POWER-UPS™ 4
ENHANCEMENTS

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An e23 Sourcebook for GURPS®

STEVE JACKSON GAMES

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dissing me? I'm a superhero,
too, you know! I have powers.*
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in* **Mystery Men**

About *GURPS*

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Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition.* Page references that begin with B refer to that book, not this one.

INTRODUCTION

GURPS Fourth Edition brought enhancements and limitations into the core of the system. These simple modifiers allow gamers to customize, tweak, and empower their advantages in an *infinite* number of ways. The enhancements on pp. B102-109 add impressive new capacities to any ability; in some cases, they even become more important than the underlying advantage!

GURPS Power-Ups 4: Enhancements incorporates every new *general* enhancement published for **GURPS** as of fall 2011, including the large swath added by **GURPS Powers.** This does not include *special* enhancements – those specific to a particular advantage – only those which can be applied to a wide range of advantages. It also offers several *new* ones, ready to take the abilities in your game to the next level! Each of these new modifiers includes not only the basic information (description, cost, etc.) but a rating for how close an eye the GM will need to keep on it.

As well, *Enhancements* includes a great deal of guidelines, advice, and rulings – things that will make life easier for the GM and players. Meta-enhancements simplify and streamline ability creation, the in-depth discussion of Cosmic settles questions and encourages new variants, and detailed rules for modifying existing damage expand on those from *Powers* and **GURPS Supers.** Finally, *every* existing enhancement is summarized in a convenient table, where the old ones are also rated as above, so the GM knows which ones mandate caution.

PUBLICATION HISTORY

GURPS Power-Ups 4: Enhancements is a new tome, but it includes modifiers first published in **GURPS Powers, GURPS Psionic Powers,** and **GURPS Supers;** "Auras of Power" from *Pyramid #3/19: Tools of the Trade – Clerics;* and the meta-enhancements from **Dungeon Fantasy 11: Power-Ups.**

ABOUT THE AUTHOR

Jason "PK" Levine is the Assistant **GURPS** Line Editor, a position in which he does his best to enhance his favorite RPG. From his rural abode hidden deep in the farmlands of northwestern Georgia, he plays a wide variety of board, card, and roleplaying games with his friends and family. He started off as an unmodified advantage, but over the past few decades has added Wife (+100%), In-Laws (+50%), Teenage Minion (+75%), and an assortment of animals that sadly count only as a Nuisance Effect.

Additional Material: David Pulver, Sean Punch, William H. Stoddard, and Antoni Ten Monrós

Chapter One
Enhancing Your Game

Characters in *GURPS* already have access to a wide variety of advantages – over 200 in the *Basic Set* alone. This may seem like quite a few, but modifiers expand these options into a nearly *infinite* range of choices! Because of this, even an experienced GM can benefit from some guidance and advice in their use, along with a few tricks to simplify things.

GM Oversight

Modifiers inflate the complexity of any *GURPS* game. Enhancements in particular add a whole new range of ways to potentially abuse the system. As such, the GM should be careful when vetting an ability based on a heavily enhanced advantage. Just because something is built "legally" doesn't mean the GM has to allow it in his campaign. For example, Toxic Attack 1 point [1] is unlikely to unbalance any game, but Toxic Attack 1 point (Area Effect 22, +1,100%) [12] could potentially damage *every person in North America* simultaneously, while wiping out thousands of insect and small animal species, all in a single shot – despite being only 11 points more expensive!

As a general rule, extreme levels of *any* enhancement can be problematic. As well, Cosmic (pp. 6-9) always deserves a close look – it's potent on its own, but it can be *extremely* powerful when combined with other enhancements. Adding Cosmic, Irresistible attack to the example above would increase the cost by only 3 points – but the two enhancements together would ensure that *no one* was safe from the attack, as it effortlessly struck through armor, walls, etc.

The *Enhancement Table* (pp. 22-24) lists every general enhancement, both old and new, along with a recommendation as to how abusable the modifier is. This is meant to aid GM guidance, not supplant it; in particular, there's no simple way to rate *combinations* of enhancements.

Meta-Enhancements

When creating new abilities – particularly as part of a power – it often makes sense for the GM to build several very similar abilities. For example, he may create two dozen new abilities for a Holy power, where half are "auras of power" that share many modifiers. Bundling these common modifiers into a single *meta-enhancement* can streamline power-building and simplify the final write-up.

To create a meta-enhancement, just identify which modifiers are common to every one of your builds. Then total them up and treat them as a single enhancement (or limitation). Any unshared modifiers can be added separately. Alternatively – if two or three modifiers aren't common to *all* of the abilities, but each is common to *several* of them – it may be worth creating different versions of the meta-enhancement; see *Songs* (p. 5) for an example.

The following are meta-enhancements that have appeared in previous *GURPS* publications.

Auras of Power

This is a new special enhancement for Affliction; it must be combined with one or more of Advantage, Attribute Penalty, Disadvantage, Incapacitation, Irritant, or Negated Advantage. Aura of Power is a meta-enhancement that turns the Affliction into a two-yard area effect, centered on the adventurer, that affects any targets he wishes.

Aura of Power (+175%): Area Effect, 2 yards, +50%; Aura, +80%; Malediction 1, +100%; Melee Attack, Reach C, -30%; Reduced Duration, 1/60, Only after the target leaves the area, -30%; Requires Will Roll*, -5%; Selective Area, +20%; Takes Extra Time, -10%.

* A limitation from **Powers**. Your switchable ability requires a Will roll to activate, and a further Will roll every minute to maintain. If this roll fails, you can try again, but each repeated attempt costs 1 FP unless you wait five minutes.

The user must take a Concentrate maneuver and make a Will roll to bring up the aura. If he fails, he may try again on later turns, but each successive attempt costs 1 FP. If successful, then the aura is active for the next minute. For a beneficial Affliction, the user may roll Will (as a free action) when someone he wants to bless enters his area of effect. Success means that person is blessed; note the margin of success. On a failure, he may continue to roll once per second (again, as a free action) with no penalty or cost, until successful in blessing that subject.

Those blessed stay that way until they leave the area or the aura ends, in which case the effects of the aura linger for seconds equal to the user's original margin of success for that person.

For a hostile Affliction, the user may attempt to curse anyone entering the area of effect. This works the same as blessings, but is treated as a Quick Contest of the user's Will versus the target's HT. The victim suffers the effects for seconds equal to the user's margin of victory.

The user must make a new Will roll each minute to keep his aura up. If he fails, the aura drops; on any subsequent turn, he may pay 1 FP, take a Concentrate maneuver, and make a Will roll to bring it back up. He may also turn it off voluntarily at the beginning of his turn (as a free action); if so, there is no FP cost to switch it back on.

The adventurer must decide how the aura acts against targets of which he is not aware. He can choose (when buying the ability) whether to affect all unknown targets. Either option is balanced; the decision depends on whether the user would rather risk targeting someone who shouldn't have been or risk not noticing a potential (but unseen) target until it's too late.

Deities and other powers above (or below) often grant special abilities to their most dedicated followers, and the capability to instill courage or greatness on their allies just by their presence is a common gift. Auras of Power are specially suited for followers of a deity with a limited portfolio, though omnipotent deities could grant any of them if the GM deems it reasonable.

Sample Aura of Power: Chaos

33 points for level 1, plus 5 points for each additional level

The gods of Chaos can confuse the minds of mortals with horrible visions. The aura covers a two-yard radius around the user. Each additional level *doubles* that radius, cumulatively. Those cursed by the aura see nightmarish visions overlaying their perceptions, as per Hallucinating (p. B429).

Thus, before each skill roll, those affected must roll against Will. On a success, the victim suffers only -2 to the action, due to disorientation. On a failure, the penalty is increased to -5 and lasts for 1d seconds. On a critical failure, the hallucinations become so real that the victim loses touch with reality for 3d seconds: Roll 1d at the beginning of each of the victim's turns. On 1-3, he treats foes as friends and friends as foes; on 4-6, the visions are too confusing and the victim just stands still, unable to act or perform active defenses.

Statistics: Affliction 1 (HT; Aura of Power 1, +175%; Hallucinating, +50%) [33]. Higher levels add more Area Effect, at +50% and +5 points per level.

SONGS

Songs are potent musical abilities, used by supernaturally powered bards to either aid allies or hinder foes. In rules terms, they're Afflictions with one of these meta-enhancements:

Baneful Song (+105%): Area Effect, 2 yards, +50%; Bard-Song, -30%; Based on Will, +20%; Emanation, -20%; Malediction 1, +100%; Reduced Duration, 1/60, -35%; Selective Area, +20%.

Beneficial Song (+105%): Area Effect, 2 yards, +50%; Bard-Song, -30%; Based on Per, +20%; Emanation, -20%; Malediction 1, +100%; Reduced Duration, 1/60, -35%; Selective Area, +20%.

Songs potentially affect everyone the bard chooses to influence within two yards of him. The Bard-Song limitation comprises the following drawbacks: the bard needs to play or sing for at least a second, there must be mana, the song is hindered by Magic Resistance, and the target has to be able to hear the music.

For Baneful Songs, roll a Quick Contest of Will vs. Will plus Magic Resistance (if any). The bard has -5 in low mana. Foes with Immunity to All Mind Control (zombies, greater demons, etc.) are *never* affected.

For Beneficial Songs, allies simply roll vs. Per *minus* any Magic Resistance they have. Low mana gives -5.

The margin of victory or success, respectively, is the number of *seconds* the Song's effects last. The bard can play constantly, causing a roll every turn, or cease after a second and hope that the residual effects will suffice.

Sample Baneful Song: Dirge

25 points for level 1, plus 5 points for each additional level

Dirge dooms the bard's enemies to failure and disaster, usually in combat. Those who fail to resist suffer -3 to ST and DX for the duration, penalizing attack and damage rolls. The song reaches a two-yard radius around the performer. Each additional level *doubles* that radius, cumulatively.

Statistics: Affliction 1 (Will; Attribute Penalty, -3 ST, -3 DX, +45%; Baneful Song, +105%) [25]. Higher levels add more Area Effect, at +50% and +5 points per level.

Variable Enhancement

As an *optional rule,* the GM may allow abilities built with a Variable Enhancement – an enhancement that's actually a "placeholder" for *any* enhancements the user wants. This decision is a free action, and may be changed *every time* the ability is used. The value of Variable Enhancement is equal to 10× the cost of the enhancements that can be added (minimum final cost of +50%).

Example: Emma takes Burning Attack 2d (Variable Enhancement, +150%) [25]. It's expensive, but now *every time she fires it,* she can choose +15% worth of enhancements to add. One turn she may add Incendiary (+10%) and Variable (+5%), and the next she could add Fragmentation 1d (Cutting) (+15%). She could *not* add Increased Range, 5× (+20%), and Inaccurate 1 (-5%), even though those sum to +15%, because Variable Enhancement only allows adding enhancements, not limitations.

If you can switch around your enhancements, but have to choose from a fixed list, see *Selectivity* (p. B108) and *Alternative Enhancements* (p. 13).

Sample Beneficial Song: Alarum

31 points for level 1, plus 5 points for each additional level

Allies affected by Alarum are inspired to strike down foes brutally and with relish. For the duration, they enjoy +2 to ST for the singular purpose of dealing blows. This normally gives +1 to damage with thrusting attacks and +2 to damage with swings.

The song reaches a two-yard radius around the performer. Each additional level *doubles* that radius, cumulatively.

Statistics: Affliction 1 (Per; Advantage, Striking ST 2, +100%; Beneficial Song, +105%) [31]. Higher levels add more Area Effect, at +50% and +5 points per level.

Elan: Move, move, move, move silently across the battlefield!

*Haley: Geez, Elan, that one is the specific example given of a bard song that **doesn't** work.*

Elan: Oh, right. I forgot.

– Rich Burlew,
Order of the Stick

STORMS

Storms are powerful elemental abilities, based on Innate Attack, that blast many foes. They work even in good weather or indoors! All have these modifiers:

Elemental Storm (+190%): Accessibility, Requires gesture, -10%; Area Effect, 16 yards, +200%; Bombardment, Skill 14, -5%; Emanation, -20%; Limited Use, 1/day, -40%; Nuisance Effect, Exploitable hole in center, -5%; Overhead, +30%; Persistent, +40%.

In practical terms, once a day, the user may take an Attack maneuver to plant his staff in the ground – or make a similar bold gesture, like smashing his oil lamp – and initiate the Storm. On that turn and on each of his next nine turns (10 seconds total), the Storm blasts *everyone* (friend or foe) within 16 yards of the spot where he stood. Roll an attack from above at skill 14; victims may block or dodge, but must focus their attention either upward or at ground level, suffering -2 on defenses vs. attacks from the direction ignored. The summoner is safe if he remains at the eye – as is any foe in close combat with him – but if he steps from where he started his Storm, he takes damage. He *cannot* end the Storm early, dial back damage, etc.

Sample Storm: Air

41 points

Bolts of lightning fry the area from above. Anyone struck takes 2d+1 burning damage. A wounded victim must make a HT roll, at -1 per full 2 HP of injury, or be stunned. He may roll vs. HT each turn to recover, but later bolts can stun him anew.

Advantages: Burning Attack 2d+1 (Elemental Storm, +190%; Side Effect, Stunning, +50%) [41].

COSMIC

Cosmic is one of the broadest enhancements in ***GURPS,*** and arguably the most abusable. After all, the whole point of Cosmic is to let its underlying advantage break the rules! For this reason, even in a campaign where the GM allows players to build their own powers freely, the Cosmic enhancement *always* requires GM approval on a case-by-case basis.

Still, Cosmic has limits.

● Cosmic *cannot* alter the fundamental nature of an advantage. No version of Cosmic will let you use Mind Reading to project your thoughts or Invisibility to walk through walls. For this, buy the various advantages you wish to emulate as alternative abilities (see ***Powers***).

● Cosmic *cannot* change the intended subject of an advantage. You cannot add Cosmic to Metabolism Control and use it to put your enemies in a coma. To use a self-only advantage on others, see Affects Others (p. 12) and Affliction (p. B35).

● Cosmic *cannot* remove a target's resistance roll. It can overcome active defenses and advantages which *aid* resistance (e.g., DR, Mind Shield, and Resistant), but if the victim gets a Contest *or* unopposed roll to avoid an advantage's effect, Cosmic cannot take it away. To better overcome your target's resistance in a Quick Contest, raise your own activation roll

using Reliable (p. 16), or a power Talent or power skill (see ***Powers***) – and consider Cosmic, No Rule of 16 (p. 7). Alternatively, if you're using Affliction, simply raise its level; the higher your level, the worse your subject's roll, and the Rule of 16 is unlikely to be an issue!

● Cosmic offense *cannot* overcome Cosmic defense. Some versions of Cosmic allow the advantage to ignore non-Cosmic defenses against it. When such an offense comes up against *Cosmic* defense, however, handle it as if neither side had Cosmic; the defense protects normally. The "one-upmanship" stops here; e.g., you cannot make an attack that ignores Cosmic DR. To overcome Cosmic DR, buy an attack that does more damage – even Cosmic DR has a finite amount of protection.

Cosmic options are cumulative. For instance, an Innate Attack that requires no roll to hit (+100%), allows no active defense (+300%), and ignores DR (+300%) is +700%. An Attack maneuver lets you immediately apply your damage roll to your target's HP! Because of the effect this can have on game balance, even if the GM allows Cosmic to be used freely, he may wish to disallow certain *combinations* of Cosmic.

On a carrier attack, all forms of Cosmic raise the cost of Follow-Up on the follow-up attack.

COSMIC LEVELS

There are three established levels of Cosmic, each with several preexisting examples. This doesn't mean the GM can't add more! Use the guidelines below to determine what the cost of a new Cosmic enhancement should be.

All "flavors" of Cosmic can be found below, with the exception of Cosmic as a *power modifier*. Power modifiers are beyond the scope of this book; see **Powers** for details.

See p. 12 for an explanation of the 👁 symbol.

Adding Utility (+50%)

The lowest level of Cosmic is generally used for *either* removing an inherent restriction *or* countering a higher level of Cosmic. These improvements are limited in scope and should still feel "fair." For example, this level of Cosmic could allow an Innate Attack to emanate from any point on the user's body (e.g., eyes, hands, shoulder – making it impossible for enemies to negate its use by binding his hands, blindfolding him, and so on), but could not make the attack hit automatically or bypass defenses.

Avoiding drawbacks 👁👁👁

Your ability is not subject to some type of built-in restriction. For example, you could buy Cosmic for Snatcher to avoid the "cannot get items that use different natural laws" drawback, or for Serendipity to avoid the "coincidences must be plausible" limitation. (In the latter case, you would still need Wishing to *dictate* a coincidence.) Don't write this down as Cosmic, Avoiding drawbacks; list the actual reason it's being purchased – e.g., Snatcher (Cosmic, Items need not obey local laws of physics). In some cases, it makes sense to buy this multiple times, to avoid unrelated restrictions on an ability; see *Cosmic in Action: Enhanced Move* (p. 9) for an example.

Defensive 👁

Your defense or countermeasure is proof against Cosmic effects. See the final bullet point under the introduction to *Cosmic* (p. 6) for details. This is most commonly used to counter Cosmic, Irresistible attack (below), but a single application covers *all* Cosmic offense.

Example: Chris has Corrosion Attack 2d (Cosmic, Irresistible attack, +300%; Cosmic, Lingering effect, DR does not heal, +100%). When he hits someone, they take *full* damage regardless of DR, their DR is reduced by 1 for every 5 points of damage, *and* natural DR does not heal normally from this attack! (Normally, DR heals at the same rate as HP; in this case, the DR will need Cosmic treatment to recover.) However, Chris attacks Ben, who has DR 10 (Cosmic, Defensive, +50%). His DR blocks up to 10 points of damage from Chris' attack (countering the "irresistible attack" aspect) *and* if damaged, it heals normally (countering the "lingering effect" aspect as well). It is still reduced by 1 for every 5 points of basic damage, however, as that's part of how corrosion damage works, not a Cosmic effect.

No Rule of 16 👁👁👁

Your supernatural ability ignores the Rule of 16 (p. B349). When rolling a Quick Contest against a subject, you may always use your full (modified) skill. If you are highly skilled, this may make resistance nearly impossible! The subject may always *try* to resist, even if his effective resistance is less than 3 (due to penalties from high levels of Affliction, previous attacks, etc.). In such a case, only a roll of 3-4 succeeds; treat this as success by 0, *not* as automatic resistance! If your margin of success is 1 or better, you still overcome his resistance.

Cosmic Active Defenses

Cosmic, Defensive (above), is most commonly applied to passive protection (e.g., DR), negating the effects of Cosmic, Irresistible attack (p. 8). However, this suggests that characters should be able to add Cosmic, Defensive, to their *active defenses* as well, to counter Cosmic, No active defense (p. 8). This is possible, using the cost of Enhanced Defenses (p. B51) as a guideline, and treating all defenses as being bought up from the base of 3.

Dodge: Round Basic Speed down to the nearest whole number, then multiply it by 7.5 and round *up,* to find the point cost.

Parry, One Skill: Halve the skill and round down, then multiply it by 2.5 and round *up,* to find the point cost. For untrained, unarmed attacks, use DX as your skill level.

Parry, All: Halve DX and round down, then multiply it by 5 to find the point cost.

Block: Halve Shield skill and round down, then multiply it by 2.5 and round *up,* to find the point cost.

A Cosmic active defense can be used even when the rules state that such a defense isn't possible against a particular type of attack – not just to stop Cosmic attacks! Thus, Cosmic Dodge lets you attempt to dodge a surprise attack, Cosmic Parry (Rapier) makes it possible to parry a flail, Cosmic Block allows you to try blocking a bullet, and so on. This never applies to Maledictions, area-effect attacks, etc. – only to attacks for which the active defense would normally be appropriate, were it not for a rule or circumstance disallowing it in *this* particular situation.

These rules should not be generalized to other forms of Cosmic (or other enhancements). In particular, Cosmic, No die roll required, is strictly forbidden!

If you enhance an active defense, you *must* also enhance any levels of Enhanced Defenses you add to that defense.

Privileged attack 👁👁

Your attack or activation roll, and the subject's defense or resistance roll (if any), cannot be rerolled by anyone else's non-Cosmic meta-game abilities – unless you want it to be. This includes advantages like Destiny, Luck, and Super Luck, and spells like Bless, Lesser Wish, and Wish. As well, no one can buy success or use player guidance (p. B347), non-Cosmic Serendipity, or similar tricks to interfere with or mitigate the use of your ability. This does not affect your target's ability to defend or resist – it just prevents anyone from using meta-gaming abilities to dictate or retroactively alter the result.

Cheating (+100%)

These variants of Cosmic break the rules in a significant, noticeable way. Instead of just removing inherent restrictions, they can ignore or overrule something important to game balance. Cosmic applications at this level are less concerned with fairness, but still cannot casually overwhelm a target's defenses.

Lingering effect ◉◉◉

Your ability has an enduring effect that standard powers or methods cannot counteract; only *another* Cosmic ability can stop it. For example, this could be combined with Cyclic if there is *no* normal way to stop the repeating damage – though Healing (Cosmic, +50%) could still do so. This never applies to the ability to heal the damage afterward, but see *Unhealing damage* (below).

No die roll required ◉◉◉

Only for abilities that require a success roll: Your advantage works if you have any chance of success. Apply all the usual modifiers to your base skill. If your effective skill is 3 or more, you succeed – don't bother to roll. The only way you can fail is if your effective skill falls below 3. If your ability's effectiveness is based on your margin of success (e.g., Maledictions, Mind Reading), roll anyway to determine that margin; if you fail, treat it as success with a margin of 0.

Unhealing damage ◉◉◉

The damage from your attack does not heal normally – whether via internal means (e.g., rest and recovery, Regeneration) or external ones (e.g., medical aid, magical healing, or the Healing advantage). There are two exceptions. First, any advantage with Cosmic has full effectiveness against it. Second, you must specify a category of treatment that works normally. This type of treatment must exist in the campaign setting, and cannot be rare or unique; "requires natural herbal preparations to heal" is fine, but "requires the leaves of a flower that only grows in Tibet" is not. This is a variant of *Lingering effect* (above), broadening the effect, but also the countermeasure.

Examples of valid treatment categories include:

- Treatment from one specific power source (e.g., magical, psionic, or divine).
- Potions (in a fantasy game) or drugs (in a modern one).
- Natural healing – that is, the wound *will* heal normally, but nothing else (except Very Rapid Healing) can accelerate the recovery.
- Surgery (even for a surface wound).
- Any external treatment, but only if administered by a specific type of person (e.g., only a member of a certain religion).

Godlike Tricks (+300%)

At this level, Cosmic doesn't just allow cheating, it lets the ability do something *completely* unfair: ignoring a target's defenses, affecting subjects it should not be able to, and so on. New forms of Cosmic, at this level, can have powerful and far-reaching effects on the underlying advantage – but still subject to the limits described under the introduction to *Cosmic* (p. 6).

Irresistible attack ◉◉◉◉

Added to any sort of offensive ability, this allows it to bypass non-Cosmic passive protection: DR (for Afflictions and Innate Attacks), Mind Shield (for mental intrusion), Fearlessness and Unfazeable (for Terror), Resistant and Immunity (for any resisted attack), and so on. It does not affect the target's active defenses; see *No active defense allowed* (below) for that. It also does not affect resistance rolls; see the introduction to *Cosmic* (p. 6) for more details. If this enhancement is combined with the Multiple Projectile variant of Rapid Fire (p. B108), the rules for extremely close range shots (*Shotguns and Multiple Projectiles,* p. B409) no longer apply; roll such attacks normally.

No active defense allowed ◉◉◉◉

Only for attacks that the target can dodge, block, or parry. Your target gets no active defense against your attack, no matter how fast or skilled he is. If your attack roll succeeds, you hit. The victim's DR and other purely passive protection work normally; see *Irresistible attack* (above) to fix that. This enhancement doesn't prevent resistance rolls; see the introduction to *Cosmic* (p. 6) for more details.

Unrestricted powers ◉◉

When bought for an ability that interacts with any one power source – like Neutralize, Psi Static, or Static (from *Powers*) – this allows it to work with, on, or against *any* power. The user can decide when using it, as a free action, which power to affect.

Anything In-Between

When coming up with new forms of Cosmic, the GM is not limited to just these three levels! If a new ability seems too powerful for +100%, but not quite up to the +300% level, don't hesitate to call it +200%. Removing two unrelated restrictions on an ability is normally a net +100% (two separate +50% Cosmic enhancements) – but if the GM feels that doing so makes the ability *too* potent, he's free to call that a new +150% Cosmic. Because Cosmic is so wide-ranging in its applicability, pricing it can often be as much an art as a science.

COSMIC IN ACTION: ENHANCED MOVE

Enhanced Move increases the user's top speed, which is not the same thing as increasing his Basic Move, Air Move, etc.; see *High-Speed Movement* (pp. B394-396) for details. But what would it take to change that?

The top speed granted by Enhanced Move differs from Basic Move in a few ways:

1. You have to make control rolls when turning quickly or encountering hazards.
2. You have to accelerate to reach top speed.
3. You have to take a Move or Move and Attack maneuver in combat.

This implies that three forms of specialized Cosmic exist to avoid these drawbacks:

Cosmic, Complete maneuverability. You are exempt from control rolls and can turn on a dime, without concern for acceleration. Because this affects even non-enhanced Move, you must take this on *both* Enhanced Move and the underlying movement ability (e.g., Amphibious or Flight). +50%.

Cosmic, Instantaneous acceleration. You can go from a standing start to top speed, or vice-versa, in a single Move maneuver. This does not allow you to make hairpin turns at full speed (use Cosmic, Complete maneuverability for that), but you can approach a point at full speed, stop and change facing, then zoom away on your *next* turn. +50%.

Cosmic, Retained speed. You can use your Enhanced Move with any combat maneuver. Calculate your Step using your *current* Move. You may also All-Out Attack or All-Out Defend when using high-speed movement – and may accelerate or decelerate by up to half your Basic Move when doing so.

Note that combat usually requires sudden turns and has *many* hazards; unless you also have Cosmic, Complete maneuverability, you may be making a lot of control rolls! +50%.

With all three enhancements, Enhanced Move replaces Basic Move (or Air Move, Water Move, etc.) for all purposes. In a supers game, the GM may wish to bundle all three together into a new enhancement (Second-Nature, +150%) to enable the quick and easy creation of super-speedsters.

> *Jay Garrett: You'd leave me standing, son.*
> *Wally West: I can leave **photons** standing, Jay.*
> *I wouldn't sweat it.*
> *– Grant Morrison, JLA: Crisis Times Five*

MODIFYING EXISTING DAMAGE

The rules for applying enhancements to advantages are straightforward: Every advantage has a base cost, and any modifiers simply alter that cost. But what about modifying things with *no* base cost? A hero may wish to add an Armor Divisor to his punches – which seems problematic when his ST 10 was free! Or perhaps he wants to turn his revolver into a ghost-shooter by adding Affects Insubstantial, and it doesn't seem fair to make him repurchase his gun as an Innate Attack with gadget limitations.

Fortunately, **GURPS** is flexible enough to accommodate these situations. The following rules always require significant GM oversight. While the suggestions for each category are not hard-and-fast rules, it's crucial to ensure that the enhancements added *make sense* for the attack.

See also *ST-Based* (pp. 20-21) and *Enhanced ST-Based Attacks* (p. 20).

UNARMED ATTACKS

The GM might permit certain attack modifiers on unarmed thrust damage. These should affect the hero's ability to inflict damage. Suitable enhancements include Affects Insubstantial (to fight spirits), Armor Divisor (to strike at weak points in objects), Double Knockback (for punching enemies through walls), and Incendiary (for fists o' fire). Valid limitations include No Blunt Trauma (for martial artists whose strength is "chi projection," not brute force), No Knockback (ditto!), and Takes Extra Time (for big, *slow* fighters). Some modifiers are strictly forbidden, however (a * marks limitations found in **Powers**):

● Those *already* built into melee attacks: Melee Attack, Melee-Capable, Variable, and Visible*.
● Those that create attacks that belong to classes mutually exclusive with close-combat melee: Area Effect, Cone, Explosion, Jet, and anything with such a modifier as a prerequisite (e.g., Bombardment, Dissipation, Drifting, Emanation, Erosive, Mobile, Persistent, Selective Area, and Wall).
● Penetration modifiers other than Armor Divisor, Cosmic, or Surge, Arcing: Blood Agent, Contact Agent, Follow-Up, Malediction, Mental Defense Only, Respiratory Agent, and Sense-Based.

- Those intended for non-physical attacks: Cyclic, Hazard, Onset, Radiation, and Resistible.
- Those intended for ranged attacks: Accurate, Blockable*, Extra Recoil, Guided, Homing, Inaccurate, Increased Range, Long-Range, Minimum Range*, Overhead, Ranged, Rapid Fire, Reduced Range, Ricochet, Short-Range*, and Surprise Attack.

To apply modifiers to your unarmed damage, follow these steps:

1. Find *thrust* damage for the highest ST you can use for unarmed combat. This is the sum of regular ST, Arm ST, and Striking ST.

2. Calculate the "effective point cost" of the basic thrust damage from step 1 as if it were a Crushing Attack. Don't pay this cost! You just need it for step 4.

3. Total the desired modifiers. Treat a net limitation larger than -80% as -80%.

4. Multiply the cost from step 2 by the net modifier from step 3 to find the cost of the modifiers. Round up. Record a positive cost as an advantage, a negative one as a disadvantage.

Example: Kaytee has ST 12, Arm ST 5, and Striking ST 10. She can strike with ST 27, which gives her 3d-1 thrust damage. Crushing Attack 3d-1 would cost 14 points, so Armor Divisor (10), +200%, would be an 28-point advantage for Kaytee, while No Blunt Trauma, -20%, would be a -2-point disadvantage.

Enhancements benefit kicks, punches, bites, head butts, and all other unarmed melee attacks – but not weapons. Limitations affect *all* muscle-powered attacks, from unarmed through melee to ranged! If you have Claws, Strikers, or Teeth *and* modifiers on muscle-powered damage, you must buy your body weaponry with exactly the same modifiers.

MELEE WEAPONS

You may modify the damage done via a specific weapon. If you lose the weapon, you lose the enhancements as well – though not the points spent on them. The GM should allow you to either replace the weapon with an equivalent, or to shift the modifiers to a different weapon; the latter may cost additional points, if the new weapon is better! These rules should only be applied to weapons bought using cash (or Signature Gear, etc.); if your sword is actually a Cutting Attack with gadget limitations, just apply any modifiers directly to it. Similarly, the ability to add enhancements to *any* weapon you use, instead of just one, can be found in **GURPS Power-Ups 1: Imbuements.**

Your choice of modifiers is restricted as per *Unarmed Attacks* (pp. 9-10). In addition, you may only apply *enhancements*. If you wish to include limitations, use the rules for modifying unarmed attacks; the limitations automatically apply to *every* attack you make, including one made with your weapons. The GM may allow exceptions to this restriction, to reflect foibles or drawbacks that only apply to this *one* weapon, but there are a few special rules:

- Each limitation is only worth 1/5 its normal value.
- If the net modifier for the weapon, after limitations, is 0% or less, do no further math – just treat this as a perk. (A modified weapon is never free or a disadvantage.)
- Any limitation applies to *all* uses of the weapon, not just to the enhancements.
- If a character takes the same limitation on multiple weapons, the GM is within rights to insist that he instead add the limitation to his overall damage (using the rules for modifying unarmed attacks).

The process for calculating point cost is very similar to that for unarmed damage:

1. List the damage you can do for each mode of weapon use, including the amount and the damage type. If the weapon can be used at range, and its ranged damage is better than its melee damage *or* you plan on adding ranged modifiers to it, see *Muscle-Powered Ranged Weapons* (p. 11).

2. Calculate the "effective point cost" for *each* mode, as if it were the appropriate type of Innate Attack. Take the *highest* point cost of all these modes, and ignore the others. *Exception:* If *all* of the enhancements being added would only apply to one mode (e.g., Double Knockback would apply to a sword's cutting swing, but not its impaling thrust), use that mode regardless of cost.

3. Total the desired enhancements (and limitations, if any).

4. Multiply the highest cost from step 2 by the net modifier from step 3 to find the cost of the modifiers. Record this as an advantage.

Behold the sword of power, Excalibur. Before Uther, it belonged to Lud, before Lud, to Beowulf, before Beowulf to Baldur the Good, before Baldur to Thor himself and that was when the world was young and there were more than seven colors in the rainbow.
– Merlin, in **Excalibur**

Example: Kaytee wants to add Double Blunt Trauma to her fine thrusting broadsword. Her modes of attack are 5d+3 cutting and 3d+2 impaling. Cutting Attack 5d+3 would cost 42 points, while Impaling Attack 3d+2 would cost 29 points, so she uses the former. Double Blunt Trauma is a +20% enhancement, and 42 × 0.20 = 8.4, which rounds up to 9 points.

She also talks the GM into letting her have an incendiary dagger, the blade of which burns up and reforms (taking time) every time she strikes with it. Her dagger does 3d-2 impaling. Impaling Attack 3d-2 would cost 20 points. She adds Incendiary (+10%) and Takes Recharge, 15 seconds (-20% / 5 = -4%), a total of +6%. She pays 20 × 0.06 = 1.2, which rounds up to 2 points. The dagger now does an extra 1 point of burning damage, but *any* use causes the blade to disintegrate for 15 seconds; Takes Recharge doesn't just apply to the incendiary affect, but to the use of the dagger as a whole.

At the GM's option, these rules can be used to modify one *type* of unarmed damage (e.g., just punches or just bites) instead of using *Unarmed Attacks* (pp. 9-10). The only advantage to doing so is that limitations can be added on an attack-by-attack basis, instead of affecting *all* muscle-powered attacks.

Muscle-Powered Ranged Weapons

Muscle-powered thrown and missile weapons, such as bows, use the rules for melee weapons (pp. 10-11) with one exception: Enhancements intended for ranged attacks (the last bullet point under *Unarmed Attacks*, pp. 9-10) are explicitly allowed. The GM should also be generous about allowing the ranged-attack limitations to be added on a per-weapon basis.

Example: Kaytee's bow can target ghosts *and* force them to materialize, but it has horrible range. Her composite bow does 3d+2 impaling, which would cost 29 points as an Impaling Attack. She adds Affects Insubstantial (+20%); Symptoms, Negated Advantage (Insubstantiality) after losing 2/3 HP (+80%); and Reduced Range, 1/5 (-20% / 5 = -4%); for a net +96%. She pays 29 × 0.96, or 28 points. Her bow is an excellent ghost hunting weapon, but it has range 108/135 instead of 540/675, even when she's not attacking ghosts!

Other Weapons

Many modern and futuristic weapons, such as firearms and beam weapons, do not use ST-based damage. In some ways, this makes them simpler; each does a fixed amount of damage, making it possible to calculate the point cost of any enhancement in advance. Ignore any special effects, damage modifiers, etc. – as for other weapons, all that you need to know is the number of dice dealt and the type of damage.

> # Modifying Other Characteristics
>
> While the details can be fussy, the *concept* behind rules like *Cosmic Active Defenses* (p. 7) and *Modifying Existing Damage* (pp. 9-11) is a simple one: Figure out what the cost of the enhancement would be if you *had* paid for the inherent ability. With GM permission, this can be generalized to other traits. Be careful, as the potential for abuse is high; many enhancements were never designed to be added to attributes, characteristics, etc.!
>
> *Example:* Wesley wants his Hearing and Vision to be linked together, so that if he hears something, he doesn't have to make a second roll to see it, and vice-versa. The GM approves, and decides that Link (+20%) is the proper enhancement. (The +10% version would *force* Wesley to look at what he was hearing, and that doesn't seem right.) Wesley's Vision roll (p. B358) is a 12 and his Hearing roll (p. B358) is a 13. The GM uses Acute Senses to determine the fair value, and charges Wesley (12 × 2 × 0.20) + (13 × 2 × 0.20), or 5 + 6, or 11 points.

Things become more complex in other ways, however, particularly when deciding which modifiers to allow on a given weapon. The advice from *Unarmed Attacks* (pp. 9-10) isn't necessarily relevant when applied to a gamma-ray pistol! The GM must carefully vet each modifier to ensure balance in his campaign.

Otherwise, use the options for muscle-powered ranged weapons (above) with two additional rules:

● If the PC has access to a way to boost basic damage, improve the damage type, or both, you must take this into account when calculating what the Innate Attack would cost. This is most often accomplished via special ammunition for firearms (e.g., hollow-point rounds, which bump pi to pi+) or via "hotshotting" or similar techniques for beam weapons. Don't worry about ammunition, etc., hidden away in military arsenals or research labs. However, if the PC later *does* get access to such things, the GM should recalculate the point cost of this ability – just as for a warrior who upgrades his sword (*Melee Weapons*, pp. 10-11).

● To improve RoF, consult *Rapid Fire* (p. B108). If the weapon is at the *upper end* of a RoF band (e.g., RoF 2, 3, 7, 15, 30, etc.), pay the difference between the current RoF band and the new one. Otherwise, treat the weapon as belonging to the RoF band a step *down* and pay the difference between that band and the new one. (See the example below.) This rule ensures that RoF can never be raised for free.

Example: Kaytee's campaign uses the detailed guns from **GURPS High-Tech.** She has a FN MK 16 MOD 0 rifle that does 4d+2 pi. However, Kaytee can boost the damage *and* damage type to 5d(0.5) pi+ by using HP+P ammo. Large Piercing Attack 5d costs 30 points. (The Armor Divisor (0.5) does not affect these rules.) She wants to boost its RoF from 9 to 30, so she can empty an entire magazine in one second. RoF 9 is within the "8-15" band for Rapid Fire, but it's *not* the upper end of that band. Thus, the MK 15 is treated as having Rapid Fire at the +70% level. She wants to buy it up to Rapid Fire 30 (+150%), a difference of +80%. This costs 30 × 0.80, or 24 points.

If the MK 16 had had RoF 15 instead of RoF 9, it would have already been at the upper limit of "RoF 8-15" (+100%), and thus upgrading it to RoF 30 (+150%) would have only cost 30 × 0.50, or 15 points.

CHAPTER TWO
NEW ENHANCEMENTS

The GM should take at least a cursory look at *every* enhancement-laden ability; see *GM Oversight* (p. 4) for more on this and pp. 22-24 for a list of new and old general enhancements. To help the GM understand which *specific* enhancements warrant a closer inspection, each enhancement in this chapter and on the list is marked with a number of 👁 symbols. Read these as follows:

👁: Unlikely to cause any problems.
👁👁: May cause minor problems, or noticeable ones when combined with other enhancements.
👁👁👁: May cause significant problems all on its own.
👁👁👁👁: May break the game!

A + after the 👁 symbols means that the listed rating applies to the *lowest* level of the enhancement, but higher levels have a greater potential for abuse.

GENERAL ENHANCEMENTS

These modifiers may be applied to any advantage, as long as the combination makes sense. As always, the GM is the final arbiter of which enhancements fit a given ability.

Affects Insubstantial, Selective 👁

+30%

When using your advantage, you may choose to have it affect *just* insubstantial targets, *just* substantial targets, or *all* targets.

Affects Others 👁👁

+50% per person

You can extend your advantage's benefits to others. If you can affect a limited number of willing subjects by touching them, Affects Others costs +50% per person. This isn't an attack – it has no effect on unwilling recipients. You must take a separate Ready maneuver to make contact with each companion, who must be within reach. This bestows the effects of the advantage, not the ability to use it. You turn it "off" and "on," set its level, and so on, and your decisions apply equally to you and all subjects.

Your ability only affects others while they're touching you. They can end its effects at any time by breaking contact with you. To affect those who are merely nearby, add Area Effect – in which case a Ready maneuver lets you affect any number of people up to your limit, if they're in your area.

The above version of Affects Others is for movement abilities (e.g., Flight and Permeation) and physical transformations (e.g., Growth and Shrinking). It's a good way to keep the PCs together on adventures that would leave behind those who can't fly, shrink, etc. The GM may allow Affects Others on other traits when it serves this purpose.

If you apply Force Field (p. 14) to one of the defenses listed for that enhancement, you may add Affects Others for a flat +50%, provided you also take at least one level of Area Effect. Together, these three modifiers let you extend your advantage's protection to everyone inside your area. This force field works against attacks and hazards crossing it from the outside. Threats inside the force field bypass its protection.

If based on Damage Resistance, the force field impedes movement, too. Foes who wish to cross it must force their way in. Those who try this as a free action (allowed once per turn) roll thrust damage. Those who use Attack, Move and Attack, or All-Out Attack to blast their way in roll their attack's usual damage. If damage exceeds DR, they make an opening large enough to step through. This closes at the end of their turn, and doesn't weaken the force field.

The GM shouldn't allow either form of Affects Others on advantages that let the user do something, such as Healing, Innate Attack, and Mind Control. To grant forbidden traits or affect unwilling subjects, buy Affliction with a suitable Advantage enhancement.

Affects Substantial, Selective 👁👁👁👁

+50%

When using your advantage, you may choose to have it affect *just* insubstantial targets, *just* substantial targets, or *all* targets.

Based on (Different Attribute), Own Roll 👁

+20%

This enhancement is available for any ability that requires the user to roll against his *own* DX, IQ, HT, Will, or Per to use. It shifts the roll from the usual attribute or secondary characteristic to a different one. (Note that ST is deliberately excluded; you cannot shift a roll to *or* from ST.)

This does *not* affect the target's resistance roll, if any! Use the standard Based on (Different Attribute) (p. B102) for that.

Can Carry Objects 👁👁

Variable

A physical transformation normally affects your body but not your belongings. With this enhancement, your advantage also transforms objects you're carrying or wearing. It ceases to affect these things when you put them down. Can Carry Objects is already defined for Insubstantiality, Invisibility, Permeation, Shadow Form, and Shrinking, but it's also useful for Chameleon, Elastic Skin, Growth, Morph, and anything else the GM allows.

Cost depends on how much you can carry: No encumbrance is +10%; Light, +20%; Medium, +50%; Heavy, +100%; and Extra-Heavy, +150%.

To affect people you're touching, add Affects Others (p. 12). To extend defensive effects to your possessions, take Force Field (p. 14).

Decreased Immunity 👁👁👁

+50% per level or +20%

Some advantages offer a form of "immunity" to those who successfully resist, making it either impossible or just more difficult to use your ability on them again. Each level of this enhancement shifts this immunity down one level on the chart below. It does not affect any penalties in play for repeated attempts. Note that some levels have two equally limiting effects; you must choose which alternative applies when buying this enhancement.

Level	Effect
4	Permanently Immune
3	Immune for one day *or* Permanent, cumulative -2 penalty
2	Immune for one hour *or* Cumulative -2 penalty lasting one day
1	Cumulative -2 penalty lasting one hour
0	No effect

Switching between two alternatives on the same level is a +20% enhancement. Note it as "Decreased Immunity 0" along with the new effects chosen.

If you do not roll to use the ability, interpret each -2 penalty as a +2 bonus for your subjects to resist. Terror is a special case, in that subjects *also* get a bonus to resist further use, whether they succeed or fail. Thus, for Terror, each level of Decreased Immunity also shifts the bonus, from "+1 per Fright Check after the first within 24 hours" to "+1 per Fright Check after the first within an hour" to no cumulative bonus for Fright Checks.

Example: Yvette buys Mind Reading (Decreased Immunity 1, +50%). Mind Reading normally has a cumulative -2 penalty lasting one hour (level 1) for those who resist, while a critical failure reading a subject makes him immune for one day (level 3). This reduces *both* effects, to level 0 and level 2, respectively. Thus, Yvette is at no penalty to try again if a subject resists, and she may choose (when adding this enhancement) whether a critical failure grants the subject immunity for an hour *or* gives her a cumulative -2 penalty, lasting one day, to read him.

Example: Mikey buys Terror (Decreased Immunity 1, +50%). Normally, if a target succeeds at his Fright Check, he is immune for one hour; Mikey chooses to instead give the subjects a cumulative +2 to resist lasting one hour. In addition, the window in which his victims get a +1 cumulative bonus to resist multiple Fright Checks has shrunk, from 24 hours down to a single hour.

Extended Duration 👁👁+

Variable

Because the +150% version of Extended Duration, Permanent *must* include a way to dispel it or cure it, it sometimes makes sense to buy higher levels of this enhancement simply to improve an ability's duration. This costs more than making it "permanent," but prevents others from casually ending the effect. The levels below stop at +280% – past that, it *always* makes sense to take the +300% version of Extended Duration, Permanent.

Alternative Enhancements

Selectivity (p. B108) allows you to decide which enhancements are "on" and which are "off," as a free action, every time you use the ability in question. You can alternate between using a single enhancement, using *all* of them, or anything in between! But some abilities don't call for that level of flexibility.

If you have access to multiple enhancements, but can only use *one at a time,* treat this as a new enhancement: Alternative Enhancements. Its cost is equal to that of the most expensive enhancement, plus 1/5 the total value of the remaining enhancements. (This is an adaptation of *Alternative Attacks,* p. B61.) Treat any enhancement less than +5% (e.g., Game Time) as +5% for these purposes.

At the beginning of each turn, as a free action, you must choose which of the enhancements is being used – for simplicity, establish a "default setting" with the GM, and then let him know whenever you switch it.

Example: Cade can read any mind, whether organic or digital. However, she finds flesh-and-blood minds *much* easier to read. She buys Mind Reading (Alternative Enhancements, Cybernetic or Reliable 6, +56%) [47] and sets Reliable as her default use. When she knows she needs to read a computer, she may consciously switch over to Cybernetic instead, losing her Reliable bonus.

The enhancements must be thematically linked; they have to make sense as alternative settings for the ability. For example, Burning Attack (Alternative Enhancements, Armor Divisor (2) or Cone, 1 yard, +70%) can be justified as "adjusting the focus of my laser," but Affliction (Alternative Enhancements, Coma, Malediction 2, or Respiratory Agent, +290%) would be much harder to explain.

For even more versatility, see *Variable Enhancement* (p. 5).

Extended Duration Table

Multiple	One Second Becomes*	One Minute Becomes*	Modifier
3,000× duration	50 minutes	2 days	+140%
10,000× duration	3 hours	1 week	+160%
30,000× duration	8 hours	3 weeks	+180%
100,000× duration	1 day	10 weeks	+200%
300,000× duration	3.5 days	7 months	+220%
1,000,000× duration	11.5 days	2 years	+240%
3,000,000× duration	1 month	5.5 years	+260%
10,000,000× duration	4 months	19 years	+280%

* These have been rounded to convenient values, within 10% of the exact product.

Example: Pedro buys Affliction 1 (HT; Advantage, Alternate Form, Frog, +150%; Extended Duration, Permanent, Dispelled with a Santeria ritual, +150%) [40]. He can turn a person into a frog indefinitely – but if someone knows the appropriate ritual, they can restore the victim within mere minutes! Shawn takes Affliction 1 (HT; Advantage, Alternate Form, Frog, +150%; Extended Duration, 10,000× duration, +160%) [41]. His transformations only last a few weeks, but there is *no* simple way to end the effect before then!

Fixed Duration ◉

+0%

This enhancement turns a duration that depends on margin of success or failure (e.g., for Affliction) into a fixed time. Figure the duration as though the margin of success or failure was 3; for most abilities, this means three minutes. This can be modified further with Extended Duration (above).

Follow-Up, Universal ◉◉

+50%

This variant of Follow-Up (p. B105) allows your attack to "piggyback" on *any* unarmed or weapon attack you make, whether melee or ranged – but *not* on an Innate Attack. (Of course, you can buy this enhancement, then add standard Follow-Up enhancements to cover your Innate Attacks.) It only hits if your mundane attack hits. If that attack penetrates the target's DR, the Follow-Up attack *ignores* DR completely.

Follow-Up, Universal is a "penetration modifier"; you cannot combine it with other penetration modifiers.

Force Field ◉

+20%

This enhancement converts a defensive trait into a field projected a short distance from your body. The field engulfs and protects your entire body – including your eyes – and everything you're carrying or wearing (up to Extra-Heavy encumbrance), even if the unmodified trait wouldn't. Always apply its effects before those of armor, environment suits, etc.

Force Field is suitable for Damage Resistance (but never with Tough Skin), Improved G-Tolerance, Magic Resistance, Pressure Support, Protected Sense, Radiation Tolerance, Resistant, Sealed, Slippery, Temperature Tolerance, and Vacuum Support. The GM may permit it on other advantages. If you have multiple traits with Force Field, note whether you have one force field or several (and their order).

Force Field often occurs in combination with Affects Others and Area Effect; see Affects Others (p. 12) for rules.

> *Years and years to waken from that sleep in which the others loll; then years and years to 'scape that awakening . . .*
> *– Emil Cioran,*
> ***The Trouble With Being Born***

Game Time ◉+

+0%

Some traits – including Luck, Serendipity, and Wild Talent – rely on real time. This modifier lets such an advantage use game time instead. If it usually works at least once per real hour, you get uses per game day equal to its maximum possible uses per real hour; e.g., Ridiculous Luck, which works every 10 real minutes, gets six uses per game day. If it's rated in uses per session, you get that many uses per game week; e.g., Serendipity 3 gives three uses per game week.

These ratios assume a campaign with a significant amount of "fast" time and "real" time (*Time During Adventures*, p. B497). They may be unfair in a combat-heavy game, or *any* game with a significant amount of "slow" time. In such a case, the GM may adjust these ratios, multiplying the frequency by anywhere from 2 (e.g., "twice per hour" becomes "four times per day," and "once per session" becomes "twice per week") to 7 (e.g., "once per hour" becomes "seven times per day," and "twice per week" becomes "14 times per week"). These improved ratios are what the "+" in "◉+" (above) refers to.

Increased Range, LOS ◉◉◉

Variable

Increased Range, Line-of-Sight (LOS) allows the user to reach anything he can see. He must have a clear view of the target, using his own vision; while optical binoculars are permissible, viewing from a remote TV feed is not. If the advantage adds a new sense (e.g., Detect or Scanning Sense), you must identify the target visually *before* scanning it with your new sense. (This is the equivalent of the Sense-Based (Reversed) limitation from *Powers;* the two modifiers are incompatible.)

The value of this enhancement depends on the typical range of the advantage – the longer it is, the less it costs to extend range to LOS. If range falls between two values on the table below, use the *lesser* value (e.g., treat a 30-yard range as "20 yards").

Typical Range	Cost
Less than 5 yards	+90%
5 yards	+80%
10 yards	+70%
20 yards	+60%
50 yards	+50%
100 yards	+40%
200 yards	+30%
500 yards	+20%
1,000 yards	+10%
2,000 yards or more	+0%
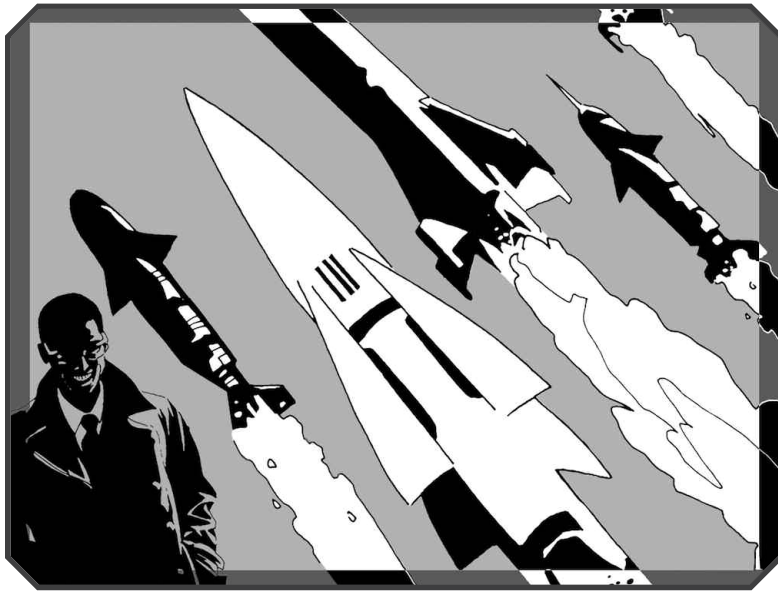
Independent ◉◉

+40% or +70%

This enhancement is for advantages that require concentration to control. Your ability demands no attention after the initial Concentrate or Ready maneuver to activate it. If it requires a die roll, it lasts for minutes equal to your margin of success (your margin of victory, for a resisted ability) or its usual duration – whichever is less. During this time, it's completely self-sufficient. Its effects endure even if you're incapacitated or killed.

Independent doesn't allow multiple instances of the advantage's effects unless this is standard for the trait. If this is standard, *all* instances are "hands free" and you're exempt from penalties for simultaneous uses.

The only downside is that you don't control your ability after activation. Its effects last for the *entire* duration specified above – you can't end them early or maintain them. You must specify all particulars required by the ability when you activate it, and can't change these later on.

Independent is worth +40% for most advantages, +70% for those with penalties for simultaneous uses.

Long-Range ◉◉◉

+50% per level

Your ranged ability uses a better class of range penalties than usual. From worst to best, these classes are -1/yard like a Regular spell (p. B239), the *Size and Speed/Range Table* (p. B550), *Long-Distance Modifiers* (p. B241), and no penalties at all. Each level of Long-Range makes the penalties one step more favorable.

Long-Range *can* be applied to attack abilities, but the GM should be aware that this will drastically improve the user's ability to hit, as Long-Range 1 (+50%) effectively *removes* range penalties out to 200 yards. The attack's 1/2D and Max range don't change; use Increased Range or Reduced Range for that. Long-Range affects the cost of Follow-Up.

Low Psychic Signature ◉+

+5% per -2

This enhancement muffles the ability's *supernatural* emanations, rather than its physical signs. Others have difficulty detecting it with their own psychic powers, spells (e.g., Aura or Know Illusion), psi-tech sensors, etc. Every +5% imposes -2 on applicable rolls. This includes using Detect (Supernatural Powers) or Psychometry to notice it, Mind Reading to realize that the user is affecting someone's mind, Danger Sense to be aware of an incoming psychic attack, spells like Aura or Know Illusion to notice an effect, psychotronic sensors (like those in **GURPS Psi-Tech**) to spot psionics, and so on. At -10 (+25%), your ability is undetectable.

This does not affect the *physical* evidence of any attack. In particular, Affliction and Innate Attack are still loud and visible, even with Malediction. To remedy this, use either Low Signature, Variable (below) or Low or No Signature (p. B106).

Low Signature, Variable ◉◉+

+5% per -2

This variant of Low Signature (p. B106) offers extra detail. Instead of a flat penalty to detect an ability, every +5% gives -2 on all rolls to notice the ability. Treat -10 (+25%) as "undetectable." These penalties apply to all Sense rolls to detect the ability being used. For *supernatural* attempts to trace an ability, use Low Psychic Signature (above).

This enhancement replaces *both* Low Signature and No Signature (p. B106). The GM should choose to use either those enhancements or this one.

Once On, Stays On 👁

+50%

This is only available for physical transformations that end if you're knocked out or killed – mainly Elastic Skin, Shadow Form, and Shapeshifting. You revert to your "normal" form only if you consciously choose to do so. Sleep, unconsciousness, and death don't force you to change back. Severed body parts may remain transformed after you change back, if you wish; specify this when you buy your ability.

Reflexive 👁👁👁

+40%

Reflexive is for defenses that take a second to activate, senses that require a second of concentration (e.g., Detect), and anything the GM feels serves a purpose similar to either. It lets your ability switch itself on – under attack if a defense, in the presence of something "interesting" if a sense – without a Ready or Concentrate maneuver. If this normally demands a success roll, activation requires a roll at -4; otherwise, it's automatic. If you're asleep, successful activation also wakes you up.

Reflexive counts as a level of Reduced Time when you use your ability consciously. It's incompatible with Always On (p. B110), as well as Active Defense and Usually On (both from **Powers**).

Reliable 👁👁👁+

+5% per +1

Your ability generally works as intended. Perhaps you have extensive experience or natural aptitude with it, or maybe it's just easy to use. Whatever the reason, you get a bonus on all rolls to use it. This works exactly like, and is cumulative with, a power Talent (see **Powers** for details).

Reliable is handy for advantages that routinely suffer large penalties (e.g., the -8 to use Precognition actively). It *isn't* available for ranged attacks – use Accurate (p. B102) for those. Reliable costs +5% per +1 bonus, to a maximum of +10.

Selective Effect 👁👁👁

+20%

Any ability that can affect multiple targets may have this enhancement. The user can *either* exclude specific subjects *or* limit the effect to them. He must base this decision on either sensory input (e.g., he could affect any group he can see, unless blind, but "everyone who has committed murder"

would demand special gifts) or a guess (but then he's at the GM's mercy!). Other examples include:

● *Attacks with Rapid Fire.* An attack with Selective Effect and Rapid Fire can hose down an area that contains both friend and foe without risking a "friendly fire" incident. The GM might even permit Selective Effect on attacks with RoF 1. This would prevent shots that miss or overpenetrate from hitting allies in the line of fire. Either option is suitable for the "smart bullets" seen in pulp sci-fi.

● *Elastic Skin, Invisibility, and Shapeshifting with the Glamour* (**Powers,** p. 111) *limitation.* This keeps the user from being misidentified or overlooked by his allies . . . and lets him make his enemies look like madmen ("What *man?* You're talking to a dog!").

● *Illusion.* Another way to make people look crazy!

● *Telecommunication.* This lets the user choose who can receive – or make sense of – a broadcast (e.g., by Radio, or Telesend with the Broadcast enhancement). This combination is useful for simulating secure tactical communicators.

● *Terror.* This is appropriate for dragons, deities, and other powerful entities that can demoralize their foes without frightening off their allies.

Abilities that only affect a single subject may take this enhancement *if* it would make sense to restrict the effect to a single *part* of the subject. Examples include:

● *Afflictions.* This can allow an irritant or incapacitation to target a specific part of the body; e.g., to paralyze a single limb, or cause severe pain in a localized spot (perhaps convincing the target that he's been shot). Other effects may be possible, such as combining Advantage, Invisibility and Selective Effect to make a victim's legs "disappear"!

● *Attacks with Malediction.* Normally, such attacks cannot target hit locations, but combining Malediction and Selective Effect makes it possible!

● *Detect.* This allows the user to narrow the range of what he's looking for, whether to simply limit the class of substances or to pare the search down to a single, specific subject.

Area-effect abilities should generally take Selective Area (p. B108) instead of Selective Effect, but either one *may* fit. The former allows the user to precisely control the area of effect, while the latter allows him to control the targets affected. Neither is compatible with Always On (which is only a limitation if you *can't* choose who is affected), or with advantages that offer the Discriminatory special enhancement.

Attitude signifies expectation, and expectation always operates selectively and with a sense of direction.

*– Carl Jung, **Psychological Types***

Declining Enhancements

As a rule, leveled advantages become more effective at higher levels, while any enhancements they have remain equally potent. However, some ability concepts call for these enhancements to *lose* effectiveness as the advantage increases in power. For example, a laser may be very accurate at low power levels, but increasingly hard to aim as it channels more energy.

Both the advantage and the enhancement must come in levels. Attack advantages must also have Variable. Then, follow these steps.

1. Decide what the enhancement level will be when the advantage is used at level 1. For simplicity, the enhancement level should be a whole-numbered multiple of the advantage level, or vice-versa.

2. If the answer to step 1 is *greater than* the advantage level, go directly to step 3. Otherwise, divide the advantage level by the answer to step 1. The result is how many levels of the advantage you can use before losing one level of the enhancement. For example, with a result of 3, your enhancement is at full strength for levels 1-3, at -1 for levels 4-6, at -2 for levels 7-9, and so on. Go directly to step 4.

3. Divide the answer to step 1 by the advantage level. The result is how many levels of the enhancement you lose per level of the advantage used. For example, with a result of 3, your enhancement is at full strength for level 1, at -3 for level 2, at -6 for level 3, and so on.

4. Figure the cost of the enhancement from step 1 – that is, multiply the per-level enhancement cost by the level chosen there – and multiply that by (the advantage level + 1). Then divide the result by (the advantage level × 2); round up. This is the cost for the declining enhancement.

Example: Zzap has the laser mentioned above, as Burning Attack 12d. When firing shots that inflict 1d damage, he has Acc 9. For step 1, because attacks have Acc 3 by default, this requires the Accurate 6 enhancement. For step 2, the advantage level (12) divided by the enhancement level (6) is 2, which means that every two levels of Burning Attack past the first will lose a level of Accurate. For step 4, the final cost is (+5% × 6) multiplied by (12 + 1) and divided by (12 × 2), or +16.25%, which rounds up to +17%. Zzap's laser has Acc 9 for 1d or 2d, Acc 8 for 3d or 4d, Acc 7 for 5d or 6d, Acc 6 for 7d or 8d, Acc 5 for 9d or 10d, and Acc 4 for 11d or 12d.

Example: Zzap *also* has Temperature Control 3, the range of which depends on how hot he's trying to make things. For step 1, he adds Increased Range 100×, which is six levels of that enhancement. For step 3, the enhancement level (6) divided by the advantage level (3) is 2, which means that he loses two levels of Increased Range for every level of Temperature Control past the first. For step 4, the final cost is (+10% × 6) multiplied by (3 + 1) and divided by (3 × 2), or +40%. His ability has 100× range at level 1, 20× range at level 2, and 5× range at level 3.

Super Attribute ◉

+25%

Most skills in **GURPS** have default levels based on attributes. Those defaults are limited by the Rule of 20 (p. B173) – if a basic attribute is higher than 20, skills default to it as if it were 20. This provides a measure of realism since defaults are limited to 16 (for most Easy skills), 15 (for most Average skills), and 14 (for most Hard skills), which represents a high level of competence but not brilliance.

Applied to attributes or secondary characteristics, this modifier lets you disregard the Rule of 20 for skills that default to them. Apply the enhancement to attribute points in excess of 20; each point bought that way raises the limit for skill defaults by 1. That is, your new attribute limit for defaults becomes 20 + (levels of the attribute bought with this enhancement).

Example: Divine Grace has DX 26 – but this was purchased as DX 22 [240] and DX+4 (Super Attribute, +25%) [100], for a total cost of 340 points. The four points of DX with Super Attribute raise the normal limit of DX 20 for skill defaults to DX 24, so she has Acrobatics-18, Cloak-19, and Knife-20, without spending points on them.

Switchable ◉

+10%

This enhancement only exists for physiological features (e.g., Claws), defenses, and other traits that are normally "always on." It lets you switch your advantage off and on with a Ready maneuver. Specify whether it switches on or off – or remains in its current state, whatever that is – when you're knocked out.

You can't add Switchable to an advantage that lists special modifiers that enable you to turn it off and on, regardless of whether your ability has those modifiers. If an advantage notes Switchable as a special enhancement with a different value, use that value instead. Switchable isn't permitted on meta-traits, either. To get a switchable meta-trait, buy an Alternate Form.

See also *Usually On* (p. 18).

Time-Spanning ◉◉◉◉

Variable

Your ability works across time. Rolls to use it this way have a penalty for the time gap between you and your target; use *Long-Distance Modifiers* (p. B241) and substitute "days" for "miles." Find the distance in space as if you were at the same point in time. This is worth +50% if you can reach just the past or just the future, or +100% for both; add -50% to either value if your ability doesn't work in the *present*.

The GM decides which advantages can use this enhancement. It's meant for sensory and communications abilities (e.g., Clairsentience and Telesend), but might suit other mental abilities – like Possession – if the user also has an ability that lets him sense his target across time. If the GM allows this on an *attack*, Cosmic (+50%) is a prerequisite; see *Cosmic* (pp. 6-9).

Usually On 👁

+5%

Only for advantages that are "always on" by default (e.g., DR or Invisibility). Your ability is usually on, but you can switch it off by expending 1 FP per *second*. See also *Switchable* (p. 17).

World-Spanning 👁👁👁👁

+50% or +100%

Your ability can reach parallel worlds. Find the distance in space as if you and your subject were on the same world. The GM may also permit a Plane-Spanning variant for abilities that work across dimensions other than parallel worlds. Either is worth +50% if you can *only* contact other worlds or planes, or +100% if your ability also works in your current realm. See *Time-Spanning* (p. 17) for guidelines on allowed advantages.

ATTACK ENHANCEMENTS

Many of these enhancements will change the damage type of an attack, or add damage modifiers. See *Damage* (pp. B268-269) for guidance with recording a complex attack's statistics.

> ## Alternatives to Alternative Attacks
>
> *Ammunition Options* (below) and *Thrusting Blade* (p. 21) both offer means by which an attack can change damage types, much like *Alternative Attacks* (p. B61). Each enhancement is intended as a simpler way to handle a common situation – specifically, modern guns and thrusting blades built as Innate Attacks. While the two approaches are point-balanced for most builds, there are some circumstances under which the enhancement may cost up to a few points more than if the same ability were built using alternative attacks . . . but for many gamers, this small variance will be worth the simplicity!

Ammunition Options 👁👁

Variable

Your attack – which must do piercing damage – can switch between different types of ammunition. Switching is a free action at the beginning *or* end of your turn. If it takes you a full turn to select between ammo types, add a flat -5% to the final value of this enhancement.

You may only choose *one* of the options below. Each enhancement is restricted to attacks that do a certain type of piercing damage. This is to avoid an impossible situation; e.g., a huge piercing attack can't have HP Ammo, because there's no way to increase the damage type by a step!

Attack Type	AP Ammo	HP Ammo	Multi-Ammo
Small Piercing	–	+40%	–
Piercing	+20%	+20%	+40%
Large Piercing	+45%	+20%	+65%
Huge Piercing	+35%	–	–

"–" means the enhancement is not available for this type of attack.

AP Ammo

You can fire armor-piercing rounds instead of normal ones. Doing so *reduces* your damage type by a step, but *raises* your armor divisor by a step. For example, a 3d pi attack becomes a 3d(2) pi- attack.

HP Ammo

You can fire hollow-point rounds instead of normal ones. Doing so *increases* your damage type by a step, but *lowers* your armor divisor by a step. For example, a 3d pi attack becomes a 3d(0.5) pi+ attack.

Multi-Ammo

You may fire AP ammo or HP ammo, as per the two enhancements above.

Delay, Supernatural 👁👁

+50% or +100%

The attack goes off if the victim performs some forbidden act: attacks someone, speaks, etc. This is worth the usual +50% if the triggering condition is fixed, +100% if the attacker can specify the details of the curse when he attacks. The traditional way to neutralize such attacks is with an exorcism, Remove Curse spell, or similar measure.

Destructive Parry 👁

+10%

Prerequisite: Melee Attack or Melee-Capable.

Your attack damages weapons it parries or that parry it. Roll damage normally and apply it to your foe's weapon on a successful parry by either of you; see *Damage to Objects* (p. B483) for effects.

Dual 👁

+10%

Prerequisite: Melee Attack or Melee-Capable.

Your ability generates *two* melee weapons – usually one in each hand – permitting a Dual-Weapon Attack (p. B417).

Erosive 👁👁

+10%

Prerequisite: One of Area Effect, Cone, or Explosive; *and* one of Blood Agent, Contact Agent, or Respiratory Agent.

The attack is a gas that eats away at the seals on gas masks, environment suits, etc. Whenever the wearer of such gear is exposed to the gas, roll against his equipment's HT. Assume HT 12 unless otherwise specified. Any failure means enough gas seeps in to affect him and reduce the HT of his equipment by 1 (this loss is cumulative). Restoring a point of lost HT is a major repair (see *Repairs*, p. B484).

Extra Passes 👁👁+

+10% per pass

Prerequisite: Either Guided or Homing.

Cinematic missiles don't crash on a miss . . . they turn around and make another pass. This costs +10% for each pass after the first; e.g., Crushing Attack (Extra Passes 2, +20%; Guided, +50%)

gets a total of three chances to hit. If the initial attack misses, reroll it one second later, using the same effective skill as on the first attempt. Roll again once per second until the attack hits or runs out of extra passes – or, if Guided, the attacker stops guiding it.

Fragmentation ◉

Variable

The attack scatters damaging fragments on impact. The damage done by these fragments depends on the level of this enhancement, and cannot exceed the *lower* of 12d or the attack's *basic* damage. List the fragmentation damage and type after the attack's basic damage, in brackets – e.g., 8d [3d pi+] cr ex. For cutting fragments, you may omit the damage type (e.g., 8d [3d] cr ex), as fragments are assumed to be cutting by default.

When the attack hits, everyone within (5 × dice of fragmentation damage) yards is attacked with effective skill 15, modified by range penalties from the point of impact. See p. B414 for full rules.

If the base attack does burning damage *or* has the Incendiary enhancement, the fragments are incendiary at no extra cost. For hot fragments, this raises the flammability class of anything hit *instead* of adding a point of burning damage; see *Incendiary* (below) for more.

Fragmentation, Cutting

+15% per die

Your fragments inflict cutting damage, as for most bursting shells. This is the default assumption for Fragmentation; if listed by itself, assume cutting fragments.

Fragmentation, Hot

+15% per die

Your fragments are like white phosphorus or napalm. They do burning damage, with an armor divisor of (0.2). If they hit someone, they continue to burn, inflicting the *same* damage every 10 seconds. This lasts for six cycles (a total of 50 seconds) or until the victim can put the fire out.

Fragmentation, Impaling

+20% per die

Your fragments are flechettes or some similar form of stabilized dart. They do impaling damage.

Fragmentation, Large Piercing

+15% per die

Your fragments are rounded, like the ball bearings hurled by modern antipersonnel mines. They do large piercing (pi+) damage.

Heat ◉

+20%

This is a type of Hazard (p. B104) for attacks that inflict fatigue damage. Treat all FP lost to the attack as though they were lost to extreme heat; see p. B434 for full rules.

Incendiary ◉◉+

+10%

For Burning Attack, this enhancement does not add the "inc" damage modifier. Instead, it moves the effective flammability class of anything damaged by the attack up one step. See *Making Things Burn* (p. B433) for details.

You may normally have only one level of Incendiary. For Burning Attack *only,* it's possible to break this rule, but doing so requires GM permission *and* a special application of Cosmic (pp. 6-9). Higher levels make targets more flammable, as described above; they do *not* improve the amount of burning damage done. Incendiary 2 (+20%) requires Cosmic (+50%); Incendiary 3 (+30%) requires Cosmic (+100%); and Incendiary 4 (+40%) requires Cosmic (+300%). Further levels are not available and should not be necessary – a Burning Attack with Incendiary 4 can ignite brick or metal with only 1 point of damage!

Melee-Capable ◉

Variable

This may be applied to any ranged attack, allowing it to be used as a melee attack. You may switch between the two modes as a free action at the beginning of your turn; if it takes a Ready maneuver to switch, add -5% to the final value of this enhancement; this cannot reduce cost below +5%.

The cost of Melee-Capable is +40%, plus whatever the value of the equivalent Melee Attack (p B112) limitation would be. For example, Melee-Capable, Reach 1-4, is a +25% enhancement, while Melee-Capable, Reach C, Cannot Parry, is a +5% one.

Mental Defense Only ◉◉◉◉

+250%

This may be applied to any attack that is normally affected by DR (including Affliction). Your attack completely ignores all DR, whether natural or from armor – but if the target has a Mind Shield, treat it as providing DR equal to its level.

Mental Defense Only is a "penetration modifier"; you cannot combine it with other penetration modifiers, such as Contact Agent (p. B103) or Malediction (p. B106).

Ricochet 👁👁

+10%

This can be applied to any attack that is affected by DR *and* requires an attack roll. The attack can "bounce" on its way to the target! The attacker must be able to see the target clearly or know *exactly* where he is; the GM can require a Sense roll if there's any doubt, at -2 per camera, mirror, telepathic relay, or other "remove."

The attacker must then describe the path the attack will take, bouncing it off as many surfaces as he likes. *Ignore* details such as the angle of incidence and the DR and HP of the surfaces; all that matters is that they are convincingly "hard." Figure the range penalty using the *total* path length to the target (not a straight line). If spotting the target required a penalized Sense roll, apply that penalty to the attack roll, too. And finally, there's an additional -2 per bounce.

If the attack roll succeeds, it *may* manage to surprise the target completely – there's no defense roll against an unexpected attack suddenly bouncing around the corner! If he's able to see the attack coming – even if it bounces behind him first – he may still defend, but at -1 per bounce. The attack does full damage if it hits.

This enhancement is not likely to break a game if allowed, but it is *thoroughly* unrealistic! At the GM's option, *any* attack may be able to ricochet in a cinematic or four-color supers game – but if so, lacking this enhancement means the attack's damage (or level, for Afflictions, Binding, etc.) is reduced by 10% *per bounce* (round down).

ST-Based 👁👁👁

+100% or +30%

This enhancement lets you add your dice of thrust or swing damage to that of an Innate Attack, effectively turning it into a muscle-powered weapon. It may be applied to any melee or ranged attack that does crushing, cutting, or impaling damage.

ST-Based is incompatible with any modifiers that don't suit a muscle-powered attack. These include Area Effect, Blood Agent, Cone, Contact Agent, Cyclic, Explosion, Follow-Up, Jet, Malediction, Onset, Resistible, Respiratory Agent, Sense-Based, and any modifier that has one of these modifiers as a prerequisite.

You may choose, when attacking, whether to use your thrust or swing damage. Under most circumstances, the higher swing damage is the better choice, but there are times when thrust makes more sense; e.g., when attacking underwater. Also, if you use swing damage to make an impaling melee attack, it may get *stuck* in your foe (p. B405)!

A ST-Based attack can make use of All-Out Attack (Strong) (p. B365), Mighty Blows (p. B357), and other similar methods of increasing muscle-powered damage. You may also use abilities like Power Blow (p. B215) to boost your ST directly, though this does not affect the damage contributed from the Innate Attack. The damage provided by your ST is automatically Variable, but the Innate Attack damage is not.

The full ST-Based enhancement is +100% and works as described above. For +30%, a weaker version – *ST-Based, Limited* – is available with the following additional drawbacks:

Enhanced ST-Based Attacks

The ST-Based enhancement (above) does not normally require familiarity with the rules for modifying muscle-based damage (pp. 9-11). By definition, if you have Cutting Attack 3d (ST-Based, +100%), you don't need to do anything special to your ST or muscle-based damage to apply it to the Cutting Attack – if you do 5d+2 swing, then your attack does 8d+2 cutting. It's as simple as that.

Things *do* get more complex when an attack has ST-Based *and* one or more enhancements that affect the attack's *ability to damage things* or the *effects of its damage:*

- Affects Insubstantial
- Affects Substantial
- Armor Divisor
- Cosmic (Attack with a lingering special effect *or* Irresistible attack)
- Damage Modifiers (any)
- Mental Defense Only
- Side Effect
- Surge, Arcing
- Symptoms

If an attack has ST-Based and any of the enhancements above, you *must* use the rules for modifying unarmed attacks (pp. 9-10) to add them to the damage being contributed by your muscles. (Don't use the rules for weapons, even for a non-crushing attack – you're not wielding a weapon, you're using an innate ability!)

Example: Brad has ST 19, for 2d-1 thrust damage. He buys a spike shuriken attack as Impaling Attack 1d (Armor Divisor (2), +50%; No Blunt Trauma, -20%; No Signature, +20%; ST-Based, +100%) [20]. He must also apply Armor Divisor (only) to his muscle-based damage: 2d-1 crushing would cost 9 points, and 50% of 9 rounds up to 5, so he adds 5 points to the cost of this attack, raising it to 25 points total.

New Enhancements

The list above covers all known general enhancements to date – but it cannot foresee modifiers added in future **GURPS** books! The GM, as always, is the arbiter of whether a given new enhancement should be added to the list, using the following guidelines.

The list intentionally leaves off limitations; acquiring an attack with limited utility doesn't reduce the usefulness of your built-in strength! Enhancements that affect range, rate of fire, targeting ability, etc., are also not an issue, as such things are unconnected to the damage contributed by your muscles. Finally, any enhancement that covers something that inborn strength can already *do* (e.g., Variable) can be ignored.

Affliction Enhancements

While it may seem odd to include modifiers specifically for Affliction (p. B35) in a book about *general* enhancements, it's important to realize that the modifiers below can *also* be used as the basis of a Side Effect or Symptom (both p. B109) enhancement. Density Increase and Slower Move can affect inanimate objects as well as living beings.

Density Increase: The subject's mass and weight (but not his volume or size) is drastically increased. This is worth +5% for ×2 weight, +10% for ×5, +15% for ×10, +20% for ×20, +25% for ×50, +30% for ×100, and so on. By itself, this enhancement only covers the nuisance of being heavier (e.g., breaking chairs and being harder to carry). The subject's ST, Move, etc., are unchanged; assume that his muscles become proportionally dense. To simulate the kind of density increase that leaves him staggering under his new weight, add any of Attribute Penalty (ST, DX, or both), Disadvantage (Lame, Reduced Basic Speed, or Reduced Basic Move), or Slower Move (below).

Itching: This is a new irritating condition. The subject is at -2 to DX for the duration of the itch. Scratching for one full second relieves the itch, but he can do nothing else while scratching; this requires a Do Nothing maneuver in combat. +10%.

Slower Move: The subject becomes *proportionately* slower than he was, reducing his Move in all mediums, but not his Basic Speed. Unlike Disadvantage (Lame), this even affects subjects who slither, fly, swim, etc. This is worth +10% for 0.8× Move, +20% for 0.6×, +30% for 0.4×, +40% for 0.2×, and +50% to reduce Move to 0. For the first four levels, round Move down, to a minimum of 1.

- It *must* be combined with the Melee Attack limitation.
- When making a cutting attack, you may only use your swing damage. When making an impaling attack, you may only use your thrust damage. Crushing attacks may use either.
- The total damage added by your ST cannot exceed that of the Innate Attack. For example, Crushing Attack 1d (Melee Attack, Range C, -30%; ST-Based, Limited, +30%) could inflict a *maximum* of 2d damage, even if you had ST 100. All-Out Attack (Strong), Mighty Blows, etc., can still be applied to this capped damage.

ST-Based can unbalance certain aspects of the game. In particular, Crushing Attack 1d (Melee Attack, Range C, 1, -20%; ST-Based, +100%) [9] boosts the damage of bites, head butts, kicks, and punches approximately as well as Striking ST 8 [40]! And a weak Cutting Attack or Impaling Attack can be an inexpensive alternative to Claws or Strikers. The GM should consider these issues before allowing ST-Based in a non-supers game.

Surge, Arcing ◉◉

+100%

In addition to the regular effects of Surge (p. B105), your attack treats any conductive, metal armor as DR 1, regardless of its actual DR. This is a "penetration modifier"; you cannot combine it with other penetration modifiers. It may be combined with Side Effect.

Electronics that take over 1/3 HP from an attack with *either* Surge *or* Surge, Arcing, must make a HT roll to avoid shorting out. Failure disables the target for seconds equal to the margin of failure; critical failure disables it until repaired (p. B484).

Surprise Attack ◉◉◉

+150%

Your attack originates *behind* the target. Victims with 360° Vision or Peripheral Vision defend normally, while those with Danger Sense may defend at -2 on a successful Perception roll. Otherwise, no active defense is possible. This is most suitable for attacks that teleport or emerge from extradimensional portals behind the target.

Thrusting Blade ◉

+15%

This enhancement is available for any attack that does *cutting* damage. You may choose to have your attack do impaling damage instead! Doing so *halves* the basic damage, rounding down; e.g., a 4d+3 cutting attack would become a 2d+1 impaling attack. To halve damage that does an odd number of dice, convert one die into +4 damage before dividing; e.g., 3d+1 becomes 2d+5, half of which is 1d+2. For small values, use this chart:

Original Dmg	Halved Dmg
1d-2	1d-5
1d-1	1d-4
1d	1d-3
1d+1	1d-2
1d+2	1d-1
1d+3	1d
1d+4	1d

Attacks that do *less than* 1d-2 or 2 points of damage cannot take this modifier.

If this is combined with ST-Based (pp. 20-21), the strength-based portion of the damage is not halved – but with ST-Based, Limited, the maximum amount of damage your muscles can contribute *is!*

Very Rapid Fire ◉◉◉+

Variable

You fire your full RoF almost instantly. Follow the rules under *Rapid Fire* (p. B373), except that you get *two* extra hits per point by which you make your attack roll. When using rapid fire against close stationary targets (see p. B408), any success means you hit with all shots. You can't attack multiple targets or an area with spraying fire or suppression fire, however – you can only ever attack *one* target. This costs +10% more than the equivalent Rapid Fire (p. B108) enhancement would. It is incompatible with Extra Recoil (p. B112).

APPENDIX
ENHANCEMENT TABLE

See p. 12 for an explanation of the Caution value. Note that a dash in the Caution column means this is a *group* entry (e.g., Hazard); see the individual enhancements within that group for details.

Enhancement	Cost	Caution	Page
Accurate	+5% per level	👁	B102
Affects Insubstantial	+20%	👁	B102
Affects Insubstantial, Selective	+30%	👁	12
Affects Others	+50% per person	👁	12
Affects Substantial	+40%	👁👁👁👁	B102
Affects Substantial, Selective	+50%	👁👁👁👁	12
Ammunition Options	Variable	—	18
AP Ammo	Variable	👁👁	18
Area Effect	+50% per level	👁👁👁+	B102
Armor Divisor	+50% per level	👁👁👁	B102
Aura	+80%	👁👁	B102
Based on (Different Attribute)	+20%	👁	B102
Based on (Different Attribute), Own Roll	+20%	👁	12
Blood Agent	+100%	👁👁👁	B102
Can Carry Objects	Variable	👁👁	13
Cone	+50% + 10% per yard	👁👁👁	B103
Contact Agent	+150%	👁👁👁	B103
Cosmic, Avoiding drawbacks	+50%	👁👁👁	B103 and 7
Cosmic, Defensive	+50%	👁	B103 and 7
Cosmic, Irresistible attack	+300%	👁👁👁👁	B103 and 8
Cosmic, Lingering effect	+100%	👁👁👁	B103 and 8
Cosmic, No active defense allowed	+300%	👁👁👁👁	8
Cosmic, No die roll required	+100%	👁👁👁	8
Cosmic, No Rule of 16	+50%	👁👁👁	7
Cosmic, Privileged attack	+50%	👁👁	7
Cosmic, Unhealing damage	+100%	👁👁👁	8
Cosmic, Unrestricted powers	+300%	👁👁	8
Cyclic	Variable	👁👁👁	B103
Dehydration	+20%	👁👁	B104
Delay, Fixed	+0%	👁	B105
Delay, Supernatural	+50% or +100%	👁👁	18
Delay, Triggered	+50%	👁👁	B105
Delay, Variable	+10% or +20%	👁	B105
Decreased Immunity	+50% per level or +20%	👁👁👁	13
Destructive Parry	+10%	👁	18
Double Blunt Trauma	+20%	👁	B104
Double Knockback	+20%	👁	B104
Drifting	+20%	👁	B105
Drowning	+0%	👁	B104
Dual	+10%	👁	18
Erosive	+10%	👁👁	18
Explosion	+50% per level	👁👁+	B104

Enhancement	Cost	Caution	Page
Extended Duration	Variable	👁👁+	B105 and 13
Extra Passes	+10% per pass	👁👁+	18
Fixed Duration	+0%	👁	14
Follow-Up	Variable	👁👁	B105
Follow-Up, Universal	+50%	👁👁	14
Force Field	+20%	👁	14
Fragmentation, Cutting	+15% per die	👁	B104 and 19
Fragmentation, Hot	+15% per die	👁	B104 and 19
Fragmentation, Impaling	+20% per die	👁	19
Fragmentation, Large Piercing	+15% per die	👁	19
Freezing	+20%	👁	B104
Game Time	+0%	👁+	14
Guided	+50%	👁👁	B105
Hazard	Variable	—	B104
Heat	+20%	👁	19
Homing	Variable	👁👁👁	B105
HP Ammo	Variable	👁👁	18
Incendiary (on most attacks)	+10%	👁	B105
Incendiary (on Burning Attack)	+10% per level	👁👁+	19
Increased Range	+10% per level	👁👁+	B106
Increased Range, LOS	Variable	👁👁👁	15
Independent	+40% or +70%	👁👁	15
Jet	+0%	👁	B106
Link	+10% or +20%	👁👁	B106
Long-Range	+50% per level	👁👁👁	15
Low Psychic Signature	+5% per -2	👁+	15
Low Signature	+10%	👁👁	B106
Low Signature, Variable	+5% per -2	👁👁+	15
Malediction	Variable	👁👁👁	B106
Melee-Capable	Variable	👁	19
Mental Defense Only	+250%	👁👁👁👁	19
Missed Sleep	+50%	👁👁	B104
Mobile	+40% per level	👁👁	B107
Multi-Ammo	Variable	👁👁	18
No Signature	+20%	👁👁👁	B106
Once On, Stays On	+50%	👁	16
Overhead	+30%	👁👁	B107
Persistent	+40%	👁👁👁	B107
Radiation	+25% or +100%	👁👁👁👁	B105
Ranged	+40%	👁👁	B107
Rapid Fire	Variable	👁👁+	B108
Reduced Fatigue Cost	+20% per level	👁👁	B108
Reduced Time	+20% per level	👁👁	B108
Reflexive	+40%	👁👁👁	16
Reliable	+5% per +1	👁👁👁+	16
Respiratory Agent	+50%	👁👁	B108
Ricochet	+10%	👁👁	20
Selective Area	+20%	👁👁👁	B108
Selective Effect	+20%	👁👁👁	16
Selectivity	+10%	👁	B108

I would feel infinitely more comfortable in your presence if you would agree to treat gravity as a law, rather than one of a number of suggested options.

*– Neil Gaiman, **The Sandman: The Kindly Ones***

Enhancement	Cost	Caution	Page
Sense-Based	Variable	◉◉	B109
Side Effect	Variable	◉◉	B109
ST-Based	+100% or +30%	◉◉◉	20
Starvation	+40%	◉◉	B104
Suffocation	+0%	◉	B104
Super Attribute	+25%	◉	17
Surge	+20%	◉	B105
Surge, Arcing	+100%	◉◉	21
Surprise Attack	+150%	◉◉◉	21
Switchable	+10%	◉	17
Symptoms	Variable	◉◉◉	B109
Thrusting Blade	+15%	◉	21
Time-Spanning	Variable	◉◉◉◉	17
Underwater	+20%	◉	B109
Usually On	+5%	◉	18
Variable	+5%	◉	B109
Variable Enhancement	Variable	◉◉◉	5
Very Rapid Fire	Variable	◉◉◉+	21
Wall	+30% or +60%	◉◉	B109
World-Spanning	+50% or +100%	◉◉◉◉	18

INDEX

It's the Kaioken attack. It's like a massive upsurge of energy. Everything is heightened: power, speed; even hearing and vision improve dramatically. You sort of become a super-self. But it can only be sustained for a short time, so you have to get the job done quickly.
— *Goku, in **Dragon Ball Z** #1.29*