

## HOW COUNTERING WORKS

To counter a power, you must take the ready action (see page 158). In doing so, you wait to complete your action until your opponent tries to use a power. You may still move, since ready is a standard action.

You must be able to use the readied power as a standard, move, or free action. Powers usable as a reaction do not require a ready action; you can use them to counter at any time. Powers requiring a full action or longer cannot counter another power in combat (although they may counter ongoing effects, see the following section).

If an opponent attempts to use a power you are able to counter, use your countering power as your readied action. You and the opposing character make power checks (d20 + power rank). If you win, your two powers cancel each other out and there is no effect from either. If the opposing character wins, your attempt to counter is unsuccessful. The opposing power works normally.

**Example:** *Siren, goddess of the seas, is fighting the White Knight. The hate-mongering villain hurls a Blast of white-hot fire. Having prepared an action, Siren's player says she wants to counter White Knight's fire Blast with her water powers. The GM agrees the two powers should be able to counter each other, so he asks Siren's player to make a Water Control check, while he makes a power check for White Knight. Siren's player rolls a result of 26 while the GM rolls a result of 19 for White Knight. Siren successfully counters the flame Blast, which fizzles out in a gout of steam.*

## COUNTERING ONGOING EFFECTS

You can also use one power to counter the ongoing or lasting effect of a power, or the lingering results of an Instant power (like flames ignited by a fiery Blast). This requires a normal use of the countering power and an opposed power check, as above. If you are successful, you negate the effect (although the opposing character can attempt to re-establish it normally).

**Example:** *Mastermind has placed Johnny Rocket under his Mind Control. Lady Liberty has the power to break such bonds (the Nullify power). She shines the light of liberty on her teammate and makes a power check (d20 + her Nullify rank). The GM makes a power check of d20 + Mastermind's Mind Control rank. If Lady Liberty wins, Johnny is free of Mastermind's control. If she fails, the Freedom League will have to come up with another plan to neutralize their super-fast teammate without hurting him.*

## INSTANT COUNTERING

You can spend a hero point to counter another power as a reaction, without the need to ready an action to do so. See **Hero Points**, page 121, for details.

**Example:** *The witch Seven and her teammates face off against Malador the Mystic, who hurls a powerful spell at them. Seven's player chooses to spend a hero point, allowing Seven a shot at countering the incoming spell with her own Magic before it hits. She and Malador make power checks (d20 + Magic rank). Seven manages to win and block the necromancer's spell... this time.*

## ALTERNATE POWERS

A particularly important power feat is Alternate Power, which allows you to use one power to essentially duplicate the effects of another. So, for example, you can use your Telekinesis to create a powerful kinetic blast, or your Fire Control to form sculptures of flame. Many of the powers in this chapter list potential Alternate Power feats suitable to the power's effects. The listing in the Power Feats section describes Alternate Powers in detail but the important limitations to keep in mind is that a set of Alternate Powers (called an array) must all have the same costs and you can only use one of them at full power at any one time.

## POWER DESCRIPTIONS

This section describes various powers available in *Mutants & Masterminds*. Here is the format for power descriptions:

### POWER NAME

**Effect:**

**Action:**

**Range:**

**Duration:**

**Cost:**

**Effect:** The type of effect the power has.

**Action:** The action required to use the power.

**Range:** The range at which the power functions.

**Duration:** The power's duration. Lasting powers have "(Lasting)" listed after their duration.

**Cost:** How many power points the power costs per rank.

**Saving Throw:** The saving throw used to resist the power's effects.

A description of the power and what it does in game terms follows.

### POWER FEATS

A listing of any power feats relevant to the power.

### EXTRAS

A listing of any extras relevant to the power.

### FLAWS

A listing of any flaws relevant to the power.

If any of these entries do not apply, they are omitted. So if a power does not require or allow a saving throw, for example, the saving throw entry is absent. Likewise, if a power has no particular extras associated with it, the extras entry is omitted.

### ABSORPTION (PHYSICAL/ENERGY)

**Effect:** Trait/Defense

**Action:** Reaction

**Range:** Personal

**Duration:** Continuous

**Cost:** 4 points per rank

You can absorb a particular type of damage and use its energy to improve a trait or heal yourself.

Choose physical or energy damage. Subtract your Absorption rank from the damage bonus of the affected attack. If the remaining bonus is +0 or greater, make a normal Toughness save against the remaining damage bonus, otherwise you ignore the attack's damage completely. Your Absorption rank counts as a bonus to your Toughness saves for power level purposes.

After absorbing damage, as a reaction, you can immediately use Boost (see page 77) on a particular trait or Healing (see page 87) on yourself, at a rank equal to your Absorption rank or the absorbed attack's damage bonus, whichever is less. Choose which effect you want during character creation; if you

## POWERS

NAME	EFFECT	ACTION	RANGE	DURATION	SAVE	COST
Absorption	Trait/Defense	Reaction	Personal	Continuous	—	4/rank
Adaptation	Alteration	Full	Personal	Continuous	—	6/rank
Additional Limbs (Alternate) Form	Alteration	Reaction	Personal	Permanent	—	1/rank
Anatomic Separation	Alteration	Move	Personal	Continuous	—	2/rank
Animal Control	Mental	Standard	Perception	Sustained (L)	Will	2/rank
Animal Mimicry	Trait	Free	Personal	Continuous	—	9/rank
Animate Objects	General	Standard	Ranged	Sustained	—	3/rank
Astral Form	Sensory	Standard	Extended	Sustained	—	5/rank
Blast	Attack	Standard	Ranged	Instant	Tough	2/rank
Boost (Trait)	Trait	Standard	Touch	Instant	—	1-5/rank
Burrowing	Movement	Move	Personal	Sustained	—	1/rank
Cold Control	General	Standard	Ranged	Sustained	Fort	2/rank
Communication	Sensory	Free	Extended	Sustained	—	1/rank
Comprehend	Sensory	Reaction	Personal	Continuous	—	2/rank
Concealment	Sensory	Free	Personal	Sustained	—	2/rank
Confuse	Mental	Standard	Perception	Instant (L)	Will	1/rank
Corrosion	Attack	Standard	Touch	Instant	Fort/Tough	2/rank
Cosmic Energy Control	Attack	Standard	Ranged	Instant	Tough	2/rank
Create Object	General	Standard	Ranged	Sustained	Ref	2/rank
Darkness Control	Sensory	Standard	Ranged	Sustained	—	2/rank
Datalink	Sensory	Free	Extended	Sustained	—	1/rank
Dazzle	Sensory	Standard	Ranged	Instant	Ref/Fort	1-4/rank
Deflect	Defense	Standard	Touch	Instant	—	1-3/rank
Density	Alteration	Free	Personal	Sustained	—	3/rank
Device	General	Reaction	Personal	Innate	—	3-4/rank
Dimensional Pocket	Movement	Standard/Move	Touch	Instant (L)	Ref/Will	2/rank
Disintegration	Attack	Standard	Ranged	Instant	Fort/Tough	4/rank
Drain (Trait)	Trait	Standard	Touch	Instant	Fort	1-5/rank
Duplication	Alteration	Standard	Personal	Sustained	—	2/rank
Electrical Control	Attack	Standard	Ranged	Instant	—	2/rank
(Element) Control	General	Standard	Perception	Sustained	—	2/rank
Elongation	Alteration	Move	Personal	Sustained	—	1/rank
Emotion Control	Mental	Standard	Perception	Sustained (L)	Will	2/rank
Enhanced Ability	Ability	Reaction	Personal	Continuous	—	1/rank
Environmental Control	General	Standard	Ranged	Sustained	Varies	1-2/rank
ESP	Sensory	Move	Extended	Concentration	—	1-4/rank
Fatigue	Attack	Standard	Touch	Instant	Fort	2/rank
Flight	Movement	Move	Personal	Sustained	—	2/rank
Force Field	Defense	Free	Personal	Sustained	—	1/rank
Friction Control	Attack	Standard	Perception	Instant	Ref	3/rank
Gestalt	Alteration	Full	Personal	Continuous	—	1/rank
Gravity Control	General	Standard	Ranged	Sustained	—	2/rank
Growth	Alteration	Free	Personal	Sustained	—	3/rank
Healing	Alteration	Full	Touch	Instant	—	2/rank
Hellfire Control	Attack	Standard	Ranged	Instant	Tough	2/rank
Illusion	Sensory	Standard	Perception	Concentration	Will	1-4/rank
Immovable	Defense	Reaction	Personal	Permanent	—	1/rank
Immunity	Defense	Reaction	Personal	Permanent	—	1/rank
Insubstantial	Alteration	Free	Personal	Sustained	—	5/rank
Invisibility	Sensory	Free	Personal	Sustained	—	4 or 8
Kinetic Control	Attack	Standard	Ranged	Instant	Tough	2/rank
Leaping	Movement	Move	Personal	Instant	—	1/rank
Life Control	General	Standard	Perception	Instant (L)	—	4/rank

*Powers with (L) listed after their duration are Lasting powers.*

## POWERS

NAME	EFFECT	ACTION	RANGE	DURATION	SAVE	COST
Light Control	General	Standard	Ranged	Sustained	—	2/rank
Luck Control	General	Reaction	Perception	Instant	—	3/rank
Magic	General	Standard	Ranged	Instant	Varies	2/rank
Magnetic Control	General	Standard	Perception	Sustained	—	2/rank
Mental Blast	Attack/Mental	Standard	Perception	Instant	Will	4/rank
Mimic (Trait)	Alteration	Standard	Touch	Sustained	—	1-5/rank
Mind Control	Mental	Standard	Perception	Concentration (L)	Will	2/rank
Mind Reading	Mental	Standard/Full	Perception	Concentration (L)	Will	1/rank
Mind Shield	Defense/Mental	Free	Personal	Sustained	—	1/rank
Mind Switch	Mental	Standard	Perception	Sustained (L)	Will	2/rank
Morph	Alteration	Free	Personal	Sustained	—	1-3/rank
Nauseate	Attack	Standard	Touch	Instant (L)	Fort	2/rank
Nemesis	Trait	Free	Perception	Continuous	—	8/rank
Nullify (Power)	Trait	Standard	Ranged	Instant	Will	1-3/rank
Object Mimicry	Trait	Move	Touch	Sustained	—	6/rank
Obscure	Sensory	Standard	Ranged	Sustained	—	1-4/rank
Paralyze	Attack	Standard	Touch	Instant (L)	Will	2/rank
Plant Control	Attack	Standard	Ranged	Instant	Ref	2/rank
Plasma Control	Attack	Standard	Ranged	Instant	Tough	2/rank
Possession	Mental	Standard	Perception	Sustained (L)	Will	4/rank
Power Control	Mental	Standard	Perception	Sustained (L)	Will	2/rank
Protection	Defense	Reaction	Personal	Permanent	—	1/rank
Quickness	General	Free	Personal	Continuous	—	1/rank
Radiation Control	Attack	Standard	Ranged	Instant	Tough	2/rank
Regeneration	Alteration	Reaction	Personal	Permanent	—	1/rank
Sensory Shield	Defense	Reaction	Personal	Permanent	—	1-2/rank
Shapeshift	Alteration	Move	Personal	Sustained	—	8/rank
Shield	Defense	Free	Personal	Sustained	—	1/rank
Shrinking	Alteration	Free	Personal	Sustained	—	1/rank
Snare	Attack	Standard	Ranged	Instant	Ref	2/rank
Sonic Control	Attack	Standard	Ranged	Instant	Ref	2/rank
Space Travel	Movement	Move	Personal	Sustained	—	1/rank
Spatial Control	Movement	Move	Personal	Instant	—	2/rank
Speed	Movement	Move	Personal	Sustained	—	1/rank
Spinning	Defense	Free	Personal	Sustained	—	2/rank
Strike	Attack	Standard	Touch	Instant	Tough	1/rank
Stun	Attack	Standard	Touch	Instant (L)	Fort	2/rank
Suffocate	Attack	Standard	Touch	Concentration	Fort	2/rank
Summon (Minion)	General	Standard	Touch	Sustained	—	2/rank
Super-Movement	Movement	Move	Personal	Sustained	—	2/rank
Super-Senses	Sensory	Free	Personal	Permanent	—	1/rank
Super-Speed	Movement	Move	Personal	Sustained	—	5/rank
Super-Strength	General	Reaction	Personal	Continuous	—	2/rank
Swimming	Movement	Move	Personal	Sustained	—	1/rank
Telekinesis	General	Standard	Ranged	Sustained	—	2/rank
Telepathy	Mental/Sensory	Standard	Per/Ext	Concentration (L)	—	2/rank
Teleport	Movement	Move	Personal	Instant	—	2/rank
Time Control	Movement	Move	Ranged	Sustained	—	7/rank
Transfer	Trait	Standard	Touch	Instant	Fort	2-10/rank
Transform	Alteration	Standard	Ranged	Sustained (L)	Fort	3-6/rank
Trip	Attack	Standard	Ranged	Instant	—	1/rank
Vibration Control	Attack	Standard	Ranged	Instant	Tough	2/rank
Weather Control	General	Standard	Ranged	Sustained	Fort	2/rank

*Powers with (L) listed after their duration are Lasting powers.*

choose Boost, you must also determine what trait it will be applied to. Your Boost can increase a power you don't normally have—such as Blast—granting you temporary use of that power. If an Absorption Healing attempt fails, you can try again the next time you absorb energy (rather than having to wait or spend a hero point like Healing normally requires).

You can acquire the other effect of Absorption as an Alternate Power feat, but you can't use both at the same time. So if you have the ability to Boost, you can acquire Healing as a power feat, but have to choose one effect or the other (Boost or Healing) each time you absorb energy. You can also acquire different forms of Boost as Alternate Powers, or apply Boost modifiers to your Absorption for a broader boosting effect. See **Boost**, page 77, for details.

## POWER FEATS

- **Energy Conversion:** You can convert absorbed energy from one type to another (sound into light, or kinetic energy into heat, for example). This allows you to absorb one type of energy and project another, if you have a Blast power (or if your Absorption Boost grants you a Blast power).
- **Slow Fade:** This power feat reduces the rate at which your stored energy fades (see page 110).

## EXTRAS

- **Both Types (+1):** You absorb physical and energy damage, not just one or the other.
- **Energy Storage (+1):** You can "store" absorbed energy. Each attack gives you energy equal to the damage bonus your Absorption stops. You can have up to (rank × 10) energy points at once (excess energy dissipates harmlessly). Stored energy harmlessly "bleeds off" at a rate of 1 point per round. You can reduce this rate with the Slow Fade feat. You can use your stored energy points to fuel your other absorption effects (Boost or Healing) as desired on a 1 point per rank basis. The Progression feat (see page 110) increases your storage capacity by one multiple per application (×11, ×12, and so forth).
- **Power Magnet (+1):** You can absorb energy from suitable sources (such as bonfires, generators, speakers, and so forth) at a distance of (power rank × 100 feet) with a ranged attack roll. It takes a standard action to absorb energy in this way. Reduce the power source's output that round by your power rank and gain energy equal to its rank or your power rank, whichever is less. This extra allows you to use Absorption to counter powers or the appropriate type at a distance and absorb their energy (see **Countering Powers**, page 70).

## FLAWS

- **Limited (-2):** Your Absorption affects only a specific type of energy, such as cold, electricity, heat, radiation, and so forth.

## ADAPTATION

**Effect:** Alteration

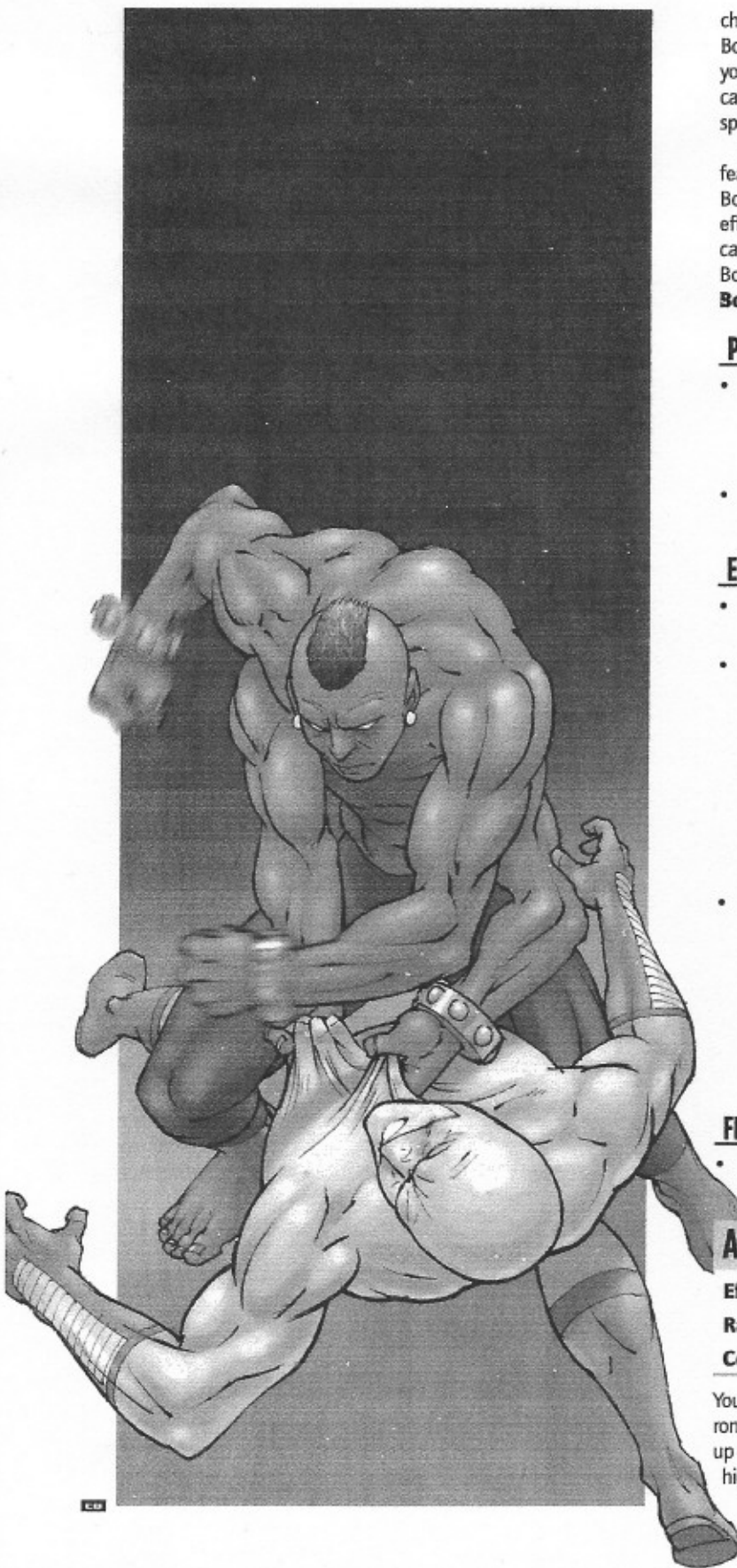
**Action:** Full

**Range:** Personal

**Duration:** Continuous

**Cost:** 6 points per rank

You can adapt to changing conditions. When you encounter a hostile environment, you acquire the powers you need to function in that environment, up to (rank × 5) power points worth. No adapted power can have a rank higher than your Adaptation rank. So you might acquire aquatic traits when submerged in water, for example or become denser (and therefore stronger) on a heavy gravity world (see **Density**, page 81). Immunity (see



page 89) is a particularly common Adaptation power. You can suggest Adaptation powers, but the GM has final approval. Your Adaptation only functions once per round; it can't adapt to changing conditions faster than that. It takes a full round to adapt to a new environment, during which you cannot take any other action. This means you can't adapt to attacks, because the power doesn't react quickly enough.

## EXTRAS

- **Reaction (+4):** You can adapt to any harmful effect, including attacks, once per round as a reaction. Usually, you acquire Immunity to that effect, provided the required Immunity rank is less than or equal to your Adaptation rank. So if you are hit with a flame Blast, you adapt Immunity to Fire, for example. If you're hit with multiple harmful effects in the same round, you only adapt to the first one. You can choose to delay your Adaptation (consciously overriding it) if you wish to adapt to a later attack in the round.

## ADDITIONAL LIMBS

**Effect:** Alteration                      **Action:** Reaction  
**Range:** Personal                      **Duration:** Permanent  
**Cost:** 1 point per rank

You have one or more additional limbs, such as arms, legs, tentacles, or a prehensile tail. You have one extra limb at rank 1. Each additional rank moves the number of extra limbs one step up the **Time and Value Progression Table**. Additional Limbs do *not* allow you to take extra actions in a round, although they do provide the benefits of the Improved Grapple feat (see page 62) and may make you more resistant to trip attacks (if they make your stance more stable, see **Trip**, page 159). All limbs except your dominant limb are considered your "offhand." If you have the Ambidexterity feat, you have no offhand penalties with any of your limbs.

## (ALTERNATE) FORM

**Effect:** Alteration                      **Action:** Free  
**Range:** Personal                      **Duration:** Varies  
**Cost:** 5 points per rank

You can exist in a form other than mere flesh and blood, giving you additional traits. It requires a free action to change into or out of your Alternate Form and you can do so once per round.

You have 5 power points per Alternate Form rank to apply to powers related to your form. Once you choose your Alternate Form's traits, they are fixed and do not change. No Alternate Form power can have a rank greater than your Alternate Form rank. Your non-Instant Alternate Form powers must all have the same duration, which determines your Alternate Form's duration.

- **Energy:** You are made up of energy, such as fire or electricity. Apply your points to Blast, Flight, Immunity, Insubstantial 3, Strike (Aura), and Teleport (Medium -1).
- **Gaseous:** You are a cloud of gas, like fog or mist. Apply your points to Concealment, Flight, Immunity, Insubstantial 2, and Suffocate.
- **Ghost:** You are incorporeal and invisible, largely unaffected by the physical world. Apply your points to Concealment, Flight, Immunity, and Insubstantial 4.
- **Liquid:** You are made up of liquid (such as water) apply your points to Blast, Concealment (Limited to underwater -1), Elongation,

Immunity, Insubstantial 1, Suffocate, and Swimming.

- **Particulate:** Your body is composed of a granular or particulate substance like sand, dust, salt, and so forth. Apply your points to Blast, Elongation, Immunity, Insubstantial 1, Strike, and Super-Movement (slithering).
- **Shadow:** You transform into a living shadow. Apply your points to Concealment (visual, Limited to areas of shadow -1), Fatigue (chilling touch), Immunity, Insubstantial 4, and Super-Movement (slithering, wall-crawling).
- **Solid:** You are made up of a hard substance like stone or metal. Apply your points to Density, Immunity, and Protection.
- **Swarm:** Your "body" is actually thousands of other tiny creatures: insects, worms, even little robots. Apply your points to Blast, Flight, Immunity, Insubstantial 2, Strike, and Super-Movement (slithering, wall-crawling).
- **Two-Dimensional:** You can flatten yourself to become almost infinitely thin. Apply your points to Concealment (visual, Limited to one side -1), Insubstantial 1 (for slipping through narrow spaces), Strike (Penetrating), and Super-Movement (slithering).

**Example:** *Kate is playing Nereid, who has the power to transform into water. She has Alternate Form 6. Kate assigns the 30 power points from Nereid's Alternate Form as follows: Insubstantial 1 (5 points), Concealment 4 (visual, Limited to underwater -1, 4 points), Immunity 9 (life support, Sustained +0, 9 points), Swimming 3 (3 points), and Suffocate 4 (8 points). She puts the remaining point into the Environmental Adaptation (underwater) feat with the GM's permission. Since all her non-Instant powers are Sustained, her Alternate Form has a Sustained duration as well.*

## POWER FEATS

- **Alternate Power:** Since you can only exist in one alternate form at a time, you can take any other alternate form with an equal or lesser cost as an Alternate Power feat of the first (switching between forms as a free action once per round).

## ANATOMIC SEPARATION

**Effect:** Alteration                      **Action:** Move  
**Range:** Personal                      **Duration:** Continuous  
**Cost:** 2 points per rank

You can split off parts of your body and keep all of the parts functioning relatively normally. The process of separation causes you no harm, although it can be disconcerting to watch. You can split off a number of segments equal to your power rank; so rank 1 might allow you to detach a hand, arm, or foot (or even your head). Rank 5 could allow you to detach all your limbs (including your head), and so forth. You choose how you separate when you acquire the power and it cannot be changed. Separating your segments, or reassembling them, requires a move action.

Your separate parts remain fully functional, so you can see out of a separated eye, manipulate things with a separated hand, and so forth. Separated parts are limited to whatever movement their form allows, so a hand can crawl and a leg can hop, for example, an eyeball can even roll, but a separated head or torso isn't capable of much movement. You can use movement powers (such as Flight) in conjunction with your separated parts. Separate parts have modifiers based on their size (see **Size**, page 34).

Each segment gets a move action each round, but you can only take one standard action among them, regardless of how many segments you

break into. The GM assesses any suitable modifiers to your actions based on your current state of disassembly.

Separated parts have your normal Toughness save, but any failed save renders a separated part staggered or disabled. A second failed save renders the separate part immobile. When the damaged part is reattached, remove its damage and add a bruised or injured condition to your character's damage track. You recover from this damage normally.

### EXTRAS

- **Variable Split (+1):** You can choose how you separate each time you use your power. For example, at rank 1 you can choose to detach any one body part.

## ANIMAL CONTROL

**Effect:** Mental                      **Action:** Standard  
**Range:** Perception                **Duration:** Sustained (Lasting)  
**Cost:** 2 points per rank

You can exert mental control over animals (creatures with Int 1 or 2). See **Animals** on page 229 for some guidelines. Make a power check against the result of the animal's Will saving throw. If you succeed, you control the animal's actions. If you fail, there is no effect. You can try again, but the animal gets a cumulative +1 on Will saves for each successive attempt in the same encounter.

Issuing a command to an animal you control is a move action and requires you to speak or gesture. You can only issue simple commands an animal can understand, like "go there," "stop," or "attack."

Animals get a new Will save for each interval on the **Time and Value Progression Table**, with a cumulative +1 bonus per save. Animals commanded to carry out an action against their nature get a new Will save immediately with a +1 to +4 bonus, depending on the type of command. Success breaks your control. Obviously self-destructive commands are automatically ignored, but do not break your control.

### POWER FEATS

- **Mental Link:** You can give commands to controlled animals telepathically over any distance (with no need to speak).

### EXTRAS

- **Sensory Link (+1):** You can perceive everything one of your controlled animals does. Your own senses are inactive while you are using your sensory link.

### FLAWS

- **Limited (-1):** You can only control particular kinds of animals, such as avians, sea-life, or reptiles.

## ANIMAL MIMICRY

**Effect:** Trait                            **Action:** Free  
**Range:** Personal                    **Duration:** Continuous  
**Cost:** 9 points per rank

You can gain the traits of any animal. See **Animals** on page 229 for some guidelines. You get the animal's physical ability scores and skills bonuses (if they are higher than yours), feats, and powers, up to a total of (rank × 5) power points. No bonus or rank can be higher than your power rank. You can change animal subjects once per round as a free action. So one

round you can mimic the speed and agility of a cheetah, then the strength of an elephant, the claws of a tiger, and the soaring flight of an eagle on subsequent rounds. You can only mimic one animal at a time.

### EXTRAS

- **Extra Subject (+1):** You can mimic the traits of two animals at once. Multiple traits of the same type do not stack, use only the highest bonus. Each additional application of this extra moves the maximum number of animals you can mimic at once one step up the **Time and Value Progression Table** (5 subjects, then 10, 25, etc.).
- **Stacking (+1):** Your mimicked traits stack to a limited degree. You gain the highest mimicked trait and increase it by +1 each time you mimic the same trait. So, if you mimic three animals, all with great Strength, you take the highest Strength rank and add +2 for the other two subjects. The total stacked bonus still cannot exceed your power rank.

### FLAWS

- **Subject Required (-1):** You require an animal subject to mimic, so you cannot mimic any animal, just those within (power rank) miles of you. Your power is very effective in a jungle or zoo, less so in a downtown urban environment.

## ANIMATE OBJECTS

**Effect:** General                      **Action:** Standard  
**Range:** Ranged                      **Duration:** Sustained  
**Cost:** 3 points per rank

You can imbue objects with animation and a semblance of life, making them constructs under your control (see **Constructs**, page 148). Create the object as a construct with (rank × 15) total power points, or see **Chapter 11** for some sample constructs. Constructs are subject to the campaign's power level limits. The object gains movement according to its form: statues can get up and walk, for example, rugs can crawl, balls roll, cars drive, etc.

### POWER FEATS

- **Progression:** Each time you apply this feat, move the total number of objects you can animate at once one step up the **Time and Value Progression Table** (2, 5, 10, etc.). You can still only animate one object per standard action.

### EXTRAS

- **Additional Type (+1/+2):** You can animate things other than solid objects. Choose one of the following: gases (including air), images (pictures, including drawings, paintings, and photographs), liquids (including water), and shadows. For a +2 modifier you can animate all of these other types of things. You are still limited to animating things with a power level no greater than your power rank and power points no greater than your rank × 15. Alternately, you can substitute an additional type for solid objects for a +0 modifier, making your power into Animate Images or Animate Shadows, for example.
- **Horde (+1):** You can animate your maximum number of objects with one standard action. You must have the Progression power feat to take this extra.

### FLAWS

- **Limited (-1):** You can only animate one type of object, such as corpses (creating zombies), machines, natural earth and stone, and so forth.

## ASTRAL FORM

<b>Effect:</b> Sensory	<b>Action:</b> Standard
<b>Range:</b> Extended	<b>Duration:</b> Sustained
<b>Cost:</b> 5 points per rank	

You can separate your astral form—your mind, spirit, or life force—from your physical body. Your body sinks into a coma while your astral form is free to move about on its own. Your astral form is invisible and incorporeal, immune to physical effects, and able to pass freely through material objects.

You can move a distance away from your body based on your power rank on the **Extended Range** table (see page 69). You can move anywhere within your maximum range instantly as a move action. Others can sense the presence of your astral form (a general sense of a presence or being watched) with a Notice check (DC 10 + rank), unless you have the Subtle power feat (see page 110). Characters with Mental Awareness (see page 103) can perceive your astral form automatically (as if you were visible) unless it is Subtle. Your astral form has your normal visual, auditory, and mental senses.

While in astral form, you can become visible at will and mentally speak with other people. This is a mental effect, visible only to creatures with all three mental ability scores. You can apply the Selective feat (see page 110) to make your astral form visible and audible to only some people and not others. Mental and sensory effects work on your astral form, and you can use your own mental and sensory effects on the physical world while in astral form.

While your astral form is away, you are unaware of your physical body, although you immediately know if your body suffers any damage. You can return to your body instantly at any time as a free action.

## POWER FEATS

- **Dimensional:** Your astral form can travel to other dimensions: one other dimension with one application of this feat, a related group of dimensions with two, and any dimension in the setting with three.

## BLAST

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Toughness

You can make a damaging ranged attack. It might be a blast of energy, a projectile (arrow, bullet, throwing blade, etc.), or some similar effect. You make a ranged attack roll to hit the target. The attack's damage equals your power rank.

## BOOST (TRAIT)

<b>Effect:</b> Trait	<b>Action:</b> Standard
<b>Range:</b> Touch	<b>Duration:</b> Instant
<b>Cost:</b> 1-5 points per rank	

You can improve a trait or traits temporarily. You can boost yourself or other characters by touch.

Take a standard action to use Boost. Each rank improves the targeted trait by 1 power point. These temporary points fade at a rate of 1 per round until they are gone (this rate can be slowed using the Slow Fade power feat, page 110).

## UNDER THE HOOD: BOOST

Boost poses two primary concerns in play. The first is the campaign's power level limits. Generally, the GM shouldn't allow Boost to improve the heroes' traits beyond these limits. The second is using Boost to improve all of the hero's traits at once for a bargain price. Gamemasters should be cautious about allowing this type of Boost. Heroes who rely on some outside source of power, occasionally losing their powers rather than having them fade, should consider the Power Loss drawback (see **Drawbacks**, page 127).

You can boost the trait again before the temporary power points have faded, but boosts are not cumulative; only the highest-ranked one applies to any given trait. So combining Boost 3 and Boost 8 results in an increase of 8 power points, not 11, and applying Boost 10 to a trait after 5 power points have faded raises the temporary power points back to 10, not 15. The cost per rank determines the effects of Boost:

- **1 point:** Boost affects a single trait, chosen when the power is acquired (such as Strength, the Blast power, etc.). If the subject does not have the targeted trait they may gain it temporarily, at the GM's discretion. To affect a list of specific traits, one at a time, acquire different Boosts as Alternate Power feats.
- **2 points:** Boost can affect any trait suiting your descriptors, one at a time. If the subject does not have the targeted trait they may gain it temporarily, at the GM's discretion.
- **3 points:** Boost affects all of a narrow group of traits at once (ability scores, skills, feats, or one type of power such as attack effects, movement effects, or powers of a specific descriptor). Each affected trait gains the benefits of the Boost. The subject must have the targeted trait(s).
- **4 points:** Boost affects all of the subject's powers at once.
- **5 points:** Boost affects all of the subject's traits at once.

You cannot Boost Permanent powers. Boosted traits must remain within the campaign's power level limits, although the GM should feel free to waive or modify this requirement as best suits the needs of the game.

## FLAWS

- **Others Only (-1):** You can Boost other characters, but not yourself.
- **Personal (-1):** Your Boost is personal range and affects only you.

## BURROWING

<b>Effect:</b> Movement	<b>Action:</b> Move
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 1 point per rank	

You can burrow through the ground, leaving a tunnel behind you. You move at a speed of 1 MPH at rank 1. Each additional rank moves your speed one step up the **Time and Value Progression Table**, to a speed of around 5,000 miles per round at rank 20, allowing you to dig straight through the Earth! (Provided you can survive the conditions near the Earth's molten core.) You burrow through soil and sand at your normal speed. Burrowing through hard clay and packed earth reduces your speed one rank. Burrowing through solid rock reduces it by two ranks. The tunnel you leave behind is either permanent or collapses behind you immediately (your choice when you begin burrowing each new tunnel).

## COLD CONTROL

<b>Effect:</b> General	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Sustained
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Fortitude

You can create an area of extreme cold with a radius of 5 feet at rank 1. Each additional rank moves the area one step up the **Time and Value Progression Table**. See **The Environment**, page 167, for the effects of extreme cold.

### POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Blast (cold or ice), Create Object (ice shapes), Drain Toughness (Ranged, Limited to objects by super freezing them -1), Environmental Control (Distraction, Hamper Movement), Obscure (visual, blinding snow), and Snare (ice bonds).

## COMMUNICATION

<b>Effect:</b> Sensory	<b>Action:</b> Free
<b>Range:</b> Extended	<b>Duration:</b> Sustained
<b>Cost:</b> 1 point per rank	

You can communicate over a distance using a medium other than your voice. Choose a sense type as the medium for your communication (infrared, ultrasonic, radio, or mental communication, for example). You may also use a special sense type (neutrinos, gravitons, magical sendings, and so forth) noticeable only to the appropriate form of Detect (see page 103).

Base range for Communication is 10 feet at rank 1. Each additional rank increases range as shown on the **Extended Range Table**. It can extend even further with the Dimensional power feat (see page 108). Communication is instantaneous with any subject within your range.

The recipient of your communication must be within range and have a means of perceiving your transmission (a receiver of some sort; a score of 1 or more in all mental abilities is all that's needed to receive Mental Communication). You can receive Communication of the same medium as your own. Receivers can choose to ignore your Communication, if they wish. Communication is language-dependent; you and the subject must share a common language (see **Comprehend** to communicate across language barriers). Your Communication is point-to-point (sent to a single receiver within your range).

Others with an acute sense able to detect your Communication medium can "listen in" on your transmissions with a Notice check (DC 15 + your power rank). The eavesdropper must be within normal sensory range of you or the receiver. Your transmissions can be blocked or "jammed" by powers such as Dazzle or Obscure affecting your medium.

### POWER FEATS

- **Selective:** If you have the Area extra, you can choose which receiver(s) within range get your Communication, excluding everyone else. This allows you to go from a single receiver (point-to-point) to all potential receivers in range (omni-directional) or anywhere in between.
- **Subtle:** Your Communication cannot be "overheard" (it is encrypted, scrambled, or otherwise protected). If you apply the feat twice, your Communication cannot even be *detected* (that is, no one can tell you are even transmitting, much less what you're saying).

### EXTRAS

- **Area (+1):** You can broadcast omni-directionally to every receiver within your maximum Communication range.

## COMPREHEND

<b>Effect:</b> Sensory	<b>Action:</b> Reaction
<b>Range:</b> Personal	<b>Duration:</b> Continuous
<b>Cost:</b> 2 points per rank	

You can comprehend different sorts of communication. Each rank allows you to choose one of the following options:

- **Languages:** You can either speak or understand the language of any intelligent creature. You can speak only one language at a time, although you can understand several languages at once. This effect does not enable you to speak with creatures that don't possess a language. For two ranks you can both speak and understand all languages. For an additional rank anyone able to hear you can understand what you're saying, regardless of language. Being able to read any language requires one more rank.
- **Animals:** You can either speak to or comprehend animals (creatures with Int 1 or 2). You can ask questions and receive answers, although animals are not any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while especially stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you. For two ranks you can both speak to and understand animals.
- **Plants:** You can either comprehend or communicate with plants, both normal plants and plant creatures. You can ask questions of and receive answers from plants. A plant's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions or answer questions about events outside its immediate vicinity. For two ranks you can both speak to and understand plants.
- **Machines:** You can verbally communicate with electronic devices. Most are limited by their programming and peripherals in terms of what they know, and may not be able to answer some inquiries. Machines tend to be cold and mechanical, and may not be cooperative. At the GM's discretion, you can use the Computers and Disable Device skills in place of Diplomacy and Bluff when speaking with machines. For two ranks you can both speak to machines and understand their replies.
- **Objects:** You can communicate with inanimate objects, granting them the ability to speak to you or simply "reading" impressions from them. This requires two Comprehend ranks. Objects only "know" about events directly affecting them or occurring in their immediate area. Gamemasters can apply the guidelines for Postcognition (see page 103) to this effect.

### FLAWS

- **Broad Type (-1):** You can only comprehend a general type of subject (only elves, canines, avians, or sea creatures, for example).
- **Narrow Type (-2):** You can only comprehend a particular type of subject (dogs, falcons, or dolphins, for example).

## CONCEALMENT

<b>Effect:</b> Sensory	<b>Action:</b> Free
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 2 points per rank	

Using this effect, you gain total concealment from a particular sense—usually sight or hearing—although you are still detectable to other senses



(even other senses of the same sense type). Each additional rank gives you concealment from another sense; two ranks give you concealment from an entire sense type. Concealment from visual senses costs double (2 ranks for normal sight, 4 ranks for all visual senses). You cannot have concealment from tactile senses, for that, see **Insubstantial** (see page 89). So at rank 5, you can have total concealment from all visual senses (4 ranks) and normal hearing (1 rank), for example. At rank 10 you have total concealment from all sense types, except tactile.

While concealed, you can make surprise attacks against targets unaware of your presence (see **Surprise Attack**, page 163). Attackers have a 50% miss chance against you (a roll of 11 or better on d20). Attackers able to perceive you with an accurate sense suffer no penalties, and combat is resolved normally.

Someone can sense the presence of a concealed character at close range (30 feet) with an acute sense (see **Super-Senses**, page 102) and a DC 20 Notice check (for example using hearing to detect a character concealed from sight). The observer gains a hunch "something's there" but can't perceive or target it accurately. A concealed character holding still is harder to notice (DC 30). An inanimate object or a completely immobile creature is very hard to notice at close range (DC 40). It's practically impossible (+20 DC) to accurately pinpoint a concealed character's location using an acute sense, and even if the searcher succeeds on such a check, the character still benefits from total concealment.

### POWER FEATS

- **Close Range:** The "close range" where someone can sense your presence with an acute sense is 5 feet rather than 30 feet.

### FLAWS

- **Blending (-1):** You "blend" into the background. Your Concealment only functions as long as you move no faster than 30 feet per round.

- **Limited (-1):** Your Concealment only works under certain conditions, such as in fog, shadows, or in urban locales.
- **Partial (-1):** Your power only provides partial concealment (see **Concealment**, page 161).
- **Passive (-1):** Your Concealment only lasts until you make an attack, at which point it stops working until you reactivate it, which you may do as a free action on the round *after* you attack.

## CONFUSE

**Effect:** Mental

**Action:** Standard

**Range:** Perception

**Duration:** Instant (Lasting)

**Cost:** 1 point per rank

**Saving Throw:** Will

The target of this power becomes confused, unable to independently determine their actions. If the target's Will save fails, roll on the following table at the beginning of the subject's turn each round to see what the subject does that round.

d20	BEHAVIOR
1-2	Attack the user of the Confuse effect.
3-5	Act normally.
6-10	Do nothing but babble incoherently.
11-14	Flee at top possible speed.
15-20	Attack nearest creature.

A confused character unable to carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is



attacked automatically attacks its attackers on its next turn, as long as it is still confused. The target gets a new Will save each round to shake off the Confuse effect, with a +1 bonus each round.

## CORROSION

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Touch	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Fortitude/Toughness

Your touch causes matter to weaken and corrode. Living targets make a Fortitude save. If the save fails, subtract your rank from the target's Toughness save bonus before inflicting damage equal to your power rank. Nonliving objects lose Toughness automatically and suffer damage according to their lowered Toughness score. Damage is inflicted whether the target loses Toughness or not. A living target's Toughness save cannot drop below -5, an object's can drop to as low as -10. Living targets recover lost Toughness at a rate of 1 point per round. Objects must be repaired.

### EXTRAS

- **Range:** A ranged version of Corrosion is the Disintegration power (see page 82).

## COSMIC ENERGY CONTROL

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Toughness

You wield primal cosmic power. You can project Blasts (see page 77) of cosmic force.

### POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Animation, Boost, Create Object, Dazzle, Disintegration, Healing, Snare, and Teleport. Each effect is a separate power feat. Other Alternate Powers are possible at the GM's discretion.

## CREATE OBJECT

<b>Effect:</b> General	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Sustained
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Reflex (see below)

You can form solid objects out of nowhere. They may be solidified energy, transmuted matter, ice, stone, or something else entirely, depending on your descriptors. You can create any simple geometric shape or common object (such as a cube, sphere, dome, hammer, lens, disk, etc.). The GM has final say on whether or not a particular object is too complex. Your objects can't have any moving parts more complex than a hinge. They can be solid or hollow, opaque or transparent, as you choose when you use the power.

You can create an object up to one 5-foot cube in size per power rank with Toughness up to your power rank. Created objects can be damaged or broken like ordinary objects (see **Damaging Objects**, page 166). They also vanish if you stop sustaining them. You can repair all damage to a created object at will as a standard action.

A created object can provide cover or concealment (if the object is opaque) just like a normal object. Cover provided by a created object can

block incoming attacks, but blocks outgoing attacks as well. Attacks hitting the covering object damage it normally. Indirect effects (see page 109) can bypass the cover a created object provides just like any other cover.

You can trap a target inside a large enough hollow object (a cage or bubble, for example). The target gets a Reflex saving throw to avoid being trapped. A trapped character can break out of the object normally. Limiting the target's mobility in addition to trapping them requires Snare (see page 99), which you may acquire as an Alternate Power feat of Create Object.

Dropping a created object on a target is treated like an Area Attack (see page 159) equal to the object's size. The object inflicts damage equal to its Toughness, and targets get a Reflex saving throw. A successful save results in no damage.

### POWER FEATS

- **Innate:** Your created objects can't be nullified.
- **Precise:** You can create more precise and detailed objects.
- **Progression:** Each time you apply this power feat, the base size of your objects per power rank increases one step on the **Time and Value Progression Table** (10-ft. cube per rank, then 25-ft., etc). Other attributes based on rank (such as Toughness and save DC) do not change.
- **Stationary:** Your created objects can hang immobile in the air. They resist being moved with a Strength bonus equal to your power rank. Unless you have the Tether power feat or the Movable extra, you cannot move a stationary created object once it's placed somewhere any more than anyone else can.
- **Subtle:** The Subtle feat either makes created objects not noticeable as such (they look just like real objects) or not noticeable at all (such as objects composed of invisible force).
- **Tether:** Your created objects can move along with you at your normal movement speed, maintaining their position relative to yours.

### EXTRAS

- **Duration:** Create Object with the Continuous modifier creates objects that remain until they are destroyed, nullified, or you choose to dismiss them.
- **Movable:** You can move your created objects around as if you possessed Telekinesis (see page 105) at your power rank.

## DARKNESS CONTROL

<b>Effect:</b> Sensory	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Sustained
<b>Cost:</b> 2 points per rank	

You can blanket an area in darkness, creating total visual concealment in a 5-foot radius at rank 1. Each additional rank moves the radius one step up the **Time and Value Progression Table**.

### POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Animate Shadows, Blast, Create Object (shadow constructs), Dazzle (visual), Drain Constitution (life-energy drain), Fatigue (energy drain), ESP (visual and auditory, Medium: darkness or shadows -1), Snare (shadow bonds), Strike (shadow weapon), and Teleport (Medium: darkness or shadows -1).

## DATALINK

<b>Effect:</b> Sensory	<b>Action:</b> Free
<b>Range:</b> Extended	<b>Duration:</b> Sustained
<b>Cost:</b> 1 point per rank	

You can interface with computers over a distance. Choose a sensory medium, as with Communication (see page 78). Datalink is typically a mental or radio sense effect. Your power has a range of 10 feet at rank 1. Additional ranks increase your range on the **Extended Range Table**. To interface with an unfamiliar computer, you must be able to accurately sense it, or you must search for it (see **Extended Searches**, page 53). You can use the Computers skill on a computer while interfaced with it, taking the usual time. This power works like Mental Communication (see page 78) on intelligent computers.

## POWER FEATS

- **Machine Control:** In addition to digital devices, you can mentally control and operate machines. You can operate any machine in your range as if you were physically operating it or had a remote control for it. You make normal use of your various skills to operate machines, if necessary.

## DAZZLE

<b>Effect:</b> Sensory	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant (Lasting)
<b>Cost:</b> 1-4 points per rank	<b>Saving Throw:</b> Reflex/Fortitude

You can overload all of a target's senses of a particular type—usually visual or auditory—rendering them temporarily useless. Make a ranged attack roll against the target. If the attack hits, the target must make a Reflex save to avoid the effect. If the save fails, that sense type is rendered useless. A successful save means no effect.

Each round thereafter the target makes a Fortitude save to recover from the Dazzle attack. The target gains a +1 bonus to the save each round after the first. A successful save allows the target to use the dazzled sense(s) again, but at -1 on all rolls involving them. The following round, the target's senses return to normal. Targets immune to Fortitude effects cannot be dazzled.

Dazzle costs 1 point per rank if it affects one sense type, 2 points per rank if it affects two sense types, 3 points per rank if it affects three sense types, and 4 points per rank if it affects all sense types. Visual senses count as two sense types, so a 3-point per rank Dazzle effect could affect visual and one other sense type, for example.

## DEFLECT

<b>Effect:</b> Defense	<b>Action:</b> Standard
<b>Range:</b> Touch	<b>Duration:</b> Instant
<b>Cost:</b> 1-3 points per rank	

You can block ranged attacks as well as melee attacks. This is like a normal melee block (see **Block**, page 155) using your Deflect rank in place of your normal attack bonus. You can attempt to deflect any number of attacks in a round, but each attempt after the first imposes a cumulative -2 modifier on the block check. Once you fail a block roll you cannot deflect again until your next round.

The types of attacks you can deflect determine the effect's cost per rank. For 1 point per rank you can choose one of the following: slow projectiles (including thrown weapons and arrows), fast projectiles (like bullets), energy attacks, and mental attacks. For 2 points per rank, you can deflect all ranged attacks. For 3 points per rank, you can deflect ranged and mental attacks. Deflecting mental attacks requires a Deflect roll against the attack's Will save DC (since mental attacks do not require attack rolls). Deflect does not work against area attacks (see **Area Attack**, page 159).

## EXTRAS

- **Action (+1):** You can reduce the action needed to block attacks. If you can deflect as a free action and you take a standard action to block that round, you take no penalty for blocking multiple attacks, otherwise you have the normal penalty. If you can use Deflect as a reaction, you take no penalty for blocking any number of attacks as a free action.
- **Automatic (+1):** You can deflect even surprise attacks, but you must still be able to take the normal action required to use your Deflect power.
- **Ranged (+1):** You can deflect attacks made against any target within range (power rank × 100 feet). You suffer a -2 penalty on your block check per range increment of (rank × 10 feet) between you and the target.
- **Reflection (+1):** You can reflect blocked attacks back at the attacker as a free action. Make a normal attack roll to hit with the reflected attack.
- **Redirection (+1):** You can redirect blocked attacks at any target within the attack's normal range, as Reflection, above. You must have the Reflection extra to take Redirection.

## DENSITY

<b>Effect:</b> Alteration	<b>Action:</b> Free
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 3 points per rank	

You can increase your mass, and therefore your Strength and durability. Every rank of Density activated enhances your Strength by 2 points. Every two ranks give you a rank of Protection with the Impervious extra (see page 96). Every three ranks give you a rank of Immovable (see page 89) and Super-Strength (see page 104) and move your mass one step up the **Time and Value Progression Table**. Your additional Strength does not improve your Climb or Swim skills or the distance you can jump (since your mass also increases). In fact, you automatically fail Swim checks while Density is active at 3 ranks or more because of your negative buoyancy.

## POWER FEATS

- **Alternate Power:** To increase or decrease your density, take Insubstantial (see page 89) as an Alternate Power of Density.

## DEVICE

<b>Effect:</b> General	<b>Action:</b> Reaction
<b>Range:</b> Personal	<b>Duration:</b> Permanent (Innate)
<b>Cost:</b> 3-4 points per rank	

You have a device—an item giving you certain traits. The device might be a piece of superscience technology, a magical artifact, or a focus of cosmic power. Each rank gives you 5 power points you can use to pur-

chase the device's traits. So long as you have the device, you have access to its traits. You cannot use points from a Device to buy another Device. Although the Device itself is Permanent and Innate, the Device's powers may or may not be, depending on their duration.

The cost of a Device depends on how easily you can lose it. For 4 points per rank, the device is hard to lose. It can only be taken away from you while you are helpless (see **Condition Summary**, page 171). For 3 points per rank, the device is easy to lose. It can be taken away from you with a successful Disarm action (see **Disarm**, page 156). An item that cannot be taken away from you at all isn't a Device. For example, a bionic arm may grant you Super-Strength, but since it can't be taken away, it doesn't count as a Device.

With the GM's permission, you can split power points from this power into several devices, so long as they can all be taken away from you in the same manner. It's harder to take away all of your devices, but easier to take away their benefits one-by-one.

When you acquire a device, choose whether strain of extra effort applies to you or the device (see **Extra Effort**, page 120). If it applies to you, follow the normal extra effort rules. If it applies to the device, then using extra effort to enhance the device's traits places stress on its construction or systems. A "fatigued" device suffers a -1 modifier to all ranks. An "exhausted" device suffers a -3 modifier to all power ranks, and a device pushed beyond exhausted stops working altogether. The modifiers last until the device is repaired (a Complex or Advanced repair task, respectively, see **Craft**, page 45).

See **Chapter 7** for more on how devices work, how characters acquire them, and various examples.

## POWER FEATS

- **Restricted:** Only certain people can use your Device. It might only work for members of a particular bloodline, people with extraordinary (20+) Strength or Wisdom, only women, and so forth. For everyone else, the Device has no powers at all. If you apply this feat twice, only you—and no one else—can use your device. It can be taken away, but not used against you.

## DIMENSIONAL POCKET

<b>Effect:</b> Movement	<b>Action:</b> Standard/Move
<b>Range:</b> Touch	<b>Duration:</b> Instant (Lasting)
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Reflex/Will

You have a "pocket" dimension capable of holding an amount of material, or even creatures. Your Dimensional Pocket has a 100 lb. capacity at rank 1. Each additional rank moves it one step up the **Time and Value Progression Table**. You can store up to your maximum capacity of items in your pocket, retrieving them at a later time. If you try to fit an item into your pocket that would exceed your capacity, nothing happens. Moving things into and out of your pocket is a move action.

You can trap opponents in your dimensional pocket, if you have sufficient capacity to hold them. Make a melee attack roll. The target gets a Reflex save to avoid being trapped. A trapped target can use Dimensional Movement to escape. Additionally, the trapped target gets a Will save each round to escape from your pocket with a cumulative +1 bonus for each previous save.

## DISINTEGRATION

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 4 points per rank	<b>Saving Throw:</b> Fortitude/Toughness

You can project an attack weakening and destroying the structure of objects. Make a ranged attack roll to hit your target. If successful, the target makes a Fortitude saving throw or loses Toughness equal to your power rank; objects (and other targets without a Constitution score) automatically fail this save. Toughness may be reduced as low as -5 (-10 for objects). The target then makes a Toughness save (at the reduced score) against damage equal to your power rank. If the save fails by 20 or more, the target is atomized, leaving nothing behind. Damage and reductions in an object's Toughness are Permanent until repaired. Targets with Con 1 or more regain 1 point of Toughness per round and recover from the damage normally.

## POWER FEATS

- **Reversible:** You can instantly and completely restore a target you have disintegrated as a free action.

## DRAIN (TRAIT)

<b>Effect:</b> Trait	<b>Action:</b> Standard
<b>Range:</b> Touch	<b>Duration:</b> Instant
<b>Cost:</b> 1-5 points per rank	<b>Saving Throw:</b> Fortitude

You can temporarily lower one of a target's traits: an ability, skill, feat, or power, chosen when you acquire this power. You must touch the target, making a normal melee attack roll, and the target makes a Fortitude save. If the save fails, each rank of Drain removes 1 power point from the affected trait. The lost points return at a rate of 1 per round, except for inanimate objects, which do not recover drained Toughness and must be repaired. This rate can be reduced with the Slow Fade power feat (see page 110). Drain's cost per rank determines the affected traits:

- **1 point:** Drain affects a single trait (such as Strength score or Will save bonus), chosen when the power is acquired. (To affect a list of traits, one at a time, take Alternate Powers; see page 108.)
- **2 points:** Drain affects any one trait, one at a time.
- **3 points:** Drain affects all traits of a single type (ability scores, skills, feats, one type of power effect, or all powers of a particular descriptor) all at once (subtracting its rank in power points from each).
- **4 points:** Drain reduces all powers at once.
- **5 points:** Drain reduces all traits at once.

## DUPLICATION

<b>Effect:</b> Alteration	<b>Action:</b> Standard
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 2 points per rank	

You can create a duplicate of yourself. Your duplicate is a minion (see page 63) with the same capabilities as you, except for this power and any hero points. You can spend your own hero points for your duplicate's actions.

You must have this power at a rank equal to your power point total divided by 15 and rounded up for your duplicate to possess your full abilities. If you have it at a lower rank, create your duplicate as a scaled-down version of yourself, with a power level equal to your power rank and starting power points determined accordingly (power rank × 15). So a power level 11 hero who has Duplication 8 creates a power level 8 duplicate with (8 × 15) 120 power points and proportionately lower-ranked traits.

Your duplicate thinks and acts just like you, so it is automatically helpful toward you. Gamemasters should generally allow the hero's player to determine the duplicate's actions. Your duplicate disappears if your power is countered for any reason. You can also make your duplicate disappear at will by turning off your power.

### POWER FEATS

- **Absorption Healing:** You can make an immediate recovery check by "re-absorbing" an undamaged duplicate.
- **Mental Link:** You have a mental link with your duplicates, allowing you to communicate with them over any distance and know whatever they know.
- **Progression:** Each time you apply this feat, move your total number of duplicates one step up the **Time and Value Progression Table** (2, 5, 10, etc.). You can still only create one duplicate per standard action.
- **Sacrifice:** When you are hit with an effect requiring a saving throw, you can spend a hero point to shift the effects to one of your duplicates instead. In essence, the attacker hit a duplicate and not the "real" you. The duplicate must be within range and a viable target of the effect.

### EXTRAS

- **Heroic (+1):** Your duplicates are not subject to the minion rules.
- **Horde (+1):** You can summon up to your maximum number of duplicates with one standard action. You must have the Progression power feat to take this extra.
- **Survival (+1):** If you die while duplicated, one of your duplicates becomes the "real" you and gains Duplication at your original power rank. You must have Duplication at a rank equal to your power level to take this extra.

### FLAWS

- **Feedback (-1):** If one of your duplicates is damaged, you suffer painful psychic feedback. Make a Will saving throw against damage equal to the damage your duplicate suffered, with a bonus to the save equal to your duplicate's Toughness save bonus.
- **Real (-1):** All of your duplicates are the "real" you—perhaps from different time-lines or periods. You suffer the worst damage of all duplicates when you stop using this power. If *any* of your duplicates die, you die as well! You cannot have the Survival extra.
- **Unconscious (-1):** You are unconscious and helpless while one or more of your duplicates are in existence.

## ELECTRICAL CONTROL

**Effect:** Attack

**Action:** Standard

**Range:** Ranged

**Duration:** Instant

**Cost:** 2 points per rank

You can generate electricity, projecting a Blast (see page 77) of lightning at your power rank.

### POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Animate Objects (Limited to electrical devices -1), Confuse, Datalink, Dazzle (auditory or visual), Strike (Aura, electrical), Stun, and Teleport (Medium: power lines -1).



## (ELEMENT) CONTROL

**Effect:** General

**Action:** Standard

**Range:** Perception

**Duration:** Sustained

**Cost:** 2 points per rank

You have the ability to shape and direct a particular element—air, earth, fire, or water—like a use of Telekinesis (see page 105) at your Element

Control rank. Choose one element from the list given here; you can acquire the other elements as Alternate Powers.

## ELEMENTS

- **Air:** You can control the movement of masses of air. You can create powerful winds, pushing or pulling objects or tripping targets (see **Trip**, page 159) like a use of Telekinesis (see page 105) at your power rank.
- **Earth:** You can control and move a mass of soil, rock, or minerals like a use of Telekinesis (see page 105) at your power rank.
- **Fire:** You can control the movement and spread of flames with a damage bonus less than or equal to your power rank.
- **Water:** You can control a mass of water (fresh or salt water, but not other liquids) like a use of Telekinesis (see page 105) at your power rank.

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Blast, Create Object, Obscure, Snare, Stun, and Suffocate, all using your chosen element(s) a medium.

## ELONGATION

**Effect:** Alteration                      **Action:** Move  
**Range:** Personal                      **Duration:** Sustained  
**Cost:** 1 point per rank

You can elongate your body and limbs to extend your reach. This allows you to make melee attacks at a greater distance and move your Elongation distance as a move action by stretching out to a spot and pulling the rest of your body after you, or extending your limbs to give you a longer stride. "Snapping back" to your normal shape is a free action. You can elongate 5 feet at rank 1, each additional rank moves your range (in feet) one step up the **Time and Value Progression Table**.

You can use Elongation to make melee attacks at a greater distance by elongating your limbs. It requires a full action to both elongate (move action) and attack (standard action). Once elongated, you can make melee attacks within your new reach as a standard action.

Your attacks have a "range increment" of (power rank × 10 feet), each increment beyond the first applies a -2 penalty to your attack rolls and checks, since it's harder for you to coordinate your limbs at that distance. If you can't accurately sense your target at all, apply the rules for concealment (see page 161). The range increment is the distance between your target and your head, so if you elongate your neck so your head is within one increment of your target, you suffer no range penalties.

You gain a bonus to Defense against attacks on your elongated limbs as if you were one size category smaller than usual (see **Size**, page 34). So the elongated limb of a Medium character has a +1 Defense bonus (like a Small character).

Elongation gives you a bonus on Escape Artist checks and grapple checks equal to your power rank.

## EMOTION CONTROL

**Effect:** Mental                      **Action:** Standard  
**Range:** Will                      **Duration:** Sustained (Lasting)  
**Cost:** 2 points per rank

You can instill different emotions in your target, who makes a Will save to resist. You choose the object of the emotion and decide what the target loves, hates, fears, and so forth. You can produce the following emotional effects:

- **Calm:** The subject adopts an indifferent attitude and does not feel any strong emotion. Calm can counter any of the other emotion effects, and they may also counter Calm (see **Countering Powers**, page 70).
- **Despair:** The subject is shaken, suffering a -2 on attack rolls, defense, and checks. Failure by 10 or more means the target is overcome with hopelessness, helpless and unable to take any actions.
- **Fear:** The subject is shaken, suffering a -2 on attack rolls, defense, and checks. Failure by 5 or more means the subject is frightened and flees from the source of the fear (specified by the user) as quickly as possible. Failure by 10 or more means the subject is panicked, dropping any held items and fleeing blindly from the source of the fear. A panicked subject unable to flee cowers and does not attack (most likely using total defense instead, see page 159).
- **Hate:** The subject immediately becomes unfriendly. If the save fails by 5 or more, the subject's attitude becomes hostile. Hate counters and is countered by love.
- **Hope:** The subject feels no fear or despair. Hope counters those emotions and similar effects and is countered by them in return.
- **Love:** The subject's attitude becomes friendly. If the save fails by 5 or more, the subject's attitude becomes helpful. If it fails by 10 or more, the subject becomes fanatical. Love can counter despair, fear, and hate and they may counter it.

## POWER FEATS

- **Mind Blank:** Targets don't remember time under your Emotion Control; their memory of that time is blank.

## FLAWS

- **Limited—one emotion (-1):** You can only cause one of the listed emotional effects, not any of them.
- **Sense-Dependent (-1):** Your Emotion Control works through a target's senses. Examples include eye contact (visual), music (auditory), or pheromones (olfactory). See the **Sense-Dependent** flaw, page 115, for details.

## ENHANCED ABILITY

**Effect:** Ability                      **Action:** Reaction  
**Range:** Personal                      **Duration:** Continuous  
**Cost:** 1 point per rank

One of your basic ability scores is enhanced (see **Chapter 2**); each rank in Enhanced Ability gives you +1 to the ability score, just like a normal ability. An Enhanced Ability can be nullified, unlike a normal ability score, but you can also apply extra effort to it (see **Extra Effort**, page 120). The GM approves any extra effort use in conjunction with your Enhanced Abilities. An Enhanced Ability may also have appropriate descriptors applied to it, differentiating it from a normal ability score. You can freely mix normal and enhanced ability scores.

## ENVIRONMENTAL CONTROL

**Effect:** General                      **Action:** Standard  
**Range:** Ranged                      **Duration:** Sustained  
**Cost:** 1-2 points per rank                      **Saving Throw:** Varies by condition

You can change the environmental conditions in an area: altering the temperature, creating light, causing rain, and so forth (see **The Environment**, page 167, for the effects of different environmental conditions). For obscuring senses (via darkness, fog, etc.) use **Obscure** (see page 95). Each of the following is a separate Environmental Control power. If you have one, you can acquire others as Alternate Power feats (see page 108), but you can then only use and maintain one at a time. To use or maintain multiple Environmental Control effects simultaneously, add their costs together for the total power cost per rank.

- **Cold:** You can lower the temperature in the area. For 1 point per rank, you can create intense cold, for 2 points per rank, you can create extreme cold.
- **Distraction:** You can create conditions to distract anyone attempting to concentrate, such as driving rain, hail, dust storms, and so forth. For 1 point per rank the distraction is DC 5, for 2 points per rank it's DC 10. See **Concentration**, page 44, for details.
- **Hamper Movement:** You can hamper movement through the area with high winds, icy surfaces, or similar effects. For 1 point per rank, you halve movement speed through the area, for 2 points per rank, you reduce it to one-quarter.
- **Heat:** You can raise the temperature in the area. For 1 point per rank, you create intense heat, for 2 points per rank, you create extreme heat.
- **Light:** You can raise the light level in the area, countering the concealment of darkness, but not other forms of concealment. For 1 point per rank, you can shed enough light to reduce total concealment to partial and partial concealment to none. For 2 points per rank, you can shed light as bright as a sunlit day, eliminating all concealment provided by natural darkness. Obscure effects with the darkness descriptor may be countered with a successful power check (see **Countering Powers**, page 70).

Your Environmental Control has a 5 ft. radius at rank 1. Each additional rank moves the maximum radius one step up the **Time and Value Progression Table** (with a radius of approximately 2,000 miles at rank 20, sufficient to alter the environment of an entire continent!).

## ESP

**Effect:** Sensory      **Action:** Move  
**Range:** Extended      **Duration:** Concentration  
**Cost:** 1-4 points per rank

You can displace one or more of your senses over a distance, perceiving as if you were at that location, up to 10 feet away. Each additional power rank increases your range, as shown on the **Extended Range Table**. It can extend further with the Dimensional power feat (see page 108). ESP overrides your normal sense(s) while you are using it. Subjects observed via ESP can sense it with a Notice check (DC 10 + rank), unless you have the Subtle power feat (see page 110).

You can make Notice and Search checks normally using your displaced senses. To search a large area for someone or something, use the extended search guidelines under **Search** (see page 53).

Sensory effects targeted on the spot where you have displaced your senses affect you normally (this includes mental effects with the Sense-Dependent modifier; see page 115). If ESP applies to your mental senses, then mental effects targeted on the spot you're perceiving affect you normally as well.

ESP costs 1 point per rank for one sense type, 2 points per rank for two sense types, 3 points per rank for three, and 4 points per rank for all of your senses. Visual senses count as two sense types (so visual ESP is 2

points per rank). You can use sensory powers via ESP if your ESP applies to their sense type. If you can use mental senses and an accurate sense (such as sight) via ESP, you can use it to target mental powers as well.

## FLAWS

- **Medium (-1):** You require a medium for your ESP, such as shadows, flames, mirrors, open water, television screens, and so forth. You can only perceive locations where your medium exists.

## FATIGUE

**Effect:** Attack      **Action:** Standard  
**Range:** Touch      **Duration:** Instant  
**Cost:** 2 points per rank      **Saving Throw:** Fortitude

You can inflict fatigue on a target. Make a melee attack roll. The target makes a Fortitude save (DC 10 + power rank). A failed save means the target is fatigued: -2 to Str and Dex, -1 to attack and defense, and cannot move all out. If the save fails by 5 or more, the target is exhausted: -6 to Str and Dex, -3 to attack and defense, and unable to move faster than normal pace. If the save fails by 10 or more, the target becomes unconscious. Targets immune to fatigue are unaffected. Already fatigued characters who suffer another fatigue result become exhausted, while exhausted characters who suffer another fatigue result become unconscious. The target recovers normally (see **Fatigue**, page 167).

## POWER FEATS

- **Reversible:** You can remove fatigue conditions caused by your power at will as a free action.

## FLIGHT

**Effect:** Movement      **Action:** Move  
**Range:** Personal      **Duration:** Sustained  
**Cost:** 2 points per rank

You can fly through the air, including hovering in place. You have a flying speed of 10 MPH at rank 1. Each additional rank moves your speed one step up the **Time and Value Progression Table**: 25 MPH at rank 2, 50 MPH at rank 3, and so forth. At rank 19, you can reach anywhere on Earth in a single move action. At rank 20, you can accelerate to near the speed of light!

## FLAWS

- **Gliding (-1):** You lose altitude equal to half the distance you travel, meaning the maximum distance you can glide is twice the height you start from. You may be able to gain altitude occasionally by catching thermal updrafts and winds at the GM's discretion. You cannot have more than 4 ranks in Flight.
- **Levitation (-1):** You can only move straight up and down, not side to side, although you can allow yourself to be carried along by the wind. You cannot have more than 4 ranks in Flight.

## FORCE FIELD

**Effect:** Defense      **Action:** Free  
**Range:** Personal      **Duration:** Sustained  
**Cost:** 1 point per rank

You can surround yourself with a protective field of force. A Force Field gives you a bonus on Toughness, saving throws equal to its rank. Since it is Sustained, you can improve your Force Field using extra effort (see page 120). The Force Field turns off if you are unable to maintain it, for example, if you are stunned and fail a Concentration check.

### POWER FEATS

- **Selective:** You can "tune" your Force Field to filter out some things while allowing others to pass through it.

### EXTRAS

- **Impervious (+1):** Your Force Field stops some damage completely. If an attack has a damage bonus less than your power rank, it inflicts no damage on you (you automatically succeed on the Toughness saving throw). Penetrating damage (see page 112) ignores this modifier; you save against it normally.

### FLAWS

- **Ablative (-1):** Damage chips away at your Force Field. Each time it provides its bonus, it loses 1 power point of effectiveness. When reduced to 0 power points, it turns off. This is the same as the Fades flaw (see page 114). Your Force Field can't recover lost effectiveness while it's active, it must be turned off first.
- **Limited (-1):** Your Force Field applies to only one broad type of damage (physical or energy). If it applies to only one narrow type of damage (edged weapons, blunt weapons, electricity, fire, magic, etc.) it has a -3 modifier.

## FRICION CONTROL

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Perception	<b>Duration:</b> Instant
<b>Cost:</b> 3 points per rank	<b>Saving Throw:</b> Reflex

You can affect the friction of an area of (rank × 5) feet in radius. You can either increase friction, causing anyone touching the ground or floor to become stuck like a use of Snare (see page 99, except you can only entangle, not bind, targets) or you can decrease friction, causing everyone in the area to slip like a use of the Trip power (see page 107). Choose one when you take this power. You can acquire the other use of Friction Control as an Alternate Power feat.

### POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Blast (friction heat, Concentration, Perception, Limited to moving targets -1), Dazzle (visual, Perception, by causing a target's eyelids to stick together), Environmental Control (Hamper Movement), Nullify (machines, by causing their moving parts to seize up), and Nullify (Snares, by making it difficult for them to stick).

## GESTALT

<b>Effect:</b> Alteration	<b>Action:</b> Full
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 1 point per rank	

A Gestalt is two (or more) component creatures joining together to form a single, more powerful, entity. Joining to create the gestalt form requires a standard action, but breaking apart into the component beings is a free action.

The combined form takes this power and the two gestalt components are built on (power rank × 15) power points, and subject to the campaign's power level limits. The combined form and the components have separate traits, although the combined form often (but not always) shares the best of the components' traits. The component creatures can't be built on more points than half the combined character's total. So, your combined character can't have a Gestalt rank greater than your total power points divided by 30.

### POWER FEATS

- **Progression:** A gestalt is normally two components. Each application of this feat moves the maximum number of components one step up **Time and Value Progression Table**.

**Example:** *Team Trinity is three people who can merge together to form Triplicate. The player designs Triplicate as a power level 10 character and each of the members of Team Trinity as power level 5 (75-point) characters. Triplicate takes Gestalt at rank 5, plus one Progression feat for three components, paying 6 points total. This makes Triplicate a 144-point character.*

*The Pentacle is made up of five villains, each with elemental powers, able to join together into a single form. The combined form is a 225-point character, while the individuals are power level 7 (105-point) characters. This gives a base rank of 7, plus one Progression feat for five components for a total of 8 points, making the combined whole a 217-point character (after paying for Gestalt).*

## GRAVITY CONTROL

<b>Effect:</b> General	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Sustained
<b>Cost:</b> 2 points per rank	

You can control the intensity of gravity in a radius of (power rank × 5) feet within your range. This works like Telekinesis (see page 105) at your power rank, except you can only move objects in two directions: toward the Earth (increased gravity) or away from it (decreased gravity).

Targets of increased gravity add your power's heavy load to their encumbrance. If this exceeds the target's maximum carrying capacity, he falls prone and cannot move without making a Strength check (DC 10 + Gravity Control rank). A successful check allows the target to take a standard or move action (but not both). Normal movement is restricted to crawling 5 feet per move action.

Targets of reduced gravity have their weight reduced by up to your power's heavy load. If this results in a negative weight, the target "falls" upward, away from the Earth, as if thrown by someone with (Gravity Control rank × 5) Strength.

**Example:** *Gravitar (with Gravity Control 14) increases the pull of gravity on Maximus Atom. The young hero is currently 30 feet tall via his Growth power, with Strength 32 and an effective Strength of 42 for carrying capacity (+10 for two increases in size). Gravitar's power has an effective Strength of (14 × 5) or 70. This imposes a heavy load of 200 tons to Maximus' encumbrance. His current maximum load is about 10 tons, considerably less, so Max falls prone and can only move by making a DC 24 Strength check (10 + Gravitar's power rank of 14). With his Str bonus of +11, he needs to roll a 13 or better to take a standard or move action (not both) and he can only move by crawling 5 feet per round.*





Next, the Master of Gravity uses his power against Max's "Uncle" Jack Wolf, reducing the effect of gravity on him. Jack weighs about 200 lbs., so he shoots into the air as if thrown by someone with a 70 Strength. He goes to the limit of Gravitar's Gravity Control area (70 feet, or 14 × 5 feet) and hangs there. Gravitar stops maintaining the effect, and Jack drops, suffering +7 falling damage (+1 per 10 feet) unless one of the Atom Family manages to catch him.

## POWER FEATS

- **Alternate Power:** Suitable Alternate Power feats for this power include Blast and Telekinesis.

## GROWTH

**Effect:** Alteration

**Action:** Free

**Range:** Personal

**Duration:** Sustained

**Cost:** 4 points per rank

You can increase your size, and therefore your strength and durability. Every rank of Growth increases your Strength by 2 points and Constitution by 1 point. The additional Strength does not improve your Climb or Swim skills (since your mass also increases).

Every four ranks of Growth increase your size category by one. So a Medium creature with Growth at 4 ranks is Large, at 8 ranks is Huge, at 12 ranks is Gargantuan, at 16 ranks is Colossal, and at 20 ranks is Awomesized. You gain all the benefits and drawbacks of your new size category. See **Size**, page 34 for information on the effects of different sizes. Your base movement speed increases by 5 ft. per size category you enlarge.

## POWER FEATS

- **Alternate Power:** If you have Growth, you can acquire Shrinking as an Alternate Power feat.
- **Growth Strike:** You can add the momentum of increasing size to your melee attacks, literally enlarging under an opponent's jaw, for example. This gives you a +1 damage bonus per size category you enlarge until you reach your opponent's size and only works on opponents larger than you are. So growing from Medium to Awomesize as part of an attack does +5 damage, for example.

## HEALING

**Effect:** Alteration

**Action:** Full

**Range:** Touch

**Duration:** Instant

**Cost:** 2 points per rank

You can heal injuries by touch. With a full-round action, you can do any one of the following:

- Grant a character an immediate recovery check for the subject's worst damage condition, with a bonus equal to your Healing rank. If the check fails, you must wait the normal recovery time for that condition or use extra effort to try again. If successful, you can use Healing again normally.
- Grant a bonus on saving throws equal to your Healing rank against effects with disease or poison descriptors. The bonus applies to the subject's next save against the effect.
- Stabilize a dying character with a DC 10 Healing check.

You must maintain contact with the target for a full round for the power to take effect.

You can use Healing on yourself. You can't cure your own stunned, staggered, or unconscious conditions or stabilize yourself (since you have to be able to take a full action to use your Healing effect). You can use Healing to cure your own disabled condition, but doing so is a strenuous action. If your recovery check is successful, you suffer no ill effects. If it is not, however, your condition worsens to dying. If you can use Healing as a free action, it can cure any of your conditions and is not considered strenuous.

### POWER FEATS

- **Persistent:** You can heal Incurable damage (see **Incurable**, page 109).
- **Regrowth:** When healing a disabled condition, you can cause lost or destroyed organs and limbs to regenerate as well.

### EXTRAS

- **Energizing (+1):** You can grant an immediate recovery check for fatigued and exhausted conditions as well as damage conditions. However, you *automatically* take on the subject's fatigue condition and you cannot use Healing to eliminate your own fatigue conditions (although you can still use hero points to recover from them). If the subject's recovery check fails, you must wait the normal recovery time or use extra effort to try again.
- **Resurrection (+1):** You can restore life to the dead! If the subject has been dead for fewer minutes than your power rank, make a DC 20 Con check for the subject with a bonus equal to your power rank. If successful, the patient's condition becomes disabled and unconscious. If the check fails, you can't try again. If you apply the Progression feat, move the amount of time a subject can be dead one step up the **Time and Value Progression Table** (from power rank minutes to power rank × 5 minutes, then power rank × 20 minutes, power rank hours, and so forth).
- **Total (+1):** You can completely heal multiple damage conditions at once. For every 5 points the recovery check (including your Healing bonus) exceeds the DC, the subject's next worst damage condition heals as well.

### FLAWS

- **Empathic (-1):** When you cure someone else of a condition, you acquire the condition and must recover from it normally. You can use your Healing and Regeneration powers to cure conditions you acquire in this way. You can have the Resurrection modifier, but if you use it, you die!

## HELLFIRE CONTROL

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Toughness

You can generate and project a mystical energy called "hellfire," which appears flame-like, although it is not actual fire. You can choose the color and style of your hellfire when you acquire this power. Typical examples include white, black, red, or green flames. By changing the descriptor, you can also make this power "Holy Fire" or "Mystic Fire," for example.

You can project a Blast (see page 77) of hellfire, inflicting damage equal to your power rank.

### POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Create Object (hellfire shapes), Emotion Control (despair, fear, or hate), Mental Blast, Minions (fiends), and Strike (hellfire weapons).

## ILLUSION

<b>Effect:</b> Sensory	<b>Action:</b> Standard
<b>Range:</b> Perception	<b>Duration:</b> Concentration
<b>Cost:</b> 1-4 points per rank	<b>Saving Throw:</b> Will

You can create false sensory impressions. This ranges from visual images to phantom sounds, smells, or even radar or mental images. For 1 point per rank, you can create an illusion affecting a single sense type. For 2 points per rank, you can affect two sense types. For 3 points per rank, you can affect three sense types. At 4 points per rank, you can affect all sense types. Visual senses count as two sense types. Your illusion occupies an area 5 feet in radius.

Illusions have no substance and cannot have any real-world effect. Illusions cannot provide illumination, nutrition, warmth, or the like (although they can provide the *sensations* of these things). Likewise, an illusory wall only prevents people from moving through an area so long as they believe it's real, and an illusory bridge or floor is revealed as false as soon as someone tries to walk across it and falls through!

Characters encountering an illusion do not receive saving throws to recognize it as illusory until they interact with it in some fashion. A successful Will save against an illusion reveals it to be false. A failed saving throw means the character fails to notice anything amiss. A character faced with proof an illusion isn't real needs no saving throw. If any viewer successfully uncovers an illusion and communicates this fact to others, they gain another saving throw with a +4 bonus. Circumstances may grant additional modifiers to the Will save to uncover an illusion, depending on how convincing it is.

Maintaining a static illusion (one that doesn't move or interact) is a free action. Maintaining an active illusion (such as a fighting creature) requires concentration.

### POWER FEATS

- **Progression:** Each time you apply this power feat, your Illusion's area moves one step up the **Time and Value Progression Table** (10-ft. radius, 25 feet, 50 feet, and so forth). You can create a smaller illusion than your maximum area, as usual.
- **Selective:** With this power feat, you choose who perceives your Illusion and who doesn't.

### EXTRAS

- **Action (+1):** You can maintain an interactive illusion as a free action.

### FLAWS

- **Limited: one subject (-1):** Only a single subject can perceive your illusions.
- **Phantasms (-1):** Your illusion are a mental as well as a sensory effect. Only creatures with Int 1 or more can perceive them. They are undetectable to machines like cameras and microphones.

## IMMOVABLE

**Effect:** Defense

**Action:** Reaction

**Range:** Personal

**Duration:** Permanent

**Cost:** 1 point per rank

You're especially resistant to being moved by attacks. You gain a +4 bonus per rank against all attempts to push, rush, trip, or throw you, and reduce the distance you are knocked back by an attack, adding your Immovable rank to your knockback modifier (see **Knockback**, page 165).

Additionally, when you're struck with a slam attack (see **Slam**, page 158), you suffer less damage while your attacker suffers more! For each rank of Immovable, 1 point of damage bonus from the slam attack is shifted from you to your attacker, up to half the attack's total damage bonus. So a +12 slam attack against a target with Immovable 8 shifts 6 points of damage (or half) back to the attacker; the target suffers +6 damage, while the attacker suffers +12! Slamming into an Immovable target can be even worse than hitting a brick wall.

To gain the benefits of this power, you cannot move more than your normal speed in a round. If you move at accelerated speed (two move actions), your Immovable rank is halved. If you move all out, you lose the benefit of Immovable for the round.

### EXTRAS

- **Unstoppable (+1):** Your speed has no effect on your immovability; you can move all out while retaining your full effect rank. You also subtract your Immovable rank from an opponent's Immovable rank before determining its effect, including the damage from a slam attack, allowing you to slam Immovable opponents for more damage than usual. You cannot reduce an opponent's effective Immovable rank below 0.

## IMMUNITY

**Effect:** Defense

**Action:** Reaction

**Range:** Personal

**Duration:** Permanent

**Cost:** 1 point per rank

You are immune to certain effects, automatically succeeding on any saving throws or ability checks against them. You assign ranks of Immunity to various effects (with more extensive effects requiring more ranks). These assignments are permanent:

- **1 rank:** aging, disease, poison, one environmental condition (cold, heat, high pressure, radiation, or vacuum), one type of suffocation (breathe normally underwater or in an alien atmosphere, for example), starvation and thirst, need for sleep, or a rare power descriptor (such as your own powers, a close sibling's powers, etc.).

### UNDER THE HOOD: IMMUNITY

There are characters in the comics just plain immune to certain things. Immunity is intended to provide this option in *Mutants & Masterminds*. It's just simpler at some point to say a character is immune to something than it is to bother rolling dice. Immunity also encourages creativity. If you can't overcome a foe just by hitting him, what then? Encourage players to use tactics, cleverness, power stunts, and hero points to deal with foes immune to their more conventional attacks.

If you find Immunity—especially at higher ranks—is a problem in your game or ruining everyone's fun, feel free to restrict it (perhaps to no more than 10 ranks) or eliminate it altogether, replacing it with Protection and saving throw bonuses with appropriate power modifiers.

- **2 ranks:** critical hits, suffocation (no need to breathe at all), or an uncommon power descriptor (such as chemical, gravitic, necromantic, etc.).
- **5 ranks:** alteration effects, dazzle effects, emotion effects, entrapment (grappling, snares, or bonds), fatigue effects, interaction skills, trait effects, or a particular type of damage (such as bullets, cold, electricity, falling, fire, magic, radiation, sonic, etc.).
- **9 ranks:** life support (includes immunity to disease, poison, all environmental conditions, and suffocation).
- **10 ranks:** mental effects, a very common power descriptor (such as cutting, elemental, impact, metal, magic, technological, etc.).
- **20 ranks:** all nonlethal physical damage, all lethal physical damage, all nonlethal energy damage, or all lethal energy damage.
- **30 ranks:** Any effect calling for a particular saving throw: Fortitude, Reflex, or Will.

For example, at Immunity 11 you could have life support (9 ranks) plus Immunity to critical hits (2 more ranks), or life support plus Immunity to aging (1 rank) and a rare power descriptor (1 rank), or any other combination adding up to 11 ranks.

### FLAWS

- **Limited (-1):** You suffer half the normal effect rather than being entirely immune to it. For environmental effects, you only make checks half as often. For other effects, halve the effect's rank before determining its saving throw DC. Alternately, if your immunity is to an effect causing lethal damage, it can cause nonlethal damage instead.

## INSUBSTANTIAL

**Effect:** Alteration

**Action:** Free

**Range:** Personal

**Duration:** Sustained

**Cost:** 5 points per rank

You can assume a less solid form, with each Insubstantial rank becoming progressively less solid. You do not gain the ability to assume lower-ranked Insubstantial forms, but you can acquire a lower-ranked form as an Alternate Power feat of a higher-ranked one (see page 108). You can switch between normal and an Insubstantial form at will as a free action once per round.

- **Rank 1:** You become fluid. You can flow or squeeze through any sort of opening, under (or around) doors, through keyholes and pipes, and so forth. You cannot pass through watertight seals. You can automatically flow out of any restraint—such as a snare or grapple—that is not watertight (you automatically succeed on Escape Artist checks). You cannot flow out of a bubble completely enclosing you, for example, but anything less cannot hold you. You can exert your normal Strength and can still carry objects, although your manual dexterity may be limited (at the GM's discretion).

- **Rank 2:** You become a cloud of gas or fine particles. You have no Strength in gaseous form, but you are immune to physical damage. Energy attacks still affect you normally, as do area effects (see page 159). You can flow through any opening that is not airtight.
- **Rank 3:** You become coherent energy. You have no Strength, but you are immune to physical damage. Energy attacks (other than the energy making up your form) damage you normally. You can pass through solid objects, but energy resistant barriers, like heavy shielding or force fields, block your movement.
- **Rank 4:** You become incorporeal. You can pass through solid matter at your normal speed and you are unaffected by physical and energy attacks. Mental and sensory effects still work on you, as do powers with the Affects Insubstantial power feat. Choose one other reasonably common effect that works on you while you are incorporeal. You have no Strength and cannot affect the physical world unless you purchase the Affects Corporeal modifier on one or more of your abilities or powers. Your mental and sensory effects still work normally.

## INVISIBILITY

<b>Effect:</b> Sensory	<b>Action:</b> Free
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 4 or 8 points	

You can become invisible at will. This gives you total concealment from normal vision. For double cost (8 points) you gain total concealment from all visual senses. This is effectively 2 (or 4) ranks of the Concealment power (see page 78).

## KINETIC CONTROL

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Toughness

You can generate and project kinetic energy as a Blast of force at your power rank (see page 77).

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Deflect (slow and fast projectiles), Paralyze, Speed, and Telekinesis.

## LEAPING

<b>Effect:</b> Movement	<b>Action:</b> Move
<b>Range:</b> Personal	<b>Duration:</b> Instant
<b>Cost:</b> 1 point per rank	

You can make prodigious leaps. Rank 1 Leaping doubles your jumping distances. Each additional rank moves the multiple one step up the **Time and Value Progression Table**. So at rank 9, you leap 1,000 times your normal distance. At rank 20, you can make leaps of up to 5 million times your normal distance! (each foot becomes approximately 1,000 miles!) You do not suffer any damage from landing after a jump, so long as it is within your maximum jumping distance.

At rank 5 (50 times normal distance), you are in the air for at least a full round before you land. Each additional rank adds another full round

in the air. So a rank 10 leap ( $\times 1,000$  your normal distance) lasts for six full rounds before you land. You can act normally during this time, as if you were flying, but you can't change your speed or direction without using some other power.

## LIFE CONTROL

<b>Effect:</b> General	<b>Action:</b> Standard
<b>Range:</b> Perception	<b>Duration:</b> Instant (Lasting)
<b>Cost:</b> 4 points per rank	

You can exert control over the processes of life and, perhaps, over organic matter. You can disrupt the biological functions of another creature in your line of sight like a use of the Nauseate power (see page 94).

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Boost, Drain, Emotion, Fatigue, Healing, Stun, Suffocate, and Transform, all at Perception range.

## LIGHT CONTROL

<b>Effect:</b> General	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Sustained
<b>Cost:</b> 2 points per rank	

You can generate light as bright as daylight, like a use of Environmental Control (see page 84).

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Blast, Create Object ("hard" light shapes), Dazzle (visual), Healing ("healing light"), Illusion (visual), Obscure (visual, blinding light), and Strike (light weapon).

## LUCK CONTROL

<b>Effect:</b> General	<b>Action:</b> Reaction
<b>Range:</b> Perception	<b>Duration:</b> Instant
<b>Cost:</b> 3 points per rank	

You can use your hero points to affect others in various ways (see **Hero Points**, page 121). Each rank, choose one of the following capabilities:

- You can spend a hero point on another character's behalf, with the normal benefits.
- You can spend one of your own hero points to negate a use of Gamemaster fiat (see page 124). This also eliminates the setback of the fiat, so no hero points are awarded for it.
- You can spend a hero point to force someone else to re-roll a d20 roll and take the *worse* of the two rolls. The target of this last effect may spend a hero point to avoid having to re-roll.

Modifiers—such as Area—allowing you to affect multiple targets at once require you to spend one hero point to affect all targets in the area. You need the Selective Attack extra (see page 113) to choose which targets are affected, otherwise, your power affects everyone in the area.

## MAGIC

**Effect:** General

**Action:** Standard

**Range:** Ranged

**Duration:** Instant

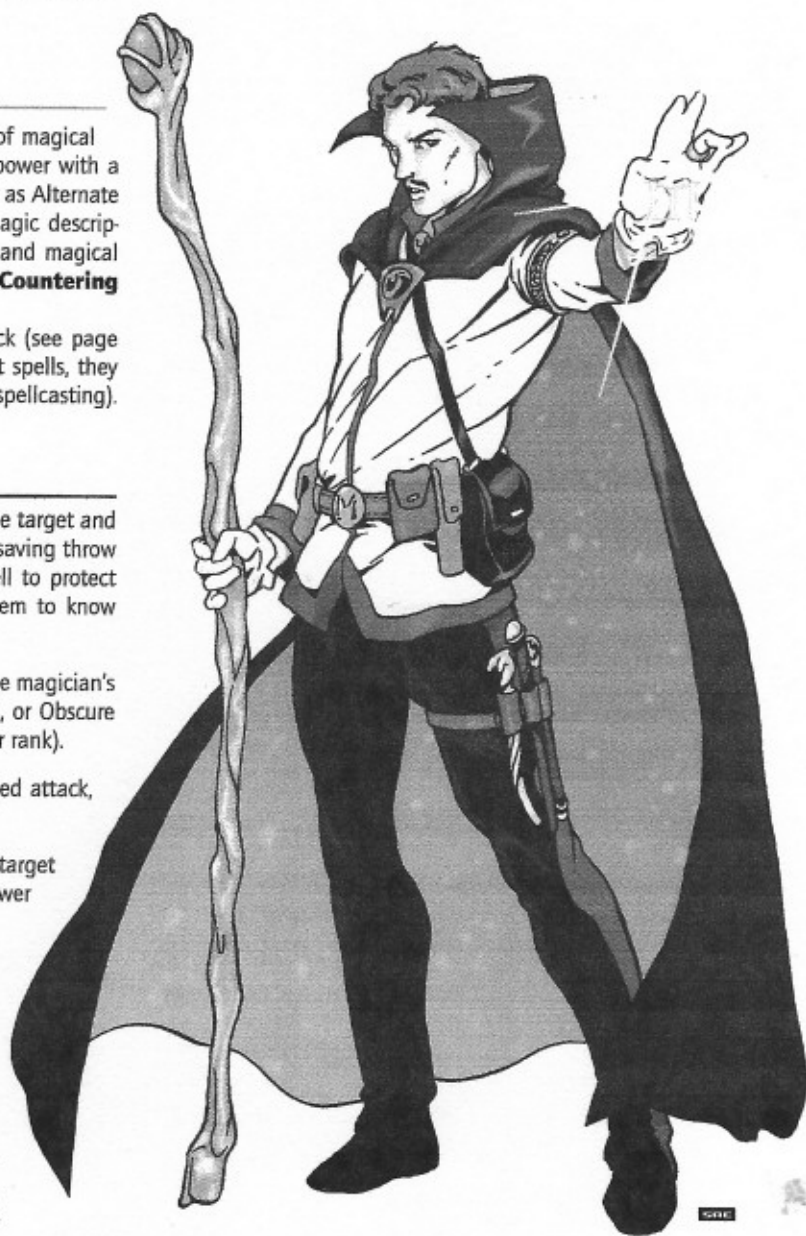
**Cost:** 2 points per rank

You are a sorcerer, witch, or wizard, able to cast a variety of magical spells. Choose one of the power feats below or any other power with a total cost of (power rank  $\times$  2) points. You can acquire others as Alternate Power feats. All powers obtained using Magic have the magic descriptor applied to them. So a magical flame blast is both fire and magical in nature. Magic can counter other magical effects (see **Countering Powers**, page 70).

Characters with Magic often have a Power Loss drawback (see page 127): if they are unable to freely speak and gesture to cast spells, they cannot use Magic (or any related magical powers reliant on spellcasting). This drawback, although common, is not required.

### POWER FEATS (SAMPLE SPELLS)

- **Fog of Forgetfulness:** Swirling mists rise up around the target and blank out a particular memory if the target fails a Will saving throw (DC 10 + rank). Good magicians typically use this spell to protect innocents from truths too terrible or dangerous for them to know while evil magicians use it to cover their tracks.
- **Light of Truth:** A beam of blazing light radiates from the magician's outstretched hand, nullifying any Concealment, Illusion, or Obscure effects it touches (roll d20 + Magic rank vs. d20 + power rank).
- **Mystic Blast:** A bolt of magical force strikes as a ranged attack, inflicting damage equal to your power rank.
- **Mystic Binding:** Bands of magical energy entrap the target of this spell, like a Snare (see page 99) at your Magic power rank.
- **Mystic Passage:** This spell teleports you across a distance, like Teleport (see page 105) at your Magic rank.
- **Alternate Powers:** You can acquire virtually any other suitable power as an Alternate Power feat of Magic, although such powers are limited to a cost and rank no greater than your Magic power, as usual. Common Alternate Powers include: Concealment, Dazzle, Element Control, ESP, Force Field, Healing, Illusion, Mind Control, Nullify, Obscure, Possession, SuperMovement (dimensional), and Telekinesis.



## MAGNETIC CONTROL

**Effect:** General

**Action:** Standard

**Range:** Perception

**Duration:** Sustained

**Cost:** 2 points per rank

You can move objects of ferrous metal—such as iron and steel—like a use of Telekinesis (see page 105) at your power rank.

### POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Blast, Obscure Radio (static), and Nullify Electronics (electromagnetic pulse).

## MENTAL BLAST

**Effect:** Attack/Mental

**Action:** Standard

**Range:** Perception

**Duration:** Instant

**Cost:** 4 points per rank

**Saving Throw:** Will

You can strike any target you can accurately perceive with a blast of mental force. The target makes a Will saving throw against a DC of 15 + power rank and suffers damage on a failed save. Mental blasts have no effect on inanimate objects or mindless creatures (those lacking one or more mental ability scores).

## FLAWS

- **Mental Weapon (-2):** You can manifest a "weapon" of mental force. Striking with it requires a melee attack roll. The target makes a Will saving throw against a damage bonus equal to your power rank. Like Mental Blast, a Mental Weapon has no effect on inanimate or mindless targets.

## MIMIC (TRAIT)

**Effect:** Alteration

**Action:** Standard

**Range:** Touch

**Duration:** Sustained

**Cost:** 1-5 points per rank

You can imitate one (or more) of another character's traits: abilities, skills, feats, or powers. You can mimic a total of (rank × 5) power points in traits per subject. No trait can have a bonus or rank greater than your Mimic rank, or the subject's rank, whichever is lower. For example, Mimic 8 allows you to mimic up to 40 points in traits, no one of which can have a rank or bonus greater than 8.

The cost per rank determines the traits you can mimic:

- **1 point:** Choose a particular type of trait (ability scores, skills, feats, or powers). You can mimic one trait of the chosen type at a time. For example, if you choose ability scores, you can mimic a subject's Strength, then touch a different subject and mimic his Dexterity (losing the previous subject's Strength), and so forth. One type of trait is a subject's appearance. If you choose to mimic it, you gain the benefits of Morph (see page 94): a +5 bonus on Disguise checks per Mimic rank to imitate that subject.
- **2 points:** You can mimic any one trait (ability scores, skills, feats, or powers), one at a time.
- **3 points:** You can mimic all of a target's traits of a particular type (ability scores, skills, feats, or powers of a particular type or descriptor) all at once.
- **4 points:** You can mimic all of a target's powers at once, including enhanced abilities and power feats.
- **5 points:** You can mimic all of a target's traits at once.

You must touch the subject (requiring a melee attack roll) you are mimicking. Mimicked traits last as long as you maintain your Mimic effect. If you are unable to maintain it, you lose any mimicked traits. Mimicked traits do not stack with yours or other mimicked traits; only the highest trait applies. Any mimicked traits require their normal action, checks, and so forth to use.

At the Gamemaster's option, you can trade off maximum trait rank for total power points you can mimic: lowering the maximum rank by 1 increases total power points by 5, while raising it by 1 lowers total power points by 5. For example, Mimic 4 is normally (4 × 5) 20 power points at up to rank 4, but you could change it to up to 35 power points up to rank 1 (broader, but less powerful) or 10 power points up to rank 6 (narrower, but more powerful). Narrowing power points available for Mimic can limit the rank it can reach, except for low-cost traits like skills.

## UNDER THE HOOD: MIMIC

Mimic, especially with the right modifiers, can be very powerful. Gamemasters may want to restrict players to certain levels, possibly prohibiting the 5-point level (all traits at once), as well as the Continuous, Perception, and Ranged modifiers, or limiting the power to a certain type of target.

## EXTRAS

- **Continuous (+1):** You can retain mimicked traits as long as your power is active, although you cannot exceed your maximum number of mimicked subjects.
- **Extra Subject (+1):** You can mimic the traits of two subjects at once. You must touch each subject separately and each counts as a separate use of your Mimic power. Multiple traits of the same type do not stack; use only the highest bonus. Each additional time you apply this modifier, move the maximum number of subjects one step up the **Time and Value Progression Table** (5 subjects, then 10, 25, etc.).
- **Perception (+2):** You can mimic any subject you can accurately perceive without the need for an attack roll.
- **Ranged (+1):** You can mimic subjects at normal range by making a ranged attack roll against the subject.
- **Residual (+1):** You can mimic a subject's powers using the residual energy they leave behind in places and objects. This generally requires powers that affect others, and the GM decides what powers and descriptors suit your Residual Mimic effect. You must touch the place or object to absorb any residual energy there.
- **Stacking (+1):** Your mimicked traits stack to a limited degree. You gain the highest mimicked trait and increase it by +1 each time you mimic the same trait. For example, if you mimic three subjects, all with Super-Strength, you take the highest Super-Strength rank and add +2 ranks for the other two subjects. The total stacked bonus still cannot exceed your power rank.

## FLAWS

- **Limited (-1):** You can only mimic a particular type of subject. For example, you might only mimic the traits of animals or inanimate objects. Generally, "only humans" doesn't constitute a sufficient limitation, but it may, if nonhumans are especially common in the campaign.
- **Overload (-1):** If you attempt to mimic a trait with a higher rank than your power, you suffer a Side-Effect (see page 115). Typically this is a Blast, Fatigue, or Stun equal to the targeted effect's rank or bonus. For example, if you have Mimic 8 and try to copy a rank 10 power, the attempt fails and you suffer a rank 10 Side-Effect.
- **Resisted (-1):** Subjects get a Will saving throw when you attempt to mimic them (DC 10 + Mimic rank). If the save succeeds, you cannot mimic that subject for the next 24 hours.
- **Tainted (-1):** You acquire your subject's drawbacks (see **Drawbacks**, page 124) as long as you mimic the subject.

## MIND CONTROL

**Effect:** Mental

**Action:** Standard

**Range:** Perception

**Duration:** Concentration (Lasting)

**Cost:** 2 points per rank

**Saving Throw:** Will

You can control another character's mind, and therefore actions. To use Mind Control, make a power check against the result of the target's Will saving throw. If you succeed, you control the target's actions as long as you concentrate. If you fail, there is no effect. You can try again, but the target gets a cumulative +1 on Will saves for each successive attempt in the same encounter.

Issuing a command is a move action, separate from the standard action needed to establish control. If the target has no means of understanding

you, you can only issue simple commands that can be conveyed with gestures (like "go there" or "stop").

Targets of Mind Control get a new Will saving throw for each interval on the **Time and Value Progression Table**, starting at one minute, with a cumulative +1 bonus per save. Targets commanded to carry out an action strongly against their nature get a new Will save immediately with a +1 to +4 bonus, depending on the type of command. Success breaks your control. Obviously self-destructive commands are automatically ignored, but do not break your control.

The subject's consciousness is suppressed while controlled, meaning the target cannot say or do anything without direction, and has no memory of being controlled.

## POWER FEATS

- **Mental Link:** You can give commands to your targets telepathically over any distance (with no need to speak).

## EXTRAS

- **Conscious (+1):** Your controlled subject is conscious and aware, but completely obedient to your commands. This means the subject can be commanded to relate knowledge or use skills based on mental abilities. Subjects are aware of being controlled once the Mind Control ends unless the power is Subtle, in which case subjects have no explanation for their unusual behavior or simply no memory of it (your choice when you end the control).
- **Sensory Link (+1):** You can perceive everything one of your controlled subjects does. Your own senses are inactive while you are using your sensory link.

## FLAWS

- **One Command (-1):** You can only give targets one command, like "don't move" or "live out your repressed desires." This command is chosen when you acquire the power and can't be changed.
- **Sense-Dependent (-1):** Your Mind Control works through a target's senses. Examples include eye contact (visual), hypnotic music (auditory), pheromones (olfactory), etc. See the **Sense-Dependent** flaw, page 115, for details.

## MIND READING

**Effect:** Mental                      **Action:** Standard/Full  
**Range:** Perception                **Duration:** Concentration (Lasting)  
**Cost:** 1 point per rank

You can read another character's thoughts. To use Mind Reading, make a power check against the result of the target's Will save.

If successful, you can read the target's surface thoughts (whatever the target is presently thinking). Mind Reading transcends language; you comprehend the target's thoughts whether or not you share a common language.

If you can interact with your subject, a successful Bluff check against the target's Sense Motive check causes the subject to think about a particular piece of information you're looking for, such as a password or name, allowing you to pluck it from the subject's surface thoughts. The target gets an additional Will save for each interval that passes on the **Time and Value Progression Table**, with a cumulative +1 bonus per save.

If you fail your power check, you cannot read the target's thoughts. You can try again the following round, but the target gets a cumulative +1 bonus on the Will save per attempt in that encounter.

You can also mentally probe a target's mind for information. Take a full-round action and make a power check against the result of the target's Will save. If successful, you can essentially ask any one question and receive the answer from the target's mind. If the target doesn't know the answer, then you know that. Especially personal or guarded information grants the target a +1 to +5 bonus on the Will save, while information the subject doesn't consciously know (subconscious or forgotten due to amnesia, for example) grants a +5 to +10 bonus on the Will save and the target can't forgo the save.

You can continue to ask questions, one per round, for as long as you maintain your mind probe, requiring a full-round action each round. The target gets an additional Will save for each interval on the **Time and Value Progression Table**, with a cumulative +1 bonus per save.

If you fail your power check, you cannot probe the target's mind. You can try again the following round, but the target gets a cumulative +1 bonus on the Will save per attempt.

## EXTRAS

- **Sensory Link (+1):** You can "tap into" the senses of your subjects, perceiving what they perceive while reading them.

## FLAWS

- **Limited (-1):** Mind Reading can be limited to surface thoughts only or probing only, either being a -1 power modifier.

## MIND SHIELD

**Effect:** Defense/Mental            **Action:** Free  
**Range:** Personal                    **Duration:** Sustained  
**Cost:** 1 point per rank

This power protects you from mental effects. You automatically succeed on Will saves against any mental effect with a save DC modifier less than your Mind Shield rank. It also gives you a +1 bonus per power rank on Will saves against mental effects. This bonus is subject to the normal power level limits on saving throw bonuses.

## MIND SWITCH

**Effect:** Mental                        **Action:** Standard  
**Range:** Perception                 **Duration:** Sustained (Lasting)  
**Cost:** 2 points per rank            **Saving Throw:** Will

You can switch your mind into the body of another creature, putting its mind into your body.

You must be able to accurately perceive the target and it must have an Intelligence, Wisdom, and Charisma score. Take a standard action and make a power check, opposed by the target's Will saving throw. If successful, your minds switch bodies.

You retain your mental ability scores, skills, and powers and gain the target's physical ability scores, skills, and powers, the same being true for the target occupying your body. Once the switch has taken place, it continues with no effort on your part.

The target of the Mind Switch gets a new Will saving throw for each interval on the **Time and Value Progression Table**. A successful save switches your minds back to their respective bodies. This is also the case if your Mind Switch power is ever countered. You can switch back any time as a free action.

## MORPH

**Effect:** Alteration      **Action:** Free  
**Range:** Personal      **Duration:** Sustained  
**Cost:** 1-3 points per rank

You can alter your appearance to that of other creatures or even objects of the same mass. Your traits do not change; your new form is merely a cosmetic change. You gain a +5 bonus to Disguise checks per rank when using Morph to assume a different form. For 1 point per rank you can assume a single other appearance. For 2 points per rank you can assume any form from a broad group like humanoids, animals, machines, and so forth. For 3 points per rank you can assume any form of the same mass. For the ability to change your size as well as appearance see **Growth** (see page 87) and **Shrinking** (see page 98). To take on the other traits of forms you assume, see **Shapeshift** (see page 98).

## POWER FEATS

- **Metamorph:** Morph only changes your appearance; you have all the traits of your normal self. This feat allows you to have an alternate set of traits, essentially an alternate *character*, you can change into. You can switch between sets of traits at will, once per round, as a free action. Your other forms must have the same point total as you and are subject to the same power level limits. They must also have traits suitable to your Morph power. For example, if you can only Morph into humanoid forms, then your alternate forms can't have non-humanoid traits. The GM may require certain common traits for all of your forms. Each additional rank of this feat gives you another set of traits you can change into. Metamorph is best-suited for characters with a defined list of alternate traits. For a character able to transform into numerous forms with different traits, see **Shapeshift** (see page 98).

## NAUSEATE

**Effect:** Attack      **Action:** Standard  
**Range:** Touch      **Duration:** Instant (Lasting)  
**Cost:** 2 points per rank      **Saving Throw:** Fortitude

You can inflict weakness on a target. You may do so through nausea, momentary illness, pain, or even extreme pleasure. You must touch the target, who makes a Fortitude saving throw. If the save fails, the target is *sickened*, suffering a -2 penalty on all attack rolls and checks. If the save fails by 5 or more, or on a second successful use of the power, the target is *nauseated*, unable to do anything other than take a single move action each round. If the save fails by 10 or more, or on a third successful use of the power, the target is *helpless*. The victim gets a new saving throw each round to recover from the effects, with a +1 bonus for each previous save.

## FLAWS

- **Sicken (-1):** Your power cannot inflict more than a sickened result.

## NEMESIS

**Effect:** Trait      **Action:** Free  
**Range:** Perception      **Duration:** Continuous  
**Cost:** 8 points per rank

You can adapt the powers you need to confront a particular opponent. Once per round, you can designate an opponent in perception range as a

free action. You gain powers suited to fighting that opponent, up to (rank × 5) power points total. No individual power can have a rank greater than your Nemesis rank and the powers must remain within the campaign's power level limits. The Gamemaster decides what powers you get; you don't have any control over it. You can only designate one opponent as your Nemesis for each round.

## NULLIFY (POWER)

**Effect:** Trait      **Action:** Standard  
**Range:** Ranged      **Duration:** Instant  
**Cost:** 1-3 points per rank      **Saving Throw:** Will

You can counter a target's powers (see **Countering Powers**, page 70). Make a ranged attack roll to hit the target. Then, make an opposed power check of your Nullify rank and the target power's rank or the target's Will save, whichever is higher. If you are targeting the subject of the power rather than the power's user, make an opposed power check against the user (Will save is not a factor). If you win, the targeted power turns off, although the user can re-activate it normally. You can't nullify Innate powers (see **Innate**, page 109). The cost per rank determines what you can counter:

- **1 point:** Counter any one power of a particular descriptor at a time (fire powers, magical powers, mental powers, etc.).
- **2 points:** Counter all powers of a particular descriptor (such as fire or magic) or type (like attack or sensory effects) at once. Choose the affected descriptor or type when you acquire the power.
- **3 points:** Counter all powers at once.

## EXTRAS

- **Duration (+1 per duration step):** If Nullify's duration is increased above Instant, any countered effect cannot be re-activated until the duration expires. The user of the countered effect may use extra effort (see page 120) to gain another opposed check. If successful, the effect can be re-activated.
- **Nullifying Field (+0):** Rather than targeting a specific individual, you can Nullify any affected powers in a radius of (rank × 5) feet around you as a standard action. This is a combination of the Touch range (-1) and burst Area (+1) modifiers. Some characters have a Nullifying Field as an Alternate Power of Nullify.
- **Power Resistance (+1):** You can use Nullify to counter powers used on you (and only you) as a reaction. You cannot nullify other powers. This essentially changes the power's action to Reaction (+3) and its range to Personal (-2).

## OBJECT MIMICRY

**Effect:** Trait      **Action:** Move  
**Range:** Touch      **Duration:** Sustained  
**Cost:** 6 points per rank

You can copy the properties of objects you touch, giving you various powers. Essentially, you can assume different alternate forms (see **Alternate Form**, page 75), gaining any applicable powers for that form at your Object Mimicry rank. So, by touching a steel girder, for example, you transform into steel, by touching fire, you transform into flame, and so forth. You gain (rank × 5) power points in traits and cannot assume an alternate form with powers greater in rank than your



Object Mimicry rank or the properties of the mimicked object, whichever is lower. It requires a move action to touch and mimic an object and you can do so once per round.

## OBSCURE

**Effect:** Sensory                      **Action:** Standard  
**Range:** Ranged                      **Duration:** Sustained  
**Cost:** 1-4 points per rank

You can create total concealment in an area (see **Concealment**, page 161). Obscure costs 1 point per rank if it affects one sense type, 2 points per rank if it affects two sense types, 3 points per rank if it affects three sense types, and 4 points per rank if it affects all sense types. Visual senses count as two, so a 3 points per rank Obscure power could affect visual and one other sense type, for example. An Obscure effect can be centered on you or created at a distance as a standard action. It does not move once created, although you can reposition it as a move action. Characters suffer the effects of total concealment when unable to perceive an opponent and may suffer other hindrances as the GM sees fit. Your Obscure covers an area 5 feet in radius at rank 1. Each additional rank moves the radius one step up the **Time and Value Progression Table**.

### POWER FEATS

- **Selective:** You can choose who, within your area of effect, is and is not affected by your Obscure power.

### FLAWS

- **Partial (-1):** Your Obscure effect provides partial rather than total concealment.

## PARALYZE

**Effect:** Attack                          **Action:** Standard  
**Range:** Touch                          **Duration:** Instant (Lasting)  
**Cost:** 2 points per rank              **Saving Throw:** Will

You can reduce a target's speed and reaction time. Make an attack roll; if successful, the target makes a Will saving throw. If the save fails, the target is *slowed* and can only take a standard or move action each round (not both). The target takes a -1 penalty on attack rolls, Defense, and Reflex saves. A slowed target moves at half normal speed. If the save fails by 5 or more, or on a second successful attack, the target is *paralyzed*: helpless and unable to move or take any actions. The target gets a new Will save each round to overcome the effect, with a +1 bonus per previous save.

### FLAWS

- **Slow (-1):** Your power cannot inflict more than a slow result.

## PLANT CONTROL

**Effect:** Attack                          **Action:** Standard  
**Range:** Ranged                          **Duration:** Instant  
**Cost:** 2 points per rank              **Saving Throw:** Reflex

You can control the growth and movement of plants. You can cause plants in an area of (rank × 5) feet in radius to entangle opponents like a use of Snare (see page 99).



## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Create Objects (out of plants and wood), Fatigue, Nauseate (controlling intestinal flora), and Stun (pollen causing allergic reactions).
- **Photosynthesis:** Your skin is tinged green with chlorophyll, allowing you to photosynthesize food from water and sunlight. You have the benefits of Immunity (starvation).

## PLASMA CONTROL

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 4 points per rank	<b>Saving Throw:</b> Toughness

You can generate and project Blasts of high-energy plasma.

## POWER FEATS

- **Alternate Power:** Suitable Alternate Power feats for this power include: Dazzle (visual) and Disintegrate.

## POSSESSION

<b>Effect:</b> Mental	<b>Action:</b> Standard
<b>Range:</b> Perception	<b>Duration:</b> Sustained (Lasting)
<b>Cost:</b> 4 points per rank	<b>Saving Throw:</b> Will

You can merge with and assume control of a target's body. Make a power check against the result of your target's Will save. If you succeed, your body vanishes, merging with the target, and you assume control of the target's body. You retain your mental ability scores, skills based on mental abilities, and powers with mental effects, and gain the target's physical ability scores, skills based on physical abilities, and powers with physical effects.

The target's mind is suppressed and unconscious while you are in control. A victim of Possession gets a new saving throw for each interval on the **Time and Value Progression Table**. Possessed characters used to carry out an action strongly against their nature get a new Will save immediately with a +1 to +4 bonus, depending on the type of action. A successful save ejects you from the target's body; your own body reappears in the nearest open space. The same occurs when you leave the target's body voluntarily.

## POWER CONTROL

<b>Effect:</b> Mental	<b>Action:</b> Standard
<b>Range:</b> Perception	<b>Duration:</b> Sustained (Lasting)
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Will

You can exert influence over the powers of others, controlling when and how they operate and overriding the victim's control. The target gets a Will save to resist.

You can cause the target's powers to do anything they normally do, although you do not control the target's body. For example, you could turn on a target's laser eye-beams, but you can't direct where the target is looking. At the GM's discretion, extra effort on your part can grant the target of your Power Control a temporary power feat or alternate power, pushing their powers beyond their normal limits. See **Extra Effort**, page 120, for more information.

## PROTECTION

<b>Effect:</b> Defense	<b>Action:</b> Reaction
<b>Range:</b> Personal	<b>Duration:</b> Permanent
<b>Cost:</b> 1 point per rank	

You're particularly resistant to harm. You gain a bonus on your Toughness saving throws equal to your Protection rank.

## EXTRAS

- **Impervious (+1):** Your Protection stops some damage completely. If an attack has a damage bonus less than your Protection rank, it inflicts *no* damage (you automatically succeed on your Toughness saving throw). Penetrating damage (see page 112) ignores this modifier; you must save against it normally. This modifier can also be applied to the Toughness save bonus from Constitution (costing 1 point per +1 save bonus made Impervious).

## FLAWS

- **Ablative (-1):** Damage chips away at your Protection. Each time it provides its bonus, it loses 1 power point of effectiveness. When reduced to 0 power points, it no longer protects you at all. This is the same as the Fades flaw (see page 114).
- **Limited (-1):** Your Protection applies to only one of a broad type of damage (physical or energy). If your Protection applies to only one of a narrow type of damage (edged weapons, blunt weapons, electricity, fire, magic, etc.) it has a -3 modifier.

## QUICKNESS

<b>Effect:</b> General	<b>Action:</b> Free
<b>Range:</b> Personal	<b>Duration:</b> Continuous
<b>Cost:</b> 1 point per rank	

You can perform routine tasks quickly. For purposes of this power a "routine task" is one where you can take 20 on the check. At rank 1 you perform such tasks at twice normal speed (x2). Each additional rank moves your speed one step up the **Time and Value Progression Table** (x5, x10, x25, and so forth). At rank 20, you perform routine tasks at 5 million times normal speed! Tasks where you cannot take 20 (including combat actions) are unaffected by Quickness, nor is movement speed.

You can take 20 normally using Quickness and, if your power rank is high enough, you may be able to take 20 on a task in a single standard action (3 seconds) or less. If you can perform a task in less than a second, the GM may choose to treat that task as a free action for you (although the GM can still limit the number of free actions you can accomplish in a round as usual). Among other things, this allows you to do things like take 20 on a Disable Device check by trying all possible combinations of a lock at great speed, or take 20 on a Knowledge check by reading all available research materials in an instant.

## FLAWS

- **One Type (-1):** Your Quickness applies to only physical or mental tasks, not both.
- **One Task (-2):** Your Quickness applies to only one particular task, such as reading, mathematical calculations, and so forth.

## RADIATION CONTROL

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Toughness

You can generate and project Blasts of radiation. Note this is usually "comic book" radiation, visible as glowing energy with effects similar to intense heat. More realistic radiation is Subtle (invisible to all but specialized radiation detection) and has effects more like Drain Constitution. Radiation Control can counter other radiation effects.

### POWER FEATS

- **Alternate Power:** Suitable Alternate Power feats for this power include: Dazzle (visual), Drain Constitution (Disease +2, Ranged +1, radiation sickness), Nullify (mutation-based powers), Transform (mutations).

## REGENERATION

<b>Effect:</b> Alteration	<b>Action:</b> Reaction
<b>Range:</b> Personal	<b>Duration:</b> Permanent
<b>Cost:</b> 1 point per rank	

You recover from damage more easily. For each rank of Regeneration, choose one of the following benefits:

- **Recovery Bonus:** You gain a +1 bonus on your Constitution checks to recover from damage. If you have no Constitution score, one rank allows you to make recovery checks at -4, with each additional rank improving your bonus normally (-3 at rank 2, +0 at rank 5, then increasing from there). At a +9 or better bonus, you automatically succeed on recovery checks (since they are DC 10).
- **Recovery Rate:** You make checks to recover from a particular damage condition faster. Each rank moves the rest time required to make a recovery check for that condition one step down the **Time and Value Progression Table** (see page 70). So, for example, characters normally get one check per hour of rest to recover from being injured. One Regeneration rank reduces that time to 20 minutes, two to 5 minutes, three to 1 minute, and so forth. If the time is brought below one action (3 seconds), the character gets a recovery check for that condition once per round with no need for rest. Each damage condition (Bruised, Injured, Unconscious, Staggered, and Disabled) requires a separate application of Regeneration ranks, as follows:
  - Bruised or Unconscious:* One rank allows a recovery check after one round, two ranks per standard action, three ranks once per round with no rest. Bruised conditions recover automatically after the required time, with no check necessary.
  - Injured or Staggered:* One rank allows a recovery check once per 20 minutes, two ranks per 5 minutes, three ranks per minute, and four ranks per round, five ranks per standard action, and six ranks per round with no rest. Injured conditions recover automatically after the required time, with no check necessary.
  - Disabled:* One rank allows a recovery check per 5 hours, two ranks per hour, three ranks per 20 minutes, four ranks per 5 minutes, five ranks per minute, and six ranks per round, seven ranks per standard action, and eight ranks per round with no rest.
- **Ability Damage:** One Regeneration rank allows you to recover a point of ability damage (see page 166) per 5 hours, two ranks per hour, three ranks per 20 minutes, four ranks per 5 minutes, five ranks

## UNDER THE HOOD: QUICKNESS

Quickness is obviously not realistic; it allows you to do things like disassemble an entire car in a single round at high enough ranks, but doesn't have any effect at all on how many attacks you can make. Why? Two reasons: first because allowing any character potentially *millions* of attacks per round would slow down the game and be hugely unbalancing (to say the least). Second, and perhaps more important, it's how superhuman quickness works in the comics: speedsters do routine things in the blink of an eye, but in fights they don't really act more often than anyone else. See **Super-Speed** (see page 104) for some examples of the special attacks speedsters might have, in addition to their Quickness.

per minute, six ranks per round, seven ranks per standard action, and eight ranks per round without resting.

- **Resurrection:** You can recover from death! If you die, make a DC 10 recovery check a week later. If successful, your condition becomes unconscious and disabled (from which you recover normally). If the check fails, you're permanently dead. You must specify a reasonably common effect or set of effects that keep you from recovering from death (such as beheading, cremation, a stake through the heart, etc.). You can increase the rate you make recovery checks from death with additional ranks, separately from your normal recovery rate. At nine ranks you can check to recover from death each round. At ten ranks, you get a recovery check instantly when your condition becomes dead. If successful, you don't die.

Total Regeneration—the ability to make a damage recovery check, including resurrection, every round without rest—requires 35 ranks, not including ranks allocated to recovery check bonus. If you also recover ability damage once per round, increase to 43 ranks.

### POWER FEATS

- **Persistent:** You can regenerate Incurable damage (see page 109).
- **Regrowth:** When you recover from being disabled, you regrow severed or crippled limbs and organs as well.
- **Reincarnation:** When you recover from death (and only then) you can redistribute your character's power points to different traits. They remain fixed until the character dies again.

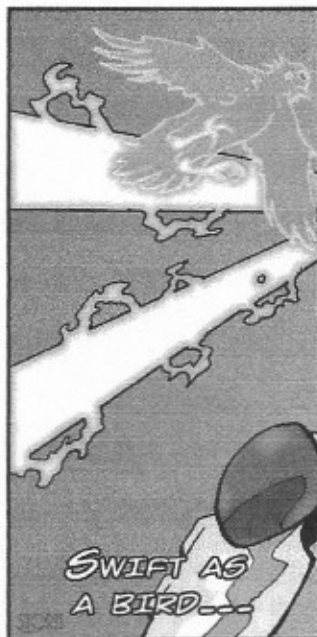
### FLAWS

- **Source (-1):** Your Regeneration only works when you have access to a particular source, such as blood, electricity, scrap metal, sunlight, and so forth. Without this source, your power doesn't work and you recover at normal speed. At the GM's discretion, a weaker form of the source means you recover slower (your effective Regeneration rank is lower, in other words).

## SENSORY SHIELD

<b>Effect:</b> Defense	<b>Action:</b> Reaction
<b>Range:</b> Personal	<b>Duration:</b> Permanent
<b>Cost:</b> 1-2 points per rank	

One of your senses (chosen when you acquire this power) is protected against overload, giving you a +2 bonus per rank on saves against Dazzle attacks (see **Dazzle**, page 81). You automatically succeed on saves against Dazzle attacks with a rank lower than your Sensory Shield rank. For 2 points per rank, all of your senses are protected against Dazzle attacks.



## SHAPESHIFT

**Effect:** Alteration

**Action:** Move

**Range:** Personal

**Duration:** Sustained

**Cost:** 8 points per rank

You can transform into different forms, gaining the physical traits (abilities, skills, feats, and powers) of the assumed form. You gain (rank × 5) power points worth of traits. No rank or bonus of the assumed form can be higher than your Shapeshift rank. You can also redistribute power points spent on your own physical traits (lowering your Strength to apply those points elsewhere, for example). For shape-changers who don't acquire a subject's physical traits, use **Morph** (see page 94). To assume larger or smaller forms, apply points from your Shapeshift to appropriate ranks of **Growth** (see page 87) or **Shrinking** (see page 98).

## FLAWS

- **Limited (-1):** You can only shapeshift into a limited category of forms, like only animals, only machines, only people, and so forth. The GM determines if a particular category is suitably limited. This modifier is recommended for most acquisitions of Shapeshift, to help limit its usefulness.

## SHIELD

**Effect:** Defense

**Action:** Free

**Range:** Personal

**Duration:** Sustained

**Cost:** 1 point per rank

You have a shield able to deflect the brunt of attacks. You gain a dodge bonus to Defense equal to your Shield rank. Since you have to be able to bring your shield to bear, you lose this bonus whenever you are denied your regular dodge bonus or are unable to take a free action. The dodge bonus from your Shield is subject to the normal power level limits.

Note that your Shield isn't necessary a Device (page 128), although it

may be. It could also be an effect you can create out of nowhere, like a disk-shaped force field.

## SHRINKING

**Effect:** Alteration

**Action:** Free

**Range:** Personal

**Duration:** Sustained

**Cost:** 1 point per rank

You can reduce your size. Every rank of Shrinking reduces your Strength by 1 (with a minimum of Str 1). Additionally, every four ranks reduce your size category by one. So a Medium-sized creature is Small at rank 4, Tiny at rank 8, Diminutive at rank 12, Fine at rank 16, and Miniscule at rank 20. You gain all the benefits and drawbacks of your new size. For the effects of reduced size refer to the **Size** table (see page 34). You lose 5 feet of movement speed per size category you shrink, down to a minimum speed of 5 feet at Miniscule size.

## POWER FEATS

- **Alternate Power:** If you have Shrinking, you can acquire Growth as an Alternate Power feat.
- **Atomic Size:** If you have Shrinking 20, you can shrink down past Miniscule size to the atomic scale, allowing you to pass through solid objects by slipping between their atoms. You're effectively immune to attacks at a higher scale, although the GM decides the effect of any given attack or hazard while you are at atomic size.
- **Growth Strike:** You can add the momentum of increasing size to your melee attacks, literally enlarging under an opponent's jaw, for example. This gives you a +1 damage bonus per size category you enlarge until you reach your opponent's size and only works on opponents larger than you are. So growing from Miniscule to Medium size as part of an attack does +5 damage.
- **Microverse:** If you have Shrinking 20, you can shrink down past Miniscule size, to the point where you cross dimensional barriers and enter a "microverse" (which may or may not *really* exist at the sub-

atomic level). Entering or leaving a microverse is a move action. In the microverse, you lose your Shrinking power, but gain Growth equal to your Shrinking rank (and when you grow larger than Awesome size, you leave the microverse and return to the normal universe where your powers return to normal).

## EXTRAS

- **Normal Strength (+1):** You suffer no reduction in Strength, carrying capacity, or movement speed when you shrink.

## SNARE

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Reflex

You can restrain a target with bonds of ice, glue, webbing, bands of energy, and so forth (whatever suits your descriptors). Make a ranged attack roll. If successful, the target makes a Reflex saving throw. On a failed save, the target is *entangled*, suffering a -2 penalty to attack rolls and Defense, and a -4 penalty to Dexterity. If the Snare is anchored to an immobile object (such as the ground), the entangled character cannot move from that spot. Otherwise, he can move at half speed, but can't move all out.

If the Reflex save fails by 5 or more, or on a second successful Snare attack, the target is *bound* and helpless. The target is unable to move, loses his defense bonus, and suffers a further -5 modifier to Defense. Each additional Snare "layered" onto a helpless target increases the Snare's Toughness by +1, to a maximum of double its normal Toughness. A bound target gains cover from the Snare (see **Cover**, page 160). Entangled characters do not gain this benefit.

Targets can break out of a Snare using Strength or an effect that doesn't require freedom of movement (this may restrict the use of some powers and devices, for example). The Snare makes Toughness saves like an inanimate object with Toughness equal to its rank. If the trapped character has an attack with a damage bonus 5 or more greater than the Snare's Toughness, he can break the Snare automatically as a standard action. If the trapped character has an attack with a damage bonus greater than the Snare's Toughness +10, he can break the snare automatically as a free action. Alternately, a Snare victim can attempt an Escape Artist check to slip free as a full-round action, with a DC of 20 + the Snare's rank.

## POWER FEATS

- **Alternate Powers:** If you want to use your snare to form objects, acquire Create Object as an Alternate Power feat.
- **Reversible:** You can remove your snare from a target at will as a free action.
- **Tether:** You have a tether attached to your snare, allowing you to reel in or otherwise exert your strength against the target. Its maximum length is rank × 100 feet.

## EXTRAS

- **Backlash (+1):** Your snare reflects any internal attack that fails to destroy it back on the ensnared character (who saves against it normally). Attacks that destroy the snare are not reflected.
- **Blocks Sense (+1):** The snare blocks one of a bound target's senses of a particular type. It may cover the eyes or ears, for example. This has no effect on targets that are only entangled. Each additional

sense blocked increases the modifier by +1, for a +4 modifier, the snare blocks all of a bound target's senses.

- **Engulf (+0):** You "snare" targets by grappling them. This includes creatures that swallow opponents whole or heroes able to engulf targets in an animated cloak. Your snare has no range and requires a melee attack roll. However, your target is rendered bound and helpless on a failed save, rather than entangled. Once you have engulfed the target, the snare has a Sustained duration. You suffer Feedback (see page 115) from any attacks against the snare, since you *are* the snare! If you are stunned, any engulfed victims are freed.
- **Regenerating (+1):** Any damage that does not break the snare disappears on the start of each of your rounds, making it difficult to wear it down.
- **Transparent (+1):** The snare can't be broken from the outside, only the inside. Attacks on the snared target do not affect the snare in any way, and it offers the target no cover.

## FLAWS

- **Entangle (-1):** Your snare cannot inflict more than an entangle result and cannot be layered.

## SONIC CONTROL

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Reflex

You can generate a deafening blast of sound in a radius of (rank × 5) feet that acts as an auditory Dazzle effect (see page 81).

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Blast, Obscure (auditory), Drain Toughness (Ranged +1, Limited to crystalline or brittle objects -1), Illusion (auditory), Nauseate (vertigo), and Stun.

## SPACE TRAVEL

<b>Effect:</b> Movement	<b>Action:</b> Move
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 1 points per rank	

You can travel faster than the speed of light through the vacuum of space (but not in a planetary atmosphere). You can fly at light speed at rank 1, crossing one light year per year. Each additional rank moves you one step up the **Time and Value Progression Table**. So rank 2 allows you to travel twice the speed of light, then five times, and so forth. This effect does not provide protection from the rigors of outer space (for that, see **Immunity**, page 89).

## SPATIAL CONTROL

<b>Effect:</b> Movement	<b>Action:</b> Move
<b>Range:</b> Personal	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	

You can twist and distort space, including distances and topography. You can jump across distances instantly by bending space as if you had Teleport (see page 105) at your power rank.

atomic level). Entering or leaving a microverse is a move action. In the microverse, you lose your Shrinking power, but gain Growth equal to your Shrinking rank (and when you grow larger than Awesome size, you leave the microverse and return to the normal universe where your powers return to normal).

## EXTRAS

- **Normal Strength (+1):** You suffer no reduction in Strength, carrying capacity, or movement speed when you shrink.

## SNARE

<b>Effect:</b> Attack	<b>Action:</b> Standard
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<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Reflex

You can restrain a target with bonds of ice, glue, webbing, bands of energy, and so forth (whatever suits your descriptors). Make a ranged attack roll. If successful, the target makes a Reflex saving throw. On a failed save, the target is *entangled*, suffering a -2 penalty to attack rolls and Defense, and a -4 penalty to Dexterity. If the Snare is anchored to an immobile object (such as the ground), the entangled character cannot move from that spot. Otherwise, he can move at half speed, but can't move all out.

If the Reflex save fails by 5 or more, or on a second successful Snare attack, the target is *bound* and helpless. The target is unable to move, loses his defense bonus, and suffers a further -5 modifier to Defense. Each additional Snare "layered" onto a helpless target increases the Snare's Toughness by +1, to a maximum of double its normal Toughness. A bound target gains cover from the Snare (see **Cover**, page 160). Entangled characters do not gain this benefit.

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## POWER FEATS

- **Alternate Powers:** If you want to use your snare to form objects, acquire Create Object as an Alternate Power feat.
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- **Transparent (+1):** The snare can't be broken from the outside, only the inside. Attacks on the snared target do not affect the snare in any way, and it offers the target no cover.

## FLAWS

- **Entangle (-1):** Your snare cannot inflict more than an entangle result and cannot be layered.

## SONIC CONTROL

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Reflex

You can generate a deafening blast of sound in a radius of (rank × 5) feet that acts as an auditory Dazzle effect (see page 81).

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Blast, Obscure (auditory), Drain Toughness (Ranged +1, Limited to crystalline or brittle objects -1), Illusion (auditory), Nauseate (vertigo), and Stun.

## SPACE TRAVEL

<b>Effect:</b> Movement	<b>Action:</b> Move
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 1 points per rank	

You can travel faster than the speed of light through the vacuum of space (but not in a planetary atmosphere). You can fly at light speed at rank 1, crossing one light year per year. Each additional rank moves you one step up the **Time and Value Progression Table**. So rank 2 allows you to travel twice the speed of light, then five times, and so forth. This effect does not provide protection from the rigors of outer space (for that, see **Immunity**, page 89).

## SPATIAL CONTROL

<b>Effect:</b> Movement	<b>Action:</b> Move
<b>Range:</b> Personal	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	

You can twist and distort space, including distances and topography. You can jump across distances instantly by bending space as if you had Teleport (see page 105) at your power rank.

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Blast (spatial shockwave, Area, Explosion, or Indirect), Deflect (by "warping" space so attacks miss), Duplication (Real -1, by co-existing in multiple places at once), Elongation (distorting your own spatial proportions), Speed (by shortening distances), Super-Movement (dimensional), and Teleport (Attack +0 or Portal +2).

## SPEED

<b>Effect:</b> Movement	<b>Action:</b> Move
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 1 point per rank	

You can move faster than normal. You have a ground speed of 10 MPH at rank 1. Each additional rank moves your speed one step up the **Time and Value Progression Table**. At rank 19, you can reach anywhere on Earth in a single move action. At rank 20, you can accelerate to near the speed of light!

## SPINNING

<b>Effect:</b> Defense	<b>Action:</b> Free
<b>Range:</b> Personal	<b>Duration:</b> Sustained
<b>Cost:</b> 2 points per rank	

You can spin rapidly along your vertical axis at tremendous speed without becoming disoriented. You gain a bonus to avoid grapples and Snares equal to your power rank and a bonus on Toughness saves against physical attacks equal to your power rank as long as you continue spinning.

## POWER FEATS

- **Radius Sight:** You gain the ability to see in all directions while spinning, like the Super-Senses (Radius) power (see page 102).

## STRIKE

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Touch	<b>Duration:</b> Instant
<b>Cost:</b> 1 points per rank	<b>Saving Throw:</b> Toughness

This power inflicts damage in melee combat. It might be claws, energy fields, focused striking strength, and so forth, depending on your descriptors. Melee weapons are devices or equipment with this power (see **Chapter 7**).

## UNDER THE HOOD: STRENGTH AND STRIKE

The primary reason why Mighty Strike pays a premium on extras is to prevent a strong character from taking a rank 1 Strike with a lot of extras, adding Strength bonus on top of it, and getting all the benefits with almost none of the cost.

If you want a kind of halfway point between requiring an additional cost on Mighty Strike extras and not having one at all, you can allow unmodified Strength to add to the Strike at a lesser bonus, based on the Strike's total cost.

Essentially, each point of Strength bonus provides an extra "power point" for adding to the Strike. For an unmodified Strike—with a cost of 1 point per rank—this is a 1-to-1 increase; 1 point of Str bonus equals +1 Strike damage. For a Strike costing more, divide Str bonus accordingly. For example a Strike with +2 in modifiers (costing 3 points per rank), divides Str bonus by 3 before stacking it, a +6 Str bonus would add only +2 damage to this Strike.

This option involves a bit more complexity, but also offers a little more flexibility in terms of applying power modifiers to Mighty Strikes.

Your Strike rank substitutes for your Strength modifier to determine your melee damage. This means there's no reason to take Strike at a rank less than your Strength bonus without the Mighty power feat (see the following). Your maximum damage is limited by the campaign's power level (see page 24).

## POWER FEATS

- **Mighty:** You can add your Strength bonus to your Strike rank to determine your melee damage when using your Strike. The total damage is still limited by the campaign's power level. Any extras applied to your Strike damage must also be applied to your Strength damage (increasing the cost of your Strength) in order for your Strength bonus to stack. So, for example, if you want your Strike to be Penetrating (a +1 modifier), you must also pay the cost of a +1 modifier to your Strength in order to add it to your Penetrating Strike.
- **Thrown:** You can "throw" your Strike attack to hit a target at a distance, with a range increment of (Thrown rank × 10) feet and a maximum range of five increments (Thrown rank × 50 feet). Each application of this feat increases your throwing range. It may represent a throwing weapon or the ability to "throw" natural weapons like quills or claws. If you have a Mighty Thrown Strike, you can add your Strength bonus to the damage, but no more than the Strike's rank (so you can only add +2 Strength bonus to a rank 2 Mighty Thrown Strike). Once you have thrown your Strike attack, you cannot use it again until you recover it. This may involve picking up a thrown weapon, or regrowing a natural weapon. The exact circumstances are up to the GM, but it should usually be something you can do automatically at the end of a combat. For a "throwing attack" you can use every round, either because of unlimited ammunition or a weapon that automatically returns to you, take the Blast power (page 77).

## EXTRAS

- **Ranged:** Strike cannot have a range greater than touch (except using the Thrown power feat). A "ranged Strike" is actually the Blast power, the ability to inflict damage at normal range (see page 77).

## STUN

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Touch	<b>Duration:</b> Instant (Lasting)
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Fortitude

You can stun a target. Make a melee attack roll. If successful, the target must make a Fortitude saving throw (DC 10 + power rank). A failed

save means the target is dazed. A save that fails by 5 or more means the target is stunned. Targets failing the Fortitude save by 10 or more are unconscious and recover normally. The target gets a new save each round to recover from being dazed or stunned, with a +1 bonus per previous save.

## FLAWS

- **Daze (-1):** Your power cannot inflict more than a dazed result.

## SUFFOCATE

**Effect:** Attack                      **Action:** Standard  
**Range:** Touch                      **Duration:** Concentration  
**Cost:** 2 points per rank        **Saving Throw:** Fortitude

You can cause a target to suffocate (see **Suffocation**, page 168). Make a melee attack roll. If successful, the target must make a Fortitude saving throw (DC 10 + power rank). If the save fails, the target takes a -1 penalty on attack rolls, Defense, and Reflex saves, can only take a standard or move action each round (not both), and moves at half normal speed. The target must make a Constitution check each round (DC 10, +1 DC per round), starting the round the Fortitude save fails. A failed check means the character becomes unconscious. If the power is maintained after that point, the character's condition is dying on the following round and dead the round after that. A successful initial Fortitude save negates the Suffocate effect. Targets with Immunity to Suffocation are also unaffected.

## SUMMON (MINION)

**Effect:** General                      **Action:** Standard  
**Range:** Touch                      **Duration:** Sustained  
**Cost:** 2 points per rank

You can call upon another creature—a minion (see page 63)—to aid you. This creature is created as an independent character with (rank × 15) power points. Summoned minions are subject to the normal power level limits, and cannot have minions themselves.

You can summon your minion to you automatically as a standard action; it appears in the nearest open space beside you. You always have the same minion unless you apply power modifiers allowing you to sum-

mon different minions. Your minion automatically has a helpful attitude and does its best to aid you and obey your commands (see page 175 for descriptions of NPC attitudes).

Unconscious and dead minions disappear. Defeated minions recover normally except they recover from death as if they were disabled. You cannot summon a defeated minion until it has completely recovered. Your summoned minions also vanish if your power is turned off, countered, or nullified.

## POWER FEATS

- **Progression:** Each time you apply this feat, move your total number of minions one step up the **Time and Value Progression Table** (2, 5, 10, etc.). You can still only summon one minion per standard action.
- **Mental Link:** You have a mental link with your minions, allowing you to communicate with them over any distance.
- **Sacrifice:** When you are hit with an effect requiring a saving throw, you can spend a hero point to shift it to one of your minions instead. The minion must be within range of the attack and a viable target of the effect. Needless to say, this is not a particularly heroic feat. The Gamemaster may wish to restrict it to villains or non-player characters (in which case a hero *earns* a hero point when a villain uses this feat to avoid an effect by sacrificing a minion).

## EXTRAS

- **Fanatical (+1):** Your summoned minions have a fanatical attitude and devotion to you (see page 175).
- **Heroic (+1):** Your minions are not subject to the minion rules (see page 163), but treated like normal non-player characters.
- **Horde (+1):** You can summon up to your maximum number of minions with one standard action. You must have the Progression power feat to take this extra.
- **Type (+1/+2):** Minions are normally identical in terms of traits. It's a +1 modifier to summon minions of a general type (elementals, birds, fish, etc.), +2 to summon minions of a broad type (animals, demons, humanoids, etc.).

## FLAWS

- **Attitude (-1):** Your summoned minions are less than cooperative. For a -1 modifier, they are indifferent. They are unfriendly for a -2 modifier, and hostile for a -3 modifier.

## UNDER THE HOOD: SUMMON

Summon is a useful power; it doesn't cost much to summon up a horde of minions, giving you a *lot* of effective actions per round! Gamemasters may wish to limit large numbers of minions (summoned or otherwise) to villains and non-player characters. Player character minions are subject to the campaign's power level limits (see **Power Level**, page 24). There are also practical matters limiting just how much minions can do at any one time.

First, directing your minions to do something is a move action. If you want to issue different commands to different groups of minions, then it's one move action per command. So it's easier to tell all of your minions "attack!" than it is to issue complex commands to each one in the midst of combat.

Second, Gamemasters may wish to have groups of minions use aid actions rather than rolling their actions separately. For example, instead of rolling eight attacks for eight different minions, the GM has seven minions aid the eighth, giving that minion a +14 bonus from their aid actions. This makes groups of minions more effective and efficient overall. GMs should keep in mind the limits on the number of opponents that can gang up on a character at once (see page 161).

Also, Gamemasters should keep in mind that lower power level minions have limits. For example, while a group of eight minions may easily be able to hit an opponent (especially if they use teamwork to give themselves one attack roll with a +14 bonus), they may not be able to *hurt* their target quite so easily.

In particular, Gamemasters may wish to limit the use of the Heroic extra. Treating minions as normal characters can greatly slow down combat, since it becomes that much harder to take them out of a fight.



## SUPER-MOVEMENT

**Effect:** Movement

**Action:** Move

**Range:** Personal

**Duration:** Sustained

**Cost:** 2 points per rank

You have a special form of movement. For each rank in this effect, choose one of the following:

- **Air Walking:** You can "walk" on air at half your normal ground movement speed as if it were solid ground, and move up or down at a 45 degree angle at half speed (one-quarter your ground movement speed). For two ranks, you move at your normal ground movement speed (half speed when ascending or descending).
- **Dimensional Movement:** You can move from one dimension to another. Dimensional Movement is Instant duration. For one rank, you can move between your home dimension and one other. For two ranks you can move between any of a related group of dimensions (mystical dimensions, alien dimensions, etc). For three ranks you can travel to any dimension. You can carry up to 100 lbs. with you when you move. Each



Progression power feat moves this amount one step up the **Time and Value Progression Table** (250 lbs., 500 lbs., etc.). Since this effect can be extremely useful in some situations, the GM should carefully regulate its use, possibly requiring modifiers like Limited or Unreliable or even disallowing it for player characters altogether.

- **Permeate:** You can pass through solid objects as if they weren't there. For one rank, you can move at one-quarter your speed through any physical object as a move action and half your speed as a full action. For two ranks, you can move at half your speed as a move action and your full speed as a full action. For three ranks, you can move at your normal speed through any obstacles. You cannot breathe while inside a solid object, so you need Immunity to Suffocation or you have to hold your breath. You may also need a Super-Sense (such as X-Ray Vision) to see where you're going. Permeate is often Limited to a particular substance (like earth, ice, or metal, for example) as a -1 modifier. Permeate provides no protection against attacks, although you do gain total cover while inside an object (see **Cover**, page 160).
- **Slithering:** You can move along the ground at your normal speed while prone instead of crawling at a rate of 5 feet per move action. You suffer no penalties for making attacks while prone.
- **Slow Fall:** As long as you are capable of action, you can fall any distance without harm. You can also stop your fall at any point along a distance so long as there is a handhold or projection for you to grab (such as a ledge, flagpole, branch, etc.). If you have the Wall-Crawling Super-Movement power, then any surface provides you with a handhold.
- **Swinging:** You can swing through the air at your normal ground movement speed, using a swing-line you provide or available lines and projections (tree limbs, flagpoles, vines, telephone- and powerlines, etc.).
- **Sure-Footed:** You're better able to deal with obstacles and obstructions to movement. Reduce the speed penalty for hampered movement (see page 34) by one-quarter for each application of this effect. For example, heavy obstructions or a bad surface only reduce your speed by one-quarter rather than one-half, for example. If you reduce the movement penalty to 0 or less, you are unaffected by that condition and move at full normal speed.
- **Temporal Movement:** You can move through time. Temporal Movement is Instant duration. For one rank, you can move between the present and another fixed point in time (such as 100 years into the past, or 1,000 years into the future). For two ranks you can move to any point in either the past or the future. For three ranks, you can travel to any point in time. You can carry up to 100 lbs. with you when you move. Each Progression power feat moves this amount one step up the **Time and Value Progression Table** (250 lbs., 500 lbs., etc.). Temporal mechanics and the effects of time travel are left up to the GM. Since this is an extremely powerful ability, the GM should carefully regulate its use, possibly requiring modifiers like Limited or Unreliable or even disallowing it for player characters altogether.
- **Trackless:** You leave no trail and cannot be tracked using visual senses (although you can still be tracked using scent or other means). You step so lightly you can walk across the surface of soft sand or even snow without leaving tracks and you have total concealment from tremorsense (see **Concealment**, page 161).
- **Wall-Crawling:** You can climb walls and ceilings at half your normal speed with no chance of falling and no need for a Climb skill check. You're still flat-footed while climbing unless you have 5 or more ranks of Climb (see page 42). An additional rank of Super-Movement applied to this effect means you climb at your full speed and are not flat-footed while climbing.

- **Water Walking:** You can move or stand on the surface of water, quicksand, and other liquids without sinking.

## SUPER-SENSES

**Effect:** Sensory

**Action:** Free

**Range:** Personal

**Duration:** Permanent

**Cost:** 1 point per rank

One or more of your senses are enhanced. Each rank gives you one of the following effects. Some options require more than one rank, noted in their descriptions.

### ENHANCED SENSES

The following effects enhance or improve existing senses, whether one of the five normal senses or the additional senses listed in the following section.

- **Accurate (2 or 4 ranks):** You can use a sense to pinpoint something's exact location. You can use an accurate sense to target something in combat. Visual senses are accurate for humans. 2 ranks for one sense, 4 for an entire sense type.
- **Acute (1 or 2 ranks):** You can sense fine details about anything you can detect with a particular sense. Visual and auditory senses are acute for humans. 1 rank for one sense, 2 for an entire sense type.
- **Extended (1 rank):** You have a sense that operates at greater than normal range. Your range increment with the sense is increased by a factor of 10. Each additional time you apply this option, your range increment increases by an additional factor of 10, so one increase makes the range increment 100, two makes it 1000, and so on.
- **Radius (1-5 ranks):** You can make Notice checks with a Ranged sense against any point around you. Subjects behind you cannot use Stealth to hide from you without some other concealment. *Cost:* 1 rank for use with one sense, 2 ranks for one sense type, 5 ranks for all your senses.
- **Ranged (1 rank):** You can use a sense that normally has no range (taste or touch in humans) to make Notice checks at a normal range increment (-1 per 10 feet).

### ADDITIONAL SENSES

The effects here grant additional sensory capabilities or senses beyond the normal five senses.

- **Awareness (1 rank):** You can sense the use of powers or effects with a particular descriptor with a successful Notice check (DC 10, modified by range). Examples include Cosmic Awareness, Divine Awareness, Magical Awareness, Mental Awareness, and so forth. You can apply other SuperSenses to your Awareness to increase its range and scope. Choose the sense type of your Awareness; usually, it is a mental sense.
- **Blindsight (4 ranks):** Using a non-visual sense type (chosen when you take this effect), you can maneuver as well as a sighted character. Obscure effects are irrelevant to you unless they specifically affect the sense type you use (such as Obscure Radio against a radar sense). You can make Notice checks using Blindsight, but you cannot distinguish fine detail or colors (Blindsight is accurate, but not acute.)
- **Communication Link (1 rank):** You have a link with a particular individual, chosen when you acquire this option, who must also have this power. The two of you can communicate over any distance like

a use of the **Communication** power (see page 78). Choose a communication medium when you select this option.

- **Danger Sense (1 rank):** When you would normally be surprised in combat (see **Surprise**, page 153), make a Notice check (DC 15). Success means you are not surprised and may act during the surprise round (if any). Failure means you are surprised (although, if you have the Uncanny Dodge feat, you retain your dodge bonus to Defense). The GM may raise the DC of the Danger Sense check in some circumstances. Your Danger Sense must belong to a particular sense type (see **Sense Types**, page 68). Sensory effects targeting that sense also affect your Danger Sense ability and may "blind" it.
- **Darkvision (2 ranks):** You can see normally in the dark, even darkness created by an Obscure effect (although other Obscure descriptors, such as fog or blinding light, affect you normally).
- **Detect (1 rank):** You can detect a particular item or effect with a move action and a Notice check. Detect has no range and only indicates the presence or absence of something. Choose what sense type your Detect falls under. +1 rank allows you to use Detect as a free action (making it a Sense). A separate +1 rank can permit you to detect at range.
- **Direction Sense (1 rank):** You always know what direction north lies in and can retrace your steps through any place you've been.
- **Distance Sense (1 rank):** You can accurately and automatically judge distances.
- **Infra-vision (1 rank):** You can see in the infrared portion of the spectrum, allowing you to see heat patterns. Darkness does not provide concealment for objects differing in temperature from their surroundings. If you have the Track option, you can track warm creatures by the faint heat trails they leave behind.
- **Low-Light Vision (1 rank):** You can see twice as far in low-light conditions as normal.
- **Microscopic Vision (1-4 ranks):** You can view extremely small things. You can make Search checks to see tiny things in your own area. This costs 1 rank for dust-sized objects, 2 ranks for cellular-sized, 3 ranks for DNA and complex molecules, 4 ranks for atomic-sized. The GM may require a Knowledge skill check, particularly Knowledge (physical sciences) to interpret what you see.
- **Postcognition (4 ranks):** You can perceive events that took place in the past. You can make Notice and Search checks to pick up on past information in an area or from a subject. The Gamemaster sets the DC for these checks based on how obscure and distant in the past the information is, from 15 (for a vague vision that may or may not be accurate) to 30 (for near complete knowledge of a particular past event as if you were actually present). Your normal (present-day) senses don't work while you're using Postcognition; your awareness is focused on the past. Your postcognitive visions last for as long as you concentrate. Postcognition does not apply to mental powers like Mind Reading or any other ability requiring interaction with the past.
- **Precognition (4 ranks):** You can perceive events that *may* happen in the future. Your precognitive visions represent *possible* futures. If circumstances change, then the vision may not come to pass. When you use this ability, the Gamemaster chooses what information to impart. Your visions may be obscure and cryptic, open to interpretation. The Gamemaster may require appropriate Notice skill checks for you to pick up on particularly detailed information, with a DC ranging from 15 to 30 or more. The GM can also activate your Precognition

## UNDER THE HOOD: PRECOGNITION AND POSTCOGNITION

Precognition and Postcognition can be problematic, since they provide players with considerable information. Keep in mind precognitive and postcognitive information is often cryptic or unclear, and changes in circumstances may lead to changes in visions of the future. If players use either too often, feel free to have their visions become less and less clear as the timelines become tangled by so much constant surveillance and intervention. Generally, Precognition is best treated as a plot device for the GM to provide information to the player as suits the adventure, similar to a free use of the inspiration ability of hero points (see page 122). In fact, GMs looking to limit Precognition and Postcognition may wish to require extra effort or hero points to use them, or require the Uncontrolled flaw (see page 115).

to impart specific information to you as an adventure hook or plot device. Your normal (present-day) senses don't work while you're using Precognition; your awareness is focused on the future. Your precognitive visions last as long as you concentrate. Precognition does not apply to mental powers like Mind Reading or any other ability requiring interaction with the future.

- **Radio (1 rank):** You can "hear" radio frequencies including AM, FM, television, cellular, police bands, and so forth. This allows you to pick up on Radio Communication (see page 78).
- **Scent (1 rank):** You can detect and identify individuals by scent alone, although you cannot determine things like exact location, only their presence or absence (your sense of smell is acute, but not accurate).
- **Time Sense (1 rank):** You always know what time it is and can time events as if you had an accurate stopwatch.
- **Tracking (1 rank):** You can follow trails and track using a particular sense. The basic DC to follow a trail is 10, modified by circumstances, as the GM sees fit. You only move at half normal speed while tracking. For 2 ranks, you can move at full normal speed while tracking, for 3 ranks you can move all-out while tracking.
- **Tremorsense (3 ranks):** You can accurately feel the location of moving objects in contact with the same surface as you (such as the ground). If used underwater, you can feel objects moving through the water all around you, like a Radius sense.
- **Ultra-Hearing (1 rank):** You can hear very high and low frequency sounds, like dog whistles or ultrasonic signals.
- **Ultravision (1 rank):** You can see ultraviolet light, allowing you to see normally at night by the light of the stars or other UV light sources.
- **X-Ray Vision (4 ranks):** You can see through solid objects as if they weren't there (such objects provide no concealment to you). You have to define one reasonably common substance you can't see through (such as lead, gold, iron, wood, etc.). A subject with no cover or concealment relative to you cannot use Stealth to hide from you.

## SUPER-SPEED

**Effect:** Movement                      **Action:** Move  
**Range:** Personal                      **Duration:** Sustained  
**Cost:** 5 points per rank

You have **Quickness** (see page 96) and **Speed** (see page 100) equal to your power rank and a +4 bonus to initiative checks per power rank. You also gain one of the power feats below at your power rank (choose one when you acquire Super-Speed). You can acquire the others as standard power feats.

## POWER FEATS

- **Alternate Power:** Suitable Alternate Power feats for this power include: Air Control, Burrowing, Deflect, Spinning, Strike, Stun, and Suffocate.
- **Insubstantial:** If you have Super-Speed rank 10 or higher, you can acquire the **Incorporeal** level of Insubstantial (see page 89) as an Alternate Power feat.
- **Rapid Attack:** You can make a melee attack against any opponents in a radius of (power rank × 5 feet) around of you, provided you can physically reach them. This includes a normal strike or a special action like Disarm or Trip (see **Actions**, starting on page 153). Make one attack roll and compare it against all targets in the area.
- **Rapid Fire:** You can throw small objects at supersonic speeds, like bullets, doing damage equal to your power rank with the Autofire modifier (see page 112).
- **Wall Run:** You can run up and down walls and other vertical surfaces without a Climb check.
- **Water Run:** You can run across the surface of water without sinking as long as you keep moving.

## EXTRAS

- **Share Speed:** You can share the benefits of your Speed effect with others, allowing someone in close contact to move at the same speed as you. This is the Affects Others extra (see page 111).

## SUPER-STRENGTH

**Effect:** General                              **Action:** Reaction  
**Range:** Personal                              **Duration:** Continuous  
**Cost:** 2 points per rank

You're capable of lifting and carrying more than normal for your Strength score, maybe *much* more. Each rank of Super-Strength grants you a +5 bonus to your Strength score when figuring carrying capacity (see **Carrying Capacity**, page 35). Your Super-Strength also gives you a +1 bonus per rank on Strength checks involving sustained application of strength or pressure, including grapple checks and breaking objects (see page 166), but not Strength-based skills or melee or grappling damage.

## POWER FEATS

- **Groundstrike:** You can strike the ground, creating a powerful tremor, radiating out a radius of (Strength bonus × 10) feet from you. Make a Strength check. Anyone in the area makes a check to resist a trip attack equal to your check result (see **Trip**, page 159). Reduce your result by -1 per 10 feet between you and the target, out to the maximum radius. Targets in the area can make a Reflex save (DC 10 + your Strength bonus) to halve the DC to avoid the trip attack.

- **Shockwave:** By slamming your hands together, you create a tremendous blast of air pressure, inflicting physical damage equal to your Strength bonus in a cone-shaped area in front of you with a length and width (at the far end) equal to your Strength bonus × 10 feet. Targets in the area can make a Reflex save (DC 10 + your Strength bonus) to halve the damage.
- **Super-Breath:** You can exhale a powerful blast of air, making a Strength check to trip targets in a cone-shaped area with a length and width at the far end equal to your Strength bonus × 10 feet. Targets in the area can make a Reflex save (DC 10 + your Strength bonus) to halve the DC to avoid the trip attack. Your Super-Breath also blows out flames with a damage bonus equal to or less than (your check result - 10).
- **Thunderclap:** By clapping your hands together, you create a blast of deafening noise in an area of (Strength bonus × 5) feet around you. Those in the area must make a Reflex save (DC 10 + your Strength bonus) or suffer the effect of an auditory Dazzle attack (see **Dazzle**, page 81).

## SWIMMING

**Effect:** Movement                      **Action:** Move  
**Range:** Personal                      **Duration:** Sustained  
**Cost:** 1 point per rank

You can swim faster than normal. You have a water speed of 2.5 MPH (25 ft.) at rank 1. Each additional rank moves your speed one step up the **Time and Value Progression Table**. You can always take 10 on Swim skill checks. This power does not allow you to survive underwater (for that, see **Immunity**, page 89).

## TELEKINESIS

**Effect:** General                      **Action:** Standard  
**Range:** Ranged                      **Duration:** Sustained  
**Cost:** 2 points per rank

You can move objects at a distance without touching them. Telekinesis has no action/reaction; a moving object cannot drag the character "holding" it, for example. Telekinesis is also not considered "physical contact" or "touch" for effects requiring it.

Your effective Strength for lifting and moving objects is 5 times your power rank (see **Carrying Capacity**, page 35). By taking a full action and concentrating you can increase this by +5 Str for as long as you concentrate. This is in addition to using extra effort to further double your carrying capacity (see page 120).

Telekinesis can move objects, but cannot perform tasks of fine manipulation (like untying knots, typing, or manipulating controls) without the Precise power feat (see page 109). Objects move as if thrown with your effective Strength (see page 36). Objects massing a heavy load or more move at a rate of 5 feet per round. Objects thrown as weapons base their damage off your Telekinesis rank as if it were your Strength bonus.

Telekinesis cannot inflict damage directly; you can't "punch" or "crush" objects with it. You can use it to make disarm and trip attacks. Using Telekinesis to "grab" a creature is an attack similar to a grapple with a Strength bonus equal to your Telekinesis rank (see **Grapple**, page 156). The target cannot grapple you and you cannot inflict damage, only pin and hold the target immobile. You can move a pinned target like you would any other object, so long as the target remains pinned. Using Telekinesis to grapple requires a standard action.

## POWER FEATS

- **Alternate Powers:** You can acquire Blast as an Alternate Power feat.

## EXTRAS

- **Damaging (+1):** Your Telekinesis can inflict damage equal to its rank, like an application of normal Strength. This includes damaging targets in grapples and making ranged telekinetic "punch" attacks.
- **Perception (+1):** Your Telekinesis affects any target you can accurately perceive, with no need for an attack roll. This power is sometimes called *psychokinesis* and assigned a psionic or psychic descriptor.

## FLAWS

- **Limited (-1):** You can only move a particular type of object or material, such as only metals, water, rock, and so forth.

## TELEPATHY

**Effect:** Mental/Sensory                      **Action:** Standard  
**Range:** Perception/Extended                      **Duration:** Concentration (Lasting)  
**Cost:** 2 points per rank

You can read minds and project your thoughts into the minds of others. You have the powers of mental **Communication** (see page 78) and **Mind Reading** (see page 93) at your Telepathy power rank. To allow anyone to understand your projected thoughts, regardless of language, add a rank of **Comprehend** (see page 78).

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Emotion Control, Illusion, Mental Blast, Mind Control, Mind Switch, and Stun.

## TELEPORT

**Effect:** Movement                      **Action:** Move  
**Range:** Personal                      **Duration:** Instant  
**Cost:** 2 points per rank

You can move instantly from place to place without crossing the distance in between. You can teleport yourself and up to 100 lbs. of additional mass a distance of (power rank × 100) feet as a move action. Unwilling passengers get a Reflex save (DC 10 + power rank) to avoid being taken along.

At rank 3 and above, you can also take a full action and teleport the distance shown on the **Extended Range Table** (see page 69) instead, but you lose your dodge bonus for one round after you arrive at your destination due to disorientation. You can only teleport to places you can accurately sense or know especially well (in the GM's judgment). You retain your facing and relative velocity when you teleport. So if you are falling, for example, when you teleport, you are still falling at the same speed when you arrive at your destination.

## POWER FEATS

- **Change Direction:** You can change your direction or orientation after a teleport.
- **Change Velocity:** You can teleport "at rest" to your destination. Among other things, this means you can teleport out of a fall and suffer no damage.

- **Easy:** You are not disoriented when making full round teleports; you retain your dodge bonus after doing so.
- **Progression:** You increase the mass you can carry with you when you teleport. Each additional time you take this stunt, it moves your maximum "cargo" one step up the **Time and Value Progression Table** ( $\times 2$ ,  $\times 5$ ,  $\times 10$ , etc.).
- **Turnabout:** You can teleport, take a standard action, and teleport back to your starting point in a single round, so long as the total distance doesn't exceed your Teleport range. This is Teleport's version of the Move-by Action feat (see page 63).

## EXTRAS

- **Accurate (+1):** You don't need to be able to accurately sense your destination to teleport there, just be able to generally describe it, such as "inside the capitol building lobby" or "atop the Goodman Building's roof."
- **Portal (+2):** You open a portal or gateway between two points as a free action. The portal is 5-ft.-by-5-ft. in size. Anyone stepping through (a move action) is transported. The portal remains open as long as you concentrate. You can apply Progression feats to increase the size of your portal.

## FLAWS

- **Long-Range (-1):** You can only teleport your extended range distance as a full-round action. You can't make ranged teleports as a move action.
- **Medium (-1):** You require a medium for your teleportation, such as electrical or telephone wires, root structures, waterways, shadows, flames, mirrors, and so forth. You can only teleport from and to locations where your medium exists.
- **Short-Range (-1):** You can't make extended range teleports.

## TIME CONTROL

<b>Effect:</b> Movement	<b>Action:</b> Move
<b>Range:</b> Ranged	<b>Duration:</b> Sustained
<b>Cost:</b> 7 points per rank	

You can control the flow of time. You have all the benefits of **Super-Speed** (see page 104) and can share them with one other character in your range. You can acquire any of Super-Speed's power feats as Time Control feats.

## UNDER THE HOOD: TRANSFER

Like Boost and Drain (which it essentially combines), Transfer can be a powerful effect. Gamemasters may wish to limit player characters to lower levels of Transfer, as well as limiting levels of the Slow Fade power feat. One means of simulating the effects of Transfer while making it a little less fearsome is to use the **Mimic** power instead (see page 92). Increase its cost by 1 point per rank, and have the target suffer from a Linked Fatigue effect (see **Linked**, page 112), to represent the loss of "vital energy." So the target retains his normal traits, but might be somewhat tired out by the "energy transfer," making for a more even struggle.

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power, in addition to those listed for Super-Speed, include: Paralyze (Slow, Ranged) and Super-Senses (Postcognition, Precognition).

## TRANSFER

<b>Effect:</b> Trait	<b>Action:</b> Standard
<b>Range:</b> Touch	<b>Duration:</b> Instant
<b>Cost:</b> 2-10 points per rank	<b>Saving Throw:</b> Fortitude

You can take power points from one of a target's traits and add them to one of your own.

You must touch the target (succeeding at a melee attack roll) and the target makes a Fortitude save. If the save fails, each rank of Transfer removes one power point from the affected trait and transfers it to yours. The trait lowered does not have to be the same as the one increased (so you could, for example, transfer an opponent's Strength to your Blast power). The traits you can transfer from and to must be chosen when you take this power and cannot change. You do not need to have points already in the acquired trait; in other words it can be a trait or effect you gain only after transferring points into it. You lose transferred points, and the target regains them, at a rate of one per round. The Slow Fade power feat reduces this rate (see page 110).

You can only transfer power points up to your power rank. Once you have done so, you cannot transfer any more from a subject until some of the transferred power points fade.

To determine your Transfer's cost, take the cost of a **Drain** power (see page 82) with the appropriate effect and add it to the cost of a **Boost** power (see page 77) with the appropriate effect. So if you lower one target trait and raise one of yours, for example, Transfer costs 2 power points per rank.

## FLAWS

- **Tainted (-1):** You acquire the subject's drawbacks (see **Drawbacks**, page 124) as long as you retain transferred points from the subject.

## TRANSFORM

<b>Effect:</b> Alteration	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Sustained (Lasting)
<b>Cost:</b> 3-6 points per rank	<b>Saving Throw:</b> Fortitude

You can change a target into something else. Make an attack roll to hit your target, who makes a Fortitude save (DC 10 + power rank). If the save fails, the target transforms. Inanimate targets transform automatically, so long as you can affect their mass. Characters can make a Reflex saving throw for any worn or held object. You can transform 1 pound of inanimate mass at rank 1. Each additional rank moves this one step up the **Time and Value Progression Table**. The transformation lasts as long as you continue sustaining it. When you stop, the target reverts to normal. What you can transform affects cost per rank:

- **3 points:** Transform one thing into one other thing (flesh into stone, people into frogs, metal into wood, broken objects into repaired ones, etc.).
- **4 points:** Transform a narrow group of targets into one of a narrow group of results (animals into humanoids, or vice versa, one type of metal into any other, etc.). Transform targets of a broad group into one result or vice versa.

- **5 points:** Transform targets of a broad group into one of a broad group of results (inanimate objects or living creatures).
- **6 points:** Transform anything into anything else.

You can change around a transformed target's physical traits, so long as their point total remains the same or less. Adding new traits (such as giving a target wings) can be paid for by adding drawbacks or reducing other traits to compensate.

## MENTAL TRANSFORM

Transformed targets retain their mental traits and their normal personality, although animate targets made inanimate are unconscious. Transform with the Alternate Save (Will) modifier can change targets mentally as well as physically. A mental transformation is considered a separate power; apply modifiers and power stunts to it separately. To transform a target both mentally and physically at once, add the cost of the two Transforms together. The type of mental transformation determines cost per rank:

- **1 point:** Change the target's memories or recollections, making the target forget something, or remember things differently.
- **2 point:** Change the target's personality, causing the target to behave differently.
- **3 points:** Completely alter the target's mind, effectively creating an entirely new one. You can change around their mental traits as desired, so long as their point value remains the same or less.

## EXTRAS

- **Continuous (+1):** Your transformations last until you choose to reverse them (or they are nullified).

## FLAWS

- **Touch (-1):** You must touch your target (with a successful melee attack roll) in order to transform it.

**Example—Petrifying Gaze:** Your baleful gaze can turn living creatures to stone! Take a standard action; the opponent must meet your gaze (see **Sense-Dependent**, page 115). Targets get a Reflex saving throw to glance away at the last moment. If it fails, they make a Fortitude save. On a failure, they turn to immobile stone. They remain so until you choose to restore them, your power is nullified, or they are restored by another Transform effect. This is a singular Transform (flesh to stone, 3 points per rank) with the Range (Perception) and Duration (Continuous) extras and the Sense-Dependent flaw. It costs 4 points per rank.

**Example—Memory Alteration:** You can mentally alter a person's memories. Choose a target you can accurately perceive. The target makes a Will save. If it fails, the target's memories are altered as you wish. This is a Mental Transform (memories, 1 point per rank) with the Range (Perception) extra. It costs 2 points per rank.

## TRIP

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 1 point per rank	<b>Saving Throw:</b> See below

You can make a trip attack (see **Trip**, page 159) at normal range, with no modifier for size category. The target makes a Strength or Dexterity

## UNDER THE HOOD: TRANSFORM

Transform is a powerful effect, particularly in the hands of a cunning player. To a degree, Transform can duplicate certain other powers, such as trapping a target by transforming air into a solid material (Snare) or turning oxygen into an unbreathable gas (Suffocate). This is perfectly allowable; use the rules for those other effects as guidelines.

Keep in mind, however, that Transform has a Sustained duration (not Instant like Snare, or Concentration like Suffocate). This may affect how such "tricks" work (e.g., the snare disappears if the character is stunned, the suffocating gas quickly dissipates unless the character concentrates each round to continue transforming it, etc.). As always, the GM should use common sense and good judgment, following **Rule Number One** (see page 7).

Gamemasters may wish to limit the higher levels of Transform and Mental Transform, especially the "anything into anything" level, to NPCs only. The 5-point level of any inanimate object into any other works well for "transmuter" characters, however.

check, whichever is better, against the results of your power check. If you win, the target falls prone. The target does not get the opportunity to trip you.

## EXTRAS

- **Knockback (+1):** If you successfully trip the target, you also knock the target back with an effective "damage bonus" equal to your Trip power rank. See **Knockback**, page 165, for details.

## VIBRATION CONTROL

<b>Effect:</b> Attack	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Instant
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Toughness

You can generate and project a Blast (see page 77) of vibratory energy.

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Drain Toughness (Ranged, Limited to crystalline or brittle objects), Nauseate (vertigo), Obscure (Tremorsense), Strike (vibro-weapon), and Stun.

## WEATHER CONTROL

<b>Effect:</b> General	<b>Action:</b> Standard
<b>Range:</b> Ranged	<b>Duration:</b> Sustained
<b>Cost:</b> 2 points per rank	<b>Saving Throw:</b> Fortitude

You can alter the weather. Choose one of the following effects of **Environmental Control** (see page 84): cold, distraction (precipitation), hamper movement (icy or slick surfaces), or heat. You can acquire the others as Alternate Powers.

## POWER FEATS

- **Alternate Powers:** Suitable Alternate Power feats for this power include: Air Control, Blast (lightning), Dazzle (auditory and visual, thunder and lightning), Fatigue (humidity), Obscure (visual, fog), and Snare (ice).

## POWER FEATS

Power feats expand a power's utility in various ways. Acquiring a power feat costs 1 power point, just like a normal feat. Power feats are options for a power; you can decide to use them or not when you use the power. Characters can use extra effort to temporarily acquire a power feat they don't already have (see page 120).

### ACCURATE

A power with this feat is especially accurate; you get +2 on attack rolls with it. This power feat can be applied multiple times, each time it grants an additional +2 on attack rolls. The campaign's power level limits maximum attack bonus with any given power (see **Power Level**, page 24). The GM may choose to waive this limit for Accurate feats acquired via extra effort.

### AFFECTS INSUBSTANTIAL

A power with this feat works on insubstantial targets in addition to having its normal effect on corporeal targets. One application of Affects Insubstantial allows the power to work at half its normal rank (rounded down) against insubstantial targets; two applications allow it to function at its full rank against them. Mental and sensory effects do not require this feat, since they already affect insubstantial targets.

### ALTERNATE POWER

This power feat is actually another power or powers, mutually exclusive with the primary power this feat is applied to and any Alternate Power feats of that power, which *can't* be used or maintained at the same time. For example, a **Blast** (see page 77) power with the descriptor of laser might have a visual **Dazzle** (see page 81) as an Alternate Power: the same light beam can be used to damage or blind a target, just not both at once. Think of Alternate Powers as different "settings" for a power. A set of Alternate Powers is called an *array*. For combinations of powers that work simultaneously, see the **Linked** extra (see page 112).

An Alternate Power can have any power, rank, or combination of modifiers and power feats. Alternate Powers may also have different descriptors, usually thematically linked, within reason. This allows you to have two versions of a Blast power, for example: a fire blast and an ice blast. Permanent powers cannot have Alternate Power feats, nor can they be Alternate Powers (since they can't be turned on and off).

The Alternate Power cannot have a total cost greater than the primary power. So a rank 10 primary power costing 20 power points can have any Alternate Power with a cost of 20 power points or less. This cost does not include the cost of any Alternate Power feats the primary power may have. So if the 20-point power has 5 Alternate Powers (making the final cost 25 points), each Alternate Power is still limited to a total value of 20 points (including any power feats it may have), that of the base power.

An Alternate Power may be made up of two or more other powers, but that Alternate Power cannot exceed the cost of the primary power. Adrian Eldritch, Earth's Master Mage, has Astral Form at rank 6. Eldritch's player chooses the Alternate Power feat and selects Flight at rank 3 and Force Field at rank 12 with the Impervious extra. Even though Flight and Force Field are two powers, they count as only one Alternate Power.

Alternate Powers cannot be used or maintained at the same time as any other power in the same array; they are mutually exclusive. Switching between powers requires a free action and can be done once per round. If anything disables, nullifies, or drains *any* power in an array, all of them

are affected in the same way. The effects of Lasting powers remain, even if you switch your array to a different power, until the target recovers.

### DYNAMIC ALTERNATE POWERS

For two ranks (2 power points) an Alternate Power is *dynamic*; it can share power points with other Dynamic Alternate Powers of that power (so a power must have two Dynamic Alternate Powers for this option to be useful). You decide how many power points are allocated to the various powers once per round as a free action. Making the base power of an array Dynamic requires one Alternate Power rank (1 power point).

**Example:** Adrian Eldritch, Earth's Master Mage, has the **Magic** power (see page 90) at rank 16. Eldritch's player chooses **Mystic Blast** as the power's free effect (and primary power in the array) as well as the following Alternate Powers as spells Eldritch has mastered: **Dazzle** (visual), **ESP** (visual and auditory), **Illusion**, **Obscure** (visual), **Obscure** (auditory), and **Telekinesis**.

Each Alternate Power can have a cost of up to 2 power points per Magic rank (or 32 points total) and a rank no greater than 16. For those powers costing 2 points per rank, like **Dazzle**, **Obscure**, and **Telekinesis**, this gives them the same rank as the power, or 16. **ESP** for visual and auditory senses costs 3 points per rank, so it has a rank of 10 (30 points), and **Illusion** for all senses costs 4 points per rank, so it has a rank of 8 (32 points). Eldritch can only use one Magic power at a time. If he wants to use his **Mystic Blast**, he has to stop using **Illusion**, **Telekinesis**, or whatever other Alternate Power he's currently using.

Later, Eldritch's player decides to make some of his Alternate Powers dynamic. He spends an extra power point on the **ESP**, **Obscure** (visual), and **Telekinesis** Alternate Power feats. This allows Eldritch to mix-and-match points from his Magic power between those three Alternate Powers. So he could split his points between two or more of them at one time, for example. However, he can still only use the other Alternate Powers one at a time. If the player wants to make Eldritch's **Mystic Blast** (the primary power) Dynamic as well, it costs 1 power point to do so.

If Eldritch's player comes up with a particular spell he wants the Master Mage to pull off during the game (one not already on Eldritch's character sheet as an Alternate Power), he can use extra effort or spend a hero point to acquire the new Alternate Power feat as a power stunt (see **Power Stunt**, page 120).

### DIMENSIONAL

This feat allows a power to affect targets in another dimension (if any exist in the campaign). You affect your proximate location in the other dimension as if you were actually there, figuring range modifiers from that point.

You can take this feat multiple times. If you take it a second time, your power can reach into any of a related group of dimensions (mythic dimensions, mystic dimensions, fiendish planes, and so forth). If you take it a third time, it can reach into any other dimension in the setting.

For many powers, you may need Dimensional **ESP** (see page 85) to target them. Otherwise, targets have total concealment from you, and any attack has a 50% miss chance, assuming it's targeted in the right area at all.

### EXTENDED REACH

Each time you apply this feat to a touch range power, you extend the power's reach 5 feet. This may represent a short-ranged power or an effect with a somewhat greater reach, like a whip or similar weapon.

**HOMING**

This feat grants a power an additional opportunity to hit. If an attack roll with a Homing power fails, it attempts to hit again on the following round on your initiative, requiring only a free action to maintain and leaving you free to take other actions, including making another attack.

The Homing power uses the same accurate sense as the original attack, so concealment effective against that sense may confuse the Homing attack and cause it to miss. You can buy Super-Senses Linked to the Homing power, if desired (to create things like radar-guided or heat-seeking missiles, for example). If a Homing attack is blocked or countered before it hits, it loses any remaining chances to hit.

You can apply this feat multiple times, each time moves the number of additional chances to hit one step up the **Time and Value Progression Table**, but the attack still only gets one attack roll per round.

**IMPROVED RANGE**

This feat improves the range increment of a ranged power, moving the base increment (power rank  $\times$  10 feet) one step up the **Time and Value Progression Table**. So Improved Range 1 makes a ranged power's increment (rank  $\times$  25) feet, then (rank  $\times$  50), and so forth. The power still has a maximum range of 10 increments.

**INCURABLE**

The damage caused by the power with this feat cannot be healed by powers such as Healing and Regeneration; the target must recover at the normal rate. Powers with the Persistent feat can heal Incurable damage.

**INDIRECT**

A power with this feat can originate from a point other than the user, ignoring cover between the user and the target, such as walls and other intervening barriers, so long as they do not provide cover between the power's origin point and the target. The power's range modifier is based on the distance from the attacker to the target, regardless of where the power originates. An Indirect power normally originates from a fixed point directed away from you. In some cases, using an Indirect power may count as a surprise attack (see page 163).

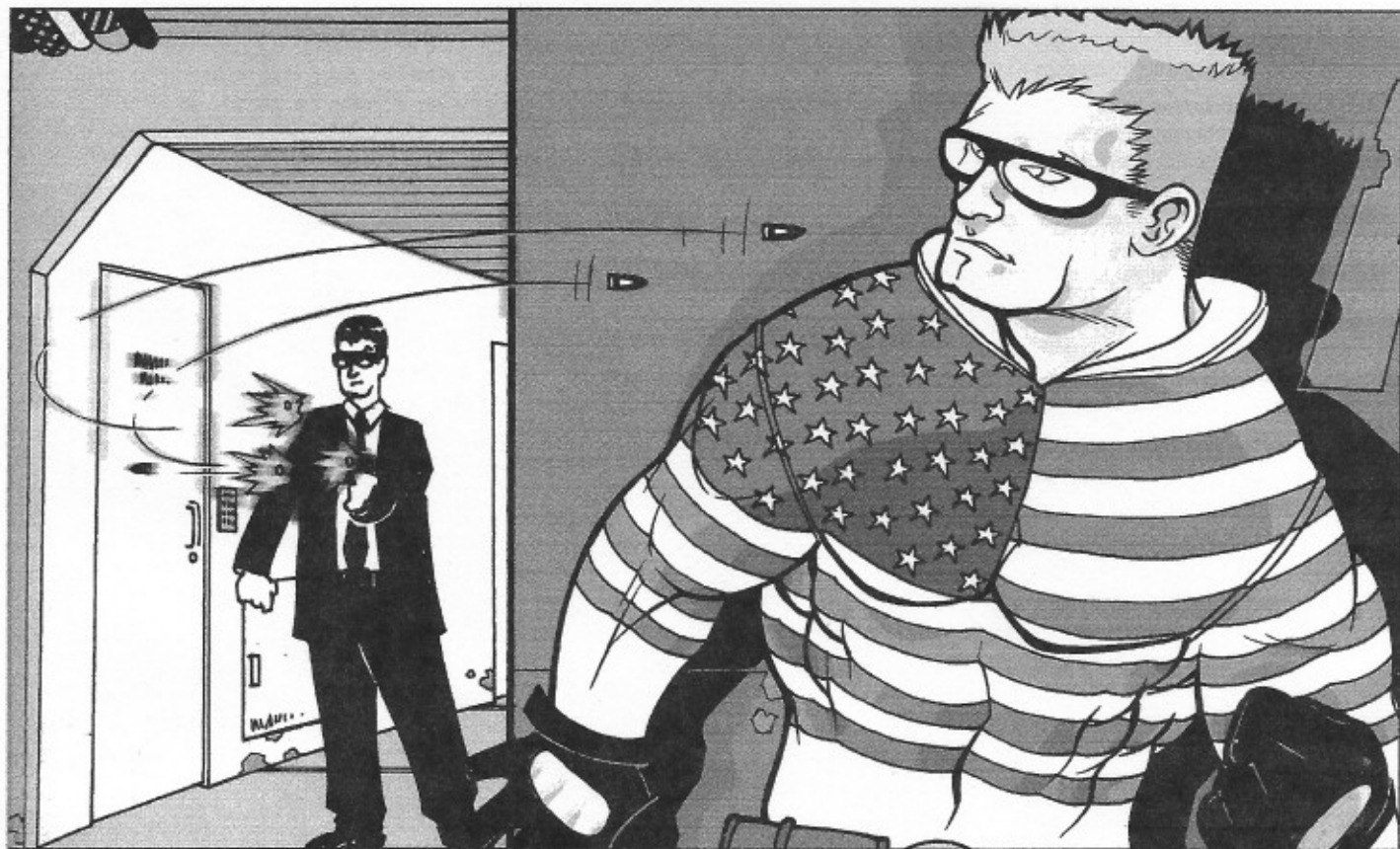
If you apply this feat a second time, the power's effect can come from any point directed away from you, including behind you. If you apply it three times, the effect can also be directed *toward* you (hitting a target in front of you from behind, for example).

**INNATE**

A power with this feat is an integral part of your nature. Trait effects, such as Boost, Drain, or Nullify, cannot alter it. Gamemasters should exercise caution in allowing the application of this feat; the power must be a truly Innate trait, such as an elephant's size or a ghost's incorporeal nature. If the power is not something normal to the character's species or type, it probably isn't Innate. Unlike other power feats, the use of Innate is *not* optional: a power is either Innate or it is not.

**PRECISE**

Powers with this feat are especially precise. You can use a Precise power to perform tasks requiring delicacy and fine control, such as using a Precise Blast to spotweld or carve your initials, Precise Telekinesis to type or pick a lock, Precise





Cold Control to match a particular temperature exactly, and so forth. The GM has final say as to what tasks can be performed with a Precise power and may require a power, skill, or ability check to determine the degree of precision with any such task. An attack effect with the Precise modifier gains the benefits of the Precise Shot feat (see page 63), which is essentially the same thing.

## PROGRESSION

Each time you apply this feat, move the area, range, mass, subjects, or other trait of the power one step up the **Time and Value Progression Table**. See the power and modifier descriptions for details on specific applications of Progression.

## REVERSIBLE

You can remove the effects of an Instant power with this feat at will as a free action. Examples include removing the damage of an attack effect like Blast, repairing damage done by Drain Toughness, or removing the effects of the Dazzle or Snare powers instantly. Normally, you have no control over the lingering effects of such powers.

## RICOCHET

You can ricochet, or bounce, an attack effect with this feat off of a solid surface once to change its direction. This allows you to attack around corners, overcome cover and possibly gain a surprise attack bonus against an opponent (see page 163). It does *not* allow you to affect multiple targets. The "bounce" has no effect. You must be able to define a clear path for your attack, which must follow a straight line between each ricochet. You can take this feat multiple times; each time allows you to ricochet the attack an additional time before it hits.

## SEDATION

A power able to cause unconsciousness can, with this feat, keep an unconscious subject from regaining consciousness as a Lasting Sustained effect (see **Duration**, page 70). The subject gets a recovery check from unconsciousness for each interval on the **Time and Value Progression Table** rather than each minute, starting at one minute. If you concentrate during the time interval, the subject gains no bonus to the save to recover from that interval (as with a normal Lasting Sustained power).

## SELECTIVE

A power with this feat is discriminating, allowing you to decide who is and is not affected. This is most useful for Area effects (see **Area**, page 110). You must be able to accurately perceive a target in order to decide whether or not to affect it. If the power requires or allows a saving throw, then Selective is an extra instead of a power feat (see **Selective Attack**, page 113).

## SLOW FADE

An effect that fades over time—such as a trait effect or a power with the Fades modifier—does so slower with this power feat. Each application moves the time interval one step up the **Time and Value Progression Table**: from one round to five rounds to one minute (10 rounds), and so forth.

## SPLIT ATTACK

With this feat, a power normally affecting one target can split its effect between two targets. The attacker chooses how many ranks to apply to

each target up to the power's total rank. So a rank 10 power could be split 5/5, 4/6, 2/8, or any other total adding up to 10 (whole numbers only). If an attack roll is required, the attacker makes one roll, comparing the results against each target. The power affects the target normally at its reduced rank.

Each additional application of this feat allows the power to split an additional time, so two applications of this feat allows a power to split among three targets, then four, and so forth. A power cannot split to less than one rank per target.

## SUBTLE

Subtle powers are not as noticeable. A subtle power may be used to catch a target unaware and may in some cases qualify for a surprise attack (see page 163). One application of this feat makes a power difficult to notice; a DC 20 Notice check is required, or the power is automatically noticeable only noticeable to certain exotic senses (at the GM's discretion). A second application makes the power completely unnoticeable.

## TRIGGERED

An Instant duration power with this feat can be "set" to activate under particular circumstances, such as in response to a particular danger, after a set amount of time has passed, in response to a particular event, and so forth. The circumstances must be detectable by your senses. Setting the power requires the same action as using it normally. Any necessary rolls are made when you set the power's trigger. Setting the power requires the normal action to use it.

A Triggered power lying in wait may be detected with a Notice check (DC 10 + power rank) and in some cases disarmed with a successful Disable Device check or appropriate power check (such as Nullify or another countering power) with a DC of (10 + power rank).

A Triggered effect is good for one use that has an Instant duration. You can apply the Duration extra (see page 112) separately to the power to extend the trigger's duration, allowing the effect to go off multiple times, so long as it is maintained (this usually requires a Continuous duration). This does not affect the power's normal duration.

If you apply this feat a second time, you can change the trigger condition each time you set it.

# POWER MODIFIERS

Power modifiers enhance or weaken effects in various ways, sometimes significantly changing how they work.

## APPLYING MODIFIERS

Modifiers are permanent changes to how powers work. Positive modifiers, called *extras*, increase a power's cost per rank by 1. Negative modifiers, called *flaws*, reduce a power's cost per rank by 1. To determine the final cost, add the base cost per rank, plus the total positive modifiers, minus the total negative modifiers. If the result is a positive number, that's the effect's new cost per rank. So a 2 points per rank effect with modifiers of +3 and -1 has a final cost per rank of 4 points ( $2 + 3 - 1 = 4$ ).

## FRACTIONAL COSTS

If modifiers reduce an effect's cost to less than 1 power point per rank, each additional -1 modifier beyond that *adds* to the number of ranks you get by spending 1 power point on a 1-to-1 basis.

A power's cost can be expressed as the ratio of power points per rank (PP:R). So an effect costing 3 power points per rank is 3:1. If that effect

has a total of -2 in modifiers, it costs 1:1, or 1 power point per rank. Applying another -1 modifier adds to the second part of the ratio, making it 1:2, or 1 power point per two ranks, and so forth.

Continue the progression for further reductions. Gamemasters may wish to limit the final modified cost ratio of any effect in the campaign (to 1:1, 1:2, 1:4, or whatever figure is appropriate). As a general rule, 1:5 (five ranks per power point) should be the lowest modified cost for a power in *Mutants & Masterminds*, but the GM sets the limit (if any).

**Example:** *The Soldier has Protection, but only effective against blunt physical attacks (a -3 modifier) and the Impervious extra (a +1 modifier) for a total modifier of -2. Since Protection costs 1 point per rank, the -2 modifier increases the number of ranks per power point, so the final cost of the power is 1 power point per 3 ranks of Protection.*

## PARTIAL MODIFIERS

You can apply a modifier to only *some* of a power's ranks and not others to fine-tune the effect. A modifier must apply to at least one rank, and may apply to as many ranks as the power has. The change in cost and effect applies only to the power ranks with the modifier; the unmodified ranks have their normal cost and effect.

**Example:** *Talona's claws provide her with 8 ranks of the Strike power, but have a limited ability to penetrate Protection. The last 4 ranks have the flaw Limited (not against ranks of Protection), so they cost 1 point per 2 ranks rather than 1 point per rank. The first 4 ranks have their normal cost (1 point per rank), so the Strike power costs 6 points total: 4 points for the first 4 ranks and 2 points for the second 4 ranks. Against targets with Protection, Talona has a +4 melee damage bonus from her claws rather than +8.*

## EXTRAS

Unless specified otherwise, the following extras increase a power's cost per rank by 1 point per application of the extra.

### ACTION

+1 MODIFIER/STEP

Using a power requires one of the following types of actions: reaction, free action, move action, standard action, full action. Reducing the action required to use a power is a +1 modifier per step (full action to standard action, for example). Gamemasters should be cautious about allowing this extra for powers with attack effects. Powers with movement effects cannot take this extra, since the move action required to use a movement effect is part of the character's normal movement. See **Actions**, page 153.

### AFFECTS CORPOREAL

+1 MODIFIER

An incorporeal being can use a power with this extra to affect the corporeal world normally. See **Insubstantial**, page 89.

### AFFECTS OTHERS

+0 OR +1 MODIFIER

This extra allows you to give someone else use of a personal power. You must touch the subject, and they have control over their use of the power, although you can withdraw it when you wish. If you are unable to maintain the power, it stops working, even if someone else is using it. Both you and your subject(s) can use the power simultaneously. If the power *only* affects others, and not you, there's no change in cost, essentially a com-

ination of Affects Others and Limited (only others). You can increase the number of characters you can grant the power to simultaneously with the Progression power feat (see page 110).

### ALTERNATE SAVE

+0/+1 MODIFIER

A power with this modifier has a different saving throw than usual. The power's effects and saving throw Difficulty Class remain the same; only the save differs. This is particularly important for Toughness save powers, which have a base DC of 15 + rank, rather than 10 + rank. If you change a power with a Toughness save to another save, its save DC remains 15 + rank.

When applied to powers requiring a Toughness saving throw, Alternate Save is a +1 modifier and can only make the power's save Fortitude or Will. Fortitude generally represents a toxic effect like a poison, while Will represents a mental or spiritual attack, and makes the power a mental effect (see **Mental** under **Power Effect Types**, page 68). In either case the power only works on targets with the appropriate save; Fortitude only affects living targets with a Constitution score. Will only affects creatures with all three mental ability scores. Neither works on inanimate objects.

Applied to powers requiring other save, this modifier does not change a power's cost (it is a +0 modifier). The GM may choose to add a modifier if the alternate save grants a significant advantage in the campaign, but usually the differences in utility against various targets even out.

### AREA

+1 MODIFIER

Powers with this extra affect all targets in a given area rather than just a single target. Use the Area Attack rules (see page 159) for powers requiring an attack roll. Choose one of the following options when you apply this extra:

- **Burst:** The effect has a circular area with a 5-foot radius per rank.
- **Cloud:** The effect fills a circular area with 5-foot diameter (not radius) per rank and lingers in that area for one round after its duration expires (affecting any targets in the area normally during the additional round).
- **Cone:** The effect fills a cone with a length and width of 10 feet per rank.
- **Explosion:** The effect radiates out 10 feet per rank from a center point, much like a burst (above), except it loses one rank of effectiveness per 10 feet after the first (having its full effect in the first 10-foot radius, then minus 1 rank, minus 2, and so forth).
- **Line:** The effect fills a path 5 feet wide and 25 feet per rank long in a straight line.
- **Shapeable:** The effect fills one 5-foot cube per rank, which you can arrange in any shape you wish, so long as all of the cubes are touching. Each application of the Progression power feat increases the number of cubes per rank (2, 5, 10, and so forth).
- **Trail:** The effect fills a line up to 25 feet per rank *behind* you as you move, affecting anyone in the area you've moved through. Note the action required to use the effect does not change unless you also apply an Action modifier. So as a default, you have to take a standard action each round to use an attack effect.

You may affect a smaller area by lowering the power's rank (reducing its effects as well). So a rank 8 burst area has a radius of 40 feet (8 × 5 feet). If you lower the power's rank to 4, you reduce the radius to 20 feet.

Powers with the Full Power drawback cannot adjust their area, since you cannot voluntarily lower the power's rank.

The Progression power feat (see page 110) increases the size of an area effect, moving it one step up the **Time and Value Progression Table**. Since power feat use is optional, you can choose not to use extra area from Progression without lowering the power's rank. A touch range area effect is always centered on you, but does not affect you.

The Progression feat can also *reduce* the size of an area effect: each feat lowers the power's effective rank by one to a minimum of one rank. This is a separate application of Progression and is likewise optional; you choose how much to reduce the area's size, or if you actually reduce it at all.

## ATTACK

+0 MODIFIER

This extra applies to personal range powers, making them into attack effects. Examples include Shrinking and Teleport, causing a target to shrink or teleport away. Unlike most extras, the power's cost does not change, although its effects do.

The power no longer works on you, so a Teleport Attack can't be used to teleport yourself. It affects one creature of any size or 100 lbs. of inanimate mass. You can increase the affected mass with the Progression power feat. The power has touch range and requires a melee attack roll to touch the subject. The target gets an appropriate saving throw, determined when the Attack Power is purchased. Generally Reflex or Will saves are the most appropriate, with a DC of 10 + the power's rank.

You must define reasonably common defenses that negate the attack effect entirely, such as force fields or the ability to teleport blocking a Teleport Attack. You control the power, and maintain it if it has a duration longer than Instant.

If you want both versions of an Attack Power, such as being able to Teleport yourself and Teleport others as an attack, take the Attack Power as an Alternate Power feat of the personal power (see **Alternate Power**, page 108). To use both at once, apply a +1 modifier.

## AURA

+1 MODIFIER

A touch range power with this extra automatically affects anyone touching you, including anyone you touch or strike with an unarmed attack. The aura and the unarmed attack affect the target separately. You can turn your aura on or off as a free action and it is Sustained in duration (the power's effect has its normal duration, so a Stun Aura's effect is still Instant and Lasting in duration). You can change your aura's duration with Duration modifiers. You can apply the Selective feat to control what parts of your body the aura covers.

## AUTOFIRE

+1 MODIFIER

An Autofire power fires multiple shots in a single attack action. Autofire can apply to any power requiring an attack roll (see **Autofire Attack**, page 160, for details).

Applying this extra a second time reduces the Autofire interval (the amount your attack roll needs to exceed the target's Defense) to 1 instead of 2.

The maximum bonus from autofire is +5 (for exceeding the target's Defense by 10 normally) or half the attack's normal bonus, rounded up, whichever is less. Another application of this extra increases the maximum bonus to +10 or the attack's normal bonus, whichever is less. The bonus granted by Autofire does not count against power level limits.

## CONTAGIOUS

+1 MODIFIER

Contagious powers work on both the target and anyone coming into contact with the target. New targets save against the power normally. They also become contagious, and the effect lingers until all traces have been eliminated. A Contagious power is also eliminated if you stop maintaining it, although Continuous Contagious effects remain without need for maintenance. Examples of powers with this extra include "sticky" Snares trapping anyone touching them, contagious Disease Drains, or even a Nullify effect spreading from one victim to another.

## DISEASE

+2 MODIFIER

This extra, when applied to a power requiring a Fortitude saving throw, causes it to work like a disease. To apply this to a power with a different save, apply the Alternate Save (Fortitude) modifier first.

If the target's Fortitude save fails, the target is infected, but the disease does not take effect immediately. Instead, on the following day, the target makes another Fortitude save. If that save fails, the power takes effect, if the save succeeds, there is no effect that day. The target makes another save each day. Two successful saves in a row eliminate the disease from the target's system, otherwise it continues to take effect each day. The target cannot recover from the disease's effects until cured.

Healing (see page 87) can counter a Disease power with a (DC 10 + power rank) check. Disease powers have no effect targets without a Constitution score or those with Immunity to Disease.

## DURATION

+1 MODIFIER

A power has one of the following durations: Instant, Concentration, Sustained, or Continuous. Increasing duration one step (from Instant to Concentration, for example) is a +1 modifier. Permanent duration is a flaw applied to Continuous powers. See **Duration**, page 70, for more information.

## LINKED

+0 MODIFIER

This modifier applies to two or more powers of different types. Thereafter, those powers only work in conjunction as effects of a single power. For example, you might have an auditory Dazzle and a lightning bolt Blast Linked together to represent the deafening thunder accompanying the lightning.

The Linked powers must have the same range (modify their ranges so they match). The action required to use the combined power is the longest of its component powers and they use a single attack roll (if one is required) and saving throw (if both powers use the same type of save). If the powers use different saves, targets save against each separately. Alternate Powers cannot be Linked to each other, since they can't be used at the same time, although they can be Linked to other powers.

This modifier does not change the cost of the component powers; simply add their costs together to get the new power's cost. If you can use the Linked powers either separately or together, increase the cost of all but the most expensive power by +1 per rank (if the powers all have the same cost, choose one), or acquire non-Linked versions as Alternate Powers.

## PENETRATING

+1 MODIFIER

A damaging power with this extra reduces the effect of Impervious Toughness by its rank. So a rank 7 Penetrating attack reduces the Imperviousness of a



target's Toughness by 7. So rank 11 Impervious Toughness would be treated as a +11 Toughness bonus, but only 4 points of it Impervious (11 - 7). Any remaining Impervious Toughness is applied normally against the attack.

## POISON

+1 MODIFIER

This extra, when applied to a power requiring a Fortitude saving throw, causes it to work like a toxin. To apply this to a power with a different save, apply the Alternate Save (Fortitude) modifier first.

If the target's Fortitude save fails, the power takes effect. One minute later, the target must make another Fortitude save or suffer the power's effect a second time. Then the power stops.

Healing (see page 87) can counter a Poison power with a (DC 10 + power rank) check and eliminate the power's effects with a similar check. Poison powers have no effect on targets without a Constitution score or those with Immunity to Poison.

## RANGE

+1 MODIFIER/STEP

A power has a range of Touch, Ranged, or Perception. Increasing range one step (from touch to ranged, for example) is a +1 modifier (see **Range**, page 69). Going from personal to touch range requires the Affects Others or Attack extras, not this extra. Extended range powers cannot have this modifier; their range determined by power rank. To change the power's range, increase or decrease its rank.

## SELECTIVE ATTACK

+1 MODIFIER

An attack with this extra is discriminating, allowing you to decide who is and is not affected. This is most useful for area effects (see **Area**, page 111). You must be able to accurately perceive a target in order to decide whether or not to affect it. This modifier is for powers requiring a saving throw. For other area effect powers, use the Selective power feat (see page 110).

## SLEEP

+0 MODIFIER

When this modifier is applied to a power that causes unconsciousness (such as Blast, Fatigue, or Stun), the power puts targets into a deep sleep whenever it would normally render them unconscious. The target makes a recovery check to wake up only once per hour rather than once per minute, but may be awoken by loud noise (make a Notice check for the subject with a -10 modifier, a successful check means the subject wakes up). Someone taking an aid action can awaken a sleeping character automatically. A sleeping character that takes damage automatically wakes up.

## TOTAL FADE

+1 MODIFIER

Traits altered by trait effect powers with this extra don't fade normally (at a rate of 1 power point per round). Instead, when the total fade time is up, the trait returns to its normal level. For example, an ability score receives an adjustment of 10 points. This would normally fade in a minute, or ten

rounds (at a rate of 1 point per round). With total fade, the ability score retains the 10-point adjustment for one minute, and then loses the entire amount at once, back to its original value.

## VAMPIRIC

+1 MODIFIER

When you successfully damage a target with an attack effect with this extra, you can make an immediate recovery check for the same damage condition you inflict (or a lesser condition, if you wish). You get a bonus on the check equal to your attack's damage bonus. So, if you inflict an injured result on a target with a lethal vampiric attack, you can make an immediate recovery check if you are injured. If you are not injured, only bruised, you can still make the check. That would not be the case if you inflicted a bruised result with a nonlethal vampiric attack and were injured; a bruised condition is less than an injured condition, so you don't get a check to recover from it. See **Damage**, page 163, for more information.

## FLAWS

Unless specified otherwise, the following flaws reduce a power's cost per rank by 1 point per application.

### ACTION

-1 MODIFIER/STEP

Using a power requires one of the following types of actions: reaction, free action, move action, standard action, full action. Increasing the required action one step (standard to full action, for example) is a -1 modifier. After a full action, each step up the **Time and Value Progression Table** (full action to one minute, then five minutes, etc.) is a 1-point power drawback. See **Drawbacks**, page 124.

## DISTRACTING

-1 MODIFIER

Using a Distracting power requires more concentration than usual, causing you to lose your dodge bonus on any round the power is used or maintained. Effects allowing you to retain your dodge bonus (such as the Uncanny Dodge feat) do not apply to Distracting powers.

## DURATION

-1 MODIFIER/STEP

A power has one of the following durations: Instant, Concentration, Sustained, or Continuous. Reducing duration one step (Sustained to Concentration, for example) is a -1 modifier. See **Duration**, page 70.

## FADES

-1 MODIFIER

Each time you use the power with this flaw, it loses 1 power point (not rank) and a commensurate amount of effectiveness. For powers with a duration longer than Instant, each round is considered "one use." Once the power reaches 0 points (or below the minimum cost for one rank), it stops working. A faded power can be "recovered" in some fashion, such as recharging, rest, repair, reloading, and so forth. The GM decides when and how a faded power recovers, but it should generally occur outside of combat and take at least an hour's time. The GM may allow a hero to recover a faded power immediately and completely by spending a hero point. The Slow Fade modifier (see page 110) reduces the rate at which a power fades.

**Example:** Chris creates a character that has *Animal Mimicry 6* with the *Fades* flaw. After the first round of using the power it drops to 5 ranks, but he can use it eight more times (or sustain it for eight more rounds) before it drops to 4 ranks, because it costs 9 points per rank and it only loses 1 power point per use.



**FEEDBACK****-1 MODIFIER**

You suffer pain when a manifestation of your power is damaged. This flaw only applies to powers with physical manifestations, such as Create Object, Duplication, Snare, or Summon, for example. If your power's manifestation is damaged, make a saving throw against damage equal to the attack's damage, using the manifestation's Toughness save bonus in place of your own. For example, if you create a Toughness 12 object and it is attacked for +15 damage, you must make a save against +15 damage with a +12 bonus (the object's Toughness) in place of your normal Toughness save.

**LIMITED****-1 MODIFIER**

A power with this flaw is not effective all the time. Limited powers generally break down into two types: those usable only in certain situations and those usable only on certain things. For example Only Useable While Singing Loudly, Only Usable While Flying, Only Usable on Men (or Women), Only Usable Against Fire, Not Usable on Yellow Things, and so forth. As a general rule, the power must lose about half its usefulness to qualify for this modifier.

If your power is only *somewhat* effective in particular circumstances apply the flaw to only some of its ranks. For example, an attack effect that does half damage against targets with Protection (to represent a diminished ability to penetrate armor, for example) applies the Limited flaw to only half of its ranks.

**PERMANENT****-1 MODIFIER**

A Continuous power with this flaw *cannot* be turned off; it is always on by default. If some outside force turns it off—usually Nullify (see page 94)—it turns back on automatically at the earliest opportunity. Additionally, you cannot improve a Permanent power using extra effort. This includes adding temporary power feats. Permanent powers may be rather inconvenient at times (including things like being permanently incorporeal or 30 feet tall); this is included in the value of the Permanent flaw.

**RANGE****-1 MODIFIER/STEP**

A power has a range of Touch, Ranged, or Perception. Decreasing a power's range by one step (from ranged to touch, for example) is a -1 modifier. Extended range powers have their range determined by power rank. To change the power's range, increase or decrease its rank. See **Range**, page 69.

**RESTORATIVE****-1 MODIFIER**

A trait effect with this flaw only restores traits to their normal values and cannot raise or lower them above or below that level. Traits restored to their normal values do not fade, as normal.

**SENSE-DEPENDENT****-1 MODIFIER**

A perception range power with this flaw works through the *target's* senses rather than yours. So a sight-dependent power requires the target to see you, hearing-dependent to hear you, and so forth. You may choose a target able to sense you and automatically affect them unless the target makes a successful Reflex saving throw. The DC is 10 + the effect's rank. A successful save means the target has managed to avert his eyes, cover his ears, etc. and the power doesn't work. Otherwise the power works normally (and

the target is allowed the usual saving throw against it, if applicable). A Sense-Dependent power still requires its normal action to use.

Opponents aware of a Sense-Dependent power can deliberately block the targeted sense. This gives you partial concealment from that sense but your Sense-Dependent effect has a 50% miss chance. An opponent unable to sense you at all (blind, deaf, etc.) is immune to the power's effect. Opponents can do this by closing their eyes, wearing ear- or nose-plugs, or using powers like Obscure (see page 95). This gives you total concealment from that sense.

Note a Sense-Dependent power based on the sense of touch is essentially the same as touch range (see **Range**, page 69), since you still need to touch the target. This modifier isn't required; reduce the power's range to touch instead.

**SIDE-EFFECT****-1 MODIFIER**

Failing to successfully use a power with this flaw causes some problematic Side-Effect. Failure includes missing an attack roll, or the target successfully saving against the power's effect. The exact nature of the Side-Effect is for you and the Gamemaster to determine.

As a general guideline, it should be a power about the same in value as the power with this flaw, not including the cost reduction for the flaw. So a power with a cost of 20 points should have a 20-point Side-Effect. Typical side effects include Blast, Drain, and Stun, or the same effect as the power (it essentially rebounds and affects you). The Side-Effect does not require an attack roll and only affects you, although the GM may permit some Side Effects with the Area modifier on a case-by-case basis.

If the Side-Effect *always* occurs when you use the power, it is a -2 modifier.

**TIRING****-1 MODIFIER**

A power with this flaw causes fatigue when you use it (see **Fatigue**, page 167). You recover from this fatigue normally, and can use hero points to overcome it. In essence, the power requires extra effort to use (see **Extra Effort**, page 120). This makes Tiring a useful flaw for creating a power you can *only* use with extra effort.

**UNCONTROLLED****-1 MODIFIER**

You have no control over a power with this flaw. Instead, the Gamemaster decides when and how the power works (essentially making it a plot device, see page 130). This flaw is best suited for mysterious powers out of the characters' direct control or effects the GM feels more comfortable having under direct, rather than player, control.

**UNRELIABLE****-1 MODIFIER**

Your power doesn't work all the time. Each round before you use a power with this flaw, roll a die. On a roll of 10 or less, the power doesn't work this turn, but you've still used the action the power requires. You can check again on the following round to see if it works, although you must take the normal action needed to activate the power again. Spending a hero point on your reliability roll allows you to succeed automatically (since the roll is at least an 11).

Alternately, instead of having a reliability roll, you can choose to have five uses where you power works normally, then it stops working until you can "recharge" it in some way (see the **Fades** flaw for more on this). The GM may allow you to spend a hero point to automatically recharge a spent Unreliable power.

Powers that are only occasionally Unreliable (less than about 50% of the time) are better handled as complications (see **Complications**, page 122).