

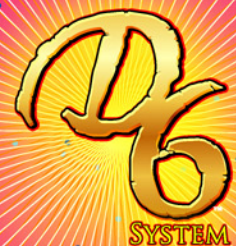
# The Power is in your hands...



**D6 POWERS** is a D6 compatible sourcebook that allows players to create super hero characters! Learn more about new and revised super powers, expanded special abilities, gadget creation, advantages and disadvantages for use in any D6 game. Discover a wealth of information on powers (new and updated), so many details that it took a whole book to contain them all.

**D6 POWERS** contains rules on:

- Rules for superhero play with point built characters and a modular powers system that lets you build exactly the character that you want to play.
- Revised and expanded powers for use with GODSEND Agenda and generic "4 color" super hero games.
- Scalable rules for over 100 super powers.
- Expanded Gadget creation rules.
- Expanded super heroic combat maneuvers.
- New advantages and disadvantages
- 26 new templates for use in any D6 game



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**D6 POWERS**

**Khepera Publishing KHP005**

# D6 POWERS



A Superpower Sourcebook for the GODSEND Agenda and D6 System

# GODSEND AGENDA D6

The GODSEND Agenda is not your typical game of costumes and superpowers. It looks at superhumans and how they affect the world around them. It also deals with how our culture worships them, now and in times past. GODSEND Agenda offers players a chance to not only interact with those legendary celestial beings, but to walk among them as equals.

The D6 system offers players a way to explore GODSEND Agenda with the award winning cinematic game engine from West End Games!

Written

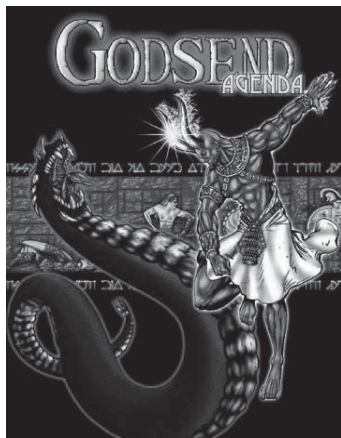
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288 pages, Hardback

Product number KHP003

Also Included is;

- Over 200 pages of extensive history and character background set in the world of The GODSEND Agenda.
- Four new alien races: The Angelos, Atlanteans, Chimerans, and Elohim.
- An all-encompassing list of Super human abilities and powers to make your character truly extraordinary.
- Clear and concise rules for creating gadgets and artifacts of legendary power.
- A style sheet for life in the year 2010 Completely compatible with all D6 titles printed to date, making the game world infinitely expandable!



- Artifacts of wondrous power used by notable figures in myth
- Two new organizations: The 5th Sun and the World Serpent
- Introduction and write up of the Norse and Ashanti Pantheon
- Expanded encounter and chase rules
- Renown and Agenda rules to expand your character's role and influence on earth
- Pantheon rules for creating truly godlike super beings and the organization they belong to.
- A full length globetrotting Victorian adventure featuring exciting locations such as England , Africa, and China
- A full length adventure pitting players against outer gods from beyond our realm of reason.
- Several Short adventures set in the world of GODSEND Agenda.
- Over 20 new characters to use in your super heroic adventures

## POWERS D6

POWERS is a D6 compatible sourcebook that allows players to create super hero characters! Learn more about new and revised super powers, expanded special abilities, gadget creation, advantages and disadvantages for use in any D6 game.

Discover a wealth of information on powers (new and updated), so many details that it took a whole book to contain them all.

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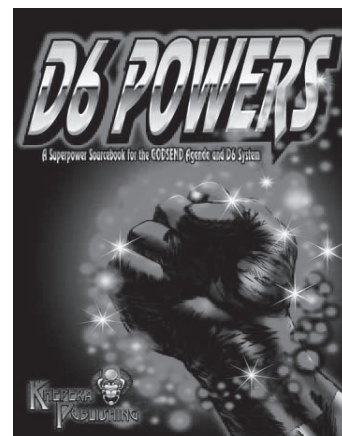
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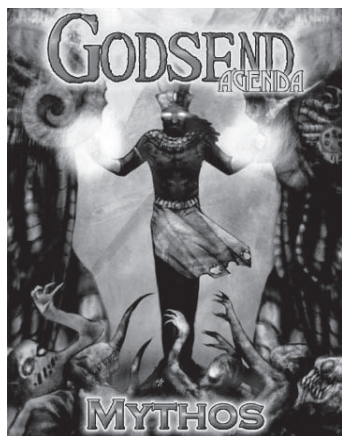
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- Expanded super heroic combat maneuvers.
- New advantages and disadvantages
- 13 new templates for use in any D6 game



## GODSEND AGENDA: MYTHOS



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# D6 POWERS™



## D6 POWERS

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### D6 POWERS

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**Note: this is not a complete game. You will need the GODSEND Agenda or any of the core D6 books to play**

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# HOW DO I USE THIS BOOK?

The Powers book is a generic utility kit for any West End Games D6 game, and a revised and expanded powers supplement for the GODSEND Agenda game. The advantages, disadvantages, Powers, and gadget rules have been crafted to be functional in the vividly colorful postmodern world of GODSEND Agenda or any generic homebrew four color worlds you might think up.

Every effort has been made to make this book as generic and universally applicable to any game world using the D6 system, but a few things must be noted. A few entries in this book are specially tailored to the GODSEND Agenda world; these will be noted by a Scarab icon next to them. The Scarab icon does not necessarily mean that the rule can't be used in a non-GODSEND Agenda game, just that the rule in question was formulated with that game world in mind.



The Powers book was written based on the rules and concepts found in the D6 Adventure book and the GODSEND Agenda book, but that doesn't mean the rules that follow are only compatible with those two books. The rules that follow will allow the Game Master (GM) or player to make any character or creature imaginable, and make him balanced in such a way as to make your life easier and the game more manageable. The rules provided will allow the GM to create everything from a helpful astro-droid, to a superman from a doomed planet, to a greedy gold hoarding dragon.



## NAVIGATION THROUGH THE BOOK.

The Powers book has been divided up into easy and intuitive chapters to help you create the super heroic character you want to play.

- Chapter One will introduce Power levels and character points, and how they can be used to gauge the power of characters as well as Non Player Characters (NPCs). Archetypes and templates are also discussed as well to help define the characters. The nuts and bolts of character creation start here.
- Chapter Two will give the players Advantages and Disadvantages to help define and expand the scope of their characters.
- Chapter Three will explain powers and provide over 100 powers for characters to buy.
- Chapter Four will discuss gadgets and how to build them.
- Chapter Five gives the players and the GM several combat and non-combat maneuvers to use that are a staple of super hero genre.
- Chapter Six has genre-specific revisions for the GODSEND Agenda characters and factions.

# CHAPTER ONE

CHARACTER CREATION



# CHAPTER ONE

## DICE POOLS & POWER LEVELS

A new character starts with a certain number of creation points, which may be spent to purchase Attributes, Skills, Advantages and Powers. The power level the Game Master chooses for the campaign setting determines the amount of points a player gets to build a character with. Characters are built normally using these points – the only difference is the addition of power ranks.

- One attribute die equals four creation points.
- One skill die equals one creation point.
- Three skill specialization dice equal one creation point.
- Advantages and Super Powers have their own costs associated with them; see the “Character Options” chapter for details.

Other restrictions apply:

- Attributes have a minimum of 1D and a maximum of 5D (it is assumed that 5D is the maximum human possible and any attribute above this level is considered super human).
- The maximum starting number of dice that may be added to any one skill or specialization of skill is 3D.

### Power Level 1:

The player has 80 points to build his character – maximum of 4 points in Disadvantages, maximum of 5 ranks in Powers. This power level is appropriate for vigilantes with either no-, or very low-level, super human abilities.

### Power Level 2:

The player has 100 points to build his character – maximum of 10 points in Disadvantages, maximum of 5 ranks in Powers. At this power level characters are “newbie” super humans, with decent super abilities.

### Power level 3:

The player has 120 points to build his character – maximum of 10 points in Disadvantages, maximum of 10 ranks in Powers. At this level the characters are average super humans able to combat the many foes present on Earth. This is the default starting level for characters in the GODSEND Agenda and many generic supers games

### Power Level 4:

The player has 150 points to build his character – maximum of 15 points in Disadvantages, maximum of 20 ranks in Powers. Heroes at this level are seasoned professionals of noted skill and capacity.

### Power level 5:

The player has 200 points to build his character – maximum of 20 points in Disadvantages, maximum of 30 ranks in Powers. The character is godlike in power and ability. Iconic super beings known the world and maybe the galaxy over are power level 5

### Power Level 6:

The player has 400 points to build his character – maximum of 20 points in Disadvantages, maximum of 60 ranks in Powers. The character is godlike in power and ability. Godlike super beings are power level 6

For characteristics other than attributes and skills, refer to the “Defined Limits” section, starting with “Move.”

## ATTRIBUTES

Each character has six attributes, which measure basic physical and mental abilities that are common to every living creature (and some nonliving things), no matter what universe or dimension they exist in.

**Reflexes:** Measure of balance, limberness, quickness, and full-body motor abilities.

**Coordination:** Measure of hand-eye coordination and fine motor abilities.

**Physique:** Measure of physical power and ability to resist damage.

**Knowledge:** Measure of strength of memory and ability to learn.

**Perception:** Measure of mental quickness and attention to detail.

**Presence:** Measure of emotional strength, physical attractiveness, and personality.

When you put dice in an attribute, you can either put whole dice in each attribute, or you can give each a mixture of whole dice and pips. Each die equals three pips.

*Example: You've distributed most of your attribute dice, but you have four dice left to put in Perception and Presence. You could put 1D in Perception and 3D in Presence, or 2D+1 in Perception and 1D+2 in Presence, or some similar combination.*

The character creation system is fairly straightforward and all of these rules can be found in any of the D6 core books. The Powers book only adds and builds on these basic concepts. The rules are printed here for convenience and ease of reference. I know I hate it when large portions of books are reprinted, but don't worry only a small portion of character creation is found here. The Introduction of power levels allows for the Game master to gauge more carefully the abilities of the player characters and the opponents he must over come.



## SKILLS

Skills are more specific applications of an attribute. For example, the skill dodge is a more specific use of your character's Reflexes. Characters learn them through instruction or experience.

Skills are areas of knowledge that are not necessarily common to every living creature. Some creatures simply don't have the capacity to learn certain skills.

All skills beneath a given attribute begin at that attribute's die code. To highlight skills in which the character has trained or has some experience, add pips or dice to the base attribute value.

As with attributes, when creating your character, you can either put whole dice in each skill, or you can give each a mixture of whole dice and pips. Remember that each die equals three pips.

*Example: Your character's Physique is 3D+1. If you wanted her to be a little better in the lifting skill, you could add one pip to the base attribute to get a lifting skill score of 3D+2. If you decided to add two pips to the base attribute, the lifting score becomes 4D.*

You can also specialize in skills. Specializations reflect a greater familiarity in a particular area covered by a base skill. One skill die equals three specialization dice. Of course, one specialization die still equals three pips.

You don't need to have any extra dice in the base skill in order to take a specialization in that skill, but when you give your character specializations in that manner, they are treated as separate skills. If you give your character specializations in base skills he already has, those specializations are considered bonuses to the base skill when attempting tasks of that type.

Once you've chosen at least one specialization and put one or two pips or dice in it, you have to use the remaining specialization dice and pips to either purchase more pips in the same specialization or purchase one or more pips in other specializations.

You roll the specialization's die code only when you use the specific item or knowledge reflected by the specialization. Otherwise, you roll the base skill (or attribute if you didn't put additional dice in the full skill).

*Example: If your character's Knowledge is 3D and her demolitions is 3D+2, you could give her a demolitions specialization of vehicles of +1 (which means that, when she's attempting to blow up vehicles, she rolls four dice).*

You would then have two specialization dice and two specialization pips to place among other specializations. With these, you could further improve her demolitions: vehicles specialization, or you could pick one or more other specializations in the same or other base skills.

The maximum number of dice the character may

start with in any base skill is 3D greater than the governing attribute, with no more than 3D greater than the base skill in any specialization.

You can find the list of skills and their descriptions on the next two pages.

## ADVANTAGES, DISADVANTAGES, AND SUPER POWERS

Advantages and Disadvantages are benefits or quirks your character has developed. Some affect the character's attributes and skills, while others serve as useful role-playing tools for rounding out the character. Super Powers are unusual talents or powers the character has that are outside the norm for Humans. The next chapter, "Character Options," discusses these characteristics. You may ignore this section if you don't want to add them to your character.

## MOVE

This number (usually 10) represents how many meters your character moves in a round at maximum walking speed in standard (1 g) gravity. (The running skill can increase this rate. It also serves as the base for other movement skills.)

Should the character have a different sort of movement than normal (such as fins for legs); see the Hindrance Disadvantage (described in the "Character Options" chapter) for information on how to account for this variability.





## SPECIAL POINTS

Players' characters typically start the game with one Fate Point and five Character Points. You can spend these points to improve your character's chance of succeeding in especially difficult situations. (The mechanics of this are discussed in the "Game Basics" chapter of any of the core D6 books.) Character Points alternatively are used to permanently improve skills. Your character earns more Character and Fate Points by having adventures. There is no limit to the number of Character or Fate Points your character may have at any time.

## KA POINTS



(NOTE: This Pool of points is normally only used in GODSEND Agenda but may be used in any super hero game with no effort)

Ka is the term for the very essence of the universe. This energy manifests in all things in the cosmos and can be focused by those few aware of it. Some beings are more attuned than others to the Ka, using it for extraordinary effects – and that includes your super heroic character, whether she is aware of it or not. All things in the universe are truly energy and, if a person is adept at manipulating that energy, nothing is impossible.

Your character starts the game with a pool of points that can be used to affect the outcome of dice rolls or damage taken, much like character or fate points. The maximum amount of Ka your character may have in her Pool is equal to double her Presence Attribute, and it naturally regenerates at a rate of 2 points per day. In addition, your character's Archetype allows her to regenerate Ka when she fulfills her chosen role in the universe.

Your character may take Powers that require the use of Ka to activate them, or she may have Powers that strengthen or manipulate Ka outright. (More is discussed on this in the Powers Section.) Regardless, your Godsend character can use Ka for a variety of things outside of those other Powers:

- Two points of Ka may be spent to receive the benefits of a character point die roll addition, and an unlimited amount of Ka may be spent in this way as long as you possess them. The character point(s) must be spent at the time of purchase and may not be saved. Ka may not be spent to buy character points for character advancement.
- Six Ka points may be spent to buy one fate point. The fate point must be used at the time of purchase; it cannot be saved for later use.
- One Ka point will give a +1 to Any one die roll, including damage, up to a maximum of +3.
- One point of Ka will negate four points of damage. An unlimited amount of Ka can be spent in this fashion with the only limit being the amount of Ka the character possess.
- Points can be transferred to another character at a rate of two per Action in combat, or an unlimited amount outside of combat. Characters cannot store Ka over their normal maximum; any additional Ka your character receives over her

normal limit is lost.

- Three points will give you one extra Action for one round of combat without any dice penalty.
- Four points can increase one power by one rank for one round. 8 points will increase a power by two ranks and 12 will increase a power by 3 ranks. Etc, etc. In all respects the power increase only last for one round. An unlimited amount of Ka can be used in this manner.

*Example: Renee's character Avalanche is trying to catch villains that are driving away in a car. She commandeers a vehicle and starts after the culprits. To catch them while dodging through the heavy traffic she must make a piloting roll, difficulty 18. Her total piloting Skill is 3D. Renee doesn't think that she'll make the roll with such a mediocre skill level, so she spends 6 points from her Ka pool to buy 3 character points, raising her total to 6D. She rolls and hopes for the best.*

**NOTE: If Ka isn't being used in your game, then any time a power or ability calls for the expenditure of Ka the character expends Body Points instead.**

## Ka Gestalt

Characters can combine their Ka pools by linking together through physical contact – Angelos, in particular, use this ability to great effect. One character per combat round now has access to the combined Ka reservoir. Others combined in the gestalt do not have access to their Ka energy while involved. When they separate, the remaining Ka is distributed evenly among them.

*Example: Three badly injured heroes decided to pool their strength to help one of their number assure she hits with an Energy Blast. One has 4 Ka remaining, one has 2, and another, the blaster, has 7. They link together for a total pool of 13. The blaster uses ten of the thirteen points to boost her skill roll by +5D, assuring she hits. They survive the encounter and separate, desperate to go home and rest. Since there are only three points left, each of them gets back one point. If there had only been two points left, they could have chosen which two to give the points to.*

## BODY POINTS AND WOUNDS

This section of the character sheet allows you to keep track of the healthiness of your character. This book assumes that Body Points are used and are the default for all the powers and advantages in this book.

### Determining Body Points

When you create a new character, roll his Physique (including any modifiers from Disadvantages or Super Powers) and add 20. (Treat a 1 that comes up on the Wild Die as a 1 and add it to the total as normal; it has no negative effect on the result.) This becomes his Body Point total. Write it on the character sheet in the space provided. Templates already have their Body Points determined.

*Example: Your character has 3D+1 in Physique. You roll three dice, making sure one of them is the Wild Die. The dice come up 4 and 6, with a 1 on the Wild Die. Since the 1 has no negative effect, you add the numbers to arrive at a total of 11. You then include the pip bonus of 1 with this for 12. Finally, you add 12 to 20 to get a Body Point total of 32.*

## STRENGTH DAMAGE

Strength Damage indicates the amount of harm a character can do in combat with body parts, melee weapons, thrown weapons, and most missile weapons.

### Determining Strength Damage

To determine the Strength Damage die code, take the character's Physique (including any die code modifiers from Disadvantages or Super Powers) and drop the pips. Divide by 2, and round up.

*Example: A character with 3D in Physique has a Strength Damage of 2D.*

### Templates and Strength Damage

If you added dice to a template's lifting skill, you'll need to adjust the Strength Damage value listed. Use the information above to correct the number.

## FUNDS

To allow the game master to more easily adjust the "real world" cost to something appropriate for her world or her part of the world, this system substitutes difficulties for the prices of items. Each character thus gets a Funds attribute, which represents the amount of money the character can get without too much trouble on a regular basis because of work or investments.

All characters start with a base of 3 in Funds. Use the accompanying table to adjust this number. Include any modifiers to attributes due to Disadvantages or Advantages. The minimum total is 1. The final total becomes the die code in the Funds attribute.

After character creation, a player can increase the Funds attribute by spending Character Points (using the rules in the "Improving Characters" chapter) or through

bonuses received as adventure rewards.

If the game master prefers to use cash or its equivalent, multiply the Funds total by a value specified by the game master (typically the equivalent of US\$150, 150 euros, or 15,000 yen, but game masters who want more accuracy can use a currency converter). This is how much money the character receives per week for whatever sort of work the character does or investments the character has.

*Example: Your character has 4D in Knowledge, 6D in business, and +2D in a specialization of business, investing. Starting with 3, you add to it 1 for your high Knowledge score and 1 for having at least 8D in business plus a specialization. Your final total is 4, which gives you a Funds score of 5D.*

If your game master preferred cash, you would start with a regular income of \$750, 750 euros, or 75,000 yen per week.

Using the funds attribute is discussed in the "Equipment" section of anyone of the core books.

### Determining Funds

Characteristic	Modifier
1D in Presence	-1
1D in Knowledge	-1
4D or more in Presence	+1
4D or more in Knowledge	+1
8D or more in the character's business skill Plus its highest specialization	+1

## EQUIPMENT

Players of starting characters may select one small weapon and a little protective gear plus a few tools of their characters' chosen trade, unless there is equipment already listed on the template sheet. Some basic equipment is explained in the "Equipment" chapter; the game master may allow other options.

## BACKGROUND AND CHARACTER FEATURES

The character sheet provided in this book and most other templates include spots for your character's name, career, species, gender, age, height, weight, and background information. Unless specified by the template or your game master allows it, your character's species is Human. Everything else in these sections you are free to fill in as you like.

## HEIGHT AND WEIGHT

Players who want their characters significantly larger or smaller than the average Human have a few options. If the size is proportionately larger or smaller, then the character must have the Size Advantage. If the size is a hindrance, then the characters should have the Hindrance Disadvantage as well.

# CHARACTER ARCHETYPES



(NOTE: Archetypes are normally only used in GODSEND Agenda but may be used in any super hero game with no effort)

Every character in Godsend Agenda has an Archetype, which defines the basic qualities of their personality and gives bonus Skills and/or Advantages (always totaling 2 points in value) that compliment that type of character. An Archetype also defines how your character recovers his inner strength, or Ka – to regain your mental and spiritual strength in stressful or dangerous situations, you must act according to your Archetype!

The list below gives a limited number of Archetypes – don't let it confine you; it's only meant to help you enhance your character. You could easily have a less-brooding Dark Avenger, or a tarnished Icon. Or, if nothing fits, feel free to invent more Archetypes, with the help of your Game Master.

You do not have to select an Archetype at character creation, but keep in mind that you then forfeit the bonus points and that until you choose or make up an Archetype, you will only recover Ka slowly, over time (described later in this chapter).

## CHANGING CHARACTER ARCHETYPE

It's possible that at some point during game play, your character will want to change Archetypes. An Icon might become the victim of personal tragedy, becoming a Dark Avenger. Or a Scientist might become an Outcast during a mishap, determined that his projects were a failure. If something like this happens, you may switch your character's Archetype (it's possible to invent a new one at this stage, too) and redefine how your character regains his Ka. However, you don't receive the concept bonus; these are only received at character creation.

## EXAMPLE ARCHETYPES

### The Adventurer

The Adventurer is an everyday kind of guy who happens to have special abilities and the will to use them. An Adventurer's goals are not lofty or dark; if you are an Adventurer, you just know right from wrong and feel a responsibility to use your abilities for the common good. Adventurers are known for flexibility and thoughtfulness. This is one of the most open and heroic of

# ARCHETYPES



the Archetypes, and suitable for a character that's certain he wants to be heroic, but not sure how to be.

**Concept Bonus:** The character receives any 2D to add to ANY skill or 2 ranks of any Advantage of her choice at no extra charge. This bonus may not exceed the starting skill die code limit. Your character regains 2 Ka when she sets an example by doing what's right, especially when others might hesitate.

## The Bravo

The Bravo has not a care in the world, and lives for the moment. She's the life of the party, the Ayatollah of Rock-n-Rolla, constantly joking, and taking everything not with a single grain of salt, but a whole bag of salt. She's a high-octane joy girl (or boy) who always takes the big chances and somehow gains the big rewards, a thrill seeker who lives life to the fullest. But she must also beware the consequences of her actions!

**Concept Bonus:** The character receives either 2 ranks of the Good Looks Advantage or 2D in the charm or dodge skill. The Bravo regains 2 Ka when she overcomes her enemies with reckless abandon!

## Comedian

The comedian is the crime fighter who fights not only with a sharp wit, but also with a contagious mirth. Always joking, he's the bright side of every tragedy. With this Archetype, a character could also be the tragic clown, laughing on the outside but crying on the inside, and possibly very unhappy in their personal life.

**Concept Bonus:** The character receives either the Trademark Specialization (R1)& Skill Bonus (R1) or 2D in any Presence skill. The character regains 2 Ka when he defeats a villain with mirth and wit.

## The Dark Avenger

The Dark Avenger is the character that fights the forces of evil with his rules, driven by some need to see justice being done, possibly on any terms. The character is consumed by the desire to wreak retribution on all villains, generally for some slight or tragedy that was committed against them in their past. To the Dark Avenger's view, the streets are full of crime and the local law enforcement is either on the take or completely ineffectual. In order to take back the streets, the Dark Avenger and every right-thinking citizen should get their hands dirty, making the predators the prey. However, they may destroy a lot in the process of your vengeance, and certainly aren't likely to make more friends – in fact, they may drive some away.

**Concept Bonus:** The character receives either the Hard to Kill Advantage (R2), or 2D in the intimidation or sneak skills. The Dark Avenger regains 2 Ka when she brings the guilty to justice.

## The Icon

The Icon is the essence of the loftier ideals of humanity. People look up to her for what she represents. She's the person who tries to lead by example, putting her best foot

forward in the hopes that it will inspire humanity to do the same. Sometimes the people around her think she's corny and stuffy, but it's a small price to pay to achieve her goals!

**Concept Bonus:** The character receives either 2D in the command skill, or the Fame Advantage. The hero regains 2 Ka when she lives up to her ideals and triumph over the forces of evil.

## The Outsider

The Outsider is different from normal society or people... or so he thinks, anyway. Whether hunted for real, or by some imaginary foes, the world is a much colder place to live than normal society, because The Outsider realizes what's really going on. He's the ultimate survivor, living by his own cunning and sharp wits. His friends probably consider him a pessimist, if they're not like-minded.

**Concept Bonus:** The character receives either 2D in the sneak or hide skill or the Contacts (R2) Advantage. She regains 2 Ka when she thwarts her opponents with her cunning.

## The Protector

The Protector is the champion of an idea or place. She might be the defender of the environment on an island, or a small community anywhere, or might be devoted to ideas like "justice," "purity," etc. She fights with almost a religious fervor when protecting her charges, and takes her duties very seriously. She feels personal pain if by her own inaction, she allows harm to come to that which she protects.

**Concept Bonus:** The character receives either 2D in the stamina skill or the Hard to Kill (R2) Advantage. She regains 2 Ka when she protects her charge(s).

## The Rogue

No one has more secrets than the Rogue does. The Rogue runs the borderline of a criminal, barely heroic character, and may have a shady past that he's trying to run away from or forget. The straight and narrow path is one littered with temptation, and he must stay strong and not falter... because sometimes the unsavory deeds of the past come back to haunt you. More often than not, he'll falter on that path, looking for an angle that leads to personal gain. He's not above using his status as a hero to benefit himself. He has an absolute disdain for authority, and will always want to do things his way. Yet with all these personal drawbacks, he still has a sense of honor, and will stick with a friend to the end.

**Concept Bonus:** The character receives either 2D in the sneak, sleight of hand, security, or hide skills. The character regains 2 Ka when he uses his skills to help atone for past deeds.

## The Scientist

The Scientist seeks knowledge for the sake of knowing. She could be any type of educated figure, from

a mathematician to an exotic sorcerer. She is brilliant, and oft a little quirky, always looking for the cutting edge – and she won't stop looking until she's impaled herself on it, too! This is not to say that every Scientist is a goofy, wild-haired guy in the basement of the science building – she could also be that ultra-sexy astrophysicist rock star who gets all the guys because she has all the brains. However, most Scientists share the common trait that they must know the unknowable – and that can get them into a lot of trouble!

**Concept Bonus:** The character receives 2D in either the scholar, tech or gadgetry skill, or a Laboratory (R2). The character regains 2 Ka whenever she uses science (or knowledge) to solve a problem, or make a great discovery.

## The Warrior

Your character lives for the fight and little else. He lives the Spartan life, always honing his abilities. He may have a social life, but this is probably by pure accident. The Warrior is always completely obsessed with the fight – his goal is to be the best, and the only way to be the best is through battle.

**Concept Bonus:** The character receives 2D in either brawl or melee skills or any Physique skill. He regains 2 Ka when he defeats a worthy and equally matched (or better) opponent in single combat.

## VILLAINOUS ARCHETYPES

When creating villains for your game, some of the above archetypes may not fit your villainous character concept. Some of the established archetypes work just fine, as there are quite a few villainous Bravoes or Icons running around blowing stuff up, but some need a little more room and definition. After all, most villains aren't protectors or comedians – well, some are, but not many. Thus, this section includes a list of Archetypes just for villains.

*Note: Villains gain 4 points of Ka instead of 2 for following their Archetype, reflecting that being a villain is easier, a more seductive path to power. All villains, no matter what their Archetype, should receive this Ka bonus. Villains also get this extra bonus because they are usually played by the Game Master, he needs all the help he can get when faced with two to six players trying their hardest to take him out.*

## Megalomaniac

The Megalomaniac is a mad egotistical psychopath, wanting nothing more than to do things on a large scale – with him at the center. Megalomaniacs may be insane leaders bent on world domination, or just people with delusions of grandeur. Small-time crooks want to rob a bank, but the Megalomaniac want to rob all the banks in the city at the very stroke of noon!!!

**Concept Bonus:** The Megalomaniac receives 2D in the Command skill or Support Staff (R2) Advantage. The Megalomaniac regains 4 points of Ka when she carefully lays out and executes a grandiose plan.

## Nihilist

The Nihilist rejects all moral, ethical, and social principles, living only to hurt, annihilate, and devastate property and people. In most cases the Nihilist cares nothing for his own well-being and sees his eventual demise as a fate he cannot avoid. Nihilists are generally crazed and bloodthirsty monsters, serial killers, and robots programmed only to wipe out the designated enemy. They can be very cold and calculating, however.

**Concept Bonus:** The Nihilist receives 2D in the Brawl skill or the Hard to Kill (R2) Advantage. The Nihilist regains 4 points of Ka when she destroys her designated target with reckless abandon.

## Crony

The Crony is the henchmen, the rent-a-goop, the minion, or thug. The crony's sole purpose is to help facilitate the plans of his employer or master. You usually see lots of cronies with a Megalomaniac. This is a special Archetype reserved for the right-hand man, not the rank-and-file soldiers belonging to the main villain's organization.

**Concept Bonus:** Cronies receives 2D in either Brawl or Melee Combat skills. The Crony regains 4 points of Ka when she carries out her master's wishes.

## Anarchist

This archetype is not necessarily evil in the strictest sense, but many villains use a belief or theory focused around anarchy to explain selfish and miscreant behavior. The Anarchist believes (or at least claims) that all law is bad and individual freedom and needs should be absolute. If an Anarchist wants something, he takes it – and if a law impedes his progress, he breaks it. The Anarchist's code of conduct is dictated by his needs at the moment, and those needs can be very dangerous.

**Concept Bonus:** The Anarchist receives 2D to spend on any Skill or Advantage that she wants. The Anarchist regains 4 points of Ka when she states a need and does not let anyone or anything stand in her way when trying to achieve that goal.

# SKILLS

## SKILLS

As this skill list includes broad definitions not applicable in all eras or worlds for which The Powers book could be used, the game master has the final say on actual skill applications.

## REFLEXES

- acrobatics:** Performing feats of gymnastics, extraordinary balance, and dance (and related performance arts), as well as break falls. Useful for running obstacle courses or doing water ballet.
- brawling:** Competence in unarmed combat.
- climbing:** Scaling various surfaces.
- contortion:** Escaping from otherwise secure physical bonds by twisting, writhing, and contorting the body.
- dodge:** Slipping out of danger's way, whether avoiding an attack or a sprung booby trap.
- flying:** Maneuvering under one's own power (such as with wings) or in null gravity.
- jumping:** Leaping over obstacles.
- melee combat:** Wielding hand-to-hand weapons.
- riding:** Controlling and riding domesticated mounts.
- sneak:** Moving silently and avoiding detection, whether through shadows or crowds.

## COORDINATION

- lockpicking:** Opening a mechanical (not electronic) lock or safe without possessing the key or combination, as well as disarming small mechanical traps.
- marksmanship:** Shooting guns of any type. Covers everything from small slugthrowers to vehicle-mounted rockets.

- missile weapons:** Firing unpowered ranged weapons.
- piloting:** Operating any kind of vehicle or powered armor traveling on or through the ground, a liquid medium, the air, or space.
- sleight of hand:** Nimbleness with the fingers and misdirection, including picking pockets, palming items, and stage magic.
- throwing:** Hitting a target accurately with a thrown item, including grenades, stones, and knives. Also used for catching thrown items. (Using or modifying grenades as explosives for special destructive effects requires the demolitions skill.)

## PHYSIQUE

- lifting:** Moving or lifting heavy objects.
- running:** Moving quickly on the ground while avoiding obstacles and keeping from stumbling.
- stamina:** Physical endurance and resistance to pain, disease, and poison.
- swimming:** Moving and surviving in a liquid medium.

## KNOWLEDGE

- business:** Comprehension of business practices and the monetary value of goods and opportunities, including the ability to determine how to make money with another skill the character has.

Business can complement charm, con, and persuasion when haggling over prices for goods and services being bought or sold.

**demolitions:** Using corrosives and explosives to achieve particular destructive effects.

**forgery:** Creating and noticing false or altered documentation in various media (paper, electronic, plastic card, etc.), including counterfeiting, though tasks may require other skills to help detect or make the forgery.

**gadgetry:** This skill represents the ability to create devices beyond that of normal science. The character has the know-how to design and manufacture high-tech gadgets or magical artifacts, depending on her point of view. She can formulate ideas and construct items thought of as super-science or eldritch lore. When encountering devices of mystical or high-tech nature, the character can use this Skill to discern what it is and how to use it.

**languages:** Familiarity with and ability to use various forms of communication, including written, spoken, and nonverbal. Characters may choose one "native" language in which they have written and spoken fluency. Additional languages in which a character has proficiency can be represented by specializations of this skill.

**medicine:** Using first aid techniques to treat injuries, as well as an understanding and application of medical procedures, including diagnosing illnesses and performing surgery.

**navigation:** Determining the correct course using external reference points, such as stars, maps, or landmarks, as well as creating maps.

**scholar:** This skill represents knowledge and/or education in areas not covered under any other skill (such as chemistry, mathematics, archeology, interior design, etc.). This may be restricted to a specific field (represented by specializations) or a general knowledge of a wide range of subjects. It is used to remember details, rumors, tales, legends, theories, important people, and the like, as appropriate for the subject in question. However, the broader the category, the fewer the details that can be recalled. It covers what the character himself can recall. Having another skill as a specialization of the scholar skill means that the character knows the theories and history behind the skill but can't actually use it. It can be useful with investigation to narrow a search for information.

**security:** Installing, altering, and bypassing electronic security and surveillance systems.

**tech:** Using and designing (not making) complex mechanical or electronic equipment, such as programming and operating computers and manipulating communication devices.

## PERCEPTION

**artist:** Making works of art, like paintings, photographs, and music or literary compositions.

**gambling:** Playing and cheating at games of strategy and luck.

**hide:** Concealing objects, both on oneself and using camouflage.

**investigation:** Gathering information, researching topics, analyzing data, and piecing together clues.

**know-how:** Ability to figure out how to perform an action in which the character does not have experience, as well as a catch-all skill encompassing areas not covered by other skills (such as basic, not fancy, sewing or cooking).

**repair:** Creating, fixing, or modifying gadgets, weapons, armor, and vehicles.

**search:** Spotting hidden objects or people, reconnoitering, lip-reading, or eavesdropping on or watching another person.

**streetwise:** Finding information, goods, and contacts in an urban

environment, particularly through criminal organizations, black markets, and other illicit operations. Also useful for determining possible motives and methods of criminals.

**survival:** Surviving in wilderness environments.

**tracking:** Following the trail of another person, animal, or creature, or keeping after a moving target without being noticed.

## PRESENCE

**animal handling:** Controlling animals and making them perform tricks and follow commands.

**charm:** Using friendliness, flattery, or seduction to influence someone else. Also useful in business transactions, putting on performances (such as singing, acting, or storytelling), and situations involving etiquette.

**command:** Effectively ordering and coordinating others in team situations.

**con:** Bluffing, lying, tricking, or deceiving others, as well as verbal evasiveness, misdirection, and blustering. Also useful in putting on acting performances.

**disguise:** Altering features or clothing to be unrecognizable or to look like someone else. Also useful in acting performances.

**intimidation:** Using physical presence, verbal threats, taunts, torture, or fear to influence others or get information out of them.

**persuasion:** Influencing others or getting information out of them through bribery, honest discussion, debate, diplomacy, or speeches. Also useful in negotiations, business transactions, and putting on performances (such as singing, acting, or storytelling).

**willpower:** Ability to withstand stress, temptation, other people's interaction attempts, mental attacks, and pain. The Game master may allow a specialization in a specific faith tradition or belief system to enhance many, though not all, applications of willpower.

# CHARACTER CREATION EXAMPLE PART ONE:

## BUILDING THE SUPER HERO JOLE

### Step 1: Concept

#### Meet Jewel Stone!

Renee, armed with 120 creation points to create a starting Power Level 3 character, decides on a concept. Jewel is the daughter of two retired super humans from the 80's. The young girl inherited her powers from both of her parents, and being rich and idle, she wanted to set out and make a name for herself. Her parents wanted her to have a nice normal life away at college... but this wasn't part of the strong-minded Jewel's plans. With the help of the family butler, Jewel set out to become a costumed crime fighter.

### Step 2: Attributes

Renee figures that Jewel is in the best shape humanly possible, but not beyond that. So she spends her character creation points and allocates and distributes them thusly:

**Reflexes** 3D (12 points)

**Coordination** 3D (12 points)

**Physique** 2D (8 points)

**Knowledge** 2D (8 points)

**Perception** 3D (12 points)

**Presence** 3D (12 points)

**Total points spent on Attributes:** 64pts

### Step 3: Skills

*(Skills cost one creation point per 1D. Specializations cost 1 creation point for 3 specialization dice)*

Jewel is a well-rounded teenage girl just starting college. Renee gives her a few Skills to define who Jewel is:

**Brawling** 1D (fighting her older brother for the remote)

**Dodge** 1D (she played plenty of dodge ball)

**Sneak** 1D (she picked this skill up sneaking out of the house when she was grounded)

**Languages** 1D (French class for 2 years)

**Scholar** 1D (avid Jeopardy watcher and she stayed at a Holiday Inn Express once)

**Artist** 1D (she liked the humanities)

**Investigation** 1D (she studies a lot)

**Know-how** 1D (as a kid she loved to watch Beekman's World and Bill Nye the Science guy)

**Charm** 1D (a cute girl with a lot going on)

**Persuasion** 2D (can anyone say no to those pretty brown eyes?)

Jewel receives two bonus points from her archetype (adventurer) to pick any two skills or advantages. Renee decides to give her **marksmanship** and **flying**, both at 1D.

**Total points spent on**

**Skills:** 11pts

So far, so good  
– Renee has spent a total of 75 points on her character. Next up is Advantages and Disadvantages...



# CHAPTER

# TWO

ADVANTAGES

DISADVANTAGES





# DISADVANTAGES AND ADVANTAGES

## Disadvantages

Achilles' Heel (R3)  
Advantage Flaw (R1)  
Age (R1)  
Bad Luck (R2)  
Ball and Chain (R1)\*  
Burn-out (R1 or more)  
Cultural Unfamiliarity (R1)  
Debt (R1)  
Devotion (R1)  
Employed (R1)  
Enemy (Variable)\*  
Hindrance (R1 or more)  
Illiterate (R1)  
Infamy (R1)  
Known Publicly (R1)  
Language Problems (R2)  
Learning Problems (R1)  
Overconfident (R1)\*  
Poverty (R1)  
Price (R1)  
Quirk (R1)  
Reduced Attribute (R2)  
Secret ID (R2)\*  
Short Life Span (R1)\*  
Strange Appearance (R1)\*  
Terrible Secret (R1)\*

## Advantages

Allies (R1)\*  
Authority (R1)  
Contacts (R1)  
Cultures (R1)  
Efficient Ka (R3)\*  
Extra Body Points (R3)\*  
Fame (R1)  
Good Looks (R1)\*  
Hard to Kill (R1)\*  
Laboratory (1)\*  
Ominous Demeanor (R1)\*  
Patron (R1)  
Quick Study (R3)  
Secret Hideout\*  
Support Staff\*  
Size (R1 or more)  
Skill Bonus (R1)  
Skill Minimum (R4)  
Trademark Specialization (R1)  
Uncanny Aptitude (R3)  
Wealth (R1 or more)  
Youthful Appearance (R1)

# WHAT'S IN THIS CHAPTER

This chapter is for players who want to explore more of their characters' possible backgrounds and abilities. After completing basic character generation in Chapter 1, look through this chapter to "flesh out" your character's history and abilities. You'll find interesting game- and story-related options called Advantages and Disadvantages. These suggest the fact that your character might know things, people, or whatever that aren't reflected by the character's attributes and skills. If something inspires you to change your character's basic characteristics, feel free to go back and make adjustments.

## EXPANDING THE CHARACTER CONCEPT

When you first created your character, you probably had a character concept in mind or one was suggested by the template that you used. Now's the time to expand the character's history.

There are several ways you can do this. The easiest is to answer questions like:

- Where and when was my character born?
- What did my character do as a child?
- What unusual experiences did my character have?
- How did my character become the character he is now?

• What is one of my character's major goals?  
• What was my character doing right before the game begins?

- Why does your character have the skills that he has?

Say your character knows marksmanship and several specializations. Why? Was the character in the army? A gangster? A member of a secret paramilitary organization? How were these skills learned? You don't have to explain every skill, but try to rationalize any unusual skills, as well as skills the character has two dice or more in (he is really good at those).

There are, of course, other questions you can come up with, though these are among the most common.

You can jot down notes and you can go back and fill in the gaps as you go. You can make up the name of the character's school, the exact date of birth, and other things as you go along. If you're stuck for ideas, read the basic description of the game setting or remember pertinent books, television shows, and movies — you can develop ideas based on them.

*Advantages and Disadvantages marked with a "\*" and new or modified found only in this book. Some are changed from Special Abilities to better conform to the advantage/disadvantage system.*

## PERUSE THE CHARACTER OPTIONS

You might not want to write a background for your character until you look at some of the options available to you. Take a look at the Advantages and Disadvantages, and see some of the benefits and drawbacks you can choose for your character. You might see something you want to work in, and that will help give you ideas for a background story.

## ALIENS, MUTANTS, FANTASTIC SPECIES

Non-Human characters and monsters have been a staple of role-playing games since their inception. Zombies, ghosts, space aliens, and nuclear mutations are all possibilities in a role-playing game, depending upon the game setting, as are any other combinations you can devise.

## SELECTING CHARACTER OPTIONS

Advantages and Disadvantages make the character more interesting, more (and less) effective, and more fun to role-play (if you do it right). You know the story of your character — here's what that story means.

**Advantages** are perks that the character has because of her status in society, the people she knows, or something in her background. They generally do not directly affect attributes or skills.

**Disadvantages** hamper the character in some way. They might affect her attributes or skills or they might mean trouble for her in certain situations. Both Advantages and Disadvantages make the character more rounded and more believable.

## PLAYING CHARACTER OPTIONS

Every character option in this chapter has its own rules for implementation. There are, if you look hard enough, some nightmarish combinations. If something seems like it could cause trouble in the game later on, check with your Game master before choosing it. Ultimately, the game master has final say on the choice of all Advantages, Powers, and Disadvantages, as well as final say on the interpretation of those choices. Players who misuse their character options, particularly their Disadvantages, may find their Advantages or Powers meeting with some unfortunate accident.

## ORGANIZATION

Advantages, Disadvantages, and Powers are listed alphabetically in their respective sections. Advantages and Disadvantages are further organized into ranks. These ranks are numbered; higher-numbered ranks have a more powerful effect on the character. They are abbreviated R1, R2, R3, R4, and so on.

*Note: Game masters may allow higher ranks of character options than the examples given here. Players and game masters should discuss the best way to represent their characters' unique set of traits.*

## COSTS AT CHARACTER CREATION

Each rank in an Advantage or Disadvantage is worth one creation point per number. Advantages cost creation points, while Disadvantages give you creation points. Thus, a Rank 1 Advantage costs one point or die, while a Rank 4 Disadvantages gives you four points or dice.

## USING THE ADDITIONAL CREATION POINTS

You may use creation points that you earn from giving your character Disadvantages to buy Advantages (at their rank cost), more skill dice (at a rate of one creation point for each skill die), or more attribute dice (at a rate of four creation points for each attribute die).

## DISADVANTAGES

Many Disadvantages exist as counterparts to the Advantages listed herein. Some have role-playing effects, while others alter attributes and skills.

When choosing Disadvantages, keep a few things in mind:

- 1. You're going to have to live with the Disadvantage.** Take only Disadvantages that you don't expect to ever get rid of — there are rules for eliminating Disadvantages, but game master may allow their use only after lots of adventuring.
- 2. Choose more role-playing Disadvantages than game mechanic ones.** Instead of taking easy-to-use modifiers to skill attempts or abilities, select Disadvantages that you can role-play. Granted, you won't want to have an overwhelming number of either type of Disadvantage, but Disadvantages that can be role-played and can work themselves into an adventure story are much more interesting than simple modifiers to difficulty numbers.
- 3. The Disadvantage has to be a disadvantage.** Any Disadvantage that can be easily worked around, no matter how potent, or that actually helps the character on a regular basis is not a Disadvantage. For example, if a character has an Advantage Flaw where he can't use his Advantage when the temperature is below 60, and the character is always adventuring in places where the temperature is at least that high, then it is not a Disadvantage. Check all Disadvantages (and other character options, for that matter) with your game master and explain to him what you think they mean before you start playing the game. That way, you can avoid this problem before it crops up. Game masters who figure out the player was purposely trying to break the system may take away the Disadvantage and an equal amount of Advantages, Powers — maybe even Character and Fate Points.

## Achilles' Heel (R3)

The character has a particular serious weakness. It is not something that most other characters find especially dangerous or inconvenient, but the character suffers severe modifiers to difficulties or even damage when exposed to it. Some examples include:

**Allergy:** The character is strongly affected by reasonably common things that she cannot always avoid. When exposed to the allergen, the character must generate a Moderate Physique or stamina total (as an action) or she takes 3D in damage. The character can resist the damage through applicable defenses, but she has to generate the stamina total as an action every round she is exposed to the allergen.

**Atmospheric Incompatibility:** The character is sensitive to something in the normal atmosphere and must shield himself from it. Failure to do so causes him to take a -4 modifier to his damage resistance total or the character takes a +1 modifier to all difficulties (which increases by +1 per minute exposed) until the character is out of the harmful situation.

*Example: The high quantity of carbon monoxide produced by some combustion engines may poison a plant creature. When in the presence of these engines (such as when in a big city where these sorts of engines are used), the character must have an "air filter" on at all times.*

**Cultural Allergy:** The same as above, but there is some social situation that causes the character to freeze (exposure to nudity, the sight of police, etc.) and lose all Critical Success rerolls until the condition is gone.

**Environmental Incompatibility:** The character is sensitive to something in the environment: an extreme of temperature, the chemical content of rain water, etc. Exposure to this without the proper protection causes the character to take -4 modifier to his damage resistance total or the character takes a +1 modifier to all difficulties (which increases by +1 per minute exposed) until the character is out of the harmful situation.

**Metabolic Difference:** The character needs more life support (typically food) than "normal" and begins to take damage after hours of malnutrition. For every hour after the specified time frame, the character's damage resistance total is modified by -1, which cannot be recovered except by obtaining the additional life support — and making up for the skipped amounts. For food, the character eats the equivalent of twice as many meals per day as the average Human. For instance, the character must eat a meal every four hours or, every hour after the four are up, the character's damage resistance total goes down. As another example, three times per day, a different character may need to eat twice as much as a normal Human.

**Nutritional Requirements:** The character must ingest an element not commonly consumed by Humans (blood, dead Human flesh, etc.) to survive. Often, the character encounters prejudice because of this, and she certainly develops physical problems if she fails to consume this substance in a reasonable amount of time.

**Rot:** The character's body is rotting. She periodically loses pieces of herself (such as fingers and toes) and

must pause to fuse them back on (this is a simple action but takes a round to perform). The character suffers no damage from this, but it should inconvenience her. For instance, in combat, the character's fingers might fall off, causing her to drop her weapon — this makes an excellent Critical Failure complication.

**Vulnerability:** A particular form of attack or interaction affects the character much more severely than other characters. For example, a character with a vulnerability to firearms might "freeze up" when he sees another character point a gun at him — making the other character +5 to hit him (most likely during the first round of combat only). Another character might automatically apply +10 to the difficulty of any attempts to resist another character's on attempts. (The less likely the situation is to occur, the greater the difficulty modifier.)

Restrictions/Notes: The Achilles' Heel (R3) should be very serious, but not "instant death" for the character. There should always exist some way to avoid it (not easily), or some chance that the character can counter it. The more creative the Achilles' Heel (R3), and the more likely it affects the character, the less it actually should do. A character who is vulnerable to water (he probably has a phobia), for example, might "panic" and suffer +3 to the difficulty of all actions when exposed to a large body of water, +5 when in it, and +3 when wet. Or, the character might just take 3D in damage every time he gets a significant portion of his body wet.

## Achilles' Heel (R4)

The character's weakness is even more severe than the Rank 3 version of this Disadvantage. Some examples include:

**Allergy:** The same rules apply as for Allergy, save that the character cannot perform any actions except running away while exposed to the allergen.

**Cultural Allergy:** The same rules apply as for Cultural Allergy (R3), save that not only does the character lose all Critical Success rerolls if exposed to the specified social situations, she also is at +1 to all difficulties.

**Atmospheric or Environmental Incompatibility:** The modifier to the damage resistance total goes up, or the condition is more likely to occur, or the modifier increases each round.

**Rot:** The character loses major parts of his body periodically due to rotting (such as limbs) and must pause to replace them. Doing so requires no skill total but does take three rounds to perform. The trigger that causes this to take effect should occur no less frequently than a Critical Failure during combat and interaction rounds.

**Symbiosis:** The character is bound symbiotically to another, drawing strength or energy from her. Symbiosis can be either physical or mental. For every 100 meters by which one character is separated from the other, the character loses one pip (cumulative) to either their physical attributes or their mental attributes. (Remember: three pips equal one die.) If the character's symbiote is killed, the character loses 1D from the attributes affected until she can convince another character to willingly bond with her (the

bonding process should be simple — like sharing blood — but willing participants must want it to happen). For an extra rank in this Disadvantage, the character is bound both mentally and physically to another, and loses from both sets of attributes if separated. For the separation to equally affect the “host,” he must also have this version of the Achilles’ Heel Disadvantage.

*Restrictions/Notes: Additional ranks of the Achilles’ Heel Disadvantage indicate even more deadly situations. See Achilles’ Heel (R3) for other notes.*

## Advantage Flaw (R1)

This Disadvantage is linked to a particular Advantage or set of skills. Whenever the character uses it, there is some a chance for a negative modifier or role-playing disadvantage. Here are some examples for certain Advantages:

**Contacts:** The Contact helps the character, but he is either “annoying” about it or a “hard bargainer.” Where a normal Contact would assist the character for an almost negligible fee, the Flawed Contact will haggle and nag until “rewarded.” Some reason should exist why the character would want to keep the contact happy.

**Cultures:** When the character gets hints or knowledge about a culture, he knows everything except some sort of critical piece of information. Or, if the character has the “sweeping knowledge” of lots of cultures, his interpretations sometimes are almost totally wrong (game master option). In order to make this Flaw work, the character should not find out about the error until it would be “interesting.”

**Skills:** If the character fails at the skill check with one of a set of three related skills, she can’t reroll Critical Successes either until the end of the scene or until she succeeds at the skill check.

**Wealth or Funds:** The character cannot access his wealth easily. Either it is tied up in red tape most of the time (especially if the character has most of the money invested), or he has to go somewhere to get it (such as having a fortune back East while adventuring in the Wild West), or someone else (reasonably friendly) has control over it and doesn’t always release it easily.

*Restrictions/Notes: In general, at Rank 1, a flaw should not debilitate a character or take away his Advantage on a regular basis — but it should make it a little less of a sure thing.*

## Advantage Flaw (R2)

This Disadvantage works in exactly the same manner as Advantage Flaw (R1), above, but with more serious results. If the Flaw came into play occasionally (like every time the character visited a desert), it now comes into play much more frequently (like when he is in any dry environment). If the Flaw made things a little more difficult, then the Flaw makes things a lot more difficult (the difficulty modifier doubles from the Rank 1 version).

**Restrictions/Notes:** Having circumstances that effectively take away the complete benefit of the Advantage is certainly within the bounds of Advantage Flaw (R2), and those circumstances can occur reasonably often (no more than during one quarter of a normal adventure, however).

They will force the player to roleplay and to think about ways to get around the Flaw or to try other options, rather than just relying on a particular Advantage, Super Power, or skill set.

*Example: If a character has a set of skills with the Flaw that they only work at night — a Rank 2 Flaw if only about a quarter of the character’s normal adventuring occurs during the daytime — that would force the character to rely on other abilities and his wits during the daytime.*

The rules for Advantage Flaw (R2) are otherwise the same as Rank 1.

## Advantage Flaw (R3)

This rank takes on some of the characteristics of an Achilles’ Heel (R3), but more in direct relationship to an Advantage, an attribute, or a large set of skills. The rules for the flaw are the same as for Advantage Flaw (R2), but the effects are even more severe. Not only does the character lose the benefits of the Advantage or attribute (or undergoes a condition that essentially negates it), but he also suffers an additional Disadvantage.

*Example: Your character has this Disadvantage attached to her Mental powers. Every time she uses her Mental abilities, she taps into the general mood of the people around her. If the people near the mentalist are feeling strong or negative emotions, the character gets a nasty headache, causing her to immediately lose the ability to use her mental powers and she can’t reroll any Critical Successes until the end of the scene.*

### Some other examples:

**Infection:** Under certain circumstances, the character passes along select abilities and characteristics to another character. The character has an infection score of Physique +2D. (This is not a skill and players may not raise except by taking additional ranks in this version of the Disadvantage.)

The Game master and the player should determine how the character spreads the infection. It could happen as the side effect of an attack, through physical contact, or through some other means. When the character performs the requisite action, he generates an infection total (which does not count as a separate action). The target generates a Physique or stamina total as well (which does not count as an action). If the character’s infection total exceeds (not equal to) the target’s Physique or stamina total, the target is infected.

An infection passes certain Powers and Disadvantages to the target (specified by the player and the game master when the player gives the character this Disadvantage). It is possible for the infection to pass more ranks in Disadvantages on than Powers, but is not possible for it to pass more ranks in Powers than Disadvantages.

Keep in mind that the infected character may well hate the character responsible for his new state, so the infecting character may have gained an Enemy. In fact, there should exist some overwhelming reasons why this is actually bad for the infecting character — it is a Disadvantage, after all.

Game masters who do not feel that the Enemy Disadvantage is enough of a negative could also work in other sorts of Advantage Flaws as side effects of spreading the infection.

For an extra rank in the Advantage Flaw: Infection Disadvantage, the infection die code increases to Physique+4D. Also, the penalties for infecting another character should be more severe — maybe the character infected then knows things about the infection character that will give him an advantage over his enemy, or perhaps the infecting character temporarily loses abilities or attribute pips.

**Minor Stigma:** There is something that the character cannot do without performing the “proper rituals” before or after (a fighter whose cult must “purify” him after killing someone; a psychic who cannot use Psionics without special equipment).

**Stench:** The character smells terrible due to one of his Advantages or just because he exists. Add 6 to the difficulty of all stealth attempts, as everyone can smell him coming. This also affects interaction attempts, giving them at least a +1 to the difficulty.

**Restrictions/Notes:** Advantage Flaw (R3) takes a powerful Advantage and turns it into a worse-than-useless Disadvantage for a comparatively brief period of time. A single Advantage can have more than one Advantage Flaw, and, if the character wants, several Flaws, of various ranks, can link to one Advantage. See other ranks of Advantage Flaw for more information and examples.

## Age (R1)

The character is a teenager or just past middle age. And, since this is a role-playing game and not real life, he'll stay that way. In general, characters who are “too young” often have to role-play through episodes where they are not taken seriously, where they are ignored, and where they have less rights and control than older characters. Those who are “too old” get treated in much the same way — characters in their prime often defer to the character, but they also treat the character as if he were infirm or possibly senile.

**Restrictions/Notes:** In general, the game master should try to treat the character as if he were “too old” or “too young” and have fun with it. Game mechanics are seldom required, as good role-playing can make things work here, but if they become necessary, add 3 to the difficulty of intimidation and persuasion actions performed by the character that his age would bother (a young character trying to lead a group of experienced characters, or an older character trying to convince younger characters that he is “with it”). A character may only have one version of Age.

## Age (R2)

The Disadvantage is the same, only more so. Instead of being a teenager, the character is a preteen child. Instead of being just past middle age, the character is old. The role-playing situations are basically the same, but the effects are more dramatic.

**Restrictions/Notes:** An old character receives +1 to the difficulty of physical actions (those that rely on Reflexes, Coordination, and Physique) that require unusual exertion (running, jumping, fighting, etc.). A young character adds

1 to the difficulty of all mental actions (those that use Knowledge, Perception, or Presence) when attempting to solve “adult” problems or interact with adults. Players should role-play both versions true to type. Two Disadvantages suitable for association with this one include Reduced Attribute (especially for Age: Old) and Hindrance.

Characters may be “young” or “old” and not take this Disadvantage. Older characters in good shape have no problems jogging, lifting, fighting, or whatever, and young, intelligent people can often interact and think just as well — if not better — than adults. This Disadvantage addresses those characters, young and old, who can't keep up as easily.

## Bad Luck (R2)

The character is exceptionally unlucky. This Disadvantage is under the game master's control most of the time. The easiest way to handle it is, whenever the player rolls the dice and a Critical Failure comes up, not only does it take away the highest die in the roll, but something bad happens. The game master can choose from not allowing the player to reroll Critical Successes until the end of the scene, the character loses an action during the next round, or invoking some sort of strange, but not too terrible, “bad luck effect.”

*Example: A character with Bad Luck is running from a group of terrorists that he's been fighting for some time. He tries to jump across an elevator shaft when the player rolls a Critical Failure on the dice. Well, the character probably failed in the jumping attempt (so he falls), but, instead of being able to grab a cable or a lower ledge, the character's belt gets caught on a hook. Now, the character has to free himself before the terrorists come around the corner and blow him away.*

**Restrictions/Notes:** A character may take Bad Luck (R2) if he already has the Good Luck or Great Luck power. The character might even, on occasion, use the benefits of the Good Luck or Great Luck power to get out of trouble or partially negate the effects of Bad Luck (R2) — that's the way it works. Also, the game master should remember that the character has Bad Luck (R2) — not the player. If the player gets into a consistent “streak” of rolling Critical Failures on the dice, then the game master should start “skipping” the invocation of Bad Luck (R2) occasionally — more than three or four occurrences of Bad Luck (R2) during an adventure is a little much.

## Bad Luck (R3)

The rules for this Disadvantage are the same as for Bad Luck (R2). However, a Critical Failure or a total equal to one more than the die code of the skill or attribute causes Bad Luck (R3) to activate.

*For example, if the character has 5D in a skill and rolls a total of 6 on the dice — which is one more than the die code in the skill — the Disadvantage comes into play.*

The effects are exactly the same, only the game master might make the setbacks more uncomfortable.

**Restrictions/Notes:** See Bad Luck (R2).

## Bad Luck (R4)

The same as Bad Luck (R2) and Bad Luck (R3), but the character suffers the effects on a Critical Failure or a total equal to or less than two more than the die code of the skill or attribute. (So, if the character with a skill of 5D rolls a 6 or 7, then the Disadvantage is activated.) The minimum effect is that the character loses her actions on the round and probably something disastrous happens.

*Restrictions/Notes: See Bad Luck (R2) and Bad Luck (R3). Since Bad Luck (R4) can have such devastating effects, the game master might want to overrule occurrences of it. For example, if, during a standard scene of an adventure, a character is trying to persuade a shopkeeper to sell him an item at a better price, he might roll a low total on the dice. The game master could have something disastrous happen — the shopkeeper keels over with a heart attack just as the chief of police walks in and the character is suddenly suspected of murder — but does it serve any purpose in the adventure? Possibly, but if it doesn't, save it until later. Then, when the character is at the climax of the adventure and he doesn't roll a disastrously low total — but the game master feels a "dose of bad luck" would improve the story — he can use that as an excuse. Players should understand that Bad Luck is arbitrary and will often occur at the worst possible moment.*

## Ball and Chain (R1)

You have some person or animal that is dependent on your character. The character feels some sort of obligation, and will do whatever she can to protect them from harm. She may even be willing to give up her own life to see the person to safety.

A Ball and Chain may not even be a "real" relationship. They might not even know the character exist, but she knows they do. They could be that reporter the character is always helping when she sticks her nose where it doesn't belong, or old James, the lovable bum that the character feels compelled to watch over. If the Ball and Chain is killed because of the character's negligence or apathy, she loses 3 times the points you gained from this Flaw! These lost points may cause your character to gain other Flaws or cause her to lose points from other Attributes (especially Presence) or Powers.

At rank one the character has a small but personal relationship with a friend.

## Ball and Chain (R2)

Same as rank one but the relationship is closer. A life long friend fall into this category. The character would be heart broken and sad if the person were to die but could eventually move on.

## Ball and Chain (R3)

The person is a very close family member such as a parent or brother. The character would leave his teammates in a lurch to rescue this person.

## Ball and Chain (R4)

Someone for whom you would sacrifice everything, possibly the lives of everyone on the planet, to assure that one person's survival. At this rank the character would be emotional crippled if the loved one was killed or injured.

## Burn-out (R1 or more)

Under a certain set of proscribed circumstances, the Advantage goes away — permanently. The player and the game master should work out the circumstances, with the following criteria:

1. The Burn-out should have a chance of occurring about once or twice an adventure.
  2. The Burn-out should be something the character can avoid — but she might not want to avoid it.
  3. A logical reason for the Burn-out to occur should exist.
  4. Both the player and the game master operate under the knowledge that the Burn-out will occur at some point.
- Some examples of when a Burn-out could occur include:

- An opponent soundly defeats the character in an adventure.
- The character completes a particular mission of great importance (this would probably only happen after several adventures — but the character wants to complete for some reason).
- The character suffers a particular effect (she loses most of her Body Points or Wounds, she is the victim of a particular type of uncommon attack, etc.).
- A character's Advantage is somehow negated (a Contact who has a good chance of being killed, a piece of Equipment that someone is trying to steal or destroy, etc.).

This Disadvantage is worth a number of ranks equal to one-half (rounded up) of the Advantage with which it's associated.

*Restrictions/Notes:* Any Advantage could have the possibility of Burn-out. Just think of a logical (or, perhaps, supernatural) reason an Advantage would go away. There should exist a decent chance that it could go away, but the character should have some chance of avoiding that occurrence... for a while.

## Cultural Unfamiliarity (R1)

The character is not from the “mainstream” culture of the society he spends the most time in. The player should decide on the character’s native country, which is somewhere with a different culture than the one he is normally in. For instance, a character in a real world setting might hail from India but operate out of the United Kingdom. While the U.K. does not have any particular dislike of Indians, a few “cultural clashes” might happen occasionally. Bigots might get in the way of the character, and the character might not always “know” things about the setting that natives would automatically understand. The character is an outsider.

*Restrictions/Notes: At the worst, game masters can treat like Prejudice (R1), but, most often, the character is just unfamiliar with aspects of the mainstream. Characters cannot usually take this Disadvantage more than once.*

## Cultural Unfamiliarity (R2)

The character is of a culture almost totally different from the “mainstream” he operates in. The character should constantly make mistakes and social gaffs. All attempts at streetwise or similar “getting around town” skills should have +6 to the difficulty (at least). In addition, the character should probably have trouble with the native language (he could even take the Disadvantage Language Problems).

*Restrictions/Notes: The rules are the same as for Cultural Unfamiliarity (R1).*

## Cultural Unfamiliarity (R3)

The character is, in all respects, an alien. Either he’s from another planet with a completely different culture, or whatever fits the game setting — he just doesn’t fit in (socially, and, most likely, physically). Otherwise, this Disadvantage works exactly the same way as the other rank versions.

*Restrictions/Notes: See Cultural Unfamiliarity (R1).*

## Debt (R1)

The character owes money, or something else valuable, to someone. In most cases, some sort of lending institution or credit house exists, and the payments aren’t too arduous. The character just has a harder time getting credit and has to turn over a substantial amount of any profits he makes on an adventure to the lender.

*Restrictions/Notes: Players should take this Disadvantage if they intend for their characters to live up to it. The character should have a reason he doesn’t want to default on the debt, which the player works out beforehand. Also, Debt (any rank) with Enemy (any rank) can be an interesting combination — maybe the character is in deep to a loan shark or a manipulative and not entirely scrupulous lender.*

A character may have this Disadvantage with the Advantage Wealth (any rank), as long as there is some reason it can’t be just paid off. A character with Wealth (R3) (phenomenal resources) might be stuck in a contract where he has to turn over the profits of any adventure to someone, for example — he still has his wealth, but he has

to cough up all the little neat things and rewards he gets at the end of the adventure (or the character has to persuade the lender/contract holder to let him keep them).

## Debt (R2)

The character owes a lot of money (or something else valuable) to someone dangerous, or the results of owing this debt are dangerous. For example, the character could owe his life to a really strange old scientist, and, every time that person needs a favor (usually going off somewhere dangerous and doing something suicidal), the character has to drop everything and go.

*Restrictions/Notes: The rules are the same as for Debt (R1).*

## Debt (R3)

The character owes almost everything to someone or something. In the case of worldly goods, the character must turn over nearly everything to the “lender” at the end of an adventure — the character must “borrow” these things back at the beginning of the next adventure. And it is up to the game master what the “lender” gives back.

In most cases, this means the character is either Employed or under some similar sort of restriction.

*Example: Your character might belong to a particularly strict cult or religion. She has to tithe all worldly goods (or, at least, a large portion of worldly goods) to the cult after every adventure. If she does not, she would be cast out — a fate she would not enjoy — or even hunted and killed. At the beginning of each adventure, the character must beg and persuade whoever is in charge to let her have any goods she needs.*

*Restrictions/Notes: Debt (R3) is so wide-sweeping that players may not usually combine in it with the lower versions or link to individual Advantages unless the player and the game master are particularly inventive. A character with Debt (R3) might “owe” the possession of a Rank 3 or Rank 4 Advantage to a particular source (a character might have received Equipment from a supernatural source) and have to pay some sort of tithe (a sacrifice, all the money the character obtains, etc.) to get the use of the Advantage.*

## Devotion (R1)

The character feels compelled to take certain actions out of a love of code or perceived duty to something else. The character may, at times, do things he finds morally questionable in order to achieve a greater good. With Devotion (R1), the character's beliefs do not come into play very often.

## Devotion (R2)

The character with the Devotion (R2) Disadvantage believes very strongly in something and will attempt to persuade others of the rightness of his beliefs. His patriotism or loyalty to an ideal plays a role in his day-to-day life.

## Devotion (R3)

At this rank, the character's belief in the cause motivates almost all his actions. The character would willingly die for his belief.

## Employed (R1)

The character has a job. Maybe the job relates to what the character wants to do during adventures, or maybe not. Regardless, the character wants to keep her job (or has to, for some reason), and she must take responsibility for missing work and fulfilling her obligations.

*Restrictions/Notes: The player and the game master might have to work to role-play this, but an occasional conflict should arise between what the character wants to do and what she has to do. The character might even have to keep some activities secret or lose her job.*

Some examples include special ops for a government or private organization, bodyguard, mercenary, reporter, writer, film maker, private investigator, bounty hunter, and police officer. The less freedom the character has in making decisions during the adventure and what she wants to do during her working hours (and perhaps even her spare time), the greater the rank in Employed.

## Employed (R2)

The character works for someone, or something, that pretty much runs his life. When he goes on adventures, he either has to go through lots of red tape to get permission, or it's because he was assigned the mission. As a result, the character has little free will regarding what he does or how he does it, and he should come into conflict with his employer on occasion. Also, since the character is an employee, if he is on a mission, he usually has to turn over his share of the loot for corporate disposal — he'll get something out of it, certainly, but not a full share.

*Restrictions/Notes: The rules are the same as for Employed (R1). Just make sure that "the job" is fairly inconvenient for the character, but there are reasons he doesn't quit. Maybe he has the Wealth Advantage only so long as he has the Employed (R2) Disadvantage — that would be a good way of tying in the Disadvantage.*

## Employed (R3)

The character is, for all intents and purposes, a slave. This does not mean the character is poor or without means — just without free choice. The character does virtually everything because he must. For example, a character might be the head of a large corporation. But the only way things get done is for the character to do them or be there to oversee their getting done. Adventures only occur when they are in direct concordance with the interests of the "employer." In all other ways, this Disadvantage is like its lower rank versions.

*Restrictions/Notes: See Employed under the other ranks.*

## Enemy (Variable)

An individual or group has it in for the character. This disadvantage gives the character an enemy or enemies that are looking to harm, kill her or generally wants to make the character's life uncomfortable. The point cost varies depending on the group size and power of the enemy.

Note: An enemy doesn't necessarily have to be a super villain -- it could be a very powerful scientist or businessman, or a large, powerful, and fanatical church. Never underestimate the power of a group of people, regardless of Powers!

*Restrictions/Notes: There is no reason a player can't use this Disadvantage similarly to an Advantage Flaw or as a complement to other Disadvantages or even Advantages. Maybe a character's Contact is sweet and helpful (a secretary in the Pentagon who tells the character a little more about the mission he's been assigned), but someone who influences the Contact is an Enemy (the secretary's boss who has been trying to seduce the secretary and resents the fact that the secretary likes the character better) and sometimes makes it hard for the contact to help*

The point received from having the enemy disadvantage depends on the power level of the enemy and the frequency of his or her appearance in the game. A character can never have more than double her own power level in points of an enemy, therefore a character who is power level 3 can never have an enemy worth more than 6 points.



## Power level

Power level 1-2:	2 Point
Power level 3:	3 points
Power Level 4:	4 points
Power level 5:	5 points
Power level 6:	6 points

## Type:

**One person:** (a particular enemy or arch villain) 1 Points

**A small group or team:** ( a group of individuals who have banded together against you or a super team) 2 Points

**A large organization or group of people:** 3 Points  
(the United States government, or all people of a certain belief or characteristic)

**A world or Species of people:** The planet earth, The Saurian race. 5 Points

## Frequency:

**Uncommon:** the foe shows up maybe once every few months of game time 1 Points

**Common:** the enemy appears once a month to engage the character 2 Point

**Constantly:** This level can only be taken with the Gm's approval. An enemy that emerges this often could disrupt game play unless all other players involved had the same enemy. 3 Points

*Restrictions/Notes: It should be mentioned that killing the Enemy or running away should not get rid of the Disadvantage — at least not easily. At the very least, the character should have to go through a few adventures to “remove” the Enemy from his life. Usually, the character has to deal with the Enemy for quite a long time. Multiple Enemies can, of course, be selected.*

## Hindrance (R1 or more)

The character has a minor physical or mental handicap that makes certain actions more difficult. The hindrance could be a permanent physical injury, a particular mental block regarding certain types of activities, a limitation innate to the character's species, or the result of age.

The player and the game master should work out some sort of affliction and then choose a group of related skills that get difficulty modifiers totaling +3. Some examples of sets of three skills getting a +1 modifier to the difficulty of each include:

- Bad Knee: acrobatics, jumping, running
- Rude: charm, con, persuasion
- Trick Shoulder: climbing, melee combat, throwing
- Uncoordinated: acrobatics, melee combat, sleight of hand
- Unobservant: investigation, languages, search

The players may use this Disadvantage to restrict one form of their characters' movement. A two-meter reduction in one form of movement (running, swimming, jumping, or climbing) is equivalent to a +1 difficulty modifier, so a player could take a small movement restriction along with difficulty modifiers to skills. The minimum movement rate for a character is one meter.

Characters with a native environment requiring an alternative means of movement other than walking (such as swimming or burrowing) may take one rank of Hindrance: Atypical Move to represent the inability to walk or jump. Instead, the character uses his base Move to represent his base swimming or burrowing Move. Thus, a water-dwelling character without legs and with this type of Hindrance would have a swimming Move of 10 (instead of 5), could not walk, and would be limited in the kind of jumping he could perform.

Players who wish to reduce their character's damage resistance total (to represent a delicate physical nature) may take a -1 modifier to that total for each rank in this Disadvantage.

*Restrictions/Notes: Players may restrict specializations — with game master approval. Three specializations that the game master thinks the player might have to use reasonably often (like investigation: find clues or marksmanship: pistols) could substitute for one general skill. Hindrance (R1) can be selected several times, as long as the game master thinks it appropriate. Since it is very much the counterpart to the Skill Bonus power, additional restrictions and notes can be related to the ones found there.*

Each additional rank in Hindrance increases the total difficulty modifier by +3, which may affect the few skills in a Rank 1 group, or they can increase the number of skills covered by the Hindrance.

## Illiterate (R1)

A character can be considered Illiterate for one of two reasons. The first is simply due to her inability to read. The other reason is if she did not speak the local language (an immigrant arriving in a new country or an explorer among natives, etc.). She may be an extremely intelligent and well-read person, but she has difficulty exhibiting that in her new country. She receives a +6 difficulty modifier in addition to any other modifiers when attempting to read or write anything.

## Infamy (R1)

The character is about as well known as a character with Fame (R1), but for different reasons. The odds of being recognized are the same as for Fame (R1), but the reaction is quite different. The character experiences hostility, prejudice, and intentional slights — in game mechanic terms, the character should have the difficulty of all interactions increased by at least +3.

*Restrictions/Notes: There is a reason for this negative attention. Either the character did something, is accused of having done something, or is suspected of having done something not particularly pleasant, or the character has, through other strange circumstances, earned a "bad rep." Sometimes, this Infamy will help the character — but it shouldn't help too much. If the character had a combination of Fame and Infamy (by selecting both options), then maybe he'd earn a reputation like Wyatt Earp or Jesse James in the American Old West — certain people would look up to him or respect him, and there would be definite fear there most of the time, but there would also be a lot of people who would enjoy seeing the person leave or die. Of course, Infamy (R1) should be something minor — maybe the character is a former criminal, or he did something questionable in the past and was cleared. People are not overtly hostile, but they are unfriendly when they recognize him. Several ranks of Infamy can only be selected if the character is infamous for multiple reasons — but the effects should be cumulative, and this can only be done if the Game master thinks it is appropriate (a character with Infamy (R3) would hardly have to worry about Infamy (R1) in most cases, so it would not be a proper combination).*

## Infamy (R2)

The character is, most likely, wanted for a crime of a fairly serious nature, or he did something (or is thought to have done something) in the past that makes him hated and reviled by most people. The rules are essentially the same as for Infamy (R1) and the recognition chances are similar to Fame (R2), but the modifier to interactions should be, usually, at least +6.

*Restrictions/Notes: As stated under Infamy (R1), unless combined with Fame, this Disadvantage only allows for the negative aspects of notoriety. A character who has Infamy (R2) would be considered by nearly everyone (but not everyone) to be "scum" and someone who "deserves no better than he gets." When combined with an equal or higher rank of Fame, there is often that "fear and respect" option — many characters will still try to betray or hurt the character in some way, but most won't be that open about it.*

## Infamy (R3)

The character has trouble going out in public because a lot of people hate her to the point of violence. Chances are good that, if she fails an interaction (with a +9 to the difficulty), the other person will drive her away. The player could select Enemy (R1) in addition to this Disadvantage to reflect those hunting her. However, the character could use disguises and avoid populated areas. Most likely, the character has to move around until she can "live down" her infamy (if ever) or until she dies.

*Restrictions/Notes: See Infamy (R1) and Infamy (R2).*

## Known Publicly (R1)

Your hero has no secret identity, and is known publicly as a superhero. Sometimes people will come to her door and ask for help, and she is regularly bombarded by public requests for assistance. Super villains can show up at her day job, looking to pick fights, and young punks call her a narc. If she screws up and let something slide, she'll probably hear about it at the next PTA meeting.

This is a dangerous Flaw to combine with Flaws like Infamous and Enemy! Your character's life could be daily misery!

## Language Problems (R2)

The character does not understand the language of the area she spends most of her time in. She must learn skill pips in the specialization languages: (local language). She also receives a +6 difficulty modifier in addition to any other modifiers for what she's attempting to convey or understand.

*Restrictions/Notes: The character cannot begin the game with more than one pip in languages: (local language), but she may improve the skill at the cost at +2 to the cost. However, the character should speak another language in the game setting fluently.*

## Learning Problems (R1)

When the character attempts to learn a new skill, or improve an old one, he does so at +2 per rank to the Character Point cost. Alternatively, the character can only learn or improve a skill if she attempts it and fails. A character should have to fail with a single skill at least three times per adventure before being allowed to learn or improve the skill.

This Disadvantage is associated with a single attribute, and it applies to specializations. There should be some sort of reason for this in the character's background, such as a lack of education or difficulty reading.

*Restrictions/Notes: This is the counterpart to the Quick Study power, and it should be treated in much the same way. This Disadvantage can be taken multiple times and for a different attribute.*

## Overconfident (R1)

You're hero is full of herself – SHE can take on the world, SHE can handle any situation! Well, you think you can, anyway. Your character will be the first into any fight, thinking that no one can handle the present danger better than she can! Others will initially think of her in a good light, but be quickly soured by her overbearing personality.

The character gains a bonus of +1 to all rolls whenever she is winning or in a favorable position, but when the tables turn, she will be scrambling, her confidence broken. She then suffers a –1Dper penalty to all rolls.

## Overconfident (R2)

Same as above but the penalty increases.

The hero gains a bonus of +2 to all rolls whenever she is winning or in a favorable position, but when the tables turn, she will be scrambling, her confidence broken. she then suffers a –2Dper penalty to all rolls.

## Overconfident (R3)

Same as above but the penalty increases.

The character gains a bonus of +3 to all rolls whenever she is winning or in a favorable position, but when the tables turn, she will be scrambling, her confidence broken. She then suffers a –3Dper penalty to all rolls.

## Poverty (R1)

Since characters who adventure tend to accumulate wealth, this Disadvantage is only available at Rank 1. The character begins the game with the shirt on his back and, maybe, a few pieces of cheap and substandard equipment. The character should also have the attitude of someone who is “poor,” whatever that might be in the game setting.

If using Funds as an attribute, this Disadvantage subtracts 10 from relevant totals.

*Restrictions/Notes: As an excellent combination, this Disadvantage could be selected with Debt or Price to make the situation more realistic. Poverty can only be selected once.*

## Prejudice (R1)

The character is of a minority group — or maybe it is just the character himself — that is subject to prejudice and discrimination. The character receives modifiers to the difficulties (from +2 to +4) during normal interaction with characters not of the minority group, and is generally treated unfairly by society. The group the character belongs to, or the reason he is discriminated against, should be identified immediately, and the player should know how he can expect to be treated in most cases.

*Restrictions/Notes: The game master has to be careful with this one. Role-playing prejudice is not often something players want to get into, and it can be especially uncomfortable in a real world or similar setting. When used in a setting where there are many different sapient species, however, it can be quite interesting — especially if there are several characters in the group who are prejudiced against.*

## Prejudice (R2)

The minority group the character belongs to is oppressed. The character experiences disparity virtually every day. While other characters of the same minority group may not actually experience this prejudice (that is, they didn't select this option), it is probably because they aren't in positions where this discrimination can be easily practiced.

*Restrictions/Notes: The character often experiences discrimination and most interactions are performed at a +3 to +6 to the difficulty. This prejudice should be role-played at every opportunity. However, game masters and players should only use this Disadvantage when both sides are comfortable with using it in a pretend situation (see Bigotry and Prejudice for more information).*

## Price (R1)

This is a Disadvantage similar to Advantage Flaw. But, instead of there being something wrong with the character's Advantage or a set of three related skills, there is a “price tag” attached. Every time the character wants to use the ability, he has to pay a Price at least a few times during the adventure to continue using the ability.

The Price might be an actual fee — and a significant one at that. If the fee isn't paid, the Advantage goes away until the price can be paid. But this won't work for many Advantages (at least not in an interesting manner), so there are other ways to do it.

Most likely, the Price will be a role-playing effect. Maybe every time a Contact does a favor for a character, he not only demands the normal, negotiated recompense (if any), but the character must do a favor of equal importance for the character. Or, whenever a piece of Equipment is used, parts of it need replacing or servicing by a specialist (who may charge a high fee or ask a favor), most likely after the adventure.

One more suggestion for Price (R1) would be that the character has to pay one Fate Point or three Character Points at the end of an adventure to “pay for” the use of the Advantage or skills. This reflects the fact that the use of the Advantage takes something out of the character when it is used.

*Restrictions/Notes: The Price should be fairly easy to meet, but it should take some work. At this rank, it should be something that the character can role-play along with an adventure or resolve between short adventures or parts of longer adventures (like paying off the recipient of the Price). However, if the character does not pay the Price, the Advantage does go away — and, if in the game master's opinion the character does this too often, both the Advantage and the Price should go away permanently. Price can be taken often at various ranks, and the same Price can be linked to more than one Advantage — though, unless the Price is actually double (the character has to pay the same price twice as often), it only counts as one Disadvantage.*

## Price (R2)

The Price for using a particular Advantage, or group of Advantages or set of three related skills, is much higher than mentioned in Rank 1, but the rules are the same. Contacts will be extremely hard to pay off or do favors for — maybe an entire short adventure has to be devoted to paying back a contact who helped out.

Optionally, paying two Fate Points or six Character Points at the end of an adventure where the Advantage was used is a quick way of paying the price.

*Restrictions/Notes: See Price (R1).*

## Quirk (R1)

The character suffers from a personality quirk that makes certain types of role-playing and interaction more difficult. This quirk could simply be a habit or an affectation that has gone too far, or it could be a minor psychological problem. Some examples include:

**Angry:** The character has a short fuss and is easily angered. In stressful circumstances or situations that aren't going the characters way she becomes angry and in extreme cases violent.

**Dependency:** The character has a slight dependency on a substance or even a role-playing event. The character might be a pack-a-day smoker who, if she doesn't get a cigarette at least once every few hours of game time, she gets irritable and loses Critical Success rerolls during interactions. Or maybe the character always has to have the last word in any situation and will often beat an argument into the ground rather than "lose."

**Kleptomania:** When in a store or surrounded by small, portable items, the character will occasionally try to "lift" something. When possessed by his Quirk (see rules below), the character suffers +3 to the difficulty of sleight of hand, lock picking, or related attempts at theft because he really doesn't know he's doing it.

**Indecision:** The character does not like making decisions and will delay making them. When role-playing, the player should actively participate in group discussions, but he should be wishy-washy and indecisive at critical moments.

**Stutter:** When under pressure, relaxed, nervous (such as failing a skill roll), or some other fairly common "mood" hits the character, he stutters. The upshot is the character suffers +3 to the difficulty of any interaction at this time and player should role-play having a hard time getting his ideas across to the other players. This lasts until the player rolls a Critical Success.

*Restrictions/Notes: Good role-players will have fun with these, and other, Quirks that they come up with. Indeed, this Disadvantage is often more fun to play than many Advantages — but the game master should make certain it is being role-played. Whenever the game master thinks it appropriate, he should make the player generate a willpower or Presence total against a base Moderate difficulty to "indulge" in his Quirk automatically (that is, "suffer" for it). The negative effects of the Quirk immediately come into play. Also, if the character repeatedly makes this roll, resisting the impulses of the Quirk, the game master should start modifying the difficulty upwards*

*until the character fails. Multiple Quirks can be selected.*

The game master may allow multiple inclusions of the same version of this Disadvantage, with all modifiers cumulative and an increase by +5 per inclusion to the willpower difficulty.

**Additional Note:** Some players may choose to have their characters role-play Quirks they already have or might like to play. Sometimes this works, sometimes it doesn't. It can be hysterical to have a player "steal" dice out from under another player's nose (symbolizing the fact that the character is taking necessary items away from the other player's character) as long as things don't go too far (that is, when people start getting upset). However, players who are "indecisive" should not play characters who are indecisive — since they would be anyway. This is too much like getting a Disadvantage for nothing.

## Quirk (R2)

The rules for Quirk (R2) are the same as for Quirk (R1), only the chance of occurrence is much greater and the effects are larger.

**Angry:** the character is always on edge and has a really short fuss. At this rank people walk on egg shells around the character and give her a plenty of space when they see things are going poorly.

**Dependency:** The character needs to fulfill his dependency much more often (once a scene, perhaps). The character also experiences one automatic Critical Failure per scene that he doesn't (a smoker might have a coughing fit in the middle of a tense negotiation or during a stealth attempt, for example).

**Secret:** There's something about the character that she needs to hide. If it were discovered, it would put her friends, family, and even her own life at risk. This could be a civilian identity (if she has a heroic alter ego) or a skeleton in the closet.

**Restrictions/Notes:** The difficulty of resisting the "impulse" is now Difficult, but all other rules are the same as under Quirk (R1).

## Quirk (R3)

These "personality quirks" are much more serious. The character might be a junkie, a psychotic with a certain type of behavior, or has a severe phobia (he's deathly afraid of something). Some examples:

**Angry:** The character is angry at the world and more often than not vents her anger with violence. She may or may not vent at the object of her anger and can just as easily go off on the person trying to soothe her savage soul.

**Dependency:** The character is a junkie, always after a "fix." The "fix" might be an illegal substance, or a perfectly normal one, or even a type of role-playing interaction (maybe the character has to try to come as close to dying as he can).

**Paranoid:** The character trusts no one. He receives a +6 to the bonus number when trying to resist being conned, but he also receives this "bonus" when trying to be persuaded — and he must be persuaded before he'll help

even his closest friends. “Everyone is out to get him.”

**Phobic:** The character is deathly afraid of something. It could be heights, open spaces, spiders, or another character. Unless the character makes his willpower roll (below), he dissolves into terror.

**Vengeful:** The character cannot stand to “lose” or be “wronged.” If the character perceives herself as looking foolish (or whatever), she will go to great lengths to get even (in reality, the character probably takes it too far).

*Restrictions/Notes: The character has Very Difficult Presence or willpower roll to make to overcome the Quirk — at the least. If, in the game master’s judgment, there is a reason the character should have modifiers to the difficulty, then he will. Players who don’t want to play a character that can frequently lose control should avoid this option. Other rules are the same as under Quirk (R1)*

## Reduced Attribute (R2)

Something about the character’s species, age, physical condition, or some other factor has permanently reduced one attribute by one pip. The character may not reduce the attribute die code below 1D, and the attribute die code may never be increased by spending Character Points (though gaining a super powers would help).

*Restrictions/Notes: The reduction in die code increases by one pip for each additional rank taken in this Disadvantage. (Remember that three pips equal one die.) The character may have different variations on this Disadvantage for each attribute, and the character’s species must be required to take at least 1D in the affected attribute.*

## Secret ID (R2)

Your hero has chosen to keep her identity hidden for the sake of her family and loved ones. Of course, the less a super villain knows about her, the better! She keeps the secrets of her other life well guarded, even from her family so that they will not be a threat to her or their own personal safety – but there’s always the off chance that they may stumble in or be found. If your character’s secret identity is discovered, there may be hell to pay – her life may fall apart, and the points in this Flaw are likely to become other Flaws.

## Short Life Span (R1)

Sadly the hero has a life span that is significantly shorter than the average person. It may be a fluke of genetics, maybe she is a walking time bomb, or even with Powers she may be terminally ill. There are some heroes in Godsend who are required to have this Flaw – ask your GM for more information.

*Note: GMs may not allow you to take this Flaw in a short campaign, where the issue of your life span, no matter how severely reduced, will never come up.*

At the beginning of game play the character has only 2d-1 years to live

## Short Life Span (R2)

The character’s life span is considerably shorter. The

character has 2D-3 years to live (minimum of one year).

## Short Life Span (R3)

The character has a terribly short time to live, having only 1D-3 years to live (minimum of one year).

## Strange Appearance (R1)

Your character has a weird or unsettling appearance. Maybe her eyes are bulging or she has scaly skin. She is generally shunned by society, and suffers penalties of -3 to any Presence rolls (except Intimidation and Willpower) until people can get used to her. (At the GM’s discretion, they may NEVER get used to her, especially if this Flaw is severe enough.) Unless she designate that her voice is strange as well, she wouldn’t suffer these penalties while in vocal contact (i.e. on the phone, over a radio, et cetera).

On the up side, such a terrifying or weird appearance gives the hero an advantage when she is trying to scare people She gains a +2 to your Intimidation rolls.

*NOTE: Strange Appearance doesn’t necessarily mean that the character is horrific in appearance just strange. The character could have a monstrous appearance or just something odd and off-putting such as blue skin and butterfly wings.*

## Strange Appearance (R2)

The character has transcended the realm of human deformity and is reviled by as an unnatural beast. The character may have such deformities as veiny skin, Eyes that resemble unripe tomatoes, or fangs.

-6 to any Presence rolls (except Intimidation and Willpower) until people can get used to her.

She gains a +4 to your Intimidation rolls.

## Strange Appearance (R3)

The character’s appearance is such that those who see her must make a moderate Willpower roll when first seeing you or run in horror for one round. The character is monstrous in appearance with unnatural features that can only be guessed at in the sane world. Glowing red empty eye sockets, bulging and blistering gums, or gibbering mouths in unnatural locations.

-12 to any Presence rolls (except Intimidation and Willpower) until people can get used to her.

She gains a +8 to your Intimidation rolls.



## Terrible Secret (R1)

Your character has a horrible event from her past that she wants to keep secret. The higher the rank of this Flaw, the worse the secret is. Of course, the higher the rank of Secret you have, the direr the results of its discovery will be. This disadvantage and its discovery, at the highest levels, can potentially get you killed outright. Beware!

The character has a minor secret that if found would show her in a poor light. She will be ridiculed and thought of in an unfavorable light.

She will suffer a reaction penalty of -1D to all social skill rolls for a week if exposed.

## Terrible Secret (R2)

The character has suffered or perpetrated a scandal or performed some sort of unsavory act in her past. If the character is ever exposed she may have to serve jail time or pay some minor penance.

She will suffer a reaction penalty of -2D to all social skill rolls for her Presence die code in weeks if exposed.

## Terrible Secret (R3)

The character has performed some sort of heinous act that could lead to her imprisonment or death if every exposed. At this rank the character would be hunted down and made to atone for the diabolical acts she may have committed.

She will suffer a reaction penalty of -3D to all social skill rolls for her Presence die code in months if exposed.

# ADVANTAGES

## Allies (R1)

This Advantage gives your character a person or group of people that she can call upon to help her in that time of need. Allies vary in size number, from her drinking buddy who also happens to be a cop, to a major organization that she helped or worked for at some point, and now has agreed to help her. Power level dictates the pull they have in society. This can vary from someone who can gather up the neighborhood kids to annoy someone to the government that can call up an air strike in three minutes.

At rank one the character has a small group of 2-4 people of low power level (NPCs built on 40 character points) or one person or creature at a higher power level (built with 100 character points)

## Allies (R2)

At rank two the character has a small group of 5-10 people of low power level (NPCs built on 40 character points) or two people or creatures at a higher power level (built with 100 character **points**)

## Allies (R3)

At rank three the character has a small group of 11-16 people of low power level (NPCs built on 40 character points) or three people or creatures at a higher power level (built with 100 character points)

## Authority (R1)

The level of the Advantage is based on the character's rank, duties, and power in his local jurisdiction. An Authority (R1) Advantage might belong to someone who, because of circumstance, does not have a lot of opportunity to use his authority or someone who is very low in rank.

Law Enforcement is one version of this Advantage that gives adventurers some measure of abilities associated with being a deputized agent of the law. Authority: Law Enforcement (R1) means the character can carry a firearm and has limited authority to enforce the law. Private investigators, bounty hunters, and bail bondsmen would need this Advantage.

*Restrictions/Notes: It is not necessary to have the Authority: Law Enforcement Advantage to own a firearm in those countries that allow ordinary citizens to own them. However, if owning a gun is illegal in a country and limited to deputized officials, then this version of the Advantage would be necessary.*

Remember, too, that outside of the character's jurisdiction or permit limits, this Advantage may have little or no value.

## Authority (R2)

Same as Authority (R1), but the character has more influence, possibly commanding a small number of troops or being in charge of a small company or town. With Authority: Law Enforcement (R2), the character is actually a police officer and is allowed to make full arrests and reasonable search and seizures.

*Restrictions/Notes: See Authority (R1) for more information.*

## Authority (R3)

Same as Authority (R1), except that the character has a great deal of power and influence. The head of a large company or someone whose authority is simply never questioned would have this Advantage. With Authority: Law Enforcement (R3), the character is a federal agent and have authority over local police for the purpose of investigations.

*Restrictions/Notes: Higher levels of Authority indicate a wider sphere of influence, such as multiple countries or time. Otherwise, see Authority (R1) for more information.*

## Contacts (R1)

The character "knows somebody" or a group of somebodies who will generally help out the character if he makes a decent appeal or sufficiently compensates the contact. This level of contact only sticks around for a limited amount of time (part of an adventure or maybe throughout a short adventure).

The character might know a "group" with a wider range of influence (but less power) that will help out, again, for a modest fee or under the right circumstances. The influence might not be as direct, but it is easier to come by. For example, there might be clubs or organizations that will provide certain services for travellers — maps, hotel

reservations, emergency transportation, and so on — for a small membership fee. You have to call them or go to their offices, and they won't do much about that maniac with the gun who is chasing you, but they can be of immense help under the right circumstances.

*Restrictions/Notes: Contacts should not automatically help the character, but they should be reasonable in their negotiations. Multiple contacts of various ranks may be selected and they may be stacked. For example, a certain person might be a Contact (R1) in most circumstances, but he could be a Contact (R2) or even a Contact (R3) in the right place — for example, a mercenary might help out for a fee versus normal foes, but when fighting his "hereditary enemies," he might be almost invincible and eager to help.*

Remember that contacts are Game master characters. They should be created and played rationally. If a player refuses to roleplay or takes advantage of contacts, he should be penalized when trying to use them (and possibly lose them). There should also be a reason in the character's story why he has these contacts.

## Contacts (R2)

This Advantage is identical to Contacts (R1), except the contact is more powerful, more influential, easier to get hold of, willing to do more favors, or affects the game on a larger scale.

If the contact is supposed to be a large group, it now has much greater influence over a wider area. In the real-world example, instead of having the auto club as a contact, the character might have a government agency there to help him out occasionally.

*Restrictions/Notes: Under no circumstances should any contact, regardless of rank number, make roleplaying and thinking superfluous. Contacts are totally under the control of the Game master and, even powerful and influential contacts from this rank should be kept under a tight rein. See Contacts (R1) for more information.*

## Contacts (R3)

The contact or contacts chosen should be nearly supernatural, supernatural, or uncanny in origin. For example, in a pulp fiction setting, a character's Contact (R3) might be an "adventurer's guild" with globe-trotting members and representatives who all have their own unusual abilities — and who can turn up at the oddest moments.

Work with the Game master to come up with some interesting contacts. It might be a mystical force that "protects" the character under certain circumstances, or a group of psionic monks who can be called upon for "mental aid" — or maybe a really complete occult library.

*Restrictions/Notes: Again, as with Contacts (R1) and (R2), don't let the contacts take over the game — and don't let the player's character abuse them. Contacts are Game master controlled, but they will usually only be brought into play at the character's request.*

## Contacts (R4)

There is some sort of strange "force" that "watches over"

and occasionally helps the character. In many ways, this Advantage is not as useful in most adventure situations as the other versions of Contacts, but it can have dramatic effects on occasion.

Some examples of this include a particularly powerful Game master character who will step in occasionally to help the character when he's in trouble. Or, a large governmental agency might, for some reason, want to step in and aid the character at times.

Generally, the character can get minor assistance (as could be gotten from Contacts (R1) or Contacts (R2)) on a fairly regular basis — and under the same sort of circumstances as having lower versions of Contacts — but "the big stuff" only happens when the Game master thinks it appropriate. The character might get killed before the Contacts (R4) intervenes — maybe the character just wasn't doing something the contact felt was important to it — but, most likely, assistance will be provided.

*Restrictions/Notes: Players' characters should take this option only if they want to take Disadvantages relating to it. For example, if a character in a pulp fiction campaign wants to have a group of super-scientists who like him and will supply him with substantial aid on a regular basis (like a spy who gets outfitted with new gizmos at the beginning of every adventure and who can call for more during certain times in the adventure), then he should take Disadvantages that relate to that. The character could be a member of an organization (see the Disadvantage Employed), or he must do reciprocating favors for the super-scientists (see the Disadvantage Price), or there are equally powerful people who want to eliminate him because of his contacts (see the Disadvantage Enemy).*

If the character does not want to take extensive Disadvantages relating to the contact, then Contacts (R4) should be unpredictable and not always useful. For example, the super-scientists might provide the character with plenty of extraordinary equipment, but it might not always be what the character needs or might not work correctly all of the time.

## Cultures (R1)

This is another Advantage that can be utilized in more than one way. The first way is the simplest. The character has knowledge of a particular (usually unusual) culture that he can use to his benefit when among people of that culture. This acts both as a knowledge (scholar) type skill and as a bonus (usually +1) to interaction in that culture.

*Example: A character in a pulp fiction game setting might have Cultures (R1) pertaining to a certain Amazonian tribe. When the character goes on an adventure in the Amazon, chances are good he will get help from that tribe in his activities instead of being attacked as a stranger or trespasser and ending up with his head on a pike.*

The second way Cultures (R1) can be used is a little more wide-sweeping. The character has a knack for drawing parallels between unknown/unusual and known cultures. For example, the character might be able to figure out why certain religious taboos exist in a society she's just met. These should just be bursts of culture-related intuition that the Game master supplies occasionally — the player

can only remind the Game master her character has this ability and hope the Game master feels the situation is appropriate.

*Restrictions/Notes: A character with Cultures (R1) has about the level of knowledge of a frequent tourist — no more. Unless the character has skills like streetwise, languages, and other supporting skills, he acts as if he has visited the culture and learned a decent amount about their ways, but he is definitely an outsider. This Advantage may be taken more than once for different cultures.*

In the second example, the character has absolutely no control over her ability and only gains very limited insights — though sometimes at critical moments. The character cannot “call upon” this knowledge. This version of the Advantage may not be taken more than once, but it may be combined with the other type of Cultures at any rank.

In both cases, the character’s background must reflect the “special insight” he has into the culture or cultural trends.

## Cultures (R2)

This option can be used pretty much like Cultures (R1), only on a larger scale. Instead of choosing a small, unusual culture, the character might choose an “alien” culture (one totally different from his own) and gain an understanding of it comparable to the understanding in Cultures (R1). Or, he could choose to learn more about a relatively small cultural group (to the point where the character would be accepted as one who has spent a lot of time with the people). The last option, the sweeping cultural understanding, would also be much more in-depth. The character would be able to call on cultural parallels much more often and the Game master should give more information.

*Restrictions/Notes: The same as for Cultures (R1), but the character has about the level of knowledge of an outsider who has lived in the culture for a while. Either that, or he would get more useful information on alien cultures or “sweeping” cultural examinations.*

## Cultures (R3)

The character is either a native of an unusual culture or has the knowledge and the respect as if she were one. A person who has lived a significant portion of her life in a culture and has that sort of understanding of it would have Cultures (R3) — only the character is actually a part of the game setting’s dominant culture as well.

If an alien culture can be, and is, selected, then the character has an extreme familiarity with it. Alternatively, the character might be something of a cultural anthropologist — the character can observe a particular culture for a brief time and have a very good (Game master-controlled) chance of understanding the culture on a respectable level.

*Restrictions/Notes: As with Cultures (R1) and (R2), the character must choose what sort of cultural familiarity to have. Also, there must be a compelling reason the character has this familiarity or understanding. Finally, if the character chooses to be a “native” of a particular culture, she should probably have to learn language: (the culture’s major language) at least +1D.*

## Cultures (R4)

This selection should be taken only if the game setting employs the use of alien cultures (those not totally understood by the dominant culture). The character understands the alien culture and can interact within it — he is still an alien to it, but he is treated better than any other outsider (most likely).

*Example: In a game setting where “aliens live among us,” the character is a Human member of secret society that keeps the aliens hidden. But, because of something in his background history, he can interact with certain types of aliens and he can understand their ways. This doesn’t mean he’s friends with them, but he has a better chance of interacting with them, figuring them out, and outsmarting their “alien logic” than other characters.*

*Restrictions/Notes: The character should have related Disadvantages, and there has to be some extensive background description telling why the character has this Advantage. Otherwise, see the other entries regarding Cultures.*

## Efficient Ka (R3)



*(Specific GODSEND Agenda Advantage)*

The character absorbs ambient Ka energy and uses it more efficiently. This is an Advantage, not a Power, because some people use Ka without realizing it, and without having any further abilities in it beyond the basic Ka Pool abilities.

The character receives a number of additional Ka points equal to her Presence attribute.

*Example: Siren has a Presence attribute of 4D and 8 Ka points. With this rank of the advantage she would receive an additional 4 Ka points for a total of 12 Ka points.*

Regenerates an extra 2 Ka points per day up to her maximum value.

## Efficient Ka (R4)

As above

The character receives a number of additional Ka points equal to double her Presence attribute.

*Example: Siren has a Presence attribute of 4D and 8 Ka points. With this rank of the advantage she would receive an additional 8 Ka points for a total of 16 Ka points.*

Regenerates an extra 4 Ka points per day up to her maximum value.

## Efficient Ka (R5)

As above.

The character receives a number of additional Ka points equal to triple her Presence attribute.

*Example: Siren has a Presence attribute of 4D and 8 Ka points. With this rank of the advantage she would receive an additional 12 Ka points for a total of 20 Ka points.*

Regenerates an extra 8 Ka points per day up to her maximum value.



### Extra Body Points (R3)

The character can take more than average punishment from physical attacks. The character can take more than average punishment from physical attacks. At rank one the character receives an additional number of dice equal to half his Physique attribute (rounded up) to add to his Body Point total.

*Example: Jax has a Physique attribute of 4D. Normally he would have 4D+20 body points. If he takes the rank three version of this advantage he would have 6D+20 body points.*

### Extra Body Points (R4)

The character can withstand an incredible amount of damage. At rank two the character receives an additional dice equal to his Physique attribute to his Body Point total.

*Example: Jax has a Physique attribute of 4D. Normally he would have 4D+20 body points. If he takes the rank four version of this advantage he would have 8D+20 body points.*

### Extra Body Points (R5)

The character's fortitude is extraordinary and he is able to shrug off almost anything but the most powerful blows. At rank three the character receives an additional amount of dice equal to one and a half time her Physique attribute to add to his Body Point total.

*Example: Jax has a Physique attribute of 4D. Normally he would have 4D+20 body points. If he takes the rank five version of this advantage he would have 10D+20 body points.*

### Fame (R1)

The character, for some reason, is fairly well known. The extent of the character's fame should be determined by the game setting. In a global game setting (such as pulp fiction or real world), the character has moderate recognition value in a particular region. In a smaller game setting (like post-nuclear war settings), the character might have more dense penetration of recognition, but with less wide-sweeping effects (for instance, everyone in town knows who they are, but no one from more than a few days travel away has ever heard of them).

Whenever the Game master or the player thinks the character might be recognized (and the Fame Advantage would come into play), the Game master should roll 3D. If the result is 15 or higher, the character is recognized. Otherwise, he will have to do something "special" to be recognized (and gain the benefits of recognition).

If a character with Fame (R1) is recognized, he should gain small perks, like being seated in a restaurant early, avoiding small legal hassles (like routine customs checks), or just be treated generally better (perhaps the character gets a couple of bonus points to persuasion, con, and charm attempts). Like most roleplayed Advantages, the Game master should decide on the results.

*Restrictions/Notes: Fame may be chosen multiple times as long as the player defines how each Fame is different. For example, a character might have Fame (R1) in regards to his fighting abilities, but another type of Fame pertaining to his intelligence or some other ability.*

### Fame (R2)

The character is very well known. On a global setting, the character would probably be recognized in most fairly civilized cultures and almost definitely in her home culture. The Game master should roll 3D and, on a 15 or higher, a person from another culture will recognize the person and react (usually favorably). In the character's own culture, this reaction comes on an 8 or more. If the character draws attention to herself in her own culture (identifies herself), then the reaction will most likely be automatic (Game master's option).

*Restrictions/Notes: At this level of fame, the character should be treated like a famous author, an occasional movie or television star, or a reasonably recognizable sports figure (in a real world setting). Some Game master characters will be immune to this fame, but most will have some sort of (generally positive) reaction. Otherwise, see Fame (R1) for more information.*

### Fame (R3)

There is a pretty good chance anyone in the game setting (unless it is a multi-world setting) will recognize the character (or what the character is) fairly easily. The base die total needed is 8, and it can be modified by circumstance. The character has the status of a movie star, a famous politician, or a top-ranked sports hero.

*Restrictions/Notes: They are the same as for Fame (R1) and Fame (R2) — certain people just won't be impressed. In addition, characters with Fame (R3) should almost always have to take the Disadvantage Infamy at least Rank 1 — no matter how nice, talented, or generally well-liked a person is, there's always somebody out there who wishes them harm.*

### Good Looks (R1)

The character is attractive and well received on 1st impressions. She is eye catching and pleasing to look upon. +1 on all con or charm skills.

### Good Looks (R2)

The character is striking and a cut above the rest. She is physically attractive to both sexes receiving a bonus of +2 to con and charm skill rolls.

### Good Looks (R3)

The character is considered gorgeous and could easily be a model of some sort. Her beauty has swayed even those opposed to her. +3 on all con or charm skills.

## Hard to Kill (R1)

The hero is really tough, resilient, or just plain stubborn, and she won't give up on this life easily. This Advantage allows her to make a roll when she takes enough Body Point damage to kill her.

When the character reaches zero Body Points she makes a Difficult Willpower roll, if the roll is successful she is alive with Body points equal to the difference by which the roll was made by up to a maximum of 10 body points. This Power may only be used once per Adventure.

## Hard to Kill (R2)

When the character reaches zero Body Points she makes a Difficult Willpower roll with a +1D bonus, if the roll is successful she is alive with Body points equal to the difference by which the roll was made by up to a maximum of 15 body points. This Power may be used twice per Adventure.

## Hard to Kill (R3)

When the character reaches zero Body Points she makes a Difficult Willpower roll with a +2D bonus, if the roll is successful she is alive with Body points equal to the difference by which the roll was made by up to a maximum of 20 body points. This Power may be used three times per Adventure.

## Laboratory (1)

The character has a laboratory or workshop to help facilitate the creation of gadgets. The description and whereabouts of the Lab is left up to the player but the technological level is dictated by the rank of the Laboratory advantage.

At this rank the character has a modest research area and standard tools for creating most standard mechanical devices.

The lab is considered equivalent to a University Lab.

## Laboratory (2)

At this rank the character has equipment and technology at his disposal to create advanced factory made equipment. AutoCAD and Digital programs are at the characters disposal and a limited research library is at had for reference. Gadget creation time is reduced by 10% at this rank

The lab is considered on par with a Corporate Laboratory.

## Laboratory (3)

The Lab at the disposal of a character is high-tech and state of the art. Every modern tool is on hand including large banks of high powered computers and limited automation. The character has a dedicated library to all fields of study regarding the types of devices she is manufacturing.

The Character has the equivalent of a high tech state of the art research and development laboratory. Gadget creation time is reduced by 20% at this rank

## Laboratory (4)

The lab at this level is a modern marvel unto itself with every imaginable piece of manufacturing equipment. At this level the number crunching drudgery is done by the semi sentient computers with only the conception and theoretical work left to the inventor. Gadget creation time is reduced by 30% at this rank

The Lab is considered highly advance and futuristic or equipped with alien technology.

## Ominous Demeanor (R1)

The character has a very sinister and dangerous presence. People give your character a wide berth and most find themselves cowed by your baleful stare.

The character can intimidate multiple targets without suffering a multi action penalty. The amount a character can affect is equal to his Presence attribute

## Ominous Demeanor (R2)

The character can affect opponents equal to double his Presence attribute

## Ominous Demeanor (R3)

The character is very disturbing to be around and even animals feel uneasy in their presence.

The character can affect opponents equal to triple his Presence attribute.

## Ominous Demeanor (R4)

There is something supernaturally off putting about the hero's manner. People feel a sort of uneasiness right before she enters a room. Even when not using this advantage people's skin crawls when around her, and animals either run from her or attack.

The character can affect opponents equal to five times his Presence attribute!

## Patron (R1)

The odds are that most players' characters are not independently wealthy. But they might have access to wealth in the form of patrons. If the characters are treasure hunters, patrons might include museums, universities, private philanthropists, newspapers, or even retired adventurers.

Patron (R1) means the character has a backer who will fund one expedition, with all proceeds going to the patron. All of the costs (room, board, travel, expenses) are covered by the patron, with the understanding that the player's character is basically just a worker-for-hire. Anything that the adventurer discovers or purchases becomes the property of the patron.

## Patron (R2)

A Patron (R2) expects much less from those he backs. The character may receive less financial support, but will have greater freedom of action.

A newspaper publisher looking for hot stories is a common example of an organization qualifying for Patron (R2). They cover a character's travel expenses and any legal fees in exchange for inspiring stories. Anything that the character finds on his own (like artifacts) remain his own.

### Patron (R3)

A Patron (R3) will give a character a limited stipend and cover most expenses, then offer to purchase whatever the character recovers. Without consistent results, the funding will be cut off.

### Quick Study (R3)

The character has an uncanny ability to learn new skills and improve old ones, limited to one attribute. She always learns new skills as if she had a teacher (even if she doesn't), and she can improve skills she already knows at a cost of one Character Point per rank less than normal. This Advantage applies to specializations. It is combined very well with the Age Disadvantage, if the character is young – she is a prodigy, and that's why she's learned her starting skills so quickly. This Advantage can be taken multiple times and for different attributes.



### Secret Hideout

#### Special

You have some sort of base of operations for your heroic identity. This hideout could be as small as a small apartment or as big as an island, having technology that is very primitive to the incredibly high-tech. The point value of this Advantage is equal to the base's size cost plus its tech level cost.

#### Base's Size :

#### Cost

The size of an average 3-bedroom home or apartment

3 pts

Two story building or large cave

5 pts

Multistory building or expansive cave network

10 pts

**Small island or asteroid:** An asteroid may be secure, but it is also very hard to get to!

20 pts

**Small country:** Keep in mind that at this level, there is not much secret to the hideout anymore!

30 pts

#### Tech Level:

#### Modifier

**No technology:** The base has no advanced technology. The security system is only as good as the padlock you bought to keep your nosy neighbors out.

+0 pts

**High Tech:** The base has all the amenities of a high tech lab with superb security systems and outfitted to be self sufficient for months before needing to replenish its air or food supply

+5 pts

**Biotechnology:** The facility can think and react on its own. It is in some way thinking, living organism.

+7 pts

## Support Staff

### Special

You have a staff that helps you further your career as a hero. This Advantage's point cost varies, depending on the size and competency of these assistants. If you take this Advantage, you might also want to take a Secret Hideout, too. When a villain has this Advantage, it's called "Rent-a-Goon".

Staff size	Cost
<b>One man</b>	2 pts
<b>Small group:</b> The group consists of 5 to 10 people	4 pts
<b>Large group:</b> The group consists of 15 to 30 people	6 pts
<b>Huge group:</b> The group consists of 50 to 100 people	12 pts
<b>Army:</b> The group consists of 2 -300 people	17 pts
<b>Legion:</b> The group consists of 1-2000 people	34 pts
Competency	Modifier
<b>Incompetent:</b> You recruited your staff from a temp agency	-2 pts
<b>Competent:</b> Your staff is very good at what they do. Although not superhuman, they are loyal and a force to be reckoned with.	+2 pts
<b>Elite:</b> Your staff is highly trained and conditioned, able to handle most extraordinary problems that are presented to them.	+5 pts
<b>Superior:</b> The staff is in many ways more competent than you, making suggestions to help you along the way.	+10 pts

### Size (R1 or more)

The character is much larger or smaller than the average Human. For every rank in this Advantage, the player receives +3 to his character's scale modifier (which starts at zero). The player must specify whether the character is bigger or littler than the average Human.

*Restrictions/Notes: Generally, the character's weight is proportional for his height, but a Disadvantage, such as Hindrance: Reduced Toughness, or a super power, such as Endurance, could be used to represent a very thin or very large character (respectively). Likewise, to reflect a longer stride, the character should have the Super Speed power, while a shorter stride would get the Hindrance: Shorter Stride Disadvantage.*

## Rent-a-Goons!

Villains are notorious for having either nigh-onto useless sidekicks or competent henchmen who are dangerous in their own rights. While the Support Staff Advantage can save a hero, the Rent-a-Good Villainous Advantage can be the doom of many heroes. In some cases, the Goons may even become separate villains, outdoing their own boss and going off on their own. They may also remain with their boss but cause him no end of trouble, constantly allowing the erstwhile heroes to escape because of pure stupidity.

How a villain treats his Goons is a good indication of how villainous he really is. A villain, who is interested in world domination but has a code of ethics, may beat up his Goons or even imprison them when they mess up, but he won't kill them. A depraved dark sorcerer or vicious general, however, may not only execute them in a sudden, bloody manner, but may torture them thoroughly to satisfy some dark craving. This is also a good way for a Game Master to set the feel and pace of a campaign: for example, they see the guys they just beat up thrown into a pit of lava for their failure. This is not going to be a pretty campaign.

The Rent-A-Goons can represent anything from a dangerous robotic army (Army, Elite, 22 points) to the Loser Brothers (Small Group, Incompetent, 2 points). In general, the Advantage follows the exact guidelines of Support Staff, except that they might be a little more or a little less powerful than their competency listing, because the Game Master can control them. In some cases, they may have an additional quality: Rebellious (-5 points). They can't do anything about their villainous boss directly, but they can cause problems indirectly and try to keep themselves out of the line of fire. Has it been mentioned that Goons can be notorious cowards?

## Skill Bonus (R1)

Skill Bonus represents a natural talent (a character with the Charismatic group might be “friendly and outgoing”), a particular knack (a character with the Animal Friendship group has a “way with animals”), years of devotion to a profession prior to beginning adventure, or the result of an extended life.

The character chooses a group of three related skills in which he gains +1 to the skill total of any action performed with those skills (or specializations of that skill). The skills need not be under the same attribute. The character may or may not actually have adds in those skills, and the Game master must approve the fact that they are “related.” Some examples of skill groups include:

- Acting: charm, con, disguise
- Acute Balance: acrobatics, climbing, sneak
- Animal Friendship: animal handling, riding, survival
- Athletics: lifting, running, throwing
- Charismatic: charm, con, persuasion
- Close Combat: brawling, melee combat, dodge
- Investigative: investigation, search, streetwise
- Leadership: command, intimidation, persuasion
- Mechanical Aptitude: lockpicking, demolitions, repair
- Photographic Memory: languages, scholar, investigation
- Observant: investigation, search, tracking
- Ranged Combat: marksmanship, missile weapons, throwing
- Players may substitute other related skills for the ones listed in the groups above, or create their own groups as long as there is a common thread and the Game master approves the grouping.

Three specializations may replace one general skill, getting a +1 for three different specializations.

*Example: In the Investigative group, a character might take out investigation and replace it with three specializations — investigation: eavesdropping, investigation: evidence analysis, and investigation: reconnaissance. While this means the character gains no bonus for “general” investigation activities (such as a roll to research a project), he does have a more “detailed” group.*

This may be done for all three skills in the group, that is, choose nine specializations instead of three skills.

Additionally, the character acts as if trained in these skills even if he doesn’t have any additional pips in them, and so does not get the unskilled modifier. This Advantage does not affect the cost of improving the related skills.

Game masters may allow a higher bonus for fewer skills (such as a set of two skills where one gets a +1 bonus and the other gets a +2 bonus, or a +3 bonus to a set of three specializations). However, the bonus per rank may total no more than +3.

At each additional rank, the player may increase the bonus by +1 for three of the skills affected by this Advantage. A character may have different versions of this ability for different groups of skills, though the skills in each group may not overlap.

## Skill Minimum (R4)

The character can select three related skills unaffected by any other sort of Advantage and the character will always gain a minimum total of 3 times the number before the “D.”

*Example: If the player selects persuasion, charm, and intimidation (all interaction skills) for his character, all of which he has at 4D, and he generates a less than 12, the total automatically becomes 12. That is the character’s minimum total.*

The player may not select Skill Minimum for any skill that has any other Advantage or Super Power tied to it. Also, the skills must be related in some way (see the Skill Bonus Advantage for information on related skills). The character may only select general skills, but the specializations underneath that general skill are affected as well. This Advantage may be selected only once for each group of skills.

## Trademark Specialization (R1)

This Advantage works a lot like a combination of the Skill Bonus Advantage and Fame. The character is very good at one very specific thing, and he is known for it. Choose any specialization that the character has (or would like to have in the future), and the character gains +2D to the roll when it is used. In addition, when the character uses it, there is a game master-option chance that people will recognize how “naturally good” the character is at the specialization, and this might produce interesting situations. Also, the character might be contacted by people or recognized by certain people because of how good he is at that one specialization.

*Restrictions/Notes: This character acts as if trained in the use of this skill. No character may have more than two Trademark Specializations.*

## Uncanny Aptitude (R3)

This Advantage is similar to the Skill Bonus Advantage in that some sort of bizarre ability gives the character added bonuses to certain actions. However, instead of selecting a group of skills that the character gains a bonus to, the player and the Game master work out circumstances where these abilities come into play. For instance, a character might gain a +1 bonus to all Reflexes-related skills totals when in sunlight.

A character may have several variations of this ability, reflecting different bonuses. Each variation could have several ranks, with the bonuses adding to each other.

## Wealth (R1 or more)

The character with this Advantage probably has an estate or a series of investments that will keep him comfortable for a good long time. Alternatively, character could be minor nobility, have a large trust fund, or be married to the owner of a large corporation. This doesn't mean the character can buy everything — he is still subject to the availability of items.

For each rank in this Advantage, the character has US\$5,000 in readily available cash once per month. The accounts never have more than US\$5,000 times the number of ranks each month (fees and living expenses keep it to that level), the amount could be less by the end of the month. Additionally, adventure bonuses could temporarily raise the figure, though the character would have to purchase an additional rank of Wealth to make the increase permanent. Players in games using the Funds attribute gain +2 per rank to all such totals.

*Restrictions/Notes: Characters should select only one rank of Wealth, unless there is some reason they might have Wealth (R1) and another rank of Wealth in other circumstances. Also, this wealth does not always help and disappears if misused (and it should be a major concern to the character at times), but it should be there most of the time. Game masters will probably think of ways to work around wealth and players should play along — if you can throw money at every problem, then they aren't that much fun to try to solve, are they?*

The most likely Disadvantage a character with Wealth would have is Devotion, such as “helping all those in need” or “righting all wrong doing.” Otherwise, there should be fairly extensive reasons why the character can't use his wealth to resolve every situation — or hire somebody to do it for him (which is really the same thing).

## Youthful Appearance (R1 or more)

The character looks much younger than she actually is, and receives a +1D per rank to Charm, Con, or Disguise attempts that involve posing as someone youthful. In general, characters should not look more than 10 to 20 years younger than they are, regardless of the number of ranks, though Game Master discretion and common sense should rule here.

# CHARACTER CREATION EXAMPLE PART TWO:

## BUILDING THE SUPER HERO JEWEL

Renee now moves on to fleshing out who Jewel is by purchasing Advantages. To offset the cost of these perks Renee buys a few Disadvantages to get a few points back.

### Renee decides that Jewel needs a few disadvantages first.

Jewel doesn't want her parents to know that she is now a super hero so she takes the Secret ID disadvantage; this is a rank 2 disadvantage so she gets 2 points back.

During her first sortie as a super hero Jewel runs afoul of the villain called The Banger. She soundly defeats him and earns his unwavering ire. This disadvantage is a bit more involved since she must customize the enemy disadvantage. The Banger is the same power level as she is (Level 3), one man, and appears in her misadventures commonly. Total points for the Banger disadvantage is 6 points.

Jewel also has a boyfriend at college named Alexander Maddox that becomes a rank 2 Ball and Chain

**Total Disadvantages:** -10 pts

### Now Renee decides that Jewel needs a few advantages.

Being from a rich family Jewel gets a monthly stipend to take care of her college needs. Renee decides that a rank 1 of Wealth will be sufficient.

The only person that knows her secret identity is her uncle Joe (the man who runs the family business) She decides to buy him as a one man competent support staff for 4 points.

**Total advantages:** 5 pts

**Total points for advantages and disadvantages:** a net -5 points!



# IMPROVING CHARACTERS

## WHAT'S IN THIS SECTION

Once players have taken their characters through an adventure or three, they'll want to improve or change them. This chapter provides guidelines for accomplishing that.

### Learning and Improving Skills

When a player first creates a character, she should use the character creation guidelines for gaining attributes and skills.

Players whose characters have been through at least one adventure can use Character Points, accumulated from completing adventures, to learn new skills and improve old ones. Spending Character Points this way may be done only between adventures.

In addition to Character Points, the character needs experience with the skill, either through training or by attempting to use the skill (through rolling its die code or its governing attribute's die code, regardless of the outcome) during an adventure. If the Game master decides that there is a significant amount of training involved (such as improving a skill beyond 6D), or the character needs to find a suitable teacher, that might become an adventure's focus. (The teacher must have a skill die code higher than the one the potential student currently has.)

The cost of getting one pip in a new base skill equals the number before the "D" in the governing attribute's die code.

*Example: If a character wants to learn languages after an adventure and he has a Knowledge die code of 3D, the first pip in languages costs him three Character Points. The hero then has a 3D+1 in his languages skill.*

The cost of improving an existing skill is determined in the same way, except that the number of dice in the skill (instead of in the attribute) is used to determine the cost.

*Example: A character has a dodge of 4D+2 and wants to increase it. To raise the skill by one pip to 5D, the character must spend four Character Points. To increase the skill to 5D+1 after the next scenario, the character must spend five Character Points.*

The cost to get one pip in a new specialization equals one-half of the number before the "D" in the governing attribute or skill's die code. The cost to improve an existing specialization by one pip equals one-half of the number before the "D" in specialization skill's die code. (In both cases, round up.)

A character does not need the governing skill to get a specialization in it. However, if he does have one, getting a specialization in it acts as a bonus to the base skill when taking actions of that type, but it does not also improve all uses of the base skill.

*Example: For a character with 6D in missile weapons to gain a bow and arrow specialization, he needs to spend three Character Points to get a +1 in the specialization. The full missile weapons skill, however, stays at 6D.*

### Specialization improves when the base skill improves.

A character may improve a skill or any of its specializations but not both. In other words, a character may improve as many specializations as he desires at the same time, though he cannot improve them at the same time as he's improving the governing skill. Skills and specializations may only be improved by one pip each in between each adventure.

Once characters reach 10D in a skill, game masters may choose to use the upper limit rule for improving attributes (see that section for details).

### Improving Strength Damage

As a character's Physique or lifting goes up or is altered by Super Powers, Disadvantages, or Character Point expenditure, refigure the Strength Damage die code: take the character's new Physique or lifting (including any modifiers from Disadvantages or Super Powers) and drop the pips. Divide by 2, and round up. This is the Strength Damage die code.

### Improving Attributes

With the exception of Funds, the attributes you choose for your character usually represent her maximum potential. Most of the time, you'll improve your character's attributes by training in one particular aspect (improving skills), through temporary means (taking drugs), or with implanted equipment. Nonetheless, some freak industrial accident or bio-manipulation experiment might provide you with a reason to improve your character's base attributes. (Some characters, such as kids, might start with fewer attribute dice, but their excuse for their attributes' improvement is puberty.)

To boost an attribute by one pip costs 10 times the number before the attribute's "D" in Character Points. Generally, a single attribute may be raised only one pip per adventure, though it's possible that the effects of the situation influence the character's physical makeup for a while or the game master may decide that the situation was so life-changing that more than one attribute may be boosted by more than one pip.

Once an attribute exceeds the maximum 5D limit it is considered a super attribute.

### Improving Body Points

As a character's Physique goes up or is altered by Super Powers or Disadvantages, you'll need to change the Body Points amount. Roll the dice indicated by the Super Power or Disadvantage (if applicable), and add any pips or other modifier. Then add or subtract, as dictated by the Super Power or Disadvantage, that number from the Body Points total.



## Gaining and Losing Character Options

As players take their characters through adventures and develop them, they may decide that the Advantages, Super Powers, and Disadvantages the characters started with don't fit the current concept. To be flexible, there are ways you can accommodate your players' desire to grow their characters. For example, an "enemy" might eventually be killed, a character might be able to negotiate a way out of Debt, or an Advantage Flaw might be "repaired."

Getting rid of and gaining Advantages, Super Powers, and Disadvantages should only happen after the character has been used during several adventures and has had a chance to come up with reasons for character alteration.

These game mechanics for gaining Advantages, Super Powers, and Disadvantages apply only to individuals who seek to have them. Because of an adventure or series of adventures, the members of a group may each acquire the same new Advantage or Disadvantage. In this case, each hero does not pay the cost or receive any Character Point benefits outlined here. The new Advantage can be considered a reward for participating in the team and the scenario, while the new Disadvantage would be a penalty.

## Advantages

There are two methods for acquiring new Advantages:

(1) The player pays, in Character Points, 5 times the rank of the Advantage. (2) The player takes an equivalent amount of dice in Disadvantages and pays a number of Character Points equal to the rank of the Advantage. In either case, the player must come up with a well-crafted story for getting the new Advantage that's backed by actual experiences in one or more adventures. The story, and its related Advantage, must be approved by the Game master.

Generally, a player may not remove an Advantage from a character, but it might be lost in the course of roleplaying due to player negligence (that is, continuously bad roleplaying or ignoring Disadvantages) or some tragic game-world mishap (such as a Patron's city being destroyed). If the loss occurred through no fault of the character, the Game master may give the player a consolation gift of three Character Points per rank in the Advantage, or may substitute an equally valuable Advantage. Game masters should not reward the loss of an Advantage through player negligence.

## Disadvantages

There are also two methods for permanently overcoming a Disadvantage: (1) The player pays 10 times the die code of the Disadvantage. (2) The player loses an equal number of Advantages and pays a number of Character Points equal to the die code of the Disadvantage. As with Advantages, the player must have a good tale and adequate adventuring experience before the Game master should approve the loss of any Disadvantage.

When a player wishes to add another Disadvantage to her hero, she receives an immediate bonus for this choice if she isn't using the Disadvantage to help her get a new Advantage. For the new Disadvantage, the character receives a number of Character Points equal to 3 times the die code of the Disadvantage. However, the hero now has a new limitation to contend with!

## Super Powers

See the powers section



# CHAPTER

# THREE

# P O W E R S



# POWERS

## PHYSICAL POWERS

### Accelerated Healing

Cost: 2 Per Rank

### Ambidextrous

Cost: 3 Per Rank

### Amphibious

Cost: 4 Per Rank

### Boost

Cost: 4 Per Rank

### Chameleon

Cost: 2 Per Rank

### Combat Sense

Cost: 3 points

### Disease

Cost: 6 Per Rank

### Drain

Cost: 5 Per Rank

### Duplication

Cost: 5 Per Rank

### Elemental Sheath

Cost: 7 Per Rank

### Endurance

Cost: 1 Per Rank

### Enhancement

Cost: 6 Per Rank

### Entangle

Cost: 3 Per Rank

### Extra Limbs

Cost: 2 Per Rank

### Fast Reactions

Cost: 3 Per Rank

### Flash Attack

Cost: 4 Per Rank

### Healing

Cost: 6 Points Per Rank

### Immortality

Cost: 10 points

### Infrared Vision

Cost: 2 Per Rank

### Intangible

Cost: 5 Per Rank

### Invisibility

Cost: 4 Per Rank

### Life Support

Cost: 2 Per Rank

### Longevity

Cost: 5 points

### Luck

Cost: 7 Per Rank

### Mimicry

Cost: 9 Per Rank

### Molecular Mimic

Cost: 7 Per Rank

### Mutation

Cost: 5 Per Rank

### Natural Weaponry

Cost: 2 Per Rank

### Omnivorous

Cost: 4 points

### Paralyze Body

Cost: 4 Per Rank

### Poison Secretion

Cost: 5 Per Rank

### Radar Sense

Cost: 3 Per Rank

### Ranged Power Attack

Cost: 2 Per Rank

*Acid*  
+2 per Rank

*Bio Energy Blast*  
+3 per rank

*Energy Blast*  
+1 per Rank

*Entropy Blast*  
+5 per Rank

*Flame Jet*  
+2 per Rank

*Force Blast*  
+2 per Rank

*Lightning Blast*  
+2 per Rank

*Magic Bolt*  
+3 per Rank

*Mental Blast*  
+3 per Rank

*Projectile Attack*  
+2 per Rank

*Sonic Scream*  
+3 per Rank

*Super Breath*  
+1 per rank

*Vibration*  
+3 per Rank

### Regeneration

Cost: 7 Per Rank

### Shape Shift

Cost: 4 Per Rank

### Sonar

Cost: 2 Per Rank

### Stretching

Cost: 5 Per Rank

### Super Attribute

Cost: 4 Per Rank

### Super Senses

Cost: 7 Per Rank

### Super Tracking

Cost: 3 Per Rank

### Sustenance

Cost: 5 Per Rank

### Transfer Attribute

Cost: 2 Per Rank

### Vampirism

Cost: 5 Per Rank

### X-Ray Vision

Cost: 2 Per Rank

## DEFENSIVE POWERS

### Adaptation

Cost: 8 Per Rank

### Body Armor

Cost: 3 Per Rank

### Energy Absorption

Cost: 4 Per Rank

### Force Field

Cost: 4 Per Rank

### Immunity

Cost: 7 Per Rank

### Invulnerability

Cost: 15 Per Rank

### Resurrection

Cost: 15 Per Rank

### Two-Dimensional

Cost: 6 per Rank

## ELEMENTAL

## MANIPULATION POWERS

### Air Manipulation

Cost: 6 Per Rank

### Body Manipulation

Cost: 7 Per Rank

### Darkness Manipulation

Cost: 5 Per Rank

### Density Manipulation

Cost: 7 Per Rank

### Earth Manipulation

Cost: 7 Per Rank

### Energy Manipulation

Cost: 9 Per Rank

### Flame Manipulation

Cost: 6 Per Rank

### Gravity Manipulation

Cost: 7 Per Rank

### Ice Manipulation

Cost: 7 Per Rank

### Ka Manipulation

Cost: 15 per Rank

### Light Manipulation

Cost: 7 Per Rank

### Matter manipulation

Cost: 7 Per Rank

### Magnetic Manipulation

Cost: 7 Per Rank

### Plant Manipulation

Cost: 6 Per Rank

### Size Manipulation

Cost: 6 Per Rank

### Sound Manipulation

Cost: 7 Per Rank

### Time Manipulation

Cost: 7 Per Rank

### Water manipulation

Cost: 8 Per Rank

### Weather Manipulation

Cost: 8 Per Rank

### Illusion

Cost: 3 Per Rank

### Insect Control

Cost: 4 Per Rank

### Insect Summoning

Cost: 4 Per Rank

### Iron Will

Cost: 2 Per Rank

### Language Comprehension

Cost: 2 Per Rank

### Machine interface

Cost: 5 Per Rank

### Mind Control

Cost: 4 Per Rank

### Mind Reading

Cost: 4 Per Rank

### Mind Field

Cost: 5 Per Rank

### Possession

Cost: 5 Per Rank

### Postcognition

Cost: 2 Per Rank

### Precognition

Cost: 3 Per Rank

### Speak with Animals

Cost: 2 Per Rank

### Speak with Dead

Cost: 3 Per Rank

### Speak with Insects

Cost: 2 Per Rank

### Speak with Plants

Cost: 2 Per Rank

### Telekinesis

Cost: 5 Per Rank

### Telepathy

Cost: 2 Per Rank

## MENTAL POWERS

### Animal Control

Cost: 4 Per Rank

### Animal Summoning

Cost: 4 Per Rank

### Animate Object

Cost: 5 Per Rank

### Animate Dead

Cost: 6 Per Rank

### Confusion

Cost: 3 Per Rank

### Cosmic Awareness

Cost: 3 Per Rank

### Detect

Cost: 2 Per Rank

### Empathy

Cost: 3 Per Rank

### ESP

Cost: 2 Per Rank

### Hex

Cost: 6 per Rank

## MAGIC POWERS

### Magic Field

Cost: 4 Per Rank

### Sorcery

Cost: 15 per Rank

### Summoning

Cost: 10 Per Rank

## MOVEMENT POWERS

### Astral Projection

Cost: 3 Per Rank

### Dimensional Shifting

Cost: 6 Per Rank

### Enhanced Movement

Cost: 2 Per Rank

### Faster Than Light (FTL) Travel

Cost: 5 Per Rank

### Flight

Cost: 2 Per Rank

### Spatial Warping

Cost: 8 Per Rank

### Super Jump

Cost: 2 Per Rank

### Super Speed

Cost: 7 Per Rank

### Swinging

Cost: 2 Per Rank

### Teleportation

Cost: 6 Per Rank

### Wall-Crawling

Cost: 3 points

## POWER ENHANCEMENTS

### Area Effect

+3 Per Rank

### Armor Piercing

+3 Per Rank

### Double range

+3 per Rank

### Extended Duration

+2 per Rank

### Extra Knock Back

+2 per Rank

### Linked Power

+2 per rank (plus an additional +1 for each additional Power linked after the first)

### Miscellaneous Enhancement

+1 to 3 per Rank

### Multiple Targets

+3 per Rank

### Persistent Effect

+3 per Rank

### Range

+2 per Rank

### Selective Area

+3 per Rank

### Transferable to Others

+ 4 per Rank

## POWER LIMITATIONS

### Activation Roll

-1 per Rank

### Ability Loss

-2 per rank or -3 per rank

### Costs Ka to Activate

(GODSEND Agenda limitation only)

-1 to -5 per Rank

### Diminished Range

-2 per Rank

### Duration change

-2 per rank

### Extra Time

-1 to 4 per Rank

### Focus

-2 per Rank

### Incantations

-2 per Rank

### Limited Use

-2 to -5 per Rank

### Miscellaneous Power Limitation

-1 to -3 per Rank

### No Knock back

-1 Per rank

### No Range

-2 Per Rank

### Non-lethal

-2 Per Rank

### Physical Gestures

-2 Per Rank

### Short Circuit

-4 per Rank

### Signature Effect

-1 per Rank

### Super Heroic Form

-2 or -3 per rank

### Uncontrollable

-3 per rank

### Uses Life Force

-3 per Rank

## POWERS

The entirety of this chapter is dedicated to what makes a character truly special, different from the normal, everyday person of his world – Powers. Unlike an Advantage, which simply defines some extraordinary, but humanly possible trait, each Power allows your character to perform some sort of supernatural act – in other words, something that outright defies the Way the World Works as We Know It.

These Powers can be defined as “magic,” “psionic,” or a gift of God – see the sidebar The Origin of Powers, near the opening of the Character Creation chapter for more ideas and discussion on this issue. How your character sees his Powers can very much define the character, so think carefully!

## PURCHASING POWERS

Powers are purchased per rank, with the cost determined by the particular power. For instance; if a player would like to purchase Flight at rank 3, he would multiply the rank by the cost per rank. Flight cost 2 points per rank, so 3 ranks would cost 6 points.

Most powers work much like Advantages and Limitations do – they have ranks, and range in effect, starting at rank 1 and working their way up. These Powers do not have an upper limit! Some Powers have a flat cost and are not bought on a per-rank basis. These are noted in their costs.

Although you do not normally have to roll to activate attack powers, you may have to take appropriate Skills to be able to hit with those Powers. Make certain that you make note of these Skills and take them – otherwise, you may have a powerful Energy Blast, but be terrible at hitting your targets!

In addition, you may put special additions or restrictions on Powers. These Power Enhancements and Power Limitations modify the cost-per-rank of a Power, but cannot reduce the cost of a Power below one point per rank. Enhancements and Limitations are discussed in more detail at the end of this Chapter.

## IMPROVING POWERS

Powers are improved with the use of character points as usual. The character simply spends character points equal to the power cost times the existing rank of the power.

*Example: A character with Paralyze Body 5 (cost is 4 points per ranks) wants to raise the power from a 5 to a 6. The cost would be 20 points (5x4=20)*

## GAINING NEW POWERS

During the course of play a player may want to purchase new powers for her character. The cost for a new power is 5 times the rank cost for a rank one power. After the initial cost the character point cost needed to improve the power is the cost per rank.

## GAINING AND LOSING SUPER POWER ENHANCEMENTS AND LIMITATIONS

It is possible for a character to gain or lose control over a Super Power, beyond what increases in skill and Super Power rank allow. Unlike Advantages and Disadvantages, Super Power Enhancements and Limitations are fundamental to a Super Power’s manifestation in a character or item. Enhancements and Limitations must be purchased or overcome with Character Points, representing the character’s greater understanding of the Super Power. Also, the gamemaster may not allow some Limitations to be bought off without an excellent plot-related explanation, especially if the Limitation is physical in nature. Unless the Enhancement or Limitation relates to the character’s understanding of the Super Power, such as many Minor Stigmas, a reasonable explanation of how the Super Power has changed is also required.

Gaining a new Enhancement costs 8 times the desired rank times the base cost of the Enhancement in Character Points. Although most Enhancements have several possible ranks that can be purchased in stages, common sense should apply. A Super Power may obtain new levels for the same Enhancement, but the nature of previously added Enhancements cannot be altered, unless the Enhancements are removed.

*Example: An Enhancement that provides an additional effect must be purchased at the full cost of each desired effect. A player could not, for instance, buy the one rank of Double Range for Sonic Blast, and then later spend more Character Points to increase the Enhancement rank and change it to attack reflection. However, a character with an additional effect of Armor Piercing on the Natural Ranged Weapon Super Power could purchase additional ranks of the Enhancement.*

Eliminating a Limitation costs 10 times the die code of the Limitation in Character Points. As with Enhancements, it is possible to buy off a Limitation in stages, if the stages are related. The Debt Limitation probably couldn’t be bought down one level at a time, but a Flaw with multiple ranks could be, if the Narrator allowed. The gamemaster may disallow buying off certain variations of Limitations because they are inextricably tied to the related Super Power.

A character can also remove an Enhancement or acquire a Limitation after character creation. A character who purposely removes an Enhancement from a Super Power receives the rank of the power times the base cost of the Enhancement in Character Points. The character can’t rely on the Enhancement until the player buys it again. A character who takes a Limitation for a Super

Power after character creation gains the power rank times the base cost of the Limitation in Character Points. Since it is unlikely (though not impossible) that a character would do either of these deliberately, the player must come up with a reasonable explanation for how the Super Power has become less useful. Again, the gamemaster may take away Enhancement or Limitations based on the adventure situation and does not necessarily have to award points for it.

## READING THE POWER DESCRIPTION

Powers are listed alphabetically within their classes. Their description includes:

### Duration

The amount of time the power is in effect. There are four durations:

- **Concentration:** The hero must spend one action each round keeping the power active; doing anything other than this incurs a multi-action penalty for each additional action. If the hero is knocked unconscious, the power stops.
- **Activated:** The hero must spend one action to activate the power. She may use it on the next round or as another action. The power remains on until the hero spends an action to deactivate the power (or is knocked unconscious).
- **Semi permanent:** The hero subconsciously activates or deactivates the power. Thus, it does not count as an action to activate, deactivate, or use the power, but the player must announce when she is using it if it does damage or has an affect on other things or people. The power shuts off when the hero reaches the time limit for the power or is knocked out. The duration of a power may never be changed to this through Enhancements or Limitations.
- **Permanent:** The power is always on. The hero has no control over whether or not she wants to use it unless great steps are taken (some sort of barrier for a contact power, for example). This power remains in effect even if the hero is knocked unconscious.

### Range

Generally, the range limits for how far a power can be projected are determined in the same manner for every power. There are some exceptions: like movement powers which have ranges that vary greatly and powers such as Clinging or Longevity where distance does not apply.

For powers that have normal listed in their range entries: the maximum short range of most powers is the rank in meters. The maximum medium range is two times the rank in meters. The maximum long range is three times the rank in meters.

Furthermore, the target must be in sight for all powers with the exception of ESP and a few others.

### Base damage Value

The amount of damage the power will do. The damage listed is in dice of damage per rank. Some powers don't do physical damage, but have a different effect. In such cases, the power will note in its description what the effect is.

### Managing skill

Generally dice equal to the rank are rolled when the character wants to generate the desired effect but in some cases the hero may want to use the power in an unexpected or peculiar way. Managing skills can be taken as specialized skills and used to generate the desired effect, but in most cases are only suggested and not necessarily required.

As a general rule, if the power can attack at a distance it uses marksmanship to hit, and if the power needs physical contact to take effect the character must succeed at a brawling attack.

### Description

A brief description of the power and its effects. In some instances the power description will give additional difficulty numbers and special effects that can be achieved. The Game Master may modify the power to better suit his game if need be.

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## PHYSICAL POWERS

### ACCELERATED HEALING

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** none

**Managing Skill:** None

**Cost:** 2 Per Rank

The character gains +1D per rank to his Physique for all natural healing attempts, and a Critical Failure is treated as 1, rather than having a negative effect on the die roll.

### AMBIDEXTROUS

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** none

**Managing Skill:** None

**Cost:** 3 Per Rank

The character is equally adept with both hands. She may perform an action with each hand in the same round, and though she takes the multi-action penalty, she receives +1 per rank to each skill total. The actions must involve the hands and each action must require only one hand – if the character performs only one hand-related action in a round, she does not get the bonus. Skills that characters could employ with either hand include brawling, lock picking, marksmanship, throwing, lifting, artist, forgery, and the map-making aspect of navigation, though, of course not every task covered by each skill is relevant. A character may take multiple ranks of this Super Power for two pairs of hands, and multiple ranks for each additional manipulative limb.

### AMPHIBIOUS

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** none

**Managing Skill:** None

**Cost:** 4 Per Rank

The character has the ability to survive underwater, even at great depths. When underwater, she can breathe like a fish and swim up to her normal movement rate multiplied by the power rank. The Character also has a much greater movement rate when in a non-combat situation and moving over great distances – 15 times the rank in kilometers per hour.

### BOOST

**Duration:** Concentration

**Range:** point blank

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 4 Per Rank

The hero has the ability to shift her personal energy around to augment her existing abilities. The character can raise any two attributes or powers (designated when the power is purchased) by a number of ranks equal to the boost power. Each new attribute or power adds +1 per rank to the cost of the power.

*Example: Fireheart has 4 ranks of Flame jet, 3 ranks of Elemental Sheathe, and 3 ranks of the Boost power linked to them. Fireheart can raise his Flame jet by 2 point sand his Sheathe by one point if he choose to.*

One limitation of this power is that it can never boost a power with a higher modified cost per rank than the Boost power (4 Per Rank).

*Example: A character with normal unmodified Boost power could never boost a power that had cost per rank of 5 or higher.*

Ka Manipulation may NEVER be boosted using this power.



## Exponential Values

A number of Powers list “increases exponentially” for the purposes of range. This chart provides you a quick reference for the exponential values referred, so you don’t have to dig up a calculator.

### Exponential Value Chart

Power Rank	Value
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128
9	256
10	512
11	1,024
12	2,048
13	4,096
14	8,192
15	16,384
16	32,768
17	65,536
18	13,1072
19	262,144
20	524,288

**SIDEBAR**

## Expanded Power Selection

Variable

The character can now choose powers with a higher per rank cost. The cost depends on what level of enhancement the player wishes to take.

5-6 point per rank powers cost +2 points per rank

7-8 point per rank powers cost +3 points per rank

9-10 point per rank powers cost +4 points per rank

11-12 point per rank powers cost +5 points per rank

13 and up point per rank powers cost +6 points per rank

## Special Power Limitations:

### Parasitic Transference

-2 Per Rank

The boost now draws from the character’s other abilities making one suffer so that the other can be augmented. For every point channeled into an ability another is weakened. The other ability is chosen when this limitation is purchased.

*Example: Fireheart has 3 ranks of boost and decided he would like to raise his Flame Jet rank by 3. He has the Parasitic Transference linked to his Reflexes which is reduced by 3 ranks (dice).*

## CHAMELEON

**Duration:** Semi permanent

**Range:** n/a

**Base Damage Value:**

**Managing Skill:** None

**Cost:** 2 Per Rank

The character can take on the color and shading of the area she is standing in, blending with her surroundings, appearing blurry and distorted. The character is able to reduce her body temperature, control her breathing, and even reduce her Ka signature in order to hide from her foes. However, this power does not make the character invisible – just very hard to see – and any movement may give away the character’s position. Anyone trying to detect or target the character must make a search roll with a penalty to their rolls equal to the character’s ranks in this Power.

Chameleon may only be purchased to rank 10; one can only be so hard to see.

## Special Enhancement: Augment Broad Groups

+4 points per rank

The character can boost a single category of abilities. He could boost ALL powers or ALL attributes (again, designated when the power is purchased). This enhancement can be taken multiple times to cover ALL the characters abilities.

## COMBAT SENSE

**Duration:** Permanent  
**Range:** n/a  
**Base Damage Value:** none  
**Managing Skill:** none  
**Cost:** 3 points

The character can sense danger, and is never surprised. In combat, he and his attacker must determine initiative as normal. Even if the attacker still goes before the character does, any combat modifier from the surprise is reduced by 2.

A character may not have this ability more than once.

## DISEASE

**Duration:** Semi permanent  
**Range:** point blank  
**Base Damage Value:** variable  
**Managing Skill:** none  
**Cost:** 6 Per Rank

The character can replicate and transfer any known disease to another person with a touch. To do so the character must make a brawl skill roll to touch the person and then a disease dice roll versus the opponent's stamina skill. If the roll is successful the opponent becomes infected with the malady and suffers from it for a twice the rank in rounds minus the targets stamina (minimum 1 round).

*Example: A character with Disease rank 4 could affect a person with stamina of 3D for 5 rounds.*

Once the target is infected the character has a few options he can visit upon his victim;

- During the time period the opponent suffers damage equal to half the rank of the power every round until the malady has run its course. After the time limit is up the target reverts back to normal.
- The character can cause the target to suffer diseases that affect her attributes. The target suffers a penalty in dice to an attribute of the characters choice.

*Example: a character that has a penalty to his Presence may have a disease that affects his appearance such as leprosy. A character that has his Knowledge attribute affected may have some sort of brain fever.*

The disease may be contagious and has a possibility of infecting others for the same time period. Everyone that comes into contact with the infected person must make a stamina roll versus half the rank in the Disease power. The character using this power is always immune to the disease she inflicts.

The target of this power may try and fight off the effects every round in order not to take the damage by making a stamina roll each round. The difficulty of this roll is equal to the disease roll. This can be done until the effects wear off.

## DRAIN

**Duration:** Semi permanent.  
**Range:** Point Blank  
**Base Damage Value:** n/a  
**Managing Skill:** None  
**Cost:** 5 Per Rank

This Power allows the depletion of another's abilities. When your hero is in physical contact with a target, he may drain Attributes, Skills, or Powers by an amount equal to the Power rank per action. He must win an opposed roll using his rank of Drain against the Power, Attribute or Skill he is targeting. The effects last for 5 minutes per rank of the power.

The attack is resisted by an Opposed roll of the Drain rank in dice versus the opponents current power rank (multiple uses of the drain power can quickly deplete a foes power). For every three points over the opponents resistance roll the hero drains one rank of power or ability.

*Example: Remora has 5 ranks of the Drain power and is Fighting Electra. Remora wants to drain off some of Electra's formidable Lightning Blast (rank 4). Remora grapples her and starts to drain. Both combatants roll dice equal to their respective powers; Remora rolls dice equal to her power rank of 5 versus Electra's dice equal to her Lightning Blast of 4.*

*Remora's total is 19 and Electra rolls a 12, a difference of 7. Remora wins and manages to drain off 2 ranks of Electra's Lightning Blast.*

### Special Enhancements: Damage Drained Goes to Your Abilities

+2 Per Rank

The character drains others' abilities to fuel her own Attributes, at her choosing. The augmented Attributes do not change her current or maximum number of Body Points. This lasts the normal Drain duration.

### Damage Drained Heals You

+1 Per Rank

The character heals 1D points of damage for every 3 points drained. This healing is permanent – that is, it does not "expire" when the Drain duration is up.

### Powers Are Transferred to You

+3 Per Rank

Any Powers drained are now useable by the character. These temporary Powers last for the duration of his Drain Power (rounds equal to Power rank).

### Special Power Limitation: You Also Drain Limitations

-2 Per Rank

The character also drains disadvantages from her target, one rank's worth per two ranks of this Power. The disadvantages drained are determined by the GM, and are treated as her own for the duration of the Power. These must be role-played.

## DUPLICATION

**Duration:** Activated

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** None

**Cost:** 5 Per Rank

The hero has the ability to make duplicate selves, splitting off to create a number of copies. A hero can have a number of duplicates up to her Duplication power rank without any attribute degradation of the clones. The character can have an additional amount of duplicates beyond the first group but these duplicates will have all their attributes and powers reduced by 1. A third set can also be produced but their attributes and powers are further reduced, this time by 2. This process can go on until an attribute cannot be reduced (attribute rating of 0).

**NOTE:** All clones share the SAME Ka pool and can pull from it freely.

Furthermore, duplicates can make duplicates, each counting toward the character's duplicate total. However, the character loses one rank in all Attributes, Skills, and Powers, permanently, for every duplicate that is killed!

*Example: Zerex has Duplication 2, Reflexes 3D, Coordination 5D, Physique 3D, Knowledge 3D, Perception 3D, and Presence 3D. Zerex can make two duplicates that have attributes equal to him.*

*He could make an additional two duplicates that have attributes that are reduced by 1D. These clones would have Duplication 1, Reflexes 2D, Coordination 4D, Physique 2D, Knowledge 2D, Perception 2D, and Presence 2D.*

*He could make two more duplicates but these two would be -2D from all their attributes. These clones would have Duplication 0, Reflexes 1D, Coordination 3D, Physique 1D, Knowledge 1D, Perception 1D, and Presence 1D.*

*Zerex could make a total of 6 clones but could not go beyond this because his attributes would not allow the others to live.*

## ELEMENTAL SHEATH

**Duration:** Semi permanent

**Range:** Point Blank

**Base Damage Value:**

**Managing Skill:** None

**Cost:** 7 Per Rank

The hero has the ability to cover himself in some sort of elemental energy or substance. In hand-to-hand combat, the elemental sheath damages any opponent who grapples the character automatically, without the hero expending an extra action to attack. The power may be also used to augment brawling attacks, causing additional damage when he makes contact with a foe. In any case, the character can actively control the sheath, so that she doesn't burn a hole in the carpet while enveloped in flame or electrocute all computers when covered in electricity.

The type of sheath must be picked at character creation from the following:

**Air Sheath:** Kinetic energy attacks do 1D per rank less, and

poison gas attacks do 2D per rank less, in damage to your character.

The character may add +1D per three ranks to any brawl attack when the elemental sheath is activated. Opponents who grapple the character suffer no additional damage from an air sheath.

**Earth Sheath:** A hide of rock, soil and plant life covers the hero.

The character receives a bonus of 1D per rank to negate damage and does an additional 1D in hand to hand combat with an opponent when the sheath is activated. Opponents who grapple the character suffer no additional damage from an earth sheath.

**Electrical Sheath:** The hero can disrupt electronic equipment with a touch, doing double her normal physical damage die code to it. Electrical attacks do 1D less damage per two Elemental Sheath ranks. The character may add +1D per rank to any brawl attack when the elemental sheath is activated. Opponents who try and grapple the character suffer 1D per rank of damage while in contact with the hero. Those with Energy Absorption may be able to drain off the sheath, negating the power.

**Energy Sheath:** Your hero gains the ability to negate raw energy attacks, taking 1D per two ranks less damage from pure energy based attacks (such as Energy Blast). The character may add +1D per rank to any brawl attack when the elemental sheath is activated. Opponents who try and grapple the character suffer 1D per rank of damage while in contact with the hero. Those with Energy Absorption may be able to drain off the sheath, negating the power.



**Fire Sheath:** The character can set fire to any flammable material that she touches. Flame attacks do 1D less damage per Elemental Sheath rank. The sheath is completely ineffective underwater, and ice and water attacks do double their normal damage to the character. The character may add +1D per rank to any brawl attack when the elemental sheath is activated, and grapplers suffer 1D per rank of damage when in contact with the hero. Those with Energy Absorption may be able to drain off the sheath, negating the power.

**Ice Sheath:** Ice and water attacks do 1D less damage to the hero per two Elemental Sheath ranks, but flame-based attacks do double damage. While in water, the sheath becomes larger and gives the hero double the protection it would normally give, but at a sacrifice of mobility (-1 Reflex penalty per rank of the power activated while in water). The character may add +1D per two ranks to any brawl attack when the elemental sheath is activated. The character can keep cool in really hot environments, too. Grappling opponents take 1D of cold damage when in contact with the hero.

**Insect Sheath:** The hero is covered in a mass of living insects that swarm around her body. All attacks are reduced by 1D per rank of this sheath but once the sheath reduces damage equal to the power rank times 20 the sheath is dissipated and all the insects are dead (a rank 3 sheath can take 60 points of damage before it no longer works). The hero must wait 10 minutes per rank to regenerate a new sheath by gathering new insects. Grappled or grappling opponents may become flustered or panicked by the nature of this sheath. When a grapple is made by or against the player her opponent must make a willpower roll of 10 plus the rank of the power or become disconcerted, suffering a penalty of +1 per power rank difficulty to all actions for that round.

**Poison Gas Sheath:** Anyone who breathes in this sheath takes damage equal to your hero's Power rank if they fail an opposed stamina roll versus the power rank. Wind attacks will disperse the gas enough to make it totally ineffective.

**Water Sheath:** The character is enveloped in a sheath of pure liquid while suffering no ill effects such as drowning. The character may negate double her rank in damage against fire-based attacks and triple against gas attacks. Ice and electrical attacks do double damage, but sound or kinetic attacks are negated by 1D per rank. Foes who grapple water sheathed characters must make a moderate stamina roll to hold their breath, or take drowning damage.

## Special Enhancements:

### Elemental Form

+3 Per Rank

The character is not simply covered with the element, but becomes it. While in the elemental form the character becomes almost invulnerable to the element, receiving 1D of damage reduction per rank of the power. The character may also use the element as a conduit by which to travel and move more rapidly, moving at 10 meters per rank of the power through the chosen element.

## ENDURANCE

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** None

**Cost:** 1 Per Rank

The character has great endurance, and gains a +3D per rank to Physique or stamina checks when performing taxing physical tasks (such as holding one's breath underwater for a long period or running a long distance).

The hero can also resist the effects of damage penalties for rounds equal to the rank of the power. This can be done three times per game.

## ENHANCEMENT

**Duration:** Activated

**Range:** Point Blank

**Base Damage Value:** n/a

**Managing Skill:** None

**Cost:** 6 Per Rank

You may increase your (or another) character's existing Attributes, Skills, or Powers. The player decides what will be enhanced, and must be in physical contact in order for the power to take affect.

The player rolls dice equal to the power rank versus the attribute, skill, or power. The better the roll the more the target is enhanced. For every three points over the targets roll the hero may increase the ability by one rank up to a maximum level equal to the Enhancement power (a rank 4 Enhancement power could only enhance an ability by 4 ranks per use)

Multiple enhancements can be done on the same attribute, skill or power but it becomes increasingly harder to do.

*Example: The Red Hammer is being enhanced by the Maxim (Enhancement rank 5). The Maxim decides to enhance the Red Hammer's Reflex Attribute (Red has a Reflex of 5D to start). The Maxim touches the Red Hammer and concentrates. Rolling five dice, Maxim gets a result of 2, 3, 4, 4, and 5, for a total of 18; the Red Hammer rolls his Reflex attribute and gets a total of 12 on his roll. Since he beat the Red Hammer's roll by 6 the Maxim can thus enhance Red Hammer's Reflex attribute up to 7D (two ranks, or one rank per 3 points over the opposed roll). The Red Hammer feels a surge of power course through his body as his Reflex increases to 8D!*

The enhancement lasts for minutes equal to twice the rank in this power. The hero can only add a maximum of three times the rank of powers on enhancements. Once the character has reached this limit he must wait until the other enhancements have worn off in order to enhance again.

*Example: The Maxim has Enhancement rank 5. He could only enhance a total of 15 ranks of powers, attributes, or skills. In the above example the Maxim enhanced the Red Hammer's Reflex by 2 ranks and could further enhance the Hammer or anyone else for 13 ranks.*

**Special Enhancement:  
Augment Inanimate Objects**

+2 points per rank

The ability now extends to enhancing the properties of inanimate matter, making them stronger and more resilient to damage or perform better.

*Example One: Maxim is hiding from a group of thugs behind a wooden door. He knows that it is only a matter of moments before the door is torn asunder and the ruffians are upon him, especially since the door only has a toughness of 3D. With his ability to enhance matter, Maxim enhances the door's toughness. He rolls 5, 5, 3, 3, 1, a total of 17 versus the toughness of the door (the GM rolled a total of 5 on three dice) beating the door by 12. The Maxim enhances the door's toughness by 4D!*

*Example Two: Maxim is making his getaway in an old crop duster plane. He knows that the plane cannot outrun the thugs' high-tech flying platforms. Maxim enhances the plane's engines (effective Flight Power 5). He rolls a total of 15, versus the plane's total of 12 and adds one rank to the plane's flight power.*



## ENTANGLE

**Duration:** Semi permanent

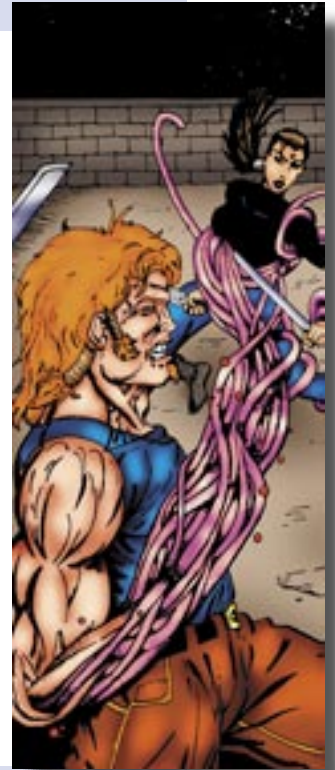
**Range:** normal

**Base Damage Value:** n/a

**Managing Skill:** marksmanship skill (coordination)

**Cost:** 3 Per Rank

Your character can create a web, slime, energy rings, or some other tangible substance that entangles his opponents. Targets hit by the attack roll an opposed difficulty roll of Reflexes versus the entangle power. If the Entangle is successful, the target is held fast. Victims may try to break free every combat round (on their Initiative) by rolling their Physique in an opposed roll of the power. Otherwise, the effects last for minutes equal to your character's Entangle ranks.



## EXTRA LIMBS

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:**

**Managing Skill:**

**Cost:** 2 Per Rank

Your hero has an extra limb for every rank in this Power. This limb can be defined as virtually anything – entangling hair, a whipping tail, an extra set of arms, etc. The character is considered ambidextrous with these limbs and gains a bonus +1D per rank of the power when attempting to grapple. Alternately, the character may have fewer limbs, instead adding a bonus +2 to damage per power rank to existing limbs. For example, with Extra Limbs Rank 4, a character could opt to have four additional limbs, or two additional limbs, each with +2 to damage.

## FAST REACTIONS

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 3 Per Rank

The character gains +1D per rank to Perception when determining initiative, and, up to three times during the adventure, may receive one additional action for one round.

## FLASH ATTACK

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:**

**Managing Skill:** Marksmanship (Flash Attack)

**Cost:** 4 Per Rank

This ability allows your hero to unleash an attack that burns her target's sight (or other sense, at your GM's option), causing them to be stunned. The target may resist with an opposed roll of the power's rank versus the target's Perception die code. If the target resists, they aren't affected, but if the target fails they are blinded with a penalty of +4D (+12) to all rolls in combat, lasting for rounds equal to the rank. This may cause the Power to affect a target for multiple rounds. This attack does not do knock back. Obviously, this Power does nothing to someone who is already blind.

## HEALING

**Duration:** Semi permanent

**Range:** point Blank

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 6 Points Per Rank

Your character can heal wounds by her very touch, affecting others or herself. She heals 1D points of damage per Power rank. At ranks 10 and higher, she can also reattach severed limbs or regenerate lost organs, and in the case of mental damage may be able to restore lost memories or heal brain damage.

**Special Enhancement:**

**Can Heal at Range**

+2 Per Rank

The character isn't limited to touch – she can project her Healing Power, up to 2 meters per Power rank.

**Special Enhancement:**

+2 Per Rank

Mending

The hero can not only heal damage to living beings but inanimate objects as well. She may now restore shattered doors, fix automobiles, mend broken glass, etc.

**Special Power Limitations:**

**Transference Healing**

-4 Per Rank

The character can only transfer her personal life energies to heal others. She cannot heal herself, and she no longer rolls dice to determine how much she heals. She can heal any number of Body Points between 1 and triple her power rank, per action. For every 2 points of healing done to others, she takes 1 point of damage.

## IMMORTALITY

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 10 points

The character grows older, at a decreased pace compared to the rest of his species, and for all intents and purposes is essentially immortal (i.e., he will never die of old age within the span of any campaign). Furthermore, even if he is reduced to zero Body Points – his arms could be blown off, his abdomen eviscerated, or whatever – he doesn't die, and will not go unconscious or bleed to death (as mortally wounded characters do). However, he will not heal without some sort of special ability, and may perform only the most minimal of physical actions, such as squirming, with most actions being impossible. He may rely only on his reflexes for initiative purposes.

**Special Power Limitations:**

**Final Death**

There should always be one particular set of circumstances whereby the character will die forever. These circumstances should not be too unusual, but should be avoidable – killed directly by magic, drowned, decapitated, and so on are all good examples.

## INFRARED VISION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** n/a

**Managing Skill:** search

**Cost:** 2 Per Rank

Your character's visual perception abilities are such that she can see into the infrared spectrum. She can see heat sources clearly within a range equal to rank times 5 meters (limited by her normal sight range). This power gives the hero a bonus of +1 per rank to negate sight based penalties.

This vision is so sensitive that the character can follow a person by the heat left by their footprints, if they were there relatively recently. Your character gets a Search roll of +1D per power rank versus a GM assigned Difficulty to track using Infrared Vision. Note that the character can only see things with this Power that are differentiated from the ambient temperature of the area – a cold-blooded lizard or an animated skeleton might not be visible with this Power.

## INTANGIBLE

**Duration:** Activated

**Range:** n/a

**Base Damage Value:** Special, read below

**Managing Skill:** none

**Cost:** 5 Per Rank

The character's body becomes intangible, able to pass through solid objects. The difficulty of this action is based on the body points or resistance value of the object that is being traversed. If the Power fails, the character cannot walk through the obstacle and becomes solid. When intangible, the character cannot affect much in the physical world – that is, he cannot pick up a book, turn on a light, etc. In addition, physical damage done by and against the character is reduced by 1D per Power rank.

While intangible, the character can also attack living objects with this power, giving the character the ability to reach an intangible hand into a person's body before solidifying it, causing the victim a great deal of pain and internal damage. This attack requires a Brawl Skill roll to hit the victim with a penalty of +10 to the difficulty. If successful, the target must make a Physique or stamina roll versus the character's rank in the power. If the target fails, they take 1D damage per Power rank (generally, this damage is not preventable), but if the target was successful in their roll, the character takes the damage instead! The normal effects of this Power do not reduce this damage.

## INVISIBILITY

**Duration:** Semi permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 4 Per Rank

The character can bend light around her body, rendering herself and everything she is carrying invisible. The character throws no shadow, and even if splashed with paint or doused in flour will remain invisible with the paint or flour becoming undetectable as well. If she is standing still, she is almost impossible to see (a Difficult roll plus the rank of the power or a hide roll +1 per rank of the power, whichever is higher.) If the character is moving or actively attacking an opponent, she is still mostly indiscernible but can be targeted normally, albeit with a penalty equal to twice the rank of the power. This power may only be purchased to rank 10; a character can only be so invisible.

## LIFE SUPPORT

**Duration:** Semi permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 2 Per Rank

Your hero can survive without air for a number of days equal to his Physique multiplied by his rank of the power. During this time, he is immune to the rigors of space or Deep Ocean depths, including the conditions of high and low pressure or bone-chilling cold and blistering heat. After the allotted time, the character begins suffering the ill effects of these environments normally. Returning to a

normal environment and resting (generally for a time equal to the amount of time the Power was in use) will allow the character to return to a hostile environment and use this Power again.

## LONGEVITY

**Duration:** Permanent

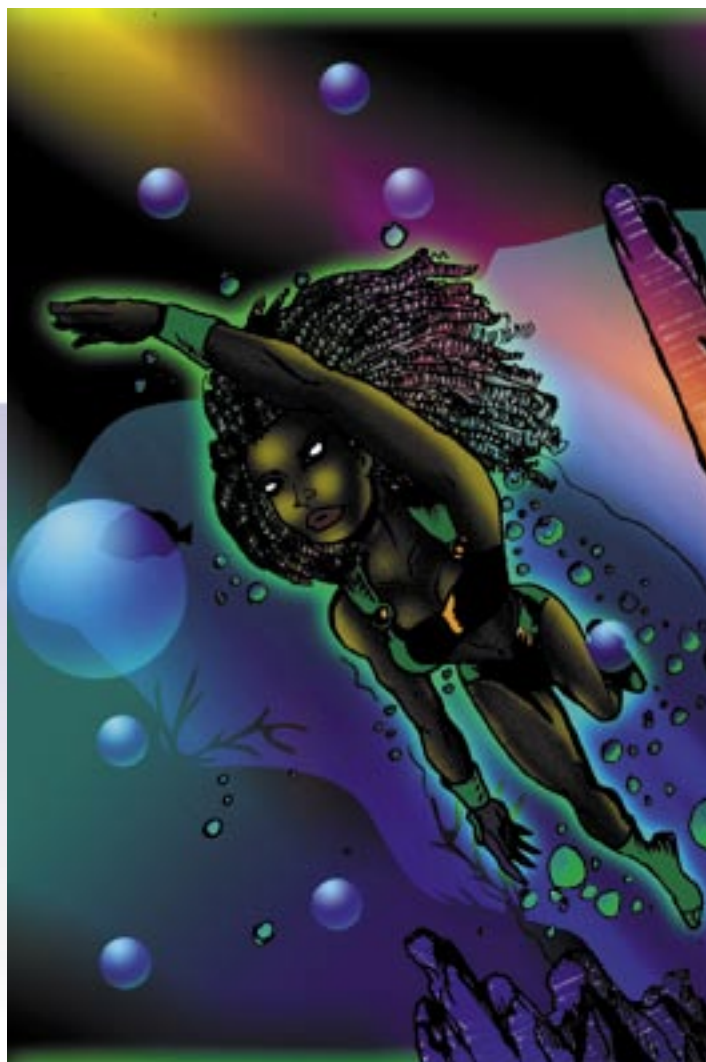
**Range:** n/a

**Base Damage Value:** none

**Managing Skill:** none

**Cost:** 5 points

The character lives longer than the average Human. The character should gain peripheral bonuses during game play because of his "longer outlook." A character may not have this ability more than once. Often, this Super Power has a Limitation attached that governs what the character must do to maintain his life.



## LUCK

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** none

**Managing Skill:** none

**Cost:** 7 Per Rank

A character with Luck can call on one of the following benefits once per adventure per rank: action, alertness, breakthrough, haste, hero, opponent fails, or second chance (see the "Luck Benefits" below for details on each of these options). Calling upon one's luck does not count as an action.

If the character has not used his Great Luck during an adventure and something really disastrous happens, the Game Master may choose to automatically use the Character's power, temporarily "burning it out" and using up the character's Luck for the adventure. Usually, this is done when the character does something stupid or the player is the victim of incredibly bad luck – die rolling, not the Disadvantage – and something "stops" the effect. This is a "last ditch," Game Master-controlled effort when circumstances get out of control. It is also a nice thing for inexperienced role-players to have – just in case they do something they really shouldn't have, they get another chance.

*Example: The character's mission is to turn off the power at a nuclear plant, or it will explode and destroy the city that's conveniently downwind. Unfortunately, the character takes too long fighting the minions of the bad guy who set the plant to overload, and, according to the rules, the whole city should go up in a radioactive fireball. The character is too late. The Game Master might choose to have the character be really lucky – the villain was bluffing, and there's really more time on the clock than anyone thought, or the power plant begins a long meltdown procedure instead of exploding. In any case, the character's Luck is gone for this adventure (his luck ran out), but he has a chance of averting disaster.*

### Luck Benefits

**Action:** Add 2 to all skill or attribute totals for the round.

**Alertness:** The character has a "sixth sense" outside of all other rules and situations that will help him to spot a previously unseen item, character, or clue selected by the Game Master. The benefit does not confer omniscience, however, and the Game Master can select a time for having it come into effect. It is normally used to allow a character to spot something he missed in a previous search that is important to the adventure.

**Breakthrough:** Add 1D to any one skill die code in which the character has no additional pips or dice (in other words, a skill in which the character is untrained). The benefit also eliminates the unskilled modifier for using that skill.

**Haste:** Gain one additional action for one round.

**Hero:** Receive one bonus Fate Point, which the character must use immediately.

**Opponent fails:** After an opponent or enemy has completed an action against the character, the character may call upon this benefit to cancel the effects entirely. This nullifies the opponent's action, and play continues. The lucky character may not use this benefit to cancel an action that is not directed at least partially at him.

**Second chance:** Using this benefit allows the character to "do

over" any action she has just tried, from the very beginning. This benefit cannot negate "bad choices" – the character must perform the same action again – nor does it allow the character to "get back" Fate Points, Character Points, or cards spent on the original action. The character merely gets another chance, immediately following the first attempt, to perform the action again. All effects from the first attempt are ignored.

## MIMICRY

**Duration:** Activated

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** none

**Cost:** 9 Per Rank

Your character has the ability to mimic any Power or Skill, but only ones she has seen used recently. She need only see the Power or Skill used once, and then roll her Mimicry rank in dice versus a difficulty equal to three times the unmodified cost per rank of the power. If successful, she then gains the ability temporarily. If more than one Power is mimicked, the hero can divide her Power ranks between them.

The character is limited in how much of a power she can mimic by the rank of the power she sees. She cannot have a mimicked power with ranks higher than the original power witnessed.

*Example: Vex has 6 ranks of Mimic and sees a hero that has an energy blast at rank 3. The most Vex could mimic is 3 ranks of the energy blast power, not 6 ranks.*

The character has the power for 30 minutes per power rank. Once this time has elapsed the character can no longer use the mimicked power. The memory of the power fades from the character's mind and she must see the power in use again in order to mimic it.

*Example: Vex has 6 ranks of Mimicry and sees Pyra using her Flame Jet power (rank 5). Vex decides that this would be a handy ability to possess. Vex must make an opposed roll of his Mimicry against the cost of the cost per rank of the Flame projection power. The cost for Flame Jet is 4 points per rank so the difficulty to acquire this power is 12 (4x3=12). Since vex can only mimic a maximum of 5 ranks he rolls 5 dice and tries to beat a difficulty of 12. Vex could keep this power for 2 and a half hours before it faded from his memory.*

**NOTE:** Ka manipulation can never be mimicked

**Special Limitation:**

**No range**

-2 Per Rank

The character must make physical contact with her target in order to duplicate the power.



## MOLECULAR MIMIC

**Duration:** Activated. Effect last for rounds equal to double the powers rank

**Range:** Point blank

**Base Damage Value:** n/a

**Managing Skill:** n/a

**Cost:** 7 Per Rank

This ability allows the hero to alter her molecular structure to mimic the structure and properties of things touched. For example, if she touches a steel I-beam, she would become as tough as tempered steel; touching a piece of cork would allow her to float with its buoyancy. The hero's Body Points and Physique, and Reflex Attribute change according to the substance touched (note: the hero assumes the Physique attribute of the substance, they are not added together). Check the list below for examples and ideas. Her Physique and Body Point total is enhanced or reduced by the amount shown and any other special qualities given are also noted. Obviously, this list is not finite and the GM may wish to add other substances like Formica, plastic, or Juju fruit.

The player rolls her character's rank in dice of Molecular Mimic versus the difficulty assigned to the substance. If the character is successful she gains the benefits of the substance.



### Attribute effect

Substance	Difficulty	Body Points	Physique	Reflex	Weight	Notes
Rice Paper	5	-8 Body Points	1D-1	+5 to all reflex rolls	The hero is only 1/10 her actual weight	The hero is only 1/10 your actual weight – strong gusts of wind will blow her away. In addition, she is very flammable – suffering triple normal damage from fires and flame-based attacks. Character can compress her body to the thickness of paper
Cork Board/ Foam board	7	+9 Body Points	2D+1	+3 to all reflex rolls	The hero is only 50% her actual weight	You are 1/5 your actual weight, buoyant and very flammable, taking double damage from flame-based attacks, but half as much knock back and knock back damage
Rubber	10	+11 Body Points	3D+2	+2 to all reflex rolls		You have 1D electricity resistance per 2 Power ranks
Wood	10	+18 Body Points	6D+1		Weight Doubles	Like cork, you are buoyant enough to float on water but also have the drawback of being flammable. You suffer double normal damage from flame-based attacks
Cinder Block Wall	13	+24 Body Points	8D	-6 to all Reflex rolls	Weight Triples	Your weight doubles and you suffer double damage from sonic-based attacks.
Rock, Precious Stone or Brick Wall	15	+30 Body Points	10D	-8 to all Reflex rolls	Weight Triples	Depending on the properties of the precious stone, you may also be able to refract light.
Iron/Steel	20	+40 Body Points	13D	-10 to all Reflex rolls	Your weight increases by 500%	vulnerable to magnetic and electrical based attacks, taking double damage
Adamantium	30	+36 Body Points	12D	-6 to all Reflex rolls	Your weight increases by 400%	Suffer double damage from electrical attacks. Character gains 2 ranks of the Body Armor power
Orichalcum	35	+30 Body Points	10D	-8 to all Reflex rolls	Your weight increases by 200%	Suffer double damage from heat or flame attacks, Character gains an additional 10 Ka points

*Example: The hero Castor has 5 ranks Molecular Mimic and a Physique of 3D. During a battle with the villain Death Scarab, Castor must roll his 5 ranks of Molecular Mimic versus a difficulty of 15. The dice are rolled and the total is 17, success! Castor gains +30 Body Points, his Physique attribute is increased to 10D and his Reflexes rolls are reduced by -8. Lastly his weight increases from 200 pound to 600 lbs.*

## MUTATION

**Duration:** Semi permanent. Effect last for 10 minutes per power rank

**Range:** Point blank

**Base Damage Value:** n/a

**Managing Skill:** n/a

**Cost:** 5 Per Rank

The character has the ability to manipulate and alter the evolutionary growth or degeneration of another living thing. The hero must make physical contact with the target and win a contested roll of the power rank in dice versus the opponent's stamina. If the hero is successful she alters the target for 10 minutes per power rank.

To see what mutation she has given to her target the player rolls on the mutation chart below. Some mutations are evolutionary advancements or degeneration while others are super human advancements or misanthropic physical aberrations.

Disease roll > Target Total	Effect
By 1-3	1 mutation
4-8	2 mutations
9-12	Mutations equal to half the rank
13-15	Mutations equal to the rank of the power
16+	Mutations equal to the rank of the power+2

### Roll 1D

- 1- 2Physical Mutation
- 3-4 Mental Mutation
- 5-6 Evolutionary Mutation

### Physical Mutation (Roll 3D)

- 3- Target becomes small (2 ranks of size)
- 4- Target becomes stronger, +1D to Physique
- 5- Target becomes more agile, +1D to reflexes
- 6- Target becomes more coordinated, +1D to Coordination
- 7- Target becomes physically hardier, +1D per rank of power to the targets body points
- 8- Target's immune system becomes more efficient. Target gains 1D per rank of the power to stamina
- 9-Legs become more powerful. Target gains 10 meters of additional movement and Super Jump rank 2
- 10- Target becomes taller (4 ranks of the size advantage)
- 11- Target becomes weaker, -2D to Physique
- 12- Target becomes more agile, +2D to reflexes
- 13- Target grows horns or tusks (Natural weaponry rank 2)
- 14- Target becomes taller (2 ranks of the size advantage)
- 15- Target grows insectoid or feathered wings (flight rank 2)
- 16- Target spits gouts of flaming venom (Ranged Attack Power: Acid rank 2)
- 17- Target's hearing becomes more acute. Sonar rank 2
- 18- Target's bones become rubbery. Reflexes reduced by 3D

### Mental Mutation (Roll 2D)

- 3- Target's brain and head become larger. Target can now perform one additional action every round without penalty. All attacks to his head do double damage.
- 4- Target is able to mentally block out pain by making a moderate willpower roll

- 5- Target is able to hear a person's thoughts with a difficult Perception or search roll
- 6- Target is never surprised and can see glimpses of the future with a difficult Investigation roll
- 7- Target becomes a complete idiot. Loses 2d Knowledge
- 8- Target becomes hyper aware of his surroundings, +2D to Perception based skills
- 9-Target generates a natural Mind Field power that protects everyone within its range. The rank of the power is equal to the rank of the Mutation power
- 10- Target's brain and head become larger. Target can now perform two additional actions every round without penalty
- 11- Target breeds fear in people around him. Empathy power always on only generates fear rank 5
- 12- Target secretes super pheromones, +3D to Presence based skills
- 13- Target becomes hyper intelligent, +4D to Knowledge
- 14- Target's hearing becomes more acute. All hearing based perception checks at +2D
- 15- Target telepathically links with people around him. Telepathy rank 10 with limitation Receives Physical Sensation
- 16- Target's eyes fall from head. The target is blind but regenerates new eyes once the duration of the mutation power elapses
- 17- Target grows a second head that gibbers and yells. The target always goes last in the round because the head constantly fights with him and gains the strange Appearance disadvantage rank 2
- 18- Gains one manipulation power (GM chooses)

### Evolutionary Mutation (Roll 3D)

- 3- Target loses 1D from a random attribute
- 4- Target grow an extra set of legs or arms (Extra Limb power rank 2)
- 5- Target's body speeds up and he becomes intangible (rank 2)
- 6- Target gains a chitinous hide (Strange Appearance rank 2, Body Armor rank 2)
- 7- Target becomes Amphibious and cannot speak (Amphibious rank 2)
- 8- Target secretes a poison from her body (Poison Secretion rank two, always on)
- 9- Target starts to fuse and takes on the physical properties of the next thing that touches its skin. Molecular mimic rank 6
- 10-Target sheds his skin and looks like a reptile. Strange Appearance rank 2
- 11- Target starts to bud and splits off into a separate entity. The new being will live on after the power's effect wears off
- 12- Target bursts into flames. Elemental Sheathe fire rank 2D
- 13- Target becomes an infant with his normal mental capacity
- 14- Target becomes a primate. Add +2D to Physique and reduce Knowledge by 2D
- 15- Target's body becomes composed of bioluminescent matter. Flash rank 4 always on
- 16- Target becomes pure Ka energy. Treat the target as if he is an Astral Projection. He has no control of his movement and will gravitate towards the nearest Ka using being
- 17- Target becomes a colony of individual single celled creatures.
- 18- Target gains 1 random power

## NATURAL WEAPONRY

**Duration:** Semi permanent

**Range:** Point Blank

**Base Damage Value:** +1D per rank

**Managing Skill:** Brawl

**Cost:** 2 Per Rank

Your character possesses some sort of natural offensive weapon, such as horns, fangs, claws, or hooves, and is able to parry melee attacks with them. Add +1D per rank to Base Damage when determining damage with a natural weapon. If the hero cannot hide these weapons (the default is that he can), he should take the appropriate Limitations – in particular, Strange Appearance.

## OMNIVOROUS

**Duration:** Semi permanent

**Range:** Point Blank

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 4 points

The character can gain nourishment from any organic or non-organic substance (though she is not immune to poisons). She can also chew through just about any substance with no adverse effects to her teeth or jaws. A character may not have this ability more than once.

## PARALYZE BODY

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** n/a

**Managing Skill:** Marksmanship (Paralyze Body)

**Cost:** 4 Per Rank

This Power allows your character to paralyze the movements of a target's body. First she must win an opposed roll of her Paralyze Body Power die code versus the target's Physique or stamina. The effect last for rounds equal to the power rank. This does not prevent a paralyzed enemy from using Knowledge/Perception or general mental-based Powers (such as Mental Blast), but it does keep them from using any abilities based on Reflexes or Physique.

## POISON SECRETION

**Duration:** Semi permanent

**Range:** Point blank

**Base Damage Value:** 1Dper rank

**Managing Skill:** none

**Cost:** 5 Per Rank

This power gives the character the ability to secrete a poisonous fluid that damages opponents when they come into skin contact with her. The poison does damage equal to 1D per rank of the Poison Power. The victim of the poison attack must then roll their stamina versus the Poison power's damage total. If the roll is successful, the target takes no damage, but if the target fails she takes the full poison damage that round, 25% of the original damage total for rounds equal to half the powers rank... After this, the poison has either killed the victim or run its course in his system.

Normal clothing will not protect the victim from this attack – only clothing that is considered sealed or waterproof acts as a barrier against the poison. The range of the power is always contact, unless you take the Special Enhancement below.

**Special Enhancement:**

**Poison Cloud**

+2 points per Rank

The character can emit a poisonous cloud. If the cloud is inhaled or comes into contact with a person's skin, it does damage just like the normal Poison Power. The radius of this cloud is 2 meters per Power rank.

## RADAR SENSE

**Duration:** Semi permanent

**Range:** 10 m per rank

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 3 Per Rank

The hero can now see by projecting radar waves in a 360 degree area around her. Radar signals bounce off objects in their path, and the radar system detects the echoes of signals that return. Radar can determine a number of properties of a distant object, such as its distance, speed, direction of motion, shape, and works in all weather conditions.

This power gives the hero a bonus of +1 per rank to negate sight based penalties.

Those who are adept at electronic jamming may be able to blind a character that is using this power (opposed roll of Radar Sight versus the jammer's tech skill)

## RANGED POWER ATTACK

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** 1D per rank

**Managing Skill:** Marksmanship (Ranged Power)

**Cost:** 2 Per Rank

The ranged projection attack power can be used to create all the different effects seen in comic books, such as energy, lightning, and flame blasts. The list of different effect can be purchased and added on to the power to give it specific and unique effects that will set it apart from the standard attack form. These enhancements will increase the cost of the power and are noted with the description of the power

The player must define the effect and where the ranged Power Attack originates from, such as the eyes, the hands or the forehead.

### Acid Blast

+2 per Rank

This Power allows you to produce goutts of acidic fluid, which can be projected and spatters on impact, covering an area. The impact of the acid splatter is a 5-foot radius around the target, and anything within this area is affected. The direct target takes 1D per Rank damage, and all within the spatter radius take half your character's Rank in dice of damage.

The acid continues to burn after the initial damage, for half the Rank in combat rounds, doing points of damage equal to the Power Rank. This is automatic and does not require you to make another attack roll.

At the time this Power is purchased, you must choose one of two materials against which your acid is ineffective: hard plastic or glass.

### Bio Energy Blast

+3 per rank

The character projects a disruptive energy at living things, crippling them and knocking them out of commission. Against living opponents, the blast normally doesn't do any physical damage, but disrupts the opponent's ability to act. For every 4 points of damage done with the blast, the opponent receives a -1 penalty to all of her dice rolls. The blast only does actual physical damage when a 6 is rolled on the wild die – then the damage is equal to the power rank of the power +1 for every ten points of damage done on the damage roll.

This power is useless against mechanical constructs or inanimate objects such as robots or brick walls.

*Example: Electra hits her opponents with Bio Blast power, getting a 6 on the attack roll wild die. She rolls her damage and does 16 points of damage. Her opponent now suffers -4 to all rolls and 4 points of damage. If Electra hadn't rolled a 6 on her wild die she would have bestowed only the -4 penalty.*

### Energy Blast

+1 per Rank

This is the standard ranged power attack and a staple of comic books. The advantage of the energy blast is that its normal range is increased by 50%.



### Entropy Blast

+5 per Rank

The character can emit a wave of entropy that washes over its target, causing random, but dire, effects. When the player rolls the wild die it not only checks for critical success and failure, it also dictates the effect visited upon the target. In all cases, this power does no knock back.

#### Entropy Blast Chart

- 1- Attribute loss
- 2- The opponent's powers are affected
- 3- The Odd
- 4- Damage
- 5- Random Events, weirdness magnet
- 6- Bad entropic stuff.

Once the effect is chosen the player then rolls on the appropriate chart below.

#### 1- Attribute loss (The effect last for rounds equal to the entropy power rank.)

1. Physique reduced by 1D per rank of the power. A physique rating of zero means the character cannot stand under his/her own weight
2. Reflex attribute is reduced by 1D per rank of the power. A Reflex attribute reduced to zero means the opponent can no longer move unless assisted by flight or Telekinesis.
3. Knowledge attribute is reduced by 1D per rank of

- the power. Opponents with a Knowledge attribute reduce to zero become a vegetable.
- Coordination attribute is reduced by 1D per rank of the power. When reduced to zero the opponent has a hard time moving or performing any task that requires dexterity.
  - Presence attribute is reduced by 1D per rank of the power. The opponent loses all motivation to do anything when this attribute is reduced to zero. He is easily cowed into submission and will obey any order given to him that does not threaten his life.
  - Perception attribute is reduced by 1D per rank of the power. The character loses all five senses when this attribute is reduced to zero.

## **2- The opponent's powers are affected (The effect lasts for rounds equal to the Entropy power rank.)**

- One of the opponent's powers is reduced by 1 rank per rank of the power
- The opponent's power takes one extra action to use.
- The opponent's power causes the user physical damage equal to the power rank, or the rank of the Entropy blast, whichever is lower.
- The opponent's defensive power stops working for rounds equal to the entropy power rank.
- Opponent's powers cost Ka to use. The cost is equal to the Entropy power rank minus the affected power with a minimum of one point of Ka being spent.
- Two of the opponent's powers are reduced by 1 rank per rank of the power

## **3- The Odd**

- The Opponent can't move and is stuck in whatever position they were in when the Entropy blast struck them, even hovering in air if they were struck while flying.
- The opponent is thrown forward in time 1 round per rank of the Entropy power
- The opponent becomes a damage magnet. Any failed attack will redirect towards the opponent. Re-roll the attack against the opponent.
- Opponent bursts into flame, water, air eddies, or a sand storm when struck by the Entropy blast. Apply the effects of an elemental sheath to the opponents for the sake of damage.
- Opponent becomes semi-tangible. The opponent takes and does 1D less damage equal to the rank of the Entropy blast that hit him. Note: The Entropy blast still does damage normally to the opponent.
- The opponent grows or shrinks by 1 scale level per rank of the Entropy blast.

## **4- Damage**

- The opponent takes 1D of damage per rank.
- The opponent takes 1D per two ranks of the Entropy blast power but is stunned for rounds equal to the ranks of the power.
- The opponent is stunned for Ranks equal to the

power.

- The target's age is altered randomly (roll 1D – odds, the target is made older, evens the target's age is decreased). The shift is equal to the power Rank in years and the target takes damage as normal from the physical trauma involved. The target returns to its normal age in hours equal to the rank of this power.
- The target takes 1 point of damage equal to the rank of the Entropy Blast. For combat rounds equal to the rank, the target takes the same amount of damage. This additional damage may not be resisted or reduced by armor!
- The opponent takes 1D of damage per rank but it bypasses ALL defensive armor.

## **5- Random Events, weirdness magnet. (The effect lasts for rounds equal to the Entropy power rank.)**

- The opponent is plagued by vermin for 1 round per rank of the Entropy power. The vermin can be bugs, rodents, pigeons, etc. They don't attack the opponent; they just hamper his actions making it harder for him to accomplish things. The opponent receives +1 difficulty per rank of the power on all his actions.
- The opponent disregards the character with Entropy blast and focuses on another opponent for 1 round equal to the rank of the Entropy blast. If the player attacks the opponent then the opponent may attack back
- The opponent is teleported 1D meters per rank of the Entropy blast in a random direction. (roll 1D, 1= forward , 2=backward, 3= left, 4= right, 5= up, 6= down)
- Opponent becomes as light as a feather and takes Knock Back from any attack that does damage.
- Spatial distortion. When the opponent wants to move he moves in a random direction. (roll 1D, 1= forward , 2=backward, 3= left, 4= right, 5= up, 6= down)
- One of the opponent's disadvantages starts to affect him

## **6- Bad entropic stuff. (The effect lasts for rounds equal to the entropy power rank.)**

- The opponent loses 1D Ka points
- Entropy beckons. The Entropy power makes the opponent easier to hit for further Entropy Blast attacks. The character receives a bonus of +1 per rank of power to attack the opponent.
- The opponent makes everyone around him unlucky (not including the entropy user). Everyone around the opponent suffers a penalty to his or her actions equal to the rank of the power.
- Roll twice on the chart and combine two effects
- Game Master's choice
- Player's choice

## Flame Jet

+2 per Rank

The character can project a destructive burst of fiery plasma from her body, igniting any flammable items it come into contact with. If an item catches fire from this attack it will burn for 1D rounds taking half the initial damage.

## Force Blast

+2 per Rank

The Force blast is a kinetic energy attack. In addition to normal damage, targets take double knock back.

## Lightning Blast

+2 per Rank

The character can project a destructive bolt of electricity from his body. Electronic equipment struck by this attack takes double the damage rolled.

## Magic Bolt

+3 per Rank

*(Skill marksmanship, a Perception based skill)*

The character can project destructive energy from her mind, attacking her target's natural magic field. This attack ignores all armor and is dodged using the target's Perception attribute + the Dodge skill. The attack ignores all physical armor and may only be reduced by the use of a Magic Field. The range of this attack is half the normal range and all mishaps suffer Wyrds(see Magic).

## Mental Blast

+3 per Rank

*(Skill Mental Blast, a Presence based skill)*

The character can project destructive energy from her mind, attacking her target's psyche. This attack ignores all armor and is dodged using the target's Knowledge attribute + the Dodge skill. The attack ignores all physical armor and may only be reduced by the use of a Mind Field. The range of this attack is half the normal range and does no knock back.

## Projectile Attack

+2 per Rank

The character shoots some sort of solid projectile from his body. The projectile can be of any sort such as porcupine quills, bone shards, hardened fingernails, etc. Alternately, the character can energize objects and throw them at his target. This attack ignores half its power Rank in armor when determining damage.

## Sonic Scream

+3 per Rank

The character can project a destructive, high-pitched sound attack. Fragile or brittle objects take double damage and opponents are deafened for rounds equal to Power Rank. On a wild die roll of 6 the target is also stunned for rounds equal to the power rank (-1 per rank to all their actions). Targets who are already deaf take half damage from this attack, and are stunned for half of the time.

# D6-POWERS

## All These Ranged Attacks!

What's the difference between all of these different ranged attacks? Look closely. There's nothing more straightforward than the Energy Blast – but it has double the range of any of its cousins. However, all of the others have additional special effects.

Electricity Projection does double damage to machines (very useful against those giant robots or power armor!). Flame Projection ignites anything around it with superheated plasma destruction. Sonic Scream causes double damage against brittle objects and crystals, causing things to shatter explosively. And so on.

Look carefully when you pick your ranged attack Power: you'll probably want to pick a theme, or if you're just running amok, decide which Power you think will be the most offensively useful.

## SIDEBAR

## Super Breath

+1 per rank

The character can exhale a mighty gust of wind. The power does 1D of damage per three levels but triple Knock Back. The power can also be used to blow out fires that equal the power's rank (use the Flame Manipulation chart for fire intensity ranks). This power automatically has the Cone Attack enhancement.

## Vibration

+3 per Rank

The character can cause damage through the force of vibrations, causing molecules to become excited, which in turn causes the target damage before eventually exploding. To make an object explode, the target must be reduced to zero body points in a single blast; otherwise it takes normal damage. When the item explodes, it does damage to everything within a radius of the power rank in meters. The damage done is 1 point of damage per rank of the power.

Like Sonic Blast this attack causes fragile or brittle objects to take double damage. Because of the nature of the attack body armor offers no protection.

## Enhancements/Limitations

### Cone Attack

+3 per Rank

The attack has the chance of hitting multiple targets within its range, both friend and foe. The attack originates from the character and spreads out gradually in a fan shape with a chance of hitting everyone within the area. The result of the wild die denotes how many people are hit, including the intended target.

### **Diminishing Effect**

-2 per Rank

The power is more effective at shorter ranges. The effect is reduced for every range increment past point blank with the attack losing 25% effectiveness at short range and another 25% at medium range. Beyond this the power is only at 25% efficiency.

### **Power defense**

+3 per rank

The character may use the power as a parry for incoming attacks. The hero uses her power marksmanship roll as her active defense block/parry. If the defense is successful the character takes no damage from the attack.

### **Ricochet Attack**

+3 Per rank

The hero's power can bounce off nearby wall and hit target that he cannot normally draw a clear line of sight to. The hero must have a surface to rebound the attack off and the surface must be able to reasonably withstand the nature of the attack. Hitting targets in this manner adds a +10 to the difficulty of the attack. This attack is especially useful for bypassing targets that have some sort of forward facing defense.

### **Sweep Attack**

+3 per Rank

The power shoots in short controlled bursts much like automatic weapons, allowing a character to hit multiple targets with one attack (up to the power rank in targets, as long as they are within 3 meters of one another). The dice must be divided equally among the targets, with any remainder being lost.

## **REGENERATION**

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 7 Per Rank

This Power allows the body to heal at incredible speeds. Your hero regenerates 1 body point per rank per combat round, healing up to his maximum Body Points. This Power works automatically, without the use of an action. At rank 10 and higher, the character is also able to regenerate severed limbs. However, a character that loses his head is dead – he cannot regenerate this “limb.”

## **SHAPE SHIFT**

**Duration:** Activated

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 4 Per Rank

The character can manipulate the shape, color, and overall appearance of her body, though mass and body composition remain the same. She may keep the

changed shape for 30 minutes per rank of the power.

After this time has elapsed, she can try and hold the form by rolling willpower versus a normal difficulty, which gets progressively worse the longer the character holds the shape (+5 to the difficulty). If she fails, she is too exhausted and must return to her normal form. If she is successful, she may retain the form for an additional amount of time equal to half her skill rank.

Shape shifting may be done with a moment of concentration, though a Limitation may force it to be triggered by stress or environmental factors. Those wishing to see through the disguise must make an investigation roll versus a roll of the dice in the Power Rank. The GM may assign additional bonuses to others under different circumstances – such as if the character is around people who know the person they are mimicking well.

If a matter of whether a trait is a natural ability or power is in question, and no sample character is available, determine whether the trait is an innate physical function of the target species' anatomy (fish can breath water, birds can fly, spiders can cling to walls). If so, then the trait is a natural ability. Otherwise, it is a power, and the hero cannot duplicate the power with Shape Shifting.

Innate abilities are usually never extremely high (most birds don't have flight over rank 3) so restraint in assigning abilities should be used.

Although heroes with Shape Shifting cannot duplicate the powers of another, neither do they gain the target's weakness (shape shifting into a vampire doesn't make the character vulnerable to holy water).

Regardless of the shape or substance mimicked the hero's basic life processes remain the same (for example breathing), though they may be modified by the new shape (a fish breathes underwater).

The Knowledge attribute remain unaffected, but the dice in the Reflexes, Coordination, Physique, Perception, Body Points, Wounds, and Presence are redistributed to match the new form (although the die code in the Willpower skill remains the same regardless of the change in form). In addition to the ability to redistribute the existing attributes the character has a pool of attribute dice equal to twice her rank in Shape Shifting to use.

Additional dice in skills above the base attribute score remain the same, though the total dice in each skill change to reflect the adjustments in the base attribute. Not all skills will be usable in the new form, at the GM's discretion.

Attribute dice can be used to include special abilities (Powers) in the new form. One Attribute die can be spent to gain one rank in one appropriate Power, or to get a +2 skill total bonus (split among up to two skills). The Game Master may allow a larger skill total bonus or more skills to fall under the bonus if the desired effect is particularly narrow (such as a bonus for a single sense).

It is highly recommended that the hero come up with some typical forms and their game characteristics before beginning play. In any case, the new form need not exactly resemble a “typical” version of the emulated creature or object.

Shape Shift difficulty	Difficulty
Changing only a body part	15
Half body change	10
Complete change in form	5

Modifiers	Modifier
Familiarity with new form (per each five times hero has changed into the shape)	+1
Inanimate object	+3
Complex Inanimate object	+5
Per scale change	+3
Different Order (from a Human to an ape or dog)	+3
Different Class (mammal, amphibian, fish, reptiles, birds, insect)	+10
Different Kingdom (animal or plant)	+15
Imaginary form	+15
Specific person	+10
Other sex	+3

Once the difficulty has been determined the character must roll dice equal to her rank in Shape Shifting.

### Shape shifting Example:

Mark is playing a Chimeran with 4 ranks of Shape Shifting. During game play his Chimeran (named Hegzog) decides to shape shift into a giant scorpion. The Game Master and Mark decide that the scorpion will be armor plated and strong, but not very agile. Additionally the scorpion will have giant claws as an offensive weapon and an armored hide for defense. Mark's character in his normal form has 18 attribute dice arranged thusly:

**REFLEXES** 3D+2  
**COORDINATION** 3D  
**PHYSIQUE** 3D  
**KNOWLEDGE** 3D  
**PERCEPTION** 2D+1  
**PRESENCE** 3D

### Giant Scorpion

*Difficulty 15 (full body change difficulty 5, different class +10)*

**REFLEXES** 2D  
**COORDINATION** 2D+1  
**PHYSIQUE** 5D+2  
**KNOWLEDGE** 2D  
**PERCEPTION** 3D  
**PRESENCE** 3D  
**POWERS:** Natural Weaponry (Claws) rank 2, Body Armor rank 2

## SONAR

**Duration:** Semi permanent  
**Range:** 3 m per rank  
**Base Damage Value:** n/a  
**Managing Skill:** none  
**Cost:** 2 Per Rank

The character can use sound to see – sending out high-pitched sounds, normally unheard by humans, to detect distances. She can effectively see objects as if it were broad daylight, but without color information transmitted. Loud noises and uses of sonic Powers disrupt this Power, making her blind as if hit by a Flash Attack. This power gives the hero a bonus of +2 per rank to negate sight based penalties.

## STRETCHING

**Duration:** Semi permanent  
**Range:** 2 meters per Stretching rank  
**Base Damage Value:** n/a  
**Managing Skill:** none  
**Cost:** 5 Per Rank

The hero can stretch her limbs to a range of up to 2 meters per Stretching rank. She also takes 1D per 2 ranks less damage from a kinetic attack, such as bullets and fists. When attempting to grapple or breaking a grapple, a hero adds her Stretching Power rank to the roll.

The character can also stretch, elongate, and compress his body, allowing him to expand his height or become so narrow he can pass through keyholes, cracks, or any other opening he could normally see through. It takes one round or more to slip through small openings, depending on their depth.

The character also has the ability to compress her body and spring or bounce away. Using stretching in this method allows the character to move 10m per rank of the power and uses the Jumping skill.

Finally, her body is so pliable that she can alter and change its shape, receiving a bonus equal to the Power Rank when trying to disguise her looks.

## SUPER ATTRIBUTE

**Duration:** Permanent  
**Range:** none  
**Base Damage Value:** none  
**Managing Skill:** None

**Cost:** Super attributes cost the same as normal attributes, but once they exceed the racial norm for that attribute they are classified as Super.

Any attribute that is 6D or above is considered a Super Attribute.

The Attribute is added to the skills under it normally, giving an increased chance of success with skills governed by the attribute. However, under each Super attribute there is also a special ability that can only be used once the Super attribute power is purchased. This represents a special advantage the character has over others without extraordinary attributes.

The player may choose one ability for every 7-die codes. So a character with a 7D Perception may have one special ability for that attribute or both at 14D.



## Reflexes

This Super attribute measures balance, quickness, and full body motor abilities.

### Special Abilities:

#### Cat Balance

Not cat-like, but just about truly feline, you always land on your feet when falling. Mind you, your character's legs might break from the impact anyway, but she reduces damage from falls by 3 points per die code of Reflexes. Knock back distance and damage are also reduced by half. Also, her equilibrium is enhanced allowing her to balance on a thin tree branch by distributing her weight with super human deftness.

#### Dervish Defense

The character is adept at dodging and moving out of harm's way. She is especially proficient at dodging multiple opponents at once. For every 7-die codes she has in Reflexes her Passive defense vs. physical attacks is increased by +4. This bonus is totaled before any other optional defense modifiers are added.

At rank 10 the character may re-roll any one failed Reflex dice action. She may do this once per game.

## Coordination

This Super attribute measures hand-eye coordination and fine motor abilities.

### Special Abilities:

#### Enhanced Dexterity

Your character has unearthly coordination allowing her to use both hands and feet equally well. She may wield weapons with her feet with equal precision. The character may attack from an unfavorable or prone position with no penalty, or use her feet to fire a weapon if her hands are tied. This ability does not give the character ambidexterity or extra limbs (for those abilities, see the appropriate Powers and Advantages).

The character can attempt to snatch missile attacks out of the air as they come at her. The hero uses her sleight of hand skill with a difficulty equal to the original attack roll. This maneuver can be used in place of a character's dodge roll against missiles.

#### Accuracy

When using a ranged weapon the character may reduce the range penalty by one step to a minimum of short range for every 6 die codes she has in Coordination.

At rank 10 the character may re-roll any one failed Coordination dice action. She may do this once per game.

## Physique

This Super attribute measures physical power and the ability to resist damage. NOTE: The base damage of physical attacks is no longer calculated by dividing the Physique die code by 2. The base damage for someone with Super is equal to the Die code in the attribute starting at rank 7.

### Special Abilities:

#### Enhanced throwing range

The character may double his range at throwing at rank 6-10, and triple it at 11-15. At 16 and above the distance is quadruple the normal thrown distance.

#### Thunder Clap

The character can stomp the ground create a shockwave, which does damage equal to his Physical damage die code to anyone in a 4+ his Physique die code meters radius around him. The hero must make a brawl attack to execute this maneuver.

The character can also use his incredible strength to create a sonic shock wave by clapping his hands together. The damage done by this attack is equal to half his physical strength die code and has a cone effect (see ranged power attack) allowing it to hit multiple opponents. The range of this attack is meters equal to the Physique die code of the character

## Knowledge

This Super attribute measures memory and the ability to learn.

### Special Abilities:

#### Know-It-All

Your hero has got a little knowledge about a lot of things, and is truly a master of eclectic knowledge. At the Game Master's discretion she may roll her Knowledge die codes of any esoteric knowledge or lore. The range of knowledge could range from the atomic weight of radium-226 to what happened in episode 9 of the 3rd season of Buffy (hint: it involves Anya and Cordelia).

For every 7-die codes she has in Reflexes her Passive defense vs. mental attacks is increased by +4. This bonus is totaled before any other optional defense modifiers are added.

#### Great Insight

Your character may experience an epiphany once per game, revealing something about the course of events occurring around her. You, as a player, are allowed to ask the GM for one clue to help your character along in the game per 5 die codes of Knowledge the character possesses.

At rank 10 the character may re-roll any one failed Knowledge dice action. She may do this once per game.

## Perception

This Super attribute measures mental quickness and attention to detail.

### Special Abilities:

#### Eidetic Memory

Your hero has a photographic memory and can remember anything he has experienced with clarity. The character may recall one obscure piece of information that he has witnessed during the game for every die code in Perception. This may include things forgotten by the player, or things that the character may have noticed in past adventures that have become relevant now.

## Analyze Weakness

The character's mind functions quickly when fighting a foe. He can scrutinize an adversary, finding a weakness to exploit. Once per game the character may announce that he is going to analyze a target for weakness and either receive a bonus to damage equal to + 3 for every die above 5 he has in Perception, or be told what the weakness of his opponent is.

At rank 10 the character may re-roll any one failed Perception dice action. He may do this once per game.

## Presence

This Super attribute measures emotional and physical attractiveness, and personality.

### Special Abilities:

#### Awe

The character is incredibly magnetic, able to sway a crowd with a few words or make them cower in fear with a menacing glare. Once per game your character can stand before a crowd and try any one Presence based social challenge. She suffers no action penalty for multiple targets.

#### Mind Over Matter

Through the sheer power of your character's will alone, she can keep functioning after her body is ready to quit. This advantage allows the character to ignore wound penalties for rounds equal to her willpower die code.

At rank 10 the character may re-roll any one failed Presence dice action. She may do this once per game.

## SUPER SENSES

**Duration:** Semi permanent

**Range:** Rank in miles; also see description.

**Base Damage Value:** none

**Managing Skill:** Know-how (Super sense), search, surveillance, and tracking.

**Cost:** 7 Per Rank

**Hearing:** The hero can hear minute sounds including ultra and subsonic sounds.

**Sight:** The hero can see over extraordinary distances, including telescopic and microscopically.

**Smell:** The hero can discern scents and their origins at a distance, and smell residue for hours.

**Taste:** The hero can distinguish materials that make up a substance, and possibly their amounts.

**Touch:** The hero can feel amazing detail. She can read newsprint with her touch and feel minute vibrations and changes in temperature through her skin.

The hero may add the die code of the power to relevant Perception, Search, Surveillance, or Tracking rolls. The hero receives a +2 for every 5 ranks in the power when using marksmanship, missile weapons, or thrown weapons. The power also gives a +1D bonus to initiative at every 5 ranks. The character suffers twice the normal damage from any sense-affecting attack while the particular aspect of the power is in use.

Except for taste, touch and microscopic sight the range

of the power is in miles equal to the rank of the power – the touch and taste aspect of the power is limited to only a few inches from the character, and the hero can see microscopically at a factor equal to double the die code.

## Special Limitation

### Missing senses

The character receives a –1-point cost per rank per Super sense he does not have. For example, if the character only has super hearing and sight she may purchase the power at 5-points per rank. If only sight were taken, the power would cost 2 points per rank and the character would only be able to reap the benefits of that particular sense.

## SUPER TRACKING

**Duration:** Concentration

**Range:** 1 kilometer per rank

**Base Damage Value:** n/a

**Managing Skill:** tracking

**Cost:** 3 Per Rank

Your character is a bloodhound. Her sense of smell and taste are so acute that she can track her prey by scent alone over large distances. She must have experienced the scent prior to tracking her target – say, from a piece of clothing. The character adds dice equal to the rank to any tracking roll made.

## SUSTENANCE

**Duration:** Activated

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 5 Per Rank

The character's body draws nourishment (including the need to sleep) from some source other than foodstuffs and rest. The character can survive without the normal nourishment for the amount of time listed below.

Rank 1-5 power rank + Physique attribute in weeks

Rank 6-10 power rank + Physique attribute in months

Rank 11-15 power rank + Physique attribute in years

Rank 16-20 power rank + Physique attribute in decades

After the allotted time is up, the character must consume the normal amount of resources necessary to survive as normal for a time equal to one quarter the time spent relying on this power.

## TRANSFER ATTRIBUTE

**Duration:** Activated

**Range:** Point blank

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 2 Per Rank

Your character can transfer her Attributes to others – one die of Attributes per Rank. The drawback is that the character loses the same amount for the equivalent amount of time the recipient gains it. After the time is up, the Attributes return to normal.

## VAMPIRISM

**Duration:** Activated

**Range:** Point Blank

**Base Damage Value:** n/a

**Managing Skill:** varies, usually Brawl

**Cost:** 5 Per Rank

This ability allows the character to drain attribute pips or Body Points from his target. The character must choose one set of attributes to target, either physical (Reflexes, Coordination, Physique), mental (Knowledge, Perception, Presence), Wounds, or Body Points. For example, most Vampires drink blood, and thus lower Body Points, while Succubi might target the soul and so weaken mental attributes. The player must specify in what manner the character drains these attributes (biting a vein, hypnosis, and so) It should involve some sort of successful attack result (either physical or mental).

When the character wishes to employ Vampirism, he makes an attack on his target using the relevant skill. If the attack is successful the hero must beat the target in an opposed resistance roll. For every four points over the target's resistance roll (usually a stamina or willpower roll), the character drains one pip per rank off each of the target's relevant attributes, or three points per rank from the character's Body Points, or one Wound for every two ranks (remember that there are three pips in each die).

If any of the target's attributes or Body Points go to zero (or the character reaches the Dead Wound level), the target dies. If the target survives, she regains one attribute point (to each attribute affected) every hour after the attack. Body Points return at the normal rate.

For each attribute pip the character drains, he may add one pip to any attribute in his chosen category. He would get one Body Point for each Body Point drained or one Wound for each Wound drained.

Drained attributes and unused Body Points or Wounds disappear at a rate of one pip or point per hour.

A character may have multiple versions of it of this super power.

### Special Enhancement:

#### You Drain Ka

+2 per rank

Your hero can drain the Ka reserves of any living creature instead of Body Points. She drains 1D points per rank of Ka. This version of the power cannot kill it's target.

## X-RAY VISION

**Duration:** Semi permanent

**Range:** 2 m per rank

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 2 Per Rank

Your hero has the ability to see through solid mater as if looking through glass. To see through an object the character must roll her X-ray vision rank in dice versus the gm assigned difficulty. A list below is given as a rough reference for the Game Master.

Material Type	Difficulty
Rice paper wall	5
Corkboard, Drywall, Wood Door, Sheet rock	10
Living being*	*
Cinder Block wall	15
Stone/brick wall or Sheet metal	18
Iron/Steel	20
Adamantium or Orichalcum	25

### Modifiers

Add +3 to the Difficulty of the roll for every foot of material the character is looking through beyond the first.

\* Living creatures are more difficult to peer through because of their Ka auras. A living being has a difficulty of 4 per die code in their Physique. If the character is trying to look through an armored person, the armor adds +2 per die to the difficulty

# DEFENSIVE POWERS

## DEFENSIVE POWERS

### ADAPTATION

**Duration:** Activated

**Range:** N/A

**Base Damage Value:** none

**Managing Skill:** None

**Cost:** 8 Per Rank

Your character is able to adapt her body to elemental changes, gaining +1D per Power rank to add to damage resistance in order to negate the effects of a certain type of attack form or environmental condition. When activated, the Adaptation Power takes effect the next round, but the hero may split ranks between different attacks or conditions if he is being attacked by multiple powers. Splitting dice in this manner costs one additional action. Adaptation requires that the dice be rolled only when negating an attack or damaging effect; when negating an environment, the GM rules whether or not you have enough ranks in this Power to handle the situation.

Environment	Ranks
Smoke filled room	1-2
Harmful gasses or atmosphere	3-4
Extreme temperatures; hot or cold. Lack of oxygen	5-7
High or low pressure atmosphere	8-9
Outer space vacuum	10-15
High amounts of unshielded radiation or cosmic rays	16-20

*Example One: Rush falls out of an airlock and into the void of space. He uses his 10 ranks of Adaptation to negate the damage of being in a vacuum. The GM rules that he has sufficient ranks to negate all the effects.*

*Example Two: Rush is fighting three super villains: Pyra the Mistress of Flame, Ice Queen, and Big Brain the Mentalist. All three attack at the same time, with a jet of flame (Flame Projection), a freezing slush of ice (Ice Production), and a blast of pure mental energy (Mind Blast). Rush, with 10 ranks of Adaptation, designates 3 ranks to the Mind Blast (3D damage reduction), 4 to the Flame Projection (4D reduction), and 3 to the Ice Production (3D reduction).*

### BODY ARMOR

**Duration:** Permanent

**Range:** N/A

**Base Damage Value:** none

**Managing Skill:** None

**Cost:** 3 Per Rank

Your hero has naturally hardened skin that provides protection against physical attacks caused by kinetic force (punches, kicks, clubs, cannonballs, etc.). Reduce the damage taken from such attacks by 1D per rank of this Power. If the character's appearance is altered by this Power, say by having a carapace or just scaly skin, he should also take the Flaw Strange Appearance.

**Special Enhancements:**

**Protects against Energy & Kinetic Attacks**

+2 Per Rank

The Hero's skin can withstand both energy and kinetic damage with this enhancement.

## ENERGY ABSORPTION

**Duration:** Semi permanent

**Range:** N/A

**Base Damage Value:** none

**Managing Skill:** None

**Cost:** 4 Per Rank

The character can absorb and dissipate energy (e.g. thermal, mechanical, nuclear and electric) that would cause harm. The character must roll her ranks of Energy Absorption with a difficulty equal to the damage being done. If the roll is a success the character takes no damage and the energy is dissipated. If the roll is a failure the character takes the damage minus 1 point per rank of the power.

The type of energy must be selected at character creation. For example:

**Kinetic energy:** The energy contained in a moving mass or in a moving particle. Bullets, swords and fist are forms of kinetic damage.

**Thermal/Electrical energy:** The flow of charged particles called electrons or ions. Energy blast, electrical, and heat based damaged would be examples of this type of energy.

### Special Enhancements:

#### Damage Absorbed Goes to Your Abilities

+3 Per Rank

Your character can change the damage absorbed into temporary Attributes. For every 3 points of damage absorbed, your character gains +1 pip temporary point to any one Attribute, lasting 1 round per Energy Absorption Power rank. The augmented Attributes do not increase your current or permanent Body points. The Attribute augmented must be selected when the power is purchased. This enhancement may be purchased multiple times for multiple Attributes.

#### Damage Absorbed Heals You

+1 Per Rank

Your character can heal 1D points of damage for every 5 points of damage absorbed. This healing is permanent; it does not "expire" when the Power normally does.

#### Damage Absorbed Can Fuel One of Your Powers

+3 Per Rank

The hero can change the damage absorbed into a temporary boost of one of her own Powers, chosen when selecting this Enhancement. For each additional power add +1 to the cost of this enhancement.

The points absorbed cannot be used to enhance the Absorption Power itself. The character can raise the rank of her chosen Power by +1 rank for every 5 points of damage absorbed. The duration of this effect is equal to ranks of Absorption Power in rounds. This Advantage may be bought repeatedly so that multiple powers may be augmented.



## FORCE FIELD

**Duration:** Activated

**Range:** 2 times Power rank in meters

**Base Damage Value:** none

**Managing Skill:** none

**Cost:** 4 Per Rank

Your character projects a field that negates physical damage equal to a base of the power rank multiplied by 3, plus 1D per Power rank. The field is capable of keeping out airborne attacks, making the protected area airtight, protecting only the character. The field works both ways, and protects from attacks on either side. Attacks made by the character with an active field are also reduced, but only by the shield's base damage reduction. A special advantage may be purchased that negates this drawback. The field has no resistance against on mental or magical assaults.

This field is ablative; any dice used to negate damage in a given round cannot be used to block other attacks in the same combat round. Dice may be split up to negate damage from multiple attacks.

The field regenerates at the beginning of each round.

*Example: Trident has a rank 5 Force field and is fighting two high-tech henchmen of the villain the Crusher. The first henchmen shoots his energy rifle and does 17 points of damage. Trident's Force field will negate a base of 15 points of damage, so he decides to spend one of his five dice to try and negate the remaining damage, leaving him with 4 dice to spend on the other attack. Trident rolls the die and gets a 2 completely negating the damage (15+2=17). The other attack does 27 points of damage, Trident again negates 15 points but this time decides to spend three dice to negate the remaining 12 points of damage.*

### Special Enhancement:

#### Works on others

+2 ranks

The area of protection around the character can have a radius up to 2 times her Power rank in meters, or can be projected up to 2 times Power rank in meters away from her to protect someone else. In this case, the field only protects the immediate person, not a radius around them.

#### Reflective Shield

+3 per rank

The Reflexive Shield protects like a normal Force field. However, the Reflexive Shield also reflects some of the damage taken back onto the attacker. The attacker takes half the amount of damage absorbed by the Reflective Shield, or the shield's Power rank, whichever is higher. The reflective property of the shield does not cost additional Actions to use during combat.

#### Can attack through

+3 Per rank

The character can attack normally through her field without any damage penalty.

### Special Power Limitation:

#### Force Shield

-2 Per rank

The protective field is not a bubble surrounding the character but a shield that protects only one side of the character. The shield may be moved to deflect different attacks, but may only defend one side at a time. The character does not suffer the penalty of not being able to attack effectively through the shield.

## IMMUNITY

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** none

**Managing Skill:** Stamina

**Cost:** 7 Per Rank

Your character is nearly immune to a certain element (energy, electricity, fire, cold/water, earth, or air) or attack form. You must specify your character's immunity type when the power is purchased. The character receives +1D per Power rank to her stamina roll in order to resist the effect. This power does not make a character invulnerable to the attack type/form but makes him HIGHLY resistant. The damage total is compared to the character's resistance total. Consult the chart below for the effect.

Immunity roll > Damage	Effect
<b>Total By</b>	
1-3	Takes 50% of the damage total
4-8	Takes 25% of the damage total
9-12	Takes 2 point per 1D of damage or 25% of the damage whichever is less
13-15	Takes 1 point of damage
16+	No Damage

## INVULNERABILITY

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** none

**Managing Skill:** Stamina

**Cost:** 15 Per Rank

The character is extremely difficult to hurt by any physical means. Bullets, knives, lasers, and acid splashes are shrugged off by the hero and she can withstand a tremendous amount of physical trauma. The character is still susceptible to mental assaults (such as Mental blast, Empathy) and takes normal damage from such attacks.

- Against physical kinetic damage (bullets, knives, fists, crushing boulders, concussive or fragmentation grenades) the damage die code of the attack must be equal to or greater than three times the hero's ranks of Invulnerability in order to do damage.
- Against physical energy attacks (energy blast, lightning strikes, fire,) the damage die code of the attack must be equal to or greater than the hero's ranks of Invulnerability in order to do damage.

Once it is determined that a character can be harmed by the attack only the remainder of the damage over her

invulnerability is applied (minimum of 1D if the damage dice was equal to the Invulnerability threshold).

*Example: A hero with Invulnerability 3 is struck by a bullet. The bullet does 2D damage. The character takes no damage*

*Example Two: A hero with Invulnerability 3 is struck by a tank shell that does 12D damage. The character shrugs off most of it and takes 3D of damage*

*Example Three: A hero with Invulnerability 3 is struck by an Energy blast that does 5D damage. The character winces and takes 2D of damage.*

Against poison or disease type attacks the hero may add twice her power rank in dice to a stamina resistance roll.

## RESURRECTION

**Duration:** Permanent

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** willpower

**Cost:** 15 Per Rank

The hero has the ability to reconnect the life force of a dead person to their physical body, bringing them back to life.

The target of the power comes back from the dead with one Body Point. The difficulty of bringing a person back from the dead is determined by the length of time the life force has been away from the body. The target of this power will come back to life once conditions allow him to return (he will not come back to life in the heart of a volcano or the vacuum of space). The target of the power might not awake for days, months or years.

Unless the hero also has some sort of healing power the target may come back to life and suffer the same wounds that killed him in the first place. Once a character reaches the natural end of his life resurrection will not bring him back to life, as his life force is very weak and no amount of coaxing will bring it back.

The hero rolls dice equal to the power rank versus the difficulty number below.

Length of time dead	Difficulty
One day	10
2-6 days	15
One week	20
2 weeks	25
3 weeks	30
One Month	40
6 months	50
1 Year	60
For every additional year	+20
Circumstances	Modifier
Physical body within one meter of hero	0
Portion of the dead body	+5
No Body	+10
Person has been resurrected before	+5

This power can also be used to snap an astral traveling person back to his body. The hero simply rolls a contested roll of her power versus her opponent's astral power. If she is successful she snaps the person back to his body.

The act of resurrecting a person is very taxing to both the resurrectionist and the formerly dead person. Both suffer a loss of 1D-2 from all their attributes for 7 days minus the character's stamina of the power (minimum 1 day).

### Special Enhancement:

#### Self Resurrection

+4 ranks

The hero can will her own life force back into its body! If the character dies she may make an easy Resurrection roll and come back to life with one body point. The difficulty of the Resurrection roll is modified by +5 each time she has died before and been resurrected. This power does not make the character immortal, only able to come back to life with increasing difficulty.

### Special Power Limitation:

#### The power only works on self

-4 Per rank

The ability to bring the dead to life only applies to the hero; she cannot use this miraculous ability to help others.

## TWO-DIMENSIONAL

**Duration:** Activated

**Range:** N/a

**Base Damage Value:** N/a

**Managing Skill:** None

**Cost:** 6 per Rank

The character can alter her body making it completely flat. She still has height and width but no depth to her body. The character can move along a surface like a shadow (make any stealth roll and add the rank of the power as additional dice). If the character turns sideways she is completely invisible and cannot be seen (treat as if the character has the Invisibility power at the same rank) and can slink under doors or through narrow passages.

Physical attacks done by and taken by the hero are reduced by half the rank of the power because of the physical nature of the character. The character can still be harmed by gas, poison and radiation attacks.

When two-dimensional the character cannot use her full strength (Physique reduced by -1 per rank) and strong gusts of wind can rotationally lift and carry the character off like a kite. Air generated Knock Back generates four times the distance.

## ELEMENTAL MANIPULATION POWERS

Elemental manipulation powers give the character the ability to affect the primal forces of the universe to staggering effect. All manipulation powers are based on how well the character can dominate the forces of nature. The managing skill for all manipulation powers is willpower, ranged attacks use the characters marksmanship skill. Some powers call for a roll to be made with dice equal to the power's rank.

The general chart of difficulties below can applies to the powers in this section. Each power has its very own list of effects that can be achieved with the power.

### Effect difficulty modifier chart

People/Things	Area	Complexity	Difficulty Modifier
Small items, or a handful of tiny items	3m radius	Slight (lighting a torch or light bulb)	+3
A person or man-sized object	6m radius		+5
A few people, personal vehicle	12m radius	Great (Collapsing a building, increasing local gravity)	+7
Group, small mass transport	50m radius	Remarkable (Filling a city block with vegetation in a day or doubling the power's maximum range)	+10
Crowd, large mass transport	200m radius	Awesome ( Changing all the windows in an office building from glass to iron)	+15
Horde, huge mass transport	400m radius	Astonishing (Changing the skin, eye and clothes color of everyone in an office building to blue)	+20
A large population	800m radius	unbelievable (Creating a tornado inside a house)	+30
An entire area of town	2km radius	Nigh Impossible (threading a needle during a hurricane)	+50
A city population	10km radius	Beyond comprehension (whisper a secret into the ear of a person while standing on the moon)	+60
			+10 for every additional level

# MANIPULATION POWERS



## AIR MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** 1D per TWO ranks

**Managing Skill:** willpower

**Cost:** 6 Per Rank

Your character can manipulate wind, creating strong gusts of air that buffet her opponents. She does 1D damage for every two ranks of this Power. In addition to damage; this power does double the normal knock back for its damage.

### Other possibilities include:

- She may also make an area that is absent of air, creating a vacuum. Although the area can be moved into and out of by anyone, people in the vacuum will suffocate. In order to keep the radius centered on one target, the character must make an opposed roll of Air Control skill versus the target's Reflexes or Dodge.
- The character may breathe comfortably in thin or thick atmospheres for 30 minutes per rank
- The character can create fog by trapping minute water particles in the air. The fog obscures vision causing a penalty to perception check of +1 per rank of the power. The difficulty to create such an area is Easy and modified by the size of the area (note the Manipulation chart).
- The hero may create a volume of air equal to one cubic meter per rank of the power. The difficulty to create such an area is Easy and modified by the Manipulation chart.
- The character may breathe comfortably in thin or thick atmospheres for 30 minutes per rank.
- The hero may manipulate the wind around her making it difficult for those flying. By adding greater resistance she may reduce their air speed by 10 meters per rank. This effect can be kept constant as long as she concentrates. The difficulty to create such an area is easy and modified by the size of the area (note the Manipulation chart).
- This Power also allows the character to fly at speeds up to her Power rank times 10 meters.
- She may hold her breathe and act normally under extreme atmospheric pressures for 10 minutes per rank of power

## BODY MANIPULATION

**Duration:** Concentration

**Range:** n/a

**Base Damage Value:** Read below

**Managing Skill:** willpower

**Cost:** 7 Per Rank

The character has the ability to alter or augment her flesh, blood, and bone through force of will and cellular manipulation. This breathtaking and sometimes horrifying ability can be used for a number of astounding if not grizzly physical effects. Most of these effects are rather painful and messy as the body shifts, morphs and cracks to achieve the desired effect.

The Game Master should police the effects of this

power so that the character doesn't get out of hand. One important limitation is that the character cannot grow additional mass – he can only use what mass he has. If he grows taller, he will also grow thinner as the mass of his body is pushed around to accommodate the change.

### Possibilities include:

- The character can alter his metabolic rate giving him the ability to slow down the effects of poisons or toxins in his body or to even sweat them out of his skin. Characters using this ability may add their rank in this power to any stamina rolls made to resist the affects of poisons, drugs or alcohols.
- The character can absorb oxygen through his skin or adjust his body so that he can more efficiently pull oxygen from stale or thin air. Also, the character can more effectively use what oxygen is already in his blood, giving him the ability to hold his breath longer underwater or while being strangled. Characters using this ability may add their rank in this power to any stamina rolls.
- The hero can cannibalize his body to grow extra organs giving added physical performance or redundancy. He may add his Power Rank to his Physique at a cost 5 body points per rank up a maximum equal to the rank of the Body manipulation power.
- The character can flatten his body to an inch in thickness by shifting his mass and crushing his own bones. Using this ability, the character can slide under doors or fit into narrow places. This use of the power takes 5 rounds to effect and another 5 to return to normal.
- The character can stop bleeding wounds by redirecting the flow of blood in that part of the body.
- The character can regenerate body points by mentally knitting the damaged parts of his body back together. He must sit and concentrate while regenerating 1D of body points per rank of the power per minute.
- The character can grossly alter his body, growing extra appendages or organs. For example the character could grow a second set of arms (these act like the Extra Limbs power), or a set of eyes in the back of his head or on his fingers, or flippers and gills to give the ability to swim and breathe underwater. These changes take 1 minute per rank of power being used.
- The character can make his bones protrude to use them as weapons, doing 1D per rank of damage. This cost the character 2 body point per rank of natural weaponry up to a maximum rank equal to the Body manipulation power.
- The character can alter the shape and appearance of his body to look like others. This takes minutes equal to the power ranks being used and the character must make a disguise roll.



## DARKNESS MANIPULATION

**Duration:** Activated  
**Range:** normal  
**Base Damage Value:** none  
**Managing Skill:** willpower  
**Cost:** 5 Per Rank

Your character is able to create a radius of inky darkness around her equal to twice her power rank in meters. The perception penalty is equal to the rank in the power (up to a maximum penalty of +12 for total darkness). The power can be projected up to normal range if the character chooses, and centered on a target, where it will stay for rounds equal to the rank of the power.

The character receives a bonus to his resistance to the Flash Attack power equal to her ranks in the power.

Light based attack damage is resisted by the darkness as if a force field is in effect. 2 points of damage is negated for every rank of the power.

The Hero can create an area where the intensity of darkness is enhanced. People moving into the area all suffer the perception penalty equal to the rank in the power (up to a maximum penalty of +12 for total darkness). The area stays in effect for rounds equal to twice the rank. The difficulty to create such an area is Moderate and modified by the size of the area (note the Manipulation chart).

The darkness can become tangible; able to physically

react with its environment, extending tentacles to attack and grapple opponents within melee range (the rank of the power is substituted for the character's Physique attribute when grappling), with damage equal to half the power rank. The character can make a number of tentacles equal to twice her power rank and are treated as the Extra Limbs power. Each tentacle has body points equal to twice the power rank.

Tentacles that take their allotted amount of body points are severed, useless, and cannot be regenerated for 8 hours minus the power rank (minimum of 1 hour).

### Special Power Limitation: Symbiotic Relationship

-2 Per Rank

The hero can feel physical sensation through the tentacle and any damage done to the tentacles is taken directly by the hero.

## DENSITY MANIPULATION

**Duration:** Activation or Concentration  
**Range:** normal  
**Base Damage Value:** n/a  
**Managing Skill:** willpower  
**Cost:** 7 Per Rank

The hero can alter the density of items or living creatures. For every rank in the power the hero can alter an item's density by 10%. The more ranks of the power the better her chances at increasing/decreasing the density of an item or person.

For every 10% increase in density the target's Physique (Body points increase by 5 points per increase) or toughness attribute increases by 1D, their weight increases by 50%, and they suffer 10% less knock back distance. The target suffers a 5% decrease in her movement rates and receives a penalty of -1 on all Reflex rolls. The effects last rounds equal to the character's rank in the power or she may keep the effect up indefinitely by using an action to concentrate.

A character can alter her (or a willing subject's) density at will by spending an action that round. The larger or physically resistant the item the harder it is to manipulate. Unwilling targets resist by using their Physique attribute or willpower (which ever is higher). After rounds equal to the ranks of the power the target may make another resistance roll and break free of the effect.

Density Manipulation roll > Resistance Total	Effect
By 1-3	Power is 10% effective
4-8	Power is 25% effective
9-12	Power is 50% effective
13-15	Power is only 75% effective
16+	Power takes full effect

*Example: The villain Brickhouse has Density Manipulation rank 8, Physique of 5D, 45 Body points, weighs 110 kilograms, and has a normal movement rate of 10 meters.*

*With 8 ranks in the power he can increase his density by 80% giving him a Physique of 13D (5D+8D), Body Points of 85 (45+40), a weight increase to 550 (weight increased by 400%) kilograms and movement reduced to 6.*

*Example 2: Brickhouse wants to increase the density of a truck his opponent is holding. The truck has a toughness score of 6. Brickhouse must roll dice equal to his rank in Density Manipulation versus the truck's toughness score of 6. The dice are rolled and Brickhouse beats the truck's toughness by 10 points. His power only has a 50% effect and the truck's attributes (weight and toughness) are modified accordingly.*

The hero may try and again increase the density of an item after the item has been altered before, using the new density as a starting point. The more a target is altered the harder it becomes to alter it further (because of the new increased resistance score).

A target can also be made less dense with the use of this power. Doing so reduces the target's weight by 5% and their Physique or toughness by 3 (but body points or wound resistance doesn't change). Knock back distance is increased by 10%. If a target's density is reduced by 110% the target becomes intangible and ghostlike. While intangible the target cannot affect anything physically and must rely on mental powers if any.

**Special Limitation:**  
**Increase or Decrease only**  
-2 per rank

The hero can only increase or decrease the density of a target, not both. The character must specify at the time of purchase which effect she will have.

## EARTH MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** variable, read below

**Managing Skill:** willpower

**Cost:** 7 Per Rank

Your hero has the ability to manipulate rock and soil. This Power gives her many astounding powers over terra firma. Primarily, she has the ability to cause earthquakes in a radius centering on her and radiating out. This effect makes it hard for others to stand upright and move effectively. This effect creates a penalty to anyone attempting a Reflex related action, equal to her Earthquake Power rank, and reducing movement rates by 2 meters for every rank of the power.

**Other possibilities include:**

- She can use this Power to cause solid rock to jut up out of the ground, attacking everyone in a radius around her to cause 1D per two levels of the power's rank. Opponents receive a reflexive dodge to move out of the way.
- Earth can also be manipulated to rise up out of the ground and attempt to grapple or slap opponents

out of the air. The range for such attack is normal, and damage is 1D per rank. Grapples use the rank of the power as the lifting or Physique attribute

- The character can create areas of quicksand to trap an opponent. The character makes an opposed roll versus her target's Reflex or dodge skill. If the roll is a success her opponent is trapped in quicksand and may not break free for a number of rounds equal to the rank of the power. The difficulty to create such an area is Moderate and modified by the size of the area (note the Manipulation chart).
- The character can also create dust storms by throwing loose dirt or sand into the air. The dust obscures vision causing a penalty to perception check of +1 per rank of the power. This effect can be kept constant as long as she concentrates. The difficulty to create such an area is Moderate and modified by the size of the area (not the Manipulation chart).
- Lastly the character can open passages through solid rock and move through them. This effect can be kept constant as long as she concentrates. The difficulty to create such an area is Easy and modified by the size of the area (note the Manipulation chart).

## ENERGY MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** 1D per TWO ranks

**Managing Skill:** willpower

**Cost:** 9 Per Rank

The hero can manipulate the electromagnetic spectrum. This includes gamma rays, X-rays, ultraviolet radiation, visible light, infrared radiation, microwave radiation, and radio waves.

**Other possibilities include:**

- She can see or sense using the other parts of the electromagnetic spectrum. +1D to any perception check where light or visibility is a factor.
- The hero can emit beams of energy from her body doing 1D damage per rank.
- The hero can absorb and redirect energy directed at her or in her general vicinity. She can grab a light pole and drain the energy or absorb the power from a car battery by touching the object and concentrating. This effect works as Energy Absorption power, and the damage drained goes to ability enhancement.
- Create a null space where no energy will flow through. The difficulty of this feat is difficult and modified by the area covered. All mechanical items that use some sort of power source must make a roll versus the rank of the Energy manipulation or stop working in that area. The effect lasts for minutes equal to the power rank.

*Example: a jet pack with flight of 6 would have to roll 6 dice in a contested roll versus the character's dice of Energy Manipulation.*

- The character can create an energy field that will protect her against any energy based damage, or perception power. Energy based damage is reduced by 1D per two power ranks. This field is ablative (like the Force Field power); any dice used to negate damage in a given round cannot be used to block other attacks in the same combat round. Dice may be split up to negate damage from multiple attacks. Vision powers are reduced by one rank for every rank of Energy Manipulation.
- The character can read computer hard drives by touching them, hear phone conversations by touching a phone wire and watch television by focusing on particular radio waves. The difficulty of this action is a difficult Perception roll modified by and Gm assigned penalties.
- The hero's body can act as a living battery powering items that she touches or is near. The character can produce one 1 megawatt of electricity per power rank and energize items within an area.



## FLAME MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** Variable, read below

**Managing Skill:** willpower

**Cost:** 6 Per Rank

This Power allows your character to control and manipulate existing fires, not create new ones (for that, take the Flame Projection Power). The hero rolls 1D per Power rank to increase the effective Intensity of a fire, causing it to burn hotter and do more damage to whatever it comes into contact with:

Type	Damage Per Round	Intensity Rank
<b>A lighter flame</b>	1 point of Damage	0-5
<b>Small Fire (Campfire)</b>	1D Points of Damage	6-15
<b>Medium Fire (Bonfire)</b>	3D Points of Damage	16-26
<b>Large Fire (Yard Fire)</b>	6D Points of Damage	27-37
<b>Huge Fire (House Fire)</b>	12D Points of Damage	38-49
<b>Gigantic Fire (Forest Fire)</b>	20D Points of Damage	50

*Example: Pyra wants to make a small campfire (Intensity 8) explode into a huge bonfire (Intensity 38). To do so, she must roll at least a 30 on her dice.*

### Other possibilities include:

- The fire can also be made to move at a rate of 2 meters times the character's Power rank per round.
- The area affected by the fire can be expanded or contracted by the hero. The difficulty to affect such an area is Moderate and modified by the size of the area (note the Manipulation chart).
- The character can also make an existing fire strike at a foe as a ranged attack with a normal range. The damage of the attack is dictated by the intensity of the fire.
- The hero can make a small flame burst into an inferno at a predetermined time in the future. This effect is usually used as a trapped but other more benign uses for this power have been known. The hero must first alter the flame intensity up to the level and size that she wants and then set a time for the small flame to burst into its larger version. The "timer" can be set for any time from 1 second up to a maximum of minutes equal to the rank of the power.
- This Power can also be used to make a fire burn less intense, reducing the damage accordingly. Roll the same roll as for increasing Intensity, but subtract your roll instead.

# GRAVITY MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** Variable, read below

**Managing Skill:** willpower

**Cost:** 7 Per Rank

Your character can manipulate the pull of gravity on a target making them lighter or heavier depending on her whim, thus increasing/decreasing the target's weight by 100 kilograms per rank. If the target is a living being it may resist with an opposed roll of the Power Rank versus the target's Physique or Willpower, whichever is higher. If the character is successful she may alter gravity and consult the chart below.

The effect last as long as the character spends an action to concentrates or rounds equal to the power rank.

## Gravity Manipulation roll > Resistance Total

By  
1-3

Target must make an Easy lifting roll to keep moving. If the roll is a failure the target is immobilized.

4-8

Target loses half the power rank of Physique and must make a Moderate lifting roll to keep moving. If the roll is a failure the target is immobilized. The target's weight is doubled.

9-12

Target loses the power rank of Physique and must make a Difficult lifting roll to keep moving. If the roll is a failure the target is immobilized. The target's weight is tripled.

13-15

Target loses the power rank+2 of Physique and must make a Very Difficult lifting roll to keep moving. If the roll is a failure the target is immobilized and takes 2D damage (powers like body armor or force fields cannot reduce damage!) Weight is quadrupled.

16+

Target loses the power rank +4 of Physique and must make a Heroic lifting roll to keep moving. If the roll is a failure the target is immobilized and takes 1D per rank in damage (powers like body armor or force fields cannot reduce damage!) The target's total weight is 8 times what it would be normally.

## Other possibilities include:

- The character may also reduce the weight of an object. If an object's total weight is negated it hovers in place just above the ground.
- The power may be used to fly in this manner, manipulating the pull of gravity in order to move about. The character or objects affected by her power move at a rate of 5 meters per rank.
- The Hero can create an area where gravity is increased or decreased. Objects or people moving through the area must make a resistance roll versus the power rank on the Gravity Control chart. The area stays in effect for rounds equal to twice the rank. The difficulty to create such an area is Moderate and modified by the size of the area (note the Manipulation chart).

# D6-POWERS

## Mass and Weight

Mass and weight, as affected by Gravity Control and Growth, are not the same thing. Mass is simply the amount of stuff in an object. Weight is a function of mass in a gravity field. Were you to go to the moon, your mass would not change, but your weight would, since gravity is significantly lower on the moon.

With Gravity Control, you are effectively increasing weight. However, with the Growth Power, you can actually temporarily increase effective mass – it's assumed that you are taking in energy (in this system, Ka) and converting it into matter.

The reason this is confusing to a lot of Americans is because the pound, the typical weight system, is older and actually a measurement of weight, not mass. Kilograms, on the other hand, are a measurement of mass. The reason they can be measured on the same scale is because we know what the gravity of the Earth is.

SIDEBAR

D6-POWERS

## ICE MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** 1D per rank

**Managing Skill:** willpower

**Cost:** 7 Per Rank

This Power gives the hero a wide array of powerful abilities related to manipulating, creating, and attacking with ice. The primary use of this Power allows the hero to create 1 cubic foot of ice per Rank, temporarily blocking doorways, windows, et cetera, until the ice melts in minutes equal to twice the Power rank (in a cold environment, conducive to keeping ice intact, the Game Master may decide the ice is permanent, or at least lasts longer). The ice wall has body points equal to twice the rank plus the sum of dice rolled equal to the rank

*Example: A character with an Ice production of 4 creates a wall of ice blocking a passageway. She rolls her power rank in dice, 4, and gets a result of 4, 4,3, and a 6. She adds that total to her base of 8 and gets a result of 25 body points).*

### Other possibilities include:

- The hero can also attack with this Power, doing 1D points of damage per Power rank. Fire-using opponents take double damage from this cold-based attack (see other fire-related Powers for ideas and details).
- The Hero can use her power to grapple an opponent by encasing him in ice. The target remains grappled until he breaks free or until the ice melts (2 minutes per rank of the power). The range for such attack is normal and uses the rank of the power as the lifting or Physique attribute.
- The character can also use the Power as a transportation method, creating an "ice sled," moving at a rate of 5 meters per rank of the power. In a non-combat situation, the rate is 10 times Power rank in kilometers per hour.
- The Hero can drop the temperature in an area by 10 degrees per rank of the power. The difficulty of this is easy and modified by the area affected.
- The character can create localized snowstorms in an area. Anyone in the area of affect takes freezing damage from the intense cold – 1D of damage for every minute of exposure. The difficulty to create such an area is Moderate and modified by the size of the area (note the Manipulation chart).
- Finally, this Power can be used to make a thin sheet of ice upon the ground, making opponents fight to stay upright. The difficulty to create such an area is Easy and modified by the size of the area (note the Manipulation chart). Targets take a penalty equal to the character's Power Rank when attempting any Reflex-based action or Skill.

## KA MANIPULATION

(GODSEND Agenda specific power)

**Duration:** Activated

**Range:** normal

**Base Damage Value:** Read below

**Managing Skill:** willpower

**Cost:** 15 per Rank



This Power allows your hero to tap into the definitive energy source that influences the cosmos, the elemental Ka. She can now manipulate this energy to create any effect she desires.

The character must first pay 1 Ka point for the temporary use of the power and then make a willpower roll versus a difficulty equal to 3 times the cost for one rank of the power. If she fails she may try and attain the power again the next round with an additional +1 added to the difficulty. If multiple powers are involved, they can all be tested at once with the difficulties all being added together. She now has that Power at a rank equal to her Ka Manipulation Power rank.

*Example: Absalom Magnus has 10 ranks of Ka Manipulation and 5D willpower. Absalom wants to manifest the ability to fly (2 points per rank). Absalom spends 1 point of Ka and has to successfully make a willpower roll with a difficulty 6 (3x2=6). If successful Absalom could have 1 to 10 ranks in the power.*

The character may keep the power for hours equal to half her rank with Ka Manipulation. In the above example Absalom would be able to fly for 5 hours before the power faded. After the allotted amount of time is up the character may call on the power again by following the procedure above. Once the character has the power in question he uses the appropriate skill under the particular power to operate it as normal.

The ranks of the Ka Manipulation Power may be divided into multiple Powers. Each power attained is paid for with an additional one point of Ka per power. Because this power has a duration of activated, if the hero is knocked unconscious he loses the powers in question. Furthermore, the character must obey all the aspects and limitations of the powers she is using. For example, if she decides to take an Elemental Sheath of fire she would take double damage from cold based attacks.

N.B.: Attributes can only be increased through the use of the Enhancement power.

The character can redirect or disrupt the flow of Ka in a localized area causing powers to not work, or work at a greater affect. A character can raise or lower ALL powers in an area by half her rank in the power and all expenditure of Ka points is doubled. She cannot control whose powers are affected, she can only limit or enhance the Ka use in that area. The difficulty of this effect is 25 and is modified by the area affected. Those in the area can make an opposed willpower vs. willpower roll to keep their power levels intact.

## LIGHT MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** 1D per rank

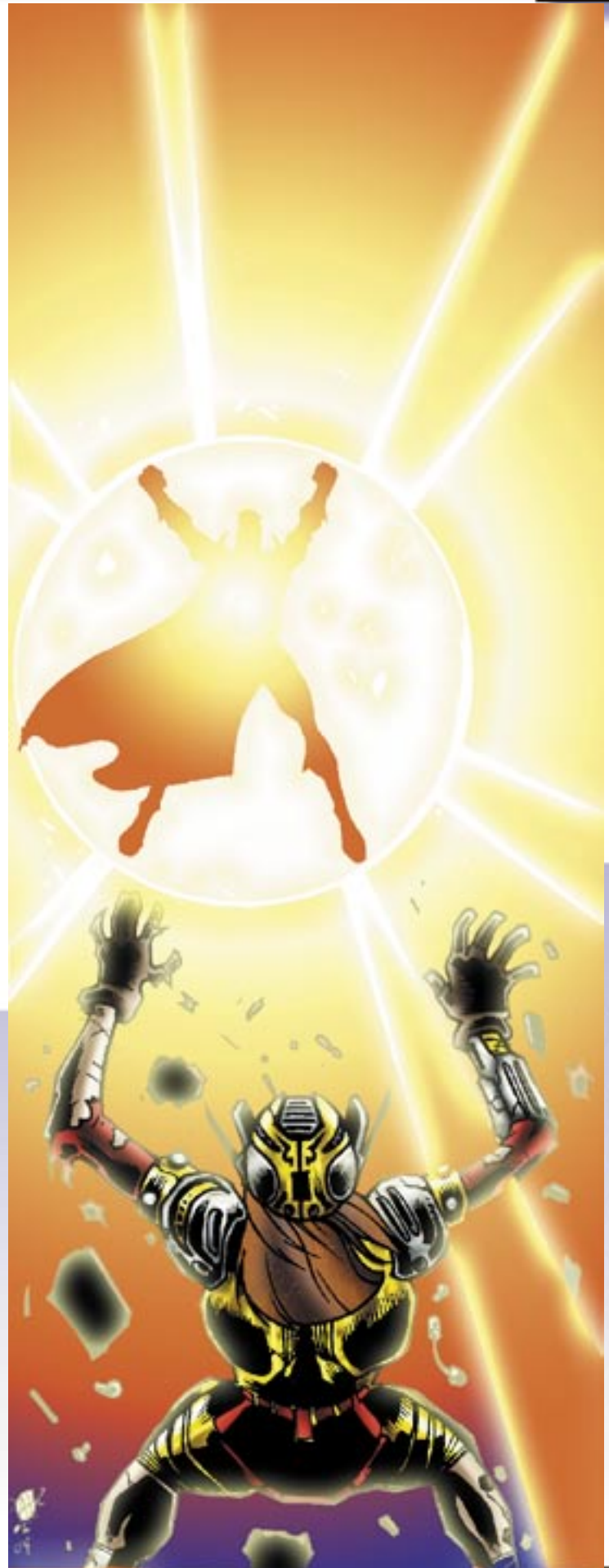
**Managing Skill:** willpower

**Cost:** 7 Per Rank

The hero can manipulate the many different aspects of light. Offensively, she can fire lasers which do 1D damage per rank.

### Other possibilities include:

- The character has the ability to bend light around herself or others rendering those in the area of effect invisible (see the Invisibility power for details). The difficulty to create such an area is Easy and modified by the size of the area or number of people affected (note the Manipulation chart).
- The character can create an absence of light, blanketing an area in total darkness. A side effect of this ability is perfect night vision, suffering no penalties from darkness – unless there is an absolute lack of ambient light, in which case the character suffers normal darkness penalties. (An example of this is someone using the Darkness Projection Power.)
- The character can see in all the spectrums of light and receives a bonus to her resistance to Flash Attack power equal to her ranks in the power. The Darkness Projection power is resisted in a like manner as well.
- The hero can affect the light waves that are absorbed by an object, making the colors change to whatever color she wants.
- The Character can energize light particles surrounding an object and make it glow for minutes equal to the power rank.
- The character can create a bright glow about her person that makes it hard for opponents to target her. Characters targeting the hero have a penalty to hit her equal to the rank of the power.
- The character can create hypnotic patterns and mesmerize opponents as if she had the Confusion power of the same rank.
- At rank 8 and higher the character can solidify light, creating shields that resist 1D of damage per 2 ranks of power.
- Finally, the character can create light based illusions. Others are allowed perception rolls (her Power Rank versus their Perception or search) to discern if the illusion is real. These are not quite as good as the Illusion Powers – they are missing aspects other than sight, and can be disbelieved if a successful Perception or willpower roll is made.



## MAGNETIC MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** 1D per two ranks

**Managing Skill:** willpower

**Cost:** 7 Per Rank

Your character can alter and manipulate the magnetic fields that surround all things. With this Power, she can project Magnetic Force Bolts, which do 1D damage per 2 Power ranks, doubled to unshielded electronic equipment.

**Other possibilities include:**

- This Power can be used to create an EMP (Electromagnetic Pulse) that leaves electronic equipment useless. Roll the Power's die code in an opposed roll versus the equipments toughness or a GM assigned difficulty. If the roll is successful, the character renders the equipment useless for a time equal to Power Rank in hours.
- The character may create magnetic force fields (1D damage reduction per rank) that protect him from attacks made by metal weapons and opponents, with half his rank in dice versus non-metal weapons and attacks.
- At Rank 7 and higher the character can read magnetic tape and computer disk/ hard drives with a touch.
- The character can magnetize ferrous items making them pull towards one another with speed equal to the power rank. Magnetized items will tug towards one another until the effect is cancelled or until they manage to come together. This is resisted with a Physique roll versus the Magnetic Control Power die code.
- The Hero can create an area where the magnetic pull is increased or decreased. Objects or people moving through the area wearing or holding ferrous metals must make a resistance roll versus the Magnetic Manipulation die code. The area stays in effect for rounds equal to twice the rank. The difficulty to create such an area is Moderate and modified by the size of the area (note the Manipulation chart).
- Finally, the hero may use this Power to lift and move ferrous materials at range, as if he had Physique equal to this Power's rank. Objects can be hurled as an attack; use the throwing rules (Combat section), substituting the Magnetic Control Power for Physique or lifting skill.

## MATTER MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** n/a

**Managing Skill:** willpower

**Cost:** 7 Per Rank

Your character has the astounding ability of transmutation, the ability to change the properties of matter itself! At its most basic application the character can transform simple matter. The duration of these effects is equal to the rank of the power in minutes. After the allotted time has elapsed the matter reverts to its original state.

**Matter manipulation chart**

**Difficulty**

The character can alter the shape of mater in simple ways (e.g., creating holes in a wall by relocating the material's molecules into other parts of the wall). 5

The hero can change one type of matter into another. The difficulty depends on how far apart the matter's original form is from the matter's new form. (Living beings always receive a resistance roll of Physique or willpower +10, which becomes the base difficulty plus a modifier depending on how the character is being altered. Damage is equal to 1D per power rank.) 10

The character can change his substance to something else, while retaining his form (such as a man who turns to stone). Characters with this ability may only shift into one specific substance, which the player must specify when his character gets the Special Ability. Generally, this substance gives the character distinct advantages. The player may select up to four points (not ranks) in other powers that relate to the chosen form, per rank in this Super Power. (Thus, two Transmutation ranks mean eight points in other Special Abilities.) Body Armor and Life Support are common ones. The duration of this effect is concentration. 15

The character can reshape and alter matter into more complex forms (changing a boulder into a swing set). It's easier to break a substance down to its base elements, and more difficult to build one up from scratch. The chart below determines the difficulties of such actions. 20

**Modifiers**

**Difficulty Modifier**

Per cubic foot transformed or manipulated

+3

Making the change permanent

+15

Trying to alter a living being

Target willpower+10

Altering simple organic matter to simple organic matter (changing milk to cheese) or changing simple inorganic

+5

matter to simple inorganic mater (changing sulfur to gold)  
Altering simple inorganic mater matter to simple organic mater matter (changing a stone to bologna)

+10

Altering simple organic mater matter to simple inorganic mater matter (changing wine to water)

+5



## PLANT MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** Read below

**Managing Skill:** willpower

**Cost:** 6 Per Rank

This power allows your character to control up to 3 square meters per Power rank of plant matter. You can order the vegetation to become animate and attack. It attacks with a Skill rank and damage equal to your Plant Control rank plus Willpower. Body Points for the plant matter is equal to the Power rank; after taking this much damage, they become ineffective – and beaten, literally, to a pulp. The animated plant matter can move at a rate equal to the character's Presence in meters per round. Normally, the character must spend her action to keep commanding the plants in combat – they have no will or Intelligence of their own (but see the special Enhancement, below).

### Other possibilities include:

- Your character also has the ability to alter the size of vegetation. Multiple plants can be made to grow creating walls or bridges using this power. Plants come in all shapes and sizes, and with this power, the character could grow a microscopic piece of vegetation (scale -24) into enormous sizes. At high ranks of this Power, a microbe in a person's stomach could be made to grow to gargantuan sizes – hurting or even killing the person. If the Power is used in this manner, it does 1D points of damage per two ranks. For every two ranks of the power the plant's size is altered one scale rank (reference the scale chart for an idea of size). External armor or defenses will not protect against such an attack.
- She can reduce the difficulty of movement rolls by 2 per rank of the power. If used to impede progress the traveler must make a movement roll with a difficulty equal the hero's die code in Plant Manipulation.

*Example: Electra is flying after Tiger Lily who has Plant Manipulation rank 4. Tiger Lily doesn't want to be caught so she runs into a thick patch of brush and uses her power; she rolls her Plant manipulation dice and gets a total of 16. Electra speeds after her but must now make a flying roll (if she was on foot it would be a running roll) against a difficulty 16.*

- Walk through plants without tripping or leaving tracks (the characters power rank vs. the characters perception or tracking ability).
- Immunity to plant related poisons or toxins. The hero may add her rank to any resistance versus poisons.

### Participant Size

### Value

Eight Story Building	24
Four Story Building	20
Two Story Building	14
City Bus	10
Average car	6
Small Motorcycle	3
<b>Average human</b>	<b>0</b>
Small Human child	3
Breadbox	6
Fashion doll	9
Action Figure	-12
Plastic army figure	-15
Ant	-21
Gnat	-23
The tip of a pin	-25
Microscopic organism	-27

### Special Enhancement: Create Plant Soldiers

+2 per rank

The animated plant matter can act on its own volition, having a limited will. The character can give them orders when he initially creates them, and does not have to spend his own actions to order them around in combat. He can change their orders later, but he does not have to exert his own will to force them to move. A plant soldier has physical attributes equal to the power rank and no discernable mental faculties.

## SIZE MANIPULATION

**Duration:** Semi permanent

**Range:** n/a

**Base Damage Value:** none

**Managing Skill:** willpower

**Cost:** 6 Per Rank

With this power the character can increase or decrease height, mass, and physical attributes. For every rank of the power in effect the character's size is altered up to 2 scale ranks (reference the scale chart for an idea size). Every rank of Growth also decreases the amount of knock back taken by one meter, and increases the amount of knock back she can deal out with Brawl or Melee attacks by 2 meters. For every 4 ranks of the Power in effect, the hero's Physique increases by +1D, she gains 3 extra Body Points and her movement rate increases by 2 meters up to a maximum of 20 meters. Needless to say, hide skill rolls or attempts to use stealth when larger become more difficult, and combat becomes more difficult against smaller opponents (see the section of the rules pertaining to scale).

**Other possibilities include:**

The character may alter her size with a diminutive effect. For every rank of the power in effect the character's size can be altered two scale ranks (reference the scale chart for an idea size). For every 4 ranks of the Power in effect, the hero's Physique decreases by -1 pip (for every three pips reduce the Attribute die by one), and movement rate is scaled down accordingly. Hide skill rolls or attempts to use stealth when shrunken become easier and combat becomes more difficult against larger opponents (see the section of the rules pertaining to scale).

Participant Size	Value
Eight Story Building	24
Four Story Building	20
Two Story Building	14
City Bus	10
Average car	6
Small Motorcycle	3
<b>Average human</b>	<b>0</b>
Small Human child	3
Breadbox	6
Fashion doll	9
Action Figure	-12
Plastic army figure	-15
Ant	-21
Gnat	-23
The tip of a pin	-25
Microscopic organism	-27
Atomic Rank	-35
Sub Atomic	-40

### Special Enhancements/Limitations:

#### Only one power aspect

-3 per rank

The character can either use the power to increase or decrease her size; she cannot do both when this limiter is taken. The character must choose at character creation.

#### Usable on others

+4 Per Rank.

This power may also be used on others to increase or decrease their size. The range of this power is considered normal (the no range limiter may be taken to decrease the cost of this power as normal.)

#### Scale does not affect Attributes

+or - 3 Per Rank.

This is either an enhancement (for shrinking) or limitation (Growth). The character's current size doesn't affect the amount of damage dice or her attributes.

## SOUND MANIPULATION

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** 1D per two ranks

**Managing Skill:** willpower

**Cost:** 7 Per Rank

This Power gives your character complete mastery over sound waves. She can generate completely new sounds, make existing sounds deeper or higher, or even make noises come from strange locations.

### Other possibilities include:

- She can also precisely deliver a whispered message to a person within her range without anyone else hearing.
- This Power may also be used to dampen or heighten sound around the character. Others trying to make hearing Perception rolls in a sound nullified area have penalties equal to the rank of the Power. If the Power user is generating a loud noise, others in the area must make an opposed roll of willpower versus your Power rank to concentrate. If the opposed roll is successful, a victim may act normally. If the roll fails, they instead suffer a penalty equal to the character's Power rank on all tasks that require some sort of concentration, or mental focus.
- Sound Control can be used to negate the effects of the Sonic Scream Power, decreasing the damage done by 1D per rank.
- She can use the power to amplify minute or low noises making them audible or even blaring.
- The hero can use her power to garble any noise made or make it sound completely different. This allows her to mimic voices, make the sound of sirens, or even make it look as if someone has said something that they did not. This requires the hero to roll her Sound Manipulation dice versus a GM assigned difficulty.
- Directly attack a person's eardrum destroying their sense of balance and equilibrium. This is considered a ranged attack that targets a particular body part, difficulty +10. If the attack is successful the target is off balance for combat rounds equal to half the power's rank suffering a higher degree of difficulty for Reflex and Coordination actions equal to the rank of the power. (Example: The hero with 4 ranks of this power successfully affects someone's balance. The target would suffer a penalty of +4 for 2 rounds.)
- Sonar can be rendered useless against someone using the Sound Control Power to mask her whereabouts – roll a test of Sonar versus Sound Control ranks to perceive the user.
- Used in an offensive manner, much like a Sonic Scream attack, the character can project sonic waves of terrible force, doing 1D per two ranks of damage. However, this only stuns; once combat is over no lasting damage remains.

## TIME MANIPULATION

**Duration:** Semi permanent

**Range:** 1 meter per rank

**Base Damage Value:** Read below

**Managing Skill:** willpower

**Cost:** 7 Per Rank

Your character can manipulate the flow of time. The primary use of this power allows the character to add her Time Manipulation rank to her Initiative.

**Other possibilities include:**

- The character can also accelerate or reverse the process of aging on an object or person by her Power rank in years. If a target is resisting, roll your Power rank versus their Presence or Physique, whichever is higher.
- This power also allows the character to stop time around an opponent, freezing her in her tracks. The character must make an opposed roll of the power die code versus the target's willpower. The effect lasts as long as the character concentrates on the opponent with a maximum time limit equal to the heroes power rank in rounds. The effect may be broken every other round by a willpower roll versus the power rank in dice.
- The character can attack using the ability to age matter, emitting Time Blasts against opponents. These blasts do 1D per two ranks in damage. Alternately, the character can make this damage a penalty to their initiative. The attack aspect of this Power has a range of 1 meter per rank.
- The character may accelerate the flow of time around the character or a target making them move faster (treat the effect as if the character has super speed at a rank equal to half her Time Manipulation power).

All of the above effects can be centered on an area and left active for a time in rounds equal to twice the hero's rank in the power. People moving through the area make appropriate resistance rolls. The difficulty to create such an area is Moderate and modified by the size of the area (note the Manipulation chart).

The character can travel forward in time with relative ease. Since the future hasn't been written yet, time is more fluid and malleable when going forward than backward. Difficulty numbers are listed on the chart below. There is a Ka cost for traveling in time, also listed on the chart below. Passengers may be taken on the trip, with +5 difficulty and one additional Ka per person. If she fails the travel roll, she is disoriented and stunned for her Power rank in rounds.

Time	Difficulty	Ka Cost
1 day	15	2
1 week	20	3
1 month	25	4
1 year	30	6
10 years	40	8
100 years	50	10
1000 years	60	14

The hero can also travel back in time, but it is incredibly difficult to affect the past, and it is up to the Game Master to determine if the character can really change history. Time is like a rubber band – it can be stretched and distorted, but it has a way of snapping back and correcting itself.

Time	Difficulty	Ka Cost
5 seconds	10	2
10 seconds	15	4
20 seconds	18	6
40 seconds	20	8
1 minute	22	10
30 minutes	25	12
1 hour	27	14
8 hours	29	16
1 day	31	18
1 week	36	20
1 month	40	24
6 months	50	28
1 year	60	32
5 years	70	36
20 years	80	40
100 years	90	46
1000 years	100	52

If the character achieves a success that exceeds the Difficulty roll by five or more, she has created a time anchor, and further trips to the same time will have their Difficulties reduced by 10 for every five-point increment achieved, and Ka cost is also reduced by half. If she misses the roll, she does not travel back in time at all, and is disoriented for her Power ranks in rounds. If she misses the opposed roll by more than 10, she travels to a parallel time line in another dimension!

## WATER MANIPULATION

**Duration:** Semi permanent

**Range:** Water attack normal, other abilities read below

**Base Damage Value:** variable read below

**Managing Skill:** willpower

**Cost:** 8 Per Rank

With this power the character has incredible control over the elemental forces of water. The power has many astounding effects that make elemental manipulators using this power extraordinarily formidable. For example, your hero can project a destructive jet of water from her body causing 1D damage per rank of the power.

**Other possibilities include:**

- The hero can use Water Projection as a form of locomotion, propelling himself on a jet of water. (Surf's up!) His movement rate is equal to his Power rank times 5 meters per movement.
- The hero has the ability to breathe and act underwater with no restrictions on movement, and suffers no ill affects because of deep ocean pressure.
- The character can create a volume of 10 cubic liters of water per level of this ability by condensing stray water vapor from the air. In extremely dry areas such as arid and desolate tracts of desert the amount is reduced to half this amount. This water can be used to create watery barriers.
- The character can create fog by trapping minute water particles in the air. The fog obscures vision causing a penalty to perception of +1 per rank of the power.
- At level 10 and above the character can separate pure water from harmful liquids leaving pure drinking water. This effect can be used on a living being, separating the water from a person's bodily fluids to hurt and even kill them. The character must roll her die code of Water manipulation versus a Heroic difficulty plus the opponent's willpower. If the roll is successful the victim is completely dehydrated taking 1D of damage per level and receives no resistance rolls of any kind.
- The character can make a corridor of dry land through a body of water 4 meters wide and 50 meters long with an easy difficulty. For every additional 50 meters added to the corridor (width or length or a combination of the two) add an additional +3 to the difficulty.

In large bodies of water the character can create tidal waves, whirlpools or waterspouts. First determine the current water rank, then the water rank desired – the character then gets 1D per Power rank to make a roll equal to the difference between the desired rank and the current rank. The area of effect is a radius of up to your Water Manipulation Control's ranks in kilometers.

Water Rank	Difficulty level
Clear calm water	0-5
Choppy	6-15
Large waves (4 meters high)	16-26
Huge waves (8 meters high) Small water spout (15 meter high)	27-37
Huge waves large water spout (20 meter high), or small whirlpools (whirlpool radius of 20 meters)	38-49
Tsunami waves Huge water spout (40 meter high), or large whirlpools (whirlpool radius of 100 meters)	50

**Choppy water** adds a +5 difficulty to any swimming roll.

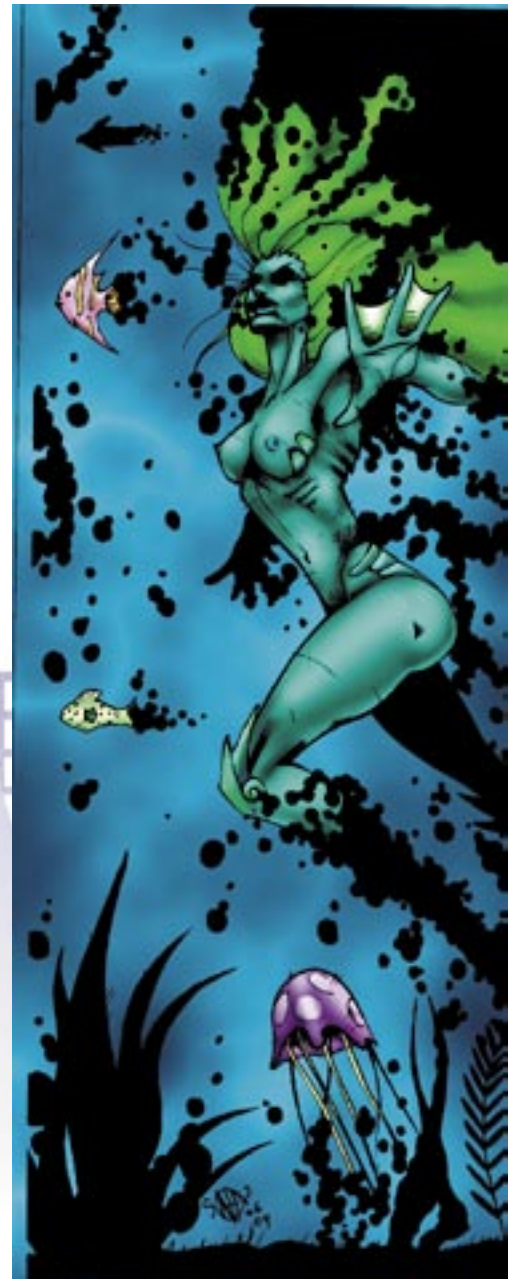
**Large waves** add a +15 difficulty to any swimming roll, and +5 to any Boat piloting difficulty rolls.

**Huge waves** add a +15 difficulty to any swimming roll, and +10 to any Boat piloting difficulty rolls.

**Tsunami waves** add a +30 difficulty to any swimming roll (if the roll fails the character takes 10D of damage), and +30 to any Boat piloting difficulty rolls (if the roll fails the boat suffers 10D of damage).

**Small Whirlpools** can be used to grapple and drag an opponent down to the bottom of the sea. The character makes an opposed difficulty versus the opponent's Physique or Swimming. If successful, the target is grappled and dragged underwater for rounds equal to the power level.

**Large Whirlpools** (scale 30) can be used to grapple and drag boats or ships down to the bottom of the sea. The character makes an opposed difficulty versus the ship's Toughness rating. If successful the target is grappled and dragged underwater for rounds equal to the power level.



## WEATHER MANIPULATION

**Duration:** Semi permanent

**Range:** lightning attack normal, other abilities read below

**Base Damage Value:** Read below

**Managing Skill:** willpower

**Cost:** 8 Per Rank

The character can manipulate the weather, changing it in varying ways by rolling the difference between weather “ranks,” or intensities. First determine the current weather rank, then the weather rank desired – the character then gets 1D per Power rank to make a roll equal to the difference between the desired rank and the current rank. The area of effect is a radius of up to your Weather Manipulation ranks in kilometers. Changing the atmospheric environments indoors or in a small area is much more challenging task, and adds to your Difficulty. Attempting this feat also causes a penalty of +10 on the Weather Severity Chart.

*Example: It's raining outside (16-26) and a character wants to make it sunny. She happens to have Weather Manipulation at rank 6, rolling six dice, getting a total of 18. She can reduce the weather rank by 18 points, making the rainy day just cloudy, but not quite reducing the rank to 5 points.*

### Weather Severity Chart

These Severities are ranges – that is, a sunny day with a rating of 5 is just starting to get overcast, while a cloudy day of 7 is distinctly cloudy, with the sun blocked out. A more extreme example is a snow storm of rank 37 (nearly a blizzard), compared to a 27, which means the snow's just started to fall. In all cases, the environmental effects of the weather ranks may affect everyone but the user within its area of influence.

Weather Rank	Base Difficulty	Lightning Attack Damage
<b>Clear sunny day</b>	0-5	1D per 4 ranks
<b>Cloudy</b>	6-15	1D per 3 ranks
<b>Raining:</b> Visibility is reduced 25 %	16-26	1D per 2 ranks
<b>Stormy / Snow:</b> Visibility is reduced 50%	27-37	1D per ranks
<b>Monsoon/Blizzard:</b> Visibility reduced 75%, Reflex and Coordination actions reduced by 1D. Movement reduced to half.	38-49	2D per rank
<b>Hurricane:</b> Visibility reduced 75%, Reflex and Coordination actions reduced by 2D, Movement reduced to a quarter.	50	3D per rank

### Other possibilities include:

- The character may fly on the winds, with a movement rate equal to five meters for each Weather Control rank per round.
- She also gains the ability to project lightning. This lighting attack increases with the severity of the weather; see the chart above.
- The character has the ability to change the air temperature by 5 degrees per rank of the power.
- The character can create fog by trapping minute water particles in the air. The fog obscures vision causing a penalty to Perception of +1 per rank of the power.



## MENTAL POWERS

This class of powers revolves around the use of mental energy to achieve unique and devastating effects.

### MENTAL DEFENSES

In general, the resistance difficulty for any Mental or interaction skill equals 10. The target cannot actively resist unless he knows that a psychic or interaction skill is being used on him by another character. If the gamemaster decides that the target suspects but does not know for certain that someone is attempting to influence him, the gamemaster may allow the character to take an action earlier than his turn in the round and roll his willpower or Presence to generate a new resistance difficulty. Should the character decide to actively defend against mental intrusion or personal interaction, he may devote all of his actions for the round to that task and roll his willpower or Presence, adding +10 to the score to get the new resistance difficulty. However the interaction resistance difficulty is determined, gamemaster may further modify the number as the situation warrants (such as stress, surprise, or character relationship).

### ANIMAL CONTROL

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** n/a

**Managing Skill:** command

**Cost:** 4 Per Rank

Your hero has the ability to dominate the minds of animals. Once the animals are within the hero's thrall they will follow her commands to the letter but will not follow actions that are plainly suicidal. The animals can follow simple commands given to them once each round. If the command is overly complicated or abstract the animal may not perform.

The difficulty to subjugate an animal is determined by the chart below and is modified by the intelligence of the animal. If the roll is successful the animals will remain willing servants for minutes equal to ten times the rank of the power.

Animal Intelligence	Difficulty
Non intelligent	3
Low intelligent animals ( mice, fish, birds)	5
Average animal intelligence (dogs, cats)	10
Greater intelligence (Elephants, horses)	15
Very Intelligent ( dolphins, pigs, primates)	20
Hyper Intelligent or Uplifted animals	30
Number of animals summons	Difficulty Modifier
One animal	+0
A few animals (1-3)	+5
A small group (4-10)	+10
A pack (11-20)	+15
A large group (21-50)	+20
A Horde (51-500)	+30

*Example: Animax wants to control a group of 7 dogs. The difficulty for the roll would be 20 (10 for their intelligence+10 for the amount of dogs).*

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## ANIMAL SUMMONING

**Duration:** Activation

**Range:** normal

**Base Damage Value:** n/a

**Managing Skill:** command

**Cost:** 4 Per Rank

The hero can summon animals with force of will alone. The hero determines the amount of animals that she will summon and modifies it by the type of animal and rolls over the difficulty number. All available animals in the area will be compelled to answer the summons and will treat the hero as a friend. The animals summoned are not controlled by the hero (for this the character would need Animal Control).

The animals will stay with the hero for minutes equal to ten times the rank of the power. After the time has elapsed the animals drift back to their original area.

To summon the animals the hero rolls dice equal to her Animal Summoning ranks against the assigned difficulty.

Number of animals summons	Difficulty Roll
1D	5
3D	10
5D	15
7D	20
10D	30
20D	40

Animal Type	Difficulty Modifier
Simple creatures (worms, shrews)	0
Tiny creatures (mice, small birds)	+3
Small creatures (small cats, small birds of prey)	+5
Average sized creatures ( dogs, large birds, manta & sting rays)	+7
Large animals (predatory cats, dolphins, most primates)	+10
Huge creatures (Horses, sharks, Rhinos, Elephants)	+15
Gargantuan animals ( Whales, dinosaurs if applicable)	+20

*Example: Animax (Animal Summoning 5) wants to summon a gang of wild dogs to his side. He would like at least 7 dogs to come to his aid so he decided to summon 3D. Dogs are an average-sized creature so the difficulty for this action is 17. Animax rolls his 5 D in Animal Summoning and gets a total of 20 and manages to summon 3D worth of dogs to his side.*

**Note:** The GM has the final say as to how many animals actually show up. Some areas may not have sufficient amounts of the particular creature.

## ANIMATE OBJECT

**Duration:** Activated

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** know-how (Animate Object)

**Cost:** 5 Per Rank

The hero can animate and “bring to life” an inanimate object. The object is under the complete control of the hero and can be made to do his bidding until it is destroyed, the hero shuts off the power, or the hero is rendered unconscious. In the last two cases the object becomes inanimate again.

The difficulty to animate an object is equal to three times the objects toughness. The hero uses his rank in dice of the power in an opposed roll. If he is successful he has animated the object. The object has access to all of its normal abilities and Reflex and Coordination attributes equal to half the power rank in dice. The Toughness attribute remains the same and the strength damage is equal to the Toughness score. Objects have no mental capacity and therefore no mental or social attributes.

Animated objects can act and move at the whim of their master. Some will be able to move or act more effectively depending on the nature of the object; a bicycle will have a much easier time mover than a fork will. Obviously a lava lamp will not be as effective in combat as a lawnmower; a rifle has greater attack ability but no means by which to move.

*Example: The Puppet Lord (Animate Object 5) animates a chair to scuttle across the room and block the door. The chair has a toughness of 2D so the difficulty to animate it is 6. The Puppet Lord rolls 5 dice and easily beats the 6 difficulty. The object has attributes 3D (half the power rank rounded up).*

The hero can animate a number of objects equal to his rank in the power, with each new object adding +1 to the difficulty to animate them (animating the 1<sup>st</sup> object suffers no penalty, the second would suffer a -1 to animate, third would suffer and -2 and so on). The Objects will remain animated for a number of minutes equal to the power rank.

## ANIMATE DEAD

**Duration:** Concentration  
**Range:** normal  
**Base Damage Value:** none  
**Managing Skill:** know-how (Animate Dead)  
**Cost:** 6 Per Rank

You can animate the dead and make them do your bidding! The hero can actively control a number of undead up to double her ranks in this Power plus Presence or willpower. The undead will obey orders to the letter (think carefully) and fight to the death (or, rather, destruction). However, a control roll must be made every round, or the undead may turn on its master – your character! Roll your character's willpower versus an 11 Difficulty, plus one per undead being controlled. Fail, and the undead turns on your hero.

This Power can be focused into a single corpse instead of many, augmenting an undead's abilities. The character may add +1D to any Attribute, Skill, or Power for every rank in this Power, plus Presence. The statistics for a typical undead are below.

### Undead

**Reflexes** 1D, **brawling** 3D, **dodge** 2D  
**Coordination** 2D  
**Physique** 3D  
**Knowledge** 1D  
**Perception** 2D  
**Presence** 2D, **intimidation** 4D  
**Powers:** Natural Weaponry (teeth) rank 2 (3D damage)  
**Move:** 10. **Base Damage:** 1D. **Fate Points:** 0. **Character Points:** 0 **Body Points:** 19

## CONFUSION

**Duration:** Semi Permanent  
**Range:** point blank  
**Base Damage Value:** none  
**Managing Skill:** Confusion (Presence based)  
**Cost:** 3 Per Rank

The character can hamper the thoughts of those he comes into physical contact with, at will. He gains the Confuse skill at +1 per rank (it is a Presence skill, described only here), which he can increase as normal.

As a multi-action with a brawling attack, he may also perform a confusion attack versus his target's Willpower or Presence (this is not an action for the target.) If his total is higher (not equal to), the target is confused. Characters may not spend points, and they receive a +5 difficulty modifier to even simple actions for a number of rounds equal to two times the rank of this Super Power.

## COSMIC AWARENESS

**Duration:** Concentration  
**Range:** special read below  
**Base Damage Value:** none  
**Managing Skill:** Know-how (Cosmic Awareness), investigation, tracking  
**Cost:** 3 Per Rank



Your character's perceptions go far beyond that of normal men – she can perceive on a cosmic scale! She can sense when Ka is being expended, or when something in her general area is being destroyed, releasing its stored energy. She can also see, just by looking at a person or thing, how much of this universal energy is stored in them. This allows her to judge how powerful someone is by rolling her Cosmic Awareness Power versus the target's Presence. The range of this power is in meters, and increases exponentially – see the sidebar at the beginning of this chapter.

Everything in the universe leaves a unique signature – everything. This is the ultimate tracking Power, allowing the character to find anyone or anything virtually anywhere in the universe by their Ka signature. All the hero needs is an item that once belonged to the target, so she can get the "scent." Once this is done, the character will be able to feel the Ka signature of that target, if it is in her Power range, letting her know where the target is with only a 6-meter margin of error.

The character rolls her tracking against a difficulty determined by where the target is within the character's range. The target's current Ka pool also modifies the roll.

Power's range	Difficulty number
<b>Short range</b>	15 minus target's current Ka pool
<b>Medium Range</b>	20 minus target's current Ka pool
<b>Long</b>	25 minus target's current Ka pool

The base range of this power is 1 Km and doubles per rank of the power. If the target's Ka Pool is reduced it becomes significantly harder for the target to be tracked. Such conditions, and other problems – such as someone working VERY hard to hide, by some esoteric means – are dictated by your Game Master, who may rule that this Power will not work to find a particular person.

## DETECT

**Duration:** Permanent  
**Range:** normal  
**Base Damage Value:** none  
**Managing Skill:** Search  
**Cost:** 2 Per Rank

Your hero has the ability to detect a certain type of situation or object, selected when you pick this Power. For instance, she can detect water, danger, fear, etc. She will know the general direction and whereabouts of this focus. The character adds the die code of the power to her search roll when detecting the focus of this power.



## EMPATHY

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:**

**Cost:** 4 Per Rank

The Hero can sense and affect the emotions of others. She can magnify existing emotions or insert new ones. The base difficulty is the target's willpower modified by the chart below. The hero rolls her rank in dice of the Empathy power versus the resistance difficulty number.

Those affected by the power feel any emotion at any intensity dictated by the hero. This translates into a bonus towards any Presence based rolls equal to 1D per rank of the power. In combat situation the power can cause the target to feel strong fear, anger, or love giving them a penalty or bonus of +1 per rank to their defense total and a penalty or bonus to their attacks equal to 1D per rank.

The effects of the power last for minutes equal to the power rank minus the targets willpower. The victim of this power may try to break free of the empath's thrall after combat rounds equal to the power rank. If she succeeds she breaks the empathic enchantment and may act normally, if she fails she must wait an additional amount of time equal to the power rank etc. The target breaks the empathic hold by making an opposed roll of her will power versus the Empathy power rank in dice.

Targets	Difficulty Modifier
Target is experiencing Intense Emotions	+5
Target alone	-3
Target in a small group	+1
Target in a crowd	+3
Target in a large group	+5
<b>Broadcasting/Influencing a single emotion to: *</b>	
One person	+0
Two People	+3
A few people	+5
A small group	+10
A crowd	+15
A Horde	+20

\*= The hero suffers no multiple action penalty for affecting groups beyond the modifies listed above.

*Example: The Fear Monger wants to scare an elite team of S.W.A.T. that's cornered him in a building. The difficulty to affect the entire team would be 20 (10 for the base metal defense and an additional 10 because it is a small group that he is affecting).*

*If the group was already feeling strong emotion, like anger, he would have an additional penalty of +5.*

*Example Two: the villain known as the Adversary wants to incite a small group of Nazi skin heads to riot. The Skinheads are standing in a large group of protesters that*

*are demonstrating peacefully. To incite the small group of Nazis would be a difficulty 25 (10 for the base metal defense and an additional +10 because it is a small group that he is affecting, plus the Nazis are standing within a large group for an additional +5).*

**Special Power Limitation:**

**Emotion Expertise**

-2 Per rank

The character has a narrowly focus area of expertise when sensing or imparting emotion. Now the hero can only trigger or sense one Emotion.

## ESP

**Duration:** Concentration

**Range:** 100 Kilometers per rank

**Base Damage Value:** none

**Managing Skill:** Know-how, search, Investigation

**Cost:** 2 Per Rank

ESP allows the character to sense things at a range not normally possible. The character is allowed to use all five senses normally while using ESP but is completely oblivious to her immediate surroundings. It is easier to see a location that is known to the character, whereas locations unfamiliar to the character are harder to visualize

A roll is required (using the ESP power rank in dice versus the difficulty) each time the hero wishes to perform any activity with this power, such as searching a room, hearing a conversation, or smelling what's cooking in a pot. Otherwise the perceptions will be dreamlike and unclear. The base difficulty to use ESP is Easy, modified by the circumstances on the chart below.

Location	Difficulty Modifier
A place the character is deeply familiar with	0
A place the character has been once	+5
A place the character has seen in a book or on TV	+10
A place the character was told about briefly	+15
A completely unknown area.	+20
<b>Perception Quality</b>	
Blurry and dreamlike	0
Clear perception	+5
Adding an additional Sense, such as smell, hearing and touch	+5
Seeing beyond the character's normal range (for each additional 100 Kilometers)	+10

## HEX

**Duration:** Activated

**Range:** normal

**Base Damage Value:** None

**Managing Skill:** None

**Cost:** 6 per Rank

The hero has the ability to change the probability of the successful completion of her target's action. Hexes can be either a boon or a bane for her target and that must be stated before the power is used. The target of the Hex must make a successful willpower roll versus the hero's dice rank in the power. If the target fails to resist the Hex she is susceptible to the Hexing ability of the hero for that round.

The hero may subtract or add dice equal to her rank to her target's dice roll. Dice used in that round may not be used to manipulate another action in that same round, so the character is limited by the rank of her power. This power may not be used on the character herself to enhance her rolls – only rolls made by other people.

When used to enhance another person's dice rolls the hero suffers a dice penalty equal to the amount she has bestowed. A dice roll is still made as normal to see if the power is susceptible to the Hex power...there is no automatic success even when using the power to benefit someone.

*N.B. The Hex does not affect the actual power, skill, or attribute; only the roll. A rank 5 Hex power will not lower an Energy Blast power by 5 dice only reduce the chance of hitting by 5dice.*

*The HEX is essentially a penalty.*

*Perhaps the opponent slipped as he was trying to hit the hero or maybe the sun was in his eyes.*

*Example: The Fabulous AI has 5 ranks of the Hex power. Running from two police officers through a back alley AI tries to lose the police. Both he and the Policemen must make running rolls to navigate the trash-strewn alley. AI decides to Hex both Policemen and succeeds in beating both their will power rolls. He subtracts 3D from the first policemen's running roll guaranteeing that he fails the roll, and subtracts 2D from the other cop. This leaves the Fabulous AI with no Hex ability for the rest of that round.*

## ILLUSION

**Duration:** Concentration

**Range:** variable, depends on the number of people affected

**Base Damage Value:** none

**Managing Skill:** Know-how, search, Investigation

**Cost:** 3 Per Rank

The hero can create images in another person's mind. The hero rolls the die code in the power to determine if the illusion was created. If successful, the target must make a willpower roll versus the hero's illusion roll to notice if something is odd or out of place. The Game Master will determine when a roll is allowed. The more something is out of place the more likely that someone will believe that something is amiss. The base difficulty for an illusion is Easy and is modified by the list below, based on the complexity of the illusion and the number of people involved.

Size of the illusion	Difficulty Modifier
Small, a piece of furniture	+0
A room	+3
An entire house	+5
A small building	+10
A large building	+15
A large area, such as a city block.	+20
Minds affected	
1 person	0
2-6 people	+5
7-15 people	+10
16-32 people	+15
33-100 people	+20
100-500 people	+25
500-1,000 people	+35
Additional Senses affected	
Sight	0
Per additional sense	+3



## INSECT CONTROL

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** n/a

**Managing Skill:** command

**Cost:** 4 Per Rank

Your character has the ability to control the minds of insects. Once the animals are under the hero's dominance they will follow his commands to the letter but will not follow actions that are plainly suicidal. The insect can follow simple commands given to them once each round. If the command is overly complicated or abstract the insect may not perform.

The difficulty to subjugate an insect is determined by the chart below and is modified by the disposition of the insects. If the roll is successful the insects will remain willing servants for minutes equal to ten times the rank of the power.

Insect Disposition	Difficulty
Aggressive	10
Non-Aggressive	5

Number of Insects summons	Difficulty Modifier
One insect	+0
A few insect (1-3)	+5
A small swarm (4-50)	+10
A swarm (51-100)	+15
A large swarm (101-500)	+20
A plague (501-10,000)	+30

## INSECT SUMMONING

**Duration:** Activation

**Range:** normal

**Base Damage Value:** n/a

**Managing Skill:** command

**Cost:** 4 Per Rank

The hero can summon insects with force of will alone. The hero determines the amount of insects that she will summon and modifies it by the type of insects and rolls over the difficulty number. All available insects in the area will be compelled to answer the summons and will treat the hero as a friend. The insects summoned are not controlled by the hero (for this the character would need Insect Control).

The Insects will stay with the hero for minutes equal to ten times the rank of the power. After the time has elapsed the insects drift back to their original area.

To summon the insects the hero rolls dice equal to her Insect Summoning ranks against the assigned difficulty.

Number of Insects summons	Difficulty Roll
1D per Power rank	5
1D per Power rank x5	10
1D per Power rank x10	15
1D per Power rank x20	20
1D per Power rank x40	30
1D per Power rank x100	50

Insect Type	Difficulty Modifier
Crawling	0
Flying	+10
Biting/Stinging*	+15
Poison**	+15

Insect Size	Difficulty Modifier
Small (the size of a gnat up to a silverfish)	-5
Medium (half an inch to two inches)	0
Large (3-5")***	+10
Huge(6" and over)****	+15

For every 10 insects in the swarm the swarm does +1 of damage (so a swarm of 30 insects will do 1D of damage). Swarms have 1 body point for 10 insects in the group (a swarm of 100 would have 10 body points).

For every 100 insects in the group the swarm may attack one additional person with no multiple action penalties (a swarm of 1,000 may attack 10 opponents and not suffer a penalty).

The insect swarm covers an area of 1 meter diameter per 100 in the group for small insects, 2 meter diameter for medium insects, 4 meter diameter for large, and 10 meter diameter for huge. Crawling and flying swarms move at a rate of 10m like a normal human.

A swarm of 10 insects has a brawl skill of 2D. For every additional 100 in the group the swarm receives a +1 (for every 3 pips add one die).

Swarms over 100 may frighten an opponent and leave him flustered. When the swarm attacks the opponent must make a willpower roll of 10 (+1 to the difficulty for every additional 50 after the first 100). If the willpower roll is successful the opponent may keep his focus, if the roll is a failure the opponent suffers a penalty of +1 difficulty to all actions for every 100 insects in the swarm. This effect last one round.

\*= Stingers do +1 additional point of per damage die

\*\*= Opponents successfully attacked by poisonous insects must make an easy stamina roll or take an additional +1D of damage. Large insects require a moderate stamina roll and do 1D+2 damage and huge insects require a difficult stamina roll and do 2D damage.

\*\*\*= For every 100 in the swarm the opponent's movement is reduced 25% upon a successful grapple. A swarm of 200 receives a +1D for all grapple/clinging

attempts. Each additional 100 in the swarm adds a +1 to the grapple attempt.

\*\*\*\*= For every 100 in the swarm the opponent's movement is reduced 25% upon a successful grapple. A swarm of 100 receives a +1D for all grapple/clinging attempts. Each additional 100 in the swarm adds a +2 to the grapple attempt. Huge insects also do +1 damage per die because of their size.

*Note: The GM has the final say as to how many insects actually show up. Some areas may not have the sufficient amounts of the particular creature.*

## IRON WILL

**Duration:** Permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 2 Per Rank

The character is highly resistant to all interaction attempts and mental attacks. The character gains a +1D per rank to all willpower rolls and +2 to the default difficulty of any such attempts against the character.

## LANGUAGE COMPREHENSION

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** languages

**Cost:** 2 Per Rank

The character can listen to or read any language with this power, from ancient Aztec, to sign language, to visual basic computer code. Using this ability allows the character to FEEL the intent of the language giving her the ability to comprehend the language on a universal level. Thus, the more alien the language, the harder it is to comprehend. The die code of the power is added to the languages skill when trying to comprehend a language the character has never heard before.

## MACHINE INTERFACE

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** None

**Cost:** 5 Per Rank

The character can communicate (and with a bit more effort, control) mechanical devices. The hero can control machines and make them perform their function. The degree of difficulty goes up the more complex the machine is and rises even further depending on the amount of machines being controlled.

A machine can never be made to act outside of its function – a toaster cannot strangle a man, but it could be made to burn the toast, even on the lowest toast setting. The more complex machines may have more functions and have more ability to do things outside of their realm of expertise. A robotic welding arm in a car factory could be made to punch someone nearby or tap a button since

the function of the arm is more versatile. This power does not allow the character to animate machines – only control them and make them function.

Computers are very complex and can be manipulated to provide all sorts of information as long as the computer has access to it. If the computer or machines are tied into a network of other machines then the character can transfer his consciousness to that remote location and control devices there; in this manner a character can theoretically travel all over the world and even into outer space (the difficulty to reach that remote location is equal to the machine complexity).

*NOTE: The character cannot work through mundane electrical lines but must have an information conduit in which to travel.*

Machine Complexity	Difficulty
Mundane simple machine (a toaster, washing machine)	5
A machine of minor complexity (a CD /DVD player or automated factory robotic arms)	10
A complex machine (a computer)	15
A highly complex machine (an AI sentient robot)	20+

Quantity of machines interfaces with	Modifiers
1	0
2-5	+3
6-15	+5
16-30	+10
31-50	+15

Command Type	Modifiers
Simple command (burn the toast, open/close)	+3
Average command (TIVO my favorite show)	+5
Difficult command (Compile all last know locations of villain)	+7
Complex command (build me a car from scratch)	+15
Commands from a remote location	+10

## MIND CONTROL

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** None

**Cost:** 4 Per Rank

This power allows the character to manipulate the actions of others with the use of her mind. The character makes an opposed roll of her power versus the target's mental defense. The character can control minds equal to twice her power rank; each additional mind that is dominated adds +3 difficulty to the character's roll. If the character is successful he now has complete power over the targets body and mind. The target will remember and realize what is occurring but will have no control over her actions if the resistance roll was missed by less than 10, otherwise he will have no recollection of the mind control.

The target of the mind control may try and break the grip of the controller after rounds equal to the Mind Control power minus the targets willpower (minimum 1 round).

*Example: Professor Mindbender has Mind Control Rank 7 is controlling the super hero known as the Crush (willpower 4D). The crush can try and break free every 3 rounds (7-4=3)*

The character can INSERT new memories into the targets mind, making completely believable memories that the targets thinks are hers. This process is time consuming and very difficult to achieve. The base difficulty is Very Difficult modified by the target's willpower, and the process takes one hour to perform. The character can reduce this time, but for each ten minutes reduced raises the difficulty by +5. The minimum time it takes to shape and insinuate a new memory is 1 minute.

The hero can implant hypnotic suggestions that may be acted upon later. The time is equal to one day per power rank and the command can be fairly complex. This form of mind control is +10 difficulty to a normal Mind Control attempt. The opponent will have no recall of what occurred.

The character can also attack an opponent's mind and make himself or others mentally invisible to the opponent. The target will not see the hero or hear the hero but will



notice if the hero affects his environments, such as leaving a door open or moving objects in a room.

The power can also be used to do mind tricks on an opponent that makes him believe things that are untrue (standard difficulty). The target will believe the facts to be true for a number of minutes equal to the power rank.

## MIND READING

**Duration:** Concentration

**Range:** Normal

**Base Damage Value:** none

**Managing Skill:** none

**Cost:** 4 Per Rank

The character has the ability to delve into a person's mind to find information that they are looking for. The base difficulty is the target's mental defense modified by the type of information the character is seeking and its location in the targets mind.

Memory Type	Difficulty Modifier
Reading immediate surface thought	+0
Looking for a particular piece of memory	+1
Memory is a week old	+3
Memory is a month old	+5
Memory is a year old	+10
For each additional year beyond the 1st	+1
Memory is suppressed	+10

## MIND FIELD

**Duration:** Semi permanent

**Range:** Normal

**Base Damage Value:** none

**Managing Skill:** none

**Cost:** 5 Per Rank

Your character projects a field that negates psychic damage equal to a base of the power rank multiplied by 3, plus 1D per Power rank. The field works both ways, and protects from attacks on either side. Attacks made by the character with an active field are also reduced, but only by the field's base damage reduction. A special advantage may be purchased that negates this drawback.

This field is ablative; any dice used to negate damage in a given round cannot be used to block other attacks in the same combat round. Dice may be split up to negate damage from multiple attacks.

The field regenerates at the beginning of each round.

The field usually only protects the user's mind but can be expanded to protect an area around the character; doing so reduces the resistance by half but protects an area equal to 1 meter per rank in the power.

**Special Enhancement:**

**Can attack through**

+3 Per rank

The character can attack normally through her field without any damage penalty.

## Special Power Limitation:

### Force Shield

-2 Per rank

The protective field is not a bubble surrounding the character but a shield that protects only one side of the character. The shield may be moved to deflect different attacks, but may only defend one side at a time. The character does not suffer the penalty of not being able to attack effectively through the shield.

## POSSESSION

**Duration:** Activated

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** none

**Cost:** 5 Per Rank

The hero can project her consciousness into the mind of another and take over the being's form. The hero's body is left in an unconsciousness state and is completely vulnerable to attack.

To take over a body, the hero rolls her die code of the power versus the target's mental defense. If the hero succeeds at this roll, the target's mind is overwhelmed and shoved to the side as the new psyche takes over. The possessing character gains her new form's physical attributes (Reflexes, Coordination, and Physique), retains her own mental attributes, and gains complete control over the new form. The target may try and regain control after minutes equal to the twice the rank in the power have elapsed, the target must make a willpower roll versus the possession die code.

To gather knowledge about her host body's life, the possessing character must generate a successful investigation total against the target's Knowledge roll (this does not count as an action for the target). Information the possessor gains depends upon the level of success achieved; see the accompanying chart for details.

Result Points* Needed	Knowledge Attained
0	Basic information: target's name, age, address
1-4	More personal information: target's job, financial status, any current schedule
5-8	More in-depth personal information: identities and backgrounds of family, friends, lovers
9-12	Very personal info.: secrets, private likes and dislikes
13	Everything there is to know

\*Result points equal the difference between the investigation total and the target's Knowledge roll.

The host will have no memory of the possession if it was successful, but will remember if the target successfully pushed the intruder from his psyche. Otherwise, the target will only know that he "blacked out" and has no recollection of the missing time.

## Special Enhancement:

### The physical body disappears

+ 2 per rank

The character's body disappears when she takes over a subject.

## POSTCOGNITION

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** Investigation

**Cost:** 2 Per Rank

The hero can see into the past, allowing her glimpses of past events in a location. Once activated, she can see past events within her normal sight. How far a character can see into the past is determined by the time difficulty chart. The character rolls dice equal to her Postcognition power rank.

The character may or may not be allowed multiple tries to look into the same past (i.e. same location, same time period), at the GM's discretion.

## Special Limitation:

### Psychometry

-1 per rank

With this Power, your hero can read psychic imprints left on objects. This allows her to determine major or recent events that happened around the object, and in particular, who touched it last. The hero must be in physical contact with the object and can see an area radius around the object equal to 2 meters per rank of the power.

## PRECOGNITION

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** Investigation

**Cost:** 3 Per Rank

This ability allows the character to expand her sight and peer into the unknown regions of the possible future. He will see the most probable path of events before him, and as he looks, events may change or be changed by him or others. In other words, the future that he sees may not be the one to come about – events are not set in stone.

How far a character can see into the future is determined by the time difficulty chart. The character rolls dice equal to his Precognition power rank. He sees the future in a dream-like state, but can use this ability for the short term, in a combat situation, to make it easier to win Initiative (after all, your character knows the most likely places for everyone to be). He thus receives a +5 per Power rank on Initiative rolls when using Precognition in combat. Using the Power in this manner costs the character one Action at the beginning of a combat round.

The GM may opt to give your character detailed prior knowledge of situations, at her discretion. With such a large range, it is very hard to pick out particular moments in the future and pinpoint the exact time events will occur. The character must make an investigation roll versus a GM assigned difficulty in order to be precise in his predictions.

### Time Difficulty Chart

Amount of Information	Difficulty
Vague Information	0
Basic or common information	5-10
Moderately detailed information	15
Extensive (but not complete) information	20
Detailed Information	30

Time	Difficulty Modifier
Within the last hour	+0
12 hours	+5
1 day	+10
4 days	+15
1 week	+20
1 month	+25
6 months	+30
1 year	+35
5 years	+40
20 years	+45
100 years	+50
1000 years	+60
Longer	At the GM's discretion

## SPEAK WITH ANIMALS

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** Languages

**Cost:** 2 Per Rank

The hero can easily interpret the sounds and body language of animals, and make them understand her. This power does not affect humans or other sentient alien races. The die code of this power is added to the Languages skill. Particularly high rolls may help benefit animal handling rolls at the GM's discretion.

## SPEAK WITH DEAD

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** charm, command, persuasion

**Cost:** 3 Per Rank

The hero has the ability to contact the souls of the departed and speak to them. The power only allows the character to communicate with the dead but does not mean that the dead will speak back or be cooperative. The difficulty to speak with a dead person's spirit depends on the proximity to the spirit's corporeal form, the amount of time the target has been deceased, and the general attitude towards the character.

The hero rolls his rank in dice versus the GM assigned difficulty as determined by the chart below.

### Time Difficulty Chart

Location	Difficulty
At grave site	5
In the general area of death	10
Within the same city	15
Within the same county or state	20
On the same continent	30
On a different planet	50

Time departed	Difficulty Modifier
1-4 days	+5
1 week	+10
1-3 months	+15
6 months	+20
1 year	+25
5 years	+30
20 years	+40
100 years	+45
1000 years	+50
Longer	At the GM's discretion

### Demeanor toward the speaker

Demeanor	Difficulty Modifier
Speaker is a loved one	-20
Friendly	-5
Neutral toward the speaker	0
Hostile towards the speaker	+10
The Speaker is the dead's enemy	+15
The Speaker killed the person	+20

## SPEAK WITH INSECTS

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** Languages

**Cost:** 2 Per Rank

The character can commune with insects. The insect responds coherently with the character speaking in a voice only she can hear. The die code of this power is added to the Languages skill.

## SPEAK WITH PLANTS

**Duration:** Concentration

**Range:** normal

**Base Damage Value:** none

**Managing Skill:** Languages

**Cost:** 2 Per Rank

The character can commune with living plant life. The vegetation responds coherently with the character speaking in a voice only she can hear. The die code of this power is added to the Languages skill.

## TELEKINESIS

**Duration:** Semi permanent

**Range:** normal

**Base Damage Value:** 1D per rank

**Managing Skill:** know-how (Telekinesis)

**Cost:** 5 Per Rank

This power allows the character to lift or otherwise move things with the power of his mind. When lifting an item at a distance, the character uses the difficulties listed on the lifting chart and substitutes his telekinesis for the Physique attribute. If the character uses the power while physically touching and lifting the object add the dice to his physique attribute.

The power may be used offensively to attack a target at a distance doing damage equal to the die code of the power. The hero can also create an offensive attack using a swarm of smaller objects. This attack does less damage but is harder to defend against since the objects may be coming from several directions at once. The damage dice for this attack is equal to half the rank of the power but the targets defense score is reduced by half the rank of the power.

*Example: Psi'ann is using 8 ranks of Ka manipulation to send a swarm of sharpened pencils at her opponent The Banger. Psi'ann rolls her attack using her marksmanship skill and gets a total of 19. Banger decides to parry the attack using his bat and rolls a 22. Since Psi'ann is using the swarm technique the Bangers defense total is lowered by 4 (the rank of the power) making his total a 18 (22-4=18). Psi'ann hits and does 4 dice of damage*

Several targets may be affected by this form of attack if the character so chooses but the damage dice are split up between all the opponents evenly. The swarm can hit a number opponents in the immediate area surrounding the initial target equal to the half the rank of the power

The power may also be used to levitate and convey the character about. This form of travel is slow compared to actual true flight, moving the character at a rate of only 5 meters per combat round.

When using the Telekinesis Power to perform actions requiring fine manipulation, such as picking a lock or typing a letter on a keyboard, you use the Telekinesis Skill or know how against a Difficulty assigned by the GM.

## Special Enhancement: Telekinetic Force Shield

+ 4 per rank

The hero can now use his Telekinetic abilities to stop damage. The character can reduce the damage taken from physical attacks by 1D per rank of this Power. Dice used in the same round to negate damage cannot be used to attack with. The TK shield is projected in front of the hero but can be made to surround him but works at only half strength. The TK Shield also requires the user to spend an action to actively use it.







## TELEPATHY

**Duration:** Semi permanent

**Range:** special

**Base Damage Value:** none

**Managing Skill:** None

**Cost:** 2 Per Rank

The character may communicate through thoughts, beginning at a range of 1 mile and increasing exponentially each rank. The Power doesn't let her forcibly read others' thoughts (for that, take the Mind Reading Power), it just allows her to communicate at a distance.

Other powers may be used over this psychic link, such as Mind Control or Mind Reading, because a link has already been established with the target's mind (resolve these Powers normally). The link works both ways, and if able, the target could use mental powers to alter the character's mind, too.

For every rank of Telepathy your character may telepathically "link" twice her rank in minds. While linked to this "network," all involved can communicate with everyone else.

**Special Enhancement:**

**Use Other's Senses**

+ 2 per rank

Your character can use the senses of a person to whom she is linked. She can see, hear and smell anything the target is experiencing. As usual, the link works both ways – if the target figures it out, they can look through the character's eyes, etc.

**Special Power Limitation:**

**Receive Physical Sensation**

-2 per rank

Your hero receives any physical sensation, including pain, from the person (or people) she is linked to, whether she wants to or not, and all persons involved in a telepathic network "feel" the damage. If the originator of the link takes damage, then everyone involved takes the damage without the benefit of any resistances roll. The only way to ignore this damage is if a character has a Mind shield in effect.

## MAGIC

Magic is the manipulation of the natural world to achieve unnatural effects. Magic isn't about forcing an element or energy to do something; it's about perceiving the natural flow of energy and redirecting it in a way that best suits the sorcerer. Most magic is based in some way off the character's ability to see and construct magical effects. The perception attribute is very important to the aspiring mage.

Most Magic is hard to learn and use effectively and this is the reason most Magi learn spells by rote and dance. Characters usually take the Incantation, Focus, or Physical Gestures limitation with powers to represent the extremely difficult practice of perceiving and crafting magic.

With magic, there is always a cost to be paid. When the wild die comes up 1 in the use of a magic power the character suffers a Wyrd, but only if the roll is a failure. A Wyrd is some unnatural happening that lasts for minutes equal to the rank of the power. The Wyrd can be anything from the changing of the character's skin color or an odor that follows them around to a catastrophic magical mishap that affects all of her friends. The Wyrd effect is left to the discretion of the GM and should reflect the weight of the situation that the character is in. If the GM is hard pressed to come up with sufficient Wyrds a good place to look is at the Entropy blast power under Ranged power attack or the list that follows.

**NOTE: GODSEND Agenda does not use magic in its game universe. In the GODSEND Agenda universe magic is just another name for the universal energy known as Ka.**

### MAGIC FIELD

**Duration:** Activated

**Range:** 2 times Power rank in meters

**Base Damage Value:** none

**Managing Skill:** none

**Cost:** 4 Per Rank

Your character projects a field that negates magical damage equal to a base of the power rank multiplied by 3, plus 1D per Power rank. The field works both ways, and protects from attacks on either side. Attacks made by the character with an active field are also reduced, but only by the shield's base damage reduction. A special advantage may be purchased that negates this drawback. The field has no resistance against mental or physical assaults.

This field is ablative; any dice used to negate damage in a given round cannot be used to block other attacks in the same combat round. Dice may be split up to negate damage from multiple attacks.

The field regenerates at the beginning of each round. In every respect except the type of damage negated the field work just like a Force Field.

**NOTE:** Any damaging effect created by the Sorcery power is considered magical damage.

**Special Enhancement:**

**Works on others**

+2 ranks

The area of protection around the character can have a radius up to 2 times her Power rank in meters, or can be projected up to 2 times Power rank in meters away from her to protect someone else. In this case, the field only protects the immediate person, not a radius around them.

**Can attack through**

+3 Per rank

The character can attack normally through her field without any damage penalty.

**Special Power Limitation:**

**Force Shield**

-2 Per rank

The protective field is not a bubble surrounding the character but a shield that protects only one side of the character. The shield may be moved to deflect different attacks, but may only defend one side at a time. The character does not suffer the penalty of not being able to attack effectively through the shield.

# MAGIC POWERS

## SORCERY

**Duration:** Activated

**Range:** normal

**Base Damage Value:** Read below

**Managing Skill:** Artistry: Spell Crafter

**Cost:** 15 per Rank

This power allows the hero to perceive and craft the magical energies of the world into powerful unnatural effects.

The character must first pay a price of 1 Ka point (if Ka is being used in the game) or 2 Body points for the temporary use of the power and then make an Artistry: Spell Crafter roll versus a difficulty equal to 4 times the cost for one rank of the power. If she fails she may try and attain the power again the next round with an additional +1 added to the difficulty. If multiple powers are involved, they can all be tested at once with the difficulties all being added together. She now has that Power at a rank equal to her Sorcery Power rank.

*Example: Nox Magnus has 10 ranks of Sorcery and 5D Artistry: Spell Crafter. Absalom wants to manifest the ability to fly (2 points per rank). Nox spends 1 point of Ka( or 2 body points) and has to successfully make a Artistry: Spell Crafter roll with a difficulty 8 (4x2=8). If successful Absalom could have 1 to 10 ranks in the power.*

The character may keep the power for hours equal to half her rank with Sorcery. In the above example Nox Magnus would be able to fly for 5 hours before the power faded. After the allotted amount of time is up the character may call on the power again by following the procedure above.

The ranks of the Sorcery Power may be divided into multiple Powers. Each power attained is paid for with an additional one point of Ka or 2 body points per power. Because this power has a duration of activated, if the hero is knocked unconscious he loses the powers in question. Furthermore, the character must obey all the aspects and limitations of the powers she is using. For example, if she decides to take an Elemental Sheath of fire she would take double damage from cold based attacks.

**N.B.: Attributes can only be increased through the use of the Enhancement power.**



## Magical Wyrds

### Roll failed by 4-8 points

#### Roll 2D

- 2 The heroes skin color changes to a random color for minutes equal to the power rank
- 3 Magical steam pours from the characters ears for minutes equal to the power rank
- 4 The Hero's shadow animates and annoys the character by giving the character wet willies, wedgies, and messing his hair.
- 5 Animals shy away from the character or become violent is cornered
- 6 For one minute the hero's hair grows rapidly. In that time period the hair will grow 1D inches
- 7 There is an echo when the character speaks
- 8 cough up flies for rounds equal to the power rank
- 9 Character has a foul odor for rounds equal to the power rank
- 10 An article of clothing turns into bologna or some other lunch meat or a processed cheese spread
- 11 The hero gains a pot belly for a day
- 12 The character grows a horn or bone spur on a random body location

### Roll failed by 9-12 points

#### Roll 2D

- 2 Character shrinks one scale rank
- 3 The hero is stunned for rounds equal to the power rank. She can take no offensive action during that time
- 4 An clothing article turns to into a lunch meat, vegetable or fruit (GM's discretion)
- 5-6 The hero's tongue becomes forked or she grows a third eye, or she grows a vestigial tail (GM's choice) the affliction last for minutes equal to the power rank
- 7 The spell difficulty for the next magical roll is increased by 1D
- 8 Character glows for minutes equal to the power rank. The glow is bright enough to read by and has a radius of 1 meter per power rank
- 9 Character falls prone and cannot keep her balance for rounds equal to the power rank
- 10 The hero grows one scale rank
- 11 Character takes damage equal to half the power rank rounded up
- 12 The character falls forward in time 1 round per rank of the power



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### Roll failed by 13-15 points

<b>Roll 2D</b>	2	A number of inanimate objects equal to the power rank spring to life near the caster and run around causing havoc for rounds equal to the power rank
	3	All buckles unlatch and doors unlock and open in a radius around the character equal to 2 meters per rank of the power
	4	The character is blinded for rounds equal to the power rank
	5-7	The magic affects the last person targeted by the caster, not its intended target
	8	The reverse effect hits the spell target
	9	Spell rebounds on the caster
	10	Caster takes damage equal to the power rank
	11	Electrical equipment stops working in a meter radius equal to the power rank
	12	The character burst into flames. The flames do the power rank in damage to the character and anything in the immediate area.

### Roll failed by 16-19 points

<b>Roll 2D</b>	2	Vermin attacks the character for one round
	3	The hero is teleported in a random direction 1D meters per rank of the power
	4	Spell has random effect (GM's choice)
	5	Spell rebounds on caster
	6	Spell strikes unintended target (roll randomly)
	7	The character burst into flames. The flames do the power rank in damage to the character and anything in the immediate area.
	8	The spell difficulty for the next magical roll is increased by 2D
	9	The character falls forward in time 1D rounds per rank of the power
	10	An evil duplicate of the hero sprouts from the character's head and will work against the hero until a difficult willpower roll is made. If the character is knocked unconscious the duplicate disappears
	11	The character burst into flames. The flames do the power rank in damage to the character and anything in the immediate area for rounds equal to the power rank
	12	An infernal portal opens to a nether realm and an infernal entity escapes into the heroes home dimension

### Roll failed by 20 or more points

<b>Roll 1D</b>	1	A black hole opens above the character and sucks everything within 5 meters per power rank in. a moderate difficulty dodge roll is needed to stay out of the void. Those sucked in by the void will be spat out 1D kilometers away in a random direction
	2-3	The hero gains one disadvantage for weeks equal to the power rank. The disadvantage is chosen by the GM
	4	The power shorts out for days 3D days minus the characters willpower (minimum of 1 day)
	5	Character gains the Bad Luck disadvantage for weeks equal to the power rank
	6	The hero is surrounded by magical lightning that affects everyone around her. She must make a willpower roll every round against a difficulty of 10+ the power rank or shock a random person for 1d damage per rank

## SUMMONING

**Duration:** Concentration

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 10 Per Rank

The character has the ability to summon beings from another place or dimension. These beings usually be friendly towards the hero and do his bidding. The hero determines what type of being to be summoned and the GM usually takes care of the attributes and powers.

The hero must make a difficulty roll on the chart below using his dice in the power. The difficulty increases the more capable the being is. A power level one creature is far easier to summon than a power level six being. For each additional being summoned the difficulty is raised by +3. Multiple beings are harder to coordinate during combat therefore the character must spend an additional action during combat for each creature summoned.

Once the being is summoned it will act in the best interest of the hero for an amount of time determined by the rank of the power and the difficulty of the summoning. Summoning and enthralling living beings is incredibly taxing on the mind and the Hero must spend an action each round to keep the being under his command. At any time of his choosing the Summoner may send the being back to its place of origin.

*Example: Calkin has 7 ranks of Summoning and needs to summon a Garuda bird to fly over the impassable mountains in front of him. The Garuda is a power animal so the GM decides it's a power 3 creature. Since he needs to travel several hundred miles beyond the mountain Calkin decides that he needs to keep the large bird here for a few hours. The Final difficulty that the hero needs to overcome is 35 (+25 for the power level 3 creature and +10 for time modifier)*



Summoning Difficulty	Difficulty
Power level One	15
Power level Two	20
Power level Three	25
Power level Four	30
Power level Five	40
Power level Six	60

Time Modifier	Modifier
1 round per rank	+0
1 minute per rank	+5
1 hour per rank	+10
1 day per rank	+20
1 month per rank	+30
1 year per rank	+40

Modifiers	Modifier
Additional being	+3
Extra Time taken (10 minutes)	-5

**Special Power Limitation:  
Staging Area**

-2 Per rank

The Hero must prepare the area before he can summon the being. The preparation can be anything from drawing a circle on the ground, putting cooking at ones door or even some sort of sacrifice. The style and type of preparation is left up to the character.

**Special Power Limitation:  
Antagonistic**

-4 Per rank

What ever being the hero summoned doesn't like being yanked from where ever it was. The character must beat the being in a willpower roll (the GM will determine the being's attributes as normal). If the hero is successful the being will act as an ally of the character, but if the contest goes poorly the being will turn on the hero and attack him.



## MOVEMENT POWERS

All movement powers are treated like normal movement. If a character wants to move at twice her movement rate she must roll the applicable skill such as flying, running, jumping, etc....

To double the movement rate the character must make a roll at difficulty 5; to triple the movement rate it is a difficulty 10; to quadruple the rate it is 15; and so on. The difficulty can also be modified by the type of terrain being traversed or the obstacles that stand in the hero's way.

*NOTE: Dimensional Travel and Spatial Warping do not suffer or benefit from the movement rules described above.*

### SPECIAL MOVEMENT POWER ENHANCEMENT:

*(NOTE: any movement power may take this enhancement except Dimensional Shifting, Spatial Warping, Super Jump, or Teleportation)*

#### Hyper Movement

+3 Per Rank

The character's movement ability is greatly enhanced and faster than normal for her rank. The hero movement rate while using the power is doubled and non-combat movement is increased by three times normal.

### ASTRAL PROJECTION

**Duration:** Activated

**Range:** Read below

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 3 Per Rank

Your character can split her soul from her body, leaving behind the physical form and traveling unencumbered. She is now a non-physical spiritual entity, which cannot directly affect anything physical, and appears ghost-like, very hard to see and hear – others must make a perception with a difficulty of 10 plus the character's power rank.

Your hero can travel at incredible speeds while in this form, moving at a rate of 20 kilometers times her Power rank per round. She can easily move through physical barriers and suffers no ill effects from hostile environments, such as vacuum, volcano interiors, or deep water. Since the character is partially in another dimension she can only harm or be harmed by beings that are also in astral form. No attack made from earth's dimension will have any effect, mental physical, or magical.

Her physical body lies in a trance-like state while she is gone, and can easily be attacked. It must also receive normal nourishment to stay alive, and can be moved without your character's knowledge. She will know if her body is being harmed, and if her body is destroyed while her spirit is missing, she is stranded as a spirit. She will fade away in days equal to her Power rank, unless she can find another uninhabited body (this could become an adventure unto itself). This weakening will reduce all Attributes by 1 per day, and when any reach zero, she (body and spirit) dies.

In any event, the character must return to her body within a number of days equal to her Power rank, or she will start to fade away as above.

#### Ghost Form

+6 Per Rank

The character no longer splits her soul from her body but becomes entirely ethereal. She still cannot affect anything physically but does not suffer the disadvantage of leaving her body behind. The hero can travel at incredible speeds while in this form, moving at a rate of 20 kilometers times her Power rank per round and may keep the form for days equal to her rank in the power.

# MOVEMENT POWERS



## DIMENSIONAL SHIFTING

**Duration:** Concentration

**Range:** all of creation and beyond...read below

**Base Damage Value:** n/a

**Managing Skill:** know-how (dimensional shifting)

**Cost:** 6 Per Rank

The character can open gateways between planes of existence allowing passage between the realms. This gate can link between any two locations that the character has seen or has a very deep familiarity with, as long as they are within range.

The dimensions or realms are divided into what is called Dominions, each Dominion containing an infinite number of universes. Each Dominion has a unique trait to them that all universes within them share. The further away from our own dimensions one travels, the stranger and more alien the universes become. Some are nothing more than a single sentient entity composed of flame that hopes only to extinguish itself, while others resemble our own universe with the only difference being that everything in that reality is varying shades of the same color.

The further away from our own reality the character wishes to go, the more difficult the roll. To travel to another realm the character rolls his die code in the power and beats a difficulty determined by the realm he is going to, then spends Ka points (also determined by the dimension traveled to). The penalty for taking an additional person is +5 to the roll and 2 additional Ka.

If the character achieves a success that exceeds the Difficulty roll by five or more, he has created a dimensional anchor, and further trips to the same dimension will have their Difficulties reduced by 10 for every five-point increment achieved, with Ka cost reduced by half. If he misses the roll, he does not travel to another dimension at all, and is disoriented for his Power ranks in rounds. If he misses the opposed roll by more than 10, he travels to another dimension but is lost!

A person cannot stay in another dimension indefinitely. The pull of one's parent dimension is great – therefore a being cannot stay in a different dimension for more than her willpower die code in weeks without suffering a sort of "home sickness." For every week beyond his limit that he stays in that realm he loses 1D body points (cannot be healed) and suffers a penalty of -1D to all actions performed. Once the character's body points reach zero the character returns to his home dimension forcefully. He loses 1D from all attributes and must convalesce for weeks equal to the dice penalty suffered.

Some places on Earth are more attuned to a particular otherworldly dimension, making travel to that realm easier. Such places give the character a +5 bonus when traveling to any universe in that realm.

### Near Earth Dimensions

Inner World

Travel Difficulty: 10

Base Ka expenditure: 5

These realms are filled with an infinite number of alternate or mirror universes. In some Hitler won World War II, or the Roman Empire never fell.

### The Outer Worlds

Travel Difficulty: 13

Base Ka expenditure: 6

These realms are peopled by strange or wonderful beings normally associated with science fiction or fantasy – what we would call fairies or Elves, or even demons. Some realms are populated by highly advanced races with impressive stellar empires that span multiple galaxies. These realms usually have either a very high or very low technological level. The Atlantean enemies called the Nibiru are from one of these dimensions.

### Warp Space

Travel Difficulty: 10

Base Ka expenditure: 5

This is a realm where time and space stretch and contract, flowing like rivers. If one knows how to properly navigate a "river" they can go anywhere, at anytime. Elohim starships use this dimension to travel.

### Mental Domains

Travel Difficulty: 15

Base Ka expenditure: 10

The Astral Plane

This plane is a realm of non-corporeal will. Characters traveling here have no physical body, but may travel close to the Earth realm and may behave as if they have the astral travel power. The deep astral plane is populated by beings of pure intellect that have no need for a physical body. These beings very rarely interact with beings from the corporeal realms, feeling they are coarse and not as refined.

### The Realm of the Dead

Travel Difficulty: 25

Base Ka expenditure: 15

It is not known why but beings that recently die spend time in this realm of intellect and consciousness before passing beyond the veil. Some of the inhabitants of this realm refuse to believe that they are dead, and travel close to the Earth dimension to try and complete unfinished tasks. Some beings with incredibly strong wills have even returned from this realm back to the land of the living.

### Dream realm

Travel Difficulty: 20 (none if asleep)

Base Ka expenditure: 10 (none if asleep)

This is the only realm that every living being in our dimension has access to. This dominion is the realm of probability and fantasy accessed through the subconscious mind. Through our imagination and the wild use of Ka many beings are brought to life here only to die when we awake.

### Spiritual Realms

Wild Space

Travel Difficulty: 30

Base Ka expenditure: 15

This is a realm of pure Ka where anything can happen. All Ka and Ka related powers are enhanced ten fold! The

longer one stays here the longer they wish to stay – soon the character begins to believe that the realm is their home realm. To leave the realm the character must make an easy willpower roll. For each day that the character stays she adds +5 to the roll. If the roll is failed, she may make another roll in days equal to her willpower die code.

## The Realm of Blight

Travel Difficulty: 35

Base Ka expenditure: 15

This realm is a desolate and black place filled with nothing but a feeling of utter contempt and loathing. This realm completely lacks any sort of Ka energy, and characters can regenerate no Ka energy. Only nine extremely dangerous and ruthless beings inhabit this realm and each is a prisoner trapped there by some ancient being for some forgotten transgression. From time to time these beings have made pacts with beings from the Earth dimension to travel abroad in return for performing some task.

## The Realm of Pure Being

Travel Difficulty: 40

Base Ka expenditure: 20

This realm consists of every aspect that makes up a spiritual soul. Nothing exists here as a true individual, but rather as an amalgam of one supreme whole. In this dimension the soul and the universal Ka are one. Every living thing in every dimension is connected. Since all things living now or in anytime can trace some sort of connection – direct or otherwise – it is speculated that anyone can learn anything if they travel here and spend time enveloped by the universal psyche of existence.

## The Realms Beyond

The Maelstrom

Travel Difficulty random roll 7D+10

Base Ka expenditure: random roll 5D

This dimension personifies pure entropy. Always in flux, this realm is constantly moving in every direction, folding in and collapsing and always consuming. Nothing exists here for very long in its original form. Time and space mean nothing here and anything is possible in this realm...

## The Veil

No one has ever traveled to this realm and come back to tell of it.

## ENHANCED MOVEMENT

**Duration:** Semi permanent

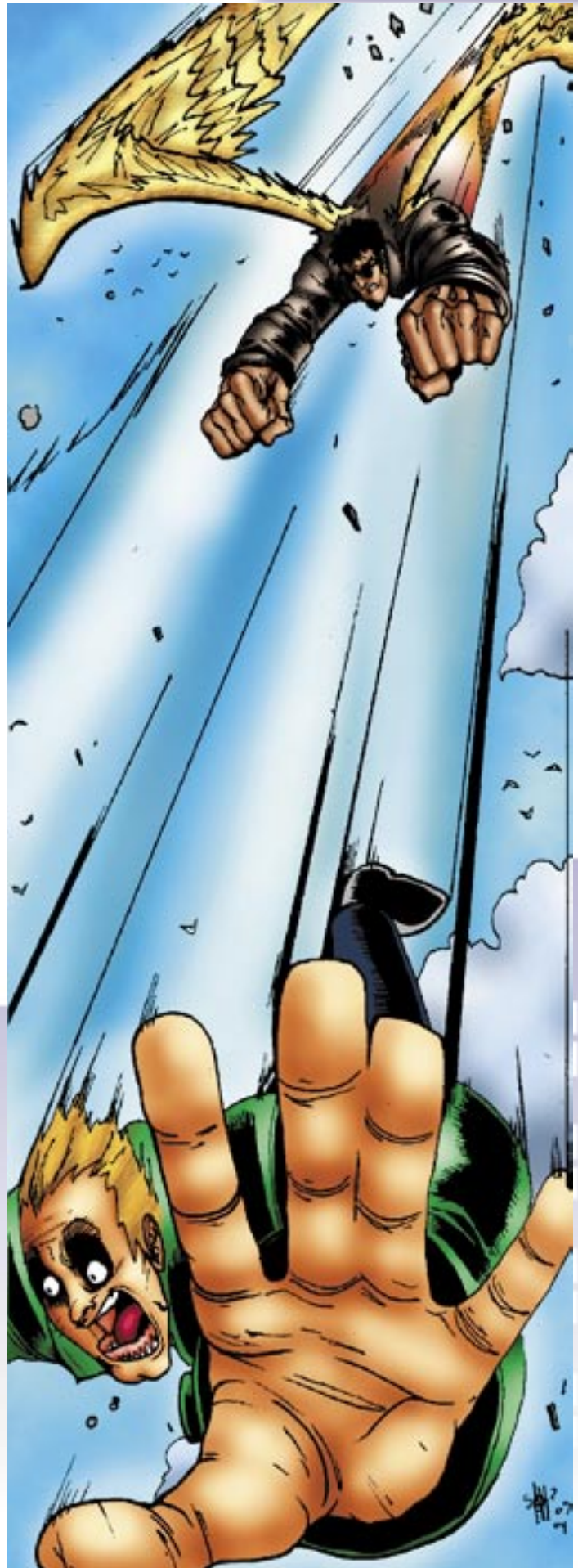
**Range:** read below

**Base Damage Value:** n/a

**Managing Skill:** running or swimming

**Cost:** 2 Per Rank

The hero's normal movement rate is increased by 5 meters per rank of power. The character can now run or swim faster than normal humans.



## FASTER THAN LIGHT (FTL) TRAVEL

**Duration:** Semi permanent  
**Range:** Read below  
**Base Damage Value:** read below  
**Managing Skill:** none  
**Cost:** 5 Per Rank

This Power allows your character to move at the speed of light or faster. He can move up to his rank times the speed of light per round. If your character activates this power in an atmosphere, it generates a sonic boom as he moves (if he is in some sort of energy form, such as the Elemental Sheath or the Elemental Form variant of the sheath, he doesn't create this effect).

The destructive force done by moving like this through atmosphere does rank times 20D damage in a radius of rank times 5 miles, with triple knock back. Both the character and the surroundings take damage from the physical friction and the incredible displacement of air that happens so rapidly. In other words, you should REALLY only use this Power off-planet.

### Special Enhancement:

**Your character already has Flight or Super Speed**

-3 Per Rank

This Power can be bought for only 2 points per rank if your character already has ranks of Flight or Super Speed.

## FLIGHT

**Duration:** Semi permanent  
**Range:** read below  
**Base Damage Value:** n/a  
**Managing Skill:** flying  
**Cost:** 2 Per Rank

Your character has the ability to defy gravity and soar like a bird. She can fly up to 20 meters per Power rank and may carry weight up to her Physique Attribute's normal carrying value. If twice the character's body weight is carried, she moves 5 meters per round slower. Each doubling of weight reduces speed by an additional 10 meters unless a lifting roll is made.

The hero has a much greater movement rate when not in a combat situation. Over great distances her speed is then measured as 50 times Flight Power in Kilometers/hour.

### Special Limitation

#### Glider

-1 Per Rank

The character can fly by drifting with air currents, provided there is sufficient wind (GM's call). Characters with this Super Power need the flying skill to control their passage.

## SPATIAL WARPING

**Duration:** Concentration  
**Range:** 100 Kilometers and doubles each rank  
**Base Damage Value:** n/a  
**Managing Skill:** none  
**Cost:** 8 Per Rank

The hero can create folds in space, bending the third dimension back on itself and creating a warp gate. This gate can link between any two locations that the character has seen or has a very deep familiarity with (warping can never be done to an unknown location), as long as they are within range (100 kilometers, doubling each rank). The gate can be kept open for as long as the character wills it open, during which time matter and energy can freely pass back and forth.

The standard size of the warp "gate" is equal to two meters per rank of the power. The radius can be expanded to double this size with a moderate (15) difficulty roll, or tripled with a difficult (20) roll using the dice in the Spatial Warping power.

The portal can be used to send an unwilling opponent to a distant place. The character must roll her warping die code against a difficulty of the opponent's willpower roll. The distance the character wants to send her target further modifies the willpower difficulty; every rank of the power beyond the first rank adds +10 to the difficulty roll.



## SUPER JUMP

**Duration:** Semi permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** jumping

**Cost:** 2 Per Rank

Your character can jump incredible distances! He may leap a distance equal to this Power's rank times 10 meters in a single bound.

## SUPER SPEED

**Duration:** Semi permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 7 Per Rank

Your hero moves and reacts at superhuman speeds.

For every rank of this Power, the hero receives +2 to Initiative

Doubled movement rate (multiply by 2 for each Power rank). The hero has a much greater movement rate when not in a combat situation. Over great distances her speed is then measured as 50 times Super Speed power rank in Kilometers/hour.

- For every 4 ranks, the character can perform one extra action at no penalty.
- At rank 5 the character also has a limited resistance to heat based damage. (All heat-based damage is reduced by 1D for every rank above of 5 and above).
- The character is able to complete a task in half the normal time it would take at ranks 1-3, a quarter of the normal time at ranks 4-6, and an eighth of the time at ranks 7-10, etc...
- The character can run up vertical surfaces as if standing on horizontal ground, enabling him to run up the sides of buildings. The character moves his normal movement rate and will fall if he doesn't reach a horizontal surface before he finishes his move. This does not confer the Wall Crawling power to the character. This feat requires the character to make a moderate (15) move action using the running skill, +1 for every 10 meters traveled vertically.

*Example: A character wants to run up the side of a building that is 50 meters tall. The difficulty for the action would be 20 (moderate difficulty plus 1 for every ten meters).*

- The character is able to move across liquid as if it is solid ground. The character moves his normal movement rate and will fall if he doesn't reach a solid surface before he finishes his move. This feat requires the character to make a moderate (15) move action using the running skill, +1 for every 10 meters traveled across a body of water.
- At rank 10 the character moves so fast that he can pick bullets out of the air. This feat requires a moderate Coordination or sleight of hand roll.
- At Rank 15 the character can vibrate through solid objects as if he has the Insubstantial power at half the Super Speed power rank.



## SWINGING

**Duration:** Semi permanent

**Range:** read below

**Base Damage Value:** n/a

**Managing Skill:** acrobatics

**Cost:** 2 Per Rank

The hero can emit web, slime, energy rings, or some other tangible substance to swing from buildings or other scenery. The swing line has a length of 50 meters per rank and is usually emitted from the hero's hand, wrist or arm. The character moves at a rate of 15 meters per rank of the power. At least one hand must be free at all times to target and hold the line. The swing line will hold the character's weight plus an additional 50 kilograms per power rank, if the weight limit is exceeded then the line breaks.

Swinging from building to building is a deliberate and focused action and requires that the hero spend one action making an acrobatics roll (difficulty easy) each round that he is swinging. This action represents the character targeting new objects to swing from and maneuvering about.

## TELEPORTATION

**Duration:** Semi permanent

**Range:** Rank times 30 meters

**Base Damage Value:** n/a

**Managing Skill:** none, but some sort of perception roll may be in order

**Cost:** 6 Per Rank

Your character may teleport, with a maximum range equal to her Power rank times 30 meters. The character must have a reasonable idea of where she is teleporting but does not need line of sight.

The Power can also be used to teleport other people as well. The number of passengers she may teleport equals the rank of Power (and she must be in physical contact with them). For every person beyond this limit, she takes 1D of damage because of the strain it places on her. If a target is unwilling to be transported, make an opposed roll of Teleport ranks versus the target's Presence or willpower.

The character can also teleport small objects to and from her person. If another person is holding the object make an opposed roll of Teleport ranks versus the target's Presence or willpower.

**Special Power Limitation:**

**Personal Only**

-2 or -3 Per Rank

The character may only teleport herself, ever. If she takes the 3-point per rank version of this Power Limitation, she is mentally injured when she tries to teleport while in contact with others, taking 2D of damage for every person in contact with her before teleporting only herself.

**Must see where she is teleporting**

-2 Per Rank

The hero must physically see where he is teleporting in order to move there. If the character cannot see the location, he must make a difficult Perception roll. If he fails the roll he goes off course by 5 meters per level in a random direction. Roll randomly: 1-forward, 2-left, 3-back, 4-right, 5-up, and 6-down.

## WALL-CRAWLING

**Duration:** Semi permanent

**Range:** n/a

**Base Damage Value:** n/a

**Managing Skill:** none

**Cost:** 3 points

Your character is able to walk on walls and other sheer surfaces as if she were standing upright and on solid ground. There is no need to purchase this power beyond rank one. Once the character can walk on walls, he can walk on walls... it's that simple.



## POWER ENHANCEMENTS

### AREA EFFECT

**+3 Per Rank**

Instead of affecting a single target some distance away, the Power may now affect an area of effect around the intended target or the character (the player must decide when the power is purchased), allowing the hero to target behind and not just in front. The character may now use the Power to affect a spherical radius equal to Power rank x 2 meters around the target.

### ARMOR PIERCING

**+3 Per Rank**

The character's Power becomes very focused, and hits a single point extra hard. Any attack with this Power Enhancement halves the number of dice rolled for any armor or defensive Power the target has in effect.

### DOUBLE RANGE

**+3 per Rank**

The range of the attack is greatly increased; the range is twice as far as normal.

### EXTENDED DURATION

**+2 per Rank**

The duration of power is doubled. This enhancement may only be taken with powers that have an effect tied to a time limit such as Entangle, which lasts for minutes equal to the rank, or Life Support, which has a duration of days.

### EXTRA KNOCK BACK

**+2 per Rank**

This Power now doubles its normal knock back distance. Obviously, this is generally only applicable for Powers that do damage.

### LINKED POWER

**+2 per rank (plus an additional +1 for each additional Power linked after the first)**

The character has two or more Powers that are linked together. The governing Power is purchased at its normal cost per rank +2; each additional secondary Power has its point cost halved. The secondary Powers have the same duration and all enhancements and limitations of the primary Power, though this doesn't increase or decrease the cost of any secondary Power. Likewise all the inherent restrictions of the secondary Power still apply. The hero cannot control the secondary Power directly, instead relying on the use of the primary Power to dictate how and when the secondary Power works. The secondary Power does not count as an action to use.

Note: The secondary Power has its own die code and must be raised at the same time as the primary Power during character advancement.

*Example: Der Todesengel is using her Natural weaponry Power (claws) with the Poison Power attached to it as a secondary Power. When she hits with this attack she not only does her normal natural weaponry damage but the poison effect also activates and does damage. The Natural Weaponry Power would cost 2 points per rank+2 and the Poison Secretion Power would cost 2 points per rank.*

### MISCELLANEOUS ENHANCEMENT

**+1 to 3 per Rank**

The Power has some sort of advantage that is not on this list. Use this Enhancement to mimic any odd or unusual special features of a Power – anything the player or GM invents. For example, an Energy Blast that inflicts double damage, but only on non-sentients, might be a +1 Enhancement.

**ENHANCEMENTS**

**LIMITATIONS**

## MULTIPLE TARGETS

**+3 per Rank**

The character may use the Power more than once per round without incurring a multi-action penalty. For each rank in this Enhancement, the character gains one additional use of the Super Power. This adds to any other bonus actions provided by a Power; it does not multiply it.

## PERSISTENT EFFECT

**+3 per Rank**

The character's Power does damage that continues to be effective after the initial damage die roll. The effect last for rounds equal to the Power rank minus one. Every round after the first, the victim of the attack must make a stamina (for physical damage) or willpower (for mental) with a difficulty equal to the initial damage. If the roll is successful the target stops taking damage and the effects ends. If the target fails the roll she takes additional damage equal to the damage code of the attack minus 1D. The damage persists every round, getting weaker and weaker, losing a die code for every round after the first. This enhancement may only be used on Powers that do physical damage.

## RANGE

**+2 per Rank**

This Enhancement is only applicable for Powers that do not normally have range. The Power now has a range of 1 meter per Power rank.

## SELECTIVE AREA

**+3 per Rank**

Much like Area Effect, this causes a Power to hit a radius area, equal to Power Rank times 1 meter around your character. However, the character may select the targets to hit when she uses a Power with this Enhancement, dividing her total normal damage dice among the chosen targets. For instance, a Rank 9 Energy Blast would have 9 dice, divisible between selected targets.

## TRANSFERABLE TO OTHERS

**+ 4 per Rank**

The character may transfer some or all ranks of her Power to another. The ranks that are borrowed reduce her Power ranks accordingly. The character must be able to touch the person to whom the hero is transferring the Power ranks. The character regains the Power automatically after a number of hours equal to the original Power rank, or the character can will them back at any time.

*Example: The character has a rank 6 Energy Blast with the Transferable to Others Enhancement. The character loans 3 ranks of it to a buddy – her Energy Blast is now only rank 3. The buddy can keep the Energy Blast for 6 hours (equal to ranks of the original energy blast in hours).*

## POWER LIMITATIONS

### ACTIVATION ROLL

**-1 per Rank**

When activating a Power with this Power Limitation, you must spend an Action and roll an average difficulty activation roll using the character's willpower. For each additional -1 per Rank cost reduction you take, the difficulty of this roll goes up +2 (a maximum of 4 ranks can be taken).

### ABILITY LOSS

**-2 per rank or -3 per rank**

The character temporarily loses his Power at regular intervals or, when the Power is used, he loses the ability to use a common skill in which he has experience (that is, additional pips or dice). The character is aware of what the circumstances are that will cause this. Examples include: a character who cannot shape change when the sun is out; a character who cannot use his natural weapons on a particular day of the month or during a certain phase of the moon.

For an additional point per rank (-3 per rank), the character must undergo some sort of (fairly simple) procedure or change to regain his ability or skill use.

### COSTS KA TO ACTIVATE

*(GODSEND Agenda limitation only)*



**-1 to -5 per Rank**

The chosen Power has an activation cost of one Ka per rank of this Power Limitation. (In other words, 1 to 5 Ka points to activate the Power.) The character receives no other bonus from the Ka expenditure. If the character doesn't have enough Ka to pay the cost character points may be used instead. Once the Power is activated it will work for one full day.

### DIMINISHED RANGE

**-2 per Rank**

The Power has only half the normal range for its rank. This limitation may only be taken on Powers that have a range; no Power with Point Blank may have a diminished range.

### DURATION CHANGE

**-2 per rank**

The hero's Power does not have the same duration as the one listed in the description. Instead, it has one of the other duration types (Permanent, Activated, or Concentration – see the beginning of the chapter for more information on Durations). Some Powers are restricted in the duration types they may have; this information is included in the Powers description. No Power may ever change its duration to Semi permanent.

## EXTRA TIME

-1 to 4 per Rank

A Power with this limitation takes one extra round (or an additional action in the same round) to activate. The character must concentrate and focus his Ka energy to create the desired effect with the Power.

## FOCUS

-2 per Rank

The Power requires some sort of fetish (or so the character believes) to make the Power work. Without the focus the Power does not work. The focus can be any number of things from a ring of Power to an old wooden cane or some sort of "spell" component expended each time the Power is used.

## INCANTATIONS

-2 per Rank

The character must speak some eldritch phrase or incantation before using the Power. This chanting requires an Action and the character must be able to verbalize the incantation – if the character cannot, she cannot activate this Power. This Power Limitation may reflect someone who believes – or, possibly, rightly thinks, at the GM's discretion – that her Powers are magical in origin. It's very logical to combine this Limitation with other limitations such as Focus and Physical Gestures. The character cannot take this Power Limitation if she is mute.

(Note to GMs: Characters should come up with a unique incantation and style for each Power that he uses. This will add to the flavor of the game and add color to the character.)

## LIMITED USE

-2 to -5 per Rank

The character has a Power that may only be used a limited number of times per day. Once the number is reached the Power is exhausted and can no longer be used until it has had time to regenerate up to an effective level. The number of uses is determined by the severity of the limitation.

-2 limitation the Power may be used 15+ the rank in the Power times a day

-3 limitation the Power may be used 10+ the rank in the Power times a day

-4 limitation the Power may be used as many times as the character has ranks in the Power +2

-5 limitation the Power may be used as many times as the character has ranks in the Power

## MISCELLANEOUS POWER LIMITATION

-1 to -3 per Rank

This is a catchall category for Power Limitations that the character or GM might invent. If the Power has some sort of limitation that makes it not work, or weakens it significantly, the character can take this Limitation. Examples include: doesn't work against the color yellow (-1 per rank), Force Field only protects against fire (-3 per rank), etc.

## NO KNOCK BACK

-1 Per rank

Only Powers originally capable of doing knock back may take this Limitation. This removes any knock back done by the Power – any knock back rolled is wasted.

## NO RANGE

-2 Per Rank

The character may only take this Power Limitation on a Power that would normally have range. This Power now has a range of touch. The character must make a physical attack in order for the Power to take effect, using their Brawl Skill to determine if the attack hits. This Skill overrides the uses of any other attacking Skills described in the Power [for instance, marksmanship (whatever) is no longer used].

## NON-LETHAL

-2 Per Rank

The character cannot kill (i.e., reduce a target's Body points to zero) with a Power that has this Limitation. This Limitation may only be taken for Powers that normally do damage.

Note: Powers that are non-lethal may be ineffective against inanimate objects or devices that cannot die in the first place. Robots or other constructs may be completely impervious to an attack that would not seriously harm a living creature.

## PHYSICAL GESTURES

-2 Per Rank

The character must perform some sort of physical gesture in order for this Power to work. Like the Incantations limitation, these gestures take an Action. If the character is in some way restricted, such as being tied up, she cannot use a Power.

## SHORT CIRCUIT

-4 per Rank

The Power is faulty and unreliable. Whenever the Power is used the character must roll one additional die. If the roll comes up a 1 the Power fizzles out and cannot be used for the Power's rank in combat rounds.



## SIGNATURE EFFECT

**-1 per Rank**

This is a special limitation that **MUST** be approved by the Game Master. The character's powers are all some sort of traceable or recognizable signature that is distinctive to her. The hero's special effect while using the powers is unique to her and **ONLY** her.

*Examples of a Signature Effect would be: all powers and things affected by the powers glow green; when the powers are used there is a smell of cinnamon in the air; the faint sound of singing angels can be heard when the powers are used; etc.*

Note: This limitation is used to help players create a theme for their character's powers and can easily be abused without GM supervision.

## SUPER HEROIC FORM

**-2 or -3 per rank**

The hero must change into his super heroic form before he may use his power. This process takes one round, changing back takes another round. The hero may make no other action while switching forms.

In general, a hero only has one super heroic form into which he transforms, regardless of the number of super powers this limitation affects.

This limitation does not have to be included with all of the hero's powers. Powers that do not have this limitation are available to both normal and super heroic forms

The -3 per rank version requires the character to say a special word or phrase or perform some sort of physical ritual.

## UNCONTROLLABLE

**-3 per rank**

The character's Powers are very hard to manage. Perhaps she has a poor understanding of her Powers, or they may be tied to her emotions or behave in unexpected ways. Difficulties while using the Power are increased by +5.

*Example: A character shooting an Energy blast at short range would normally need a 10 to hit. If the character had the uncontrollable limitation she would need a 15 to hit. If a character were using her Mind Reading in an opposed test the difficulty would be +5 to what ever her target rolled.*

## USES LIFE FORCE

**-3 per Rank**

The Power drains three times the Power Rank in body points whenever the wild die has a result of 1. If the attack roll was a critical fumble then double the amount of body points are lost.

## CHARACTER CREATION EXAMPLE PART THREE:

### BUILDING THE SUPER HERO JOULE

Now Renee wants to purchase powers for Jewel.

Renee envisions Jewel as an electrical projectionist with the ability to fly and block damage via a force field created from electrical energy. Jewel will also have some sort of crackling energy that courses over her body when her powers are used.

Renee buys Range Power Attack: Lightning Blast

She buys 4 ranks of this power (the power cost 4 points per rank)

**Total spent:** 16 points

Elemental Sheath: Electrical Sheath

Jewel has only one rank of this power (the power cost 7 points per rank)

**Total spent:** 7 points

The Force Field

Renee is running out of points but really wants the force field. She buys three ranks of the force field with the enhancement that she can attack through it (the power normally costs 4 per rank but the enhancement adds +3 per rank to the power's cost. The power now costs 7 points per rank)

**Total spent:** 21 points

Renee wants Jewel to be able to fly fast, but not overly so. She buys 3 ranks of flight. The power costs 2 points per rank

**Total spent:** 6 points

**Renee has spent a total of 50 points of her character's powers!**

So let's put Jewel together

Categories	Character Points spent
Attributes:	64 points
Skills:	11 points
Advantages/Disadvantages:	-5
Powers:	50 points
<b>Total points spent:</b>	<b>120 points</b>

Renee decides that Jewel's secret super hero code name will be Joule!

Jewel/Joule is a balanced Power level 3 character. Let's take a look at her character sheet!



# JEWEL



Character Name: Jewel Williamson  
 Player Name: Renee Grayson  
 Occupation: College Student , debutante  
 Archetype: Adventurer  
 Species/Gender: Female Human

Power Level : 3 Age: 18 Height: 5'9" Weight: 130

Reflexes	3D	Knowledge	2D
acrobatics		business	
brawling	4D	demolition	
climbing		forgery	
contortion		gadgetry	
dodge	4D	languages	3D
flying	4D	medicine	
jumping		navigation	
melee combat		Scholar	3D
riding		security	
sneak	4D	tech	
Coordination	3D	Perception	3D
lock picking		artist	4D
marksmanship	4D	hide	
missile weapon		gambling	
piloting		know-how	4D
sleight of hand		investigation	4D
throwing		repair	
Physique	3D	search	
lifting		streetwise	
running		survival	
stamina		tracking	
swimming		Powers:	Rank
Presence	3D	Ranged Power	4
animal hand.		Attack :	
charm	4D	Lightning Blast	
command		Elemental	1
con		Sheath :	
disguise		Electrical	
intimidation		Force Field (can	3
persuasion	4D	attack through)	
willpower		Flight	3

### Advantages:

Wealth R1  
 Support Staff (One man competent)

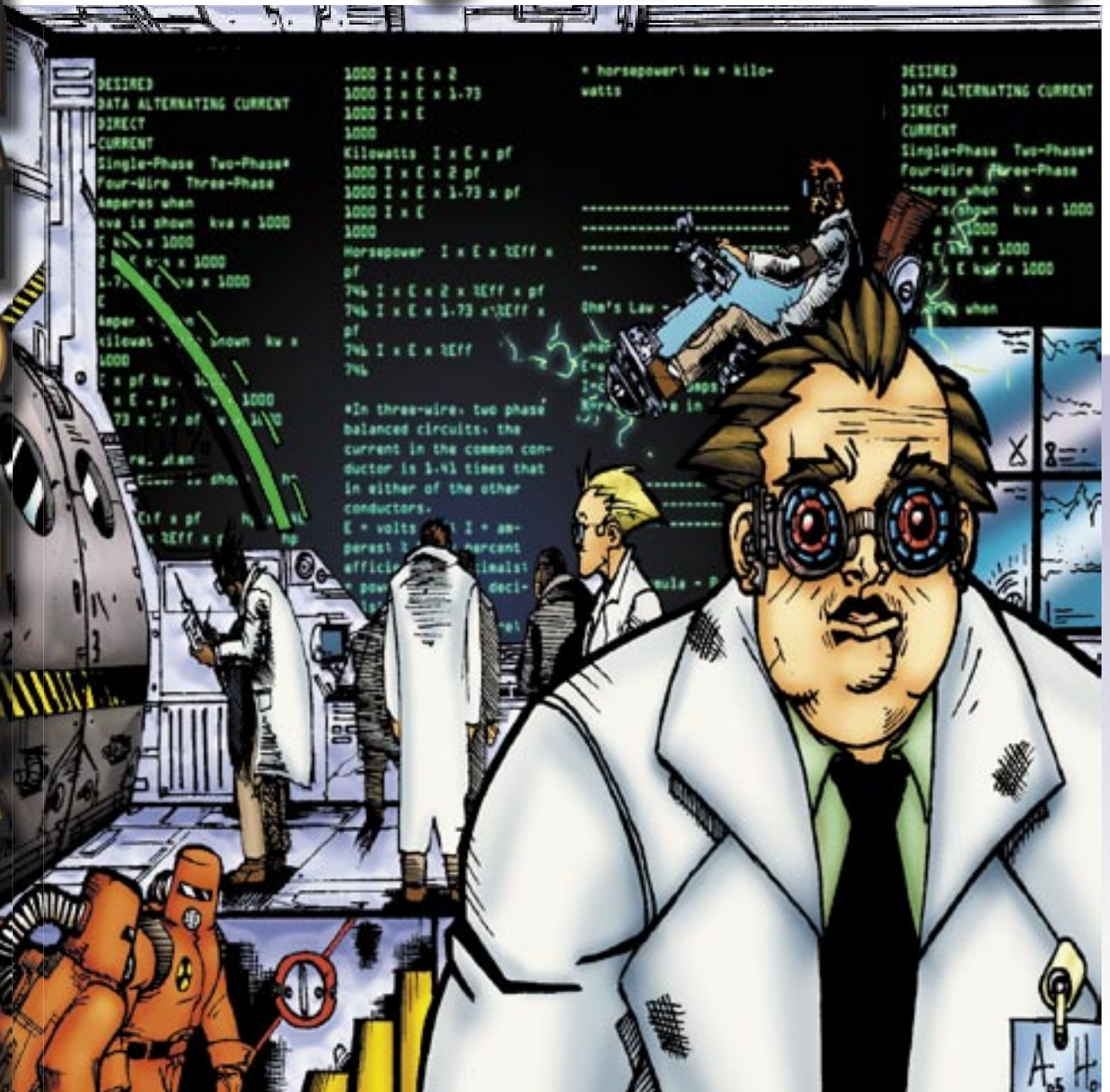
### Disadvantages:

Secret ID  
 Enemy: Banger (One man, Level 3, common)  
 Ball and Chain (Alexander Maddox)

Fate Points: 1  
 Ka Points: 6  
 Character Points: 5  
 Body Points: 32  
 Physical Damage: 1D  
 Move: 10M  
 Funds: 3D  
 Total Points Spent: 120PTS

# CHAPTER FOUR

GADGETS



## Game Masters: Beware of Fun Toys

Gadgets can get out of hand as soon as players figure out that building a Power into a Gadget is cheaper than purchasing the Power internally. As the GM, feel free to disallow Gadgets that don't fit the character's concept, or charge them extra for it. Also keep in mind that Gadgets have the potential of being broken or taken by villains – that's why they're cheaper!

SIDEBAR

## GADGETS AND ARTIFACTS

Powers derived from some sort of device or weapons are Gadgets or Artifacts ("Artifact" is simply another name for a Gadget – it means that the device is not technological in origin, or it's at least very old or alien.) Your character may start the game with whatever Gadgets or Artifacts as he wishes without paying the monetary cost, as long as it fits the character concept. After character creation, you must pony up the bucks.

You build Gadgets just as if you were purchasing Powers for your character, with a few exceptions. Follow the few steps on the next few pages to build Gadgets.

## GADGET RULES

### STEP ONE: BUY ATTRIBUTES

All devices have attributes just like characters. Some gadget attributes may be used by the character such as an exoskeleton suit that provided enhanced strength or a computer A.I. as an onboard computer system in a vehicle.

Below is a list of attributes and what they define when building a gadget. The first three attributes below are the ONLY attributes that a gadget may possess; they cost the same as they would for a player character purchasing them (4 points per 1D). Toughness is a special attribute that illustrates how much physical punishment a gadget can take.

**Reflexes:** Measure of balance, limberness, quickness, and full body motor abilities.

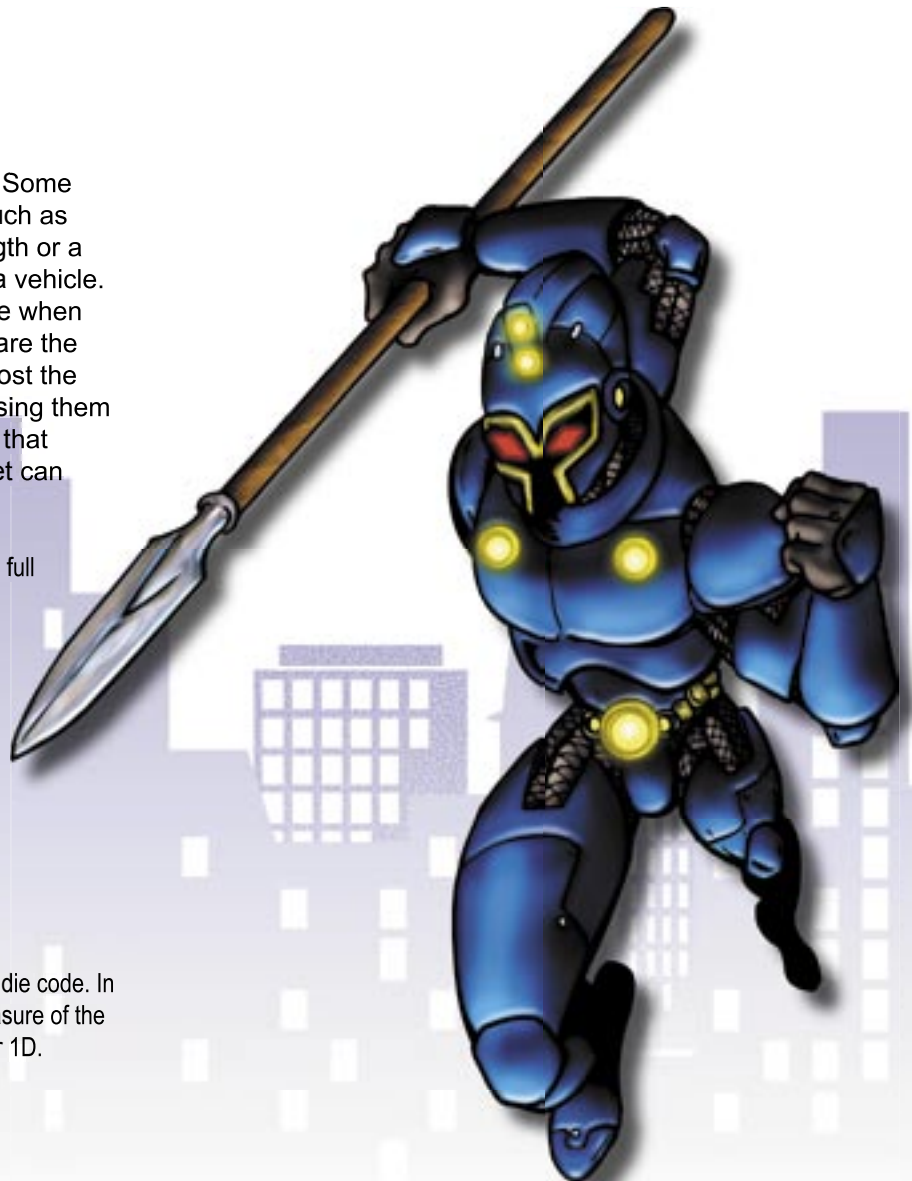
**Physique:** Measure of physical power. Physique is not used to represent body points or damage resistance when incorporated into a gadget.

**Knowledge:** Measure of strength of memory and ability to learn. This attribute is used only in conjunction with an artificial intelligent item such as a computer and never takes the place of the character's attribute.

Cost	Effect
4 points	1D of the Attribute

**Toughness:** This is the gadget's base damage resistance die code. In the case of vehicles it can also be used as a reasonable measure of the amount of damage it can inflict. Toughness costs 2 points per 1D.

Cost	Effect
2 points	1D toughness
-1 point	For every -1 pip (max -2)



## STEP TWO: BUY SKILLS, POWERS, ADVANTAGES, AND DISADVANTAGES

Can the device track or perform first aid? Can it fly, shoot Energy Blasts – or does it give you Heightened Senses, or even make you ugly? The cost for the Skill or Power levels is figured as you were buying them normally.

Flaws purchased at this point generally reflect on what the device does to your character – read step #4 to purchase special Gadget-only flaws! Some Advantages or Powers can be bought twice, to either apply to the device or your character – for example, you could have Regeneration for yourself and Regeneration for your device.

Gadgets are divided into four different categories for the sake of clarity.

### VEHICLES

**Move:** This is approximately cruising speed. The type of movement must be chosen at the time of gadget creation. Multiple movement rates may be taken to give the vehicle many different types of mobility.

#### Ground Movement

Cost	Effect
1 point per	50 KPH movement

#### Water Movement

Cost	Effect
1 point per	30 KPH movement (this movement can be above the surface or submersible but not both)

Special Ability	Submersible Hybrid
	If the vehicle can travel above and below the surface the point cost is increased to 2 per 30khp

#### Air Movement

Cost	Effect
1 point per	100 KPH movement

Special Ability	Hover
20 points	The vehicle can hover and has no need to taxi as normal aircraft do.

#### Crew:

Crew represents how many people are needed to operate the vehicle properly. The minimum required is one unless the vehicle is artificially intelligent and can operate on its own. This attribute is purchased much like a flaw with points given back opposed to being spent.

For every crewmember under the minimum crew needed to operate the vehicle, the vehicle suffers a penalty of -1 to Maneuverability and costs the vehicle's operator one extra action while piloting. Common sense will tell you (I hope) that a small car or motorcycle doesn't need any more than one crewmember to operate it. Crews should only be taken for larger or more complex vehicles such as ships, planes or spacecraft.

Crew	Point Bonus
1 (minimum needed)	0
2	-3
4	-6
6	-9
8	-12
10	-15
12	-18
24	-21
48	-24
96	-27
200+	-30

#### Passengers:

Passengers represent the number of people the vehicle can hold beyond the crewmembers. Passenger space can be used as cargo space; a vehicle can carry 100 pounds of cargo instead of one passenger.

Cost	Effect
3 points per	1 passenger accommodated, or 220 kilograms of cargo

### Cargo capacity:

This represents how much the vehicle can carry. This does not include the weight of the crew, which is already factored into the cargo capacity of the vehicle.

For every cargo capacity level over the vehicle's maximum limit the vehicle suffers for a reduction in speed and a penalty to its handling – both are reduced by one level for every level over the cargo limit.

Point cost	Cargo Capacity
0	110 Kilograms
2	220 Kilograms
4	440 Kilograms
6	880 Kilograms
8	1760 Kilograms
10	1 metric ton
12	2 tons
14	4 tons
16	8 tons
18	16 tons

### Maneuverability:

An indication of how easy the vehicle is to handle. Stunts are easier to perform in vehicles with higher die codes than in those with lower ones. The value is added to the driver's or pilot's appropriate skill total when that person is attempting to do something fancy.

Cost	Effect
2 point per	+1D Handling
-2 points per	-1D Handling



## Size:

This attribute represents how large the vehicle is and also factors into how much damage it can take before it completely ceases to function. Larger vehicles are more difficult to manage and receive a penalty to their maneuverability score when piloted. When a vehicle is in combat remember to factor in the scale value of the vehicle.

Cost	Scale	Notes
+1 point	Scale Value -5 (Small)	The size of a backpack
+0 point	Scale Value zero (Standard)	The size of an adult human
+1 point	Scale Value 3 (Medium)	The size of a motorcycle. Maximum of 1 passenger.
+2 points	Scale Value 6 (Large)	The size of a car. Maximum of 5 passengers.
+10 points	Scale value 10 (Great)	The size of large garbage truck. Maximum of 10 passengers.
+12 points	Scale Value 20 (Huge)	The size of a private jet. Maximum of 20 passengers.
+18 points	Scale Value 46 (Enormous)	The size of an airliner. Maximum of 150 passengers, minimum crew of 2.
+24 points	Scale Value 50 (Gargantuan)	The size of an Aircraft carrier. -2D penalty to maneuverability. Maximum of 1,000 passengers, minimum crew of 20.
+48 points	Scale Value 60 (Gi'normous)	The size of a Star ship. -4D penalty maneuverability. Maximum of 5,000 passengers, minimum crew of 100.

## Range:

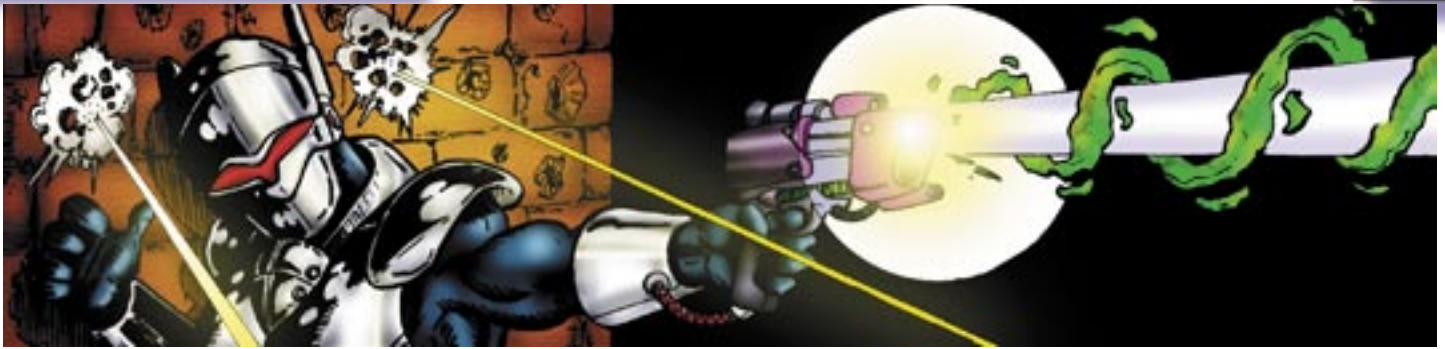
This represents how far the vehicle can go before it needs to refuel.

Cost	Effect
-4 points	200 meters traveled before refueling
-2 points	10 kilometers traveled before refueling
+0 point	100 kilometers traveled before refueling
+2 points	500 kilometers traveled before refueling
+3 points	1,000 kilometers traveled before refueling
+6 points	10,000 kilometers traveled before refueling
+12 points	1 million kilometers traveled before refueling
+24 points	1 astronomical unit traveled before refueling
+48 points	1 light day traveled before refueling
+96 points	1 light-year traveled before refueling

## Powers:

Powers may be purchased as usual for the vehicle.





## WEAPONS

### Weapon Damage:

Weapon damage costs 3 Points per 1D6. Bonus pluses, as in 1D6 plus (+) 3 are bought at a cost of 2 points per +1 up to a maximum of +3

Cost	Effect
3 points per	1D6 of damage
1 points per	+1 pip of damage (Max of +2)

### Range

This represents how far the weapon can be effective without any range penalties. This attribute costs 1 point per 1 meter of base range. This base range is multiplied by 2 to calculate the medium range and quadrupled to calculate the long range.

Cost	Effect
0 points	Thrown/melee range
1 point per	1 meters of range

### Radius (Rd):

The weapon has the ability to affect an area beyond the point of initial contact. Everything within the area of effect (a radius measured from the point of impact) takes the listed amount of damage of the weapon. If the weapon's damage affects an area then add +2 points per 1-meter radius to the damage cost. Grenades have this attribute.

Cost	Effect
2 points per	1-meter radius to the damage

### Ammunition:

The number of bullets or projectiles that the weapon holds. This is not included in entries for explosives or weapons used in close combat. The point values on this chart are treated like a disadvantage for the weapon therefore the points are used to reduce the cost of the weapon. This cannot be taken in conjunction with the Gadget Modifier: Limited uses.

Cost	Effect
-20 points	1-2 shots
-16 points	3-6 shots
-8 points	7-14 shots
-4 points	15-30 shots
-2 points	31-62 shots
	Beyond this point the weapon is not eligible for an ammunition modifier.

### Armor Piercing:

Some weapons are better at penetrating armor than others. The weapon is very powerful or focuses the attack at a much smaller point of impact. Any attack with this Power Add-on halves the number of dice rolled for any armor or defensive Power the target has in effect.

Cost	Effect
3 points per die of damage	Negates half of the targets resistance value.

### Burst Modifier:

The weapon is capable of burst fire.

Cost	Effect
0 points	Single shot
8 points	Burst fire as single
12 points	Full Auto
16 points	Single Fire as multi

### Powers:

Powers may be purchased as usual for the weapon.

### Armor Value:

Armor Value is how much damage is reduced per attack. Defense ratings are bought as dice at a cost of 3 points per 1D6.

Cost	Effect
3 points per	1D6 defense rating
2 points per	+1 pip (maximum of +2)
-2 points per	-1 (maximum of -2)

*Special Note on Armor Toughness: Armor uses its armor value as its Toughness score. Therefore there is no need to purchase the Toughness attributes for armor.*

### Reflex Modifier:

The armor may be heavy and cumbersome to wear, causing the person donning the armor to suffer a reflex-based difficulty. For every full die in the armor value the armor suffers a +1 to all reflex-based difficulties. This modifier can be "bought" off at a cost of 3 points per +1 penalty

### Powers:

Powers may be purchased as usual for the weapon.



## TOOLS AND GEAR

Tools and gear represent any item that is usually not armor, a weapon, or a vehicle. They may be things that help the character perform actions, or help in attribute based difficulties, or may just have a certain power that does not fit into any other category. Most items are pieces of equipment not attached to the character, which therefore can be taken away or stolen easier than a vehicle or a set of armor.

Tools/gear usually add a bonus to a particular skill, such as a gas mask adding a +2D to stamina rolls versus gas. All gear has what is called a Limiter. The limiter narrowly defines how the skill bonus is added to the skill – for example, the above gasmask only provides a bonus to stamina rolls when used against gas. Every bonus die added to a skill cost 3 points while pips cost 2.

Cost	Effect
3 points	Per 1D
2 points	+1 pip (maximum of +2)

### Scale

It is assumed that the tool/gear is easily portable and can be carried without much fuss on the character. For every scale value above the character the gadget receives bonus points back in his favor.

Cost	Effect
-5 points	Per scale value above 0

### Omni Gadgets

Buying one of everything can get expensive for a gadgeteer who wants to be prepared for any type of situation. To represent the concept of having a utility belt that always has a gadget for the right occasion, the character can purchase an omni-gadget. Omni gadgets have no set power or identity until they are used. Once they are used then they are set into that particular power scheme forever.

Since omni gadgets are so versatile the pricing for such an item is different from a normal gadget. The gadget is cheaper than buying one of each type of gadget, but expensive enough that not all gadgets will be built using this system

Omni gadgets are meant to be employed when a character needs and should have a certain type of gadget. Where would the Dark Knight detective be without that one useful item in his belt that helped him out of a pinch?

#### Building an Omni gadget

Omni gadgets are built with broad groups of powers. The more broad groups, the more expensive the gadget will be. Omni gadgets have a few limitations that they MUST ALL HAVE:

- No Manipulation powers
- No gadget may cause physical damage or mental damage. Gadgets made solely for an offensive purpose should be made using the normal rules for building weapons. Omni gadgets are generally helpful and useful tools.
- Omni gadgets cannot have the gadget Modifiers: One of a Kind, Cumbersome, Regenerate or One Use Only.
- All omni gadgets may only be used once or until the particular power expires or the scene is over. To represent a cache of gadgets at the hero's disposal the omni gadget is built with a limited number of uses per adventure. Once the limit is reached the gadget cannot be used again until the hero "replenishes" his supplies. This represents the hero having what he needs when he needs without purchasing every single gadget with the "special effect" being that the one gadget represents several gadgets.
- All omni gadgets are handy and hand portable.
- Omni gadget powers can never be purchased higher than rank 3

Broad Group	Cost per Rank	Notes/Restriction
<b>Physical Powers</b>	3	No powers that cause damage
<b>Defensive powers</b>	4	No Adaptation, Invulnerability, Resurrection, or two Dimensional Manipulation powers are not available to these gadgets
<b>Manipulation Powers</b>	N/A	
<b>Mental Powers</b>	5	No Power that causes damage.
<b>Magic Powers</b>	6	No Power that causes damage.
<b>Movement Powers</b>	3	No Astral Projection powers, Dimensional Shifting, Spatial Warping or Teleportation powers.
<b>All Broad groups</b>	15	The gadget can use ALL the broad groups

Omni Gadget Uses	Cost modifier
<b>2 uses per adventure</b>	+0
<b>4</b>	+2
<b>6</b>	+4
<b>8</b>	+8
<b>10</b>	+16

Example: a hero wants to build a gadget with physical powers that he can use six times per adventure. The cost per rank would be 7 (3+4=7)

## STEP THREE: GADGET COST MULTIPLIER

Total all the points from the Gadget and multiply by the most appropriate modifier. The total is the cost for the Gadget. All fractions are rounded up to the next whole number.

**Point total X Modifier= modified cost**

**VEHICLE:** Device is a vehicle and can be stolen. Point total X 25%= modified cost

**EQUIPMENT/WEAPON/OMNI GADGET:** Device is hand held or worn and can be taken away. Point total X 50%= modified cost

**ARMOR:** Device is a suit and cannot be taken away in combat but stolen when not operated or in use. Point total X 75%= modified cost

*Example: The cost of a rocket launcher is a total of 24 points before calculating its modified cost. Since the rocket launcher can be taken away in combat its modified cost would be 12 points (24x50%=12)*

## STEP FOUR: GADGET MODIFIERS

Gadgets have their own special list of Flaws or Advantages to choose from, modified by the list below. The final total is the amount of points spent to purchase the item in character points – Gadget Modifiers are added or subtracted after the cost modifier! Modifiers can never bring the cost of a gadget below 1.

### Gadget Modifiers

Modifier	Notes	Point Gain/ Decrease
<b>Fragile</b>	Device is brittle or easy to break. The device takes double damage from kinetic energy or sonic attacks.	-3 Point bonus
<b>Cumbersome</b>	The device is heavy or hard to wear. You receive a penalty of -1 per level to any Reflex action while using the device.	-1 Point bonus per level
<b>One of a Kind</b>	The device cannot be replaced once it is destroyed, but must be bought again with points equal to the amount spent when created.	-6 Point bonus
<b>Device Regenerates</b>	The gadget can somehow rejuvenate its body points and repair damage done to it like a normal living being. The device does regenerate Body Points at a rate of 2 per day and may be healed using the medicine skill or Healing power.	Techno-organic devices have this modifier. +10
<b>Obvious</b>	If the device can be seen as the source of your Powers it is Obvious. Opponents can attempt to take the device away and it can be targeted for attacks. Most Gadgets have this flaw	-3 Point bonus

# STEP FIVE: THE SKILL ROLL

Once the gadget is assembled and the point cost is totaled the character must make a Gadgetry skill roll. The difficulty of the roll is determined by the point cost of the gadget listed on the chart below. The time taken to create the gadget is also listed

Gadget point cost	Difficulty number	Time to create
1-10	10	24 hours
11-20	15	48 hours
21-31	20	96 hours (4 days)
32-42	25	192 hours (8 days)
43-53	30	384 hours (16 days)
54-64	35	768 hours (32 days)
75-85	40	1,536 hours (64 days)
86-96	45	3,072 hours (128 days)
97-107	50	6,144 hours (256 days)

Taking extra time can reduce the difficulty. For every additional 24 hours of extra time taken, the character receives +3 to the Gadgetry roll, bringing the difficulty roll down (with a minimum of a 5 difficulty).

Gadgets can also be cobbled together in a rush if the creator chooses but the gadget skill difficulty goes up. For every 12 hours less taken the skill roll receives a penalty of +8 to the difficulty number.

The difficulty number is further modified by the research the character has done and equipment and facilities she has at her disposal.

## Limited Uses

Limited Uses	The device has a limited number of uses per day before it has to be recharged or loaded.
21 shots and up	Any item that has more than 20 uses does not qualify for a point modifier
20 uses or 24 hours	-2 Point bonus
15-19 uses or 16-19 hours	-3 Point bonus
10-14 uses or 12-15 hours	-4 Point bonus
7-9 uses or 8-11 hours:	-5 Point bonus
3-6 uses or 4-7 hours	-6 Point bonus
1-2 uses or 1-3 hours	-7 Point bonus
1 Use ONLY (the device is destroyed once it is used and must be purchased again):	-15 Point bonus

## Temperamental

Some gadgets are so complex and intricate that it is hard to keep them in good repair. Gadgets with this modifier have a higher degree of breakdown than other weapons or tools. Failure occurs when the character rolls a one on the wild die while using the gadget. When this occurs the character rolls the wild die and if another 1 is rolled the gadget malfunctions and stops working until it is repaired. The rank of the modifier dictates how easy or hard it is to prevent this. The wild die roll can not be augmented with Character or KA points.

Rank	Gadget point cost	Roll modifier
1	-5 Bonus points	-1 to the temperamental roll.
2	-10 Bonus points	-2 to the temperamental roll. The character also has a +2 difficulty her gadgetry roll when repairing the gadget.
3	-15 Bonus points	-3 to the temperamental roll. The character also has a +4 difficulty her gadgetry roll when repairing the gadget.
4	-20 Bonus points	-4 to the temperamental roll. The character also has a +8 difficulty her gadgetry roll when repairing the gadget. If the repair roll is failed the character cannot attempt to repair the gadget for days equal to how much the roll was missed by

## The Laboratory Quality

Did the character scribble the plans on the back of a napkin or did she spend months researching and testing the device to be made? The character must have a plan of attack if she is going to build a working prototype of her device. The quality of the character's Lab or lack thereof will affect the speed and precision in which the character will create his masterwork. Someone in their garage is going to have a much more difficult time creating his underwater battle suit than the scientist in her high tech lab.

Laboratory Quality	Difficulty number
No lab	+10
Home Garage work area	+5
Basement of the Science building	-3
University lab	-6
Major corporation	-12
State of the art research & development lab	-15
Futuristic or advanced alien facilities	-20

## STEP SIX: MONETARY COST

Gadgets or artifacts are expensive to create and maintain. At character creation the cost of the gadget is assumed to have been paid before the start of play.

Gadget point cost	Wealth Difficulty Level
1-10	Very Easy
11-20	Easy
21-31	Moderate
32-42	Difficult
43-53	Very Difficult
54-64	Heroic
75-85	Legendary
86-96	+5
97-107	+10

The gadget's cost can be modified by the type of gadget it is. A pair of binoculars isn't going to cost as much as a trans dimensional viewing screen. The Tech Level of the gadget will dictate what the modifier will be to the item

Tech level	Type of Gadget	Wealth Difficulty Modifier
0) Primitive	Clubs, swords, and knives. Muskets and medieval siege devices, basic black powder weapons	-15
1) Most 20th century Earth technology	Light bulbs, pocket watches, Laser beams, Desktop computers, Cars	-10
2) Post Modern	Nuclear powered devices, Warm Fusion, Limited artificial intelligence	0
3) Advanced	Mecha, exoskeleton suits, Plasma weapons, Anti mater drives, Artificial intelligence, Bio Technology	+5
4) Superior Godlike technology	Singularity drives, matter teleportation, Time Travel	+10

## GADGETS AND DAMAGE

When a gadget takes damage from a weapon or another character, it's the level of destruction that matters. Use the following guidelines and compare the result to the "Gadget Damage" chart. Modify the damage total of the attacker or the damage resistance total of the target by the scale modifier, as appropriate for the situation.

A gadget's damage resistance total equals its Toughness. Character Points or Fate Points may not be spent on this roll.

### Gadget Damage

Damage Total >Resistance Total	Gadget Damage
1-3	Very Light
4-8	Light
9-12	Heavy
13-15	Severe
16+	Destroyed

*Note: All modifiers are cumulative. A gadget may take an unlimited number of Very Light and Light levels of damage. At Heavy or above, any additional level of damage above Very Light bumps the damage to the next level.*

*Gamemasters may include or substitute damage to other systems (or powers) if the gadget has them (ex., Life Support, Infrared Vision, or Force Fields).*

**Very Light:** gadget loses 1 rank of ability or power for this round and the next.

**Light:** gadget loses 1 rank of ability or power or, if at 0 ranks in ability the gadget becomes more difficult to operate, +1D difficulty. The loss or modifier remains until repaired.

**Heavy:** Gadget loses 2 ranks of ability or power or, if at 0 ranks in ability the gadget becomes more difficult to operate, +2D difficulty. The loss or modifier remains until repaired.

**Severe:** Gadget ceases to function properly. The user must make a moderate (15) gadgetry roll to operate the gadget every turn. If successful the gadget will function but with a modified difficulty of +3D. If the roll is a failure the gadget will cease to function until repaired.

**Destroyed:** The gadget will never operate again.

## REPAIRING OR REBUILDING DAMAGED GADGETS

When a gadget is damaged it must be repaired in much the same way a character is healed by a medicine roll. The gadget is repaired using the gadgetry skill.

A character can build the same gadget if the 1st one is lost or destroyed with relative ease. Once she has the schematics for the gadget additional gadgets of that type are more easily reproduced. Also, gadgets that have already been created may be modified at a later time. When making a copy or modifying the equipment in question the character receives a +10 bonus to the Gadget skill roll if he created the device originally.

### Modifying or Duplicating Existing Gadgets

The cost and time required of any device the character is trying to modify or duplicate...

**If the character created the device she receives these modifiers:**

- +10 to the gadgetry skill roll to duplicate or modify the device
- The time to create or modify the device is reduced to one-third the original time.
- The difficulty to recreate or modify the item is reduced by two levels.

**If the character did not originally create the item these modifiers apply:**

- +5 to the gadgetry skill roll to duplicate or modify the device
- The time to create or modify the device is reduced to one half the original time.
- The difficulty to recreate or modify the item is reduced by one level.

# CHAPTER FIVE

## COMBAT OPTIONS

### COMBAT OPTIONS

Super heroes do a lot of over the top moves while combating villains. To simulate this, the following moves are meant to add color and flavor to a combat with “over the top action”, moves that wouldn’t necessarily work or even be allowed in a more “realistic” game (whatever that might be). Some of the options modify or change standard D6 maneuvers to better represent super heroic battles in a 4-color world. The list is by no means complete, and I’m sure in your personal game many more fantastic maneuvers will be created.

#### ACROBATIC TRICK ATTACK

**Skill most commonly used** acrobatics and brawling (normal multi action penalties apply)

**Base Difficulty** Acrobatics skill roll is determined by the player, brawl roll as normal.

Acrobatics can also enhance brawling and melee combat attacks. The character must perform the acrobatics trick and the attack on the same turn. The player determines the exact difficulty of the acrobatics attempt. Half of the difficulty of the attack is added to the amount of damage done (not to the combat skill roll). One acrobatics trick roll can affect one attack only. If the acrobatic skill roll is a failure then the attacker suffers a penalty to his attack equal to half the difficulty of the roll. If the roll was a failure with a one (1) on the wild die then the attacker takes the bonus damage intended for his opponent plus he falls flat on his back and must spend an action to get to his feet.

*Example: The Monkey King is fighting the Maxim. Monkey King decided to spring off the table over the Maxim and hit him in the back of his head. He decided the difficulty will be a 20 for such a maneuver. If he is successful he may add +10 to his damage!*



## CHARGE ATTACK

**Skill most commonly used** running and brawling (normal multi action penalties apply)

**Base Difficulty** 10. +1 difficulty for each additional 10 meters of movement. Brawl roll is the normal difficulty to hit the target.

A character may try and use her forward momentum to add to the damage of her melee or brawl attack. The character must move at least 5 meters to do this maneuver but gains a +1 to damage. For each additional 10 meters of movement the character gains an additional +1 to damage. The difficulty increases by +1 for every 10 meters of movement. If the roll is a failure then both he and his opponent take the bonus damage.

## COORDINATED ATTACK

**Skill most commonly used** command

**Base Difficulty** 5 with an additional +1 difficulty for each member of the team plus additional modifiers (see below)

A group of characters can cooperate and attack a foe in force. The group attacks as a team against a single target, to a much greater effect. All characters involved in the assault must attack at the same time, during the lowest team member's Initiative.

The team can opt for doing extra damage, getting a better position to attack or both. The more complex the maneuver the more difficult the command skill roll will be to make. If the roll is successful everyone in the group receives the determined bonus. If the roll is a failure then the team is thrown into disarray making it more difficult to attack (instead of a bonus the team now has a penalty equal to half of what they were shooting for).

Other Maneuvers can be combined with the coordinated attack maneuver.

Coordinated Attack Modifiers	Difficulty Modifier
+1D to damage the team receives	+5
+1 to attack bonus the team receives	+3

*Example: Maxim wants to coordinate an attack against the walking behemoth Tetsuo. Maxim is the leader of a 5 man team (that includes him) and wants to do quickly take down the behemoth before he does anymore damage. Maxim's player decided he wants to do +1D damage and maneuver in order to make it easier for the team to hit by adding a +3 to the attack roll. The difficulty for such a maneuver is 24 (+1 difficulty for each member of the team, +5 for the 1D of extra damage and +9 for the +3 attack bonus, and the 5 for the base difficulty of the maneuver).*

## FEINT ATTACK

**Skill most commonly used** brawl or melee

**Base Difficulty** brawl or melee vs. the opponents Perception or search skill

Characters in melee or hand-to-hand combat may try to trick their opponents into maneuvering into a less defensive position. The character makes a brawl or melee roll versus her opponent's Perception Attribute or search skill. If the roll is successful the character receives the bonus on her next action. If the roll is a failure the opponent is too savvy for such a ploy and the character suffers a penalty to his defense equal to the wild die roll.

Brawl or melee roll > Target Total By	Effect
1-3	Character receives a +1 bonus to her next attack
4-8	Character receives a +2 bonus to her next attack
9-12	Character receives a +1D bonus to her next attack
13-15	Character receives a +1D bonus to her next attack and does +3 extra damage
16+	Character receives a +2D bonus to her next attack and does +1D extra damage

## INTIMIDATION

<b>Skill most commonly used</b>	intimidation
<b>Base Difficulty</b>	intimidation versus the opponents willpower roll

The character uses his presence to menace and bully his opponents into submission.

The character makes a contested intimidation roll versus the opponents willpower roll in order to cow or startle them. The character can intimidate multiple opponents with the Ominous Demeanor advantage.

Intimidation roll > Target Total By	Effect
1-3	Opponent is shaken. +1 difficulty to any action to attack or target the character.
4-8	Opponent is scared. +3 difficulty to any action to attack or target the character.
9-12	Opponent is intimidated. +5 difficulties to any action to attack or target the character and the opponent lose an action.
13-15	Opponent is intimidated. +5 difficulties to any action to attack or target the character for two rounds. The opponent loses an action.
16+	Opponent is intimidated. +5 difficulties to any action to attack or target the character for two rounds. The opponent loses actions equal to the character's Presence attribute.

## KNOCK BACK

Whenever a character rolls a critical success (rolling a 6 on his wild die) during combat, Knock Back occurs. The opponent is sent hurtling directly away from the attack in a straight line. The character knocks his opponent back 1 meter for every damage die he has, plus two meters for every five points over the difficulty roll.

*Example: Bravo punches Dagon in the face. Bravo (Physique 8D) rolls his brawling skill of 6D and gets a 3, 4, 2, 5, 5, and a 6 on his wild die. He re-rolls the wild die and gets another 6, and rolls again getting a 4. Bravo only needed 10 to hit Dagon and his total was 35, meaning that he beat the difficulty by 25. For every 5 points over what he needed he knocks Dagon back 2 meters. Dagon is knocked back 18 meters; 8 meters for Bravo's Physique damage and 10 meters for the exceptional roll.*

If the victim hits something solid before finishing his Knock Back movement, both he and the object he strikes take damage. The damage equals the toughness of the object struck, but damage dice can never exceed the distance traveled.

Example: An opponent is knocked back 10 meters and

strikes a wall with a toughness of 20. The opponent would only take 10D of damage, not 20D.

*Example 2: The opponent is knocked back 15 meters into a wall with a toughness of 5D. The opponent would take 5D of damage; the toughness of the wall.*

If the character is smaller or larger than his opponent, the amount of knock back varies slightly. If the opponent is larger, reduce the amount of knock back by 1 meter per size level of difference. If the opponent is smaller, increase the amount of knock back by 1 meter per size level of difference.

## KNOCK BACK, PLANNED

Characters can do a Planned Knock Back attack. The difficulty of this attack is increased by +5, and is further modified by + or - 3 per size level of difference if the opponent is larger or smaller. The attack does only half the normal damage, but if the character succeeds with the attack she does Knock Back as normal. The character does not need to roll a six on the wild die in order to do Knock Back with this maneuver.

## MELEE ATTACK, LARGE ITEM

<b>Skill most commonly used</b>	lifting and melee (normal multi-action penalties apply)
<b>Base Difficulty</b>	normal

The character picks up a large object and sweeps it across an area hitting multiple targets. The size of the item will modify the attack roll. The damage done to opponents is determined by the toughness of the object plus the strength damage of the character. The attacker may hit additional opponents at no penalty as long as they are near the actual target of the attack. The extra opponents are allowed a reflexive dodge with a difficulty equal to the attacker's melee skill total. The item is usually destroyed after one attack or just unsuitable to use again.

Item	Attack Modifier	Attacker may hit:
A street light pole	+3 to difficulty	1 extra opponent
A large tree	+6 to difficulty	no penalty 3 extra opponent
A bus	+10 to difficulty	no penalty 5 extra opponent
A jetliner	+46 to difficulty	no penalty 20 extra opponent

## SACRIFICE DODGE

<b>Skill most commonly used</b>	dodge
<b>Base Difficulty</b>	the attack roll

Characters may want to jump in front of an attack meant for someone else. The character may act out of turn and jump in front of the attack. He must then make a dodge roll equal to or better than the attacker's roll. If he's successful, he has saved the intended victim from taking damage. He, however, takes the damage from the attack – this represents the fact that the character threw himself directly in front of the attack without any regard for his own safety.

## THROW, OPPONENT

<b>Skill most commonly used</b>	brawling, throwing, and sometimes lifting (normal multi action penalties apply)
<b>Base Difficulty</b>	standard

The character grabs or picks up his opponent and hurls him into the ground, a wall, a bus, or another obstacle. Lifting the opponent counts as an action (using the lifting skill), as does slamming or throwing the target (which uses the throwing skill). The character must be strong enough to pick his opponent up to use this maneuver. Once slammed into an object, the target takes the damage score of the object (usually determined by its Toughness, but the Game Master may adjust this) plus the attacker's Strength Damage. The maximum amount of damage the opponent takes can never exceed double the thrower's Strength damage.

*Example: Misty Whitehall (Physique 8D) throws a Rent-a-Goon into a wall that has a toughness of 20D (a really tough adamantine wall). The damage the opponent would take could not exceed 16D of damage.*

The object being slammed into takes the Strength Damage of the opponent. The opponent must spend an action to get to his feet after being thrown. The distance an opponent is thrown is equal to the characters Physique attribute in meters for short range. (Note: those with super Physique double their range and may further augment it with the enhanced throwing range advantage).

## THROW, LARGE OBJECTS

<b>Skill most commonly used</b>	used: lifting and throwing (normal multi action penalties apply)
<b>Base Difficulty</b>	normal range penalties plus the thrown objects scale

Sometimes a character wants to pick up something huge like a bus or a plane and hurl it at her opponent. The items thrown are usually so big that the opponent must jump out of the area of effect using the dodge skill (modified by the size of the object) to avoid damage. Multiple targets can be affected with a single attack if the item is large enough (GM's discretion).

The damage done to the area is determined by the toughness of the object.

<b>Example objects</b>	<b>Targets dodge modifier</b>
<b>A car</b> (scale 6)	+6 to difficulty
<b>Bus or tank</b> (scale 10)	+10 to difficulty
<b>Two story house</b> (scale 14)	+14 to difficulty
<b>Jumbo jet</b> (scale 46)	+46 to difficulty
<b>Aircraft carrier</b> (scale 50)	+50 to difficulty

## Lifting

At the gamemaster's discretion, a player may make a lifting check when his character first picks up an object. (Generally, if the object's weight would give it a difficulty equal to or greater than one-half of the character's lifting, rounded up, or the object is being lifted hastily or under stress, the gamemaster should require a lifting roll.)

For each round the object is carried, the character makes another check to see if he can continue to carry the object. If the player fails the roll, his character is too exhausted and must put the object down. If the character is doing anything else at the time (other than walking slowly or talking), continuing to carry the object counts as a multiple action.

Difficulty			
Physique is:			
Human (1D-5D)	Metahuman (6D-10D)	Superhuman (11D-15D)	Weight
1-5	-	-	50 Kilograms
6-10	-	-	100 Kg
11-15	-	-	200 Kg
16-20	-	-	500 Kg
21-26	-	-	800 Kg
26-30	-	-	1 Ton
31-36	-	-	2 Ton
36-40	-	-	3 Ton
41-46	1-5	-	4 Ton
46-50	6-10	-	5 Ton
51-56	11-15	-	6 Ton
56-60	16-20	-	7 Ton
61-66	21-26	-	8 Ton
66-70	26-30	-	9 Ton
71-76	31-36	-	10 Ton
76-80	36-40	-	20 Ton
81-86	41-46	-	30 Ton
86-90	46-50	1-5	40 Ton
91-96	51-56	6-10	50 Ton
96-100	56-60	11-15	100 Ton
	61-66	16-20	150 Ton
	66-70	21-26	20 Ton
	71-76	26-30	25 Ton
	76-80	31-36	30 Ton
	81-86	36-40	400 Ton
	86-90	41-46	500 Tons
	91-96	46-50	600 tons
	96-100	51-56	700 tons

**Note:** the chart on which a player rolls depends on the value of the hero's Physique attribute (not the lifting skill). If the hero has 4d in Physique, she rolls on the "Human" column. If she has 6D, she rolls on the "Metahuman" column, while a hero with 12D in Physique rolls on the superhuman column.

Additionally, heroes must roll regardless of the difficulty, because a critical failure on a wild die means that the hero failed to get a good grip on the object or that he dropped it.

These adjusted columns reflect how someone with a higher Physique can more easily lift heavy objects.

## Lifting Fatigue Modifier

Time	Skill Modifier
1-6 rounds	0
7 rounds to 3 minutes	-5
3-10 minutes	-10
10-30 minutes	-15
30-60 minutes	-20

**Note:** After the first hour, the character must make a check once per hour at the same difficulty as one hour. If the character fails the roll, then he must rest for twice as long as he was lifting the weight.



## Breaking things

Players love to break things in a super heroic game. Here are a few examples of common things and what they weight. Note that these weights and toughness die codes are an average of the common items.

### Scenery

The toughness of a standard 2 meter radius wall is 2D

### Wall material modifier Toughness modifier

Drywall	-2
Wood	+0
Brick	+2D
Concrete	+3D
Reinforced concrete	+4D
Steel	+6D
Adamantium	+7D

### Vehicle Toughness Weight

Car	4D+2	2 Tons
Truck	5D+2	4 Tons
Bus	6D	8 Tons
Tank	8D	50 Tons
Small Plane	5D	600 kg
Private jet	6D+1	4 tons
Jetliner (747)	8D	200 tons
Canoe	2D	50 Kg
Speedboat	4D+2	7 tons
Tug Boat	7D	52 tons
Aircraft Carrier	8D+ scale mod.	81,000 tons.

### Outdoor Scenery/Items Toughness Weight

Parking Meter	3D	25 Kg
Lamp Post	4D	250 Kg
Fire Hydrant	3D+2	60 Kg
Man Hole Cover	3D	25 Kg
Statue	7D	50 Kg
Boulder	4D+2	100 Kg
Trash Dumpster	5D	250 Kg
Large Tree	4D	200 Kg



# CHAPTER SIX



## **SUPER HERO TEMPLATES**

Those wishing to jump right into a game will find below some ready-made concepts that are staples of the comic book and super hero genres. All the templates that follow default to a power level 3 ready-to-start character – all that needs to be done is to spend the character points that haven't been spent on the character's attributes and skills. Since heroes may have similar powers, yet be completely different, several different versions of the same template have been provided.

### **THE ALIEN**

The alien is a visitor from some far away planet that has come to Earth for one reason or another: to help us; to hide from some threat; or merely to investigate the curiosity of human life. Aliens do not always come from outer space – they might come from inner space as well, from the sea floor or from within the Earth. Aliens are often more physically impressive than normal humans or have high-tech equipment that gives them some sort of advantage. On the flipside, aliens are usually physically different from humanity, and this drawback may cause terror or incite violence.

### **THE ARMORED SUPER**

The armored super is a character who derives his powers from a special suit of armor that she wears. Such suits are usually high-tech in origin but some may be provided by mystical means. Armored heroes are primarily normal humans that have no super powers outside their super suit.

## THE BLASTER

The blaster is a staple of the super hero comic, all sharing in common the fact that they can project some sort of offensive attack from their body. Most comic books have at least one blaster in their group as their catchall offensive member. Blasters vary in type – from the person who shoots heat vision from his eyes, to the lady who projects flame from her mouth – but the one common feature is that they have some sort of ranged attack.

## THE BRICK

The brick is the tough guy of the group who specializes in superhuman strength and resilience. Contrary to popular belief bricks are not by definition stupid or dull-witted – just strong. Bricks come in all shapes and sizes and can look the part as a hulking ham handed man, or masquerade as a plucky girl (like Pippi Longstocking).

## THE COSMIC ENTITY

The cosmic entity is a super powerful visitor from another world, or a human who has transcended the normal human experience. The entity may be puzzled by humanity and its odd ways, or could be here to protect or enlighten us. Whatever the case, the powerful entity is often terribly naïve about the ways of the mundane human existence.

## THE ELEMENTALIST

The elemental has control of the very forces of nature; some have control over the weather, while others have control of the magnetic field, or animals. Whatever the case, elementalists have an affinity for their chosen element and can manipulate it with ease.

## THE GADGETEER

The gadgeteer is the character who primarily works with arcane or technological weapons and tools. They have no super powers and rely solely on their wits and the creations at their disposal. The Gadgeteer excels at tinkering with things and creating devices from scratch.

## THE MENTALIST

Relying on the astounding untapped potential of the human psyche is the domain of the mentalist. Mindbenders, psycho, telekinetics and pyrokinetics are all specialized versions of the mentalist. These characters are incredibly versatile and helpful where normal brawn does not prevail.

## THE MOVEMENT SPECIALIST

Movement specialists are characters whose primary powers revolve around movement. Some are super fast runners; others take to the air on the wings of angels; still others teleport or open warp gates to other places. While some would say movement powers alone aren't enough to make a hero, the movement specialist could run circles around them, or fly outside of an opponents reach. Sheer power without mobility is useless.

## THE MUTANT

Many mutants were genetic freaks, born with some superhuman ability not available to the normal population. Others were bit by radioactive insects, or irradiated with radiation. The mutant is an evolutionary offshoot that comes with many different abilities, advantages and skill, but these gifts are always tainted with a terrible price, such as horrible disfigurement or a terrible drawback to using their powers.

## THE SHAPE CHANGER

The shape changer is the master of his own physical form. Some can stretch their limbs, while others can manipulate their entire bodies, creating new shapes or mimicking animals or objects. Shape changers make excellent spies and assassins, as they can get into the most difficult of places and rely on their ability to manipulate their physical bodies to get back out.

## THE SORCERER/MYSTIC

The sorcerer/mystic is the master of the odd and esoteric, filling any gap in a super team by manipulation and twisting the natural laws of reality with their "magic". These characters rely on the eldritch and arcane arts to influence the powers of the universe. Some make pacts with devils and others study ancient grimoires to glean knowledge.

## THE WARRIOR

The warrior is the combat monster of the super team. They have honed their bodies to their maximum potential and live for the fight. The narrow focus of these characters makes them extraordinarily lethal. They attack with a singular zeal and never relent until their opponent lies broken at their feet.

# D6 Powers

## Alien (Super Human Explorer)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	3D	Knowledge	4D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgetry	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

### Coordination 3D

lock picking	
marksmanship	
missile weapon	
piloting	
sleight of hand	
throwing	

### Perception 3D

artist	
hide	
gambling	
know-how	
investigation	
repair	
search	
streetwise	
survival	
tracking	

### Physique 3D

lifting	
running	
stamina	
swimming	

### Fate Points:

1

### Ka Points:

4

### Character Points:

5

### Physical Damage:

2D

### Move:

10M

### Funds:

3D

### Total Points Spent:

92

### Equipment:

Presence	2D	Powers:	Rank
animal hand.		Flight	3
charm		Energy Blast	4
command		X-ray Vision	4
con			
disguise			
intimidation			
persuasion			
willpower			

### Advantages:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Disadvantages:

Achilles' Heel (Atmospheric incompatibility) R3  
 Cultural Unfamiliarity R2  
 Strange Appearance R1  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Armored Super (Modern)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	5D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgetry	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

### Coordination 2D

lock picking	
marksmanship	
missile weapon	
piloting	
sleight of hand	
throwing	

### Perception 3D

artist	
hide	
gambling	
know-how	
investigation	
repair	
search	
streetwise	
survival	
tracking	

### Physique 2D

lifting	
running	
stamina	
swimming	

### Fate Points:

1

### Ka Points:

4

### Character Points:

5

### Physical Damage:

1D (6D)

### Move:

10M

### Funds:

3D

### Total Points Spent:

106

### Equipment:

Presence	2D	Powers:	Rank
animal hand.			
charm			
command			
con			
disguise			
intimidation			
persuasion			
willpower			

Power Armor (Armor value: 5D, Reflex Modifier: -1D, Physique 6D, Energy Blast 4, Flight 6, Machine Interface 2, Infrared Vision 2, Life Support 3, Armor, Obvious, Temperamental R1)



# D6 Powers

## Alien (High Tech Visitor)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	5D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgets	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

Coordination	3D	Perception	4D
lock picking		artist	
marksmanship		hide	
missile weapon		gambling	
piloting		know-how	
sleight of hand		investigation	
throwing		repair	

Physique	2D	Fate Points:	1
lifting		Character Points:	4
running		Body Points:	5
stamina		Physical damage:	1D
swimming		Move:	10M
		Funds:	3D
		Total Points Spent:	115

Presence	2D	Powers:	Rank
animal hand.		Sonic Blaster (toughness2D, Damage: 4D+2, Burst Modifier: Burst as single, Range: 200obvious Weapon)	
charm		Environmental Armor (Armor value 3D+2, reflex modifier: +0, Life Support 2, Infrared vision 3, Sonar 2, Chameleon 3, Armor, Obvious) 24 pls	
command		Flight Belt (Toughness: 2D, Flight 4, Obvious, Equipment)	
con			
disguise			
intimidation			
persuasion			
willpower			

### Advantages:

### Disadvantages:

Achilles' Heel (Atmospheric Incompatibility) R3  
 Cultural Unfamiliarity R2  
 Strange Appearance R2

Physique	2D	Fate Points:	1
lifting		Character Points:	4
running		Body Points:	5
stamina		Physical damage:	1D
swimming		Move:	10M
		Funds:	3D
		Total Points Spent:	115

Presence	2D	Powers:	Rank
animal hand.		Sonic Blaster (toughness2D, Damage: 4D+2, Burst Modifier: Burst as single, Range: 200obvious Weapon)	
charm		Environmental Armor (Armor value 3D+2, reflex modifier: +0, Life Support 2, Infrared vision 3, Sonar 2, Chameleon 3, Armor, Obvious) 24 pls	
command		Flight Belt (Toughness: 2D, Flight 4, Obvious, Equipment)	
con			
disguise			
intimidation			
persuasion			
willpower			

# D6 Powers

## Armored Super (Arcane)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	4D	Knowledge	3D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgets	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

Coordination	3D	Perception	3D
lock picking		artist	
marksmanship		hide	
missile weapon		gambling	
piloting		know-how	
sleight of hand		investigation	
throwing		repair	

Physique	2D	Fate Points:	1
lifting		Character Points:	6
running		Body Points:	5
stamina		Physical Damage:	1D(7D)
swimming		Move:	10M
		Funds:	3D
		Total Points Spent:	106

Presence	3D	Powers:	Rank
animal hand.		Dragon Armor (Armor value: 5D, Reflex Modifier: -1D+2, Physique 7D, Flight 2, Flash Attack 3, Armor, Obvious, Temperamental R1)	
charm		Foe Smelter sword (Toughness4D, Damage +3D armor piercing, Weapon, Obvious)	
command			
con			
disguise			
intimidation			
persuasion			
willpower			

### Advantages:

### Disadvantages:

Ball and Chain R4 (the Lady Vrits)  
 Employed R2 (the Order of the Dragon)

Physique	2D	Fate Points:	1
lifting		Character Points:	6
running		Body Points:	5
stamina		Physical Damage:	1D(7D)
swimming		Move:	10M
		Funds:	3D
		Total Points Spent:	106

Presence	3D	Powers:	Rank
animal hand.		Dragon Armor (Armor value: 5D, Reflex Modifier: -1D+2, Physique 7D, Flight 2, Flash Attack 3, Armor, Obvious, Temperamental R1)	
charm		Foe Smelter sword (Toughness4D, Damage +3D armor piercing, Weapon, Obvious)	
command			
con			
disguise			
intimidation			
persuasion			
willpower			



# D6 Powers

## Brick (Metal Titan)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	2D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgets	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

Coordination	2D	Perception	2D
lock picking		artist	
marksmanship		hide	
missile weapon		gambling	
piloting		know-how	
sleight of hand		investigation	
throwing		repair	
<b>Physique</b>	<b>8D</b>	search	
lifting		streetwise	
running		survival	
stamina		tracking	
swimming		<b>Powers:</b>	<b>Rank</b>

Presence	2D	Accelerated Healing	4
animal hand.		Endurance	5
charm		Body Armor	4
command		Super Jump	2
con			
disguise			
intimidation			
persuasion			
willpower			

### Advantages:

Extra Body Points R3

### Disadvantages:

Hindrance R2 (Socially Uncertain: charm, con, intimidate)

Secret ID R2

### Fate Points:

1

### Ka Points:

4

### Character Points:

5

### Body Points:

8D

### Physical Damage:

10M

### Move:

3D

### Funds:

104

### Total Points Spent:

### Equipment:

# D6 Powers

## Brick (The Monster)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	1D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgets	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

Coordination	2D	Perception	1D
lock picking		artist	
marksmanship		hide	
missile weapon		gambling	
piloting		know-how	
sleight of hand		investigation	
throwing		repair	
<b>Physique</b>	<b>9D</b>	search	
lifting		streetwise	
running		survival	
stamina		tracking	
swimming		<b>Powers:</b>	<b>Rank</b>

Presence	3D	Involuntarily	2
animal hand.		Super Jump	5
charm			
command			
con			
disguise			
intimidation			
persuasion			
willpower			

### Advantages:

Extra Body Points R5

Size R1

Hard to Kill R2

### Disadvantages:

Strange Appearance R2

Quirk R3 (angry)

Poverty R1

### Fate Points:

1

### Ka Points:

6

### Character Points:

5

### Body Points:

9D

### Physical Damage:

10M

### Move:

3D

### Funds:

104

### Total Points Spent:

### Equipment:

# D6 Powers

## 1-38 Cosmic Entity (Uplifted Human)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_

Reflexes	4D	Knowledge	2D
acrobatics	business		
brawling	demolition		
climbing	forgery		
contortion	gadgetry		
dodge	languages		
flying	medicine		
jumping	navigation		
melee combat	Scholar		
riding	security		
sneak	tech		

Coordination	2D	Perception	2D
lock picking	artist		
marksmanship	hide		
missile weapon	gambling		
piloting	know-how		
sleight of hand	investigation		
throwing	repair		

Physique	6D	Power:	Rank
lifting		Longevity	
running		Super Senses	2
stamina		Energy Absorption*	4
swimming		*=Damage goes to attributes	

### Advantages:

Extra Body Points R3  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Disadvantages:

Enemy The Marsh Institute( Power Level 2, Large Organization, Common) R7  
 Secret ID R2  
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 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Fate Points:

1

### Ka Points:

4

### Character Points:

5

### Body Points:

6D

### Physical Damage:

10M

### Move:

3D

### Funds:

110

### Total Points Spent:

110

### Equipment:

\_\_\_\_\_

# D6 Powers

## 1-38 Cosmic Entity (Alien Godling)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_

Reflexes	3D	Knowledge	3D
acrobatics	business		
brawling	demolition		
climbing	forgery		
contortion	gadgetry		
dodge	languages		
flying	medicine		
jumping	navigation		
melee combat	Scholar		
riding	security		
sneak	tech		

Coordination	3D	Perception	3D
lock picking	artist		
marksmanship	hide		
missile weapon	gambling		
piloting	know-how		
sleight of hand	investigation		
throwing	repair		

Physique	3D	Power:	Rank
lifting		Energy Blast	4
running		Sustenance	4
stamina		Life Support	3
swimming		Flight	4
		FTL Travel	2

### Advantages:

Extra Body Points R3  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Disadvantages:

Cultural Unfamiliarity R2  
 Strange Appearance R1  
 Enemy Galactic Commerce Guild( Power Level 2, Large Organization, Common) R7  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

### Fate Points:

1

### Ka Points:

6

### Character Points:

5

### Body Points:

2D

### Physical Damage:

10M

### Move:

3D

### Funds:

112

### Total Points Spent:

112

### Equipment:

\_\_\_\_\_



# D6 Powers

## Elemental (Human Manipulator)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	3D	Knowledge	3D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgetry	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

Coordination	3D	Perception	2D
lock picking		artist	
marksmanship		hide	
missile weapon		gambling	
piloting		know-how	
sleight of hand		investigation	
throwing		repair	

Physique	3D	Powers:	Rank
lifting		search	
running		streetwise	
stamina		survival	
swimming		tracking	

Presence	4D	Total Points Spent:	Rank
animal hand.		Weather Manipulation	5
charm			
command			
con			
disguise			
intimidation			
persuasion			
willpower			

# D6 Powers

## Elementals (Element Personified)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	3D	Knowledge	3D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgetry	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

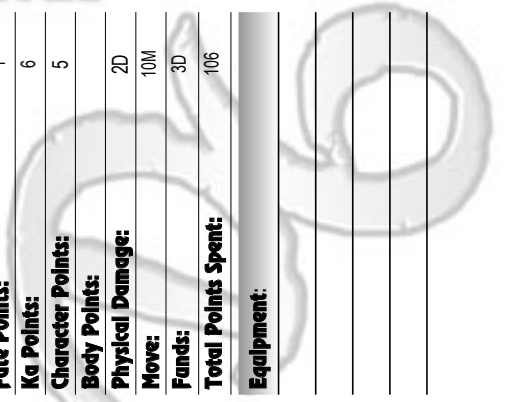
Coordination	3D	Perception	3D
lock picking		artist	
marksmanship		hide	
missile weapon		gambling	
piloting		know-how	
sleight of hand		investigation	
throwing		repair	

Physique	3D	Powers:	Rank
lifting		search	
running		streetwise	
stamina		survival	
swimming		tracking	

Presence	3D	Total Points Spent:	Rank
animal hand.		Elemental Sreathe	2
charm		*Fire (elemental form)	4
command		Flame Jet*	3
con		Flame Manipulation	3
disguise		*Flight *	3
intimidation		*=Super Heroic form	
persuasion			
willpower			

# D6 POWER TEMPLATES

# D6 POWER TEMPLATES













# D6 Powers

## Sorcerer/Mystic (The Fey Wanderer)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	2D	Knowledge	3D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgetry	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

**Coordination** 2D

lock picking  
 marksmanship  
 missile weapon  
 piloting  
 sleight of hand  
 throwing

**Perception** 7D

artist  
 hide  
 gambling  
 know-how  
 investigation  
 repair  
 search  
 streetwise  
 survival  
 tracking

**Physique** 2D

lifting  
 running  
 stamina  
 swimming

**Powers:** Rank 7

Sorcery\*  
 Longevity

**Presence** 2D

animal hand.  
 charm  
 command  
 con  
 disguise  
 intimidation  
 persuasion  
 willpower

\*= Incantations, Focus & Physical Gestures

**Advantages:**

**Disadvantages:**

Secret ID R2  
 Strange Appearance R1 (pale skin and pointed ears)

**Fate Points:** 1  
**Ka Points:** 4  
**Character Points:** 5  
**Body Points:** 1D  
**Physical Damage:** 10M  
**Move:** 3D  
**Total Points Spent:** 115

**Equipment:**

Staff of Al'mator (toughness 2D, Light Manipulation 2, Equipment, Obvious)

# D6 Powers

## Sorcerer/Mystic (Young Mystic)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	3D	Knowledge	2D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgetry	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

**Coordination** 3D

lock picking  
 marksmanship  
 missile weapon  
 piloting  
 sleight of hand  
 throwing

**Perception** 4D

artist  
 hide  
 gambling  
 know-how  
 investigation  
 repair  
 search  
 streetwise  
 survival  
 tracking

**Physique** 3D

lifting  
 running  
 stamina  
 swimming

**Powers:** Rank 3

Magic Blast  
 Force Shield  
 Matter Manipulation\*  
 += Incantations& Focus  
 Flight

**Presence** 3D

animal hand.  
 charm  
 command  
 con  
 disguise  
 intimidation  
 persuasion  
 willpower

**Advantages:**

**Disadvantages:**

Secret ID R2  
 Age R1 (young)  
 Ball and Chain R4 (mother and father)

**Fate Points:** 1  
**Ka Points:** 6  
**Character Points:** 5  
**Body Points:** 10M  
**Physical Damage:** 3D  
**Move:** 10M  
**Funds:** 3D  
**Total Points Spent:** 109

**Equipment:**

# D6 Powers

## Warrior (The Feral Scrapper)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	4D	Knowledge	2D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgets	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

Coordination	2D	Perception	4D
lock picking		artist	
marksmanship		hide	
missile weapon		gambling	
piloting		know-how	
sleight of hand		investigation	
throwing		repair	
Physique	3D	search	
lifting		streetwise	
running		survival	
stamina		tracking	
swimming			

**Fate Points:** 1  
**Ka Points:** 6  
**Character Points:** 5  
**Body Points:** 2D  
**Physical Damage:** 10M  
**Move:** 3D  
**Total Points Spent:** 102

Presence	3D	Powers:	Rank
animal hand.		Combat Sense	2
charm		Fast Reaction	3
command		Natural Weaponry	2
con		Regeneration	1
disguise		Super Tracking	
intimidation			
persuasion			
willpower			

**Advantages:**  
 Extra Body Points R1  
 \_\_\_\_\_  
 \_\_\_\_\_  
**Disadvantages:**  
 Intimid R1  
 Quirk R2 (angry)  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 Powers

## Warrior (Combat Specialist)

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level : 3 Age: \_\_\_\_\_ Height: \_\_\_\_\_ Weight: \_\_\_\_\_  
 Physical Description: \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Reflexes	4D	Knowledge	2D
acrobatics		business	
brawling		demolition	
climbing		forgery	
contortion		gadgets	
dodge		languages	
flying		medicine	
jumping		navigation	
melee combat		Scholar	
riding		security	
sneak		tech	

Coordination	4D	Perception	3D
lock picking		artist	
marksmanship		hide	
missile weapon		gambling	
piloting		know-how	
sleight of hand		investigation	
throwing		repair	
Physique	3D	search	
lifting		streetwise	
running		survival	
stamina		tracking	
swimming			

**Fate Points:** 1  
**Ka Points:** 8  
**Character Points:** 5  
**Body Points:** 2D  
**Physical Damage:** 10M  
**Move:** 3D  
**Total Points Spent:** 82

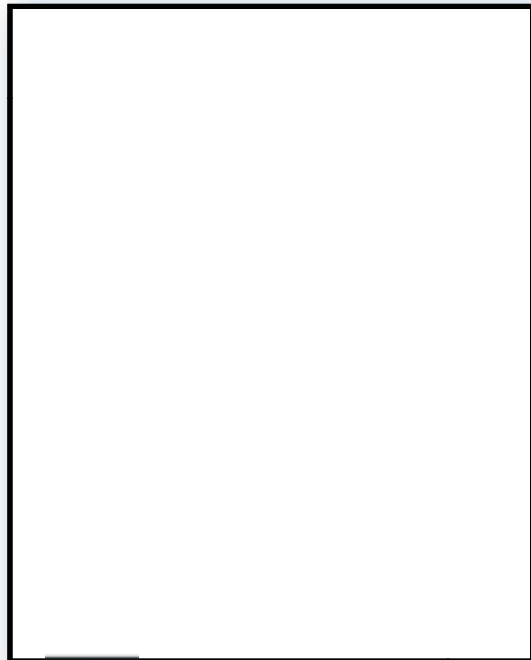
Presence	4D	Powers:	Rank
animal hand.		Combat Sense	3
charm		Fast reaction	
command			
con			
disguise			
intimidation			
persuasion			
willpower			

**Advantages:**  
 Extra Body Points R1  
 Ominous Demeanor R2  
 \_\_\_\_\_  
 \_\_\_\_\_  
**Disadvantages:**  
 Secret ID R2  
 Quirk R3 (flash Back to his families death)  
 \_\_\_\_\_  
 \_\_\_\_\_

# D6 POWERS™

Character Name: \_\_\_\_\_  
 Player Name: \_\_\_\_\_  
 Occupation: \_\_\_\_\_  
 Archetype: \_\_\_\_\_  
 Species/Gender: \_\_\_\_\_  
 Power Level:    Age:            Height:            Weight: \_\_\_\_\_

Physical Description: \_\_\_\_\_  
 \_\_\_\_\_



## Reflexes

acrobatics \_\_\_\_\_  
 brawling \_\_\_\_\_  
 climbing \_\_\_\_\_  
 contortion \_\_\_\_\_  
 dodge \_\_\_\_\_  
 flying \_\_\_\_\_  
 jumping \_\_\_\_\_  
 melee combat \_\_\_\_\_  
 riding \_\_\_\_\_  
 sneak \_\_\_\_\_

## Coordination

lock picking \_\_\_\_\_  
 marksmanship \_\_\_\_\_  
 missile weapon \_\_\_\_\_  
 piloting \_\_\_\_\_  
 sleight of hand \_\_\_\_\_  
 throwing \_\_\_\_\_

## Physique

lifting \_\_\_\_\_  
 running \_\_\_\_\_  
 stamina \_\_\_\_\_  
 swimming \_\_\_\_\_

## Presence

animal hand. \_\_\_\_\_  
 charm \_\_\_\_\_  
 command \_\_\_\_\_  
 con \_\_\_\_\_  
 disguise \_\_\_\_\_  
 intimidation \_\_\_\_\_  
 persuasion \_\_\_\_\_  
 willpower \_\_\_\_\_

## Knowledge

business \_\_\_\_\_  
 demolition \_\_\_\_\_  
 forgery \_\_\_\_\_  
 gadgetry \_\_\_\_\_  
 languages \_\_\_\_\_  
 medicine \_\_\_\_\_  
 navigation \_\_\_\_\_  
 Scholar \_\_\_\_\_  
 security \_\_\_\_\_  
 tech \_\_\_\_\_

## Perception

artist \_\_\_\_\_  
 hide \_\_\_\_\_  
 gambling \_\_\_\_\_  
 know-how \_\_\_\_\_  
 investigation \_\_\_\_\_  
 repair \_\_\_\_\_  
 search \_\_\_\_\_  
 streetwise \_\_\_\_\_  
 survival \_\_\_\_\_  
 tracking \_\_\_\_\_

## Powers:

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## Advantages:

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## Disadvantages:

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## Fate Points:

\_\_\_\_\_

## Ka Points:

\_\_\_\_\_

## Character Points:

\_\_\_\_\_

## Body Points:

\_\_\_\_\_

## Physical Damage:

\_\_\_\_\_

## Move:

\_\_\_\_\_

## Funds:

\_\_\_\_\_

## Total Points Spent:

\_\_\_\_\_

## Equipment:

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## MIRROR

When Charlie was two his mother and father died in a car accident and Charlie went to live with his uncle on his uncle's farm.

His uncle was a mean spirited old man and being on a remote farm the old man took to locking Charlie in his room. This practice became more and more regular as the boy started to grow until his uncle only unlocked the door to feed him and this soon only happened once a day.

Charlie's room was cold and damp. There was a broken metal bed frame with a worn out old mattress on it, two blankets and a pillow. Next to the bed was a small table, which Charlie used for eating. There was a dirty old window opposite his bed through which he sometimes watched his uncle working the fields. He also had access to a small bathroom in here was a cracked sink, his only constant supply of water, a bath which only produced cold water and a mirror.

With no one to talk to Charlie soon retreated into his own mind. Making a world for himself where he could see other children the dirty mirror in the bathroom. Here he would spend hours every day just looking into the mirror wishing he could be there with them. By the age of seven he was talking to these imaginary friends and they would teach him to read and write. Although for most part he was lonely Charlie was always happy to visit one of his playmates.

Soon Charlie discovered that if he concentrated he could push his hand through the mirror and with practice this ability became second nature to him, soon he was visiting his imaginary friends late at night.

By the age of thirteen Charlie had many hundreds of friends and instead of having to think about his friends he could step through the mirror and exit into another room, he called this place mirror land as there were millions of mirrors stretching into infinity all round him. By looking into these mirrors he could see other rooms, streets houses, buildings, it suddenly started to dawn on him that these other places were as real as his own room that his mirror land was his connection to the outside world.

One evening after his uncle had passed through to him his left over evening meal Charlie went into the mirror land. He browses for a few hours until he came upon a little girl crying. She was about six years old and was hiding down between the bathtub and the sink. She was looking way from the mirror towards the bathroom door. Following her gaze Charlie saw a large man standing there shirt open to the waste belt in hand and he was shouting something at the girl. He steps to wards her and raises the belt. Charlie knew what was going to happen next having received a good hiding from his uncle on many an occasion. Not being able to bear seeing the young girl beaten or even worse Charlie surged through the mirror.

It took the brute a few seconds for his brain to tell him that yes the mirror had come alive and standing in front of him was a vaguely human shaped thirteen year old boy made out of glass. Charlie took advantage of the mans delay and went to grab his belt hand only to be stunned when out of his fingers shot a bolt of intense white light, as the brightness dimmed Charlie found himself standing over an unconscious body. Not wanting to be around when the brute woke up and not wanting to leave the girl in danger he did the only thing he could think of, he picked the sobbing girl up of the floor and leaped back into the mirror.

It didn't take long for Charlie to find a mirror that accessed the bedroom of the little girl's grandmother and there he left her in the safe keeping of the old lady.

Knowing now that he could make a difference to people's lives he decided that he would use his abilities to protect the helpless whenever he could. The only person he couldn't seem to protect was himself. Over the next five years he stayed locked in his room, his uncle would beat him more and more and he would do nothing about it, for some reason deep down inside every time he saw his uncle he reverted to that little boy that was first locked up in that bedroom all those years ago.

By the age of eighteen Charlie had help dozens of children to escape abusive environments and had learned to control his powers. One night just after coming back from rescuing a kidnapped child he realized his uncle

had not left any food out. Going into mirror land he looked through all the mirrors in the house to see where his uncle was. Finally he located him lying still on the floor of his bathroom in front of the toilet with his trousers round his ankles. Stepping through the mirror Charlie was hit by the strong smell of human waste, upon examining his uncle he realized he must have been dead all day. Finally Charlie was free, his tormentor was dead, but also Charlie cried for the old bastard now he was really all alone in the world.

As he was his uncle's only next of kin Charlie inherited the farm and the land around it. Most of which he sold off for a good profit. Now he has renovated the farmhouse he lives there quietly. His neighbors say he is gentle and kind and willing to help them out when ever asked. Once behind closed doors Charlie becomes The Mirror Man protector of the innocent and abused. His house is a refuge for lost souls.

Lately Mirror has had a run in with Black October they believe he is one of them and have been aggressively trying to recruit him. If what they have told him is true he is more determined then ever to help those in need before he dies and stay out of the clutches of this radical group of terrorists.

### Mirror

**Archetype:** Protector

**Human (Black gene carrier. See GODSEND Agenda core book)**

**Reflexes** 3D, brawling 4D, dodge 4D, flying 4D

**Coordination** 3D, marksman 4D

**Physique** 2D,

**Presence** 3D, willpower 6D

**Knowledge** 3D, investigation 4D

**Perception** 3D, hide 4D, investigation 4D, repair 4D, search 4D

**Advantages:** Contacts (people he has saved) R2, Secret Hid, out (two storey farm home, no tech) R5

**Disadvantages:** Devotion R2 (the protection of children), Hindrance R2 (poor social skills, charm, con, persuasion), Secrete ID R2, Strange Appearance R1 (mirror skin in heroic form), Terrible Secrete R1 (his childhood)

**Powers:** Dimensional Shifting 5\*, Spatial Warping 5\*, ESP 3\*, Regeneration 2\*Ω, Body Armor 3 Ω, Energy Blast 4Ω, Flash Attack R4Ω, Infrared vision 3Ω

\*= (-3 only through mirrors), Ω= (-2 only in Super heroic form. Silvery, glass like body).

NOTE: Super heroic form cannot be used as a mirror surface for power use

**Move:** 10. **Strength Damage:** 1D. **Fate Points:** 1. **Character Points:** 5,

**Ka Points:** 6, **Body Points:** 24

**Equipment:** None

**Power Level:** 3 (131 pts)



# BLUE BOTTLE

Jonathan Miller was born into a hard working family in the Bronx, New York. Jonathan loved school and learning, he had a knack for the sciences especially electronics and in his spare time and school holidays would go on call outs with his father to lend a hand.

The area where the miller family lived was not a rich neighborhood, there was a lot of crime and the local youths went round in gangs. Although Jonathan wanted to make his parents happy and provide for them, pressure was being put on him from the local gangs to join them. His knowledge of mechanics and electronics was seen as an asset to be exploited.

The following twelve months saw Jonathan in and out of the juvenile courts on charges of breaking and entering and car jacking. His relationship with his father went down hill. This broke Jonathan's heart but deep down he knew that as long as he worked with the gang his parents would be safe.

Everything changed when he was caught while breaking into the electrical shop his father worked for. In this robbery the old security guard, someone Jonathan had known most of his life was badly injured. In court the jury believed that Jonathan had not taken part in the beating of the guard but that fact that he was there and didn't try to stop it, in their eyes made him as bad as the other gang members. Jonathan was sentenced to five years in a youth centre.

During his time in prison Jonathan had time to reassess his life and started studying again. While at the center his teacher managed to persuade one of his old professors, to give his class a talk. The meeting with this academic was a turning point for Jonathan and by the time his sentence was completed he had not only caught up with the school work he had missed but had done a degree in electronics, mechanics and advanced electronics.

Upon re-entering society Jonathan applied for a scholarship for a research doctorate in advanced electronics. As part of the class the highest scoring student would get a summer placement working with the world renowned Dr. Theodore Rhinewood. All of Jonathan's studying soon paid off and he was marked top of the class and given the placement.

On the day Jonathan started his placement at the Rhinewood institute for electronics he was informed that he would be working along side Dr. Theodore Rhinewood himself.

Jonathan got the shock of his life when he was introduced to Rhinewood, as he was the one and the same Doctor that gave the lecture on electronics at the youth center.

Over the course of his placement the old man and young student became close friends, this friendship leading Rhinewood to confide in Jonathan that in the 40s he had been the Amazing Blue Bottle - a superhero that fought in the Second World War.

There and then in the basement of the Rhinewood's house the two men made a packed that Jonathan would take over the title and legacy of the Blue Bottle and in return he would help the young man build a bigger and better suit to fight evil in the world.

The project took on a life of its own, even when Jonathan went back to university he would spend every waking hour in the basement with Rhinewood creating new circuits, better armor and more advanced weaponry. They even created a devise to shrink the suits wearer to the actual size of a blue bottle.

One evening Jonathan asked him why he had taken the name blue bottle. Rhinewood explained that as a kid he had been fascinated with insects and in his few the Blue Bottle was one of the warrior races in the insect world. This discussion went on into the early hours of the morning, the two men theorizing what it would be like if they could build a device that would allow them to communicate and control insects. Over the next

three years the two men put aside the new battle armor to explore this possibility.

The finished product was a circuit that could be implanted into the back of the user's neck attached to neuro pathways in the brain. The body's electrical pulses would power it and a small part of the brain would control it.

The problem was all this was theory but after long discussions Rhinewood, against his better judgment allowed Jonathan to become the test subject. It wasn't long after the operation that the real power of the chip became known running some tests the two men realized that the chip had tapped into other abilities granting Jonathan not only the power to communicate with insects but by changing the frequencies in the pulses control them and even see through their eyes at great distances.

With these new found skills Rhinewood and Jonathan turned their attention back to the Blue Bottle battle.

As the suit was nearing completion Rhinewood, who had been feeling unwell for a couple of months, was told he had an incurable brain tumor. Seven years after the two men first met the armor was completed Rhinewood now in a wheel chair looked on proudly as Jonathan stood before him in their finished creation. Doctor Theodore Rhinewood died peacefully in his sleep three weeks later.

Now Jonathan holds true to his promise to his old mentor and goes fourth into the night to do battle with evil in the name of THE BLUE BOTTLE and the memory of his old friend.

Lately He has successfully helped U.S.E.R. with some cases and they are looking closely at Blue Bottle as a possible recruit.

Blue Bottle

**Archetype:** Adventurer

Human

**Reflexes** 3D, brawling 4D, dodge 4D, flying 4D

**Coordination** 3D, marksman 4D

**Physique** 3D,

**Presence** 3D, command 5D, persuasion 4D, willpower 5D

**Knowledge** 4D, investigation 4D, gadgetry 7D, security 6D, tech 7D

**Perception** 3D, investigation 4D, repair 4D, search 4D

**Advantages:** Authority R1, Laboratory R3

**Disadvantages:** Ball and Chain R3 (his family), Secret ID R2, Devotion R2, upholding the dreams of Dr. Rhinewood,

**Powers:** Insect Control 4\*, Insect Summoning 5\*, Speak with Insect 4\* (\*= All powers have Activation Roll R2)

**Move:** 10. **Strength Damage:** 2D. **Fate Points:** 1.

**Character Points:** 5, **Ka Points:** 6, **Body Points:** 30

**Equipment:** Blue Bottle Battle suit (Toughness 5D, Reflex Mod 0, Flight 5, Size Manipulation (shrinking only)6, Bio Energy Blast 3, Energy Blast 4, Life Support 2. Armor, One of a Kind, Obvious. Total points: xxx)

**Power Level:** 2 (116 pts), With Armor Power Level 4(176pts)



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