ranged (+½) (25 Active Points); Limited Range (6"; -¼) (total cost: 20 points) **plus** HA +4d6 (20 Active Points); Hand-To-Hand Attack (-½), Linked (-½) (total cost: 10 points). Total cost: 30 points.

OPTIONS:

- 1) **Longer Aportation:** Increase to Teleportation 8" and Limited Range to 9". 40 + 20 = 60 Active Points; total cost 32 + 10 = 42 points.
- 2) **Harder Punch:** Increase to HA +5d6. 25 + 25 = 50 Active Points; total cost 20 + 12 = 32 points.
- 3) **Longer And Harder, Baby:** Increase to Teleportation 8", Limited Range to 9", and HA +5d6. 40 + 25 = 65 Active Points; total cost 32 + 12 = 44 points.
- 4) **Shorter And Weaker:** Decrease to Teleportation 3", Limited Range to 4", and HA +3d6. 15 + 15 = 30

Active Points; total cost 12 + 7 = 19 points.

5) Skillful Aport Punch: The character has to time the aportion and punch just right or the attack doesn't work. Add Requires A Teleportation Tricks Roll (-½) to both powers. 25 + 20 = 45 Active Points; total cost 14 + 8 = 22 points.

COMBAT APORTATION

Effect: Energy Blast 4d6, NND

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Description: The character aports a person in and out of existence dozens or hundreds of times in the space of a second, wreaking havoc with the victim's metabolism and often causing him to pass out.

Game Information: *Energy Blast 4d6, NND (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1). Total cost: 40 points.*

OPTIONS:

- 1) Strong Combat Aportation:** Increase to Energy Blast 6d6. Total cost: 60 points.
- 2) Weak Combat Aportation:** Decrease to Energy Blast 3d6. Total cost: 30 points.
- 3) Short-Range Combat Aportation:** The character can only use this attack on targets within 20". Add Limited Range (20"; -¼). 40 Active Points; total cost 32 points.
- 4) Long-Range Combat Aportation:** If the character can see his target, he can easily hit him with this attack. Decrease to Energy Blast 3d6 and add Line Of Sight (+½). Total cost: 37 points.
- 5) Combat Aportation Touch:** The character has to touch his target to attack him with this power. Add No Range (-½). Total cost: 27 points.
- 6) Sickening Combat Aportation:** The effect of rapid teleportation sickens the victim. Add Drain CON 2d6, Ranged (+½) (30 Active Points); Linked (-½) (total cost: 20 points). 40 + 30 = 70 Active Points; total cost 40 + 20 = 60 points.
- 7) Ongoing Combat Aportation:** The character can keep aportioning the target until the target passes out. Decrease to Energy Blast 3d6 and add Continuous (+1). Total cost: 45 points.

DEADLY APORTATION

Effect: RKA 1d6, NND, Does BODY

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can aport away bits of the character's body and internal organs, inflicting terrible, and generally irresistible, wounds.

Game Information: *RKA 1d6, NND (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Does BODY (+1). Total cost: 45 points.*

OPTIONS:

- 1) Deadlier Aportation:** Increase to RKA 2d6. Total cost: 90 points.
- 2) Less Deadly Aportation:** Decrease to RKA ½d6. Total cost: 30 points.
- 3) Aport Into Walls:** The character causes injury not by aportioning away parts of the target's body, but by aportioning him into solid objects, such as walls. There must be a solid object within 8" of the target for this attack to work. This doesn't trap the target, but does cause significant injury. Add Teleportation 8"; Usable As Attack (defense is Teleportation, Extra-Dimensional Movement, or Force Wall; +1), Ranged (+½) (40 Active Points); Linked (-½) (total cost: 27 points). 45 + 40 = 85 Active Points; total cost 45 + 27 = 72 points.
- 4) Ongoing Deadly Aportation:** The character can keep aportioning bits of the target away until he dies. Add Continuous (+1). Total cost: 60 points.
- 5) Short-Range Deadly Aportation:** The character can only use this attack on targets within 30". Add Limited Range (30"; -¼). 45 Active Points; total cost 36 points.
- 6) Long-Range Deadly Aportation:** If the character can see a target, he can easily attack him with this power. Add Line Of Sight (+½). Total cost: 52 points.

DROPPED OBJECTS

Effect: EB 8d6/RKA 2d6, Indirect, OIF

Target/Area Affected: One character

Duration: Instant

Range: 185"

END Cost: 5/4

Description: The character can aport a nearby heavy object over the target and drop it on him. Blunt, heavy objects do Normal Damage; sharp, pointed, or spiked ones do Killing Damage.

Game Information:

Cost Power

33 *Dropped Objects:* Multipower, 50-point reserve; all OIF (-½)

3u 1) *Blunt Objects:* Energy Blast 8d6, Indirect (always from above target; +¼); OIF (heavy blunt objects of opportunity; -½), Limited Range (185"; -¼)

2u 2) *Sharp/Pointed Objects:* RKA 2d6, Indirect (always from above target; +¼); OIF (heavy sharp objects of opportunity; -½)


Total cost: 38 points.

SUBJECT ID: CHESHIRE CAT

"Some teleporters can move not just themselves, but anyone else they want, through a teleportation "gate" or "portal." Cheshire Cat is a good example; the accompanying security camera photo shows his power in use. This method of travel has several weaknesses you can take advantage of. First, while the gate is open, you can shoot through it, so just because the supercriminal is now several miles away doesn't mean you can't hit him. Second, you can yourself move through the portal and pursue the teleporter. Third, most gates have a mass restriction; if you can somehow load the teleporter or his comrades down with extra weight, you can keep them from passing through it."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

UNTIL SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	TELEPORTATION	Subject ID	TESSERACT
			Martinez Scale: 10



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DEFENSIVE POWERS

APORTATION POINT DEFENSE

Effect: Missile Deflection (all physical attacks)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 1

Description: The character reflexively aports physical missiles away so that they don't hit him.

Game Information: *Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-½). Total cost: 10 points.*

OPTIONS:

1) **Ranged Point Defense:** The character can use his aportive powers to defend other people as well. Add Range (+1). 30 Active Points; total cost 20 points.

2) **Aportation Point Offense:** Instead of merely sending a missile away, the character aports it so that it will hit someone else. Add Reflection (any target). 45 Active Points; total cost 30 points.

BLINK TELEPORTATION

Effect: +8 DCV

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can reflexively teleport himself out of harm's way. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he winks out of existence right before they hit him, then reappears a micro-second later.

Game Information: +8 DCV (40 Active Points); Costs Endurance (-½). Total cost: 27 points.

COHERENT FORM

Effect: Armor (30 PD/0 ED), Only Versus Misteleportation Damage

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: According to the rules on page 367 of the *HERO System 5th Edition, Revised*, a character who accidentally Teleports into a solid object can suffer severe injury — and no defense applies. However, if the GM wishes, he can allow characters with Teleportation Powers to buy this power as a specific defense that applies only against damage incurred by rolling

on the Teleportation Damage Table.

Game Information: *Armor (30 PD/0 ED) (45 Active Points); Only Versus Misteportation Damage (-2). Total cost: 15 points.*

MOVEMENT POWERS

TELEPORTATION

Effect: Teleportation 20"
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The most common power in this category, Teleportation allows a character to teleport himself from one location to another.

Game Information: *Teleportation 20". Total cost: 40 points.*

OPTIONS:

- 1) **Improved Teleportation I:** Increase to Teleportation 30". Total cost: 60 points.
- 2) **Improved Teleportation II:** Add x8 Noncombat. Total cost: 50 points.
- 3) **Improved Teleportation III:** The character can Teleport anywhere on Earth, though he may need a way to see where he's going (such as Teleportation Sense, below) if he's never been there before. Decrease to Teleportation 15" and add MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼). Total cost: 67 points.
- 4) **Shorter Teleportation:** Decrease to Teleportation 10". Total cost: 20 points.
- 5) **Focused Teleportation:** The character's teleportation ability is so powerful he can Teleport through even substances designed to stop Teleportation. Add Armor Piercing (+½). Total cost: 60 points.
- 6) **Group Teleportation:** The character can Teleport several friends, or one or more large objects weighing no more than 800 kg total, with him. Add x8 Increased Mass. Total cost: 55 points.
- 7) **Home Base:** The character has a special location he can always return to if it's within his Teleportation range, even if he cannot perceive it. Add one Fixed Location. Total cost: 40 + 1 = 41 points.
- 8) **Home Away From Home:** The character can establish a floating "return point" that he can Teleport to if it's in range, even if he cannot perceive it. Add one Floating Fixed Location. Total cost: 40 + 5 = 45 points.

TELEPORTATION GATE

Effect: Teleportation 15", Gate
Target/Area Affected: One Hex
Duration: Constant
Range: No Range
END Cost: 8

Description: The character can open up a "teleportation portal" that anyone can move through. People can travel either way through the portal, or fire attacks through it.

Game Information: *Teleportation 15", Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼) (82 Active Points); Gate (-½). Total cost: 55 points.*

OPTIONS:

- 1) **Improved Gate:** Increase to Teleportation 20". 110 Active Points; total cost 73 points.
- 2) **MegaGate:** Decrease to Teleportation 8" and add MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼). 64 Active Points; total cost 43 points.
- 3) **Greater Capacity:** The character's Gate can handle loads of up to 1,600 kg. Increase to x16 Increased Mass. 137 Active Points; total cost 91 points.
- 4) **Greater Size:** The character's Gate can handle objects or persons up to 13" wide and weighing up to 1,600 kg. Increase to x16 Increased Mass and add Area Of Effect (13" Radius; +1). 162 Active Points; total cost 108 points.

SENSORY POWERS

TELEPORTATION SENSE

Effect: Clairsentience (Sight Group)
Target/Area Affected: Self
Duration: Instant
Range: 1,600"/100,000 km
END Cost: 4

Description: The character has an innate sense for where he can teleport to, thus ensuring that he teleports safely.

Game Information:

Cost Power

- | | |
|----|---|
| 27 | <i>Teleportation Sense:</i> Multipower, 67-point reserve, all Only To Perceive Teleportation Locations (-1), Instant (-½) |
| 2u | 1) <i>Short-Range Sense:</i> Clairsentience (Sight Group), Targeting, 16x Range (1,600"); Only To Perceive Teleportation Locations (-1), Instant (-½) |
| 3u | 2) <i>Long-Range Sense:</i> Clairsentience (Sight Group), Targeting, MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); Only To Perceive Teleportation Locations (-1), Instant (-½) |

Total cost: 32 points.

SUBJECT ID: TESSERACT

"The most difficult thing about teleporting super-criminals is, of course, the fact that they can escape so easily. A running or flying villain you can at least pursue, given the means. But a teleporter — particularly one who can travel great distances, such as Tesseract — travels so far so quickly (often bypassing intervening obstacles in the process) that pursuit becomes futile in many cases.

"Agents who expect to encounter supercriminals with long-distance teleportation powers should obtain from Logistics & Supply a U-TRT-1 tracing device. Small enough to go unnoticed even on most superhumans' costumes, it broadcasts a tracking signal you can follow on your in-helmet radio. It's not a foolproof counter-measure, but it helps to even the odds a bit."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

TIME POWERS



Time Powers represent a character's ability to travel through and manipulate time. He can speed things up, slow them down, and even stop time to create various effects. This provides him with great power, and great flexibility in how he applies that power, so GMs may want to evaluate characters with chrontal powers carefully before allowing them into the game.

Speedster Powers (page 199), Precognition Powers (page 167), and Dimensional Manipulation Powers (page 61) are all related to Time Powers in various ways. You may want to look at those categories when creating time-manipulating characters. For example, a chronomanipulator might buy Speedster Studiousness (page 205) defined as putting himself in a bubble of "fast time" so he can read more quickly, or Me First! (page 206) to represent how he shifts himself forward in time a split-second so he can act before anyone else.

OFFENSIVE POWERS

AGE MANIPULATION

Effect: Major Transform 8d6 (aging)
Target/Area Affected: One character
Duration: Instant
Range: 750"
END Cost: 15

Description: The character can advance a person backward or forward through time, making him into a younger or older version of himself. This may cause related changes as well; for example, a mutant whose powers manifested during puberty loses those powers if he's regressed to age 5, and a person aged to the point of senility probably loses most (if not all) of his abilities.

Game Information: *Major Transform 8d6 (anything into older/younger/newer version of itself; heals via the application of any chrontal manipulation power), Improved Result Group (+¼). Total cost: 150 points.*

OPTIONS:

- 1) Weak Age Manipulation:** Decrease to Major Transform 4d6. Total cost: 75 points.
- 2) Ongoing Age Manipulation:** The character can keep accelerating/reversing the effects of time on the subject as long as he (the character) continues to pay END. Decrease to Major Transform 3d6 and add Continuous (+1). Total cost: 101 points.

3) Age Manipulation Touch: The character must touch the target to reverse or accelerate the target's flow of time. Add No Range (-½). 150 Active Points; total cost 100 points.

4) Aging Field: The character can alter the age of multiple objects within an area. He must apply the same effect (accelerating or reversing the flow of time) to all affected objects. Decrease to Major Transform 3d6 and add Area Of Effect (6" Radius; +1), Selective (+¼). Total cost: 112 points.

FAST TIME BUBBLE

Effect: Aid SPD 5d6, Costs Recipient END
Target/Area Affected: One character
Duration: Instant
Range: 250"
END Cost: 0

Description: The character can put himself or another person in a bubble of fast time, thus making it look and act as if the subject is moving in "fast forward" while the rest of the world moves at normal speed. This tires the subject out quickly; he must spend 2 END per point of SPD gained per Phase (every Phase, not just the extra ones) while the Aid remains in effect.

Game Information: *Aid SPD 5d6, Ranged (+½) (75 Active Points); Recipient Must Spend 2 END Per Point Of Extra SPD Gained Per Phase While Aid Remains In Effect (-½). Total cost: 50 points.*

OPTIONS:

- 1) Faster Time Bubble:** Increase to Aid SPD 7d6. 105 Active Points; total cost 70 points.
- 2) Slower Fast Time Bubble:** Decrease to Aid SPD 3d6. 45 Active Points; total cost 30 points.
- 3) Fast Time Touch:** The character must touch the subject to fast-forward him. Remove Ranged (-½). 50 Active Points; total cost 33 points.
- 4) Tiring Fast Time Bubble:** The character must exert himself to maintain the fast time effect. If he uses the power on himself, he has to pay the standard END cost *and* the cost indicated by the Limitation on the power. Add Costs Endurance (-½). Total cost: 37 points.
- 5) Fast Time Field:** The character can make multiple people move faster. Decrease to Aid SPD 3d6 and add Area Of Effect (5" Radius; +1), Selective (+¼). 82 Active Points; total cost 55 points.

NO SLEEP 'TIL BROOKLYN

Effect: Energy Blast 8d6, NND
Target/Area Affected: One character
Duration: Instant
Range: 400"
END Cost: 8

Description: The character rapidly accelerates the target through time for a day or more, until the target is too sleepy to stay awake.

Game Information: *Energy Blast 8d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Diminished Sleep]; +1). Total cost: 80 points.*

OPTIONS:

- 1) **Just Sleepy:** Decrease to Energy Blast 6d6. Total cost: 60 points.
- 2) **The Yawns:** Decrease to Energy Blast 4d6. Total cost: 40 points.
- 3) **Go To Sleep:** The character has to touch the target to make him fall asleep. Add No Range (-½). Total cost: 53 points.
- 4) **Contagious Yawns:** The character can make everyone in a given area sleepy. Decrease to Energy Blast 5d6 and add Area Of Effect (5" Radius; +1). Total cost: 75 points.

SLOW TIME BUBBLE

Effect: Drain SPD 5d6
Target/Area Affected: One character
Duration: Instant
Range: 250"
END Cost: 7

Description: The character can put another person in a bubble of slow time, thus making the subject look and act as if he is moving in "slow motion" while the rest of the world moves at normal speed.

Game Information: *Drain SPD 5d6, Ranged (+½). Total cost: 75 points.*

OPTIONS:

- 1) **Snail Time:** Increase to Drain SPD 7d6. Total cost: 105 points.
- 2) **Not So Slow Time:** Decrease to Drain SPD 3d6. Total cost: 45 points.
- 3) **Lasting Slowness:** Decrease to Drain SPD 4d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +¼). Total cost: 70 points.
- 4) **Slowness Zone:** The character can make everyone in an area move more slowly. Decrease to Drain SPD 3d6 and add Area Of Effect (5" Radius; +1), Selective (+¼). Total cost: 82 points.
- 5) **Slow Touch:** The character must touch the target to slow down time around him. Add No Range (-½). Total cost: 50 points.

STOP TIME

Effect: Extra-Dimensional Movement (stop time)
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 4

Description: The character can stop time, "freezing" everyone and everything in place (even "stopping" energy such as gravity or fire). He himself remains immune to this effect, and can take whatever actions he wants to.

Obviously this power has *significant* potential for unbalancing the campaign, particularly given its low cost. It requires a great deal of common sense interpretation by the GM, and responsibility on the part of the player, so GMs should evaluate it *carefully* before allowing it in play. In most cases it works better as a "plot device" or NPC's power than as an ability possessed by PCs.

Game Information: *Extra-Dimensional Movement ("travel" to the "dimension" where time is stopped for everyone but the character, to any point in that "dimension" corresponding to his current location in normal space-time). Total cost: 40 points.*

OPTIONS:

- 1) **Time Manipulation:** The character can do more than just stop time — he can make it run backwards and forwards. This power presents even greater possibilities for abuse than Stop Time, and requires greater oversight by the GM. Add related group of dimensions (various points in time). Total cost: 45 points.

TEMPORAL ACCELERATION

Effect: RKA 1d6, NND, Does BODY
Target/Area Affected: One character
Duration: Constant
Range: 300"
END Cost: 6

Description: The character accelerates a person through time so rapidly that the victim ages, withers, and eventually dies/collapses.

At the GM's option, characters can also use this power on objects, though that creates some game balance considerations because few (if any) nonliving objects have Life Support (Longevity). If so, the GM may assign some long-lasting objects, like rocks, Life Support for purposes of this power, or increase the amount of BODY damage needed to "destroy" an object via aging.

Game Information: *RKA 1d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Does BODY (+1), Continuous (+1). Total cost: 60 points.*

OPTIONS:

- 1) **Faster Acceleration:** Increase to RKA 2d6. Total cost: 120 points.

UNTIL SUPERPOWERS DATABASE

TERMINAL SECURE

Category

TIME

Subject ID

UNKNOWN

Martinez Scale: ??

**SUBJECT ID:
UNKNOWN**

“Everyone close to the stage reported feeling a brief sensation of vertigo or nausea at approximately 7:30. Immediately thereafter, an unknown person (white male, dark hair, early 20s) appeared just a few feet from the podium, where Senate candidate Jack Mattingly was giving a speech. Grinning malevolently, he gestured, and suddenly Mattingly began to age. Before the horrified eyes of the audience, Mattingly went from being a vibrant, red-headed 33-year-old to looking and feeling like a grey-haired octogenarian. Without saying a word, Mattingly’s attacker disappeared, and again everyone nearby felt vertiginous.”

—Excerpt from
Case File #2002-K-
957859574-TIM

- 2) **Slower Acceleration:** Decrease to RKA ½d6. Total cost: 40 points.
- 3) **Acceleration Field:** The character can age everyone and everything in a 6” radius area. Add Area Of Effect (6” Radius; +1). Total cost: 75 points.
- 4) **Acceleration Touch:** The character has to touch someone to age him. Add No Range (-½). Total cost: 40 points.

TEMPORAL AMBUSH

Effect: Energy Blast 8d6, RKA 2d6, Energy Blast 6d6, all Indirect
Target/Area Affected: One character
Duration: Instant
Range: 300”/225”/410”
END Cost: 6/4/13

Description: The character stops time throughout reality, puts a big physical object (like a rock) over his target’s head, slightly re-directs an attack or moving object, or otherwise puts his target in harm’s way. Then he returns to where he was standing and starts time again. The rock falls (or the like), hurting the target. To the target and everyone else, it’s as if the rock appeared out of nowhere and fell on him!

See *Legion Of Attackers*, page 154, for an explanation of how the *Redirected Attack* slot of the Multipower works. The two powers function similarly.

Game Information:

Cost	Power
134	<i>Temporal Ambush:</i> Multipower, 134-point reserve
3u	1) <i>Blunt Objects Over The Head:</i> Energy Blast 8d6, Indirect (always from above target; +¼); OIF (heavy blunt objects of opportunity; -½)
2u	2) <i>Sharp/Pointed Objects Over The Head:</i> RKA 2d6, Indirect (always from above target; +¼); OIF (heavy sharp objects of opportunity; -½)
10u	3) <i>Redirected Attack:</i> Energy Blast 6d6, Indirect (based on location of character whose attack character redirects; +¾), Variable Advantage (+½ Advantages, reduced by ¼ since character usually has little or no control over the Advantages he can use; +¾), Variable Special Effects (+¼); Can Only Do Maximum Of 6d6 And One +½ Advantage Regardless Of Attack’s Actual Power (-0) plus Drain Attack Powers 3d6, Charges or END one at a time (+¼), Ranged (+½); Limited Range (20”; -¼), Only Removes 1 Charge Or Enough END For One Shot (-½), Linked (-½), Character Recovers Lost END Through Both Post-Segment 12 Recoveries And Standard Drain Return (-0)

Total cost: 149 points.

OPTIONS:

1) **Simpler Temporal Ambush:** The character can just drop objects on time-stopped targets, not re-direct attacks. Decrease Multipower reserve to 50 points, apply OIF (-½) to it, and get rid of the third slot. Total cost: 38 points.

TEMPORAL DISHARMONY

Effect: Energy Blast 4d6, NND
Target/Area Affected: One character
Duration: Constant
Range: 300"
END Cost: 6

Description: The character “jerks” the target backward and forward through time, stressing the target’s system to the point where he passes out.

Game Information: *Energy Blast 4d6, NND (defense is temporal/dimensional manipulation powers or Life Support [Longevity]; +1), Continuous (+1). Total cost: 60 points.*

OPTIONS:

- 1) **Greater Disharmony:** Increase to Energy Blast 6d6. Total cost: 90 points.
- 2) **Lesser Disharmony:** Decrease to Energy Blast 2d6. Total cost: 30 points.
- 3) **Group Disharmony:** The character can expose multiple people in the same area to this effect. Decrease to Energy Blast 3d6 and add Area Of Effect (5” Radius; +1). Total cost: 60 points.
- 4) **Disharmony Touch:** The character must touch the target to affect him with this power. Add No Range (-½). Total cost: 40 points.

DEFENSIVE POWERS

FOREWARNED IS FOREDEFENDED

Effect: +5 DCV
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character glances forward in time a second or two to see what’s going to happen. This gives him a good chance of avoiding any attacks made against him. The effect only lasts for about a second (one Phase), since events change so rapidly that what the character sees one second may not apply in later seconds.

Game Information: +5 DCV (25 Active Points); Instant (-½). Total cost: 17 points.

OPTIONS:

- 1) **Better View:** Increase to +8 DCV. 40 Active Points; total cost 27 points.
- 2) **Worse View:** Decrease to +3 DCV. 15 Active Points; total cost 10 points.

3) **Danger Avoidance:** The character’s ability to see forthcoming dangers is what lets him avoid them. Add Requires A Danger Sense Roll (-½). Total cost: 12 points.

TIME SHIFT FIELD

Effect: Force Field (24 PD/24 ED), Hardened
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 6

Description: The character surrounds himself with a time manipulation field and advances time within the field by a microsecond. The temporal barrier thus created provides protection against attacks. Only strong attacks can overwhelm the time differential horizon and injure the character.

Game Information: *Force Field (24 PD/24 ED), Hardened (+¼). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Time Shift Field:** Increase to Force Field (30 PD/30 ED). Total cost: 75 points.
- 2) **Weak Time Shift Field:** Decrease to Force Field (18 PD/18 ED). Total cost: 45 points.
- 3) **Expanded Time Shift Field:** The time shift effect protects the character from just about any form of attack. Change to Force Field (15 PD/15 ED/Mental Defense 15/Power Defense 15). Total cost: 75 points.

TIME SHIFT WALL

Effect: Force Wall (10 PD/10 ED; 5” long and 2” tall), Hardened, Restricted Shape
Target/Area Affected: Varies
Duration: Constant
Range: 375"
END Cost: 7

Description: This is an expanded version of a Time Shift Field (see above). The character can even use it to trap other people in the shifted area.

Game Information: *Force Wall (10 PD/10 ED; 5” long and 2” tall), Hardened (+¼) (75 Active Points); Restricted Shape (ends must always join, and character cannot open top or bottom of wall; -¼). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Time Shift Wall:** Increase to Force Wall (14 PD/14 ED; 5” long and 2” tall). 100 Active Points; total cost 80 points.
- 2) **Weak Time Shift Wall:** Decrease to Force Wall (8 PD/8 ED; 5” long and 2” tall). 62 Active Points; total cost 50 points.
- 3) **Expanded Time Shift Wall:** The time shift effect protects anyone inside the field from just about any form of attack. Change to Force Wall (9 PD/9 ED/Power Defense 6; 5” long and 2” tall), Opaque. 100 Active Points; total cost 80 points.

MOVEMENT POWERS

RAPID TRANSIT

Effect: Teleportation 30", No Noncombat Multiple
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 6

Description: The character stops time throughout reality, walks up to 30" from where he started, and then starts time again. (Although he does have to cross the intervening space, this is not taken as a Limitation because he has all the time he needs to avoid any obstacles.) To others, he seems to have vanished from his starting point and reappeared instantly at his destination.

Game Information: *Teleportation 30" (60 Active Points); No Noncombat Multiple (-¼). Total cost: 48 points.*

OPTIONS:

- 1) Really Rapid Transit:** Increase to Teleportation 40". 80 Active Points; total cost 64 points.
- 2) Slower Transit:** Decrease to Teleportation 20". 40 Active Points; total cost 32 points.
- 3) Walkin' To Jerusalem:** The character stops time throughout reality, walks across Earth to get to wherever he wants to go, and then re-starts time. If he wants to cross the ocean, he selectively reverses time around Earth until he reaches the point where the continents are joined together, walks to where he wants to be, and then fast-forwards time back to the present day. Decrease to Teleportation 10", remove No Noncombat Multiple, and add Mega-Scale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼). Total cost: 45 points.

TIME TRAVEL

Effect: Extra-Dimensional Movement (time travel)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 5

Description: The character can travel through time, instantly reaching any date he desires. Like the Stop Time power, this power can cause significant problems in the game, and requires a lot of reasonable interpretation by the GM.

Game Information: *Extra-Dimensional Movement (any date in history or the future, cannot physically travel between locations). Total cost: 67 points.*

OPTIONS:

- 1) Restricted Time Travel:** The character can only time travel within a specific time period (such as only during his lifetime, only in the twentieth century, or only to any May 22nd throughout time). Total cost: 45 points.

2) Want To Visit 1536?: The character can take several friends along with him through time. Add x8 Increased Weight. Total cost: 82 points.

3) Time Shift Touch: The character can, by touching another character, send him through time against his will. Add Usable As Attack (defense is Extra-Dimensional Movement, Teleportation, time-manipulation powers, or Power Defense; +1). Total cost: 134 points.

SENSORY POWERS

CHRONOSENSE

Effect: Detect Time, Discriminatory, Analyze
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has an absolutely precise sense of time, even more accurate than Absolute Time Sense.

Game Information: *Detect Time (INT +10) (no Sense Group), Discriminatory, Analyze. Total cost: 23 points.*

FORESIGHT

Effect: Danger Sense
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: By maintaining a partial glimpse into the future of the immediate vicinity, the character can perceive (and hopefully avoid) dangers before they occur.

Game Information: *Danger Sense (immediate vicinity, out of combat, Sense) INT +6. Total cost: 33 points.*

TIMEVIEW

Effect: Clairsentience (Sight and Hearing Groups), Precognition, Retrocognition
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 7

Description: The character's ability to manipulate time allows him to "fast forward" or "replay" events in his mind's eye, thus giving him a crystal-clear view of the future and the past.

Game Information: *Clairsentience (Sight and Hearing Groups), Precognition, Retrocognition (70 Active Points); Precognition And Retrocognition Only (-1), No Range (-½). Total cost: 28 points.*

MISCELLANEOUS POWERS

FUTURE ASSISTANCE

Effect: Aid Endurance 4d6

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 0

Description: The character can call upon the vigor and energy of his future self to help him in the present. This increases his END, making it easier for him to keep using powers, or to Push his powers. However, in essence he is burning his total life-force more quickly, which shortens his lifespan: he loses one month of life for every 1d6 of Aid he uses!

In game terms, the loss of lifespan is a Side Effect with a value of -0 — rarely, if ever, does a character's lifespan come into play in game terms. If the GM believes the Side Effect could seriously imperil a character during the game, he should increase the value of the Side Effect accordingly.

As an additional Side Effect, the GM may occasionally subject the character to a Drain END 4d6, reflecting the fact that his past self just drew upon him for extra power. If the GM plans to do this frequently, he should grant the character a -½ Side Effect for it.

Game Information: *Aid Endurance 4d6 (40 Active Points); Self Only (-½), Side Effect (each 1d6 of Aid used removes one month from the character's lifespan; -0). Total cost: 27 points.*

FUTURE SELF

Effect: Duplication (create one 350-point Duplicate)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can summon one of his future selves to assist him in the present day. When he no longer needs help, the character returns his future self to its normal time-frame. The character cannot control exactly when his future self comes from, though it's far enough in the future that he will never be in a situation in which he reaches the future self's normal timeframe in his own time-frame.

Although highly useful, this power has two significant drawbacks. First, from the point in time at which he begins to use the power, the character is subject to suddenly vanishing without warning and re-appearing in his past to help his "past self." This could cause major problems if the character vanishes in the middle of a crisis, or during a date! Second, if one of his future selves is killed, the character has just prematurely ended his own life. He himself goes on living, but he knows that one day he will "vanish" and never re-appear, because he was killed in the past.

Game Information: *Duplication (create one 350-point Duplicate), Easy Recombination*

(Zero Phase Action at full DCV) (80 Active Points); Side Effects (may periodically "vanish" in the future as he's called back to help his past self, the GM determines where and when this happens; -0). Total cost: 80 points.

OPTIONS:

1) Eight Futures: The character can summon up to eight future selves, for a total of nine of him existing in the same timeframe. Total cost: 95 points.

2) Tiring Summoning I: Summoning a future self strains the character's body. Add Costs Endurance (to activate; -¼). 80 Active Points; total cost 64 points.

3) Tiring Summoning II: As Tiring Duplication I, but the character must pay END to maintain the "temporal retrieval" effect. If he ever runs out of END, the Duplicate vanishes, and the character cannot summon another future self for one day. Add Costs Endurance (throughout; -½). 80 Active Points; total cost 53 points.

GONE OUT FOR FOOD

Effect: Life Support (Diminished Eating: No Need To Eat)

Target/Area Affected: Up to 8 persons

Duration: 1 Continuing Charge for 1 Day

Range: Self

END Cost: 0

Description: The character stops time throughout reality, walks to whatever restaurant he feels like eating at, starts time in that one area so he can get something to eat, then reverses time and walks back to where he was. He often brings food back to his friends, keeping it in a stop time bubble so it remains fresh. "Hey, great burgers, where'd you get 'em?" "California, 1973."

Game Information: *Life Support (Diminished Eating: No Need To Eat), Usable Simultaneously (up to 8 people at once; +1), 1 Continuing Charge lasting for 1 Day (+¼). Total cost: 7 points.*

OUTSIDE OF TIME

Effect: Life Support (Longevity: Immortality)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's chrontal powers essentially place him "outside" the time-stream, making him ageless.

Game Information: *Life Support (Longevity: Immortality). Total cost: 5 points.*

RAPID HEALING

Effect: Simplified Healing 6d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 6

Description: The character places an injury in a bubble of “fast time” so that it heals in seconds.

Game Information: *Simplified Healing 6d6.*
Total cost: 60 points.

OPTIONS:

- 1) **Really Rapid Healing:** Increase to Simplified Healing 9d6. Total cost: 90 points.
- 2) **Slower Rapid Healing:** Decrease to Simplified Healing 4d6. Total cost: 40 points.

VIBRATION POWERS



This category features powers that involve control over vibratory energy and related vibration phenomena. This “energy” is not necessarily clearly defined. It could involve rapid movement of the body (in which case the character might also have Speedster Powers, such as Rapid-Fire Punch or Phasing Grip), concussive air pulses (maybe leading to other Air Powers), some sort of specialized control of sound waves (in which case the character might also have Sonic Powers), a connection to seismic forces (which may mean the character has other Earth and Stone Powers), a strange form of electromagnetic radiation, or something else altogether. Nevertheless, Vibration Powers usually include certain common abilities, such as those listed below.

For many types of Vibration Powers, the Limitation *Does Not Work In A Vacuum* (-¼) may be appropriate — the vibration pulses need a medium to propagate through, such as air or water. You can easily add this to any of the powers below, if desired.

OFFENSIVE POWERS

GYROSCOPIC INTERFERENCE

Effect: Drain DEX 6d6, Only Versus Gyroscopes
Target/Area Affected: One “character”
Duration: Instant
Range: 450”
END Cost: 6

Description: The character’s vibratory pulses play hob with gyroscopes (and similar devices), making it impossible for people and devices who rely on them to function properly. Vehicles such as spacecraft, submarines, and airplanes typically have gyroscopes; so might many robots or mechanized weapons. The GM determines whether this power can affect any given person or object.

Game Information: *Drain DEX 6d6, Ranged (+½) (90 Active Points); Only Versus Gyroscope-Based DEX (-1½). Total cost: 36 points.*

OPTIONS:

- 1) **Weak Interference:** Decrease to Drain DEX 4d6. 60 Active Points; total cost 24 points.
- 2) **Interference Touch:** The character has to touch a gyroscope-based device to interfere with it. Remove Ranged (+½). 60 Active Points; total cost 24 points.

QUAKE BLAST

Effect: Energy Blast 8d6, Explosion
Target/Area Affected: 8” radius
Duration: Instant
Range: 350”
END Cost: 7

Description: The character projects a wave of vibratory energy into the ground, causing a sort of intense mini-earthquake that can injure anyone standing on the ground.

Game Information: *Energy Blast 8d6, Explosion (+½) (60 Active Points); Only Affects Targets On The Ground (-¼), Extra Time (Full Phase; -½), Only Does Knockdown, Not Knockback (-0). Total cost: 34 points.*

OPTIONS:

- 1) **Strong Quake:** Increase to Energy Blast 10d6. 75 Active Points; total cost 43 points.
- 2) **Weak Quake:** Decrease to Energy Blast 6d6. 45 Active Points; total cost 26 points.
- 3) **Bigger Quake:** Increase to Explosion (-1 DC/2”; +¾). 70 Active Points; total cost 40 points.
- 4) **Localized Quake:** The character can only cause quakes where he’s standing. Add Personal Immunity (+¼) and No Range (-½). 70 Active Points; total cost 31 points.
- 5) **Devastating Quake:** The character can create earthquakes measuring up to about 6.0 on the Richter scale, potentially causing tremendous damage over an enormous area. The damage can affect the ground-floor interiors of buildings and the like because it’s fully Indirect. Change to Energy Blast 6d6, Explosion (+½), MegaArea (1” = 1 km

wide and broad; +¼), Indirect (+¾), Personal Immunity (+¼) (82 Active Points); No Range (-½), Only Affects Targets On The Ground (-¼), Extra Time (1 Minute; -1½), Only Does Knockdown, Not Knockback (-0). Total cost: 25 points.

QUAKE CANCELLATION

Effect: Telekinesis (40 STR), Only To Stop Earthquakes
Target/Area Affected: 7 km Radius

Duration: Constant

Range: No Range

END Cost: 13

Description: The character's control over vibratory and seismic forces allows him to absorb or cancel the energy of an earthquake, stopping it in mid-shake or preventing it from happening in the first place. This only works on real earthquakes, not powers like Shockwave or Quake Blast.

In game terms, an earthquake counts as Telekinesis that damages objects on the ground over a wide area; typically, an earthquake has 5 points of STR per 1.0 rating on the Richter scale. Thus, a 5.0 Richter quake has Telekinesis (25 STR). The quake applies over an area of effect, and can damage anything on the ground (including the ground floors of buildings and their contents, which may lead to further damage if the building collapses or the like). See *Champions*, pages 122-23, for an example earthquake.

To cancel or negate a quake, the character has to be on the ground where the quake is occurring. He matches his Quake Cancellation power against the quake's STR in a Strength Versus Strength Contest. If the character wins, he stops the quake from occurring in the area affected by his power (if the quake is larger than that, the effect continues, unabated, in hexes the character cannot cover). If the quake wins, it happens as normal, though the GM may, in his discretion, reduce its effect thanks to the character's efforts (the character's STR may reduce the quake's STR on a 1-for-1 point basis, or maybe every BODY the character got on his STR Roll reduces the quake's STR by some amount).

Game Information: *Telekinesis (40 STR), Area Of Effect (7" Radius; +1), MegaArea (each hex is 1 km wide and deep; +¼) (135 Active Points); No Range (-½), Only To Stop Earthquakes (-1½). Total cost: 45 points.*

OPTIONS:

- 1) **Strong Quake Cancellation:** Increase to Telekinesis (50 STR) and MegaArea Of Effect to 9 km Radius. 169 Active Points; total cost 56 points.
- 2) **Weak Quake Cancellation:** Decrease to Telekinesis (30 STR) and MegaArea Of Effect to 6 km Radius. 101 Active Points; total cost 34 points.
- 3) **Large Quake Cancellation:** Increase MegaArea Of Effect to 90 km Radius (+½ for MegaScale). 150 Active Points; total cost 50 points.

SHAKEN APART

Effect: Dispel Technological Object 16d6

Target/Area Affected: One object

Duration: Instant

Range: 300"

END Cost: 6

Description: Many technological devices, such as powered armor suits, computers, and guns, have delicate parts and/or rigid materials that do not withstand prolonged, severe shaking very well. By directing his vibro-blasts at such objects, the character can literally shake them apart.

Game Information: *Dispel Technological Object 16d6, any one Technological Object power one at a time (+¼). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Shaking:** Increase to Dispel Technological Object 20d6. Total cost: 75 points.
- 2) **Weak Shaking:** Decrease to Dispel Technological Object 12d6. Total cost: 45 points.
- 3) **Improved Shaking I:** Decrease to Dispel Technological Object 14d6 and increase to any two Technological Object powers simultaneously (+½). Total cost: 63 points.
- 4) **Improved Shaking II:** Decrease to Dispel Technological Object 12d6 and increase to any four Technological Object powers simultaneously (+1). Total cost: 72 points.
- 5) **Improved Shaking III:** Decrease to Dispel Technological Object 10d6 and increase to all Technological Object powers simultaneously (+2). Total cost: 90 points.
- 6) **Enhanced Shaking:** If the character can see a technological device, he can shake it apart regardless of intervening barriers such as windows. Decrease to Dispel Technological Object 14d6 and add Indirect (+½). Total cost: 73 points.

VERTIGO GENERATION

Effect: Drain DEX 4d6

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 6

Description: The character's vibro-energy plays havoc with inner ears, gyroscopes, and the like, causing characters to lose their perspective on "up" and "down," and become so disoriented and dizzy that they can't stand or hold on to objects.

Game Information: *Drain DEX 4d6, Ranged (+½). Total cost: 60 points.*

OPTIONS:

- 1) **High Vertigo:** Increase to Drain DEX 5d6. Total cost: 75 points.
- 2) **Low Vertigo:** Decrease to Drain DEX 3d6. Total cost: 45 points.
- 3) **Vertigo Sickness:** The loss of vertigo also makes



the targets sick and nauseous. Decrease to Drain 3d6 and add both DEX and CON simultaneously (+½). Total cost: 60 points.

4) **Someone Make The Floor Stop Spinning...:** The vertigo takes a while to wear off. Decrease to Drain DEX 3d6 and add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). Total cost: 60 points.

5) **Group Vertigo:** The character can make everyone in a wide area around him lose his balance. Decrease to Drain DEX 3d6 and add Area Of Effect (8" Radius; +1¼) and Personal Immunity (+¼), and remove Ranged (+½). Total cost: 75 points.

VIBRO-BLAST

Effect: Energy Blast 8d6

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Description: The character can project a blast of vibratory energy powerful enough to knock a target's fillings loose.

Game Information: Energy Blast 8d6. Total cost: 40 points.

OPTIONS:

1) **Strong Vibro-Blast:** Increase to Energy Blast 12d6. Total cost: 60 points.

2) **Weak Vibro-Blast:** Decrease to Energy Blast 6d6. Total cost: 30 points.

3) **Pulse Vibro-Blast:** The character emits his Vibro-Blast in pulses, allowing him to hit one target multiple times or several targets one time each. Add Autofire (5 shots; +½). Total cost: 60 points.

4) **Push Vibro-Blast:** The effect of the character's Vibro-Blast tends to knock targets for a loop. Add Double Knockback (+¾). Total cost: 70 points.

5) **All Shook Up:** The character's Vibro-Blast violently shakes the target, which tends to cause sickness and unconsciousness. Decrease to Energy Blast 6d6 and add NND (defense is vibratory powers, sonic powers, or a PD Force Field; +1). Total cost: 60 points.

6) **Wide Vibro-Blast:** The character's Vibro-Blast covers a wide swath, allowing him to hit multiple targets easily in the right circumstances. Decrease to Energy Blast 7d6 and add Area Of Effect (14" Line; +1) and No Range (-½). 70 Active Points; total cost 47 points.

7) **Cone Vibro-Blast:** The character's vibratory pulses cover a cone-shaped area in front of him. Decrease to Energy Blast 7d6 and add Area Of Effect (8" Cone; +1) and No Range (-½). 70 Active Points; total cost 47 points.

8) **Tremor-Blast:** The character's Vibro-Blast is particularly effective against characters and targets made of rigid, inflexible materials, such as rock/stone, glass/crystal, and some metals. Add Energy

Blast +6d6 (30 Active Points); Only Versus Rigid, Inflexible Materials (-1) (total cost: 15 points). 40 + 30 = 70 Active Points; total cost 40 + 15 = 55 points.

9) Vibratory Shield: Anyone who Grabs the character (or is Grabbed by him) suffers an unavoidable pummelling due to the vibration of the character's body. Decrease to Energy Blast 6d6 and add Continuous (+1) and Damage Shield (+½). Total cost: 75 points.

VOICE NEGATION

Effect: Drain Voice Powers 4d6 plus Darkness to Hearing Group 1" radius

Target/Area Affected: Self One character

Duration: Instant

Range: 25"

END Cost: 8

Description: The character uses focused vibro-pulses to interfere with a target's throat and larynx, making it impossible for the target to speak or use voice-based powers (including many sonic powers and any power with the Incantations Limitation).

Game Information: Drain Voice Powers 4d6, any one Voice power at a time (+¼), Ranged (+½) (70 Active Points); Limited Range (25"; -¼) (total cost: 56 points) **plus** Darkness to Hearing Group 1" radius (5 Active Points); Only Affects One Person (-½), Only Prevents Speech, Not Hearing (-1), Instant (-½) (total cost: 2 points). 70 + 5 = 75 Active Points; total cost 56 + 2 = 58 points.

OPTIONS:

1) Strong Negation: Increase to Drain Voice Powers 6d6. 105 + 5 = 110 Active Points; total cost 84 + 2 = 86 points.

2) Weak Negation: Decrease to Drain Voice Powers 3d6. 52 + 5 = 57 Active Points; total cost 42 + 2 = 44 points.

3) Expanded Negation: Add all Voice Powers simultaneously (+2). 150 + 5 = 155 Active Points; total cost 120 + 2 = 122 points.

4) Voice Negation Variant: Change Drain Voice Powers 4d6 to Suppress Voice Powers 8d6. 70 + 5 = 75 Active Points; total cost 56 + 2 = 58 points.

DEFENSIVE POWERS

BLUR

Effect: +4 DCV

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character vibrates constantly, blurring his form and position and thus making himself harder to target accurately.

Game Information: +4 DCV (20 Active Points); Costs Endurance (-½). Total cost: 13 points.

OPTIONS:

1) Incredibly Blurry: Increase to +6 DCV. 30 Active Points; total cost 20 points.

2) Mildly Blurry: Decrease to +2 DCV. 10 Active Points; total cost 7 points.

3) Blurry Butterfingers: While blurring his form, the character has trouble holding onto things because his hands vibrate. Add Side Effect (-2 to all DEX Rolls to hold onto things and for related purposes, always occurs; -½). Total cost: 10 points.

VIBRO-FIELD

Effect: Force Field (15 PD/15 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can establish a field of vibro-energy that protects his body by shaking apart or deflecting physical missiles and disrupting energy attacks.

Game Information: Force Field (15 PD/15 ED). Total cost: 30 points.

OPTIONS:

1) Strong Field: Increase to Force Field (20 PD/20 ED). Total cost: 40 points.

2) Weak Field: Decrease to Force Field (12 PD/12 ED). Total cost: 24 points.

3) Tougher Field: Add Hardened (+¼). Total cost: 37 points.

4) Missile-Resistant Field: The character's Vibro-Field offers greater protection against physical attacks than energy ones. Change to Force Field (18 PD/12 ED). Total cost: 30 points.

5) Countervibrations: The character's Vibro-Field counteracts the effects of vibration- or sonic-based attacks. Add Force Field (+0 PD/+10 ED) (10 Active Points); Only Works Against Limited Type Of Attack (sonic and vibratory; -½) (total cost: 7 points). 30 + 10 = 40 Active Points; total cost 30 + 7 = 37 points.

MOVEMENT POWERS

VIBRO-TUNNELING

Effect: Tunneling 5" through DEF 8 materials

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character uses his control over vibratory and seismic phenomena to dig tunnels through the ground.

Game Information: Tunneling 5" through DEF 8 materials. Total cost: 34 points.

SUBJECT ID: VIBRON

"This artist's rendition demonstrates a supercriminal — in this case, Vibron — using an intangibility power. Like many superhumans with super-speed or vibratory powers, Vibron can change the "phase vibration" of his body so that he can walk through solid matter, making it easy for him to access most secured areas. Some supercriminals with this power can even short out electronic devices by "phasing" through them, rendering most security systems even less useful.

"The best security available as of 2003 against this sort of threat is a Phase Compensation Field Generator. When installed in the walls around an area, this device creates a low-level electronic force-field (similar to the ones used in airport metal detectors) tuned to prevent individuals with intangibility powers from phasing through it. However, PCFGs are expensive. As a more affordable alternative, use concealment systems. A supercriminal may get inside your secured area, but if he can't find what he wants, he usually leaves. Security systems that summon the authorities when they detect a perpetrator are also effective, if the supercriminal has reason to believe the authorities have weapons that can affect intangible targets."

—Excerpt from UNTIL Security Circular 109: Protecting Your Business Against Super-Thieves

OPTIONS:

- 1) **Faster Tunneling:** Tunneling 8” through DEF 10 materials. Total cost: 46 points.
- 2) **Slower Tunneling:** Tunneling 3” through DEF 5 materials. Total cost: 21 points.

VIBRO-GLIDING

Effect: Running +15”
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character’s feet vibrate as he moves, allowing him to “skate” along virtually any surface far faster than most people can run.

Game Information: *Running +15”. Total cost: 30 points.*

OPTIONS:

- 1) **Faster Vibro-Gliding:** Increase to Running +20”. Total cost: 40 points.
- 2) **Slower Vibro-Gliding:** Decrease to Running +10”. Total cost: 20 points.
- 3) **Vibro-Gliding Variant:** This form of the power is built with Gliding, with the GM’s permission for the Gliding to exceed the character’s inches of Running. This costs the character fewer points, and prevents him from leaving tracks as he moves, but makes him less maneuverable because he has a Turn Mode. Change to Gliding 20” (20 Active Points); Ground Gliding (-¼). Total cost: 16 points.

SENSORY POWERS

AUGMENTED TOUCH

Effect: Various Enhanced Senses
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character’s sensitivity to vibrations, and ability to use them in “radar”-like fashion at extremely short ranges, enhances his sense of touch.

Game Information:

- Cost Powers**
- 3 *Augmented Touch:* +3 PER with Normal Touch
 - 5 *Augmented Touch:* Discriminatory for Normal Touch

VIBRO-SENSE

Effect: Detect Physical Vibrations
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense vibrations and tremors in the earth, making it possible for him to track the movements of people even if he’s blinded.

Game Information: *Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Range, Targeting (30 Active Points); Only When In Contact With The Ground (-¼). Total cost: 24 points.*

OPTIONS:

- 1) **Wide-Band Vibro-Sense:** The character can perceive tremors all around him, not just in one direction. Add Increased Arc Of Perception (360 Degrees). 35 Active Points; total cost 28 points.
- 2) **Precise Vibro-Sense:** The character’s perception of vibrations and tremors is so acute he can garner enormous amounts of information from them. Add Analyze. 35 Active Points; total cost 28 points.
- 3) **Ongoing Vibro-Sense:** The character remains aware of earth vibrations and tremors constantly, even when he’s not focusing on them. Add Sense. 32 Active Points; total cost 26 points.

MISCELLANEOUS POWERS

VIBRO-PHASING

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character vibrates his body in such a way that he can pass through solid objects like walls, or allow most attacks to pass harmless through him.

Game Information: *Desolidification (affected by sonic-, vibration-, and air-based attacks). Total cost: 40 points.*

WATER POWERS



Another of the “elemental” power suites, Water Powers grant a character the ability to control and manipulate water — everything from generating powerful blasts of water to transforming one’s body into water. This category also includes steam-related powers. Additionally, many water-based characters have powers related to aquatic creatures (see Animal Powers, page 20) or to some forms of weather (see Weather Powers, page 249).

In most cases, characters with Water Powers can create or generate their own water. If they must draw on outside sources of water to “fuel” their powers, the GM may allow a -¼ Limitation, *Requires Nearby Source Of Water*.

OFFENSIVE POWERS

CURRENT MANIPULATION

Effect: Succor Swimming 6d6, Suppress Swimming 9d6

Target/Area Affected: One character

Duration: Constant

Range: 225”

END Cost: 4

Description: The character can control currents and water flow to either push someone through the water more quickly, or inhibit that person’s ability to swim. He can do the same to boats and other watercraft.

Game Information:

Cost Power

45 *Current Manipulation:* Multipower, 45-point reserve

4u 1) *Enhance Swimming:* Succor Swimming 6d6, Ranged (+½)

4u 2) *Inhibit Swimming:* Suppress Swimming 9d6

Total cost: 53 points.

OPTIONS:

1) **Strong Current Manipulation:** Increase Multipower reserve to 60 points, slot one to Succor 8d6, and slot two to Suppress 12d6. Total cost: 72 points.

2) **Weak Current Manipulation:** Decrease Multipower reserve to 30 points, slot one to Succor 4d6, and slot two to Suppress 6d6. Total cost: 36 points.

3) **Wide Current Manipulation I:** The character can aid or restrain Swimming for everyone over a wide area. Increase Multipower reserve to 90 points and add Area Of Effect (5” Radius; +1) to both slots. Total cost: 106 points.

4) **Wide Current Manipulation II:** As Wide Current Manipulation I, but increase Multipower reserve to 101 points and add a third slot (Suppress 9d6, Area Of Effect, MegaArea (1” = 1 km wide and broad; +¼)). This allows the character to slow down entire flotillas of ships or schools of fish. Total cost: 116 points.

DEHYDRATE

Effect: Energy Blast 5d6, NND

Target/Area Affected: One character

Duration: Instant

Range: 250”

END Cost: 5

Description: With this power, a character can remove or dry up the liquid in another person’s body, causing intense pain and shock due to dehydration. The effect wears off quickly if the target is immersed in water (he gets a “free” Recovery of this damage every Phase as an Action that takes no time).

Game Information: *Energy Blast 5d6, NND (defense is Power Defense or a body that lacks liquids; +1) (50 Active Points); Victims At Least 50% Immersed In Water Get A Free Recovery Of This Damage Each Phase (-½). Total cost: 33 points.*

OPTIONS:

1) **Intense Dehydration:** Increase to Energy Blast 7d6. 70 Active Points; total cost 47 points.

2) **Mild Dehydration:** Decrease to Energy Blast 3d6. 30 Active Points; total cost 20 points.

3) **Fatal Dehydration:** The character’s power has such severe effects that it can kill a living being. Decrease to Energy Blast 4d6 and add Does BODY (the free Recovery applies to BODY; +1) and No Knockback (-¼). 60 Active Points; total cost 34 points.

4) **Thirsty Yet?:** The character can maintain the dehydration effect until the target passes out. Decrease to Energy Blast 4d6 and add Continuous (+1). 60 Active Points; total cost 40 points.

5) **Parched Zone:** The character can dehydrate everyone in a large area. Decrease to Energy Blast 4d6 and add Area Of Effect (16” Radius; +1¼). 65 Active Points; total cost 43 points.



DROWNING

Effect: RKA ½d6, NND, Does BODY
Target/Area Affected: One character
Duration: Constant
Range: 200"
END Cost: 4

Description: The character surrounds the victim's head (or other breathing organs, as appropriate) with a bubble of water that also forces itself down into the victim's lungs, causing the victim to quickly drown.

Game Information: RKA ½d6, NND (defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1), Does BODY (+1), Continuous (+1). Total cost: 40 points.

OPTIONS:

- 1) **Quicker Drowning:** Increase to RKA 1d6. Total cost: 60 points.
- 2) **Slower Drowning:** Decrease to RKA 1 point. Total cost: 20 points.
- 3) **Realistic Drowning:** This power causes characters to die from lack of oxygen much more quickly than the rules ordinarily allow (see the *HERO System 5th Edition, Revised*, page 424). To simulate realistic drowning, use this power instead: Change Environment 1" radius, -1 Temperature Level (replace all breathing gases from the area around the target), Usable As Attack (defense is Life Support [Expanded

Breathing; Breathe Underwater or Self-Contained Breathing]; +1), Ranged (+½) (12 Active Points); Only Affects One Person (-½) (total cost: 8 points). This deprives the character of oxygen, denying him Recoveries and causing him to spend a minimum of 1 END per Phase (and, eventually, STUN and BODY instead). Since it's bought Usable As Attack, the effect moves with the target as he moves.

4) **Non-Lethal Drowning:** This power assumes a desire to quickly strangle and kill an opponent. To simply knock them out quickly, substitute the *Suffocation* power on page 15.

5) **No Air For Any Of You:** The character can create multiple bubbles of water around multiple targets. Add Area Of Effect (4" Radius; +1), Selective (+¼). Total cost: 52 points.

6) **Enhanced Drowning:** If the character can see a target, he can create a water bubble around the target's head, regardless of intervening barriers such as windows. Add Indirect (+½). Total cost: 45 points.

EXTINGUISH FIRE

Effect: Dispel 12d6, Any One Fire Power
Target/Area Affected: See text
Duration: Instant
Range: 225"
END Cost: 4

Description: The character can put out fires by dousing them with copious amounts of water. This includes both natural fires, and Fire-based superpowers.

For fire powers possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills one hex or less, use its Active Points (typically for an RKA, Continuous) to determine whether the Dispel works (see pages 444-45 of the *HERO System 5th Edition*, Revised for suggested damage ranges for fires). If it fills more than one hex, the character can either extinguish it one hex at a time, or in larger "pieces." To determine the Active Points for a multi-hex fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: *Dispel 12d6, any Fire Power one at a time (+¼). Total cost: 45 points.*

OPTIONS:

- 1) **Strong Extinguishing:** Increase Dispel to 20d6. Total cost: 75 points.
- 2) **Weak Extinguishing:** Decrease Dispel to 6d6. Total cost: 22 points.
- 3) **Broad-Spectrum Extinguishing I:** Increase Variable Effect to any two Fire Powers simultaneously (+½). Total cost: 54 points.
- 4) **Broad-Spectrum Extinguishing II:** Increase Variable Effect to any four Fire Powers simultaneously (+1). Total cost: 72 points.
- 5) **Broad-Spectrum Extinguishing III:** Increase Variable Effect to all Fire Powers simultaneously (+2). Total cost: 108 points.
- 6) **Wide Extinguishing I:** A character with this power can apply his Dispel to multiple hexes' worth of fire simultaneously and ignore the Area Of Effect on the fire for purposes of determining the Active Points he must overcome with his Dispel roll, or may affect multiple fire-using characters within the area at once. Add Area Of Effect (5" Radius; +1). Total cost: 81 points.
- 7) **Wide Extinguishing II:** Like I, but covering a much smaller area, and mostly useful for easily hitting fast-moving fire-using characters. Add Area Of Effect One Hex (+½). Total cost: 63 points.
- 8) **Increasing Extinguishing:** A character with this option might not always put out a fire on the first try, but often he can whittle it down until there's eventually nothing left. Add Cumulative (+½). Total cost: 63 points.

HYDROKINESIS

Effect: Telekinesis (20 STR), Water Only
Target/Area Affected: Up to 400 kg of water
Duration: Constant
Range: 150"
END Cost: 3

Description: The character can control water. He can pick up as much as 400 kg of it without touching it, hurl it at people, shape it into simple forms or letters, and so forth.

Game Information: *Telekinesis (20 STR), Affects Porous (page 10) (40 Active Points); Only Works On Water (-1). Total cost: 20 points.*

OPTIONS:

- 1) **Greater Water Control I:** Increase to Telekinesis (30 STR). 55 Active Points; total cost 27 points.
- 2) **Greater Water Control II:** Increase to Telekinesis (40 STR). 70 Active Points; total cost 35 points.
- 3) **Lesser Water Control:** Decrease to Telekinesis (10 STR). 25 Active Points; total cost 12 points.
- 4) **Steam Control:** Character also buys a naked Advantage, *Area Of Effect* (4" Radius; +1) (40 Active Points); Only Works On Water (-1); total cost: 20 points. This allows the power to affect clouds of steam and water vapor as well as liquid water.
- 5) **Liquid Control:** Change to Only Works On Liquids (-½). Total cost: 27 points.

SPLASH IN THE FACE

Effect: Sight and Hearing Group Flash 6d6
Target/Area Affected: One character
Duration: Instant
Range: 175"
END Cost: 3

Description: The character can project a splash of water into a target's face, temporarily blinding him and clogging his ears with water.

Game Information: *Sight and Hearing Group Flash 6d6. Total cost: 35 points.*

OPTIONS:

- 1) **Better Splash I:** Increase to Sight and Hearing Group Flash 8d6. Total cost: 45 points.
- 2) **Better Splash II:** The splash of water also clogs the target's nose. Add Smell/Taste Group. Total cost: 40 points.
- 3) **Weak Splash:** Decrease to Sight and Hearing Group Flash 4d6. Total cost: 25 points.

WATER BLAST

Effect: Energy Blast 8d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: The character can project a powerful blast of water that hits the target like a battering ram.

SUBJECT ID: RIPTIDE

"Perhaps the most frustrating thing about supercriminals who can transform into water, such as Riptide, is the inability to inflict serious injury on them. Physical attacks pass right through their watery forms. Energy attacks have slightly more effect, since they boil some of the water away, but still not as much as they do against solid targets. Furthermore, water-form characters can usually slip through the tiniest cracks and openings by "pouring" themselves through, making them difficult or impossible to capture and hold.

"To counteract this situation, the Technical Division has developed U-AW freezing capsules. Throw one of these into a water-form superhuman, and the pain of feeling the freeze usually results in a spontaneous transformation back to physical form."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

Game Information: *Energy Blast 8d6. Total cost: 40 points.*

OPTIONS:

- 1) **Strong Water Blast:** Increase to Energy Blast 12d6. Total cost: 60 points.
- 2) **Weak Water Blast:** Decrease to Energy Blast 6d6. Total cost: 30 points.
- 3) **Pushing Water Blast:** The force of the character's Water Blast can knock a target head over heels. Add Double Knockback (+¾). Total cost: 70 points.
- 4) **Expanded Water Blast I:** The character's Water Blast is large enough to hit multiple targets. Add Area Of Effect (32" Line; +1¼) and No Range (-½). 90 Active Points; total cost 60 points.
- 5) **Expanded Water Blast II:** The character's Water Blast takes the form of a broad cone that can hit multiple targets. Add Area Of Effect (18" Cone; +1¼) and No Range (-½). 90 Active Points; total cost 60 points.
- 6) **Splash Blast:** The character's Water Blast splashes water in the target's face. Add Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.
- 7) **Filled Lungs:** Instead of blasting the target with water, the character causes the target's lungs to fill with water briefly, making him choke. Decrease to Energy Blast 6d6 and add NND (defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1). Total cost: 60 points.
- 8) **Choking Blast:** Some of the water from the character's attack gets into the victim's lungs, choking him. Add Energy Blast 2d6, NND (defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1) (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 60 Active Points; total cost 40 + 13 = 53 points.
- 9) **Fist Of Water:** The character uses his control over water to shape it into crude forms — a fist, a hammer, or the like — and then strike with the "weapon" from various angles. Add Indirect (always comes from the character, but can attack from any angle; +½). Total cost: 60 points.

WATER MASTERY

Effect: Suppress Water Powers 4d6
Target/Area Affected: One character
Duration: Constant
Range: 300"
END Cost: 6

Description: The character's control of water and currents is so great he can interfere with, and perhaps even temporarily prevent the use of, another character's water powers.

Game Information: *Suppress Water Powers 4d6, all Water Powers simultaneously (+2). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Water Mastery:** Increase to Suppress 6d6. Total cost: 90 points.
- 2) **Weak Water Mastery:** Decrease to Suppress 2d6. Total cost: 30 points.
- 3) **Stealing The Tide:** A character with this power literally takes the Water Powers from another character and uses them to augment his own. Transfer 1d6 (target's Water Powers to character's Water Powers), affects all of target's Water Powers simultaneously (+2), affects all of character's Water Powers simultaneously (+2), Ranged (+½). Total cost: 82 points.

DEFENSIVE POWERS

WALL OF WATER

Effect: Force Wall (10 PD/8 ED)
Target/Area Affected: Varies
Duration: Constant
Range: 225"
END Cost: 4

Description: The character can form a literal wall of water between himself and his attackers. He can also shape this wall to englobe and trap a single human-sized target.

Game Information: *Force Wall (10 PD/8 ED). Total cost: 45 points.*

OPTIONS:

- 1) **Strong Water Wall:** Increase to Force Wall (12 PD/10 ED). Total cost: 55 points.
- 2) **Weak Water Wall I:** Decrease to Force Wall (8 PD/6 ED). Total cost: 35 points.
- 3) **Weak Water Wall II:** The character's Water Wall is too thin to stop high-velocity, sharp, or high-energy attacks. Add Nonresistant (-½). 45 Active Points; total cost 30 points.
- 3) **Longer Water Wall:** The character can lengthen his wall of water, thus allowing him to protect more people or englobe larger targets. Increase to 4" long. Total cost: 51 points.
- 4) **Opaque Water Wall:** The water in the character's wall is churned up and frothing, preventing anyone from seeing through it. Add Opaque (Sight Group). Total cost: 55 points.

WATER FORM

Effect: Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 25%
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body partly or wholly into water, which makes it difficult for attacks (especially physical ones) to harm him.

Game Information: *Physical Damage Reduc-*

tion, Resistant, 50% (30 Active Points); Costs Endurance (-½) (total cost: 20 points) plus Energy Damage Reduction, Resistant, 25% (15 Active Points); Costs Endurance (-½) (total cost: 10 points). 30 + 15 = 45 Active Points; total cost 20 + 10 = 30 points.

OPTIONS:

- 1) **Improved Water Form:** Increase Physical Damage Reduction to 75%. 60 + 15 = 75 Active Points; total cost 40 + 10 = 50 points.
- 2) **Water Form Variant:** This form of the power is built with Armor. Change to Armor (16 PD/10 ED) (39 Active Points); Costs Endurance (-½). Total cost: 26 points.

WATER SHIELD

Effect: Force Field (18 PD/12 ED)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can protect himself by wrapping his body in a protective field of water.

Game Information: *Force Field (18 PD/12 ED). Total cost: 30 points.*

OPTIONS:

- 1) **Strong Water Shield:** Increase to Force Field (25 PD/20 ED). Total cost: 45 points.
- 2) **Weak Water Shield:** Decrease to Force Field (15 PD/10 ED). Total cost: 25 points.

MOVEMENT POWERS

SUPER-SWIMMING

Effect: Swimming +30"

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can move through the water faster than the fastest fish or submarine.

Game Information: *Swimming +30". Total cost: 30 points.*

OPTIONS:

- 1) **Faster Super-Swimming:** Increase to Swimming +40". Total cost: 40 points.
- 2) **Slower Super-Swimming:** Decrease to Swimming +20". Total cost: 20 points.
- 3) **School Swimming:** The character can help his friends to swim faster as well by controlling water currents to propel them through the water along with him. Buy as a naked Advantage Usable Simultaneously (up to four people at once; +¾) (24 Active Points); Recipients Must Remain Within 10" Of Character (-½). Total cost: 16 points.

WATER COLUMN

Effect: Flight 8", Only Within 8" Of Water

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character can create a column of water to carry him aloft as high as 8" above the surface. However, he can only do this as long as he remains within 8" of a substantial body of water. The GM determines whether a body of water is large enough for this power to work; generally, there needs to be at least one cubic hex of water for every point of BODY the character has.

Game Information: *Flight 8" (16 Active Points); Only Within 8" Of A Substantial Body Of Water (-1½). Total cost: 6 points.*

OPTIONS:

- 1) **Slow Water Column:** Decrease to Flight 5". 10 Active Points; total cost 4 points.

WATER WALKWAY

Effect: Flight 6", Usable Simultaneously, Only On Water

Target/Area Affected: Up to eight characters

Duration: Constant

Range: Touch

END Cost: 2

Description: The character can temporarily "solidify" the surface of a body of water so that other people can walk on it.

Game Information: *Flight 6", Usable Simultaneously (up to eight people at once; +1) (24 Active Points); Only In Contact With The Surface Of Designated Body Of Water (-¼), Recipients Must Remain Within 4" Of Each Other (-½). Total cost: 14 points.*

SENSORY POWERS

UNDERWATER SENSES

Effect: Various Enhanced Senses

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character has the senses he needs to perceive things deep underwater. He may purchase as many of these as he wishes.

Game Information:

Cost Power

5 *Underwater Eyes:* Nightvision

30 *Water Currents Sense:* Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting (37 Active Points); Only When In Contact With The Water (-¼)

STEAM POWERS

STEAM BLAST

Effect: RKA 3d6, No Knockback
Target/Area Affected: One character
Duration: Instant
Range: 25"
END Cost: 4

Description: The character can project a blast of scalding steam to burn his enemies.

Game Information: RKA 3d6 (45 Active Points); Limited Range (25"; -¼), No Knockback (-¼). Total cost: 30 points.

OPTIONS:

- 1) **Hotter Steam:** Increase to RKA 4d6. 60 Active Points; total cost 40 points.
- 2) **Cooler Steam:** Decrease to RKA 2d6. 30 Active Points; total cost 20 points.
- 3) **Steam Cloud:** The character can create a steam cloud to scald several enemies at once. Decrease to RKA 2d6 and add Area Of Effect (6" Radius; +1¼). 67 Active Points; total cost 45 points.
- 4) **Steam Cone:** The character's Steam Blast takes the form of a broad cone. Decrease to RKA 2d6 and add Area Of Effect (12" Cone; +1¼) and replace Limited Range (+¼) with No Range (-½). 67 Active Points; total cost 38 points.
- 5) **Blinding Steam:** The character's Steam Blast also creates a cloud of steam that temporarily blinds the target. Add Sight Group Flash 3d6 (15 Active Points); Linked (-½) (total cost: 10 points). 45 + 15 = 60 Active Points; total cost 30 + 10 = 40 points.

STEAM FORM

Effect: Desolidification
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into a cloud of steam.

Game Information: Desolidification (affected by air, water attacks) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.

OPTIONS:

- 1) **Easy Steam Form:** The character can maintain his Steam Form effortlessly. Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 40 points.
- 2) **Scalding Steam Form:** The character's Steam Form burns anyone who touches him. Add RKA ½d6, Affects Physical World (+2), Continuous (+1), Damage Shield (does damage when character makes HTH attacks other than Grabs; +¾), Reduced Endurance (0 END; +½) (52 Active Points); Linked (-¼) (total cost: 42 points). 40 + 52 = 92 Active Points; total cost 27 + 42 = 69 points.

MISCELLANEOUS POWERS

AQUATIC ADAPTATIONS

Effect: Various forms of Life Support and Environmental Movement
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is adapted for spending lots of time underwater. He may be able to breathe underwater, or to withstand the chill and crushing pressure of the deep ocean, or both. He may also be so at home in the water that he suffers no combat penalties there. The character can buy as many of these powers as he wishes.

Game Information:

Cost	Power
3	<i>Aquatic Movement:</i> Environmental Movement (no penalties in water)
5	<i>Breathe Underwater:</i> Life Support (Expanded Breathing: breathe underwater)
3	<i>Underwater Comfort:</i> Life Support (Safe Environments: High Pressure, Intense Cold)

BODY OF WATER

Effect: Desolidification, Damage Reduction
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can transform his body into water. In addition to the power listed here, the character should buy Water Form, above.

Game Information: Desolidification (affected by water, fire, and cold attacks) (40 Active Points); Cannot Pass Through Solid Objects (-½). Total cost: 27 points.

OPTIONS:

- 1) **Permanent Water Form:** The character's body is made of water permanently; he has no solid form. Add Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), and Always On (-½) to Desolidification (90 Active Points; total cost 45 points) and also buy Physical Damage Reduction, Resistant, 50% and Energy Damage Reduction, Resistant, 25% (total cost: 45 points). Total cost: 105 points.

HAVE A DRINK

Effect: Life Support (Diminished Eating: No Need To Eat), Only For Water
Target/Area Affected: Up to 8 persons
Duration: 1 Continuing Charge for 1 Day
Range: Self
END Cost: 0

Description: The character can create enough potable water to keep himself and up to seven other people from needing other sources of water for a day.

Game Information: *Life Support (Diminished Eating: No Need To Eat), Usable Simultaneously (up to 8 people at once; +1), 1 Continuing Charge lasting for 1 Day (+¼) (7 Active Points); Only To Provide Water To Drink (-1). Total cost: 3 points.*

RED SEA EFFECT

Effect: Telekinesis (80 STR), Only To Part Waters
Target/Area Affected: Up to 1,600 tons of water
Duration: Constant
Range: 650"
END Cost: 13

Description: The character can part a body of water so that people can walk through it. The bottom of the river- or sea-bed may still be muddy, but the GM may invoke dramatic sense and rule that the character's Telekinesis also "moves" the water out of the soil so people can walk or drive over it easily.

Game Information: *Telekinesis (80 STR), Affects Porous (130 Active Points); Only To Part Waters (-2). Total cost: 43 points.*

WEATHER POWERS



Weather Powers involve a character's ability to control and manipulate the weather and weather-related phenomena — wind, lightning, thunder, and the like. Powerful weather manipulators, or those with broader power sets, often have Air Powers (page 12), Electricity Powers (page 76), or Ice/Cold Powers (page 109) as well, and sometimes even Water Powers (page 243).

OFFENSIVE POWERS

AIR MANIPULATION

Effect: Telekinesis (10 STR), Affects Whole Object
Target/Area Affected: One character
Duration: Constant
Range: 75"
END Cost: 1

Description: The character has enough control over winds and air that he can use them to pick up objects without touching them.

Game Information: *Telekinesis (10 STR) (15 Active Points); Affects Whole Object (-¼). Total cost: 12 points.*

OPTIONS:

- 1) **Strong Manipulation:** Increase Telekinesis to 20 STR. 30 Active Points; total cost 24 points.
- 2) **Weak Manipulation:** Decrease Telekinesis to 6 STR. 9 Active Points; total cost 7 points.
- 5) **Clumsy Air Manipulation:** The character has limited control over what he can do with the winds; he can only use them to push things away. Add Only To Push Objects Away (-1). 15 Active Points; total cost 7 points. (Character may substitute a similar Limitation, such as *Only To Pull Objects Toward Character*, for Only To Push Objects Away.)

BLINDING WEATHER

Effect: Change Environment, -4 Sight Group PER Rolls
Target/Area Affected: 8" radius
Duration: Constant
Range: 215"
END Cost: 4

Description: The character can create weather phenomena that interfere with vision, such as a thick fog, driving rain, or heavy snow.

Game Information: *Change Environment 8" radius, -4 to Sight Group PER Rolls, Varying Effect (any type of weather that could interfere with vision; +½). Total cost: 43 points.*

OPTIONS:

- 1) **Heavier Weather:** Increase to -6 to Sight Group PER Rolls. Total cost: 52 points.
- 2) **Milder Weather:** Decrease to -2 to Sight Group PER Rolls. Total cost: 34 points.
- 3) **Larger Weather:** Increase to 32" radius. Total cost: 58 points.
- 4) **Driving Sleetstorm:** The character can create a sleet and snow storm that not only makes it difficult to see, it makes it hard to walk without slipping. Add Multiple Combat Effects and -3 to DEX Rolls to move on, and remove Varying Effect. Total cost: 43 points.

BLIZZARD

Effect: Energy Blast 3d6, NND
Target/Area Affected: One Hex
Duration: Constant
Range: 20"
END Cost: 5

Description: The character creates a small but intense blizzard that saps the energies of the target.

Game Information: *Energy Blast 3d6, NND*



SUBJECT ID: STORMFRONT

“Some evidence tends to indicate that Stormfront becomes more powerful in the presence of actual storm phenomena. This image, taken by an UNTIL aircraft, shows Stormfront battling Saphire of the Champions during a thunderstorm over Millennium City. According to the agents in the craft, the lightning bolts Stormfront was projecting during the fight ranked as much as 50% higher on the Martinez Scale than his standard lightning bolts.”

—From the working draft of The UNTIL Supercriminal Tactical Reference Manual

(defense is Life Support [Safe Environment: Intense Cold], fire powers, or some other personal source of heat; +1), Area Of Effect (One Hex; +½), Continuous (+1) (52 Active Points); Limited Range (20”; -¼). Total cost: 42 points.

OPTIONS:

- 1) **Arctic Blizzard:** Increase to Energy Blast 4d6. 70 Active Points; total cost 56 points.
- 2) **Mild Blizzard:** Decrease to Energy Blast 2d6. 35 Active Points; total cost 28 points.
- 3) **Large Blizzard I:** Increase to Area Of Effect (5” Radius; +1). 60 Active Points; total cost 48 points.
- 4) **Large Blizzard II:** Increase to Area Of Effect (10” Radius; +1¼). 64 Active Points; total cost 51 points.

EXPOSURE

Effect: Change Environment, 4 points NND damage
Target/Area Affected: 8” radius
Duration: Constant
Range: 260”
END Cost: 4

Description: The character can create weather phenomena so intense that it causes anyone within the affected area to suffer the effects of exposure. Examples include blistering heatwaves, arctic cold air, chilling rain or snowstorms, or hailstorms.

Game Information: Change Environment 8” radius, 4 points NND damage (the defense is an appropriate form of Life Support [Safe Envi-

ronment]), Varying Effect (any type of weather that could cause exposure damage; +½). Total cost: 52 points.

OPTIONS:

- 1) **Heavier Weather:** Increase to 6 points NND damage. Total cost: 67 points.
- 2) **Milder Weather:** Decrease to 2 points NND damage. Total cost: 37 points.
- 3) **Larger Weather:** Increase to 32” radius. Total cost: 67 points.

LIGHTNING BOLT

Effect: RKA 2½d6
Target/Area Affected: One character
Duration: Instant
Range: 200”
END Cost: 4

Description: The character can project a powerful bolt of lightning from his hands.

Game Information: RKA 2½d6. Total cost: 40 points.

OPTIONS:

- 1) **Powerful Lightning Bolt:** Increase to RKA 4d6. Total cost: 60 points.
- 2) **Weak Lightning Bolt:** Decrease to RKA 1½d6. Total cost: 25 points.

3) Lightning Bolt Variant: The character controls his lightning bolt so that it's less likely to kill targets. Change to Energy Blast 8d6. Total cost: 40 points.

4) Calling Down The Lightning I: Instead of projecting a bolt of lightning from his body, the character literally calls down a bolt from the open sky. Change to RKA 3d6, Indirect (always comes from the sky; +¼) (56 Active Points); Only Works During Storms (-1). Total cost: 28 points.

5) Calling Down The Lightning II: As Calling Down I, except that the character can call a bolt from any cloud, whether it's storming or not. Change to Only Works When Clouds Are In The Sky (-½). Total cost: 37 points.

6) Thunderbolt: A loud clap of thunder accompanies the character's lightning. Add Hearing Group Flash 6d6 (18 Active Points); Linked (-½) (total cost: 12 points). 40 + 18 = 58 Active Points; total cost 40 + 12 = 52 points.

SLIPPERY GROUND

Effect: Change Environment, -4 to DEX Rolls to move on

Target/Area Affected: 8" radius

Duration: Constant

Range: 145"

END Cost: 3

Description: The character creates an area of sleety, icy weather that makes the ground slick and difficult to walk on.

Game Information: *Change Environment 8" radius, -4 to DEX Rolls to move on (29 Active Points); Only Affects Characters Who Are Moving On The Ground (-¼). Total cost: 23 points.*

OPTIONS:

1) Thicker Ice: Increase to -6 to DEX Rolls. 35 Active Points; total cost 28 points.

2) Milder Ice: Decrease to -2 to DEX Rolls. 23 Active Points; total cost 18 points.

3) Larger Ice Field: Increase to 32" radius. 39 Active Points; total cost 31 points.

THUNDERCLAP

Effect: Hearing Group Flash 10d6

Target/Area Affected: One character

Duration: Instant

Range: 150"

END Cost: 3

Description: The character can create a small, localized thunderclap that deafens a person.

Game Information: *Hearing Group Flash 10d6. Total cost: 30 points.*

OPTIONS:

1) Thunderboomer: Increase to Hearing Group Flash 15d6. Total cost: 45 points.

2) Mild Thunderclap: Decrease to Hearing Group Flash 8d6. Total cost: 24 points.

3) Large Thunderclap: The character's thunderclap affects multiple people. Decrease to Hearing Group Flash 7d6 and add Area Of Effect (16" Radius; +1 ¾), Personal Immunity (+¼). Total cost: 63 points.

4) Stunning Thunderclap: The boom of the thunderclap not only deafens the target, it stuns him as well. Add Energy Blast 3d6, NND (defense is Hearing Group Flash Defense; +1) (30 Active Points); Linked (-½) (total cost: 20 points). 30 + 30 = 60 Active Points; total cost 30 + 20 = 50 points.

WEATHER CONTROL

Effect: Change Environment, +/-4 Temperature Levels
Target/Area Affected: 8" radius

Duration: Constant

Range: 215"

END Cost: 4

Description: The character can create an area in which he changes the weather to raise or lower the temperature. In some cases he may simply alter the ambient weather, but he can create wholesale changes (like creating a snowstorm in mid-summer) if necessary.

Game Information: *Change Environment 8" radius, +/-4 Temperature Levels, Varying Effect (+½). Total cost: 43 points.*

OPTIONS:

1) Stronger Weather Control: Increase to +/-6 Temperature Levels. Total cost: 52 points.

2) Weaker Weather Control: Decrease to +/-2 to Temperature Levels. Total cost: 34 points.

3) Larger Weather Control I: Increase to 32" radius. Total cost: 58 points.

4) Larger Weather Control II: The character can affect the temperature over an entire region. Add MegaArea (1" = 1 km broad and wide; +¼) and No Range (-½). 51 Active Points; total cost 34 points.

5) Greater Weather Control I: The character can create any sort of weather effect, and can even alter the effect it has on combat conditions. Add Varying Combat Effects and increase to Varying Effect (any weather effect; +1). Total cost: 78 points.

6) Greater Weather Control II: As Greater Weather Control I, but affecting an entire region. Add MegaArea (1" = 1 km broad and wide; +¼) and No Range (-½). 88 Active Points; total cost 59 points.

7) Greater Weather Control III: As Greater Weather Control II, but the character's control over the weather is precise enough to allow him to split his combat effects among multiple types. Add Multiple Combat Effects. 99 Active Points; total cost 66 points.

8) True Weather Control: The character cannot create weather phenomena, he can only adjust the existing local weather. In game terms, he must make a Skill Roll to determine how well the power functions. If the Skill Roll succeeds exactly, he may adjust the weather by one combat effect step, +1 step for each point by which he made the roll beyond that. The first steps *must* be used to adjust

NEW ADDERS: MULTIPLE COMBAT EFFECTS, VARYING COMBAT EFFECTS

Ordinarily, a character with Change Environment can only buy one type of combat effect for it; he can't buy more than one type of combat effect, or switch between effects.

For a +5 Character Point Adder, *Multiple Combat Effects*, a character can buy more than one type of combat effect for a single Change Environment power. He could, for example, buy -2 to DEX Rolls and -2 to STR Rolls, or -3 Sight Group PER and 2 points of damage. The character can choose which of the combat effects to use whenever he activates the power; he can use one, some or all of them as he chooses.

For a +10 Character Point Adder, *Varying Combat Effects*, the character may switch between different combat effects. He buys the most expensive type of combat effect he wants to create, and whenever he activates the power can choose to substitute any effect of equal or lesser value for the one he purchased, provided the GM approves and he can justify the change within the special effect of the Change Environment. He cannot increase the strength or effectiveness of the combat effect, but can choose to use a lesser-strength combat effect. For example, a character with a Change Environment that provided -3 to DEX Rolls (costs 3 points for each level of effect after the first) could substitute up to 3 Temperature Level changes, -3" movement, or -3 PER Rolls. He could choose -2 PER

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Rolls or -1 Temperature Level, but couldn't have more than -3 of any of these things. Nor could he affect, say, CV, since that costs more than 3 points per effect. When he chooses a combat effect, he cannot "split" the effect between two types (such as -2 Sight Group PER and -2 to DEX Rolls) unless the power also has Multiple Combat Effects.

Both of these Adders require the GM's approval.

the Temperature Level (each one counting as up to +/-20 degrees Fahrenheit [7 degrees Celsius]). Once he gets the temperature where it needs to be for the other effects he wants to adjust, he can cause rain, snow, fog, or the like — and the more combat effects he devotes to it, the more severe the weather change he can initiate. See the accompanying Weather Change Table for some guidelines.

Of course, it takes time for the weather to change; a character can't instantly convert a sunny summer day into a blizzard. At a minimum, the change takes one minute per step of effect. The GM can allow one step to take place per minute, rather than having all of them occur at once at the end of the time period.

Example: *Tempest wants to make it snow. Unfortunately, it's the middle of the summer, so it's 90 degrees outside without a cloud in the sky. She activates her True Weather Control and rolls her 14- Skill Roll. She rolls a 9, so she made it by 5. First, she has to lower the temperature to the point where it will snow. That requires -60° of temperature — three steps of the six she can make (one for succeeding with her roll, +1 for each point she succeeded by). Now she needs the snow. Since she has three steps left, she decides to use all three to create a Severe storm with driving sleet and snow. She defines this as -2 DEX Rolls to walk on the ground and -1 to Sight Group PER Rolls. After she activates her power, it takes six minutes for the changes to occur — one step's worth of change per minute.*

Example: *Stormfront wants to make it stop raining. Currently, it's 78 degrees outside and there's a Strong rain falling. Since the temperature is fine as it is, he doesn't have to change it; he just needs to break up the clouds and stop the downpour. He has Power: Weather Control 12- and rolls an 11. This entitles him to two steps' worth of change. Fortunately, that's all he needs to eliminate the Strong rain effect (a -2 combat effect which his two steps cancels). Suddenly, the sun comes out!*

Change to Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), Mega-Area (1" = 1 km broad and wide; +¼) (139 Active

WEATHER CHANGE TABLE

Weather	Steps Of Effect				
	-1	-2	-3	-4	-5
Temperature	+/- 20°	+/- 40°	+/- 60°	+/- 80°	+/- 100°
Storms	No Precipitation				
	Mild (drizzle, minor sleet/snow)				
	Strong (rain, sleet/snow)				
	Severe (driving rain, thunderbolts, hail, driving sleet/snow)				
	Intense (damaging rain or hail, blizzard)				
	Gale-Force (hurricane, tornado, major blizzard)				

Points); No Range (-½), Can Only Alter Existing Weather, Not Create Weather (-¼), Extra Time (minimum of 1 Minute per step; -1½), Requires A Weather Control Roll (-½). Total cost: 37 points.

DEFENSIVE POWERS

SHIELD OF THE WINDS

Effect: Force Field (12 PD/12 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character uses his control over the winds to create a protective field around his body.

Game Information: Force Field (12 PD/12 ED).
Total cost: 24 points.

OPTIONS:

- 1) **Strong Shield:** Increase to Force Field (15 PD/15 ED). Total cost: 30 points.
- 2) **Weak Shield:** Decrease to Force Field (10 PD/10 ED). Total cost: 20 points.
- 3) **Altered Shield:** This Shield has more effect against physical attacks, making it more "realistic." Change to Force Field (15 PD/10 ED). Total cost: 25 points.

MOVEMENT POWERS

WINDRIDING

Effect: Flight 15"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character harnesses the wind to pick himself up and fly.

Game Information: Flight 15". Total cost: 30 points.

OPTIONS:

- 1) **Fast Windriding I:** Increase to Flight 20". Total cost: 40 points.
- 2) **Fast Windriding II:** Increase to Flight 18", x8 Non-combat. Total cost: 46 points.
- 3) **Slow Windriding:** Decrease to Flight 10". Total cost: 20 points.
- 4) **Group Windriding:** The character can bring some of his friends along when he flies. Add Usable Simultaneously (up to eight people at once; +1) (60 Active Points); Recipients Must Remain Within 4" Of Character (-½). 60 Active Points; total cost 40 points.



SENSORY POWERS

WEATHER EYE

Effect: Clairsentience (Sight Group), Precognition Only, Only For Weather

Target/Area Affected: Special

Duration: Constant

Range: No Range

END Cost: 4

Description: The character has an uncanny ability to predict the weather. Generally, he can only predict the weather for the area he currently occupies, but if he has some formal knowledge of meteorology, that may tell him something about what the weather will be like in nearby regions, and perhaps even in more distant areas. The further into the future the character wants to view the weather, the harder it becomes to get a clear and accurate picture.

Game Information: *Clairsentience (Sight Group), Precognition (40 Active Points); No Range (-½), Precognition Only (-1), Only To Foresee The Weather (-1), Time Modifiers (-½). Total cost: 10 points.*

OPTIONS:

1) Greater Weather Eye: The character can determine what the weather will be like both where he is and thousands of kilometers away. Add 8x Range

and MegaScale (1" = 1 km; +¼) and remove No Range (-½). 69 Active Points; total cost 20 points.

MISCELLANEOUS POWERS

CLIMATE CONTROL

Effect: Life Support (Safe Environments: Intense Cold, Intense Heat)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character subconsciously adjusts the temperature of the air around him to keep himself comfortable — cool in warm weather, warm in cold weather.

Game Information: *Life Support (Safe Environments: Intense Cold, Intense Heat). Total cost: 4 points.*

OPTIONS:

1) Group Climate Control: The character can extend this effect for 4" around him, if desired. Buy as a naked Advantage Area Of Effect (4" Radius; +1½). Total cost: 6 points.

SUBJECT ID: STORMFRONT

"Stormfront's ability to move or smash objects with controlled winds is not among the strongest of his powers, but it numbers among the most versatile. As shown in this photo, he can use it to quickly and easily smash small or fragile objects; he can also pick up objects weighing as much as 400 kilograms."

—From the working draft of *The UNTIL Supercriminal Tactical Reference Manual*

WOOD AND PLANT POWERS



Wood and Plant Powers grant a character power over, or abilities derived from, the vegetable kingdom. Depending on the exact nature of the character's powers, he might be able to transform himself (or parts of himself) into plant- or tree-like forms, create and control monstrous plants, or attack his foes with abilities derived from plants.

OFFENSIVE POWERS

CHOKING SPORES

Effect: Energy Blast 4d6, NND
Target/Area Affected: One character
Duration: Instant
Range: 4"
END Cost: 6

Description: The character can emit or project a small cloud of spores that make the target cough, choke, and feel ill. The power only has a range of about 26 feet (4"), and won't work at all in windy, rainy, or underwater conditions.

Game Information: *Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1) (40 Active Points); Limited Range (4"; -¼), Not In High Winds, Rain, Or Water (-¼). Total cost: 27 points.*

OPTIONS:

- 1) **Powerful Spores:** Increase to Energy Blast 6d6. 60 Active Points; total cost 40 points.
- 2) **Mild Spores:** Decrease to Energy Blast 3d6. 30 Active Points; total cost 20 points.
- 3) **Incapacitating Cough:** The coughing and choking caused by the spores also make it impossible for the victim to take any other actions. Add Entangle 2d6, 2 DEF, Takes No Damage From Attacks (+½) (30 Active Points); Cannot Form Barriers (-¼), Linked (-½) (total cost: 17 points). 40 + 30 = 70 Active Points; total cost 27 + 17 = 44 points.
- 4) **Blinding Spores:** The spores also get into the victim's eyes, stinging and blinding him. Add Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 60 Active Points; total cost 27 + 13 = 40 points.
- 5) **Strong Spore Emission:** The character's spore-cloud is so compact, and so powerfully projected at the target, that it can work underwater or in windy conditions. Remove Not In High Winds, Rain, Or Water (-¼). Total cost: 32 points.

6) **Spore Touch:** The character cannot project his spores any distance at all; he must "puff" them right into the target's face. Replace Limited Range (-¼) with No Range (-½). Total cost: 23 points.

7) **Spore Cloud:** The character can emit a cloud of spores large enough to affect multiple targets. Add Area Of Effect (4" Radius; +1). 60 Active Points; total cost 40 points.

8) **Limited Spores:** The character can only generate eight spore-clouds a day. Add 8 Charges (-½). Total cost: 20 points.

CONTROL PLANTS

Effect: Mind Control 10d6 (Plant class of minds)
Target/Area Affected: One plant
Duration: Constant
Range: LOS
END Cost: 5

Description: The character can mentally control intelligent plants and plant-like beings.

Game Information: *Mind Control 10d6 (Plant class of minds). Total cost: 50 points.*

OPTIONS:

- 1) **Powerful Plant Control:** Increase to Mind Control 12d6. Total cost: 60 points.
- 2) **Weak Plant Control:** Decrease to Mind Control 8d6. Total cost: 40 points.
- 3) **Forest Control:** The character can control multiple plants at once, though he must issue the same orders to all of them. Decrease to Mind Control 7d6 and add Area Of Effect (4" Radius; +1). Total cost: 70 points.
- 4) **Telepathic Plant Control:** The character can issue orders to his plant-servants with his thoughts alone. Add Telepathic (+¼). Total cost: 62 points.

CONTROLLING SPORES

Effect: Mind Control 8d6 (Human class of minds)
Target/Area Affected: One character
Duration: Constant
Range: 4"
END Cost: 8

Description: The character can attack a target with a tiny cloud of spores that filters into the brain and takes control of the person's mind. If the target cannot breathe the spores in, or ambient conditions aren't right, the power is useless.

Game Information: *Mind Control 8d6 (Human class of minds) (40 Active Points); Based On CON (-1), Limited Range (4"; -¼), Does Not*

UNTIL SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	WOOD AND PLANT	Subject ID	THORN
			Martinez Scale: 6

Work Versus Targets with Life Support (Self-Contained Breathing) (-¼), Not In High Winds, Rain, Or Water (-¼). Total cost: 14 points.

OPTIONS:

- 1) **Powerful Control Spores:** Increase to Mind Control 12d6. 60 Active Points; total cost 22 points.
- 2) **Weak Control Spores:** Decrease to Mind Control 6d6. 30 Active Points; total cost 11 points.
- 3) **Group Control:** The character emits a cloud of spores that can affect multiple people at the same time, though he must issue the same orders to all of them. Add Area Of Effect (4" Radius; +1). 80 Active Points; total cost 29 points.
- 4) **Telepathic Control Spores:** The character can issue orders to his victims with his thoughts alone. Add Telepathic (+¼). 50 Active Points; total cost 18 points.
- 5) **Limited Spores:** The character can only generate eight spore-clouds a day. Add 8 Charges (-½). 40 Active Points; total cost 12 points.

LEAFY PRISON

Effect: Major Transform 5d6 (human into tree)
Target/Area Affected: One character
Duration: Instant
Range: 4"
END Cost: 7

Description: The character emits a cloud of biomanipulative spores and seeds that almost instantaneously transforms a human being into a tree (or similar large plant, at the GM's option). The victim remains stuck in tree-form until the character (or another character with similar powers) returns him to human form.

Game Information: *Major Transform 5d6 (human into tree, heals back through another application of this power) (75 Active Points); Limited Target (humans; -½), Limited Range (4"; -¼), Not In High Winds, Rain, Or Water (-¼). Total cost: 37 points.*

OPTIONS:

- 1) **Greater Treensformation:** Increase to Major Transform 6d6. 90 Active Points; total cost 45 points.
- 2) **Lesser Treensformation:** Decrease to Major Transform 4d6. 60 Active Points; total cost 30 points.
- 3) **Absolute Treensformation:** The character's spores and seeds either work in full, or have no effect on the target. Add All Or Nothing (-½) and If Power Fails To Work On A Target, Target Is Forever Immune To It (-½). Total cost: 25 points.
- 4) **Group Treensformation:** The character's spore-cloud covers a wide area and can affect many people at once. Decrease to Major Transform 4d6 and add Area Of Effect (6" Radius; +1). 120 Active Points; total cost 60 points.

SUBJECT ID: THORN

"Pursuant to standing orders of supervising officer, I proceeded to the reported confrontation between the Champions and Thorn in Memorial Park. Arrived to find battle still in progress and immediately set up monitoring station and video camera. Obtained significant data, including this image of Thorn's "Thorn Spray" ability, which he unsuccessfully used against Witchcraft. Am currently seeking other superhumans with similar powers to obtain further information on this category for the Database."

—USPD field research by Agent Jorge Hermosa

5) Limited Spores: The character can only generate eight spore-clouds a day. Add 8 Charges (-½). Total cost: 30 points.

6) Treensformation Touch: The character must touch the victim to inject the spores and seeds that change his body. Replace Limited Range (-¼) with No Range (-½). Total cost: 33 points.

PHYTOTOXIC STING

Effect: HKA ½d6, Armor Piercing plus Drain CON and STUN 3d6

Target/Area Affected: One character

Duration: Instant

Range: Touch

END Cost: 1 for HKA/4 Charges for venom

Description: The character can sting the victim with a small barb or thorn, injecting a plant-based poison into him.

Game Information: HKA ½d6, Armor Piercing (+½) (total cost: 15 points) **plus** Drain CON and STUN 3d6, affects both CON and STUN simultaneously (+½), Delayed Return Rate (points return at the rate of 5 per Minute; +¼), NND (defense is appropriate LS [Immunity]; +1) (82 Active Points); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 1 Turn after victim is stung; -¼), Linked (-¼) (total cost: 20 points). 15 + 82 = 97 Active Points; total cost 15 + 20 = 35 points.

OPTIONS:

1) Lethal Venom: The character's venom, though slower-acting, is often lethal. Replace Drain CON and STUN with Drain CON 3d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1) (90 Active Points); 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (15 Minutes; 1d6/5 Minutes; -¾) (total cost: 17 points) **plus** RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1) (90 Active Points); No Range (-½), 4 Charges (-1), HKA Must Do BODY (-½), Extra Time (onset time begins 5 Minutes after victim is stung; -2), Gradual Effect (10 Minutes; 1d6/5 minutes; -¾), Linked (-½) (total cost: 14 points). 15 + 90 + 90 = 195 Active Points; total cost 15 + 17 + 14 = 46 points.

QUICKEN PLANTS

Effect: Summon up to four 300-point monstrous plants

Target/Area Affected: 1-4 plants

Duration: Instant

Range: No Range

END Cost: 7

Description: The character can, with his special spores and control over plants, convert up to four ordinary plants into gigantic, monstrous plants; each monster plant is built on up to 300 Character Points. He can then persuade them to do his bidding, or use his Control Plants power (see above) to ensure their obedience.

Game Information: Summon up to four 300-point monstrous plants (use the Treeman or Giant Carnivorous Plant character sheets, HERO System Bestiary pages 119, 198) (70 Active Points); Summoned Being Must Inhabit Locale (-½), Extra Time (Full Phase; -½). Total cost: 35 points.

OPTIONS:

1) More Monstrous Plants: Increase to up to 16 300-point monstrous plants. 80 Active Points; total cost 40 points.

2) Bigger Monstrous Plants: Increase to up to four 400-point monstrous plants. 90 Active Points; total cost 45 points.

3) Obedient Monstrous Plants: The monstrous plants the character creates are inclined to obey him. Add Loyal (+½). 105 Active Points; total cost 52 points.

STICKY SAP

Effect: Entangle 4d6, 4 DEF, Sticky

Target/Area Affected: One character

Duration: Instant

Range: 300"

END Cost: 6

Description: The character can shoot, spit, or otherwise project a glob of sticky sap that coats a target and prevents him from moving. Anyone who touches the victim gets stuck, too.

Game Information: Entangle 4d6, 4 DEF, Sticky (+½). Total cost: 60 points.

OPTIONS:

1) Strong Sap: Increase to Entangle 6d6, 6 DEF. Total cost: 90 points.

2) Weak Sap: Decrease to Entangle 3d6, 3 DEF. Total cost: 45 points.

3) Tougher Sap: The character's sap hardens instantly, losing its outward stickiness but become much more difficult to break free from. Change to Entangle 4d6, 8 DEF. Total cost: 60 points.

4) Sap Blob: The character's sap comes in a blob so large that it's easy to hit targets with it. Sometimes it even catches more than one character. Decrease to Entangle 3d6, 3 DEF and add Area Of Effect (One Hex; +½). Total cost: 60 points.

5) Short-Range Sap: The character can only project his sap a short way. Add Limited Range (15"; -¼). 60 Active Points; total cost 48 points.

6) Sap Supply: The character only has a limited supply of sap; his body has to make more after he uses it up. Add 8 Charges (-½). 60 Active Points; total cost 40 points.

7) Sticky Sap Variant: Add Entangle And Character Both Take Damage (+¼). Total cost: 70 points.

STRENGTH OF THE TREES

Effect: STR +30

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 9

Description: When necessary, the character can call upon the strength of the mightiest oaks to fight his foes, tear down buildings, and defend himself. However, using this extra strength tires him out quickly.

Game Information: STR +30 (30 Active Points); Increased Endurance Cost (x3 END; -1). Total cost: 15 points.

OPTIONS:

1) **Strong Trees:** Increase to STR +40. 40 Active Points; total cost 20 points.

2) **Weak Trees:** Decrease to STR +20. 20 Active Points; total cost 10 points.

3) **Strength Of The Trees Variant:** The character can use his extra strength whenever necessary without unduly tiring himself. Replace Increased Endurance Cost (-1) with No Figured Characteristics (-½). 30 Active Points; total cost 20 points.

TANGLING GROWTH

Effect: Entangle 4d6, 4 DEF, OIF

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Description: The character can cause plants to grow, lengthen, and strengthen so that they wrap and restrain another person. The character has to have sufficient plants available to do this — either one or two large ones (like a willow tree, a big rosebush, or some boxwoods) or a lot of little ones (a bunch of houseplants, a lawn of grass).

Game Information: Entangle 4d6, 4 DEF (40 Active Points); OIF (plants of opportunity; -½). Total cost: 27 points.

OPTIONS:

1) **Strong Tangles:** Increase to Entangle 6d6, 6 DEF. 60 Active Points; total cost 40 points.

2) **Weak Tangles:** Decrease to Entangle 3d6, 3 DEF. 30 Active Points; total cost 20 points.

3) **Tangling Growth Variant:** The character's hyperaccelerated plants tie a victim up so tightly that anything done to cut him loose often ends up hurting him as well. However, the plants are vulnerable to being cut, chopped, or burned. Increase to Entangle 5d6, 5 DEF and add Entangle And Character Both Take Damage (+¼), Nonresistant DEF (-¼), and Vulnerable (fire; -½). 62 Active Points; total cost 27 points.

4) **Tangling Field:** The character can tangle a large number of people — assuming he has enough plants to work with. Decrease to Entangle 3d6, 3 DEF and add Area Of Effect (6" Radius; +1¼). 67

Active Points; total cost 45 points.

5) **Thorny Tangles:** The character's plants sprout, or already have, thorns and barbs that cause the character pain if he tries to break out through main strength. Buy as a naked Advantage Backlash (+½) (20 Active Points); OIF (plants of opportunity; -½), Only Applies To Attempts To Break Out With STR (-½) (total cost: 10 points). 40 + 20 = 60 Active Points; total cost 27 + 10 = 37 points.

6) **Anywhere Tangle:** The character doesn't need to use plants near the target; he can cause plants to sprout anywhere on Earth to attack the target. Change OIF (-½) to Only Versus Targets On The Ground (-¼). Total cost: 32 points.

THORN SPRAY

Effect: RKA 2d6, Armor Piercing

Target/Area Affected: One character

Duration: Instant

Range: 225"

END Cost: 4

Description: The character can shoot a spray of sharp, piercing thorns at his enemies, turning them into bloody pincushions.

Game Information: RKA 2d6, Armor Piercing (+½) (45 Active Points); No Knockback (-¼). Total cost: 36 points.

OPTIONS:

1) **Larger Thorns I:** Increase to RKA 2½d6. 60 Active Points; total cost 48 points.

2) **Larger Thorns II:** Add +2 Increased STUN Multiplier (+½). 60 Active Points; total cost 48 points.

3) **Larger Thorns III:** Remove No Knockback (-¼). Total cost: 45 points.

4) **Smaller Thorns:** Decrease to RKA 1d6+1. 30 Active Points; total cost 24 points.

5) **Rapid-Fire Thorns:** The character can fire numerous thorn sprays at once. Decrease to RKA 1d6+1 and add Autofire (5 shots; +½). 40 Active Points; total cost 32 points.

6) **Short-Range Thorns:** The character can only shoot his Thorn Spray a short distance. Add Limited Range (15"; -¼). Total cost: 30 points.

7) **Limited Thorns:** The character can only fire so many thorns before he needs to grow more. Add 12 Charges (-¼). Total cost: 30 points.

THORNY BODY

Effect: HKA ½d6, Damage Shield, Activation Roll 14-

Target/Area Affected: One character

Duration: Constant

Range: Touch

END Cost: 0

Description: The character can cause tough, sharp thorns to sprout from his body, making it dangerous to touch him.

Game Information: HKA ½d6, Damage Shield (+½), Continuous (+1), Reduced Endurance (0

END; +½) (30 Active Points); Activation Roll 14- (-½), No STR Bonus (-½), No Knockback (-¼). Total cost: 13 points.

OPTIONS:

- 1) **Larger Thorns:** Increase to HKA 1d6. 45 Active Points; total cost 20 points.
- 2) **Shorter Thorns:** Decrease to HKA 1 point. 15 Active Points; total cost 7 points.

WOOD WARPING

Effect: Major Transform 3d6 (wooden object into useless wooden object)
Target/Area Affected: One wooden object
Duration: Instant
Range: 225"
END Cost: 4

Description: The character can cause wood to warp, bend, and twist, rendering wooden objects useless (or at least very different in shape). For example, he could change the shape of a bow or axe handle to make the weapon useless, warp a door so that it springs open and cannot shut, or contort a wooden statue into a bizarre new form.

Game Information: Major Transform 3d6 (wooden object into useless wooden object) (45 Active Points); Limited Target (wooden objects; -¼). Total cost: 36 points.

OPTIONS:

- 1) **Strong Warping:** Increase to Major Transform 4d6. 60 Active Points; total cost 48 points.
- 2) **Weak Warping:** Decrease to Major Transform 2d6. 30 Active Points; total cost 24 points.
- 3) **Warptouch:** The character must touch wooden objects to warp them. Add No Range (-½). Total cost: 26 points.

DEFENSIVE POWERS

BARKSKIN

Effect: Damage Resistance (15 PD/15 ED)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character has tough, bark-like skin that protects him from bullets and blades.

Game Information: Damage Resistance (15 PD/15 ED) (15 Active Points); Visible (-¼). Total cost: 12 points.

OPTIONS:

- 1) **Tougher Barkskin:** Increase to Damage Resistance (20 PD/20 ED). 20 Active Points; total cost 16 points.
- 2) **Softer Barkskin:** Decrease to Damage Resistance (10 PD/10 ED). 10 Active Points; total cost 8 points.
- 3) **Bark Growth:** The character's skin isn't bark-like all the time; he has to exert himself to grow the bark, and to keep it in place. Add Costs Endurance (-½). 15 Active Points; total cost 10 points.
- 4) **Barkskin Variant:** Change to Armor (12 PD/12 ED). 36 Active Points; total cost 29 points.
- 5) **Body Of Wood:** The character's entire body transforms to wood on command, or is permanently made of wood. Change to Armor (15 PD/15 ED). 45 Active Points; total cost 36 points.

ROOTED

Effect: Knockback Resistance 6"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can grow roots from his feet to anchor himself to the ground.

Game Information: Knockback Resistance 6" (12 Active Points); Costs Endurance (-½). Total cost: 8 points.

OPTIONS:

- 1) **Strong Roots:** Increase to Knockback Resistance 10". 20 Active Points; total cost 13 points.
- 2) **Weak Roots:** Decrease to Knockback Resistance 3". 6 Active Points; total cost 4 points.

MOVEMENT POWERS

BRACHIATION

Effect: Swinging 15"; Only In Forests
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character uses his control over plants and trees to "swing" through forested areas by having vines, limbs, and the like carry him along or move at his command while he holds on to them.

Game Information: Swinging 15" (15 Active Points); Only In Forests (-1). Total cost: 7 points.

OPTIONS:

- 1) **Fast Brachiation:** Increase to Swinging 20". 20 Active Points; total cost 10 points.
- 2) **Slow Brachiation:** Decrease to Swinging 10". 10 Active Points; total cost 5 points.

BURROWING ROOTS

Effect: Tunneling 6" through DEF 6 material
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: A tree can, over time, force its roots through hard-packed soil and even solid rock. The character can vastly accelerate this process, using his arms and root-like fingers to burrow through the ground at tremendous speeds.

Game Information: *Tunneling 6" through DEF 6 material. Total cost: 30 points.*

OPTIONS:

- 1) **Faster Burrowing:** Increase to Tunneling 8" through DEF 8 material. Total cost: 40 points.
- 2) **Slower Burrowing:** Decrease to Tunneling 4" through DEF 4 material. Total cost: 20 points.

SENSORY POWERS

PLANT SPEECH

Effect: Telepathy 6d6 (Plant class of minds)
Target/Area Affected: One plant
Duration: Constant
Range: LOS
END Cost: 3

Description: The character can communicate mentally with plant life. It's up to the GM to determine what a plant "knows" and how well it can "communicate" those facts. Typically a plant pays close attention to things that concern it directly (the weather, nearby plants), but its knowledge of things other than that is vague (at best). Usually a plant can't readily identify people, count (beyond "one," "two," and "lots"), think symbolically, or understand the nature of various human creations (like cars). Talking to plants may prove more frustrating than helpful.

Game Information: *Telepathy 6d6 (Plant class of minds). Total cost: 30 points.*

SENSE VIBRATIONS

Effect: Detect Physical Vibrations
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can sense vibrations and tremors in the earth, making it possible for him to track the movements of people even if he's blinded.

Game Information: *Detect Physical Vibrations (INT Roll) (Touch Group), Discriminatory, Range, Targeting (30 Active Points); Only When In Contact With The Ground (-¼). Total cost: 24 points.*

OPTIONS:

- 1) **Wide-Band Sense Vibrations:** The character can perceive earth vibrations all around him, not just in one direction. Add Increased Arc Of Perception (360 Degrees). 35 Active Points; total cost 28 points.
- 2) **True Vibration Sense:** The character remains aware of earth vibrations and tremors constantly, even when he's not focusing on them. Add Sense. 32 Active Points; total cost 26 points.

MISCELLANEOUS POWERS

RAPID GROWTH

Effect: Stretching 3"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can cause his plant-like body to grow at a rapid pace if necessary, thus allowing him to stretch out an arm to reach distant objects and the like.

Game Information: *Stretching 3". Total cost: 15 points.*

OPTIONS:

- 1) **Further Growth:** Increase to Stretching 4". Total cost: 20 points.
- 2) **Lesser Growth:** Decrease to Stretching 2". Total cost: 10 points.

TENDRILS AND VINES

Effect: Extra Limbs
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's body can grow as many tendril- and vine-like extra appendages as it needs.

Game Information: *Extra Limbs (however many the character wants) (5 Active Points); Nonpersistent (-¼). Total cost: 4 points.*

THICKETMASTER

Effect: Environmental Movement: no penalties in undergrowth
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can move through, and fight in, all but the thickest underbrush without hindrance.

Game Information: *Environmental Movement: no penalties in undergrowth. Total cost: 3 points.*

MISCELLANEOUS POWERS



This “category” is a grab-bag of powers that don’t really fit into any other section of this book. Many of them are unusual or powerful, so you should check with your GM before using any of them.

OFFENSIVE POWERS

DEATH TOUCH

Effect: RKA 7d6, NND, Does BODY
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 31

Description: Also known as Decay Touch or Entropy Effect, this power allows the character to kill other people merely by touching them. This may involve disintegrating or otherwise altering their bodies so they die, but in many cases the character just “shuts off” the target’s life force in a way inexplicable to science.

Game Information: RKA 7d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1) (315 Active Points); No Range (-½), No Knockback (-¼). Total cost: 180 points.

OPTIONS:

1) *Easy Death Touch:* Using his Death Touch doesn’t tire the character out at all. Add Reduced Endurance (0 END; +½). 367 Active Points; total cost 210 points.

DEVOLUTION/EVOLUTION

Effect: Major Transform 6d6 (devolve/evolve)
Target/Area Affected: One character
Duration: Instant
Range: 560”
END Cost: 11

Description: Through means unknown to conventional science, the character can cause a living being to spontaneously devolve to a more primitive state, or evolve into a more advanced form.

The GM, with input from the player, must determine the exact effects of being “devolved” or “evolved” on any given creature. Typically devolved beings become less intelligent and more instinctual, stronger, tougher, and fiercer; evolved beings become physically weaker and more frail but much more intelligent (and may even develop psionic powers). The standard rules for removing or adding powers via Transform (*HERO System 5th Edition, Revised*, page 239) apply.

Game Information: Major Transform 6d6 (any living being into a more or less evolved version of itself, heals via another application of this power or a like power), Improved Results Group (+¼) (112 Active Points); Limited Target (living beings; -¼). Total cost: 90 points.

OPTIONS:

- 1) *Strong Devolution/Evolution:* Increase to Major Transform 8d6. 150 Active Points; total cost 120 points.
- 2) *Weak Devolution/Evolution:* Decrease to Major Transform 4d6. 75 Active Points; total cost 60 points.
- 3) *Ongoing Devolution/Evolution:* The character can continue to (d)evolve the target as long as he (the character) keeps paying END. Decrease to Major Transform 3d6 and add Continuous (+1). 101 Active Points; total cost 81 points.
- 4) *Devolution/Evolution Touch:* The character must touch the target to (d)evolve him. Add No Range (-½). 112 Active Points; total cost 64 points.
- 5) *Devolution/Evolution Field:* The character can (d)evolve multiple beings within an area. He must apply the same effect (devolution or evolution) to all affected persons. Decrease to Major Transform 3d6 and add Area Of Effect (6” Radius; +1), Selective (+¼). 112 Active Points; total cost 90 points.

ENERGY CONVERSION

Effect: Energy Blast 5d6 + additional dice
Target/Area Affected: One character
Duration: Instant
Range: 125” or more
END Cost: Varies

Description: The character has the ability to generate a blast of energy by converting another form of energy. His power does not work unless he is in the presence of at least minimal amounts of that energy. The stronger, greater, louder, or more intense that energy is, the more powerful the character’s energy bolt.

“Presence of” typically means within 10” of the place or phenomena generating the energy, but this may depend on the intensity of the energy. If the phenomena is intense enough, the GM may allow the character to draw on at least limited amounts of it further away.

The Limitation values given below assume that the energy phenomena that “powers” the character’s energy blast is relatively common — sound, light, kinetic energy, or the like. If the phenomena is less

common, the GM should adjust the Limitation values accordingly.

Example: *Starbright has the power to convert sound into a powerful blast of light energy. As long as there's some sound around — even the sound of her own voice — she can fire an Energy Blast 5d6. In the presence of loud sounds (her own screaming, a busy city street, the crowd at some sports events), she can add 3d6, for an Energy Blast 8d6, as her body converts the greater amount of sound into more light energy. In the presence of extremely intense or loud sounds (such as a rock concert or many Sonic Powers), she can add another 3d6 for an Energy Blast 11d6. In the presence of overwhelmingly loud sounds (like being near the Space Shuttle when it's launched), she can add another 3d6, for her maximum of Energy Blast 14d6.*

The GM may, if appropriate, allow a character to add only some of the dice he's entitled to, to reflect variations in the energy phenomena the character's converting.

Game Information:

Cost Power

- 20 *Basic Energy Blast:* Energy Blast 5d6 (25 Active Points); Only When In The Presence Of [Phenomena] (-¼)
- 10 *Enhanced Energy Blast:* Energy Blast +3d6 (15 Active Points); Only When In The Presence Of Strong [Phenomena] (-½)
- 9 *Augmented Energy Blast:* Energy Blast +3d6 (15 Active Points); Only When In The Presence Of Intense [Phenomena] (-¾)
- 7 *Supreme Energy Blast:* Energy Blast +3d6 (15 Active Points); Only When In The Presence Of Overwhelming [Phenomena] (-1)

Total cost: 46 points.

OPTIONS:

1) Energy Mirror: The character can absorb the energy of any sort of energy bolt he's hit with, and then return fire (or fire at someone else) with a bolt of the same type of energy. Energy Blast 10d6, Variable Special Effect (the same special effect as the last energy-based Energy Blast, RKA, or like power the character was hit with; +¼). Total cost: 62 points.

NEGA-BEAM

Effect: Summon one 1,517-point energy attack

Target/Area Affected: One character

Duration: Instant

Range: No Range

END Cost: 61

Description: The character has the ability to fire a beam of energy so powerful that not only can it obliterate nearly any foe, but it can act on its own without any direction from the character! The beam can chase down a target that tries to run or hide, swerve and turn to avoid obstacles, and otherwise act almost like a living thing.

To fire the blast, the character must stand still and concentrate while he builds up energy. As the energy builds, it affects the character's appearance — a nimbus of energy surrounds him, his eyes begin to glow, sparks of static electricity arc all around him, or the like. When the energy reaches the point of peak power, the character unleashes it. (In game terms, activating the beam requires a Full Phase, plus the character has to keep Concentrating until the beam can act on its own — the "special effect" being that the character doesn't actually "fire" the beam until the first Phase when the beam can act.) Generating the beam places great stress on the character; he can only do it once a day.

The beam itself remains unerringly locked on the target, and moves at a speed of approximately 4,800 miles per hour. It pursues him until it hits him, even changing direction to follow him or move around obstacles. To hit him, it moves up to him and "touches" him with its RKA; this dissipates and destroys it (and probably the target, too) forever. It cannot be Missile Deflected, and is virtually impossible to dodge, block, shoot down, or otherwise interfere with or stop. The best method for avoiding it is to wait for the last second, Dive For Cover, and hope to land outside the beam's Radius.

Although the beam has a "124" Radius," it can only hit one target. The Area Of Effect (Radius) is just a special effect to explain how easily the beam can change direction and hit a character who tries to avoid it — even at the last second, the beam's likely to follow the character as he Dives For Cover and hit him.

Because the beam must act on its own, without any direction from the character other than a designation of the target, this power is built with Summon. The beam functions like a character or missile, and so this power treats it as one. You can find the character sheet for the beam below, though of course you can redesign the beam if you like. Obviously, this is a very unorthodox use of Summon; this is a power intended for universe-threatening master villains and the like, not PCs. Players should get the GM's permission before buying this power for a character.

Game Information: *Summon 1,517-point energy attack, Slavishly Devoted (+1) (606 Active Points); Concentration (½ DCV during Phase character activates ability and until Summoned energy beam gets its first action; -½), Extra Time (Full Phase, plus at least one extra Segment, and possibly longer, until energy beam gets to act; -½), 1 Charge (-2). Total cost: 151 points.*

NEGA-BEAM

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [0]
35	DEX	75	16-	OCV: 12/DCV: 12
0	CON	-20	9-	
10	BODY	0	11-	
25	INT	15	14-	PER Roll 14-
10	EGO	0	11-	ECV: 3
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
50	PD	50		Total: 50 PD (50 rPD)
50	ED	50		Total: 50 ED (50 rED)
8	SPD	35		Phases: 2, 3, 5, 6, 8, 9, 11, 12
0	REC	0		
0	END	0		
10	STUN	0		Total Characteristics Cost: 195

Movement: Running: 0"/0"
Flight: 100"/1,600"

Cost Powers **END**

266	<i>The Nega-Beam Effect:</i>	RKA 15d6, AVLD (defense is Power Defense; +1½), Does BODY (+1), Area Of Effect (124" Radius, but can only hit a single target; +1), Affects Physical World (+2); No Range (-½), 1 Charge which Never Recovers and destroys beam (-4)	[1]
40	<i>Undisruptable Energy Beam:</i>	Desolidification (affected by magic), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½)	0
12	<i>Undisruptable Energy Beam:</i>	Hardened (+¼) for 50 PD	0
12	<i>Undisruptable Energy Beam:</i>	Hardened (+¼) for 50 ED	0
62	<i>Undisruptable Energy Beam:</i>	Damage Resistance (50 PD/50 ED), Hardened (+¼)	0
98	<i>Undisruptable Energy Beam:</i>	Mental Defense (100 points total)	0
100	<i>Undisruptable Energy Beam:</i>	Power Defense (100 points)	0
50	<i>Undisruptable Energy Beam:</i>	+100 PRE; Only To Protect Against Presence Attacks (-1)	0
645	<i>Energy Beam Travel:</i>	Flight 100", x16 Non-combat, Combat Acceleration/Deceleration (+1), No Turn Mode (+¼), Usable Underwater (+¼) Reduced Endurance (0 END; +½)	0
-12	<i>Only Flies:</i>	Running -6"	
-2	<i>Only Flies:</i>	Swimming -2"	
51	<i>Energy Beam Sense:</i>	Detect Target 25- (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting, Tracking	0

Total Powers & Skills Cost: 1,322

Total Cost: 1,517

200+ Disadvantages

15	Physical Limitation:	Stunning It Or Knocking It Out Kills It (Infrequently, Fully Impairing)
25	Psychological Limitation:	Must Destroy Target Designated By Summoner (Very

Common, Total)
1,279 Experience Points

Total Disadvantage Points: 1,517

OPTIONS:

- 1) More Nega-Beams:** The character can fire the Nega-Beam up to four times per day. Increase to 4 Charges (-1). Total cost: 202 points.
- 2) Instant Nega-Beam:** The character doesn't have to concentrate or take time to build up the Nega-force; he can fire the beam at will. Remove Concentration (-½) and Extra Time (-½). Total cost: 202 points.

PAIN MANIPULATION

Effect: Ego Attack 6d6 and others
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character can inflict or remove pain at will, without leaving a single physical mark to show how much torment the victim experienced.

Game Information:

Cost	Power
60	<i>Pain Manipulation:</i> Multipower, 60-point reserve
6u	1) <i>Agony Infliction:</i> Ego Attack 6d6
6u	2) <i>Unending Torment:</i> Ego Attack 3d6, Continuous (+1)
6u	3) <i>Pain Field:</i> Ego Attack 2d6, Area Of Effect (4" Radius; +1), Continuous (+1)
6u	4) <i>Take Away The Pain:</i> Healing STUN 4d6, Ranged (+½)

Total cost: 84 points.

OPTIONS:

- 1) Torture Manipulation:** Increase reserve to 90 points, slot one to Ego Attack 9d6, slot two to Ego Attack 4 ½d6, slot three to Ego Attack 3d6, and slot four to Healing STUN 6d6. Total cost: 126 points.
- 2) Discomfort Manipulation:** Decrease Multipower reserve to 45 points, slot one to Ego Attack 4d6, slot two to Ego Attack 2d6, slot three to Ego Attack 1 ½d6, and slot four to Healing STUN 3d6. Total cost: 61 points.

TRANSFERENCE TOUCH

Effect: Multiform (into self with extra powers) plus Transform (person into person with no superpowers or exceptional abilities)
Target/Area Affected: Self/One character
Duration: See text
Range: Touch
END Cost: 22

Description: This power gives the character the ability to temporarily steal all the powers, abilities, skills, and memories of another character. The character "transforms" into a "version" of himself with all his abilities (including this one), plus all the abilities stolen from the target (including any "negative" abilities, such as Disadvantages associated with the powers). The target "transforms" into

a version of himself that's an average member of his species, with no superpowers or exceptional abilities, though he retains all his memories. For example, a human victim would have 8 in all Primary Characteristics, no Skill Rolls above an 11-, and so forth. The character can only steal the innate abilities and powers of the victim; he cannot steal abilities derived from technology (Foci) or other "external" powers.

To use this power, the character must touch the target, and the duration of their respective changes varies based on the duration of the contact between them. The change occurs as soon as the character successfully attacks the target. Then, for every Phase (not Segment) the character maintains skin-to-skin contact with the victim, the character retains the victim's powers for 1 Turn (this duration begins running as soon as skin-to-skin contact is broken). At the end of that time, the character automatically reverts back to what he was like before he used the power, and the victim regains all of his stolen abilities and powers. At the GM's option, a lengthy contact (many minutes or hours) might result in a permanent transference of abilities; that should be handled as an in-game plot device or "radiation accident."

In game terms, this power consists of two Linked abilities. The first is a Multiform — the character transforms from his standard self into his standard self with all the abilities and powers of the victim. The Multiform has a cap of 3,000 Character Points' worth of abilities, meaning the character can potentially absorb the abilities of a single incredibly powerful person, or more than one lesser-powered person at once (to a maximum of eight, the number of Multiforms the character has). If the target has more than 3,000 points' worth of abilities, or if his abilities would take the character over the 3,000 point limit when added to the ones the character currently has, the power fails to work altogether. The power also fails to work if the Transform of the victim fails to work.

Ordinarily characters should not use Multiform in this "floating" way, without precisely defining the abilities of the alternate form(s). However, allowing a "floating Multiform" is acceptable in this instance because of the other restrictions on the ability. This power also uses an optional rule for Linking two powers to each other.

Obviously, this ability is incredibly powerful, and the GM should allow it into his game only after carefully considering its potential effects on game balance. For a similar ability, see *Mimicking*, below.

Game Information: *Multiform* (assume up to eight different forms which include all the character's current abilities plus abilities and related Disadvantages absorbed from the victim, with no form or combination of forms totalling more than 3,000 Character Points; Multiforms must have a Physical Limitation specifying that they revert back to the true form after having the powers for 1 Turn per Phase of contact) (615 Active Points); Linked (-¼) (total cost: 492 points) **plus** Major Transform 15d6 (person into person with no exceptional abilities) (225

Active Points); *Skin Contact Required* (-1), *Linked* (-½), *Limited Target* (living beings; -¼), *All Or Nothing* (-½) (total cost: 615 + 225 = 840 Active Points; total cost 492 + 69 = 561 points).

OPTIONS:

1) Tiring Transference: Taking on another person's powers and abilities wearies the character even further. Add Costs Endurance (to activate; -½) to Multiform. 615 + 225 = 840 Active Points; total cost 351 + 69 = 420 points.

2) Ranged Transference: The character doesn't have to establish skin-to-skin contact with the victim to steal his abilities, he can do so at range! Remove No Range (-½) and Skin Contact Required (-1) from Transform. 615 + 225 = 840 Active Points; total cost 492 + 100 = 592 points.

3) Stunning Transference: The loss of all his powers and exceptional abilities stuns the victim. Apply this damage to his defenses and STUN total *before* he's Transformed, then apply whatever damage he took to his new form. Add Drain STUN 12d6 (120 Active Points); Linked (-½) (total cost: 80 points). 615 + 225 + 120 = 960 Active Points; total cost 492 + 69 + 80 = 641 points.

DEFENSIVE POWERS

IMMORTALITY SYNDROME

Effect: Healing BODY 1d6 (Regeneration) Resurrection plus +50 BODY, Only To Prevent Death

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character is virtually impossible to kill. Even when he seems dead, he'll pop back to life in just a few minutes.

In game terms, this effect requires two related powers. The first is Healing with the Regeneration, Can Heal Limbs, and Resurrection options. The only way to stop the Resurrection is to completely destroy the character's body (defined as taking him to negative his BODY plus another 50 points into the negatives; see below) or to keep two significant parts of his body separate. Just separating a few atoms, or a finger, from the rest won't stop the resurrection, but keeping the head and torso apart or keeping the body in two halves would.

Second, the character has +50 BODY, only to prevent death. This means that the BODY only counts for purposes of determining when the character is dead. He gets no STUN from it, it doesn't improve his BODY Rolls, and it doesn't make him reach negative BODY more slowly. It only applies when the character reaches negative his BODY and should, per the standard rules, die. At that point, the character has to lose *another* 50 BODY into the negatives before he actually dies — and the odds are his Regeneration will prevent that.

**SUBJECT ID:
THE CURSE**

“While the victim attempted to phone the police, he told his daughter to hide in a nearby cabinet. She did so, but kept her video camera trained on him through a crack in the cabinet door. While filming him, she took this image of his death at the hand — literally — of the mysterious supercriminal known only as The Curse. What vendetta The Curse had against Wallace Carruthers remains unknown, but at least the circumstances of his death are quite clear: The Curse’s infamous “death touch” killed him almost instantly, leaving nothing more than semi-powdered bones.

“Curiously, note how the picture shows that the corruption of Carruthers’s body begins on the opposite side from where The Curse touches him, rather than spreading out from the point of contact as one would expect. What this means remains unknown, though Drs. White and Black are working on some theories involving ancient Egyptian mysticism.”

—Excerpt from
Case File #2002-E-
494837393-MS

Example: *Immorto, who has 15 BODY and no Resistant Defenses, buys the Immortality Syndrome power. He’s hit with a Ranged Killing Attack that does 38 BODY damage. Ordinarily, that would be enough to kill him, since he loses his 15 positive BODY, then another 15 into the negatives, at which point he dies. However, he has +50 BODY to prevent death, so he is now at -23 BODY and still alive. He would ordinarily bleed to death from this point, but his Healing Regeneration Resurrection will soon have him hale and hearty. If he reaches -65 BODY, he dies, and not even his Resurrection can bring him back to life.*

Game Information: *Healing BODY 1d6 (Regeneration, 1 BODY per Turn), Can Heal Limbs, Resurrection (stopped by complete destruction of the body, or keeping any two significant parts of the body separate), Reduced Endurance (0 END; +½), Persistent (+½) (70 Active Points); Self Only (-½), Extra Time (1 Turn; -¼) (total cost: 25 points) and +50 BODY (100 Active Points); Only To Prevent Death (-2) (total cost: 33 points). Total cost 25 + 33 = 58 points.*

MISCELLANEOUS POWERS**DUPLICATION**

Effect: Duplication (create one 350-point Duplicate)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character can create an identical duplicate of himself. They look the same, and have the same powers. However, they don’t have any special “psychic link,” and the duplicate isn’t obliged to do what the original character tells him to.

Game Information: *Duplication (create one 350-point Duplicate). Total cost: 70 points.*

OPTIONS:

- 1) **Quadruplicates:** The character can create up to four Duplicates, for a total of five “selves.” Total cost: 80 points.
- 2) **Army Of Duplicates:** The character can create up to 125 Duplicates, for a total of 126 “selves.” Total cost: 105 points.
- 3) **Join Up!** The character’s Duplicate can easily “merge” back into his body. Add Easy Recombination (Zero Phase Action at full DCV). Total cost: 80 points.
- 4) **Tiring Duplication I:** Duplicating strains the character’s body. Add Costs Endurance (to activate; -¼). 70 Active Points; total cost 56 points.
- 5) **Tiring Duplication II:** As Tiring Duplication I, but the character must pay END to maintain the

Duplication. If he ever runs out of END, the Duplicate collapses and cannot revive until it rejoins the original character and is re-created. Add Costs Endurance (throughout; -½). 70 Active Points; total cost 47 points.

6) **Unified Duplicate:** The character and his Duplicate have a special psychic link and work marvelously well together as a team. Character also buys Mind Link (with Duplicate), Psychic Bond (total cost: 10 points) and Teamwork (DEX +2 roll) (total cost: 7 points): Total cost: 17 points.

MATERIAL MIMICRY

Effect: Variable Power Pool to copy the properties of touched substances

Target/Area Affected: Self

Duration: Varies

Range: Self

END Cost: Varies

Description: The character can, by touching any solid, liquid, or gaseous substance, change his body to mimic its properties. For example, if he touched a bronze statue, he could transform his body into bronze, making himself tougher and stronger. If he touched wine, his form would become liquid, able to swim quickly and slip through tiny cracks.

In game terms, this power is a Variable Power Pool that the character can only use to create abilities appropriate to having a body made of the substance he touches. You can use other powers in this book, such as Body Of Air (page 20), Body Of Metal (page 74), and Body Of Wood (page 258) as guidelines for the sort of abilities the character should develop.

Game Information: *Variable Power Pool (Material Mimicry Pool), 80 base + 40 control cost; Only For Powers Representing The Properties Of Substances Character Touches (-½). Total cost: 80 + 27 = 107 points.*

OPTIONS:

- 1) **Larger Material Mimicry Pool:** Increase to 100 base + 50 control cost. Total cost: 100 + 33 = 133 points.
- 2) **Smaller Material Mimicry Pool:** Decrease to 60 base + 30 control cost. Total cost: 60 + 20 = 80 points.
- 3) **Easy Material Mimicry:** Add Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1). 80 + 80 = 160 points.
- 4) **Energy Mimicry:** The character can also copy the properties of energy forms, such as fire or electricity, by touching them (though the initial touch may inflict some damage on the character). Change to Only For Powers Representing The Properties Of Substances Or Energy Character Touches (-¼). Total cost: 80 + 32 = 112 points.



MIMICKING

Effect: Variable Power Pool for copying another character's powers

Target/Area Affected: Self

Duration: Varies

Range: Touch

END Cost: Varies

Description: The character has the ability to touch another character and "copy" his powers (and, at the GM's option, other abilities, including Skills and Talents). For example, if the target had five Ice/Cold Powers, the character would, by touching him, manifest those exact same powers.

In game terms, Mimicking is built with a large Variable Power Pool. The Pool has to be large enough to copy lots of powers — and to copy them individually, since a character cannot build other Power Frameworks with his VPP (though the GM may waive this rule if he wants to, of course). Due to the cost, in many cases a character with Mimicking has this as his only superpower; otherwise he's mostly a normal person.

When the character activates the power and makes an Attack Roll in HTH Combat to touch the skin of the character whose powers he wants to copy, the VPP copies those powers, starting with the one with the highest Active Point total. It continues copying, moving from the highest Active Point total to the next highest, then the next highest, and so on until the Pool has used up all of its points. The Pool can only make the powers as pow-

erful as the targets'; it cannot create a Flash 12d6 if the target's Power is only a Flash 6d6.

The character retains the copied powers as long as he wants, or until he uses the VPP to copy another character's powers. When he copies more powers, he immediately loses all the powers currently built with the Pool, even if copying the new powers doesn't use up all of the Pool's points. If he wants to get the previous powers back, he has to touch the person who has them again.

Game Information: *Variable Power Pool (Mimic Pool), 200 base + 100 control cost; Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), VPP Mimics Targets' Powers (-½), Powers May Only Be As Powerful As Target's Powers (-½), No Conscious Control (VPP copies the largest power first, character can activate the VPP but has no control over the powers he gets; -1), Cannot Retain Copied Powers (when character copies other powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 21 = 221 points.*

OPTIONS:

- 1) **Greater Mimicking I:** Increase to 250 base + 125 control cost. Total cost: 250 + 26 = 276 points.
- 2) **Greater Mimicking II:** Increase to 300 base + 150 control cost. Total cost: 300 + 32 = 332 points.
- 3) **Lesser Mimicking:** Decrease to 150 base + 75 control cost. Total cost: 150 + 16 = 166 points.

4) Ranged Mimicking: The character doesn't have to touch a character to copy his powers, he only has to be within 10" of him and have Line Of Sight to him. Replace Successful HTH Attack Roll (-½) and Skin Contact Required (-1) with Can Only Copy Powers From Characters Within 10" And LOS (-½). Total cost: $200 + 27 = 227$ points.

5) Mimic Memory I: If the character has already mimicked some powers, and then decides to copy another person's powers, but the second person's powers don't take up the entire Pool, he can keep the "excess" powers from the first person. Remove Cannot Retain Copied Powers (-¼). Total cost: $200 + 22 = 222$ points.

6) Mimic Memory II: The character can manifest the powers of anyone he's ever touched, regardless of how long ago it was. Change to: Variable Power Pool (Mimic Pool), 200 base + 100 control cost; Requires Successful HTH Attack Roll And Skin Contact To First Acquire A Target's Powers (-¼), Only To Create Powers Copied From Persons Touched (-¼), Powers May Only Be As Powerful As Targets' Powers (-½). Total cost: $200 + 50 = 250$ points.

7) Mimicking Variant: This form of Mimicking uses a Variable Power Pool of Multiforms rather than a Pool which directly copies powers. When the character uses the power, he "changes form" into a character with all of his own abilities (including this one) *and* all the abilities copied from the target. This makes it easy to copy Power Frameworks, for example. However, this has two drawbacks. First, it limits the character to an "alternate form" with no more than 1,000 Character Points — if his points, plus the target's points, exceed 1,000, the power fails to work. Second, he also copies the target's power-related Disadvantages. Change to: Variable Power Pool (Mimic Pool), 200 base + 100 control cost; Only For Multiform (Multiform is "alternate" form with all of character's powers and exact copies of target's powers and power-related Disadvantages; -½), Requires Successful HTH Attack Roll (-½), Skin Contact Required (-1), Power Fails To Work If Cannot Copy Entire Target (-¼), Cannot Retain Copied Forms (when character switches to another "form," he immediately loses all previously-copied powers; -¼). Total cost: $200 + 29 = 229$ points.

REFLEX MEMORY

Effect: Variable Power Pool for copying another person's used physical skills

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: Varies

Description: The character can copy, mimic, or otherwise use the physical skills and abilities of any person, provided he observes the target using them. Once he's copied them into his own "reflex memory," he can use them again whenever he wants (assuming he allocates Variable Power Pool points to them). "Physical skills" include, but are not necessarily limited to, the following:

■ Skills such as Acrobatics, Breakfall, Climbing, Combat Skill Levels, Contortionist, Defense Maneuver, Fast Draw, Martial Arts, Skill Levels with Agility Skills, Sleight Of Hand, and Two-Weapon Fighting

■ Powers and abilities defined as "super-skills" or "enhanced physical training," such as an Energy Blast or RKA defined as "super-accurate throwing" or a Hand-To-Hand Attack defined as a secret martial arts maneuver.

Note that this does not necessarily include any skill with a physical *component*. The character couldn't copy Lockpicking, for example, because it requires more than just deft physical movements — it requires knowledge the character can't acquire just by watching a locksmith at work. The GM determines whether the character can copy a particular skill or ability. If appropriate, the GM may allow the character to substitute a related Professional Skill. For example, Reflex Memory won't let a character copy Computer Programming by watching a programmer type, but the GM might let him "copy" PS: Typing instead.

This power requires the GM's permission for two reasons. First, it involves putting Skills (including Combat Skill Levels) in a Power Framework, something normally forbidden by the rules. Second, it has a significant potential to unbalance a campaign, since it lets a character have a wide variety of Skills and skill-like abilities without paying for them individually. The GM may eventually decide that the character has copied so many abilities that the *Only For Physical Skills* Limitation no longer really restricts or hinder him, in which case he may require the character to pay Experience Points to buy the value of the Limitation down to -0.

Game Information: *Variable Power Pool (Reflex Memory Pool), 30 base + 15 control cost; Only For Physical Skills The Character Observes In Use (-½). Total cost: $30 + 10 = 40$ points.*

OPTIONS:

1) Larger Reflex Memory I: Increase to 50 base + 25 control cost. Total cost: $50 + 17 = 67$ points.

2) Larger Reflex Memory II: Increase to 60 base + 30 control cost. Total cost: $60 + 20 = 80$ points.

3) Smaller Reflex Memory I: Decrease to 20 base + 10 control cost. Total cost: $20 + 7 = 27$ points.

4) Smaller Reflex Memory II: Decrease to 10 base + 5 control cost. Total cost: $10 + 3 = 13$ points.

APPENDIX



THE POWER SKILL

Many of the powers described in this book have various forms of the *Power Skill* — such as Strength Tricks, Stretching Tricks, or Teleportation Tricks — as a Required Skill Roll. While that's the most obvious use for any form of the *Power Skill*, you can also allow characters to use Power to perform various minor “stunts” or “tricks” with their superpowers. This doesn't make the *Power Skill* the equivalent of a Variable Power Pool, but it does offer the character greater flexibility and gives the GM a way to keep the story moving forward in a dramatically appropriate fashion without worrying about whether a character has spent Character Points for every single possible application of his powers.

To help the GM decide what he should and should not allow a character to do with the *Power Skill*, here's a suggested guideline. Review the powers in this book in the special effect category associated with the character's *Power Skill* (such as Magnetism Powers for Power: Magnetic Tricks). (If appropriate, you can also review the related categories listed with the description of the special effect.) A character can use his *Power Skill* to create an effect with up to approximately thirty percent of the Active Points of any of those powers. Any Advantages on the power still apply to the Power-created ability, and must fit within the Active Point total; any Limitations on the ability also apply to the Power-created ability, but do not reduce the cost or somehow make it easier for the character to create.

If this isn't enough to get at least 1-2d6 of power or some similar quantifiable level of effect, the GM can allow the character to access more Active Points. However, he may impose a penalty on the roll (such as -1 per additional 1-10%) or any other restrictions he deems appropriate.

Example: *Firelord wants to create “rings of fire” around a thug to keep the thug from running away. Unfortunately, he doesn't have the Fiery Prison power (page 88). He decides to try to achieve the effect with his Fire Tricks 13-. Unfortunately, ten percent of the 60 Active Points in Fiery Prison is only 6 points — not much, given the +2 worth of Advantages on the power. He asks the GM to allow him to go to 40%, or 25 points — enough for an RKA ½d6 with Continuous and Area Of Effect (One Hex). The GM agrees, but imposes a -4 penalty on his Skill. Firelord rolls an 8, making it by one even with the penalty. Assuming Firelord can succeed with an Attack Roll to hit the thug, the thug will find himself trapped in rings of flame!*

If the character doesn't necessarily need more than ten percent of the Active Points to achieve a worthwhile effect, but wants to access more of the points for some reason, he may do so, but at the GM's option must apply to the ability at least -½ worth of Limitations per +1-10% Active Points *in addition to* any Limitations listed in the ability's writeup. These extra Limitations cannot include Requires A Skill Roll, since the character has to make a Skill Roll with his *Power Skill* to do this in the first place. Limitations like Concentration, Extra Time, Increased Endurance Cost, and Side Effects are the most appropriate, but they're not necessarily the only applicable ones.

Example: *Hydro needs to get the passengers on a burning yacht to safety quickly, but unfortunately he doesn't have the Water Walkway power. Ten percent of the Active Points in Water Walkway is a measly 2.4 points, only enough to grant Flight 1” to one person. He decides to try to achieve a Flight 3”, Usable Simultaneously (up to four people at once; +¾) effect. That takes 10 Active Points, or about 40% of the full Active Points in Water Walkway. That means he needs to add -1½ worth of Limitations to the power — -½ worth for each 10% above 10%. He decides on Concentration (0 DCV, applies throughout as long as people are using the power; -1) and Increased Endurance Cost (x2 END; -½). That really leaves him vulnerable to attack by whoever set the yacht on fire, but it's worth it to get these people to safety!*

EXAMPLES OF USE

Here are a few examples of ways to use *The UNTIL Superpowers Database* when creating characters.

EXAMPLE 1: ALCHEMICA

Nikki has been invited to play in a *Champions* campaign. She's new to the *HERO System*, but has a great idea for a character: Alchemica, a superheroine with powers of chemical control and transmutation derived from having her body infused with the power of the Philosopher's Stone. The GM has established a ceiling of 60 Active Points for most powers, though he's willing to discuss exceptions.

Rather than try to create Alchemica's powers from scratch with her limited knowledge of the rules, Nikki looks through the *Superpowers Database* for some idea. She doesn't find a “Chemical Powers” category, but she does see several catego-

ries or powers she can use for her character. She’s read about Multipowers, and figures she can concoct a great Multipower of attacks and related abilities for Alchemica using the *Database* powers.

First, she looks at the Matter Manipulation Powers section. There are some great powers there that Alchemica should have: Air Into Gas, Element Alteration, and a weaker variant of Transmutation.

Second, she looks at Acid Powers. Alchemica could have some of those powers defined as “creating acid,” such as Acid Cloud and Acid Projection. She chooses the latter, but decides she doesn’t want to shoot acid, just create acid and have it fall on the target, so she’ll use the *Acid Rain* option.

Third, she looks at Wood and Plant Powers. Some of the “spore cloud” abilities would work just fine as “chemical projection” powers with a change of name and special effect. She selects Controlling Spores (as “Mind Control Drug”). She could have chosen Choking Spores, too, but one of her Air Into Gas powers accomplishes roughly the same effect.

That’s a pretty good suite of powers for Alchemica, so Nikki decides to assemble her Multipower:

Cost	Powers	END
60	<i>Philosopher’s Stone Powers</i> : Multipower, 60-point reserve	
5u	1) <i>Air Into Knockout Gas</i> : Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Area Of Effect (4” Radius; +1); Does Not Work In High Winds Or Rain (-¼)	6
4u	2) <i>Air Into Poisonous Gas</i> : RKA 1d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Area Of Effect (4” Radius; +1); No Knockback (-¼), Does Not Work In High Winds Or Rain (-¼)	6
6u	3) <i>Transmutation</i> : Major Transform 2d6 (anything into anything; heal back through another application of this power or appropriate natural processes), Improved Target Group (anything; +1)	6
2u	4) <i>Element Alteration</i> : Major Transform 2d6 (any element into any other element), Improved Results Group (any element; +¼); Limited Target (pure elements only; -¼), Requires A SS: Chemistry Roll (-¼), Limited Range (10”; -¼)	4
4u	5) <i>Acid Rain</i> : RKA 1d6, Continuous (+1), Penetrating (+½), Indirect (always from above; +¼), Uncontrolled (see text; +½); Limited Range (8”; -¼)	4
1u	6) <i>Mind Control Drug</i> : Mind Control 8d6; Based On CON (-1), Limited Range (4”; -¼), Does Not Work Versus Targets with Life Support (Self-Contained Breathing) (-¼), Not In High Winds, Rain, Or Water (-¼)	4
Total cost: 82 points.		

So, in just a few minutes, Nikki has Alchemica’s main powers taken care of. With a little more thinking about her character’s defensive and mis-

cellaneous powers, and a few more selections from some of those same categories, and Nikki will be ready to play!

EXAMPLE 2: EMERALD PHAROS

Darren, who’s playing in the same campaign that Nikki’s going to join, wants to create an energy projector character patterned after one of his favorite comic book heroes. His character, the Emerald Pharos, doesn’t have true superpowers, though — he gets his powers from the Pharos Ring, a mysterious artifact he found in outer space. So, Darren will have to apply the Limitation *Obvious Inaccessible Focus* to all of his hero’s powers.

Darren knows the *HERO System* rules well, but doesn’t have much time (the game starts in just a few minutes), so he decides to use the *Superpowers Database* rather than creating the Emerald Pharos from scratch. Among the powers Darren thinks the Emerald Pharos should have are:

- the ability to create emerald-colored energy fields in various shapes to catch, move, or grab objects and people. Darren decides he can accomplish those effects with various types of Telekinesis, and perhaps an Entangle.
- the power to project blasts of emerald-colored energy at his enemies. He can handle that with Energy Blast, but he may need a few different varieties of Energy Blast to have all the effects that Emerald Pharos should be able to create.
- the ability to protect himself, and sometimes other people, with walls and shields of emerald-colored force. Force Field and Force Wall are clearly the powers to use here; some Missile Deflection might also work well.
- the ability to fly. This requires Flight.

After looking over the *Superpower Database*’s table of contents, Darren decides that Force Powers and Telekinetic powers are what Emerald Pharos needs. For flexibility, but with some restrictions on what he can do, he decides on a large Multipower — a 120-point reserve — with numerous multi slots, none of which have more than 60 Active Points (well, one has 70 Active Points, but the GM grants special permission for that). That way he can have two slots active at full effect at any one time. Here’s what he picks from Force and Telekinetic Powers:

Cost	Powers	END
80	<i>Pharos Ring</i> : Multipower, 120-point reserve; all OIF (-½)	
7m	1) <i>Emerald Power Fields</i> : Telekinesis (40 STR); OIF (-½), Affects Whole Object (-¼)	6
8m	2) <i>Emerald Force Blast</i> : Energy Blast 12d6; OIF (-½)	6
9m	3) <i>Emerald Force Fist</i> : Energy Blast 8d6, Indirect (+¾); OIF (-½)	7
8m	4) <i>Emerald Force Fusillade</i> : Energy Blast 8d6, Autofire (5 shots; +½); OIF (-½)	6
8m	5) <i>Emerald Force Shackles</i> : Entangle 4d6, 8 DEF; OIF (-½)	6

8m	6) <i>Emerald Force Spear</i> : RKA 4d6; OIF (-½)	6	Active Points); OIF (-½), Linked (-½)	6
8m	7) <i>Emerald Strangulation Bubble</i> : RKA 1d6, NND (defense is Life Support [Self-Contained Breathing] or not needing to breathe; +1), Does BODY (+1), Continuous (+1); OIF (-½)	6	8m 11) <i>Emerald Force Shield III</i> : Force Field (15 PD/15 ED/Mental Defense 10/Power Defense 10/Sight Group Flash Defense 10); OIF (-½)	6
4m	8) <i>Emerald Point Defense</i> : Missile Deflection (all Ranged attacks), Range (+1); Costs Endurance (-½), OIF (-½)	6	8m 12) <i>Emerald Force Wall</i> : Force Wall (10 PD/10 ED; 5" long and 2" tall); OIF (-½)	6
8m	9) <i>Emerald Force Shield I</i> : Force Field (30 PD/30 ED); OIF (-½)	4	8m 13) <i>Emerald Power Flight</i> : Flight 20", Reduced Endurance (0 END; +½); OIF (-½)	0
8m	10) <i>Emerald Force Shield II</i> : Force Field (25 PD/25 ED); OIF (-½) plus Life Support (Self-Contained Breathing) (10	6	Total cost: 180 points.	



SUBJECT ID: RIPTIDE

"The accompanying photo shows one of Riptide's water-blasts. According to the PRIMUS agent who was on the receiving end, it "felt like standing right in front of a fire hose turned on full-blast." The impact of the water-blast not only knocked him out, it knocked him back nearly 40 feet, and the water got inside several personal electronic devices and ruined them."

—USPD field research by Agent Victoria Urquhart

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