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ADVENTURES

# ICONS

SUPERPOWERED ROLEPLAYING

# GREAT POWER!



*Kenson • Houser*

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**SPIDER-MAN,  
AMAZING FANTASY #15**





# INTRODUCTION

In many ways, comic book superheroes are all about power—with “powers and abilities far beyond mortal men” making them capable of amazing feats. However, as the famous *Spider-Man* quote shows, in other ways superheroes are all about what you choose to **do** with power: do you have an obligation to use your amazing abilities for the benefit of all, or do you choose to use them selfishly? That is often the sole dividing line between heroes and villains: not the powers, but how they are used.

**Great Power** looks at powers in **Icons Superpowered Roleplaying** in greater depth. While more is not always better, **Great Power** tries to expand, refine, and organize the game’s treatment of powers, giving **Icons** players and Game Masters additional tools in creating and playing their characters and adventures. It offers more options, more examples, and more ideas.

Superhero roleplaying games, perhaps more than most, are “high-trust” environments, where agreement between the players and the Game Master as to exactly what is possible in the context of the game is important to a fun and successful experience. As with all RPGs, the real “power” in the game lies in your hands, and with your group of friends. Take the tools and options in this book for what they are and apply them to your game as you see fit, following the superhero maxim that great power is best used for the benefit of all. Have fun!



# ABOUT POWERS

This chapter looks at powers in **ICONS** in general: what they are, and how they are acquired, organized, modified, and used. It expands the hero creation material from the **ICONS Superpowered Roleplaying** rulebook with additional power selections and options, including Extras and Limits.

## CHANGES FROM ICONS

In cases where the rules or descriptions in **Great Power** differ or conflict with those in the *Assembled Edition* of **ICONS Superpowered Roleplaying**, assume the text in this book is the most correct and current. All efforts have been made to minimize such conflicts while at the same time providing the maximum utility from this book and its contents.

# POWER TYPES

Powers fall into one of seven *types*, based on what the power does:



**Alteration Powers** change or transform the character in some fashion, from improving abilities to altering the character's size, density, or composition, or allowing the character to stretch, become invisible, or walk through walls.

**Control Powers** exert influence over something: an element, energy, or matter. They allow characters to control forces like fire, lightning, or darkness, transmute elements, or transform others with alteration-type effects.



**Defensive Powers** protect against harm, provide resistance to certain effects, and allow characters to recover quickly from injury or even death itself.

**Mental Powers** expand the capabilities of the mind, allowing their user to read or influence other minds—from projecting realistic illusions to outright mind control or possession.



**Movement Powers** help characters get around in various ways, from leaping great distances to flying through the air under their own power. They include exotic forms of movement like super-speed, teleportation, wall-crawling, and even dimensional travel.

**Offensive Powers** provide different types of attacks, from damaging blasts to bindings to trap opponents, or more unusual effects like energy drain, stunning, or blinding.



**Sensory Powers** extend the scope of a character's senses, from enhancing the five senses to adding entirely new sensory abilities like radar, infravision, or extrasensory perception.



## ARTIFICIAL POWER SOURCE

## POWER GROUPS

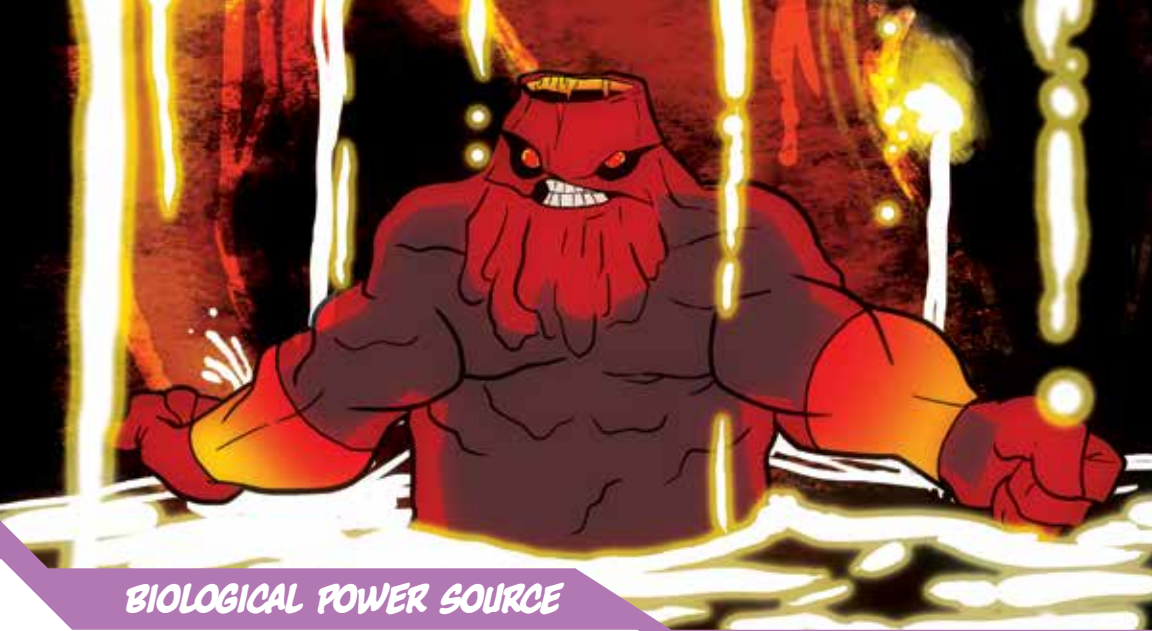
**Some powers are actually groups of powers with similar effects. You don't** have the “Alternate Form” or “Element Control” power, for example; you choose one of the powers from within that power group, such as Energy Form, Gaseous Form, Fire Control, or Magnetic Control. Even “Energy Form” is a group-within-a-group, with the actual powers being things like Fire Form or Light Form.

Each power within a group is considered separate and distinct, although some effects include all powers in a group for ease of reference.

For especially powerful villains and Game Master characters, the GM may find it simpler to assign the character a level in an entire power group. For example, an energy-controlling character with vast influence over the entire energy spectrum might simply have an overall level in “Energy Control” rather than listing all the separate control powers. This is useful shorthand for Game Master characters and generally unsuitable for player-run heroes.

## POWER SOURCES

**A character's powers can come from a diverse range of sources. In the** comics, demon sorcerers rub shoulders with futuristic cyborgs, alien scientists, martial arts masters, and psychic mutants, to name a few. Power source is often tied to a character's origin.



The following are some of the most common power sources; feel free to come up with your own that suit your particular concept of the character's powers. You are also by no means limited to one power source; a character may have several, such as a mutant trained in esoteric martial arts, or an alien shape-shifter who is a disciple of magic, for example.

**Artificial:** The character's powers were designed, typical for heroes and villains who are artificial life-forms or constructs like robots or androids, or magical creations of alchemy or conjuring.

**Biological:** The character's powers come from biology, either the unusual biology of a non-human species (from aliens to godlike beings from other dimensions) to the genetic quirks of mutations, which can take place any time from conception to later exposure to mutagens like radiation.

**Device:** Many characters gain some or all of their powers from various devices. See the **Devices** section for details and additional ideas. Devices can have different power sources themselves, from technology to magic or cosmic energy.

**Magic:** Heroes and villains may be imbued with powers from a magical source (an ancient sorcerer, spell, or artifact) or a magical creature, or may simply have the power to wield magic themselves.

**Mental:** The character's powers are fueled by mental or psionic energies, the unleashed potential of the mind.



## DEVICE POWER SOURCE

**Skill:** Some gain their powers not by accident, but through hard work and practice. This can include the knowledge and skill to create different devices, mastery of arcane secrets like magic or various psychic powers, or exotic martial arts disciplines controlling one's own chi or life-force, to name a few. Note that the skill power source is related to the training origin, but is not the same thing: a character might gain mental or magical powers through training, for example.

**Transfer:** Some are born to power, others have it thrust upon them; many beings and devices can imbue people with powers. Of course, sometimes those same beings can also take away the powers they've granted, and such power often comes with a price attached.

## USING POWERS

**Using some powers requires an action, and possibly a test of some sort,** detailed in the power's description. This is usually the case for powers that affect others, such as offensive and control powers. Other powers require only a reaction, or no action at all.



## MAGIC POWER SOURCE



## PREPARATION

Some powers require **preparation**, meaning one or more panels where you do nothing except focus on activating the power. This is typically just one panel, allowing you to use the power in your next panel on the following page. You can usually move and react while preparing a power. Extras and limits may adjust a power's preparation time.



## CONCENTRATION

Some powers require **concentration** to use or maintain. To concentrate, you must be able to take action: not stunned, unconscious, or maintaining an exclusive power (following). Concentration is not an action, however, and you can do other things while maintaining it.

If your concentration is disrupted, you can make a Willpower test to keep a power going so long as you're still conscious: your effort on the test is



## MENTAL POWER SOURCE

the power level you can maintain. So, for example, if you have Force Field 7 and are stunned (disrupting your concentration), you roll a Willpower test, generating an effort of 5. This allows you maintain Force Field 5 while you recover from the stun.



## EXCLUSIVE

Some powers are defined as **exclusive**, meaning you cannot use other powers while using or maintaining the exclusive power, including preparing or concentrating on other powers. Extras or limits may modify a power's exclusivity.



## RANGE

Powers in **Icons** work at one of five ranges: personal, close, extended, visual, or beyond. Personal range powers only affect the user. Close range





## SKILL POWER SOURCE

powers generally require the user to touch the target of the power, making a successful Prowess vs. Coordination or Prowess test to touch an unwilling target. Extended range powers require a Coordination vs. Coordination test to affect an unwilling target.



## DURATION

Powers last for one of five durations: instant, concentration, level, continuous, or permanent.

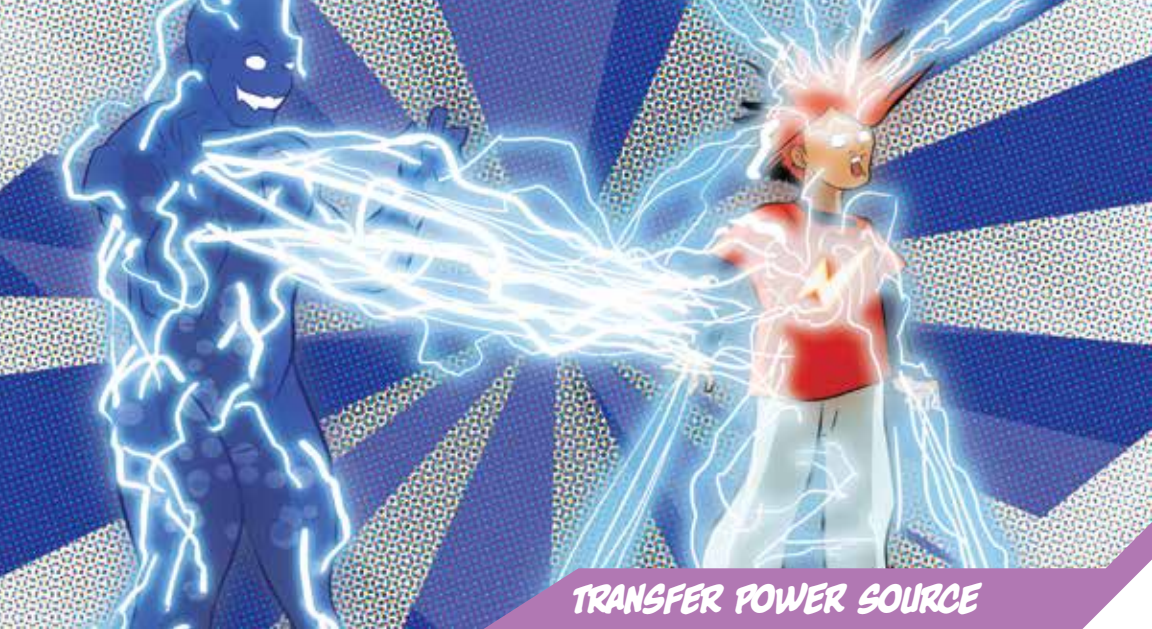
**Instant** powers have their effect immediately and, while the results of the power (like Stamina loss) may linger, the power's effect is over in an instant.

**Concentration** powers last as long as the user concentrates to maintain them (see Concentration, previously).

**Level** duration powers last for one page per level the power has, without any effort from the power user, then expire.

**Continuous** powers last until the power user chooses to turn them off.

**Permanent** powers are "always on," requiring no maintenance or attention from the user and cannot be turned off, although they might still be negated or worked around in other ways.



## TRANSFER POWER SOURCE

### TEST

Many powers require a test to use. Some require more than one, such as an ability test to target the power and another test for its effect. Many powers also offer a test to avoid or resist their effects. Tests in this book are written in the usual **Icons** format of either “a difficulty N test of (ability)” where N is the difficulty number and (ability) the ability level used, or (acting ability) vs. (opposing ability) in the case of an opposed test, such as “power level vs. Willpower”.

See **Tests** in **The Basics** chapter of **Icons** for details on making tests.

### RETRIES

Unless the description specifies otherwise, you can retry a failed test with a power so long as you are still capable of using it. For example, if you miss with an offensive power like Blast, you can try again on your next panel, making a new attack.

Some powers require **determined effort** in order to try again after a failed attempt. This is specified in the power’s description. This means you must spend a Determination Point to retry a use of the power within the same chapter. See **Trying Again** in **The Basics** chapter of **Icons** for details.

## PLAYERS MAKE ALL ROLLS

The standard die rolling approach in **Icons** has the player roll one die and the GM roll another, effectively creating a curve of probabilities between the two results. Optionally, if you prefer, you can have the players make both rolls, rolling an “effort” die and a “difficulty” die, then subtracting the difficulty from the effort to get a result from -5 to +5, which is then applied to the character’s appropriate ability level to get the outcome. This is mathematically the same, but allows the players to make all of the rolls during play, leaving the Game Master free to concentrate on other aspects of running the game.

## EXTRAS

**In addition to base powers, you can have one or more extras for a power.**

These are extra things you can do with that power, from extending the base effect to entirely new effects. Each power is listed with the main extras associated with it. You can also create your own with the Game Master’s permission.

Some extras allow you to duplicate the effects of other powers, such as a hero using Fire Control to gain Flight by projecting a stream of fire like a rocket. You use the extra as if you had the power at the same level as the power it’s based on unless the extra’s description says otherwise. Thus, you would gain the Flight extra at the same level as your Fire Control. The extra normally only duplicates the base power, not any of its other extras. If it does, or can do so, it will also be listed in the description.

Other extras improve the existing effects of your power: greater range, more targets affected, and so forth. These are specified in the extra description.

## SUBSTITUTING EXTRAS

During hero creation, the player has the option of substituting extras for rolled powers on a one-for-one basis: one extra takes the place of one rolled power of the player’s choice.

**Example:** A player has rolled the following powers: Aquatic, Fire Control, Precognition, and Duplication—an odd mix, to be sure. Looking things over, the player decides to replace Aquatic and Precognition with two Fire Control extras—Force Field and Flight. The player could also replace Duplication with a power extra as well, but decides a duplicating fire-controller has some interesting potential and leaves that power as rolled.

## STANDARD EXTRAS

Standard extras and their effects are listed here. These apply to a broad range of powers. Powers also have unique extras, listed with the power's description.

**Affects Others:** You can affect other people with the power, not just yourself.

**Affects X:** Your power works on a type of target normally immune to it, such as a Blast which Affects Insubstantial targets normally Immune to Physical Damage or Mind Control that Affects Undead, which are often mindless, and so forth.

**Broadcast:** Your power can affect anyone who sees or hears you (in person or on a television or radio broadcast), giving you a much wider range.

**Burst:** Your power can affect everyone within close distance simultaneously. Roll one test for the power; the different opposing abilities of the targets provide different difficulties (and outcomes).

**Contagious:** The effect of your power is “contagious” and may affect someone else who comes into contact with a target while the power is still in effect. Examples include “contagious” Afflictions, “sticky” Bindings, or “spreading” acid or fire Blasts. The new victim resists the power's effect normally and also becomes contagious while affected.

**Defensive:** You can use your power to defend against attacks as a reaction, rolling the power's level to set the difficulty of the attack.

**Effect:** Your power can duplicate the effect of another power at its level. This extra is normally listed as the name of a duplicated power, such as “Flight” or “Blast.” If it can also duplicate extras of that power, they can be listed along with it. Each requires another extra; essentially, extras of the duplicated power become potential extras of the base power.

**Homing:** A ranged power requiring a test to hit the target gets two additional attempts to hit if it initially misses, like a homing missile. Each attempt occurs at the start of your panel. If they both fail, then there is no effect.

**Level Duration:** The effects of your power last for a level duration (see **Duration**).

**Passengers:** Your movement power can carry a number of people along with you equal to its level.

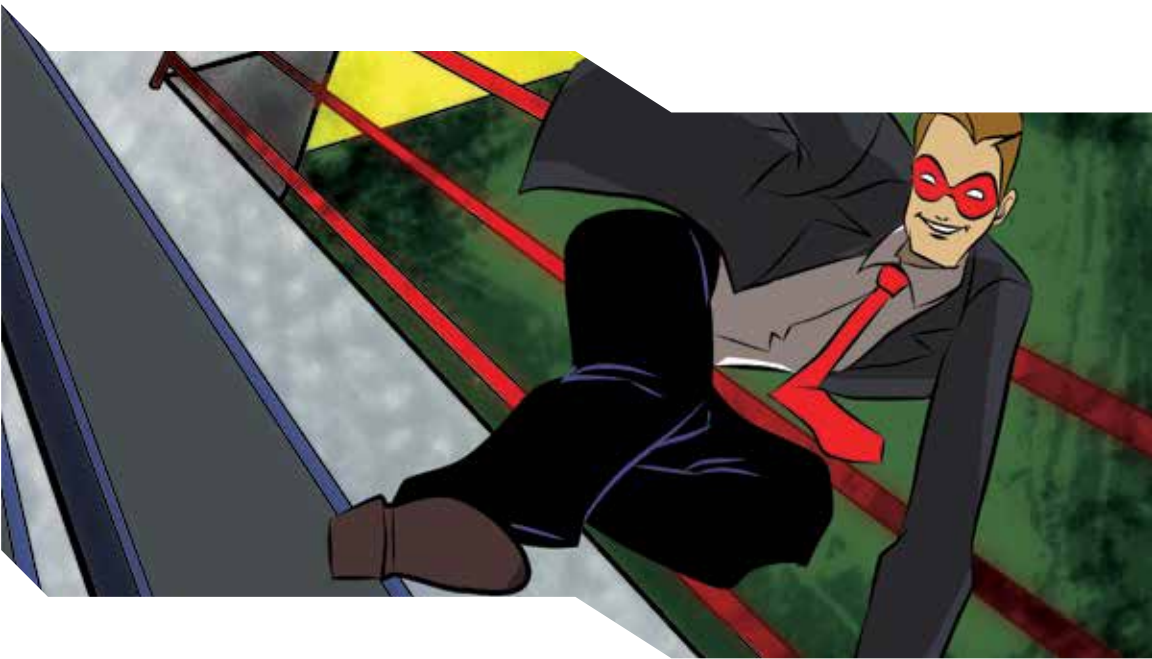
**Ranged:** You can use a normally close range power out to extended range.

**Rangeless:** You can use your power out to any distance, provided you know the location of the target.

**Reversible:** You can reverse the effects of your power, ending them at will, at the same range for using it.

**Secondary Effect:** Your power has an additional effect when used, equivalent to that of another power. For example, your Strike power might also be a “carrier” for a secondary Affliction effect, representing a toxin delivered by the Strike. You can only use the Secondary Effect in conjunction with the first power. A Secondary Effect of the same power adds +1 to the higher power level, like a combined effect (see **Combined Effect in The Basics** chapter of **Icons**).

**Slow Recovery:** Targets of your power take ten times longer to recover.





**BINDING STUNT**



**BURST STUNT**

## STUNTS

**A stunt allow heroes to temporarily use extras they do not normally possess,** such as a Fire Control hero performing a stunt to temporarily gain the Flight extra—very useful if the hero is suddenly thrown out of a high building or aircraft!

To perform a stunt, specify an extra or describe what you want the stunt to accomplish, with the GM deciding whether or not it suits your hero's quality and traits, and what extra would best serve. Activate one of your hero's qualities related to what you want to accomplish. This is usually something like a catchphrase or epithet, although other qualities (particularly motivation) can serve in some instances. You can then use the advantage provided by the activation to perform your stunt. It lasts for the duration of the conflict or chapter (whichever comes first).

A player can use a minor achievement to master a stunt, reducing the hero's Determination level by 1 and adding the stunt as a regular extra of the associated power.

For additional details on stunts, see **The Basics** and **Powers** chapters of **ICONS Superpowered Roleplaying**.



## MOVEMENT STUNT



## OVERCOMING IMMUNITY STUNT



## RANGELESS STUNT

### MANEUVERING FOR STUNTS

Game Masters wanting to encourage the use of stunts even when Determination Points are scarce should encourage maneuvers:

A hero can take an action and the player makes a test using a hero's appropriate trait (typically power level, but possibly a related ability or specialty) with a difficulty equal to the desired level of the stunt. If the test succeeds, the maneuver provides the advantage necessary for the stunt and the hero can use the stunt on the following page. If the test fails, either the stunt doesn't work, or the GM can "charge" for the necessary advantage by creating suitable trouble for the hero as a side-effect of the attempt.

**Example:** Volcano's player wants to use his heat Aura for a stunt to Dazzle Count Malocchio and his Evil Eye, but Volcano is out of DP. So his player offers to make a maneuver test: Volcano concentrates and the player rolls an Aura test against a chosen stunt level of 6. He succeeds, so on his next page, Volcano can use the Dazzle power. If the test failed, the GM might have let Volcano use the power anyway, but added the trouble that the sudden flare of heat set the Count's chateau ablaze, endangering his other prisoners!



## ANIMAL ONLY LIMIT



## BURNOUT LIMIT

Alternately, rather than allowing all heroes to perform stunt tests, the GM may make the ability to do so a standard extra, applicable to any appropriate power, giving that power additional flexibility in terms of performing stunts.

## ATTRIBUTE STUNTS

Keep in mind that characters can also perform stunts with their superhuman (level 7+) attributes and Master level specialties in addition to their powers! Among other things, this means players can spend DP or use maneuvers to duplicate powers using just their heroes' attributes and specialties! In particular, this is how some "non-powered" heroes do many power-related things over the course of an adventure.

## LIMITS

**Limits provide a means of narrowing the base effect of a power in exchange** for greater level, more Determination, or more extras. When you apply a limit to a power, you gain one of the following:

- Subtract one from the power's value for reducing Determination level. This can reduce the power's Determination "cost" to 0 (but not less than 0).
- Add an extra to the power without increasing its starting Determination cost.
- Increase the power's level by 2, to a maximum of 10.





**CONSTANT LIMIT**



**MAX ONLY LIMIT**



**UNSTABLE LIMIT**

## THE GOLDEN RULE OF LIMITS

A “limit” that is not limiting is not actually a limit! Game Masters should carefully consider proposed limits and ensure they truly **LIMIT** a power’s scope or effect. “Limits” that are highly situational or only occur rarely are better handled as trouble, awarding players Determination when they occur. Also note that regular limits are **NOT** considered trouble and do not award Determination when they come up in play; the player is already “rewarded” with the benefits of the limit.

Multiple limits may have multiple benefits, including the same benefit applied more than once. Limits generally halve the circumstances in which the power can be used, or halve its effectiveness. New limits should be at least as restrictive as the ones described here and in the power descriptions. The Game Master has final say on whether or not a limit is acceptable.

## STANDARD LIMITS

The major limits are listed here. Powers also may have unique limits, which are listed with the power's description.

**Animals Only:** Your power only affects animals.

**Blocked by X:** Your power does not affect some common type of object or substance, such as wood, aluminum, or things colored blue, for example.

**Burnout:** After you use your power, roll a die: on a roll of 1 or 2, the power stops working for the rest of the chapter.

**Close Range:** Your power only works at close range, requiring you to touch the target.

**Concentration:** You must concentrate to maintain the power. This limit applies only to permanent, continuous, or level-duration powers that do not already require concentration.

**Constant:** The power is always active. For damaging powers, this means you may damage people and things around you. Other powers may make you appear freakish or just make life difficult for you.

**Degrades:** Your power loses one level every page of use. It recovers its lost levels in between chapters.

**Exclusive:** You cannot use or maintain other powers while using the exclusive power.

**Extra Only:** You can only perform one extra of the power and *not* the base effect. You cannot gain any of the power's other extras or use them as stunts.

**Line of Sight:** You must be able to see the targets of your power (or they must be able to see you).

**Max Only:** You must use your power at full effect and cannot vary its level or exert any fine control.

**No Stunts:** You cannot perform stunts with the power. You can only ever use its base effect.

**Only X:** Your power works only in a given situation or against a particular subject, such as only at night, or only when you're angry, only against men (or women) and so forth.

**Others Only:** The power only affects others; you cannot use it on yourself. This cancels out the cost of the Affects Others extra, if the power only affects others.

**Performance:** You need to perform in some fashion to use the power, from a little song and dance to mystic gestures and reciting arcane incantations.

If you cannot perform, you cannot use the power. The performance occurs as part of the action of using the power unless it also requires Preparation (following).

**Preparation:** You have to prepare—taking no other actions—for at least one page to activate the power.

**Source:** You cannot generate the energy or material for your power, but must rely on an outside source. The GM may limit your power level to the effective level of the available source.

**Temporary:** Your power's effects only last for pages equal to its level.

**Tiring:** Using the power causes you to lose 2 Stamina.

**Uncontrolled:** Your power activates sometimes whether you want it to or not, under the control of the GM.

**Unpredictable:** When you try using your power, roll a die: on a 1 or 2, the power doesn't work.

**Unstable:** If you use your power in a fight or other tense situation, roll a die: on a 1 or 2, your power goes off at random.

## LIMITS & TROUBLE

In many regards, you can think of power limits as “pre-bought” trouble for characters (see **Trouble in The Basics** chapter of **Icons**). Limits are things that can go wrong with a power, or areas where the power is not as effective—or not effective at all. In exchange for this, the limit grants a benefit, whether reducing the power's Determination impact, providing a “free” extra, or a boost to the power's level. These benefits, not coincidentally, are the same as those provided by advantage: a stunt, improved effort, or a Determination Point (which is itself equivalent in value to an advantage).

Therefore, Game Masters should keep in mind that while limits are often *like* trouble, they do not count as trouble when it comes to gaining Determination Points. So, for example, if a hero has an Only at Night limit on her Strength Increase, then she does not experience disability trouble—or earn Determination—when her increased Strength goes away during the day. The limit already provided a benefit. Having it also count as trouble would be “double-dipping” in terms of its value!

# ADDING & MODIFYING POWERS

The following chapter provides details on acquiring powers during the hero creation process, and applying extras and limits to those powers. Once heroes have entered play, the Game Master may want to allow some “fluidity” to the players’ hero creation decisions (much like the **Qualities-on-the-Fly** option from the **Hero Creation** chapter of **ICONS**), should initial game-play reveal some better choices. Ultimately, after a few game sessions, the heroes’ powers and abilities should be fairly fixed.

At that point, players add powers, or modify their heroes’ existing powers, using the guidelines for **Changes** outlined in the **Gamemastering** chapter of **ICONS**:

**Minor changes** include adding a new extra to a power (reducing Determination level by 1 or adding a new limit to the power to compensate), removing a limit of a power (reducing Determination level by 1), mastering a stunt (reducing Determination level by 1), or swapping an existing extra for a new extra, or an existing limit for a new limit. At the GM’s option, it can also include adding a new limit to a power, with the usual choice of benefits.

**Moderate changes** include raising one power level by 1, or swapping the levels of any two powers.

**Major changes** include gaining an all-new power, its level rolled on the **Level Determination** table, and completely re-rolling all of the hero’s powers from scratch. Major changes also include raising the hero’s Determination level by 1, which can compensate for Determination “spending” for lesser changes.

## ON-THE-FLY MODIFICATIONS

In addition to permanent changes, players can modify their heroes’ powers during play using advantage. Stunts allow players to temporarily swap a new power effect for an existing effect (using a Force Field for Flight, for example), to grant a power an extra it doesn’t normally have (such as “spreading” a Blast to become a Burst), or overcoming one of the power’s limits, such as using a Preparation power immediately without any preparation or ensuring an Unpredictable power works when it really has to.

The general rule of thumb concerning power modifications is: if the player is willing to use advantage to do it, it should be possible as a stunt.

# ACQUIRING POWERS

**Assigning powers to characters is covered in the Hero Creation chapter of *Icons Superpowered Roleplaying*.** This chapter supplements those rules to account for the additional powers and options found in **Great Power**.

As in the **Icons** rules, roll to determine the base number of powers the hero has (adjusted for origin) and then roll on the following tables for each power to determine the specific power. Roll on the Level Determination table to set the power's level. The following guidelines apply while determining a hero's powers:

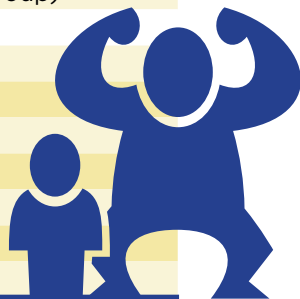
- If you roll more than one power of the same type you can choose to re-roll the second power until you get a different type.
- If you roll the same power more than once (getting the offensive power Blast twice, for example), you may either select to increase the first instance's rolled level by 2 (to a maximum of 10) or roll again until you get a different power.
- You may choose to discard a rolled power and replace it with an extra for one of the hero's other powers. So, for example, if you have rolled Air Control 6, Swimming 5, and Telepathy 5, you could choose to discard Swimming or Telepathy, replacing either power with one of the extras listed for Air Control in that power's description at Air Control's level of 6.
- You may choose to limit a power, applying one or more of the limits listed in its description. See **Limits** in the previous chapter for details.

## POWER TYPE TABLE

2d6 Roll	Power Type	Next Step
2-3	Mental	Roll on the <b>Mental Powers</b> table
4-5	Control	Roll on the <b>Control Powers</b> table
6	Defensive	Roll on the <b>Defensive Powers</b> table
7	Offensive	Roll on the <b>Offensive Powers</b> table
8	Movement	Roll on the <b>Movement Powers</b> table
9-10	Alteration	Roll on the <b>Alteration Powers</b> table
11-12	Sensory	Roll on the <b>Sensory Powers</b> table

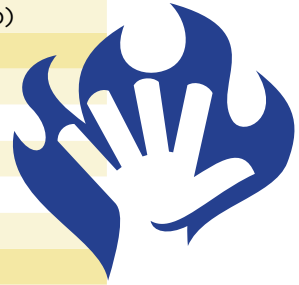
## ALTERATION POWERS TABLE

First d6	Second d6	Power
1-2	1	Ability Boost (group)
	2	Ability Increase (group)
	3	Alter Ego
	4	Alternate Form (group)
	5	Aquatic
	6	Density
3-4	1	Dimension Control
	2	Duplication
	3	Evolution
	4	Extra Body Parts (group)
	5	Gestalt
	6	Growth
5-6	1	Invisibility
	2	Mimicry (group)
	3	Phasing
	4	Shrinking
	5	Stretching
	6	Transformation



## CONTROL POWERS TABLE

First d6	Second d6	Power
1-2	1-2	Alteration Ray (group)
	3-4	Continuum Control (group)
	5-6	Element Control (group)
3-4	1-2	Energy Control (group)
	3	Healing
	4	Machine Control
	5-6	Matter Control (group)
4-6	1-2	Power Control (group)
	3	Servant
	4	Spirit Control
	5-6	Wizardry (group)



## DEFENSIVE POWERS

First d6	Second d6	Power
1-2	1-2	Absorption
	3	Adaptation
	4-6	Force Field
3-4	1	Immortality
	2-4	Life Support
	5-6	Reflection
5-6	1-2	Regeneration
	3-6	Resistance (group)



## MENTAL POWERS

First d6	Second d6	Power
1-3	1	Astral Projection
	2	Dream Control
	3-4	Emotion Control
	5-6	Illusion or Images
4-6	1-2	Mental Blast
	3	Mind Control
	4	Mind Shield
	5-6	Telepathy



## MOVEMENT POWERS

First d6	Second d6	Power
1-3	1	Burrowing
	2	Dimensional Travel
	3-4	Flight
	5-6	Leaping
4-6	1	Spinning
	2-3	Super-Speed
	4	Swinging
	5	Teleportation
	6	Wall-Crawling



## OFFENSIVE POWERS

First d6	Second d6	Offensive Power
1-3	1	Affliction
	2	Aura
	3	Binding
	4-5	Blast
	6	Corrosion
4-6	1	Dazzle
	2	Energy Drain
	3	Fast Attack
	4-5	Strike
	6	Stunning



## SENSORY POWERS

First d6	Second d6	Sensory Power
1-3	1-2	Danger Sense
	3-4	Detection (group)
	5	Environmental Awareness
	6	ESP
4-6	1	Interface
	2	Postcognition
	3	Precognition
	4-6	Super-Senses (group)





## CREATING YOUR OWN POWER TABLES

The power acquisition tables in this chapter provide a fair distribution of powers, given the die rolls and probabilities involved, weighted slightly towards some of the more commonly-found powers in the superhero comics (for example, there's a better chance for a hero to get Damage Resistance than Immortality, or Blast rather than Energy Drain).

If you want to retain the creative kickstarter of randomly rolled powers, but better suited to a particular type or style of **Icons** game, feel free to modify the tables found here (and elsewhere in this book) to suit your intentions. The simplest modification is to restrict certain powers, telling players who get that result to roll again until they get an available power. You can even ban certain power *types*, such as no Alteration powers, or only Mental and Sensory powers, for example. You can also come up with completely new tables that redistribute the powers as you like.

Redesigning the power assignment tables is left as an exercise for the Game Master who wishes to do so. Weight the available options according to how you want them to come up in your game, assigning appropriate die roll ranges to them.

## DETERMINATION

**Once you have generated your hero's powers (and modified the rolled powers as desired)** you can figure the hero's Determination level, as described in **Icons**: subtract the hero's total number of powers from 6. The result is the hero's starting Determination level, with a minimum of 1. Each ability above level 6 also counts as a power, as does each extra of a power, not specifically balanced by the addition of a limit. Some power limits may reduce a power's starting Determination "cost" but cannot reduced it below 0.

**Examples:** The Mighty Saguaro has three powers: Aura, Leaping, and Life Support. He also has Strength 9, but all his other abilities are level 6 or less. That gives him a total of four powers, which his player subtracts from a starting value of 6 to give Saguaro a starting Determination value of 2.

Hangman has only one power (his Binding Device, the Noose of Judgment) and no abilities above 6. (Although he has plenty of specialties, they don't count.) However, his Device does have one extra: it also gives him the Swinging power. That's a total of two, subtracted from 6 for starting Determination 4.

Miss Tikal has Magic and Willpower 7 but her Magic power has three extras: Mastery of Blast, Force Field, and Teleportation. That makes for a total of five, subtracted from 6 for starting Determination 1. If this really concerned Miss Tikal's player, she could potentially add a limit or two to her Magic in order to counterbalance the effect of those extras, but she decides Miss Tikal will use her Determination wisely and come up with ways to earn more during play. Note that the inherent Performance and Preparation requirements of Magic don't count as regular limits; they're just a part of the power, and removing them requires the addition of extras.

## DETERMINATION BY POWER LEVEL

Alternately, rather than calculating Determination level by number of powers and extras, you can use the following formula to take overall power level into account: add up the levels of all of the hero's powers, plus the level of each ability above 6. Each extra on a power adds that power's level again. Divide the total by 6 and round to the nearest whole number, using the result as the amount you subtract from the base value of 6 to figure starting Determination level, again with a minimum value of 1.

To use the prior examples, Saguaro's powers and Strength sum to 20, which is 3.33, rounded down to 3, for 3 starting Determination. Hangman doubles the level of his Device (since it has one extra) for a sum of 14, which is 2.33, rounded down to 2, for 4 starting Determination. Miss Tikal has a significant sum on 7 (her Willpower) + 21 (her Magic 7 with three extras) or 28, which is 4.66, rounded up to 5. Saguaro gets a slight bump due to some of his low power levels, while the other heroes remain the same. This approach generally benefits heroes with a larger number of low-level powers.

## SPENDING DETERMINATION

At the Game Master's option, a player can choose to "spend" some starting Determination (permanently reducing its level) in order to add extras to a hero's existing powers, essentially "pre-buying" one or more changes. For example, if Hangman (as a Trained hero) only rolled one power (the Binding Device) but his player wanted to spend a level of Hangman's starting Determination, the GM might allow him to add the Swinging extra to the Device during hero creation, rather than waiting to add it as a change with achievements earned during play.

# POWER DESCRIPTIONS

**This chapter contains descriptions of various powers, listed in alphabetical order by power name.**

Each description starts with the power's name, type, and whether it is a power group. The main text discusses what the power does in game terms, and any additional choices or die rolls made for the power during selection. The description concludes with extras and limits associated with the power, including standard extras, the ability to duplicate the effects of other powers, standard limits, and unique extras or limits of the power.

Note that the listing of standard extras and limits does not necessarily exclude others from the **About Powers** chapter, just that those not listed are either uncommon or not applicable, and may require some special consideration from the Game Master.

In addition to all the powers listed on the **Acquiring Powers** tables, this chapter contains separate listings for common power names and where that type of power effect may be found for players and Game Masters flipping through the listings looking for a specific power effect. For example, while there is no specific "Animal Control" power, there is an **Animal Control** listing with a reference to the Animal Control limit of the Mind Control power, which has the same effect. This increases the number of available power concepts without needlessly repeating their descriptions or game mechanics.

**WITH POWERS AND ABILITIES FAR  
BEYOND THOSE OF MORTAL MEN!**

**THE ADVENTURES  
OF SUPERMAN  
INTRODUCTION**

## **SPECIAL EFFECTS**

Speaking of power names, while the powers in this book have specific names, players and Game Masters are free to call their characters' powers whatever they like, so long as everyone understands what they mean in game terms. If it's more fun and atmospheric to call your hero's Close Range Mind Blast a "Psi-Blade," by all means, do so!

Likewise, players are free to come up with whatever "special effects" they want for their powers: whether their Blast is a particular color, for example, or a smooth beam or jagged bolt, whether it emits from the hero's hands, eyes, or forehead, what their Force Field looks like, or the sound associated with their Teleportation, to name a few. These added details can add a lot of flavor to heroes without any additional mechanical "overhead."



## ABILITY BOOST

**ALTERATION.** **Ability Boost temporarily increases** one ability, chosen when the power is acquired, making it a power group of six powers, one for each ability: Prowess Boost, Coordination Boost, Strength Boost, and so forth. Choose an ability or roll on the following table.



d6 Roll	Ability
1	Prowess
2	Coordination
3	Strength
4	Intellect
5	Awareness
6	Willpower

You can boost the chosen ability's level up to the power level for a level duration. Then the ability's level is reduced to one **lower** than its normal level for the same duration while it "recovers."

**Example:** Strength Boost 8 raises your Strength level to 8 for 8 pages, then your Strength drops to 1 less than its normal level for 8 pages while you recover.

If you boost a level 0 ability, such as a power you don't normally have, then it drops back to level 0 while it recovers, making it unusable during that time.

When you determine the level for this power, any rolled result equal to or less than your existing ability level should be re-rolled until you get a higher level. Level 10 abilities cannot be boosted; choose or roll a different ability. Ability Boost only counts as a power for figuring Determination if its level is 7 or greater.

### EXTRAS

**Standard:** Affects Others, Ranged

**Boost Two:** You can boost two abilities at once, using the same guidelines for boosting one. For each additional extra, you can boost an additional ability.

**Extended:** Your boost lasts for as long as you concentrate but, as soon

as your concentration lapses, the boost ends and you cannot use it again for a level duration.

**Power Boost:** You can boost powers of a particular type or source, such as mutant or magical powers, rather than abilities. This works the same way as boosting abilities.

## LIMITS

**Standard:** Degrades, Exclusive, Extra Only, Others Only, Preparation, Situational, Source, Tiring

**Situational (Emotion-Linked):** You have to feel a particular emotion (love, hate, fear, etc.), often connected to one of your qualities, to use your Ability Boost.



## ABILITY INCREASE

**ALTERATION. This power permanently increases one** of the character's abilities (an attribute or power) to the rolled level or by +2 (to a maximum of 10), whichever is greater. It does not count towards Determination, but an increased attribute *may* do so, if it is 7 or greater. Select an ability or roll on the following table:



d6 Roll	Ability
1	Prowess
2	Coordination
3	Strength
4	Intellect
5	Awareness
6	Willpower

## LIMITS

**Specialty Increase:** Your power only increases a specialty of the ability rather than the entire ability.



## ABSORPTION

**DEFENSIVE.** You can absorb a particular type of attack, such as kinetic impact or a type of energy (see **Energy Control** for examples). So you might have Impact Absorption (blunt damage), Fire Absorption, Radiation Absorption, and so forth. Subtract your Absorption power level from the attack's level. If this reduces the attack's level to 0 or less, it has no effect on you. Any remaining levels of the attack affect you normally; apply any Resistance to the remaining level (see **Resistance**, p. 106).



Choose one of Ability Boost, Blast, or Healing you can power with your absorbed energy. You can acquire the others as regular extras.

### EXTRAS

**Ability Boost:** On your next panel after absorbing damage, you can use the absorbed energy as an Ability Boost reaction with a level equal to the level absorbed. The affected ability is chosen when you take this option, and each other ability counts as a separate extra.

**Blast:** On your next panel after absorbing damage, you can unleash the absorbed energy as a Blast with a level equal to the level absorbed.

**Broad:** Your Absorption protects against all physical or all energy damage, rather than a specific type.

**Healing:** As a reaction you recover Stamina equal to the level absorbed, up to your maximum Stamina level. For an additional extra, you can gain Stamina over your normal maximum, up to twice your normal maximum Stamina.

## ACID

You can exude or project a corrosive substance that inflicts damage. See the **Corrosion** power (p. 56). The acid might exude from your hands or you could have acidic spit. If you exude acid from your pores (or entire body), affecting anything touching you, see the **Aura** power (p. 52).







# ADAPTATION

**DEFENSIVE.** Adaptation allows you to transform to adapt to hostile environments. After a page of preparation, physical aspects such as appearance, skin, lung capacity, and resistance to natural damage sources change. You can adapt higher Strength to handle an alien planet's gravity or Life Support to breathe methane, for example. The power adapts to conditions, not threats; you can't grow wings if you're pushed off a cliff, but you can grow gills and become Aquatic when plunged into water. Similarly, you gain no resistance to attacks, but can gain Heat Resistance in the domain of the Lava Men. Maximum benefits are at your Adaptation power level and last as long as you are exposed to the condition.



The Game Master may rule on exactly what powers your adapt to overcome a condition, and what conditions or threats are affected by your power.

## EXTRAS

**Powers:** Danger Sense, Regeneration, Resistance

**Standard:** Affects Others

**Defensive:** An Adaptation test against a threat's level allows you to adapt to a threat (such as an attack), rather than just a condition. It still takes a full page to adapt (unless you also have the Instant extra). Such willed adaptations last for the chapter, until you adapt to a different danger, or until you are unable to concentrate on them.

**Instant:** Your body adapts as a reaction, without any preparation, meaning you can even adapt to multiple successive conditions in a single page.

## LIMITS

**Standard:** Exclusive, Temporary

**Only X Environments:** Your Adaptation only works in certain particular hostile environments, rather than all of them. Examples include, Aquatic, Extraterrestrial (other planets), Outer Space, Subterranean (underground), and Terrestrial (environments found on the surface of the Earth), to name a few.



# AFFLICTION

**OFFENSIVE.** You cause a fast-acting affliction—like a disease or toxin—by touching a target. Make a Prowess test to touch your target, then an Affliction test against the higher of the target's Strength or Regeneration level: **Massive or major failure** means no effect and ends any ongoing Affliction effect.



**Moderate failure** means no effect on this page, but the Affliction continues and another test is required on the following page, at the start of your panel.

**Marginal success** inflicts half the Affliction's level as Stamina damage, ignoring Damage Resistance, and the Affliction continues, as above. **Moderate success** or better inflicts the Affliction's level as Stamina damage, ignoring Damage Resistance, and the Affliction, continues, as above.

Choose whether your Affliction causes a target reduced to 0 Stamina to remain unconscious (like a major stunning outcome) or begin losing Strength levels (like a major killing outcome).

## EXTRAS

**Powers:** Energy Drain

**Standard:** Burst, Contagious, Ranged, Reversible, Slow Recovery

**Aging:** You accelerate or reverse the aging process. This adds or subtracts a number of years from the victim's age equal to the power's level per degree of success. With two extras, you can both accelerate and reverse aging.

**Aura:** You can afflict anyone who touches you as a reaction in addition to afflicting those you touch.

**Influence:** Rather than inflicting Stamina damage, your Affliction can exert Mind Control over the target at its level.

**Transformation:** Upon reducing a target to 0 Stamina, your Affliction affects them like the Transformation power.

## LIMITS

**Standard:** Constant, Degrades

**Slow Effect:** Your Affliction does not take effect immediately. Instead it affects the target later in the same chapter and then once each following chapter rather than each page, making it more like a slow poison or natural disease.



## AIR CONTROL

**CONTROL.** You manipulate air and wind, creating winds of power level Strength for purposes of moving objects (see the **Benchmark Table** for guidelines of how much weight you can move).

### EXTRAS

**Standard:** Burst

**Powers:** Blast (air, Burst), Flight (Passengers), Force Field, Resistance (Cold, Gases, Pressure, Suffocation), Super-Senses (Spatial Sense, air currents), Servant (air elemental), Weather Control

**Air Bubble:** As a reaction, you can create and maintain a sphere of breathable air that keeps out water, gases, and similar effects with a level less than your power. The sphere fits a number of people equal to your level.

**Suffocation:** You can prevent air from reaching the lungs of a target of your choice within extended range with a successful Coordination vs. Coordination test. If the test succeeds, make a test of your Air Control vs. the target's Strength and treat the result as an Affliction attack: success results in power level Stamina damage, ignoring Damage Resistance, and the target must make an additional test at the start of each of your panels, so long as you concentrate to maintain the effect.

**Vacuum:** You can remove the air in a close range area within extended range, creating a vacuum. The surrounding air normally rushes in like a thunderclap. Make an Air Control test against the Strength of each character in the area; success causes them to lose one panel of action and deafens them for pages equal to your power level. If you choose not to allow the air to fill the vacuum (keeping it out as an exclusive action) those in the area also suffer the effects of suffocation (previously).





## ALTERATION RAY

**CONTROL.** This power group is made up of Alteration Powers you can use on others at extended range rather than on yourself. Choose one of the options from the following list or roll 1d6:



d6 Roll	Type	Effect
1	Density Ray	You increase the target's density.
2	Growth Ray	You enlarge the target.
3	Invisibility Ray	You make the target invisible.
4	Phasing Ray	You make the target intangible.
5	Shrinking Ray	You shrink the target.
6	Transforming Ray	You transform the target into a different shape or substance.

Make a Coordination vs. Coordination test to hit the target. A successful hit subjects the target to the effect of the Alteration Power. See the individual power descriptions for details.

### EXTRAS

**Offensive:** Your Alteration Ray has an effect that is more detrimental than beneficial. For Density Ray and Growth Ray, the target does not gain Strength, but still loses Coordination. For Shrinking Ray, the target loses Strength, rather than retaining normal Strength. For a Transforming Ray, the target may lose mental abilities, or only turn into a detrimental form.

### LIMITS

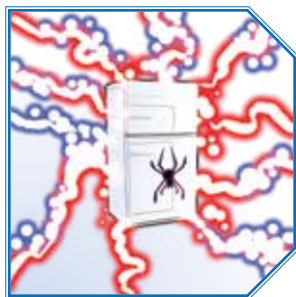
**Standard:** Close Range

**Offensive Only:** Your Alteration Ray is only a detrimental effect (previously) and cannot provide a beneficial one. You must have the Offensive extra, but this limit can cancel out its cost.



## ALTER EGO

**ALTERATION.** You can transform into an entirely different alternate character! Create a second character as your Alter Ego. The new character automatically has one fewer power to account for this one. The GM may require certain traits, notably origin and mental abilities, to remain consistent between the two characters, but this does not have to be the case. Transforming between your Alter Egos takes a page of preparation, during which you can do nothing else.



### NORMAL IDENTITY

If your hero simply has an “ordinary” human identity with no powers, that is an example of disability trouble rather than an instance of this power: occasionally you have to deal with being in a form that doesn’t have access to your usual powers. Alter Egos have powers of their own.

### SERIAL ALTER EGOS

If you roll this power, you can take the following option: stop rolling and discard *all* other powers. In their place, you can assume a **series** of superhuman Alter Egos! You either have a set number of Alter Egos equal to your number of initially rolled powers (minimum of three) or an unlimited series of **random** superhuman forms (randomly generate a new character for each identity assumed). In both cases, you can assume an Alter Ego form with one panel of preparation to transform, but must revert to your normal form afterward for an amount of time equal to the time spent in your superhuman form(s).

### EXTRAS

- **Instant:** It does not take a page of preparation to assume your Alter Ego, you can do so instantly during your panel.
- **No Interval:** You do not have to revert to your normal form for any time between assuming different serial Alter Egos.



## ALTERNATE FORM

**ALTERATION.** You can transform into a form other than flesh and blood. Choose from the following list or roll:



d6 Roll	Alternate Form
1	Energy Form
2	Explosive Form
3	Fluid Form
4	Gaseous Form
5	Shadow Form
6	Solid Form

It takes a page of preparation for you to change into your Alternate Form, but you can change back to normal instantly. Depending on the form and Game Master approval, you can use the level of this power to determine damage when attacking in close combat (punching with fists of steel, igniting things while made of fire, suffocating with gas or water, burning with acid, etc.).

Each kind of Alternate Form is itself a power group, so you have Electrical Form, Fire Form, Gaseous Form, Metal Form, Water Form, and so forth, as the individual powers.

### ENERGY FORM

You become a coherent field of energy (see **Energy Control** for some possibilities). You gain Flight at your power level and Immunity to Physical Attacks but you have no Strength and automatically fail Strength tests to touch or affect physical objects. Attacks affecting your type of energy still affect you. You can acquire Energy Control of the same type as your form as an extra.

### EXPLOSIVE FORM

You can make your body explode! Make a power level test against the Coordination of everyone within close distance, reading the results as a

blasting or shooting test (choose one when you take this power). You then reform at the start of the next page. Until then you are Immune to Damage but unable to affect the physical world. You can delay reforming for up to your power level in pages and reform anywhere within extended range of where you exploded. As an extra, you can teleport after exploding, reforming some distance further away (see **Teleportation**, p. 120).

## FLUID FORM

You transform into a fluid form, able to flow like water through cracks and other small spaces. You might be a liquid like water or a mass of fine particles like dust or sand, or tiny insects or robots. You gain Damage Resistance and Stretching equal to your power level.

## GASEOUS FORM

You transform into a cloud of gas or fine airborne particles, possibly even a swarm of flying insects or nanites. You gain Flight 1 and can flow through any opening that's not airtight. You gain Immunity to Physical Attacks except for those that would disrupt or affect a cloud.

## SHADOW FORM

You transform into a flat black silhouette of your normal appearance. You have no Strength and automatically fail Strength tests to touch or affect physical objects. You gain Immunity to Physical Attacks, except for light-based attacks, which have a Stunning effect on you in addition to their normal effect. You have Wall-Crawling, the 2D capability of Dimension Control and the Invisibility power, limited to while you are surrounded by shadows or dim lighting, all at your Shadow Form level (see the individual power descriptions).

## SOLID FORM

You transform into a dense solid material like metal or stone. You gain Strength equal to the greater of your power level or your normal Strength +1 while in solid form along with Damage Resistance equal to your power level.

## EXTRAS

**Broad:** You can transform into any form within your Alternate Form group, rather than a specific form—any Energy Form or Gaseous Form rather than just one, for example.

**Instant:** You can assume your alternate form without any preparation.

## ANATOMIC SEPARATION

You can split off parts of your body harmlessly and control them while separated. See the **Anatomic Separation** limit of the **Duplication** power (p. 63).

## ANDROID BODY

The **Artificial origin** means you are a construct rather than regular living being. You can discard a rolled power and replace it with **Life Support** (p. 86).

## ANIMAL COMPANION

See the **Servant** power (p. 107). An animal companion may also be handled as a quality: tagged to provide the character with bonuses under the right circumstances, compelled when the companion is threatened or otherwise causes problems for the character, but having no other game traits of its own.



## ANIMAL CONTROL

See the **Animal Control** limit of the **Mind Control** power (p. 92). Animal controllers often have the Burst or Mindlink extras to compensate for the Animal Control limit, or also have the One Type limit in addition, limiting them to a specific type of animal.



## ANIMAL FORM

See **Animals** under the **Transformation** power (p. 123). Were-creatures typically have the One Type limit as well, transforming into a single animal-human hybrid form.







## ANIMAL MIMICRY

**ALTERATION.** You can mimic the traits of animals, gaining the Strength of an elephant, the Super-Speed of a cheetah, the Coordination of a monkey, or the Extended Vision and Flight of an eagle, to name a few.



Each page, you can choose an animal to mimic, gaining its trait levels up to a maximum of your Animal Mimicry power level. An animal must be within visual range in order for you to mimic it. The Game Master determines what animals are nearby (possibly modified by Retconning).

You can only mimic one animal at a time and lose any other animal abilities when you switch from one animal to another. You either retain your normal appearance or gain some of the physical appearance of the animal you mimic (your choice when you acquire this power).

### EXTRAS

**Extra Animal:** You can mimic two animals at once, mixing and matching their traits, and duplicating the best of each. If you take this extra more than once, you can mimic an extra animal for each one.

**Rangeless:** You can mimic any animal you can think of rather than just those nearby.

### LIMITS

**Standard:** Close Range, Exclusive, Preparation

**One Type:** You can only mimic one type of animals, such as jungle creatures, avians, sea creatures, or insects, for example.

## ANIMATION

You can bring non-living objects or images to life. See the **Servant** power description (p. 107), possibly with the Source limit, if you are limited to animating the objects that are available around you.





## AQUATIC

**ALTERATION.** You are equally suited to functioning underwater and on land. You can breathe water and your Coordination and Awareness while submerged equal the higher of their normal levels +1 or this power's level, whichever is greater. You can swim at a speed based on your half your power level (rounded up). See the **Benchmarks Table** to get an idea of your speed: 3 is a swift swimmer like a dolphin, 5 is as fast as a submersible, 7 like a torpedo, while higher levels are faster than any known sea creature or vessel.



### EXTRAS

**Powers:** Leaping (only out of water), Resistance (Gases, Pressure, Water), Servant (Limited to Aquatic Creatures)

**Enhanced:** Your Aquatic power also enhances your Prowess and Strength while you are submerged, raising them to the higher of their normal levels +1 or your Aquatic power level, whichever is greater.

### LIMITS

**One Type:** You either have aquatic adaptation (the ability to breathe underwater and use your Aquatic level in place of Coordination and Awareness while submerged) or swimming speed, but not both.

**Water-bound:** You cannot breathe air, and experience exhaustion when you are out of water (see **Exhaustion** in the **Taking Action** chapter of **Icons**).

## ARMOR

See the **Resistance power, specifically Damage Resistance** (p. 106). For worn armor, including battlesuits, see **Defensive Devices** in the **Devices** chapter. Your armor can look like whatever you want, from a rocky, leathery, or scaly hide or a suit of medieval or high-tech armor or what looks like ordinary skin or clothing.



## ARTIFICIAL BODY

The **Artificial** origin means you are a construct rather than regular living being. You have Life Support in addition to your other powers, and can discard a rolled power to increase your Life Support level to 10.



## ASTRAL PROJECTION

**MENTAL.** You can project your astral form (the vessel of the mind and spirit) out from your physical body, allowing it to travel elsewhere. Your body remains in a coma-like state, although you are aware of any harm befalling it. Should your body perish while your astral form is away, you remain trapped in astral form. You are not, however, automatically aware if someone or something moves your physical body while your astral form is away, which may force you to search for it.



Your astral form has Flight and Phasing at your power level. It can observe, but not affect, the physical world and cannot be detected by physical means, although Astral Detection and Telepathy reveal it. You can use mental powers against non-astral beings, but with a +2 difficulty modifier. Your powers work normally against other astral beings.

### EXTRAS

**Powers:** Astral Detection, Dimensional Travel (while in astral form), Dream Control

**Mental Mastery:** You can use mental powers on non-astral beings while in your astral form without a difficulty modifier.



## AURA

**OFFENSIVE.** You can surround yourself with a damaging effect like fire, raw energy, sharp spines, or acid, chosen when you gain this power. Anything touching you suffers damage equal to your power level; this includes anyone attacking you unarmed (or their weapon if they attack with one). If you deliberately touch an opponent (including grabbing them), they suffer your Aura's damage. If you strike an opponent, they suffer your aura's damage as a Secondary Effect of your Strength damage.



### EXTRAS

**Powers:** Blast, Energy Control (of the Aura's type), Life Support, Resistance (to Aura's effect)

**Standard:** Contagious

**Partial:** You can control which parts of your body your Aura covers, allowing you to, for example, uncover your hands to handle objects safely while keeping your Aura active.

**Variable:** Your Aura can shift between different forms of energy. See the Energy Control power for examples.

### LIMITS

**Standard:** Constant



## BINDING

**OFFENSIVE.** You can project an attack out to extended range that binds or traps the target with glue, ice, mud, webbing, or the like, with Material equal to your power level. Make a Coordination vs. Coordination test to hit: A **failure** has no effect. A **marginal success** is like a moderate success (following) but the binding's Material level is halved. A **moderate success** applies a -2 penalty to the target's actions and sticks them to the spot, while a **major or better success** renders the target incapable of physical action until they escape.



### EXTRAS

**Standard:** Burst, Contagious, Secondary Effect



## BLAST

**OFFENSIVE.** You can project a damaging blast at extended range. Choose the effect of your Blast—from pure force to an element or energy—and whether it is a blasting or shooting attack when you get this power. Your Blast inflicts damage equal to its level.



### EXTRAS

**Standard:** Affects X, Burst, Contagious, Secondary Effect

**Disintegration:** If your Blast destroys a target, it is completely vaporized (transformed into energy, etc.), leaving no trace behind.

**Extra Type:** Your Blast can be either a blasting or shooting attack, chosen when you make the attack.

### LIMITS

**Standard:** Blocked

## BODY OF...

For powers where you turn into another material or energy, see the **Alternate Form** power (p. 46). For some characters, an alternate body type is a permanent condition, applying the Constant limit to the power, or a suitable quality that causes trouble related to their unusual body type.



## BOUNCING

You can ricochet off the ground or other surfaces. See the **Bouncing extra** of the **Stretching** power (p. 114), possibly with the **Inflating** limit, if you are only capable of bouncing. Some characters have bouncing as an extra on a **kinetic Force Field** (p. 76): their field protects them from damage by redirecting the impact, causing them to bounce or ricochet away from it.



## BURROWING

**MOVEMENT.** You have the ability to tunnel beneath the ground at your normal speed, moving through any Material equal to or less than your Burrowing level. Tougher Materials roughly halve your speed per level of difference: halved for one level, one-quarter for two levels, and so forth. You can leave a tunnel behind you as you burrow, allowing others to follow, or to have it fill in behind you, preventing others from following, as you choose.



### LIMITS

**One Type:** You can only burrow through a particular type of material, like sand or ice.

## CHI POWER

You can focus your chi or life force (also known as ki or prana) to improve one or more of your abilities. See the **Ability Boost** power (p. 38), possibly with the Preparation and Tiring limits. Chi power may also include extras like Blast, Healing, Resistance, and Strike.



## CLAWS

See the **Extra Body Parts** power (p. 72) and the **Strike** power (p. 115). Claws typically inflict slashing damage and include things like sharp teeth, talons, fangs, spines, bone spurs, and so forth. For sharp natural weapons that can inflict damage on anyone attacking you, see the **Aura** power (p. 52).





## COLD CONTROL

**CONTROL.** You can reduce temperatures to create cold. Choose one of the following extras you can perform, adding others as regular extras.

**Powers:** Absorption (cold, heat), Affliction (freezing), Aura (cold), Binding (ice), Blast (ice), Damage Resistance (ice armor), Fire Control (“cold fire”), Resistance (Cold, Heat)

**Ice Constructs:** You can create columns, walls, and other large geometric constructs of ice with power level Material.

**Ice Patch:** You create slick patches of ice. Moving across the ice requires a Coordination vs. Cold Control test to avoid falling and losing an action.

**Ice Ramps:** You can skate on ramps of ice that give you Flight 1 while within extended range of the ground.

**Ice Shield:** You can create a shield or barrier with Material equal to your power level and use it to block attacks.



### LIMITS

**Standard:** Source

## COMPUTER CONTROL

For the ability to control computers and machines, see the **Interface** power (p. 84) and the **Machine Control** power (p. 88).



## CONSTRUCTS

You can form solid objects—constructs—out of a type of energy (or matter). See the **Force Constructs** extra of **Force Control** (p. 75), along with similar **Energy Control** and **Element Control** extras (with “Construct” in the name), depending on the type of energy or matter used.





## CONTINUUM CONTROL

**CONTROL.** You control one of the fundamental forces of reality. See the descriptions of the **Friction Control**, **Gravity Control**, **Probability Control**, **Spatial Control**, and **Time Control** powers. Choose one or roll on the following table:



d6 Roll	Power
1	Friction Control
2	Gravity Control
3	Probability Control
4	Spatial Control
5	Time Control
6	Choose or re-roll, ignoring this result



## CORROSION

**OFFENSIVE.** You have a **corrosive, acidic, burning**, or rotting attack that causes damage equal to your power level by touch with a successful attack. The target takes half your Corrosion level in damage on each of the following two pages at the start of your panel unless some action is taken to neutralize the attack's effects.



Corrosion damages objects by eating away at their Material. Subtract the power's level from the object's Material. Objects reduced to Material 0 are destroyed. So if level 7 acid strikes steel (Material 8), it reduces the steel's Material to 1 (about that of paper) and a second such attack will destroy the metal completely.

### EXTRAS

**Standard:** Burst, Contagious, Ranged

**Powers:** Resistance (Corrosion)

**Consumption:** Your Corrosion resides in your mouth and digestive tract, allowing you to consume virtually anything, limited only by the size of your mouth. So you can use Corrosion to bite off the ends of guns, chew through



rope or cable, and so forth. As a side benefit, you're Immune to anything you swallow—mainly toxins, but also things like grenades!

**Extended:** Your half Corrosion damage lasts for an additional two pages, unless neutralized.

## LIMITS

**Blocked (Material-Sensitive):** Damage is delivered only to a particular type of material, such as wood or flesh.

**Situational (Emotion-Sensitive):** Damage is delivered only to creatures harboring a particular emotion, such as fear or greed.

# COSMIC AWARENESS

See Cosmic Detection under the Detection power (p. 60).



## COSMIC POWER

**CONTROL.** You wield a cosmic or primal power, tapping into the fundamental fabric of the universe itself.

Choose one power effect you can duplicate. Additional powers are available as extras. Essentially, virtually **any** power is a potential Cosmic Power stunt, with the Game Master's permission. At its most basic, Cosmic Power is often like an Energy Control power; see the various **Energy Control** power descriptions for examples.



## EXTRAS

**Powers:** Any

## LIMITS

**Standard:** Blocked, Exclusive, Preparation

**Ability-Linked:** Your Cosmic Power level is linked to one of your ability levels and cannot exceed that level. Reduce any rolled level for the power to your ability level. Level modifications due to limits (including this one) cannot raise the power above the linked ability level.

# CYBERKINESIS

See the Interface power (p. 84) and the Machine Control power (p. 88).

# DAMAGE RESISTANCE

For this and other types of Resistance, see the Resistance power (p. 106).



## DANGER SENSE

**SENSORY.** You have a special sense for danger, moments before it strikes. You can use your Danger Sense level as the ability for reactions to defend against attacks or other sudden dangers and for Awareness tests to notice those dangers. If your Danger Sense level is lower than the associated ability, level, you get a +1 bonus to tests using the ability instead.



## DARKNESS CONTROL

**CONTROL.** You can generate darkness, blacking out the area within extended range. The effects last with concentration, with lighting returning to normal the page after your concentration lapses. The affected area has a “Dark” quality you can activate for free to impose a Disability on those in it, rendering them unable to see, and Increased Difficulty for sight-based actions.



### EXTRAS

**Powers:** Absorption (Light), Blast, Dazzle, Emotion Control (Fear Only), Energy Drain (Life Drain), Flight, Force Field, Resistance (Darkness, Light), Servant (animated shadows), Super-Senses (Infravision), Teleportation (Transmit, darkness and shadows)

**Shadow Constructs:** You can project a black force, essentially “solid darkness,” forming different constructs with Material equal to your power level.

**Shadow Shaping:** You can change the shape and size of shadows and generate three-dimensional objects and creatures. These shadow images are immaterial (0 Strength and Immune to all forms of attack except Light Control and other light-generating effects).



## DAZZLE

**OFFENSIVE.** You can project an attack that temporarily overwhelms one of the target's senses; it could be dazzling light, a deafening sound, a chemical spray, a gob of mud, or anything similar. Chooses a sense your Dazzle affects when you acquire this power. In addition to the normal senses, you could dazzle a sensory power like Danger Sense or Detection.



Make a Coordination vs. Coordination test to hit. With a **moderate success**, you affect the target for one page, with a **major success**, the target is affected for one page per Dazzle level, and with a **massive success**, the target is dazzled for the entire chapter. Dazzled characters suffer a +2 difficulty on tests relying on the dazzled sense and automatically fail Awareness checks using it. Using an advantage to Recover ends the Dazzle immediately.

### EXTRAS

**Standard:** Burst, Contagious

**Powers:** Resistance (Dazzling)

**Extra Sense:** Your power affects two senses at once rather than one, simultaneously blinding and deafening, for example.

## DEATH TOUCH

See the Energy Drain power—specifically the Life Drain extra (p. 70).



## DENSITY

**ALTERATION.** You can increase your density, becoming heavier, stronger, and tougher, but also slower.

When your power is active, your Strength equals your Density level or your normal Strength +1, whichever is greater, and you gain Damage Resistance equal to your Density level.



### EXTRAS

**Phasing:** You can also lower your density, giving you Phasing at your Density power level.

## LIMITS

**Slow:** Your mass while dense slows you down. Your Coordination equals the lower of your normal level or 10 minus your Density level and, at Density 10, you are unable to move at all without making a difficulty 10 Willpower test, which allows you to move a few steps.



## DETECTION

**SENSORY.** You have the ability to detect a specific form of energy, power, or presence with Awareness equal to your Detection level. Select one type of Detection from the following list or roll 2d6:



2d6 Roll	Type	Effect
2	Cosmic	You can detect cosmic-level beings, cosmic energy, and universe-affecting events.
3-4	Emotion	You can detect emotional states or particular emotions like fear or love.
5	Energy	You can detect different types of energy and follow energy trails. You can identify different energy types with a power test.
6	Magic	You can detect magical energy – spells, artifacts, those with the ability to use magic, etc.
7	Magnetic	You can detect magnetic fields, including uses of Magnetic Control.
8-9	Power	You can detect the use of certain powers – when a power is used or someone possesses a power, such as mutant or mental powers.
10-11	Radiation	You can detect radioactive energy and sources of radiation, including uses of Radiation Control.
12	Spirit	You can detect spiritual activity such as ghosts or astral forms.

The table is by no means a definitive listing of available detection powers.

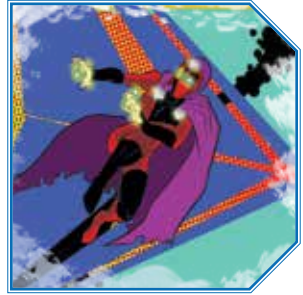
Players wanting a form of detection not listed here are encouraged to discuss the idea with their Game Masters.

In some cases, the GM may use an opposing ability, like Coordination or Willpower, as the difficulty for a power test to detect a subject deliberately hiding from you.



## DIMENSION CONTROL

**ALTERATION.** You can change the number of physical dimensions your body occupies, altering your abilities accordingly. You can shift from 3D to two other dimensional states and back. Shifting to other dimensions is an extra for each two additional dimensions. Your abilities are based on the number of dimensions you occupy:



**0D:** You exist as nothing more than a mathematical point in space. You can't move or take any actions, but the good news is you're Invisible and Immune to everything except powers that act directly on your mind or spirit.

**1D:** You're a nearly invisible line (Invisibility equal to your level). You have no Strength, but you can fit through any opening, no matter how small.

**2D:** You're a flat image of yourself. You can slip through any crack or opening that accommodates your width, and you have Invisibility when viewed from the side. As an extra you can develop a slashing Strike equal to your level, letting you slice through things.

**3D:** You have your normal physical abilities.

**4D:** Your Strength increases to your power level and you can "sidestep" physical objects as if you had Phasing. You gain the Super-Sense of Penetration Vision by being able to see "around" physical barriers (viewing them from higher dimensional space).

**5D:** You gain Time Control at your power level.

**6D:** You gain Dimensional Travel at your power level by "rotating" into different dimensions.

## LIMITS

**One Direction:** You can only add or subtract dimensions, not both.



## DIMENSIONAL TRAVEL

**MOVEMENT.** You can move at will between dimensions.

You may freely travel to any dimension you have previously visited but visiting a new dimension requires a difficulty 3 Dimensional Travel test. A failure means you don't go anywhere, and trying to reach that dimension requires determined effort, or you have some trouble reaching the destination dimension (usually losing one page of action upon arrival, but the GM gets to choose). A success means you reach the dimension with no trouble. Dimension Travel 8 or greater does not require a test (you automatically succeed). You generally return to a dimension at the place where you left it, unless you have the Teleportation extra or the GM says otherwise as a story element.



### EXTRAS

**Powers:** Teleportation

**Dimensional Pocket:** You can access a “pocket” dimension where you can stash items and retrieve them later. You can store a total mass in your Dimensional Pocket based your power level on the **Weight** column of the **Benchmark Table**.

**Reliable:** You never have to make Dimension Travel tests to reach new dimensions.

### LIMITS:

**One Dimension:** You can only travel between your home dimension and one other, chosen when you acquire the power.

## DISEASE

For the power to inflict illnesses—or various disease-like effects—on targets, see the **Affliction** power (p. 42).

## DISINTEGRATION

For powers that disintegrate or destroy matter, see the **Disintegration** extra of the **Blast** power (p. 53) as well as the **Corrosion** power (p. 56).



## DREAM CONTROL

**MENTAL.** You have the ability to manipulate dreams. You can control your own dreams, choosing what you dream. More importantly, you can implant images into the mind of a sleeping individual, similar to using the Illusion power (p. 82).

### EXTRAS

**Powers:** Astral Projection, Illusion, Telepathy

**Dream Travel:** You can enter the short-lived pocket dimension created by a person's dreams or nightmares. These dream-worlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. You can interact with things in it much as you would in the real world. Use Willpower in place of Strength when operating in the dream world.

**Sleep:** You can put someone into a deep sleep with a successful Dream Control vs. Willpower test.

### LIMITS

**Sleeping:** You can only use this power when you are asleep. If you are awakened, your dream body returns to your physical body immediately.



## DUPLICATION

**ALTERATION.** You can produce duplicates of yourself, up to your power level in number, so one duplicate with Duplication 1, two with Duplication 2, and so forth. (The power to create virtually unlimited duplicates is off the scale and best reserved for villains and Game Master characters.) It takes a page of preparation to create a duplicate.



Duplicates have the same abilities as you, except they lack this power (duplicates cannot themselves create duplicates). Duplicates performing the same action together use the rules for combined effort. Duplicates do not have Determination Points, but you can share yours with your duplicates.

A dead or unconscious duplicate disappears. If you are knocked out or killed, all your duplicates disappear.

## EXTRAS

**Instant:** Your Duplication does not require preparation; you can do it instantly, although you still do so on your panel and can still only create one duplicate per page unless you have the Multiple extra as well.

**Mental Link:** You and your duplicates share a mental link, allowing you to communicate silently and instantly with each other.

**Multiple:** You can produce your maximum number of duplicates all at once, rather than one at a time.

**Reabsorption Healing:** When you merge with a duplicate, you gain the benefit of Healing equal to half the duplicate's current Stamina (round down).

**Reaction:** You can duplicate in response to a circumstance, such as being struck or exposed to a loud noise. This happens instantly as a reaction.

**Real Duplicates:** All of your duplicates are the "real" you: dead or unconscious duplicates still disappear, but there is no "weak link" that causes them all to vanish. As long as one duplicate survives, you survive.

## LIMITS

**Anatomic Separation:** Rather than duplicating, you harmlessly split your body into smaller segments, detaching a hand or a limb, for example. Separated body parts act independently. You can produce a number of splits equal to your power level.

**Feedback:** You suffer the same stun results (but not other effects) as your duplicates.

**Future Duplicates:** All your duplicates are the "real" you from different points in your future. This means if *any* duplicate is killed, you will also die sometime soon!

**Illusory Duplicates:** Your duplicates aren't real, just intangible illusions. They're good for distraction and appearance, but nothing else. On the upside, you have the benefits of the Instant and Multiple extras along with this limit at no cost.

**Living Duplicates:** Your killed duplicates never reappear. When a duplicate is lost, reduce your power level by 1 permanently.





## EARTH CONTROL

**CONTROL.** You can manipulate earth and rock. This ability is limited to naturally-occurring materials like stone and dirt, and consistent semi-natural material such as asphalt and glass. Things like refined metals, artificially constructed mechanisms (including computers, guns, and vehicles), and living or once-living things (such as rubber, wood, and flesh) are beyond the scope of this power.



### EXTRAS

**Powers:** Binding, Burrowing, Force Field (earth and rock armor), Gravity Control, Resistance (Earth, Earthquakes), Servant (earth elemental)

**Earthwave:** You gain Flight 1 by raising pillars or waves of earth with power level Material under your feet and riding them.

**Earthquake:** Every individual and major structure touching the ground within extended range suffers damage equal to your power level.

**Lava Control:** You can turn any stone within extended range to molten rock. The lava cools in one page, unless you concentrate on keeping it molten. You can shoot Blasts of lava that do damage equal to your power level. If you attack a sentient stone creature with this power, treat it as a ranged Affliction (p. 42).

**Metal Control:** You can exert control over refined metals as well as natural earth.

**Tremors:** You can send tremors through the ground for an Earth Control vs. Coordination or Strength test to slam targets.

### LIMITS

**Grounded:** Your Earth Control level is halved if you aren't touching the ground. If you're further than extended range from the ground, your level is reduced to 0.

## ELASTICITY

You have a stretchy, elastic form. See the Stretching power (p. 114).



## ELECTRICAL CONTROL

**CONTROL.** You can generate and control electricity, shooting bolts of lightning out to extended range for damage equal to your power level.

You can also recharge electrical devices and conduct voltage through water and metals like copper, iron, and steel. While you touch a conductive surface, everyone else touching it is vulnerable to the attack.



### EXTRAS

**Powers:** Ability Boost (Strength only), Absorption (Electricity), Aura (Electricity), Flight, Machine Control, Resistance (Electricity), Super-Speed, Teleportation (Transmit, power lines)

**Brownout:** You can shut down all electricity in extended range for a level duration. This stops robots, powered armor, and computers from functioning unless they have backup power.

### LIMITS

**Standard:** Close Range, No Stunts, Source

**Non-Conductive:** You cannot act as a conductor for electricity from a power source. You can only generate power internally.



## ELEMENT CONTROL

**CONTROL.** You control one of the essential elements of the natural world. See the descriptions of the **Air Control**, **Earth Control**, **Fire Control**, **Plant Control**, **Water Control**, and **Weather Control** powers. Choose one or roll on the following table:

d6 Roll	Power
1	Air Control
2	Earth Control
3	Fire Control
4	Plant Control
5	Water Control
6	Weather Control



# EMOTION CONTROL

**MENTAL.** You can exert control over how a target feels, placing a temporary emotional quality of your choice on the target, such as “Terrified” or “Enamoured,” that you may activate for free so long as it lasts. Choose a target in visual range and make an Emotion Control vs. Awareness test. **Failure** means no effect, and you must make a determined effort to attempt to control the same target again in that chapter. **Marginal success** has no effect, but you can try again without determined effort. **Moderate success** places the emotional quality on the target. Concentrate and make a new test at the start of each of your pages to maintain it. **Major success** requires a new test after a level duration. **Massive success** can be maintained for the entire chapter.

You can instill a single emotional quality in the target at a time. One of the target’s other qualities may be activated to recover, at which point you must roll a new test to maintain the effect.

2d6 Roll	Emotion	Effect
2-3	Doubt	Beset with doubt, the target always acts last and may not make determined efforts.
4-5	Fear	Filled with terror, the target either flees or, if unable to flee, cowers.
6	Hate	The target is filled with hatred for a subject, and seeks to attack it.
7	Love	The target loves a subject and will help and defend it as much as possible.
8	Pleasure	So filled with good and pleasurable feelings, the target just sits around doing nothing.
9-10	Respect	Instilled with great regard for a subject, the target will do anything possible to assist it.
11-12	Sadness	Overwhelmed with sadness and despair, the subject can’t do anything.

## EXTRAS

**Powers:** Ability Boost (Affects Others)

## LIMITS

**One Emotion:** You can only instill one emotion, chosen when you acquire this power. Pick one or roll on the table.

**Pheromones:** Your power works through scents secreted by your body. Anything that blocks scent (like an environment suit or filter mask) prevents the power from working.

**Random:** You don't control the emotions you inflict; roll randomly on the emotion table when you use your power to learn what emotion you impose.

# EMPATHY

See the Emotion Detection power under Detection (p. 60).



# EMPOWERMENT

**CONTROL.** You can give other people powers by touching them and taking your action to empower them. You can grant any powers with total levels less than your Empowerment level. The granted powers last as long as you concentrate, and for pages equal to your Empowerment level afterward. You can revoke the granted powers at any time during your panel.

Some Game Master characters have Empowerment that is off the scale, capable of granting various powers with virtually unlimited levels for as long as they wish.

## EXTRAS

**Standard:** Burst, Ranged

**Extended:** The empowerment lasts for as long as you wish, or until you revoke it.

## LIMITS

**One Type:** You can only grant one type of powers, like only Energy Control powers or only Mental Powers.

**Transferral:** The only powers you can grant are other powers *you* have, and you lose levels equal to the amount you grant someone else.

**Unstable:** Any powers you grant automatically have the Unstable limit and may go out of control (see **Limits**, p. 24).



## ENERGY CONTROL

**CONTROL.** You exert control over one of the spectrum of energies and forces (or the lack thereof): **Cold Control**, **Darkness Control**, **Electrical Control**, **Force Control**, **Light Control**, **Magnetic Control**, **Radiation Control**, **Sonic Control**, and **Vibration Control**. See the individual power descriptions for details. Choose one or roll on the following table:

First d6	Second d6	Power
1-3	1	Cold Control
	2	Darkness Control
	3	Electrical Control
	4-5	Force Control
	6	Light Control
4-6	1-2	Magnetic Control
	3	Radiation Control
	4-5	Sonic Control
	6	Vibration Control

## ENERGY CONVERSION

You transform one type of energy into another. This is a type of **Energy Control** with the Source limit for working with ambient energy, such as Light Control (Source, sound) for converting available sound into light; your Energy Control power level is limited by the level of available Source energy. If you are also resistant to the type of energy you convert or generate, take (Energy Type) Resistance or Energy Absorption as an extra of your Energy Control power.



## ENERGY DRAIN

**OFFENSIVE.** You can sap a target's vital energy by touch. Make a Prowess test to touch the target. If successful, test Energy Drain vs. Strength or Willpower (choose one when you acquire this power). The target loses Stamina equal to the outcome, while you gain Stamina equal to the outcome (if you have lost any) with a maximum outcome equal to your power level.

### EXTRAS

**Standard:** Contagious, Ranged, Slow Recovery

**Ability Drain:** Your power drains an ability instead of Stamina. After a level duration, the drained ability regains 1 point per page until fully recovered. Each ability is a separate extra. If you can drain an ability and Stamina at the same time, that is an additional extra.

**Infection:** A victim drained to death via Life Drain (following) comes back from the dead as a energy drainer like you, under your mental control.

**Influence:** Until your victims fully recover, you can speak telepathically to them and attempt to control them with Mind Control at your Energy Drain level.

**Life Drain:** Targets drained to 0 Stamina must make a Strength test against your power level, with failure meaning they begin losing Strength levels and dying.

**Storage:** You can gain Stamina from Energy Drain over your usual maximum Stamina equal to your Energy Drain level. This extra Stamina fades at a rate of 1 point per minute.



## ENVIRONMENTAL AWARENESS

**SENSORY.** You are “in tune” with the environment, allowing you to sense things like weather, movement, the presence (or absence) of life, chemical contamination, and so forth, out to visual range. With a successful difficulty 5 Environmental Awareness test you can ask the Game Master a single yes-or-no question about the environment each game session, in addition to using advantage for insight into the environment.

### EXTRAS

**Powers:** Mind Control (Animal Control only), Plant Control, Postcognition (environment only), Precognition (environment only), Weather Control

## LIMITS

**Location Specific:** Your environmental awareness only works in a particular place or kind of terrain (a particular nation, only forests, only cities, etc.).

**Symbiosis:** Your health and well-being are linked to the environment around you. Damage to the environment causes you pain, as if you were subjected to a stun result of equal level.



## EVOLUTION

**ALTERATION.** You have the ability to shift along the evolutionary scale “backwards” or “forwards” at will, transforming yourself into either a primitive caveman or a scrawny humanoid with an enlarged head. (Yes, this is comic-book “evolution,” not hard science.) The exact appearance of both evolutionary selves is left up to the player and the Game Master.



## PRIMITIVE

If you shift “backwards,” you become a primitive hominid or ape-man with Intellect 1 and Strength equal to your Evolution level (or normal Strength +1). In addition, the primitive gains **one** of the following features: two appropriate specialties such as Athletics, Martial Arts (brawling), Mental Resistance, Stealth, or Wrestling; a Strike attack at a bonus equal to the Evolution level; or Prehensile Feet, usable as hands, like the Extra Arms power (see **Extra Body Parts**, p. 72). You can choose additional features as extras.

## FUTURISTIC

If you shift “forwards,” you become a futuristic being with an enlarged head, Strength 1, and Intellect equal to your Evolution level (or your normal Intellect +1). In addition, the future-being gains either two appropriate specialties based around advanced knowledge or one Mental or Sensory Power equal to the Evolution level (chosen when the Evolution power is taken). You can gain additional Mental or Sensory powers as extras.

## EXTRAS

**Standard:** Affects Others

**Evolutionary Modification:** You can transform into different evolutionary forms, varying the abilities of each. You can select the optional abilities of the form each time you transform.

**Evolutionary Summoning:** Instead of transforming into an evolutionary form, you *summon* some or all of them to your side as separate beings as if you had Duplication at your power level.

**Primordial:** You gain a third evolutionary form: a primordial protoplasmic blob like a human-sized amoeba. This protoplasmic form has Intellect and Willpower 1 but Corrosion, Damage Resistance, and Stretching equal to your Evolution level.

## LIMITS

**One Direction:** You can evolve backward or forward, but not both.



## EXTRA BODY PARTS

**ALTERATION.** You have additional body parts, either a completely new part (such as a tail) or more of an existing part (like four arms instead of two). Choose one of the following options or roll 2d6:



2d6 Roll	Body Part	Benefit
2-3	Carapace	You have a hard shell, granting Damage Resistance equal to your power level.
4-5	Claws	You have the Strike power at your power level.
6	Extra Arms	You have Strength or Fast Attack at your power level.
7	Extra Legs	You can move faster, using your power level for your speed like the Leaping power.
8	Tail	You can use your tail as if it were an extra arm. You gain the Fast Attack power at your power level.
9-10	Tentacles	You have powerful tentacles growing out of your shoulders, back, or sides, or even made up of long, prehensile hair. They have Strength or Elongation at your power level.
11-12	Wings	You have wings (bird-, bat-, or insect-like) giving you Flight at your power level.

## EXTRAS

**Detachable:** Your extra limbs can detach and function at extended range under your control.



**Elongation:** Your extra limbs (and only those limbs) have Stretching at your power level.



## EXTRASENSORY PERCEPTION

**SENSORY.** You have **Extrasensory Perception (ESP)** allowing you to perceive things in distant locations as if you were actually present. See the **Benchmarks Table** for an idea of the distance you can perceive. Use the lower of your power level or Awareness for tests to notice and search for things while using ESP. If a location is shielded against your ESP, make a power test against the level of the shielding. The GM may also require ESP tests for areas completely unknown to you, determining what you sense based on the result.

### EXTRAS

**Dimensional:** You can extend your ESP into other dimensions, like a use of the Dimension Travel power (p. 62).

### LIMITS

**One Sense:** Your ESP is limited to only seeing or only hearing (clairvoyance or clairaudience).

**Proxy:** You can only perceive through the senses of other people (or animals).



## FAST ATTACK

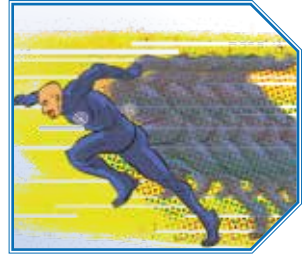
**OFFENSIVE.** You can attack more than once per panel, dividing your Fast Attack level into additional attack tests, up to your normal level with that attack. If you use your extra attacks against the same opponent on the same page, treat them as a combined effort.



**Example:** A hero has Prowess 4 and Fast Attack 8, so he can make three level 4 attacks: one with normal Prowess and two more with Fast Attack, dividing level 8 into two level 4 attacks (at the hero's normal Prowess). If the hero had Fast Attack 6, he would make two extra attacks: one at level 4 and one at level 2. With Fast Attack 10, he could make three extra attacks: two at level 4 and one at level 2.

## FASTER-THAN-LIGHT (FTL) TRAVEL

See the **Space Flight** extra of the **Flight** power, (p. 75). The Game Master may determine interstellar travel times based on Flight level, depending on the setting and the story.



## FIRE CONTROL

**CONTROL.** You can manipulate fire sources, raising them to your power's level or subtracting your level from them (down to level 0, which puts them out). You can control a fire by concentrating, but once your concentration lapses, the fire rages on its own.



### EXTRAS

**Powers:** Absorption (fire), Affliction (heat, Burst), Aura (fire), Blast (fire, Burst), Dazzle (Burst, Ranged), Flight, Servant (fire elemental), Strike (flame weapons)

**Fire Shapes:** You can shape fire into objects, from skywriting to flaming cages, domes, spheres, and so forth, which last as long as you concentrate. The objects aren't solid, but they inflict damage equal to your power level on anything touching them. Entrapping a target inside a fire shape (like a cage) is a Fire Control vs. Coordination test.

**Hellfire:** You control a mystical "hellfire" rather than normal flames. Your fire can "burn" a target's spirit, inflicting damage like the Mental Blast power (p. 91) and you may be able to develop other mystical extras, like hellfire weapons or summoning demons with the Servant power, for example.

**Loyal Fire:** You have Resistance 10 to any fire under your control, but not other flames.

**Smokescreen:** You can blanket an area with smoke. Visibility is reduced to close distance, with a +2 difficulty for sight-based actions beyond that. Anyone in the smoke cloud is subject to exhaustion (see **Exhaustion** in the **Taking Action** chapter of **Icons**).

### LIMITS

**Standard:** Max Only, No Stunts, Source



## FLIGHT

**MOVEMENT.** You can fly through the air, possibly at great speeds. See the **Benchmarks Table** for speeds at different levels. Flight 5 is the speed of a fast helicopter. Flight 7 is roughly the speed of sound. Flight 10 is sufficient to go anywhere in the world in a single panel.



### EXTRAS

**Space Flight:** In space, you can fly faster than the speed of light to cross the distances between planets and stars.



## FORCE CONTROL

**CONTROL.** You can generate and control a force that provides Damage Resistance equal to its power level as long as you concentrate.

### EXTRAS

**Powers:** Affliction (suffocation, Ranged), Blast (force), Strike (force)

**Energy Containment:** If you successfully defend against an energy attack, you can capture and hold the energy in a force bubble and release it on the next page (or later, if you continue concentrating) in the direction it was going before.

**Expanded Field:** You can project your force field out to extended range. Anyone within the field gains the benefit of its protection, but neither you nor those protected can dodge attacks from outside of it.

**Extended Field:** You can project your force field out around anyone or anything within extended range, like an Expanded Field, even if you aren't inside the field.

**Filter:** You can “tune” your force field to allow certain things to pass through it while stopping others.

**Force Bubble:** With a page of preparation, you can create a bubble of force inside a small opening and expand it to inflict damage equal to your power level that ignores armor.

**Force Constructs:** You can create constructs of force: geometric shapes (spheres, cubes, etc.), hammers, hands, spiked balls, and so forth. Objects have a Material level (and other abilities, where appropriate) equal to your level.

**Force Cushion:** You can form force cushions resilient enough to absorb damage equal to your power level from a fall or crash for all involved.

**Force Flight:** You gain Flight 1 by forming a bridge or column of force.

**Unseen:** The force you control is invisible, although the effects of its use can be seen.



## FORCE FIELD

**DEFENSIVE.** You have the ability to generate a personal energy barrier, providing you Damage Resistance equal to its power level as long as you concentrate.

Additionally, whenever an attacker must touch you for a power to take effect, you can resist the effect with your Force Field level, if it is higher than the normal opposing ability for the effect. So, for example, a hero with Strength 3 and Force Field 6 resists a touch range Affliction at level 6 (the Force Field) rather than level 3 (Strength).



## FRICITION CONTROL

**CONTROL.** You can control the friction between objects, making them sticky or slippery with relation to each other. You can change the friction of any area within extended range, increasing or decreasing the difficulty of climbing by the power level. You can also create a slippery area that forces everyone in it to make a Coordination vs. Friction Control test to avoid falling down like a moderate slam outcome.

### EXTRAS

**Powers:** Binding (only to stick people to surfaces), Dazzle (Ranged, by sticking a person's eyelids together), Fire Control (Heat Control only, by controlling friction heat), Resistance (Binding, Friction), Wall-Crawling

**Seizing:** You can disable any machine with moving parts within extended range with a Friction Control test, seizing up its moving parts. The difficulty is 3 or higher, chosen by the GM based on visualizing the interior of the machine. This works like a Ranged Affliction against intelligent machines.



# GADGETS

**CONTROL.** You can produce a wide range of devices, giving you various powers at your Gadgets level.

Take a page or preparation and choose a power effect you wish to duplicate. Make an Intellect test—including any appropriate specialty—against the desired power level as the difficulty. Success gives you a gadget able to duplicate that power for the chapter. Failure means you must make a determined effort to try again. You can also spend a point of Determination to produce a gadget automatically, rather than making a test. See the **Devices** chapter for some gadget ideas.



You rely on various equipment—technological or otherwise—to provide your Gadgets' powers. If you are deprived of all your equipment, your ability to use your Gadgets may be limited or removed altogether until you regain access to it.

## EXTRAS

**Arsenal:** You have a particular gadget that is always available and does not require a test to configure. Each time you apply this extra, add a new permanent device to your arsenal.

**Instant:** You can configure gadgets instantly without a page of preparation.

## LIMITS

**Ability-Linked:** Your Gadgets level is linked to your Intellect level, perhaps modified by an appropriate specialty, and cannot exceed that level. Reduce any rolled level for the power to your Intellect or specialty level. Level modifications due to limits (including this one) cannot raise the power above the linked ability level.

**One Type:** You can only create one type of gadget, such as only weapons or only ninja-related items, for example.

## GATEWAY

You can open a gate or portal through space. See the Portal extra of the Teleportation power (p. 121).



## GESTALT

**ALTERATION.** A gestalt is the merging of two or more beings to form another being. The component beings generally have different personalities and traits and combine to make a greater whole. The powers of the united form may be derived from the separate bodies, or manifest only in the united form. All the components must come together to generate the united form, be in close range, and take a page of preparation to make the change.



Statistics should be created for the individuals (a number up to the power's level) and the united form. It is up to the player and Game Master to decide whether the united form has one persona or many, and whether the united personality derives from the individuals or not. Generally, each ability and power is at the highest of any of the individual components or the Gestalt level, to a maximum of 10.

**Example:** The five members of the Hand of the Dragon Queen can combine to form the dreaded Fivefold Dragon: a five-headed monster with each of their individual Energy Control powers as a breath weapon (one for each of its five heads) and Strength and Damage Resistance equal to their Gestalt level of 8.

Damage to the separate forms doesn't transfer into the united form, but damage from the united form **does** transfer to the individuals, divided equally among them when they separate.

### EXTRAS

**Disguised Gestalt:** You can change your appearance to that of any one of the individuals that make up your form while maintaining the traits of your united form.

**Instant:** The components of the gestalt can combine instantly without

taking a page of preparation to do so.

**Mental Resistance:** Due to the multiple minds, your united form gains Mental Resistance equal to your Gestalt power level (see **Resistance**, p. 106).

**Mind Link:** The separate component minds of the gestalt can communicate telepathically regardless of distance. If your united form has an independent mind, its components can communicate with it while in gestalt form as well.

**Mind Shift:** Control of the united form can shift from one individual's mind to another. If the controlling mind doesn't want to relinquish control, another can try to take over with an opposed Willpower test.

**Rangeless:** The components of the gestalt can unite regardless of the distance between them.

## GHOST FORM

You are incorporeal, like a ghost. See the Phasing power (p. 95). Undead ghosts typically have the Floating and Life Support extras of Phasing as well.



## GRAVITY CONTROL

**CONTROL.** You control the force of gravity within extended range, increasing or decreasing it by your power level. Normal Earth gravity (1G) is level 0. If you reduce the gravity level to -5, all affected individuals gain Leaping 1. If you reduce it below -5, everyone in extended range gains Flight 1.



If you increase the force of gravity, either one person or all within extended range must add the gravity level to the difficulty of any Strength or Coordination tests; powers that depend on gravity suffer the same increase.

### EXTRAS

**Powers:** Blast, Flight, Force Field, Super-Senses (Spatial Sense, gravimetrics), Telekinesis

**Strength Boost:** You can effectively boost your Strength to your Gravity Control level or Strength +1 (whichever is greater) for purposes of lifting and throwing things.



# GROWTH

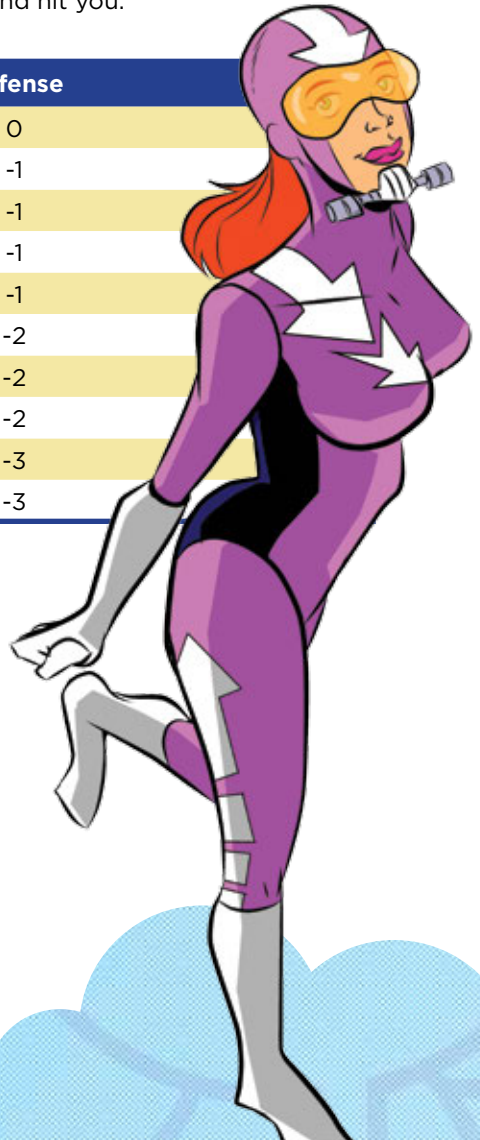
**ALTERATION.** You can grow larger at will, increasing your strength and toughness, but also becoming easier to notice and hit.

While enlarged, you acquire the “Large” quality, which can be activated normally for advantage or trouble. Your Strength becomes the greater of your Growth level or your normal Strength +1 and you gain Damage Resistance equal to your current Growth level.

Your height is based on your Growth level, as shown on the table, and you have a penalty to defense and tests to hide based on your increased size, since it’s easier for opponents to see and hit you.



Level	Height	Defense
1	9 feet	0
2	12 feet	-1
3	15 feet	-1
4	18 feet	-1
5	21 feet	-1
6	24 feet	-2
7	27 feet	-2
8	30 feet	-2
9	60 feet	-3
10	120 feet	-3







# HEALING

**CONTROL.** You can restore lost Stamina and Strength to others. Touch your subject and take an action to restore your power level in Stamina. Healing cannot increase a subject's Stamina over its normal level. You can restore up to twice your power level in Stamina to any given subject in an issue. More than this in the same issue requires determined effort for each additional power level in Stamina you heal for that subject.

Healing can also restore lost Strength. Make a difficulty 2 Healing test to restore a lost Strength level. If the test fails, you restore the Strength, but lose a level of Strength yourself! You must recover this normally through rest. If your Healing level is 7 or greater, you automatically succeed at this test.

## EXTRAS

**Powers:** Adaptation (Affects Others), Affliction, Energy Drain, Power Nullification (biological powers), Resistance (Biological Attacks), Transforming Ray

**Cure:** Your Healing can eliminate the effects of diseases and toxins. This requires a power test, with the difficulty based on the level of the disease or toxin, and at least a moderate success, although major success may be required in some cases, with moderate success holding the malady at bay temporarily, rather than curing it. You can substitute your Healing level for tests against appropriate Afflictions.

**Grafting:** You can graft new biological parts onto subjects, from replacing a lost or damaged organ to adding entirely new ones (see **Extra Body Parts**, p. 72).

**Restorative:** You do not need to make a Healing test to avoid Strength loss when using Healing, regardless of power level.

**Resurrection:** You can restore life to the dead! Make a Healing test with a difficulty equal to the number of minutes the subject has been dead. If the test fails, you cannot restore the subject. If it succeeds, the subject returns to life with 1 Strength level and must recover normally. Either way, make a difficulty 2 Healing test to avoid losing a Strength level yourself.

**Self:** You can use Healing on yourself as well as on others, although you must be conscious and able to act in order to do so.

## LIMITS

**Empathic:** You take on any damage you heal. You can use Self-Healing or Regeneration to recover from it.

# HYPERSPACE TRAVEL

See the **Space Flight** extra of the **Flight** power (p. 75).



## ILLUSION

**MENTAL.** You can project false sensory impressions into other minds, creating very realistic hallucinations. Your power has no effect on non-intelligent machines like cameras, microphones, or other sensors.

Targets treat illusions as real unless they have some reason to disbelieve them, in which case roll an Awareness vs. Illusion test. If the target wins, they overcome the illusion and know it to be false. Otherwise, they react normally to the illusion, even suffering imaginary “damage” from illusory attacks, although “death” only results in unconsciousness (like a failed test to avoid being stunned).

Although illusions can fool others, they still have no effect on the physical world. An illusory wall might block people who think it’s real, but an illusory floor won’t support any weight and things fall right through it, illusory fire doesn’t actually burn things, and so forth.



## EXTRAS

**Powers:** Dazzle, Duplication (Illusory Duplicates only), Invisibility, Mental Blast, Mind Control (Hypnosis)

**Programmed:** You can create an illusion that operates on pre-programmed parameters without input or effort on your part, such as an illusory wall or a “message” that plays back when someone enters a locale.



## IMAGES

**SENSORY.** Images are like illusions, but sensory projections rather than mental hallucinations. They affect machines like cameras and ignore mental resistance, but lack the ability to choose who perceives your illusions, as they don’t exist solely in the subject’s mind. Otherwise, this power works just like Illusion, and you can acquire the Illusion power as an extra. You can also acquire any of the Illusion extras for Images, except Mental Blast.



## IMMORTALITY

**DEFENSIVE.** You do not age and cannot die. You still suffer damage, even to the point of death, but can recover from death. Subtract your power level from 10 for the number of hours it takes for you to return to life. At Immortality 10, you recover on the next page! Your body slowly regenerates lost parts as well so, short of atomizing you or exposing you to a constant source of damage (in a volcano or the heart of a star, for example), you'll always come back eventually. Any time you are reduced to Strength 0 and "die," your Determination Points go to 0 (although you can accumulate and renew your DP normally).



### EXTRAS

**Powers:** Regeneration, Resistance

**Suspension:** You can go into a state of suspended animation at will, with your body functions slowed to a virtual stop so you appear dead and are unaffected by biological concerns while you remain suspended, although you continue to recover normally.

### LIMITS

**Blocked:** Define an effect or attack that can kill you permanently.

## IMMUNITY

**A level 10 Resistance is essentially immunity** to that effect, always reducing it to 0, unless the Game Master chooses to apply an effect that's off the scale (higher than level 10) as trouble for that character. See the **Resistance** power (p. 106).



## INCORPOREAL

**For the ability to assume an incorporeal or intangible form, see the Phasing** power (p. 95).



## INTERFACE

**SENSORY.** You can access information from and interface with computers at visual range. Use the higher of your Interface or Intellect levels (including appropriate specialties) when operating computers. Against intelligent computer systems, including self-aware robots, this power works like Telepathy (p. 119).



### EXTRAS

**Powers:** Machine Control

**Standard:** Broadcast

**Cyberspace:** You can project your mind into a virtual reality “inside” a computer or network. In cyberspace you interact with computer programs as if they were physical beings and objects and can use your Interface power to influence computers normally, potentially substituting Interface or Intellect level for other abilities, at the GM’s discretion.

**Download:** You can leave your body and “possess” a machine, animating and controlling it. Your body remains unconscious. If something happens to it, you remain trapped in the machine.

**Haywire:** You can make large numbers of electronic objects within extended range do crazy things for pages equal to your level, but can’t control the objects’ actions when doing so.

**Multiple Machines:** You can extend this power to a number of machines equal to your power level at the same time.

### LIMITS

**Standard:** Close Range, Exclusive

**One Type:** You can only interface with one type of computer or machine, possibly a type with a specific purpose, such as only military computers.



## INVISIBILITY

**ALTERATION.** You can become invisible, along with anything you are wearing or carrying. Sound, scent, heavy rain, and similar phenomena can still give away your presence and location. When something might detect you, use your Invisibility level for the test to avoid notice.

As long as your location remains unknown, opponents cannot target you with direct attacks (since they do not know where to aim). Indirect attacks like Bursts affect you normally. Even if your location is given away, attacks against you have +2 difficulty.

### EXTRAS

**Invisibility Ray:** You can make others invisible as well, like the Invisibility Ray version of the Alteration Ray power.

### LIMITS

**Chameleon:** Rather than becoming truly invisible, you blend into your background, becoming difficult but not impossible to see. A successful visual Awareness test against your Invisibility level reveals your location.

**Displacement:** Rather than becoming completely invisible, you appear to be elsewhere, displacing your image up to extended range.

**Machines Only:** You become invisible only to machines, including cameras and similar sensors, but creatures can still see you.

**Minds Only:** You become invisible by “clouding” the minds of others, but are still visible to machines. It’s up to the GM whether or not intelligent machines can see you, depending on how your power works.

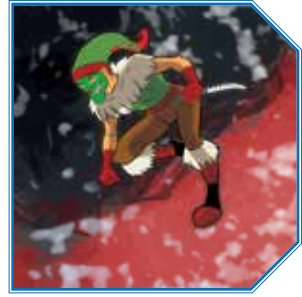
## INVULNERABILITY

**See the Resistance power, specifically Damage Resistance (p. 106). Level 10 Damage Resistance is essentially invulnerability to any damage, unless the GM chooses to apply a damage effect that’s off the scale as trouble.**



## LEAPING

**MOVEMENT.** You can jump across great distances from about a city block at Leaping 1 to miles at Leaping 10! Leaping 1–2 covers distance level 3 on the **Benchmarks Table** and every two additional Leaping levels increases the distance by one level. For example, Leaping 5 lets you cover about ten city blocks (or a tall building) in a single bound!



You suffer no falling damage from a deliberate leap, but are affected normally by other falls. At the GM's discretion, a successful Strength (Athletics) test against the falling distance allows you to avoid damage up to your Leaping level.



## LIFE SUPPORT

**DEFENSIVE.** You can ignore certain physical needs like breathing, eating, or sleeping. For each level of Life Support, choose one of the following needs to ignore. At Life Support 10, you have Total Life Support and ignore them all:

- Breathing (you don't need to breathe at all)
- Cold (atmospheric or environmental low temperatures)
- Eating (including thirst and the need to eliminate waste)
- Heat (atmospheric or environmental high temperatures)
- Pathogens (atmospheric or environmental diseases)
- Pressure (you can survive extremely high pressures)
- Radiation (atmospheric or environmental radiation levels)
- Sleeping (you do not need to sleep, although you may need rest)
- Toxins (atmospheric or environmental toxins)
- Vacuum (you can survive extremely low pressures)

Surviving unprotected in deep space requires Life Support 4 to deal with the cold, airlessness, radiation, and vacuum.

When you gain this power, you can choose to discard another rolled power to increase Life Support's level to 10. Life Support does not provide protection against damaging attacks; for that see **Adaptation** or **Resistance**.



## LIGHT CONTROL

**CONTROL.** You can generate and control light. This power allows you to illuminate an extended range area and project a dazzling ray of light out to extended range (see **Dazzle**, p. 59).



### EXTRAS

**Standard:** Burst

**Powers:** Absorption (light), Alternate Form (Energy Form), Blast (laser or photon beam), Darkness Control, Flight, Force Field, Healing (Cure only), Illusion (Images, visual only), Invisibility, Resistance (Dazzling, Darkness, Light), Strike (light weapons)

**Light Constructs:** You can form constructs of “hard light” with Material level equal to your power level.

### LIMITS

**Standard:** No Stunts, Source

**Color Control:** You can only control the *color* of light, including the apparent color (and transparency) of objects. This is not quite as useless an ability as it may seem, since you can still use your power for Dazzling, and extras like Illusion, Invisibility, Mind Control (Hypnosis) and Resistance (Light) by altering colors.

## LUCK CONTROL

**For the power to influence luck, either your own or someone else's, see the **Probability Control** power (p. 103).**



# MACHINE CONTROL

**CONTROL.** You can mentally animate and control machines and mechanical devices out to extended range. Machines move and act as you command, with Strength equal to their Material (or functional Strength for machines like robots and battlesuits) and Coordination equal to your power level or the machine's normal Coordination (if it has one). Your power provides any necessary energy or fuel for the machine to function as it normally does, even if it lacks a regular source of power, such as not being plugged-in or having any fuel. Sentient machines can resist your control with Willpower, as can machines cybernetically linked to a sentient operator (like many battlesuits). Treat this power like Mind Control in these instances.

## EXTRAS

**Standard:** Broadcast, Prolonged

**Powers:** Gadgets, Interface

**Machine Assembly:** You can assemble working machines out of scrap and spare parts within extended range with a difficulty 3 Machine Control test.

**Machine Shaping:** You can transform one type of machine into another with a difficulty 3 Machine Control test, like turning a car into a humanoid robot. The machine retains its Material level, but you can change its other abilities as you like, so long as no ability is greater than your level.

## LIMITS

**Standard:** Close Range

**Feedback:** Your mental link with machines you control is so strong that you suffer any stun results they do, as if subjected to the stun result yourself.

**One Type:** You can only control one type of machine, like cars or household appliances.

**Self-Powered:** Machines you control have to have their own power source(s) in order to function. You can't animate a non-functioning machine.





# MAGIC

**CONTROL.** You can cast spells, duplicating the effects of other powers. Magic has the Performance Limit (see **Limits**): if you are held, gagged, or otherwise unable to gesture or speak to perform magic, you cannot cast spells.



It takes a page of preparation to cast a spell: choose the power effect you wish to duplicate and make a test with a difficulty equal to the desired level, up to your Magic power level. Choose the ability you use to make spellcasting tests when you acquire this power: either your Magic power level or a specialty (most often Occult). Success on the spellcasting test grants you the power at that level; failure mean you must make a determined effort to try again. You can also cast a spell automatically by spending a Determination Point (no test required).

## EXTRAS

**Instant:** It does not take you a page of preparation to cast spells; you can do so and use the power the spell grants in the same action.

**Mastery:** You have mastered a particular spell: choose a power you can duplicate using Magic without any preparation or test required. You duplicate the power at your Magic power level.

**Psychic:** You have mastered the psychic aspects of magic. You may duplicate Mental and Sensory Powers without the Performance limit. They still require preparation unless you have the Instant extra, and a spellcasting test unless you have Mastery of that particular power.

## LIMITS

**Standard:** Blocked, Source

**Ability-Linked:** Your Magic is linked to a mental ability (Intellect, Awareness, or Willpower) and its level cannot exceed the ability's level, modified by any applicable specialty. Reduce a rolled level higher than the ability to the ability's level. Level modifications due to limits (including this one) cannot raise the power above the linked ability level.

**Ritualistic:** Your Magic requires lengthy rituals and preparation. It takes a minimum of a minute per power level to cast a spell, possibly longer. You cannot have the Instant extra.



## MAGNETIC CONTROL

**CONTROL.** You can generate and control magnetic fields. You can move and control ferrous metal objects as if using the Telekinesis power at your power level (see **Telekinesis**, p. 119).

### EXTRAS

**Powers:** Binding, Blast (magnetic force) Energy Detection, Flight, Force Field, Machine Control (Machine Assembly), Power Nullification (electronics only), Super-Senses (Direction Sense), Telekinesis



## MATERIAL MIMICRY

**ALTERATION.** By touching a non-living substance or energy you can take on its properties, as the Alternate Form power (p. 46), with your form determined by the material or energy you're touching. It takes a page of preparation to assume a new form.

If you choose to do nothing in your panel except mimic the properties of an incoming attack, you become immune to that attack and take on its form. So, for example, if you choose to mimic and are hit by a blast from a flamethrower, you assume fire form and the flamethrower attack has no effect. If you're hit with multiple attacks in a page, you choose which (if any) you mimic. Attacks with no material or energy qualities—such as Energy Drain or Mental Blast—are impossible to mimic.

### EXTRAS

**Powers:** Adaptation, Growth, Power Mimicry, Shrinking, Transformation (Objects)

**Instant:** It doesn't take you a page of preparation to change form; it happens instantly upon touching a new material. You can still only mimic a single incoming attack per page, however.

**Unlimited:** You can mimic an unlimited number of attacks per page, remaining in the form of the last attack you mimicked until you use your power again.

### LIMITS

**One Type:** You can only take on the characteristics of material substances or energy, not both.



## MATTER CONTROL

**CONTROL.** You exert control over matter. See the descriptions of the **Telekinesis** and **Transmutation** powers. Choose one or roll d6:

d6 Roll	Power
1-4	Telekinesis
5-6	Transmutation



## MENTAL BLAST

**MENTAL.** You can strike other minds with blasts of mental “force.” Make a Willpower vs. Willpower test for the attack and use your power level for the damage, ignoring Damage Resistance, but not Mental Resistance. When you acquire this power, choose if your Mental Blast is a blasting or shooting attack; if it is blasting, it can achieve no more than a moderate success on a slam (knocking the target down).

### EXTRAS

**Standard:** Broadcast, Burst

**Both Types:** You can use your Mental Blast as either a blasting or shooting attack; you choose when you use it.

**Sedation:** You can use your power to keep unconscious characters from waking up: When the subject would normally regain consciousness, roll a test of Willpower vs. your Mental Blast level. If it succeeds, the target regains consciousness normally but, if it fails, the target remains unconscious for another 2d6 pages, with a minimum of a level duration. On a major failure or more, the subject remains unconscious for the rest of the chapter.

**Vertigo:** Your mental blast causes no damage but instead inflicts a combined slam and stun effect: a moderate success leaves the target prone, a major success stuns the target for one page, and a massive success reduces the target to 0 Stamina and unconsciousness. If you can only cause this effect, apply the Extra Only limit as well.

### LIMITS

**Standard:** Extra Only



## MIMICRY

**ALTERATION.** You can copy or imitate some of the traits of other characters, creatures, or objects. See the **Animal Mimicry**, **Material Mimicry**, **Nemesis**, **Plant Mimicry**, or **Power Mimicry** powers. Choose one or roll on the following table:



d6 Roll	Power
1	Animal Mimicry
2	Material Mimicry
3	Nemesis
4	Plant Mimicry
5-6	Power Mimicry



## MIND CONTROL

**MENTAL.** You can take over the mind of a target in visual range, placing a temporary “Controlled” quality on the target that you can activate for free, so long as it lasts, primarily for compels. Roll a Mind Control vs. Willpower test: **Failure** means no effect, and you must make a determined effort to try again in that chapter. **Marginal Success** has no effect, but you can try again without determined effort. **Moderate Success** places the Controlled quality on the target. Concentrate and make a new Mind Control vs. Willpower test at the start of each of your panels to maintain it. **Major success** places the Controlled quality and requires a new test after a level duration. **Massive success** requires only concentration to maintain for the entire chapter.



One of the target’s qualities can be activated to recover, at which point you must roll a new Mind Control test to maintain the effect.

### EXTRAS

**Standard:** Broadcast, Burst

**Powers:** Ability Boost (yourself or your targets), Invisibility (Minds Only)

**Addition:** If you use Mind Control on a target each day for a week, make a Mind Control vs. Willpower test to give the target the quality “Addicted

to Mind Control.”

**Merge:** Your own body disappears while controlling a target, merging with theirs. You reappear within close range of the target when the control ends.

**Mindlink:** You gain Telepathy, but only with your target. You can communicate orders telepathically and perceive using your target’s senses.

**Mindwipe:** You can alter the target’s memory. This requires a page of preparation, followed by a Mind Control vs. Willpower test. With a major or better success, the subject’s memory is altered; this doesn’t change abilities, specialties, or powers, but may change or limit access to some of the target’s qualities or knowledge of abilities.

**Possession:** Your mind is “inside” the target’s body, controlling it from within. You can spend your own Determination Points on the target’s actions and you are aware of everything from the target’s point of view.

## LIMITS

**Standard:** Blocked, Close Range, Concentration, Extra Only, Situational, Trance

**Animal Control:** You can only control the minds of animals.

**Eye Contact:** You must look into the eyes of your target, limiting your range to extended at most, and possibly requiring a Coordination test in addition to your Mind Control test.

**Hypnosis:** You can issue one command or implant a single suggestion, but cannot continually control a target.

**Marked Thralls:** Your targets suffer some form of appearance change, such as glowing eyes or strangely-colored skin.

**Mind Switch:** You “switch minds” with a target, putting your mind into their body and theirs into yours. You each retain your own mental abilities, specialties, and powers and gain the other’s physical abilities, specialties, and powers. Otherwise, this works like the Possession extra (which you must have to take this limit).

**One Type:** You can only control one type of target, such as only men (or women), only mutants, and so forth.

**Pheromones:** Your power works through scents secreted by your body. Anything that blocks scent (like an environment suit or filter mask) prevents the power from working.

**Undead Control:** You can only control undead creatures. On the upside, your power affects even undead normally immune to mental powers (like mindless zombies).



## MIND SHIELD

**MENTAL.** **Mind Shield** is a version of **Mental Resistance** as a mental power. See the Resistance power (p. 106) for details.

### EXTRAS

**Standard:** Affects Others, Burst

**Mind Trap:** Anyone “touching” your mind with a mental power is attacked by a Mental Blast equal to your Mind Shield level.

## MIND SWITCH

**You can swap minds with a target. See the Mind Switch limit and Possession** extra of the **Mind Control** power (p. 93).



## NEMESIS

**ALTERATION.** **You have the power to analyze any single opponent’s traits and** generate a power or powers (and appropriate extras) that can counter or overcome that opponent.

Choose an opponent in visual range and take a page of preparation. At the start of your next page, you gain the power or powers (as determined by the Game Master) best able to defeat that opponent. No power gained in this fashion can exceed the Nemesis power’s level, though it may be of a lesser level.

Changing opponents takes a new page of preparation, during which time you cannot use other powers, as your power adapts to your new opponent. In addition, powers gained via Nemesis fade immediately following combat or the removal of the threat, at the determination of the GM.

### EXTRAS

**Powers:** Danger Sense, Detection (Power Detection)

**Instant:** Your Nemesis power adapts instantly to a new opponent as a reaction. It does not take any preparation to use or change opponents.

### LIMITS

**Standard:** Blocked, Close Range

**Overload:** If you fight more than one opponent concurrently, your Nemesis power overloads and doesn’t work against *any* of them until you face only one foe.

# PARALYSIS

For the ability to render targets unable to move, see the **Stunning power** (p. 115).

# PETRIFICATION

For the power to turn targets into stone (or similar non-living materials), see the **Transforming Ray** version of the **Alteration Ray** power (p. 44).



# PHASING

**ALTERATION.** You can become less substantial, transforming into ectoplasm, altering your density or atomic valence, or perhaps phasing out of the physical world together. While phasing, you are immune to physical attacks and can pass harmlessly through solid objects. Make a power test to pass through energy fields (like a force field) with a Difficulty equal to the field's level. You're also unable to physically affect the world while phasing, although you can still use—and be affected by—mental powers. Your mental power use is limited by your Phasing power level: use the lower of the two levels.



## EXTRAS

**Standard:** Affects Others

**Affects Physical:** Apply this extra to *another* power or to your Strength, allowing you to use it to affect the physical world while phased. That power or ability is limited by your Phasing level.

**Floating:** While phased, you have Flight 1 and can move freely in any direction, unaffected by gravity.

**Life Support:** You have the benefits of Total Life Support while phased.

**Partial Phasing:** You can solidify part of your body while the rest of you remains phased.

**Phase Disruption:** By reaching into a target and partially solidifying, you can inflict a Stunning effect at your power level (see p. 115).

**Phase Inversion:** You can phase entire sections of matter so *other* things pass through. You can affect only nonliving matter, and only what you are touching. For example, you could phase out some of the floor, allowing an opponent to fall through it.

**Phase Shift:** You can phase in, strike, and shift out of phase all in one panel. This allows you to use the higher of your Phasing level or your Coordination when dodging attacks.

**Scrambling:** Your phasing can disrupt electrical impulses. Phasing through electronic devices causes them to malfunction with a difficulty 3 Phasing test. Shielded electronics may have a higher difficulty. Sentient machines suffer a Stunning effect like the Phase Disruption extra.



## PLANT CONTROL

**CONTROL.** You control plants, granting them animation and rudimentary awareness for as long as you concentrate. You cannot control plants with a higher Material level than your power's level. Make a Plant Control vs. Willpower test to control a sentient plant, like a use of the Mind Control power.



### EXTRAS

**Powers:** Affliction (allergens or control over internal flora), Binding, Life Support (ignore sleeping, or eating through photosynthesis), Servant (plant elemental or animated plant), Plant Mimicry, Teleportation (Transmit, plant life)

**Fungus Control:** You can command the actions of molds and fungi as well as green plants.

**Plant Growth:** You can accelerate the growth of plants, creating giant specimens. If you have even a seed, a full-grown plant can spring to life in one page.

**Plant Recall:** A controlled plant can relate information to you about anything that has touched or come close to it, like the Postcognition power.

### LIMITS

**Feedback:** Your mental link with plants you control is so strong that you suffer any stun effects they do, resisting with the higher of your Strength or Willpower.

**One Type:** You can affect only one plant type, like trees or flowers.





## PLANT MIMICRY

**ALTERATION.** You can mimic the abilities of any plant with a page of preparation.

Your body does not significantly change, although you may (at the Game Master's discretion) acquire plant-like qualities, like green skin, leaves in place of hair, or a bark-like covering. Potential powers include Affliction (poisons and pollens), Life Support (via photosynthesis), and Mind Control (limited to insects, via various pollens). You either retain your normal appearance or gain some of the physical appearance of the plants you mimic (your choice when you acquire this power).

### EXTRAS

**Powers:** Plant Control (all extras)

## POISON

See the **Affliction** power (p. 42) for effects suitable to various kinds of poisons or venoms a character may be able to inflict upon a target. Other specialized toxins may have different power effects including (but not limited to) Illusion (hallucinations), Mind Control, or Stunning. See **Alteration Devices** and the **Chemical Weapons** section of **Offensive Devices** in the **Devices** chapter for additional ideas.

## POSSESSION

**Your mind can possess a target's body, controlling their actions from within.**

See the **Possession** extra of the **Mind Control** power (p. 93), possibly with the addition of the **Merge** extra, allowing your body to merge into the target's while you are in possession. This power works in conjunction with **Phasing** (for possession by incorporeal ghosts, spirits, and demons, for example) but note that the Mind Control effect is limited to the rank of the Phasing power in that case.



## POSTCOGNITION

**SENSORY.** You can perceive things that happened in the past. You must touch a place or object and make a power test, with the difficulty based on how long ago you want to perceive:

Difficulty	Time
1	A day
2	A few days
3	A week
4	A few weeks
5	A month
6	A few months
7	A season (four months)
8	Half a year
9	A year
10	More than a year

**Major failure** or worse may give you false or misleading information, at the GM's discretion. **Failure** gets you no information, and you need determined effort to try again with the same subject. **Marginal success** gets you no information, but you can try again freely. **Moderate success** gets you some cryptic clues and visions open to interpretation. **Major success** gets you clearer information, perhaps a name or face. **Massive success** gets you very clear information, although not necessarily all the information about events.

You can also use Postcognition for maneuvers to learn and create qualities and gain advantage from what you perceive.



## POWER BOOST

**CONTROL.** You can raise the level of others' powers by touch. The subject gains a number of levels to one power, and you lose that same number of Power Boost levels. When you stop concentrating, the boosted level shifts back.

Powers cannot be raised above level 10, and you cannot reduce your Power Boost below level 0. If the levels transferred exceed the subject's Willpower, have the subject make a Willpower test against the transferred level. On a failure, the affected power suffers a limit chosen by the Game Master. Unstable is a common one.

## EXTRAS

**Standard:** Burst, Ranged

**Powers:** Empowerment

**Extended:** Your boost lasts for as long as you wish. The transferred levels don't return to normal until you will it, or the time allotted for the boost ends.

## LIMITS

**One Type:** You can boost only one type of power, like mutant or mental powers.

**Unstable:** Powers you boost always acquire the Unstable limit as long as they are increased, regardless of the subject's Willpower.



# POWER CONTROL

**CONTROL.** You can control an aspect of others' powers. See the descriptions of the **Empowerment**, **Power Boost**, and **Power Nullification** powers. Choose one or roll on the following table:

d6 Roll	Power
1-2	Empowerment
3-4	Power Boost
5-6	Power Nullification



# POWER MIMICRY

**ALTERATION.** By touching another character and taking a panel of preparation, you can mimic their powers and use them yourself.

You gain all the target's powers at their existing level or your Power Mimicry level, whichever is less. So if you have Power Mimicry 4, any powers you mimic are limited to a level no greater than 4.

You retain any mimicked powers until you choose to mimic another set or you are rendered unconscious, in which case you lose any previously mimicked powers.

## EXTRAS

**Powers:** Detection (Power Detection), Nemesis, Transformation (limited to the form of whomever you mimic)

**Mechanical Duplication:** You can gain artificial traits in addition to innate ones. This can mimic the powers of devices, robots, computers, and powered armor, among other items.

**Mental Duplication:** You acquire the target's memories and knowledge, allowing you to easily impersonate them.

**Power Theft:** You don't mimic powers, you *steal* them! Subtract your power level from all the target's power levels. You gain the powers at that level (the lesser of your level and the target's original level). The target retains any remaining power level. So if you have Power Theft 4 and touch a target with Fire Control 7, you gain Fire Control 4 and your target retains Fire Control 3. If your power level exceeds the subject's power, you gain it at the target's level and the target loses it entirely. Multiple touches have a cumulative effect, until all of the target's power levels are gone (at which point there is no more left for you to steal). You retain the stolen powers for ten times your Power Theft level in pages. Then you lose 1 level from each stolen power per page, and your target regains 1 level per page, until the stolen powers are completely gone.

**Rangeless:** You can mimic anyone you know of, whether they are in your presence or not. You must have the Visual extra (following) to take this one.

**Residual Absorption:** You don't have to touch a target to mimic their powers, you can simply be somewhere they have used their powers recently, touching something belonging to them, or something similar.

**Specialty Duplication:** You mimic a target's specialties as well as powers, gaining them at the level of the target's ability, modified by specialty, or your power level, whichever is less. So if you have Power Mimicry 6, you can mimic specialties up to an effective total level of 6.

**Visual:** You can mimic any target you can see (at visual range) rather than having to touch them.

## LIMITS

**Standard:** Blocked

**Attributes Only:** You can mimic only attributes, not specialties or powers. This limit may be further limited by reducing it to one attribute, such as Strength Duplication or Intellect Duplication.

**One Target:** You can only mimic the abilities of one target at a time.

**One Type:** You can only mimic the powers of a certain type of target, like aliens, mutants, and so forth.

**Override:** Your own abilities (including Power Mimicry) are overridden by those copied from the target. None of the overridden abilities can be used until the mimicked ones fade.

**Personality Absorption:** When you mimic a target, make a Willpower vs. Willpower test to avoid having the target's personality override your own like the Mind Control power.

**Specialties Only:** You can mimic only specialties, not attributes or powers. You must have Specialty Duplication to take this limit.

**Weakness Absorption:** Some of the target's qualities may be activated to cause trouble for you while you are mimicking their abilities.



## POWER NULLIFICATION

**CONTROL.** You have the power to nullify (completely negate) the powers of another within extended range. Roll a Coordination vs. Coordination test to hit the target. If successful, subtract your Power Nullification level from the target's power levels. A power reduced to 0 or less remains negated for level duration. Otherwise, powers recover 1 level per page until back to normal.

### EXTRAS

**Standard:** Burst, Slow Recovery

**Disruption:** Rather than nullifying a power, you can cause it to go out of control, as if it had the Unstable limit (see **Limits**, p. 24).

**Suppression:** Power levels you have nullified do not recover, so long as you concentrate.

### LIMITS

**Standard:** Close Range

**Feedback:** If you do not completely nullify a target's power, you must resist a Stunning effect equal to the original power level using Willpower. For example, if you pit your Power Nullification 5 against a target's level 8 power, you must resist a Stunning 8 effect.

**One Type:** You can only nullify powers from a particular source or type, such as mental powers, mutations, or magic. See **Power Sources** (p. 12) for some ideas.

# POWER THEFT

You can steal others' powers and use them yourself. See the Power Theft extra of **Power Mimicry** (p. 100).



# PRECOGNITION

**SENSORY.** You receive visions of what may happen in the future. A deliberate attempt at Precognition requires a power test, rolled secretly by the GM against a difficulty based on how obscure or distant the future events are you are trying to see (see **Postcognition**, p. 98). **Major failure** or worse may give you false or misleading information, at the GM's discretion. **Failure** gets you no information, and you need determined effort to try again with the same subject. **Marginal success** gets you no information, but you can try again freely. **Moderate success** gets you some cryptic clues and visions open to interpretation. **Major success** gets you clearer information, perhaps a name or face. **Massive success** gets you very clear information, although not necessarily all the information about events.

The GM can also choose to give you a precognitive vision at any time, having you pick up on particularly strong premonitions as a plot hook to further the story.

You can use Precognition for maneuvers to learn and create qualities and gain advantage. You can also avoid certain hazards: with a major or better success on a Precognition test and a use of advantage, you can retcon an event that just happened so it wasn't real at all, but a precognitive warning!

**Example:** Prometheus ("foresight") has Precognition 7. He and his teammates are dealing with a stolen nuclear weapon that's counting down to detonation. Prometheus' teammate clips the wrong wire and the bomb goes off! Prometheus' player declares an immediate use of Precognition, a determined effort to get a major success. He gets it, spends Determination Point, and retcons the scene that just happened as a visionary warning. To the other characters, Prometheus comes out of a fugue just as his teammate is about to cut the wire. "Don't!" he warns. "You'll set it off!" Disaster is averted, for the moment.

You can do this a maximum number of times per issue equal to your Precognition level.

## EXTRAS

**Powers:** Danger Sense, Probability Control, Time Travel (only to the time of your vision)

## LIMITS

**One Type:** The power works only for one type of event (natural disasters, imminent death, etc.).

**Only Objects:** The power works only on objects. You must touch the object to read its future.

**Only People:** The power works only for divining the futures of other people. You must touch the subject to read their future.

**Sleeping:** Your precognitive visions only manifest in dreams while you are sleeping.

**Uncontrolled:** The GM chooses when you receive precognitive visions. They are not under your control.



## PREHENSILE HAIR

You have long hair you can animate and control. See the **Extra Body Parts** power (p. 72), specifically **Tentacles**.

## PROBABILITY CONTROL

**CONTROL.** You can exert influence over random chance. This power gives you extra Determination Points equal to its level, which renew the same as your regular DP, but are usable only for activating the “Luck” quality of your power.

When you acquire this power, choose whether your Probability Control is good or bad luck (or roll: 1–3 = good luck, 4–6 = bad luck).

**Good Luck:** Your Probability Control is good for improved effort and retcons explainable as “lucky breaks” that benefit you.

**Bad Luck:** Your Probability Control works in reverse, causing increased difficulty and challenges for others.

Unlike normal uses of Determination Points, the points from your Probability Control do not require activating a quality to use them. In effect, your power itself is the associated “quality” for the points: you’re “activating” your “good

luck” or “bad luck” to use them.

In some cases, the GM may require you to make a power test against an appropriate ability of a target (such as Willpower) to inflict bad luck on them.

## EXTRAS

**Both Types:** You can use your Probability Control for both good and bad luck.

## LIMITS

**Jinx:** A randomly chosen ally within extended range has trouble for that page whenever you use Probability Control (and does not earn Determination for it, if the ally is another player’s hero).

## PROBABILITY CONTROL & GAME MASTER CHARACTERS

Since Game Master characters do not have or use Determination Points, treat uses of Probability Control by them as trouble for the heroes, much like any other “bad luck” the GM chooses to impose on the heroes by way of the story. This makes Probability Control more of a player-focused power, since GM characters can effectively cause unlimited trouble (so long as the GM awards the players Determination).

If you wish, this power can give a GM character “free” trouble equal to the power level, instances where trouble caused by Probability Control does not award the players any DP, but this is not recommended, since it interferes with the intended free flow of Determination in game play. Game Masters may want to limit any “free” uses to retcons, allowing probability controlling GM characters more freedom to control the environment without directly affecting the heroes.





## RADIATION CONTROL

**CONTROL.** You can generate and control radiation, such as microwaves or gamma rays. You can project a blast of concentrated radiation out to extended range, doing damage equal to your power level.

### EXTRAS

**Standard:** Burst

**Powers:** Absorption (radiation), Affliction (radiation sickness), Aura, Dazzle, Flight, Fire Control (Heat Control only), Force Field, Power Nullification (mutagenic or radiation powers)

**Radiowave Control:** You can control radio waves, increasing or decreasing their strength by your power level, altering their frequency and direction, and jamming transmissions. You can also transmit like a living radio.

### LIMITS

**Standard:** Constant, No Stunts, Unstable



## REFLECTION

**DEFENSIVE.** You can reflect the effects of an attack back at the attacker. You test your Reflection power as a reaction, with the attacking effect's level as the difficulty. On a **failure** the reflection fails and you suffer the normal effects of the attack. With a **marginal** or **moderate success**, you are unaffected by the attack, but neither is the attacker. On a **major success** or better, the attack is reflected back and the attacker suffers its effect.

### EXTRAS

**Mental Reflection:** You can reflect mental as well as physical attacks.

### LIMITS

**Standard:** Extra Only

**Deflection Only:** A major success with your power is equivalent to a moderate success; you can deflect attacks, but not reflect them back at the attacker.

**One Type:** You can only reflect a particular type of attack, such as kinetic impacts or electromagnetic energy.



## REGENERATION

**DEFENSIVE.** You recover Stamina equal to your power level every 10 pages, spread out evenly over that time, such as 1 point every 5 pages for Regeneration 2, and 1 point on pages 3, 6, and 9 for Regeneration 3, and so forth. If you have Regeneration 10, you recover 1 point of Stamina per page.

Additionally, if you use an advantage to recover, you regain the higher of your Strength, Willpower, or Regeneration level in Stamina. You recover lost Strength levels equal to your Regeneration level per week. So if you have Regeneration 7, for example, you recover one lost Strength level per day.

### EXTRAS

**Regrowth:** You can regrow lost body parts (or reattach them, if they're still available).



## RESISTANCE

**DEFENSIVE.** You can resist a particular type of effect. Choose one of the following: Ability (Affliction, Energy Drain, and related effects), Alteration, Binding, Damage, Detection, Mental, Sensory, or develop your own resistance with the Game Master's permission. Subtract your Resistance level from the level of any such effect used on you. If the effect's level is reduced to 0 or less, it doesn't work on you. If you have level 10 Resistance, you are essentially immune to that effect, although level 10 attacks can still potentially achieve slam, stun, or kill outcomes against you. You can ignore even those at this level by spending a Determination Point.

### LIMITS

**One Type:** Your Resistance only covers a particular type of effect, such as Bashing, Cold, Corrosive, Electricity, Heat, Radiation, or Slashing, for example.

**Stamina Only:** Your Damage Resistance only protects against Stamina damage from attacks. Attacks ignore your Resistance when determining whether they can slam or stun you.

## ROBOT BODY

The Artificial origin means you are a construct rather than regular living being. You can discard a rolled power and replace it with Total Life Support.



# SERVANT

**CONTROL.** You can create or summon a servant or minion. It takes a page of preparation to summon your servant, which appears within close range. You must concentrate to command your servant.

You have a “pool” of points equal to four times your power level with which to “buy” the Servant’s traits: Prowess, Strength, Coordination, and powers each cost 1 point per level. Offensive, defensive, and movement powers are common for servants, although they can have any powers allowed by the GM. Servants have no mental abilities and only act to carry out your commands. Servants have no Determination Points, nor can they be given any by Leadership.

The GM approves all servants and can veto any inappropriate concepts. Villains often have this power at a level off the scale, able to call upon legions of powerful servants or minions in a way unsuitable for heroes.

**Example:** Tesla has her “teslabots” she can summon through a dimensional wormhole. Her Summon level of 6 gives her 24 points to divide, so a teslabot has Prowess 3, Strength 6, Coordination 3, and Damage Resistance 3, Flight 4, and Stunning 5.

## MULTIPLE SERVANTS

You can spend a point from your Servant pool to add an additional servant with the same traits as the first (reducing the number of points you have to spend on traits). You can still only summon one servant per page unless you have the Multiple extra. Multiple servants performing the same action together use the rules for combined efforts.

**Example:** Wanting to have multiple teslabots, Tesla applies the Enhanced extra to her Servant and puts those additional 6 points into having a total of six ‘bots she can summon. If she wants to summon them all at once, she also needs the Multiple extra, otherwise she can only summon one ‘bot per page.

## EXTRAS

**Enhanced:** Each application of this extra gives you additional points equal to your power level to create your servant.

**Group:** If you have multiple servants (previously) you can summon them all at once as a group, rather than one at a time.

**Instant:** Summoning your servant does not require preparation, you can do it instantly, although you still do so on your turn and can still only summon one servant per page unless you have the Multiple extra as well.

**Sensory Link:** You can perceive through the senses of your servants, seeing and hearing everything they do.

**Variable:** You can summon different kinds of servants, essentially re-allocating points to design a new servant every time you use this power. The GM may set guidelines and limits for what types of servants you can summon.

## LIMITS

**Standard:** Exclusive, Performance, Source

**Feedback:** You suffer the same stun results (but not other effects) as your servants.

## SHADOW FORM

You can turn into a living shadow. See **Shadow Form** under the **Alternate Form** power (p. 46).

## SHAPESHIFT

You can transform into different shapes or forms. See the **Transformation** power (p. 123). Full shapeshifting is Transformation with Extra Type twice, to encompass all three types of forms (Animals, Humanoids, and Objects).

## SHIELD

A shield is a defensive device for the **Damage Resistance** power; see the **Defensive Devices** section of the **Devices** chapter for details.



# SHRINKING

**ALTERATION.** You can become smaller at will, down to a minimum height as shown on the table:

Level	Size	Modifier
1	4 feet	+0
2	3 feet	+0
3	2 feet	+1
4	1 foot	+1
5	6 inches	+2
6	3 inches	+2
7	1 inch	+3
8	insect	+3
9	microscopic	—
10	atomic	—



You gain the “small” quality, which can be activated normally for advantage or trouble. You also gain the modifier listed on the table as a bonus to attack and defense tests against normal-sized opponents. When using Shrinking your ability levels (including Strength) are unaffected.

At Shrinking 9+ you can reduce down to the microscopic or even atomic levels. You are “off the scale” and no longer interact directly with the larger world and are limited to interacting with things at the same scale. On the other hand, at microscopic and smaller sizes you can do things like slip through tiny openings or even the space between molecules!

## EXTRAS

**Powers:** Teleportation (Transmit via phone lines)

**Growth Momentum:** You enlarge rapidly under a target, using the momentum of your growth to enhance an attack; add the modifier for your Shrinking level table as a bonus to your unarmed damage.

**Micro-World:** You can reduce “below” the atomic to enter a “micro-world” or similar alternate reality. In that world you may (at the GM’s option) have Growth at a power level equal to your Shrinking in the normal-sized world.

## LIMITS

**Strength Reduction:** The more you shrink, the weaker you become; subtract your Shrinking level from your Strength until it reaches 0, dropping off the scale.



## SONIC CONTROL

**CONTROL.** You can generate and control sound. This power at its basic form allows you to project a deafening beam of sound (see **Dazzle**, p. 59).

### EXTRAS

**Standard:** Burst

**Powers:** Absorption (sound), Alternate Form (Energy Form), Blast (sound), Corrosion (Ranged, crystalline objects only, sonic vibrations), Flight, Force Field (Force Constructs), Illusion (sound only), Mind Control (Hypnosis only), Resistance (Sonic), Spatial Sense (sonar)

**Echo:** You can duplicate any sound, allowing you to mimic voices or other noises.

**Ventriloquism:** You can “throw” your voice up to visual range, making it seem to originate from elsewhere.

### LIMITS

**Standard:** Max Only, Extra Only, No Stunts, Source



## SPATIAL CONTROL

**CONTROL.** Spatial Control allows you to twist the dimensions of space within extended range. You can lengthen or compress distances, and warp topography. Effects last as long as you concentrate. Choose one of the following effects; you can acquire the others as extras:

**Compress Distances:** You and others move through the area as if you had Super-Speed equal to your Spatial Control level.

**Stretch Distances:** You reduce speed of movement through the area by your power level.

**Twist Space:** You distort space; anyone within the area must make a Coordination vs. Spatial Control test to avoid losing an action while they get their bearings. You can cause anyone moving through the affected area to fall (or otherwise collide with a surface while moving) with an action and a Spatial Control vs. Coordination test.

### EXTRAS

**Standard:** Defensive

**Powers:** Blast (spatial shock, Burst), Duplication, Stretching (changing spatial topography), Teleportation (Passengers, Portal)

**Shaping:** You can alter the topography of objects or even people, stretching

or shaping them like clay. Affected objects return to normal when you stop concentrating.

**Spatial Anchor:** You “harden” local space against disruptions, making your power level the difficulty for any use of Dimension Control, Dimensional Travel, Spatial Control, or Teleportation within visual range.

**Spatial Disruption:** You can tear a target apart by scattering it through space, gaining Corrosion at your Spatial Control level, usable at extended range.



## SPINNING

**MOVEMENT.** You can spin at superhuman speed along your axis, and still speak, hear, and see normally while doing so. This power provides three benefits. First, your rapid spinning gives you Binding Resistance (including Wrestling attacks). Second, the spinning generates a wind screen of the power’s level that substitutes for your Coordination to defend against physical and air-based attacks. Third, you can use your power’s level instead of your Strength for damage and grabbing in close combat.

### EXTRAS

**Powers:** Air Control, Fast Attack, Flight, Super-Senses (Circular Vision), Super-Speed

**Air Ram:** You can generate a focused blast of air capable of knocking people over. Make a Spinning vs. Strength test and read the result like a possible slam.

**Blade Storm:** Flinging a number of small blades, shuriken, spikes, or debris you can do damage equal to the power’s level to all targets in close range.

**Blade Whirl:** Wielding a small edged weapon, such as a dagger or sword of some type, you can use the power’s level to attack and do the power’s level or weapon’s level (whichever is greater) in damage against a single target.

**Spinning Drill:** You can drill into surfaces of Material up to your level, as if using the Burrowing power.

**Tornado:** You can generate a tornado that inflicts damage equal to your power level on anyone within extended range. However, you must roll a Spinning test against your own power level to control the tornado each page; if you fail, the tornado goes out of control before dissipating in 1d6 pages.

### LIMITS

**Standard:** Temporary



# SPIRIT CONTROL

**CONTROL.** You can control spirits, ghosts, and similar entities. Make a Spirit Control vs. Willpower test to control a spirit within visual range. If the spirit's Willpower is higher than the greater of your power level or Willpower, you cannot dominate it without determined effort. A dominated spirit's personality and goals remain, but it is unable to resist your commands.

The spirit obeys your verbal or telepathic orders. Each time you order a spirit to do something it is strongly opposed to doing—such as a command that runs counter to the spirit's qualities—you must make a new Spirit Control vs. Willpower test to reinforce your control. Failure frees the spirit from your influence and you cannot control it again in that issue without determined effort.

## EXTRAS

**Powers:** Astral Projection, Energy Drain, Power Nullification (Mind Control and Spirit Control only), Servant (reanimating dead bodies), Super-Senses (Spirit Detection)

**Deny Death:** You can trap a spirit within a fatally damaged body until there is time to heal the body enough to contain the spirit again on its own. You can keep the spirit trapped only as long as you concentrate.

**Forced Possession:** You can place disembodied spirits into new bodies. Roll a Spirit Control vs. Willpower test. If the test fails, the spirit suffers damage equal to the power level. If it succeeds, the spirit takes control of the body, dominating any other consciousness within the body. The spirit retains its own mental abilities and powers and gains the physical abilities and powers of the host body.

**Incarnation Awareness:** You can remember the events of your past lives. Moreover, you can send messages to your prior incarnations when they were actually living and receive them from future incarnations (though not vice versa). These are excellent opportunities for focused effort, retcons, and stunts (substituting Spirit Control level for another trait).

**Spirit Affliction:** With a representative link to a target (such as a lock of hair or the classic “voodoo doll”) you can inflict a Rangeless Affliction at your Spirit Control level on a target, who gains a +2 bonus to resist the effect unless they are within extended range of you.



**Spirit Storage:** You can capture and contain disembodied spirits with a major success on a Spirit Control vs. Willpower test. The spirits are trapped within a pocket dimension connected to you. Moreover, you can communicate with the trapped spirits. You are immune to any attempts by the trapped spirits to possess or dominate you.

**Spirit Summoning:** You can summon and control the nearest spirit or ghost with a Spirit Control vs. Willpower test.

**Spirit Ward:** You can create a close area around you that spirits cannot enter without a moderate or better success on a Willpower test against your Spirit Control power level.

## LIMITS

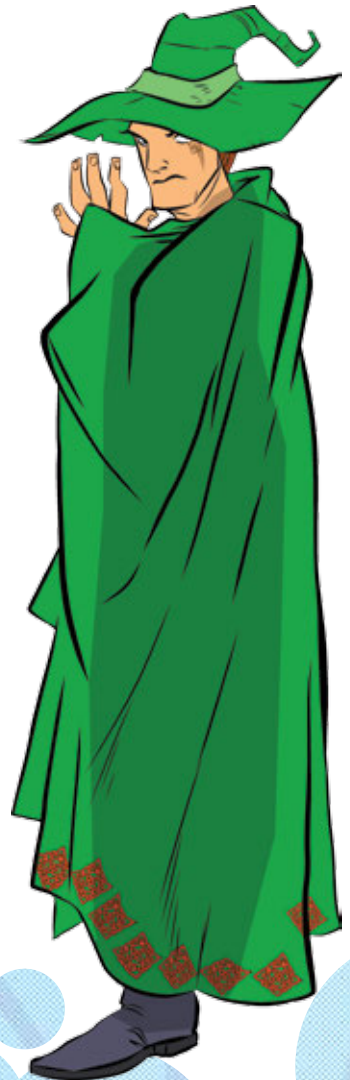
**Standard:** Extra Only, Performance

**Exorcism:** Your control only extends to compelling spirits to depart bodies they have possessed and to banishing them from the physical plane.

**One Type:** Your Spirit Control only affects a particular type of spirits like ghosts, faeries, or nature spirits.

**Ritualistic:** Your Spirit Control requires lengthy rituals and preparation. It takes a minimum of a minute per power level to use, possibly longer.

**Sleeping:** You can use this power only while asleep. If you are awakened, any use of Spirit Control ends immediately.





# STRETCHING

**ALTERATION.** Your body and limbs can stretch, allowing you to reach or attack someone out to extended range. Your Stretching level limits your abilities when you extend your reach, so abilities greater than your Stretching level are reduced to that level, to reflect the difficulty of doing things at an extended distance. The GM may require a Stretching test for extreme distances or difficult uses of your ability. You can use your Stretching level for tests to escape (see **Escape** in the **Taking Action** chapter of **Icons**).

## EXTRAS

**Powers:** Alternate Form (Fluid Form only), Dimension Control (2D only), Flight (Gliding only), Resistance (Binding, Damage), Transformation (any form, Disguise, Tell)

**Bouncing:** Your elastic form gives you Leaping at your power level by “bouncing” along; this also gives you Falling Damage Resistance at your power level.

**Hardening:** You can enlarge and harden your fists to give you a bashing Strike attack equal to your Stretching level.

**Net:** You can substitute your Stretching level for Coordination for catching falling items or people. You suffer no damage from falling objects that your Strength can lift.

## LIMIT

**Elongation:** You can elongate only your limbs, extending your reach and ability to strike at a distance, and to step over barriers, but you cannot gain any of the extras associated with the power (the same as the No Extras limit).

**Inflating:** You can only inflate your body like a beach ball. You get the Damage Resistance and Bouncing extras included in this limit, but not the base Stretching ability or access to any other extras.

**Slow Retraction:** It takes you a page of preparation to return any stretched out or modified body parts to their normal shape.



## STRIKE

**OFFENSIVE.** You have a close combat attack like claws, spines, or a weapon of some sort. Choose the effect of your strike and whether or not it is a bashing or slashing attack when you get this power. A slashing Strike inflicts damage equal to its level. A bashing Strike does damage equal to its level or your Strength +1, whichever is greater.



### EXTRAS

**Standard:** Affects X, Contagious, Secondary Attack

**Both Types:** You can use your Strike as either a bashing or slashing attack. You decide which when you make the attack.



## STUNNING

**OFFENSIVE.** You can render an opponent unable to act. Roll a Coordination vs. Coordination test against a target in extended range. If the attack succeeds, roll a power level test against your target's Strength or Willpower (choose which ability resists your Stunning when you take the power). With a **moderate success**, the target can take no actions for one page. A **major success** stuns the target for a level duration, while a **massive success** leaves the target stunned for the duration of the chapter (or until you release them).

One of the target's qualities may be activated to recover, ending the effect. You choose the details of how your Stunning power works: it may leave targets dazed or unconscious, confused, paralyzed, or incapacitated by pain, pleasure, fear, or other sensations.

### EXTRAS

**Standard:** Burst, Contagious, Rangeless

**Both Types:** You can target your Stunning attack at either Strength or Willpower, chosen when you make the attack.

## SUMMONING

For summoning other creatures or characters to serve you, see the **Servant** power (p. 107). If you can summon objects or creatures from elsewhere into your presence, see the **Summoning** extra of the **Teleportation** power (p. 121).



## SUPER-SENSES

**SENSORY.** You have additional, enhanced, or extended sensory abilities. Each level in Super-Senses grants you one of the following options. Choose one or roll 1d6 per level. You can choose some options more than once, in which case their benefits are cumulative.



d6 Roll	Type	Effect
1-2	Additional	You have more than just the five normal senses; each level gives you a new sensory ability from the Additional Senses list.
3-4	Enhanced	Each level adds a +1 bonus to Awareness tests using a particular sense, much like a specialty; e.g. Enhanced Vision, Enhanced Hearing, etc.
5-6	Extended	Each level reduces the effective range to sense something by one. For example, with one level of Extended Vision, you can see things at visual range as if they were only at extended range.

### ADDITIONAL SENSES

For each level you have in Additional Senses, choose one of the following options or create your own additional sensory ability with the Game Master's permission. An Awareness test may be required for some uses of Additional Senses at the GM's discretion.

**Circular Vision:** You can see in a 360-degree radius around you, making it difficult to sneak up on or surprise you.

**Communication:** You can communicate via some medium other than just speaking, like radio waves, "super-ventriloquism," or telepathic transmission.

**Comprehend Languages:** You can understand and communicate in any language. The GM may require an Intellect test to comprehend especially obscure or alien languages.

**Dimensional Sense:** You can detect the energy or vibrational signature of each dimension, and know when you are on an unfamiliar plane.

**Direction Sense:** You never get lost and can find your way back to anywhere you've been.

**Infrared Vision:** You can see heat sources, allowing you to see in the dark by detecting temperature differences.

**Microscopic Vision:** You can see objects too small for normal vision to perceive. You can read microfilm without a mechanical reader or peer into the microscopic world of cells and molecules, perhaps even subatomic worlds.

**Penetration Vision:** This power allows you to see through solid objects like an X-ray. Choose at least one substance or barrier you *cannot* see through.

**Spatial Sense:** You gain a three-dimensional outline of the environment around you out to visual range through the use of radar, sonar, mystical awareness or some similar ability.

**Telelocation:** You can locate one or more known individuals, wherever they are, with a successful Awareness test. The GM chooses the difficulty based on the distance and how well you know the subject, from 3-4 for a fairly well known subject to 6 or more for a subject you know only casually.

**Time Sense:** You always know what time it is at any moment, and how much time has passed, like a very accurate clock.

**Tracking Sense:** You can follow a subject's trail or tracks. The GM may require power level or Awareness tests to track in difficult terrain or conditions.

**True Sight:** You can see the true appearance of any object or person, bypassing disguises or concealment. This power penetrates any means of hiding something's true nature, whether physical, psychic, illusionary, or magical. In some cases, an Awareness test against a concealing effect's level may be required.

**Ultraviolet Vision:** You can see ultraviolet radiation, allowing you to see in the dark as long as there is some UV light present (such as from the stars at night).

## LIMITS

**Reduced Sense:** In compensation for greater awareness in one sense, another is reduced dramatically. Tests involving the reduced sense are increased in difficulty by 2.

## SUPER-SKILL

**You have considerable innate ability with a particular specialty, without the usual training or experience. See the **Specialty Increase** limit of the **Ability Increase** power (p. 39).**



## SUPER-SPEED

**MOVEMENT.** You can move at superhuman speeds. See the **Benchmarks Table** to get an idea of your speed. Super-Speed 5 is sufficient to cross to visual range in one panel. Super-Speed 7 is roughly the speed of sound, with higher levels orders of magnitude faster. Super-Speed 10 is sufficient to go anywhere in the world in a single panel! You can also accomplish tasks like reading or assembling (or disassembling) something faster.

### EXTRAS

**Powers:** Air Control, Fast Attack, Phasing (by vibrating your molecules), Regeneration, Spinning, Vibration Control

**Standard:** Affects Others

**Defending:** You can substitute your Super-Speed level for your Coordination and Prowess to avoid attacks.

**Surface Speed:** You can use your extreme speed to do things like run up walls (momentum defying gravity) or across the surface of liquids (moving fast enough not to break the surface tension).

## SUPER-STRENGTH

**Superhuman strength in ICONS is simply a Strength level greater than 6,** which is the level of the strongest weight-lifters and athletes. See **Ability Boost** and **Ability Increase** for powers which can raise rolled Strength level.

## SUSPENDED ANIMATION

See the **Suspension extra of Time Control (p. 122), possibly limited to Self Only and Extra Only.**

## SWIMMING

See the **Aquatic power (p. 50), possibly with the One Type limit.** See the **Swimming** section of **Taking Action** in **ICONS** for details on the effects of swimming, particularly for characters who cannot breathe underwater.



## SWINGING

**MOVEMENT.** You can swing along on a line or cable; this might be self-generated webbing, lines of force, or a device like a grappling gun or lasso. Your swing lines are made of Material equal to your power level. Use the higher of your Swinging and Coordination levels for maneuvers while swinging (including avoiding attacks).



You can also use your swing line to catch onto things and pull them to you (rather than you to them) with a successful Coordination test. You may need an opposed Strength vs. Strength test to pull something away from someone.



## TELEKINESIS

**CONTROL.** You have the ability to move objects in visual range without touching them. The power's level is treated as its Strength for lifting and moving things (see the **Benchmarks Table** for an idea of how much weight you can move). Use your Willpower as your telekinetic "Coordination."

### EXTRAS

**Powers:** Blast, Flight, Force Control, Force Field



## TELEPATHY

**MENTAL.** You can read minds and transmit your thoughts to them. Roll a Telepathy vs. Willpower test to read a subject's thoughts. Willing subjects do not require a test; you succeed automatically. A failed test means you cannot read that subject's mind without determined effort for the chapter. Reading particularly deep, forgotten, or long-ago memories might require higher degrees of success, at the GM's option. You can link up to a number of minds equal to your power level in a mental "switchboard" to communicate.

Make an Awareness or Telepathy test against an intruder's Telepathy level to sense when someone else attempts to read your mind. Use the higher of your Telepathy or Willpower levels when determining the difficulty to read your mind.

## EXTRAS

**Powers:** Emotion Detection, ESP (Proxy), Illusion, Invisibility (Minds Only), Mental Blast, Mind Control (all extras), Mind Shield, Power Detection (Mental Powers only), Super-Senses (Telelocation)

**Standard:** Rangeless

**Mind Probe:** You can search for specific information in a subject's mind. You must state what you are looking for before beginning the scan. Roll a Telepathy vs. Willpower test. A successful Mind Probe reveals the information, limited to the subject's knowledge.

**Psychic Surgery:** You can enter the mind of a willing subject and repair psychic damage. This works like Healing, but only on damage inflicted by Mental Blast and other mental powers.

**Psychic Weapon:** By focusing your mental powers, you create a weapon of psychic energy. You wield this weapon with Prowess, but it bypasses Damage Resistance like a Mental Blast.

## LIMITS

**Animals Only:** You can only use Telepathy on animals, not people.

**Empathy:** You can only sense and affect a target's emotions, not thoughts.



# TELEPORTATION

**MOVEMENT.** You can disappear from one spot and reappear in another some distance away without crossing the space in between. See the **Benchmarks Table** for an idea of the distance you can travel: Teleportation 5 is sufficient to go anywhere in visual range, while higher levels have ranges measured in tens, hundred, and thousands of miles. Teleportation 10 is enough to go virtually anywhere. You must be able to either see your destination or clearly visualize it (such as being familiar with it).

Make a difficulty 2 Teleportation test. Failure means you arrive at the destination stunned and spend the next panel recovering (taking no actions that page). Teleportation 7 or greater does not require a test (you automatically succeed).

If you accidentally teleport into a solid object—which can include the ground—you are automatically bounced back to your starting point. Roll a Teleportation test against a Stunning level equal to the object's Material (see **Stunning**, p. 115).



## EXTRAS

**Standard:** Affects Others, Passengers

**Accurate:** You can teleport to destinations without having to see or visualize them, so long as you can accurately describe where you want to go, such as “inside the subterranean vault below the building.”

**Defensive:** You can use your Teleportation level in place of your Coordination for dodging.

**Displacement:** You can teleport into a solid object, displacing the target mass to where you started. This is a Teleportation vs. Material test. Success displaces the object while failure bounces you back to your starting point and may stun you, as previously described.

**Flurry:** You can teleport quickly from place to place, striking at multiple targets as if using Fast Attack. The targets must all be within visual range and your Teleportation distance of each other.

**Portal:** You can open a rift in space, allowing other people to step through. Each page after the first needs a new Teleportation test (unless you have Teleportation 7+) and you have to concentrate to keep the portal open.

**Reliable:** You do not have to make a Teleportation test to avoid being stunned when you teleport, regardless of your power level.

**Summoning:** You can teleport other people or objects from remote locations within your power level range to you with with a successful Teleportation test, opposed by the target’s Coordination.

## LIMITS

**Location-Specific:** You can only teleport to specific locations, decided with the Game Master.

**Transmit:** You teleport via a specific medium such as electrical wiring, communications networks, root systems, shadows, or waterways. You must enter and exit through your medium.

**Troubleseeker:** You subconsciously sense dangerous situations and automatically teleport to them, whether you want to or not. You usually have one page of warning as your power begins to activate. You don’t necessarily know what the problem is at your destination until it shows itself.



## TIME CONTROL

**CONTROL.** You can control the flow of time, allowing you to perform a number of effects. Choose one Time Control extra you can do when you get this power. The rest you can acquire as regular extras:

### EXTRAS

**Powers:** Duplication, Fast Attack, Precognition, Postcognition, Stunning (Burst), Super-Speed (all extras, Affects Others)

**Suspension:** Place someone (including yourself) in a state of suspended animation, with time slowed to a virtual stop to suspend the effects of aging or an ongoing condition like an Affliction or the loss of Strength levels while dying. Suspended characters effectively have Total Life Support while their bodily functions are suspended.

**Time Travel:** Travel in time, going into the past or future or alternate timelines. It's up to the GM whether or not you can actually change history by traveling into the past; by default, assume you create a divergent or parallel universe if you "change history." Likewise, any future you visit is only a "possible future," and not necessarily set in stone.

### LIMITS

**Extra Only:** You're limited to a single Time Control effect and cannot acquire the others as extras or stunts.

## TIME TRAVEL

**You can travel through time. See the Time Travel extra of the Time Control power (previously), possibly with the Extra Only limit.**

As specified under **Time Control**, the mechanics and rules of time travel in an Icons game are left largely up to the Game Master, who may decide to make this an "off the scale" ability available only to certain Game Master characters, either villains or allies of the heroes, to keep the players from jaunting back-and-forth through time, madly changing history.

As a general rule of thumb, any use of time travel or a similar ability that impacts the present can be considered a retcon (see **Advantage in The Basics** chapter of **Icons**) and requires a similar use of advantage to bring into play, perhaps using the time travel power or ability level as a maneuver.



# TRANSFORMATION

**ALTERATION.** You can transform into other things (animals, objects, or people). Roll 1d6 or choose one of the following options you can transform into when you acquire this power. You can gain the other options as extras.



d6 Roll	Transform into...
1-2	Animals
3-4	Humanoids
5-6	Objects

It takes a page of preparation to assume a new form, although you can revert to your normal form instantly. You gain the physical properties of your assumed form, up to your power level. If convincingly imitating a particular form is an issue, your power level is the difficulty for an Awareness test to notice something amiss.

## ANIMALS

You can transform into any normal animal, or an human-animal hybrid. You retain your normal mental abilities in animal form as well as your ability to speak, unless specific limits or challenges prevent you. Your physical abilities in animal form are equal to your power level or the animal's normal abilities, whichever is lower. See **Creatures** in the **Game Mastering** chapter of **ICONS**.

In human-animal hybrid form either your Strength, Coordination, or both may be raised to your Transformation level, as appropriate for the animal type. Hybrid forms are humanoid in all but cosmetic features (fur, snout, tail, and so forth), though you gain the animal's physical attacks, senses, and movement capabilities as well.

## HUMANOIDS

You can transform into convincing copies of other humanoids, including copying their voice and whatever clothing they are wearing. Your imitation is exact enough to fool tests like fingerprinting, retinal scans, or even DNA tests. You do **not** gain your subject's traits other than appearance (for that see **Power Mimicry**).

## OBJECTS

You can transform into non-living objects, from a rock to a machine like a car. You retain your normal mental abilities as well as your ability to speak, unless specific limits or trouble prevents you. You gain the physical properties of the object, including its Material level, up to your power level.

## EXTRAS

**Powers:** Alternate Form, Growth, Power Mimicry, Shrinking, Stretching

**Extra Type:** You can assume an additional category of forms. If you have this extra twice, you can assume all three types of forms (Animals, Humanoids, and Objects).

**Instant:** It does not require any preparation for you to transform; you do so instantly.

## LIMITS

**Disguise:** You do not gain the physical properties of the forms you assume, just their appearance; you can *look* like a brick wall, but you're not as strong or tough as one. When applied to Humanoid Transformation, you lose the "exact" capability, gaining only your subject's appearance.

**Mute:** You cannot speak in non-humanoid forms and can only make sounds normally associated with that form.

**One Type:** You can only assume one type of form from your category, such as only canines or avians (animal), or only men (people). Even more narrow limits may count as two limits, if the GM approves. You cannot have the Extra Type extra.

**Tell:** You have a "tell" that's always apparent, such as an inability to change your color or texture, or having a version of your normal face always visible, making your power less useful for disguising yourself without using other measures, such as make-up, to cover up your tell.

# TRANSMIT

You teleport via a specific medium such as electrical wiring, communications networks, root systems, or waterways. See the **Teleportation** limit **Transmit** (p. 121) for details.



# TRANSMUTATION

**CONTROL.** You can transform chemical elements and compounds by touch, turning non-living materials into different non-living materials. Transmutation doesn't affect living beings and can't create animate beings out of inanimate matter (see the **Transforming Ray** and **Servant** powers to do those things).

You can only affect objects as a whole and only as much mass as Strength of your power level could lift (see the **Benchmarks Table**). You may need to make a Coordination test to touch a moving or held object (opposed by the object's speed or the holder's Coordination level).

## EXTRAS

**Standard:** Ranged, Visual

**Powers:** Servant, Transforming Ray

**Catalytic Control:** You can speed up, slow down, or stop chemical reactions. You can do things like make metal stop dissolving in acid, cause ferrous metal to rapidly oxidize (rust), nullify bio-chemical powers and compounds, and so forth.

**Choking:** You can blanket an area with choking gas, affecting targets like the Suffocation extra of Air Control (a ranged Affliction).

**Explosion:** By creating explosive elements, you can create a Blast that does damage equal to your power level to everyone within close distance.

## LIMITS

**Standard:** Concentration, Performance, Temporary, Tiring

**Limited Mass:** You affect a very limited mass, less than the amount for level 1 Strength, as little as a few pounds at a time.

**One State:** You can only affect a particular state of matter (solid, liquid, or gas) and can't transmute other matter. (Transmutation normally affects all states of matter.)

# VEHICLE

You have a specialized vehicle of some sort. See **Movement Devices in the Devices** chapter.



## VIBRATION CONTROL

**CONTROL.** You can generate and control vibrations at different frequencies.

You can fire a Blast of vibratory energy out to extended range, doing damage equal to your power level.

### EXTRAS

**Standard:** Burst

**Powers:** Absorption (vibrations), Burrowing, Corrosion (Ranged, crystalline objects only), Dimensional Travel (vibratory dimensions), Earth Control (Earthquake only), Flight, Force Field, Phasing, Power Nullification (Sonic and Vibration Control only), Resistance (Binding, Pressure), Sonic Control, Super-Senses (Spatial Sense)

**Safecracking:** You can open mechanical locks and safes by causing the sensitive mechanisms inside to vibrate by making a Vibration Control test against the difficulty of the lock.

**Scrambling:** You can throw machinery out of kilter by vibrating delicate components. Against animate machines, this works like an Affliction attack.

**Tremors:** You can send tremors through the air or ground. These don't cause quakes, but require everyone within extended range to make a Coordination vs. Vibration Control test to avoid falling prone and losing an action. Unsecured objects can fall and break.

**Vertigo:** By upsetting the target's inner ear, you can perform the Vertigo extra of Mental Blast (see p. 91).

**Vibro-Blade:** You can cause blades of various sorts to vibrate at high speeds, increasing the blade's damage to your power level or its normal damage +1, whichever is greater.

**Vibro-Strike:** By generating high level vibrations around your hands, you can strike with a slashing attack that does damage equal to your level or your Strength level +1, whichever is greater.

### LIMITS

**Standard:** Extra Only, Max Only, No Stunts, Source



## WALL-CRAWLING

**MOVEMENT.** You can move normally across vertical and upside-down surfaces (walls and ceilings, for example). The Game Master may require a power test when attempting to move across a particularly slick or slippery surface, with the difficulty based on the surface.

## WATER-BREATHING

See the Aquatic power (p. 50), possibly including the One Type limit.



## WATER CONTROL

**CONTROL.** Water Control allows you to create and control water. You can move a mass of water based on your power level on the **Weight** column of the **Benchmark Table**.

### EXTRAS

**Powers:** Aquatic (Passengers), Cold Control (ice only), Servant (water elemental), Weather Control

**Dehydration:** You can destroy water. You can lower water or use this extra as an Affliction attack against humans and other creatures composed mainly of water.

**Drowning:** You can suffocate a victim with water with a Water Control vs. Strength attack, like a ranged Affliction attack (p. 42).

**Melting:** You can turn ice into water, up to the usual mass you can affect per page.

**Propulsion:** You can use water to speed water vehicles as if they had an Aquatic level equal to your Water Control level.

**Tsunami:** With a page of preparation, you can form a giant wave from a body of water and bring it crashing down on all within extended range of shore, doing damage equal to your power level.

**Water Walking:** You can cross the surface of water as if it were solid ground.

### LIMITS

**Standard:** Source (you need a source of water, as you can't create it)

**Submerged:** You must be at least half submerged in water to use this power.

## WEAPON

**You have a special weapon. See the Blast or Strike** power descriptions as well as **Offensive Devices** in the **Devices** chapter. If you can create or summon multiple different weapons, see the **Gadgets** power (p. 77) possibly with the Limit of Only Weapons.



## WEATHER CONTROL

**CONTROL.** You can manipulate the weather, including winds, temperature, precipitation. With a page of preparation, you can create any weather condition in a visual area around you, although using the weather as a direct attack requires an appropriate extra or stunt. You can predict the weather with a Weather Control test against a difficulty equal to the number of days.

### EXTRAS

**Powers:** Affliction (cold or heat), Air Control, Blast (hail, Burst), Cold Control, Fire Control (Heat Control only), Flight (Passengers), Life Support (Cold and Heat only), Resistance (Weather)

**Fog:** You can summon up a thick fog bank, reducing line of sight to close range within a visual range area.

**Instant:** You can change the weather instantly, without a page of preparation.

**Lightning:** You can fire Blasts of lightning from your hands or draw them down from the sky, inflicting power level shooting damage out to extended range.

### LIMITS

**Standard:** Unstable

## WINGS

**You have a functional set of wings, allowing you to fly. See the Extra Body Parts** power (p. 72) and the **Flight** power (p. 75) for details.





## WIZARDRY

**CONTROL.** You are capable of duplicating a wide range of powers using a power source like magic, technology, or cosmic power. See the **Cosmic Power**, **Gadgets**, and **Magic** powers. Choose one Wizardry power or roll d6:

d6 Roll	Power
1-2	Cosmic Power
3-4	Gadgets
5-6	Magic



# DEVICES

WHERE DOES HE GET  
THOSE WONDERFUL TOYS?

THE JOKER, BATMAN

A **device** is an item providing a power or powers, rather than the power residing in the character. Devices range from relatively mundane real-world items like swords, guns, and armor to super-science gadgets and magical talismans.

Devices have their own independent power sources (where necessary), although they may need periodic recharging or reloading; having a device suddenly run out of power or ammo, break down, get stolen, or otherwise pose a problem can be considered trouble for its owner.

## WHO PAYS FOR ALL OF THIS?

Comic books don't tend to worry about how much all the high-tech devices cost; heroes are either independently wealthy or have backers with deep pockets willing to cover their expenses in the name of the greater good and saving the world. The inability to afford or acquire a needed device is handled as trouble rather than a lesson in free market economics. **Icons** takes the same approach: don't worry about the monetary cost of devices unless you want to make it a specific form of trouble for the heroes.

Heroes with the Trained and Gimmick origins can **only** have powers from devices. Other characters may choose whether or not a power comes from a device when the power is acquired. If you want to determine this randomly, roll 2d6: on a 4 or less, the power comes from a device, otherwise it is innate.



## ALTERATION DEVICES

**Alteration devices can take many different forms, including but not limited** to pills and other “wonder drugs”; belts, suits, or harnesses; magical talismans; and gloves or gauntlets. Examples include:

- **Aqua-Pills** provide the Aquatic power for one chapter. Water-breathers use a similar formula to allow them to temporarily breathe air.
- **The Hyde Formula** gives the user the Alter Ego (p. 45) of a super-strong, often savage, brute.
- **Invisibility Serum** gives the drinker the Invisibility power although it may not grant the ability to become visible again!
- **Vitamin X** is a temporary Strength Boost drug (see **Ability Boost**, p. 38).

## CYBERNETICS

Cybernetics or bionics involve the addition of artificial parts to the body, such as bionic legs, a computer implant, or even a magical prosthesis, like an enchanted replacement arm made of animated metal.

Cybernetics create different trouble from other devices; they cannot be easily taken away (although some—like artificial limbs—*can* be detached), but may suffer technical problems or breakdowns, especially if damaged. Cybernetics are also potentially vulnerable to powers like Machine Control (p. 88).

Cybernetic powers include (but are not limited to): Ability Boost, Ability Increase, Extra Body Parts, Fast Attack, Gadgets, Interface, Life Support, Machine Control, Resistance, Super-Senses, and various Offensive Powers as built-in weapons.

**Example:** Psi-Borg, the Hunter From the Future, has a cybernetic arm (Strength Increase, Limited to One Arm), a cybernetic eye (Super-Senses for Infravision and Enhanced Vision), a cybernetic ear (Super-Senses for Enhanced Hearing and Ultrasonic Hearing), and a brain implant for Interface and Telepathy.



## CONTROL DEVICES

**Control Devices often take the form of directed items: guns, wands, and** other sorts of things you can point at a target. They can also be items of clothing or jewelry such as crowns, circlets, helms, rings, amulets, or gloves.

Examples include:

- **The Cosmic Crown** is an ancient artifact of unknown origin, granting the wearer Cosmic Power equal to his or her Willpower level.
- **Healing Rays** can instantly heal most injuries, like a use of the Healing power.
- **Mystic Tomes** sometimes grant access to the Magic power for those able to read spells from their pages, often with the Ritualistic limit.
- **Power Nullifiers** are built into manacles, collars, and headbands as well as ray or field projectors, used by police and prison authorities to restrain super-powered criminals and by villains to do the same to heroic prisoners using Power Nullification (p. 101).
- **Shrink Rays** impose the Shrinking power on their targets, commonly used by villains to “cut their foes down to size.”
- **Weather Wands** grant their wielder the Weather Control power, often including the Lightning extra. Mystic wands may do the same for the Magic power.

## ROBOTS

Robots are a type of Servant device, unliving automatons programmed to carry out their controller’s wishes. Robots typically have physical abilities (Prowess, Coordination, and Strength) but no mental abilities unless they are artificially intelligent, in which case you can treat them more as characters with the Artificial origin than devices. Magical versions of robots include golems, animated statues or suits of armor, and similar animated—but lifeless—objects.

Robots typically have Damage Resistance based on their construction and Total Life Support, ignoring the various needs of living creatures.

## UTILITY BELTS

A common Gadgets device is the utility belt (which may also take the form of a bag, bandolier, or other container): a collection of useful gadgets for every occasion. The Intellect test to produce a particular gadget may be considered a test of whether or not the character came prepared for the occasion, rather than actually reconfiguring available parts and equipment; if the test fails, the character simply does not have that gadget on hand in the utility belt. As usual, spending a Determination Point ensures success in coming up with a particular gadget.

Under fairly routine circumstances, the GM may waive the Intellect test to produce a gadget, just assuming the character has whatever is appropriate on hand.



# DEFENSIVE DEVICES

The most common defensive devices are suits of armor and shields, although they may include various belts, bracers, or other items with defensive powers.

## ARMOR

Armor is a Damage Resistance device, ranging from level 1 for heavy leathers to 4 for most metallic or modern ballistic armor. Game Masters looking for added realism may allow shooting attacks to ignore non-ballistic armor and for slashing attacks to ignore (or halve) modern ballistic armor, but the game generalizes armor's Damage Resistance for simplicity. Higher level armor is often made of alien or super-science materials or is magical in nature.

## SHIELDS

Shields are Damage Resistance devices as well, except using a shield requires a reaction. A character armed with a shield can also block with it (see Blocking in the Taking Action chapter of Icons) or wield it as a bashing weapon—although not both on the same page. A shield typically provides Damage Resistance 3 or 4, although magical or super-science shields may offer greater levels of Resistance. You can apply the Ranged extra to use a shield as a throwing weapon as well as in close combat. The GM may wish to permit Shields as a specialty under the Weapon group, usable as a bonus to Prowess and Coordination for attacking and blocking with a shield.

## BATTLESUITS

Why have a tank or a fighter jet when you can *wear* one? Comic book heroes and villains often have battlesuits—also known as power armor or power suits—devices granting their wearer a range of powers.

A battlesuit-wearer has a Gimmick origin, with all powers coming from the device. A player who rolls the Gimmick origin may choose for the hero's gimmick to be a battlesuit. The hero automatically gains either Damage Resistance or Force Field (choose one or roll a die for it: 1–4 = Resistance, 5–6 = Force Field) and may choose to apply the Gimmick's usual +2 mental ability bonus to that power's level instead.

All of the hero's other powers are incorporated into the armor. If a generated power does not work as an armor system, the player may choose a movement, offensive, or sensory power to replace it with the GM's permission.

Battlesuits tend to provide powers in five main areas: Protection, Mobility, Strength, Weapons, and Sensors.

**Protection:** A battlesuit's first and often main function is to protect the wearer from harm with various defensive powers. Most are Damage Resistance devices, although some battlesuits rely on Force Field instead.

Some battlesuits provide other Resistances. A suit designed for fighting fires, for example, might offer Fire Resistance whereas a suit for arctic exploration might provide Cold Resistance.

Lastly, a battlesuit may offer its wearer Life Support. A space-capable suit, for example, has at least Life Support 4 to deal with the vacuum, cold, radiation, and airlessness of space.

**Mobility:** A battlesuit often provides its wearer some means of getting around using movement powers. In some cases, it is as simple as enhanced Strength, allowing the wearer to jump further and climb more easily. More often, the suit has some sort of mobility system.

Like heroic movement powers, the most common is Flight, using rockets, anti-gravity, glider wings, or some other means of propulsion. An underwater suit provides the Aquatic power, while one designed for underground exploration might have Burrowing. More exotic battlesuits can have other movement powers, like a "stealth suit" with Swinging and Wall-Crawling, or a "boom suit" with Teleportation.

**Strength:** A battlesuit often enhances its wearer's Strength, using motors or force fields that mimic and magnify the wearer's movements. This is simply a device for a hero's superhuman Strength level, typically 7 or higher, but it could apply to a lower level of Strength; the battlesuit magnifies it, just not as much. So, for example, a hero might have Strength 6 while wearing the suit, but only Strength 3 (or even less!) out of it. Some characters even have Strength-related challenges or disabilities without their armor.

**Weapons:** Weapon systems put the "battle" into the "suit" with different offensive powers. By far the most common is Blast, ranging from bashing force beams to shooting lasers or machine guns. Explosive Blasts for missiles or energy bombs are not unusual.

Binding weapons may shoot streams of fast-hardening glue or resin, or masses of sticky fibers. Dazzle weapons might be strobes, flash bombs, sonic "screamers" or similar devices. An Aura may electrify or super-heat the surface of the suit, damaging anyone touching it, or represent a suit covered in spikes or sharp edges. Stunning can be a taser-like weapon, while Strike might be gauntlets with spikes (slashing) or kinetic strikers (bashing).

**Sensors:** Lastly, a battlesuit may have various built-in sensor devices, typically as part of the mask or helmet with a heads-up display, although the sensors themselves could be embedded in other parts of the suit.

Various Super-Senses are the most common: from infrared and ultraviolet vision to sonar, radar, or other electromagnetic scanners. A built-in radio or communications system is a common feature; so are various enhanced or extended senses.

An Interface power can represent the suit's ability to connect to other computer systems, and Detection provides more exotic sensors calibrated to specific phenomena. Other sensory powers tend to be more unusual and not included in technological battlesuits (although they can and do show up in magical suits).



## MENTAL DEVICES

**Mental power devices are often worn on the head, in the form of helmets, headbands, skullcaps, hats, and so forth, although they can also be amulets, necklaces, or rings. Mental devices are often magical, but may be technological, particularly for Telepathy or controlling powers.**

### MIND CONTROLLERS

Villains often use small devices (collars, headbands, or implants) capable of exerting Mind Control over their subjects. Placing the device requires a successful close attack and neutralizing the mind control often involves removing or disabling the device. Similar devices are “brain taps” providing artificial Telepathy (particularly the Mind Probe extra).

### MIND SHIELDS

A common type of mental device is an artificial mind shield, granting the user Mental Resistance. Depending on how common mental powers are in the setting, these devices may be standard-issue for high-ranking government officials, judges, and corporate executives, not to mention powerful crime lords and their immediate underlings. The presence of a mind shield device can be considered trouble for mental power users, since they often exist for the convenience of the plot. A similar device is a mental dampening field, a Mental Power Nullifier.



## MOVEMENT DEVICES

A movement device may be a special vehicle of some sort, from a souped-up car to a plane or dimension-travel capsule. Movement devices also include personal items from jet-packs to anti-gravity harnesses, wall-walking boots and gloves, and teleport belts.

- **Grapple Guns** fire cables ending in an automatic grapple, sticky pad, or some similar grabber, giving the user the Swinging power.
- **Jet Packs** and similar devices (like rocket boots or anti-gravity harnesses) provide their wearer with Flight.
- **Spring Boots** use powerful coiled springs to give the wearer levels in Leaping, whereas **Stilt Boots** provide Stretching (limited to the legs) instead.

## VEHICLES

Vehicles are special movement devices, having abilities of their own:

**Handling:** How responsive the vehicle is to its driver or pilot. Tests for maneuvering the vehicle use the lesser of its Handling or the character's appropriate ability (usually Coordination). Then apply any specialty modifier.

**Speed:** How fast the vehicle travels. Some vehicles have different speed levels for different environments, but must have at least one: ground, water, air, or space.

**Structure:** The vehicle's Material in terms of damage. It takes into account that vehicles are complex machines with vulnerable moving parts rather than just solid blocks of material. Some vehicles also have armor (Damage Resistance) protecting the vehicle, its passengers, or both.

**Handling Tests:** When making a difficult or risky maneuver with the vehicle, its pilot must make a test of the lesser of its Handling or the character's appropriate ability (usually Coordination), modified by any specialty. Especially difficult maneuvers may require a major or better success. Failure on the handling test means the pilot loses control of the vehicle.



**Losing Control:** When a character loses control, the vehicle generally continues in a straight line on its current course and speed until it crashes into something. The character can make a new Handling test each page to regain control.

**Crashes:** When a vehicle crashes, make a test using the lesser of the vehicle's Speed or Structure against the obstacle's Material level; if the vehicle succeeds, it breaks through the obstacle, its Speed reduced by the obstacle's Material level (Speed 0 or less brings the vehicle to a halt). If the vehicle fails the test, it comes to a stop and the passengers may suffer damage.

**Crash Damage:** Use the higher of the vehicle's Speed when it crashes or the obstacle's Material as the crash damage. Reduce the damage by whatever armor the vehicle provides its passengers (if any) and roll an attack test against each passenger using the base damage: this is a bashing attack if the passengers are strapped in or otherwise protected by safety harnesses, airbags, and such, or a slashing attack if they are not. Passengers individually resist any slam, stun, or kill results that may arise. Also reduce the vehicle's Structure by the crash damage; if it is reduced to 0 or less, the vehicle is destroyed.

**Chases:** Cases of characters and vehicles chasing each other can generally be handled with pyramid tests using Handling or Speed, or other abilities as appropriate for the situation. The winner of the test either catches up or escapes, depending on their goals.

**Vehicles in Combat:** Vehicles can generally be treated like characters in combat situations. Attackers target either the vehicle or its passengers; hitting a passenger requires at least a major success and you cannot target a passenger completely concealed within a vehicle. Passengers gain the benefit of the vehicle's armor while inside. A vehicle can be used for a rushing attack. Treat this as the vehicle crashing into the target, using the target's Damage Resistance as Material level—this can result in some vehicles being destroyed by crashing into very tough targets!

## SAMPLE VEHICLES

Vehicle	Handling	Speed	Structure	Armor	Notes
Car	3	3	4	—	+1 Handling for sports models
Bus	2	3	4	1	
Motorcycle	3	4	3	—	+1 Handling for sports models
Bulldozer	3	2	5	—	Strength 6 plow
Tank	3	2	7	5	Blast 7 cannon
Train	1	4	4	1	
Airliner	4	6	4	—	
Private Plane	3	5	4	—	
Fighter Jet	5	7	4	2	Blast 5 guns, missiles 7
WWII plane	4	4	3	1	Blast 5 guns
Flying car	4	5	3	—	
Speedboat	4	4	3	—	
Yacht	3	4	3	—	
Destroyer	3	3	5	5	Blast 7 cannons
Submarine	4	3	5	5	Missiles 7 (torpedoes)
Spaceship	5	10	5	5	Blast 8 lasers





# OFFENSIVE DEVICES

**An offensive device is, by definition, a weapon, although it may or may not take the form of a conventional weapon.** A Blast device, for example, may be a blaster pistol or goggles that shoot energy beams, while a Strike could be a hand-held weapon like a sword or hammer or a ring or gauntlet that provides a powerful kinetic impact, or energy claws.

## BASHING WEAPONS

Bashing weapons are blunt, hand-held devices like clubs, hammers, and makeshift weapons like baseball bats. The typical bashing weapon does up to Strength level + 1 damage, with a maximum of its Material level; if used to inflict more damage than its Material level, or if it hits Resistance greater than its Material, the weapon breaks. Most bashing weapons are Material 4 (primarily wood) or 5 (primarily metal).

## SLASHING WEAPONS

Slashing weapons are edged or pointed (or both) like knives, swords, spears, and so forth. A hand-held slashing weapon typically does damage level 4 and has the same Material limitations as a bashing weapon.

## BLASTING WEAPONS

Blasting weapons shoot force beams or similar impact attacks. They tend to be high-tech devices available only to government agents, multinational corporations, or criminal syndicates. They range in level from 4 for pistol-sized blasters to 6 for heavy blaster rifles.

## SHOOTING WEAPONS

Most shooting weapons are guns, ranging from damage 3–4 handguns to damage 4–5 rifles. Fully automatic weapons (machine guns) have the Burst extra, allowing them to spray enough fire to affect multiple targets in a close area. Bows and crossbows fire damage 4 arrows or bolts, and are often used for various trick arrows with other effects. Rubber bullets, “stun” arrows, or other “mercy” ammo can allow shooting weapons to do blasting damage instead, reducing the chance of lethal damage.

## HEAVY WEAPONS

Military-grade, and often vehicle-mounted, weapons range from damage 5–6 heavy machine guns to damage 7 bazookas and anti-tank rockets.

## CHEMICAL WEAPONS

These weapons are various gases and compounds:

- **Smoke** blankets an area, creating limited visibility for +2 difficulty to sight-based actions beyond close range. Characters in a smoke area experience exhaustion from the difficulty breathing (see **Exhaustion** in the **Taking Action** chapter of **ICONS**).
- **Tear Gas** causes choking and severe eye irritation, a type of Stunning effect.
- **Knockout Gas** likewise creates a Stunning effect, which can potentially render targets unconscious.

The delivery system for a chemical weapon determines its level (how much of the chemical can be delivered to the target).

- **Pellets** are the smallest delivery system, about the size of marbles, easily carried and concealed: Level 4 or less, although a handful of pellets can equal the effect of a grenade.
- **Grenades** are fist-sized, usually with a simple pin or trigger to activate: Level 4–6.
- **Bombs** range in size from a thick paperback book to a large briefcase or more: Level 6 or higher.
- **Sprays** focus a chemical attack into a directed stream, usable against a single target at close range: Level 5 or less, single target.

## GRENADES

Grenades are compact single-use weapons thrown by hand or shot from a launcher and able to deliver a variety of area effects on target.

- **Flash Grenades** release an intense burst of light, a Dazzle Burst attack at the grenade's level. A "flash-bang" grenade is similar but also adds a deafening noise to its effect.
- **Fragmentation Grenades** explode and throw sharp fragments in all directions, inflicting slashing damage 6 on all targets in close range.
- **Concussion Grenades** explode with concussive force, inflicting bashing damage 6 on all targets in close range.

## BOMBS & MISSILES

Bombs are placed or dropped from vehicles onto their targets. Missiles are essentially one-shot vehicles carrying a payload, typically an explosive or chemical warhead. Missiles have Structure and Speed like vehicles (see **Vehicles**, previously) but a Targeting ability in place of handling. Targeting is the missile's ability to "lock on" to and track a target. Attempts to evade a missile use its Targeting as the difficulty.

Bombs and missiles can carry one of several types of payloads:

- **Explosive** payloads inflict shooting damage 7 to targets close to the missile's point of impact.
- **Incendiary** payloads inflict shooting damage 7 to targets close to the missile's point of impact, followed by shooting damage 4 each page thereafter, until extinguished.
- **Nuclear** fission or fusion bombs are capable of *massive* damage. You can generally consider a nuke off the scale, assuming anything in the blast radius is annihilated. A target with a combination of *at least* level 9+ Damage, Heat, and Radiation Resistance *may* survive a nuclear blast: make a Strength test against a difficulty 10 killing outcome.



## SENSORY DEVICES

**Sensory devices are typically scanners or sense enhancers like helmets** with heads-up displays, amulets, goggles, or the like. They might also be magic items that grant various sensory powers. Examples include:

- **Crystal Balls** are magical devices with ESP, often with the Dimensional extra.
- **Night Vision Goggles** grant the Super-Senses Additional Sense of being able to see in the dark, ignoring penalties for limited visibility.
- **Power Scanners** are small hand-held devices with a level of Power Detection (p. 60), allowing them to pick up on the use (and users) of certain powers nearby.
- **Universal Translators** are compact computers with linguistic software that grants the benefits of the Comprehend Languages of Super-Senses (p. 116).

# APPENDIX: USING GREAT POWER WITH FATE CORE

**ICONS** drew a lot of mechanical inspiration from the **Fudge** RPG by Stefan O'Sullivan and its descendant, **Fate**, by Evil Hat Games. After the initial publication of **ICONS**, the **Fate** system appeared in its own core rulebook. This essay looks at the idea of using the material in **Great Power** as a superpowers supplement for **Fate**, as presented in the **Fate Core** book from Evil Hat Productions.

## KEY DIFFERENCES

There are some key differences between **ICONS** and **Fate** to be aware of for purposes of using **Great Power** in conjunction with **Fate Core**:

**Stamina vs. Stress:** **ICONS** uses Stamina to measure damage taken in conflicts while **Fate** uses stress (similar to the accumulating outcomes of a Pyramid Test). Generally, rather than having a power effect inflict Stamina damage, you'll want to compare the power effect (a total of the power's level and the effect of the test to use the power) against a target's resistance ability (typically the Physique or Willpower skills) to determine the stress the power causes.

**Example:** You hurl a Blast at your opponent, getting an outcome of 2 on the attack test (meaning your effort exceeds the difficulty by 2). You have a level 6 Blast and your opponent has Strength 5, giving you a base outcome of 1 on the damage, plus the outcome of 2 from your attack, for a total of 3 stress. Your opponent can either mark off stress or take consequences to reduce it.

Note this approach is slightly different from **Fate Core** in that it adds a step involving the effect level versus the acting level of ability (core **Fate**

uses just one ability to determine the outcome of an attack, such as Shooting vs. Athletics). It allows the **IcONS** approach of powers having their own levels to integrate better. See “**N**” is for “**Narrative Damage**” in the **IcONS A to Z** sourcebook for additional notes on using a stress system in **IcONS**.

The physical and mental stress tracks used in **Fate** are based off Strength and Willpower in **IcONS**, the analogs of Physique and Will from **Fate**.

**Abilities vs. Skills:** **IcONS** uses a combination of abilities and specialties to measure characters’ capabilities. **Fate** uses skills, which are like a summation of abilities and specialties, arranged in a pyramid from the character’s highest level skill to lowest level skills. Generally, when it refers to an **IcONS** ability or specialty, use the closest equivalent **Fate** skill, as follows:

<b>IcONS Ability</b>	<b>Fate Skill</b>
Strength	Physique
Prowess	Fighting
Coordination	Athletics
Intellect	Lore
Awareness	Notice
Willpower	Will

Coordination may also translate into other **Fate** skills like Burglary, Drive, Shooting, or Stealth, depending on usage. Likewise, Awareness might translate into Empathy or Investigation, depending on the situation. Use your best judgment.

**Determination Points vs. Fate Points:** Both **IcONS** and **Fate** use systems of points players can spend to influence the game in different ways. For the most part, Determination Points in **IcONS** can be considered the equivalent of Fate Points in **Fate**. Use the Fate Point guidelines in any cases of conflict.

Determination level in **IcONS** is similar to refresh rate in **Fate**, and the reduction in Determination level for powers is also much like reduction in refresh for having additional stunts. Use the **Great Power** approach for figuring starting Determination and use that value for refresh rate in **Fate**. If a hero’s starting Determination is above 3, consider giving that character some **Fate** stunts, as appropriate.

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