



SUPERPOWERS DATABASE II

2005 UPDATE

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STEVEN S. LONG

WITL SUPERPOWERS DATABASE 2005 UPDATE



Steven S. Long

USPD

UNTIL SUPERPOWERS DATABASE
2005 UPDATE

A Sourcebook for *Champions*

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DEDICATION

To all the fans who enjoyed the *USPD* so much that we had to do another one!

SPECIAL THANKS

Special thanks to the fans who contributed to the *Online USPD* that we've maintained on the Hero Games website since the publication of the *USPD* (particularly Bob Greenwade and Chris Davis, both of whom submitted enormous numbers of powers). Much of the contents of this book comes from the contributions I accepted (sometimes with a bit of tweaking).

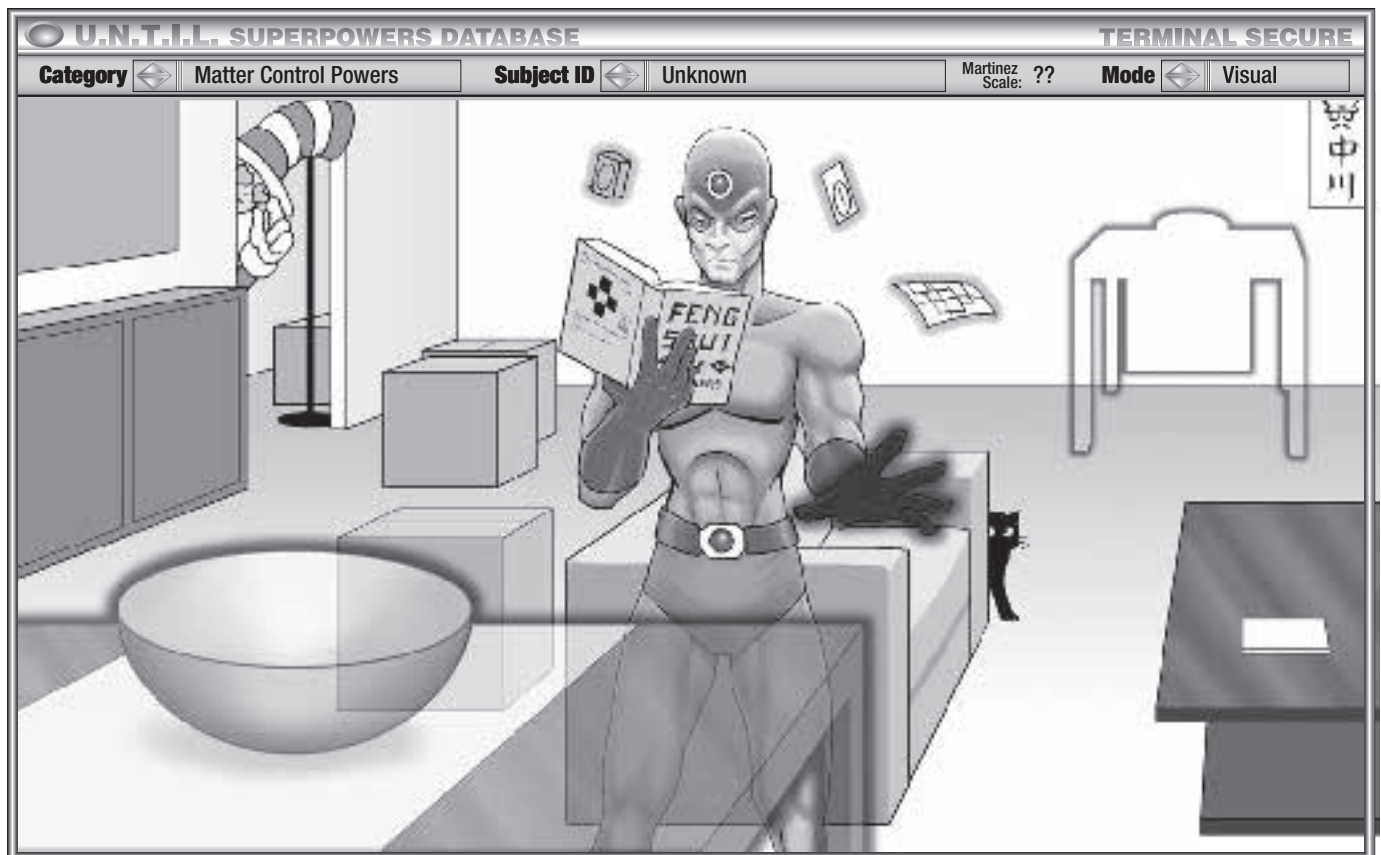


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SUBJECT ID: SUBATOMIC

“Not all uses of superpowers involve combat. Here we see the superhero Subatomic using his matter manipulation, alteration, and transportal powers to redecorate a room set up by Superhuman Analysis Division agents for a test. While it looks like he’s simply teleporting furniture around, in fact what he’s doing is breaking objects down into their component atomic particles, moving those particles around, and re-assembling them in other locations.

“The real mystery here, though, is the presence of two other entities who unexpectedly appeared in the test area for slightly less than two seconds, then vanished. The hat-wearing woman peeking through the door has been tentatively identified as Cantrip, a teenaged superhero active in the North Detroit area. The cat has not been identified, but our sensors revealed that he (she? it?) has immense power — perhaps even as much as supposedly divine entities like Ushas.”

—USPD research notes of Agent Jalyce Montenegro

INTRODUCTION



This is the second of Hero Games's books of pre-generated superpowers for use in *Champions* games. The first, *The UNTIL Superpowers Database*, explains the whys and wherefores of this sort of book, so please check its introduction if you'd like some basic information about what this book is and how to use it. References to "USPD" in this book are to the first *UNTIL Superpowers Database*.

For the most part, the USPD2 is just like the original USPD, but there are some important differences. First, it grew a little more organically. After the USPD was published, it was popular enough that Hero started an Online USPD that fans could contribute to. Many of the powers in this book came from those contributions, or were inspired by comments or ideas voiced by other fans; you can read a list of additional contributors on the credits page.

Second, four of the categories in the USPD — Illusion Powers, Magnetism Powers, Radiation Powers, and Strength And Toughness Powers — aren't covered in this book. The first three simply weren't the subject of any fan contributions. The third was covered extensively in *The Ultimate Brick*, so there's no need to reprint all those powers here.

Third, this book has four new power categories the USPD doesn't include: Chaos And Entropy Powers, Energy Manipulation Powers, Hyper-Characteristics, and Spirit Projection Powers. It just goes to show that no book of superpowers, no matter how large and thorough, can cover everything; there's always another cool new idea lurking around the corner.

Lastly, the USPD2 has a special appendix. Since the publication of the USPD, a few errata have turned up, and more importantly Hero has published a *Revised* version of the 5th Edition rules. That means a handful of USPD powers need some corrections or mild tweaking. To save those of you who already bought the USPD from having to buy a *Revised* edition just to get a few corrected powers, the USPD2 Appendix contains the full, correct versions of any USPD power that has been changed — even if the change was only to clean up a typo.

THE POWER TEMPLATE

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

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

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

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

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

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

END Cost lists the power's Endurance cost.

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

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

Lastly, many powers have *Options* listed below the game information. These describe various standard ways to alter the power to create a slightly different ability. Optional powers often have their own names related to the standard power's name.

ACID POWERS



OFFENSIVE POWERS

BLINDING ACID

Effect: Major Transform 8d6 (sighted being into blind being)
Target/Area Affected: One character
Duration: Instant
Range: 20"
END Cost: 9

Description: The character sprays a small stream of acid directly into the target's eyes, rendering the target permanently blind.

Game Information: *Major Transform 8d6 (person into blind person) (120 Active Points); Limited Range (20"; -¼), Limited Targets (sighted beings; -¼), Must Target The Face (-8 OCV; -1). Total cost: 48 points.*

OPTIONS:

- 1) Stronger Acid:** Increase to Major Transform 9d6. 135 Active Points; total cost 54 points.
- 2) Weaker Acid:** Decrease to Major Transform 6d6. 90 Active Points; total cost 36 points.
- 3) Easy-Targeting Acid:** Remove Must Target The Face (-1). Total cost: 80 points.
- 4) Slow-Working Acid:** Add Gradual Effect (1 Minute; 1d6/8 Segments; -½). Total cost: 40 points.

DISFIGUREMENT

Effect: Drain COM 2d6
Target/Area Affected: One character
Duration: Instant
Range: 20"
END Cost: 6

Description: The character sprays acid onto the target's face, doing little if any real physical damage but causing considerable disfigurement.

Game Information: *Drain COM 2d6, Limited Range (20"; +¼), Delayed Return Rate (5 points per Week; +1¼). Total cost: 60 Points.*

OPTIONS:

- 1) Stronger Acid:** Increase to Drain COM 3d6. Total cost: 90 points.
- 2) Weaker Acid:** Decrease to Drain COM 1d6. Total cost: 30 points.
- 3) Slower Healing:** Change to Delayed Return Rate (points return at the rate of 5 per Month; +2). Total cost: 65 points.

- 4) Faster Healing:** Change to Delayed Return Rate (points return at the rate of 5 per Day; +1½). Total cost: 55 points.

DEFENSIVE POWERS

ACIDIC POINT DEFENSE

Effect: Missile Deflection (any physical missile)
Target/Area Affected: Special
Duration: Constant
Range: Self
END Cost: 3

Description: The character can project acid to destroy incoming physical missiles at range. This only affects physical missiles with a DEF+BODY of 6 or less.

Game Information: *Missile Deflection (any physical missile) (15 Active Points); Costs Endurance (-½), Does Not Work Against Large Missiles (-¼). Total cost: 9 points.*

OPTIONS:

- 1) Skilled Deflection:** Character also buys +5 for Missile Deflection. Total cost of Levels 10 points; total cost of power 19 points.
- 2) Very Skilled Deflection:** Character also buys +10 for Missile Deflection. Total cost of Levels 20 points; total cost of power 29 points.
- 3) Powerful Acidic Point Defense:** Remove Does Not Work Against Large Missiles (-¼). Total cost: 10 points.
- 4) Ranged Acidic Point Defense:** The character can project acid a short distance to destroy missiles threatening other people. Add Range (+1) and Limited Range (15"; -¼). 30 Active Points; total cost 15 points.
- 5) Restricted Acid Supply:** The character has a limited supply of acid for these purposes. Add Activation Roll 14-, Burnout (-¼). Total cost: 7 points.
- 6) Unseen Acid:** The character's acid is so clear, so powerful, and so subtle that onlookers cannot see it in action — it's as if the missile simply vanishes. Add Invisible Power Effects (Fully Invisible; +1). 30 Active Points; total cost 17 points.



SUBJECT ID: TELEIOS CREATURE

“The capabilities of Teleios’s creations never ceases to amaze me. During the so-called “Zombie Bank Robbers” incident in Denver, we tracked him to a hidden base in the Rocky Mountains. After defeating some gigantic “zombie” guards we entered his inner sanctum... only to discover he’d fled and left behind several enormous, acid-spitting worms. Once we defeated them and began trailing him, we soon came to a rockface with a tunnel bored right into it... with acid! I guess Teleios took one or two worms with him when he escaped. The tunnel led to a large, previously-undiscovered cavern complex, at which point we lost him. I understand Colorado’s going to turn the caverns into a state park.”

—From the journals of Defender

MOVEMENT POWERS

ACID TUNNELING

Effect: Tunneling 6” through 11 DEF material
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character applies his acid to the ground — be it earth, stone, or some other substance — to create a tunnel he can move through. The tunnel remains open behind him, so his friends (or enemies) can follow.

Game Information: *Tunneling 6” through 11 DEF material. Total cost: 45 points.*

OPTIONS:

- 1) **Faster Tunneling:** Increase to Tunneling 11” through 11 DEF material. Total cost: 55 points.
- 2) **Slower Tunneling:** Decrease to Tunneling 3” through 11 DEF material. Total cost: 39 points.
- 3) **Stronger Tunneling:** Increase to Tunneling 6” through 16 DEF material. Total cost: 60 points.
- 4) **Weaker Tunneling:** Decrease to Tunneling 6” through 6 DEF material. Total cost: 30 points.
- 5) **Easy Tunneling:** Add Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$). Total cost: 56 points.
- 6) **Tiring Tunneling:** Add Increased Endurance Cost ($\times 2$ END; $-\frac{1}{2}$). 45 Active Points; total cost 30 points.

AIR AND WIND POWERS



OFFENSIVE POWERS

CREATE VACUUM

Effect: Change Environment (create vacuum) plus Darkness to Hearing Group
Target/Area Affected: 8" Radius
Duration: Constant
Range: 125"
END Cost: 6

Description: The character uses his control over air to remove all the air from a 16" radius area. Characters within that area no longer have air to breathe (and are thus subject to the drowning rules), and cannot use powers that implicitly depend on the existence of air (such as Flight defined as wings). Powers with the Limitation *Does Not Work In A Vacuum* will not function within the area. Lacking a medium through which to propagate, sound waves cannot enter, exit, or pass through the vacuum zone.

Game Information: *Change Environment 8" radius (create vacuum), -1 Temperature Level (total cost: 20 points) plus Darkness to Hearing Group 8" radius (40 Active Points); Linked (-1/4) (total cost: 32 points). Total cost: 52 points.*

OPTIONS:

- 1) Large Vacuum:** Increase to 16" radius. 25 + 80 = 105 Active Points; total cost 25 + 64 = 89 points.
- 2) Small Vacuum:** Decrease to 4" radius. 15 + 20 = 35 Active Points; total cost 15 + 16 = 31 points.

OXYGENATION

Effect: Aid Fire Powers 1d6
Target/Area Affected: One character
Duration: Constant
Range: 150"
END Cost: 3

Description: The character can increase the oxygen content of the air around a character, thus increasing the power of any Fire powers he has.

Game Information: *Aid Fire Powers 1d6, all Fire Powers simultaneously (+2), Ranged (+1/2) (35 Active Points); Costs Endurance (-1/2). Total cost: 23 points.*

OPTIONS:

- 1) Strong Oxygenation:** Increase to Aid Fire Powers 2d6. 70 Active Points; total cost 47 points.
- 2) Area Oxygenation:** Add Area Of Effect (4" Radius; +1). 45 Active Points; total cost 30 points.

REDUCED WIND RESISTANCE

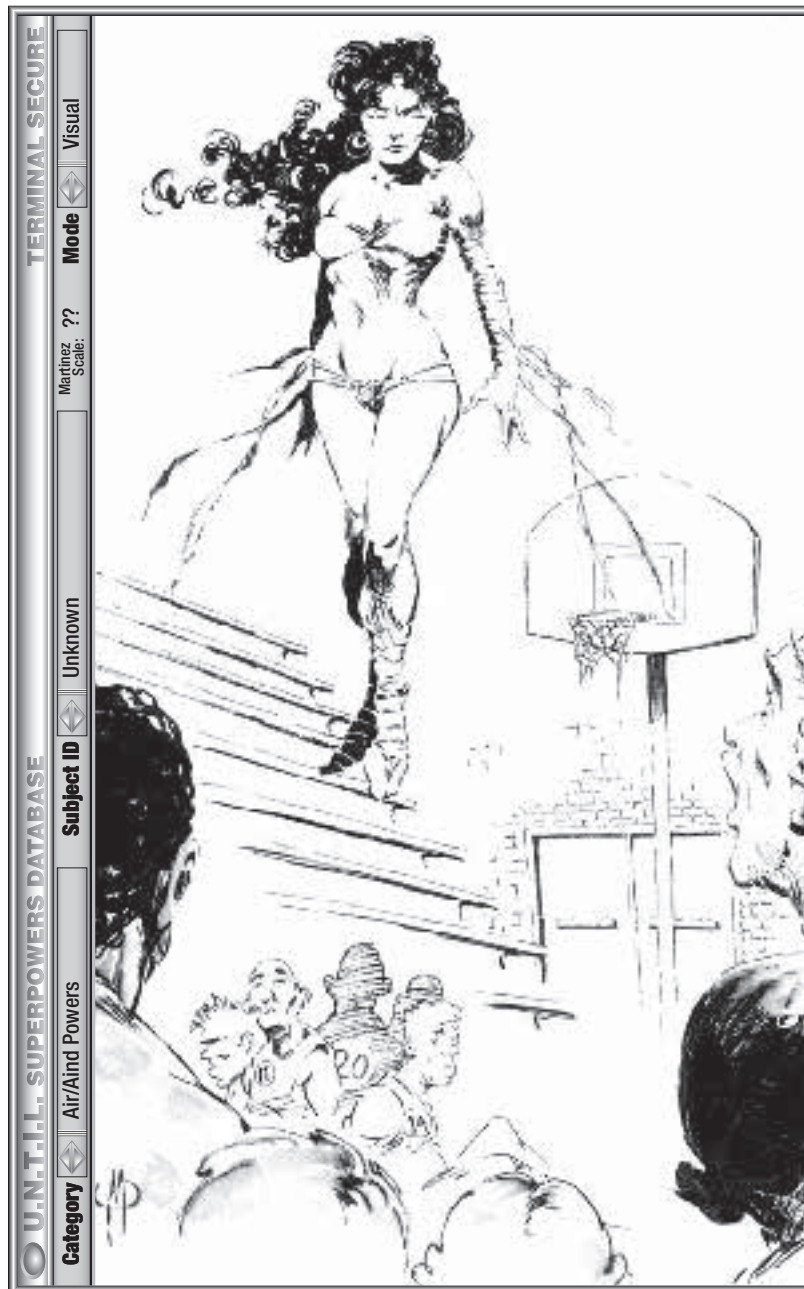
Effect: Succor Movement 4d6, all movement through air
Target/Area Affected: One character
Duration: Constant
Range: 260"
END Cost: 5

Description: The character aligns the air molecules in an area around a target (himself or someone else) so that they offer less resistance to movement. This affects movement powers that involve moving through the air (such as Flight, Gliding, Leaping, Running, and Swinging).

Game Information: *Succor Movement 6d6, any one Air-Based Movement Power at a time (+1/4), Ranged (+1/2). Total cost: 52 points.*

OPTIONS:

- 1) Greater Reduction:** Increase to Succor Movement 8d6. Total cost: 70 points.
- 2) Lesser Reduction:** Increase to Succor Movement 4d6. Total cost: 35 points.
- 3) Untiring Reduction:** Add Reduced Endurance (0 END; +1/2). Total cost: 67 points.
- 4) Personal Reduction:** Remove Ranged (+1/2) and add Self Only (-1/2). 37 Active Points; total cost 25 points.



MOVEMENT POWERS

FLOATING ON AIR

Effect: Gliding 15"
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 0

Description: The character can effortlessly “ride the air.” He may control the air beneath him, transform his body into gaseous form, “body-surf” the thermals, fill his body with light gases, or “become one with the air” in some other way.

Game Information: *Gliding 15”*. Total cost: 15 points.

OPTIONS:

- 1) **Fast Floating:** Increase to Gliding 25”. Total cost: 25 points.
- 2) **Slow Floating:** Decrease to Gliding 10”. Total cost: 10 points.
- 3) **Tiring Floating:** The character must exert some energy to control his movement. Add Costs Endurance (-½). Total cost: 10 points.
- 4) **Skilled Float:** The character can turn on a dime, as often as he wants. Add No Turn Mode (+¼). Total cost: 19 points.

SENSORY POWERS

DETECT AIR PURITY

Effect: Detect Air Purity
 Target/Area Affected: Self
 Duration: Persistent
 Range: Self
 END Cost: 0

Description: The character can sense the purity of the air — how fresh it is, how contaminated (if at all), and the type and percentage of various contaminants.

Game Information: *Detect Air Purity (INT Roll) (Smell/Taste Group), Discriminatory, Analyze.*
 Total cost: 13 points.

OPTIONS:

- 1) **Improved Detection:** Increase to INT Roll +7. Total cost: 20 points.
- 2) **Imprecise Detection:** Remove Analyze. Total cost: 8 points.

MISCELLANEOUS POWERS

A BREATH OF FRESH AIR (VARIANT)

Effect:	Change Environment (freshen air), Dispel Foul Air/Mist Powers 15d6
Target/Area Affected:	8" radius/all Foul Air/Mist powers simultaneously
Duration:	Constant/Instant
Range:	100"/675"
END Cost:	2/13

Description: This power expands on the basic A Breath Of Fresh Air power on page 20 of the USPD. While that power notes that it's not a Dispel, this power combines that effect with a Dispel to give the character the best of both worlds.

Game Information:

Cost Power

- 135 *A Breath Of Fresh Air:* Multipower, 135-point reserve
- 2u 1) *A Hint Of Springtime Freshness:* Change Environment 8" radius (freshen air)
- 13u 2) *Cleansing The Air:* Dispel Mist/Foul Air Powers 15d6, all Mist/Foul Air powers simultaneously (+2)

Total cost: 150 points.

OPTIONS:

- 1) Fresher Air:** Increase Multipower reserve to 162 points and Dispel to 18d6. Total cost: 180 points.
- 2) Not Quite So Fresh Air:** Decrease Multipower reserve to 90 points and Dispel to 10d6. Total cost: 101 points.

AIR SUPPLY

Effect:	Endurance Reserve (100 END, 10 REC)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character keeps a pocket of air around himself that he can use to fuel his powers. This allows him to use his powers underwater or in a vacuum.

You can use this power as a template for creating similar "battery" or "fuel source" abilities for just about any special effect listed in *The UNTIL Superpowers Database*.

Game Information: *Endurance Reserve (100 END, 10 REC). Total cost: 20 points.*

OPTIONS:

- 1) Bigger Supply:** Increase to Endurance Reserve (150 END, 10 REC). Total cost: 25 points.
- 2) Smaller Supply:** Decrease to Endurance Reserve (50 END, 10 REC). Total cost: 15 points.
- 3) Faster Recovery:** Increase to Endurance Reserve (100 END, 15 REC). Total cost: 25 points.
- 4) Slower Recovery:** Decrease to Endurance Reserve (100 END, 5 REC). Total cost: 15 points.
- 5) Limited Recovery:** Add Personal REC (-½) to the REC. 20 Active Points; total cost 17 points.

SUBJECT ID: UNKNOWN

"The accompanying photograph shows an unidentified superhuman female attacking a high school basketball practice. The motives for the attack remain unclear; she apparently forced everyone present to turn over their cash, watches, jewelry, and other personal valuables, then fled. She's estimated to have stolen about a thousand dollars worth of property — a ridiculously small sum for a superpowered robbery.

"Based on the powers displayed during the attack, she has limited control over air, wind, and clouds. Unlike most superhumans with such powers, she seems unable to truly fly — instead, she converts herself into a cloudlike substance and essentially "walks" on the air, descending slowly as she goes. Though it's difficult to see in the picture, she's actually in cloud form here — she somehow retains her more or less normal appearance while becoming nigh-intangible. One of the basketball players tried to stop her by throwing a basketball at her, and it passed right through her without having any seeming effect."

—USPD field research notes of Agent Michelle Drew

ANIMAL POWERS



OFFENSIVE POWERS

BIOELECTRIC TOUCH

Effect: Energy Blast 6d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 8 Charges

Description: The character's body has tissue that's able to store an intense electrical charge. He can use the stored electricity as a weapon by touching another character. It takes approximately 24 hours for him to recharge the tissue after depleting it.

Game Information: *Energy Blast 6d6, NND (defense is rPD not made of metal; +1) (60 Active Points); No Range (-½), 8 Charges (-½). Total cost: 30 points.*

OPTIONS:

- 1) Strong Touch:** Increase to Energy Blast 8d6. 80 Active Points; total cost 40 points.
- 2) Weak Touch:** Decrease to Energy Blast 4d6. 40 Active Points; total cost 20 points.
- 3) Bioelectric Grab:** By maintaining contact with the victim, the character can keep shocking him, though this drains his internal stores of electricity quickly. Add as a naked Advantage Continuous (+1) (30 Active Points); Only Works If Character Makes And Can Maintain Grab On Victim (-½) (total cost: 20 points). 60 + 30 = 90 Active Points; total cost 30 + 20 = 50 Active Points.

DEFENSIVE POWERS

ZOOTOXIC IMMUNITY

Effect: Life Support (Immunity to zootoxins)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character is immune to all zootoxins — that is, all poisons derived from animals.

Game Information: *Life Support (Immunity: zootoxins). Total cost: 5 points.*

MOVEMENT POWERS

CLAW CLINGING

Effect: Clinging, Cannot Resist Knockback
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1

Description: The character can dig the tips of his claws into walls and other vertical surfaces enough to allow him to climb them effortlessly.

Game Information: *Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Costs Endurance (-½). Total cost: 6 points.*

STICKY FINGERS

Effect: Clinging, Cannot Resist Knockback
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1 (to activate)

Description: The character changes the shape of his hands and/or feet in some way — turning them into big suction cups, extending miniature claws from their surfaces, or even just molding them to fit whatever surface he happens to be working with — so he can stick to a surface. Alternately, the character's hands may always have that shape (e.g., tiny suction cups along the fingers and toes).

Game Information: *Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Costs Endurance (to activate; -¼). Total cost: 7 points.*

OPTIONS:

- 1) Strong Stickiness:** Increase Clinging STR to normal STR + 15. 15 Active Points; total cost 10 points.
- 2) Tiring Stickiness:** Change Costs Endurance (to activate; -¼) to Costs Endurance (-½). Total cost: 6 points.
- 3) Easy Stickiness:** Remove Costs Endurance (-½). Total cost: 8 points.

BODY CONTROL POWERS



OFFENSIVE POWERS

BIOCHEMICAL ASSAULT

Effect: VPP for biochemical attacks
Target/Area Affected: One character
Duration: Varies
Range: No Range
END Cost: Varies

Description: The character's body can generate a wide variety of drugs, poisons, and other harmful biochemicals. If he touches the victim's skin, he can "inject" the substance into him. Anything that prevents skin-to-skin contact, even a thin costume, keeps the power from affecting the victim.

In game terms, most of the abilities a character can build with this Power Pool are defined as NND EBs or RKAs, various Drains, and the like. All powers have the *Skin Contact Required* (-1) Limitation. The GM determines whether a given power reasonably falls within the special effect of "harmful biochemicals."

Game Information: *Biochemical Assault Power Pool: 45 base + 22 control cost, Skin Contact Required (-1), Limited Class Of Powers (harmful biochemicals only; -½). Total cost: 54 points.*

OPTIONS:

- 1) **Strong Assault:** Increase to 60 base + 30 control cost. Total cost: 72 points.
- 2) **Weak Assault:** Decrease to 30 base + 15 control cost. Total cost: 36 points.

BONEWARPING

Effect: RKA 1d6, NND Does BODY
Target/Area Affected: One character
Duration: Constant
Range: 300"
END Cost: 6

Description: Similar to Fleshwarping (USPD 34-35) but far more insidious and deadly, this power allows a biomanipulator to warp, twist, and snap the bones within a person's body, inflicting horrific damage.

Game Information: *RKA 1d6, Continuous (+1), NND (defense is having no skeletal structure or Power Defense; +1), Does BODY (+1). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Bonewarping:** Increase to RKA 2d6. Total cost: 120 points.
- 2) **Weak Bonewarping:** Decrease to RKA ½d6. Total cost: 40 points.
- 3) **Bonewarping Touch:** The character must touch his victim to warp his skeletal structure. Add No Range (-½). 60 Active Points; total cost 40 points.

BONE WRACKING

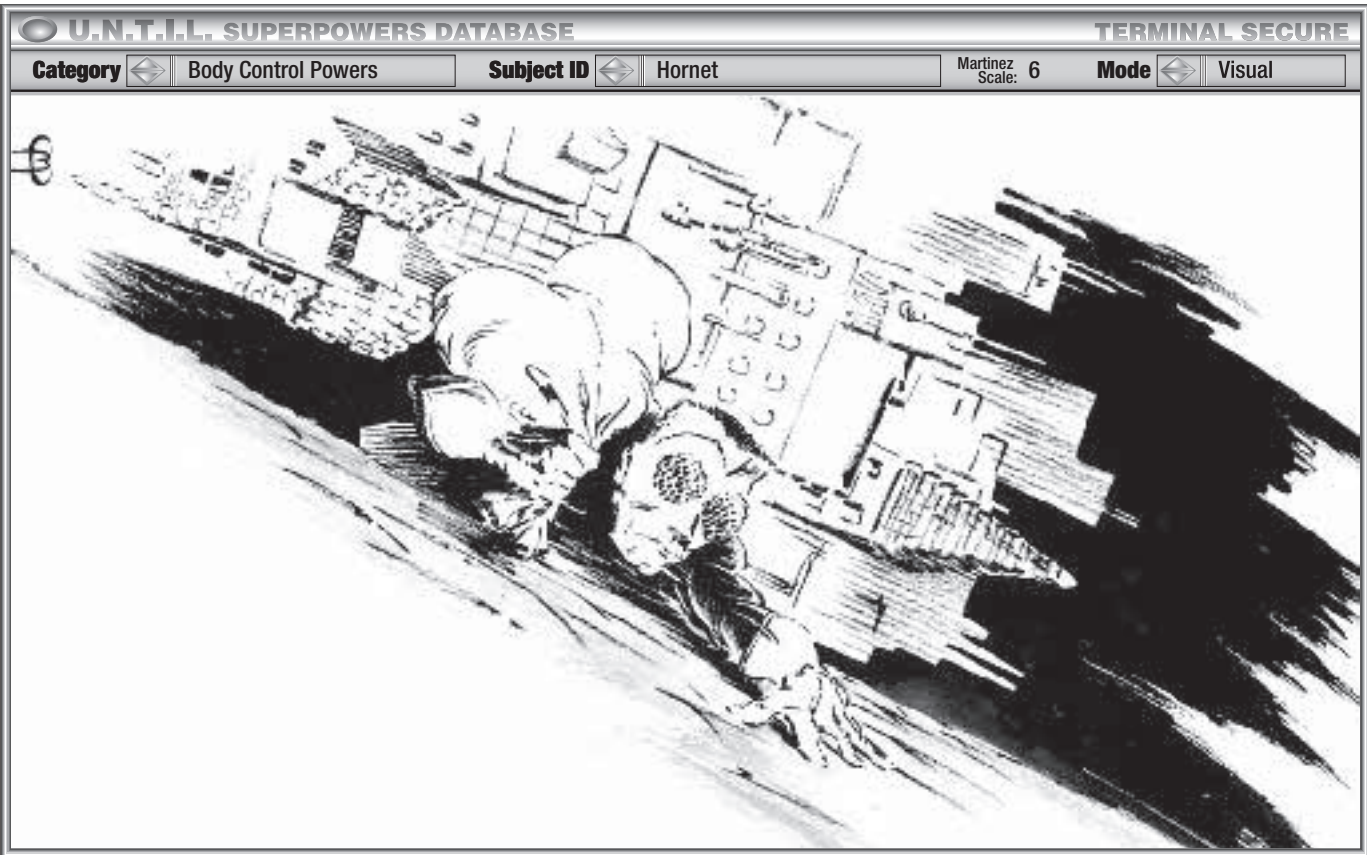
Effect: Energy Blast 5d6, NND
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 5

Description: With but a touch, the character can afflict another person with severe joint pain

Game Information: *Energy Blast 5d6, NND (defense is PD Force Field or not having a skeleton; +1) (50 Active Points); No Range (-½). Total cost: 33 points.*

OPTIONS:

- 1) **Crippling Pain I:** Increase to Energy Blast 7d6. 70 Active Points; total cost 47 points.
- 2) **Crippling Pain II:** The joint pain the victim experiences makes it difficult for him to move properly or agilely. Add Drain DEX 4d6 (40 Active Points); Linked (-½). 50 + 40 = 90 Active Points; total cost 33 + 27 = 60 points.
- 3) **Arthritis Attack:** Decrease to Energy Blast 3d6. 30 Active Points; total cost 20 points.
- 4) **Bone Blasting:** The character can inflict pain at range. Remove No Range (-½). Total cost: 50 points.



SUBJECT ID: HORNET

“A Pennington Towers resident with insomnia and a high-quality videocamera took this film of the supervillain Hornet escaping from a robbery. A few minutes earlier, he’d broken into the apartment of wealthy financier Charles Murkes and his wife Olivia and stolen their cash and jewelry, leaving them tied up in their bedroom. Normally Hornet would simply grow his insectile wings and fly away, but in this case the presence of several police helicopters in the area (who were responding to a chase/shooting incident, not the robbery) probably forced him to seek other means of escape.”

—From a report by MCPD officer Marcus Whitman

DESENSITIZATION

Effect: Sight, Hearing, Smell/Taste, Touch Flash 7d6
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can briefly shut down all of the character’s senses. It only works on senses coming from a part of the target’s own body; it has no effect on cybernetics, other technological senses, or magical senses.

Game Information: *Sight, Hearing, Smell/Taste, and Touch Group Flash 9d6 (60 Active Points); No Range (-½), Organic Senses Only (-¼). Total cost: 34 points.*

OPTIONS:

- 1) **Greater Desensitization:** Increase to Flash 12d6. 75 Active Points; total cost 43 points.
- 2) **Lesser Desensitization:** Decrease to Flash 6d6. 45 Active Points; total cost 26 points.
- 3) **Ranged Desensitization:** Remove No Range (-½). Total cost: 48 points.
- 4) **Desensitization On Sight:** As Ranged Desensitization, but also add Line Of Sight (+½). 90 Active Points; total cost 72 points.
- 5) **Easy Desensitization:** Add Reduced Endurance (0 END; +½). 90 Active Points; total cost 51 points.

NEUROKINESIS

Effect: Drain/Aid DEX and SPD 3d6; full-spectrum Flash 5d6; Ego Attack 7d6
Target/Area Affected: Self or one character
Duration: Instant
Range: 25”
END Cost: 9/8/10/7

Description: The character can control his own nervous system, or that of another person within 25”, allowing the subject to move faster (or slower) than normal. He can also temporarily shut down the nerves relating to senses, making the victim totally insensate, or cause a painful neural overload in the target’s brain.

Game Information:

Cost Power

- 110 *Neurokinesis:* Multipower, 110-point reserve
 8u 1) *Neural Overload:* Drain DEX and SPD 3d6, two Characteristics simultaneously (+½), BOECV (Mental Defense applies; +1), Limited Range (25”; +¼)
 7u 2) *Neural Streamlining:* Aid DEX and SPD 4d6, two Characteristics simultaneously (+½), BOECV (Mental Defense applies; +1), Limited Range (25”; +¼); Costs Endurance (-½)
 8u 3) *Sensory Shutdown:* Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Sense Groups Flash 5d6, BOECV (Mental Defense applies; +1); Limited Range (25”; -¼)
 6u 4) *Neural Surge:* Ego Attack 7d6; Limited Range (25”; -¼)

Total cost: 139 points.

STICKY BODY

Effect:	Entangle 4d6 (standard Effect: 4 BODY), 4 DEF, Damage Shield
Target/Area Affected:	One or more characters
Duration:	Constant
Range:	No Range
END Cost:	0

Description: Whether due to some chemical it exudes, its large size/excessive fat content, flexibility, or some other reason, the character's body can "catch" and trap objects that hit it — attackers' fists or weapons, for example. In game terms, this is represented as an Entangle Damage Shield that only works against attacks striking the character; the special effect of "breaking free" is usually not literally tearing the character's body apart, but having the strength to pull free. Blades, energy beams, or other attacks used by the target (and in some cases other persons) are even more likely to free him than STR, because they hurt the character and reflexively make him "let go." The character can voluntarily "relax" the effect to free all persons he currently has trapped.

In many cases, ideally the Entangle should have Active Points equal to the character's STR.

Game Information: *Entangle 4d6 (standard Effect: 4 BODY), 4 DEF, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (120 Active Points); Does Not Work Against Persons Character Grabs (-¼), Cannot Form Barriers (-¼), Set Effect (only traps objects or limbs used to hit character; -½), Vulnerable (to any physical or energy attack other than STR which the victim uses to free himself; -1), Vulnerable (to RKAs used by other characters to free victim; -1). Total cost: 30 points.*

OPTIONS:

- 1) Strong Power:** Increase to Entangle 6d6 (standard Effect: 6 BODY), 6 DEF. 180 Active Points; total cost 45 points.
- 2) Weak Power:** Decrease to Entangle 3d6 (standard Effect: 3 BODY), 3 DEF. 90 Active Points; total cost 22 points.
- 3) Uncontrollable Sticky Body:** The character's body always retains its "stickiness"; he can never turn it off. Once someone gets stuck to him, that person has to be pulled or cut free somehow. Add Persistent (+½) and Always On (-½). 140 Active Points; total cost 31 points.
- 4) Variant Sticky Body:** Change to Clinging (normal STR +30), Damage Shield (+½) (30 Active Points); Does Not Work Against Persons Character Grabs (-¼), Limited Power (if victim uses any physical or energy attack other than STR to free himself, add the Active Points of that power to the victim's STR as "bonus STR" to determine if he can break free; -1), Limited Power (RKAs used by other characters to free victim add their Active Points to the victim's STR as "bonus STR" to determine if he can break free; -1). Total cost: 9 points.

DEFENSIVE POWERS

BODY HEAT CONTROL

Effect:	Invisibility to Infrared Perception
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2

Description: By controlling his body temperature, a character can "blend in" with the ambient heat, thus rendering himself invisible to the ability to perceive thermal variations.

This power uses a slight variant of the *Invisibility* Power. Instead of Invisibility to an entire Sense Group, it uses Invisibility to all forms of a specific Enhanced Sense, regardless of what Sense Group it's assigned to. It uses the cost for a Targeting Sense Group.

Game Information: *Invisibility to Infrared Perception. Total cost: 20 points.*

OPTIONS:

- 1) Easy Body Heat Control:** The character's control over his body heat is effortless. Add Reduced Endurance (0 END; +½). Total cost: 30 points.
- 2) Automatic Body Heat Control:** The character automatically blends in with the ambient heat at all times. Add Reduced Endurance (0 END; +½), Persistent (+½), and Always On (-½). 40 Active Points; total cost 27 points.
- 3) Precise Body Heat Control:** Even persons close to the character can't perceive his body heat. Add No Fringe. Total cost: 30 points.

OXYGENATED SKIN

Effect:	Life Support (Expanded Breathing: Cannot Be Choked)
Target/Area Affected:	Self
Duration:	Inherent
Range:	Self
END Cost:	0

Description: The character doesn't breathe just through his mouth and nose — he can take in enough oxygen to keep himself alive through his skin. This makes it difficult to choke, suffocate, or strangle him.

Game Information: *Life Support (Self-Contained Breathing), Inherent (+¼) (12 Active Points); Only To Protect Against Choking/Suffocation/Strangulation Attacks (-1). Total cost: 6 points.*

OPTIONS:

- 1) Tiring Skin Breathing:** Remove Inherent and add Costs Endurance (-½). 10 Active Points; total cost 4 points.

RESILIENCE

Effect: Power Defense (20 points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body is so resilient that it resists any attempts to alter it, whether by drugs, disease, or anything else — even magic.

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

OPTIONS:

- 1) **Greater Resilience:** Increase to Power Defense (30 points). Total cost: 30 points.
- 2) **Lesser Resilience:** Decrease to Power Defense (10 points). Total cost: 10 points.
- 3) **Tiring Resilience:** Add Costs END (-½). 20 Active Points; total cost 13 points.

SENSORY POWERS

DNA PROFILE

Effect: Detect DNA Profile
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character can “read” a subject's DNA profile just by touching the subject's skin, or a tissue or fluid sample from the subject. The character can later recognize the subject using the same power. If the character has an appropriate Science Skill or Knowledge Skill, he can also recognize and diagnose genetic diseases that might otherwise go undetected.

Game Information: *Detect DNA Profile (INT Roll) (no Sense Group), Discriminatory, Analyze, Microscopic (x1000). Total cost: 22 points.*

OPTIONS:

- 1) **Accurate Profiling:** Add +6 PER. Total cost: 28 points.
- 2) **Generalized Profiling:** Remove Analyze. Total cost: 17 points.
- 3) **Tiring Profiling:** Add Costs Endurance (-½). 22 Active Points; total cost 15 points.

MISCELLANEOUS POWERS

BONE GROWTH

Effect: Varies
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character can accelerate the growth of his own bones to create various effects — spikes that hurt anyone who touches him, osseous armor, longer arms and legs, and so forth.

A character may buy as many of these abilities as he wishes, perhaps as slots in an Elemental Control.

Game Information:

Cost Power

- 41 *Spiky Bones:* HKA 1d6, Damage Shield (does damage in HTH combat; +¾), Continuous (+1)
- 49 *Stable Spiky Bones:* As Spiky Bones, but add Reduced Endurance (0 END; +½)
- 36 *Bone Missiles:* Energy Blast 6d6 (physical), Armor Piercing (+½) (45 Active Points); 10 Charges (-¼)
- 16 *Bone Armor:* Armor (8 PD/8 ED) (24 Active Points); Costs Endurance (-½)
- 8 *Armbone Extensions:* Stretching 2” (10 Active Points); Limited Body Parts (-¼)
- 6 *Legbone Extensions:* Running +3”

HEALING

Effect: Simplified Healing 4d6
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: Rather than disrupting or warping another person's flesh, the character can use his powers to heal and mend.

Game Information: *Simplified Healing 4d6. Total cost: 40 points.*

OPTIONS:

- 1) **Strong Healing:** Increase to Simplified Healing 6d6. Total cost: 60 points.
- 2) **Weak Healing:** Decrease to Simplified Healing 3d6. Total cost: 30 points.
- 3) **Tissue Regeneration:** Add Can Heal Limbs. Total cost: 45 points.

MIRACULOUS HEALING

Effect:	Major Transform 3d6 (remove physical disabilities)
Target/Area Affected:	One character
Duration:	Instant
Range:	Touch
END Cost:	4

Description: The character can repair long-term damage to another person's body — anything from damage to the eyes, to loss of limbs, to removing scars and tattoos.

In game terms, this Transform removes Disadvantages with physical effects, such as Physical Limitations or Distinctive Features. The GM may also allow it to have related effects, such as removing some Limitations from powers when they derive from a physical malady of some sort. Obviously, this power could prove extremely unbalancing, so the GM should only allow it into the game after careful consideration. If he does allow it, he may also want to forbid characters to take certain Disadvantages or Limitations, on the grounds that a person with this power could easily "heal" those problems.

Game Information: *Major Transform 3d6 (person with physical disabilities or deformities to otherwise identical person without those disabilities or deformities; heals back through another application of this power, Fleshwarping, or a like power) (45 Active Points); No Range (-½). Total cost: 30 points.*

OPTIONS:

- 1) Strong Miraculous Healing:** Increase to Major Transform 4d6 (60 Active Points). Total cost: 40 points.
- 2) Weak Miraculous Healing:** Decrease to Major Transform 2d6 (30 Active Points). Total cost: 20 points.

GLUE POWERS

Characters with this subset of Body Control Powers possess the unusual ability of secreting a glue-like substance from their bodies. They can use this power for a wide variety of effects.

BINDING

Effect:	Entangle 6d6, 6 DEF
Target/Area Affected:	One character
Duration:	Instant
Range:	375"
END Cost:	7

Description: The basic ability of glue is to stick things together, and with this power the character can project a blob or blast of glue that sticks to the target and prevents him from moving.

Game Information: *Entangle 6d6, 6 DEF, Entangle And Character Both Take Damage (+¼). Total cost: 75 points.*

OPTIONS:

- 1) Greater Binding:** Increase to Entangle 8d6, 8 DEF. Total cost: 100 points.
- 2) Lesser Binding:** Decrease to Entangle 4d6, 4 DEF. Total cost: 50 points.
- 3) Tougher Binding:** Increase to Entangle 6d6, 8 DEF. Total cost: 87 points.
- 4) Binding Blob:** Decrease to Entangle 5d6, 5 DEF and add Area Of Effect (One Hex; +½). Total cost: 87 points.
- 5) Big Binding Blob:** Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (5" Radius). Total cost: 90 points.
- 6) Binding Stream:** Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (20" Line). Total cost: 90 points.
- 7) Easy Binding:** Add Reduced Endurance (½ END; +¼). Total cost: 90 points.
- 8) Effortless Binding:** Add Reduced Endurance (0 END; +½). Total cost: 105 points.
- 9) Stringy Binding:** Add Nonresistant DEF (-¼). 75 Active Points; total cost 60 points.
- 10) Sticky Binding:** Decrease to Entangle 5d6, 5 DEF and add Sticky (+½). Total cost: 87 points.
- 11) Blinding Binding:** Add Stops Sight Sense Group. Total cost: 87 points.
- 12) Sensory Deprivation Binding:** Decrease to Entangle 4d6, 4 DEF and add Stops Sight, Hearing, and Smell Sense Groups. Total cost: 87 points.

GLUE SUPPLY

Effect:	Endurance Reserve (100 END, 10 REC)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's body can only produce so much glue at once.

Game Information: *Endurance Reserve (100 END, 10 REC). Total cost: 20 points.*

OPTIONS:

- 1) Bigger Supply:** Increase to Endurance Reserve (150 END, 10 REC). Total cost: 25 points.
- 2) Smaller Supply:** Decrease to Endurance Reserve (50 END, 10 REC). Total cost: 15 points.
- 3) Faster Recovery:** Increase to Endurance Reserve (100 END, 15 REC). Total cost: 25 points.
- 4) Slower Recovery:** Decrease to Endurance Reserve (100 END, 5 REC). Total cost: 15 points.
- 5) Limited Recovery:** Add Personal REC (-½) to the REC. 20 Active Points; total cost 17 points.

PUT IT BACK TOGETHER

Effect:	Healing BODY 3d6, Can Heal Limbs, Simple Objects Only
Target/Area Affected:	One object
Duration:	Instant
Range:	No Range
END Cost:	3

Description: The character can glue broken objects back together. This only works on simple objects such as walls, doors, furniture, Ming vases, and the like; it will not work on complex machines such as vehicles, computers, or similar devices. The power also cannot repair damage done by fire, chemicals, or anything else other than simple breakage. The fact that the object has been glued back together is obvious; the cracks can still be seen.

Game Information: *Healing BODY 3d6 (30 Active Points); Does Not Work Against Energy Damage (-½), Simple Objects Only (-2). Total cost: 9 points.*

OPTIONS:

- 1) Greater Repair:** Increase to Healing BODY 4d6. 40 Active Points; total cost 11 points.
- 2) Lesser Repair:** Decrease to Healing BODY 2d6. 20 Active Points; total cost 6 points.

SKIN OF GLUE

Effect:	Clinging (normal STR +30), Damage Shield
Target/Area Affected:	One or more characters
Duration:	Constant
Range:	Touch
END Cost:	3

Description: The character's very skin is sticky. He may be made of glue, exude glue from his pores, or have a property of stickiness for some other reason. In any event, anyone — or anything — touching him automatically sticks to him.

Game Information: *Clinging (Normal STR +30), Damage Shield (+½) (30 Active Points); Costs Endurance (-½). Total cost: 20 points.*

OPTIONS:

- 1) Strong Glue:** Increase to Clinging (Normal STR + 60). 45 Active Points; total cost 30 points.
- 2) Weak Glue:** Decrease to Clinging (Normal STR). 15 Active Points; total cost 10 points.
- 3) Sticky Plague:** The glue spreads quickly, so anyone trying to free someone who's become stuck must succeed immediately or also become stuck. Add Sticky (+½). 40 Active Points; total cost 27 points.
- 4) Easy Glue:** Remove Costs Endurance (-½). Total cost: 30 points.
- 5) Glue Baby:** Remove Costs Endurance (-½) and add Persistent (+½) and Always On (-½). 40 Active Points; total cost 27 points.

STICK TO THE GROUND

Effect:	Knockback Resistance -10"
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2 to activate

Description: The character exudes glue from his feet, fastening himself to the ground. This makes it more difficult to knock him with powerful attacks.

Game Information: *Knockback Resistance -10" (20 Active Points); Costs Endurance (to activate; -¼). Total cost: 16 points.*

OPTIONS:

- 1) Extra Sticky:** Increase to Knockback Resistance -15". 30 Active Points; total cost 24 points.
- 2) Not So Sticky:** Decrease to Knockback Resistance -5". 10 Active Points; total cost 8 points.
- 3) Tiring Stickiness:** Change to Costs Endurance (-½). Total cost: 13 points.
- 4) Tireless Stickiness:** Remove Costs Endurance (-¼). Total cost: 20 points.

STICK TO THE WALLS

Effect: Clinging (STR +15)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 1 to activate

Description: By exuding his glue from his hands and/or feet, the character can stick to the walls and ceiling, allowing him to move along them almost as though they were the floor.

Game Information: *Clinging (STR +15) (15 Active Points); Costs Endurance (to activate; -¼). Total cost: 12 points.*

OPTIONS:

- 1) **Stronger Stickiness:** Increase to Clinging (STR +30). 20 Active Points; total cost 16 points.
- 2) **Weaker Stickiness:** Decrease to Clinging (normal STR). 10 Active Points; total cost 8 points.
- 3) **Holding In Place:** Add Cannot Resist Knockback (-¼). Total cost: 10 points.
- 4) **Tiring Sticking:** Change to Costs Endurance (-½). Total cost: 10 points.
- 5) **Tireless Sticking:** Remove Costs Endurance (-¼). Total cost: 15 points.

STICKY GROUND

Effect: Entangle 4d6, 4 DEF, Set Effect (Feet Only)
Target/Area Affected: 16" Any Area
Duration: Uncontrolled
Range: No Range
END Cost: 10

Description: The character can spread the glue he creates on the ground. Until the glue dries out (i.e., the Uncontrolled effect runs out of END), anyone who enters the glue-covered area gets stuck to the ground.

Game Information: *Entangle 4d6, 4 DEF, Area Of Effect (10" Any Area; +1), Continuous (+1), Uncontrolled (effect ends if glue is exposed to solvent, large amounts of water, or any powers or effects that could dry it up or solidify it [such as many Fire and Ice powers]; +½) (140 Active Points); Cannot Form Barriers (-¼), Does Not Prevent The Use Of Accessible Foci (-1), Extra Time (takes 1 Turn to spread the glue, but the power functions normally thereafter; -¾), No Range (character has to spread the glue out himself; -½), Set Effect (Feet Only; -1). Total cost: 31 points.*

OPTIONS:

- 1) **Very Sticky Ground:** Increase to Entangle 6d6, 6 DEF. 210 Active Points; total cost 47 points.
- 2) **Not So Sticky Ground:** Decrease to Entangle 3d6, 3 DEF. 105 Active Points; total cost 23 points.
- 3) **Easy Sticky Ground:** Add Reduced Endurance (½ END; +¼). 150 Active Points; total cost 33 points.
- 4) **Large Sticky Ground:** Increase to Area Of Effect (40" Any Area; +1½). 200 Active Points; total cost 44 points.

SUFFOCATING GLUE MASK

Effect: Energy Blast 3d6, NND; Entangle 4d6, 4 DEF, Head Only
Target/Area Affected: One character
Duration: Uncontrolled/Instant
Range: 300"
END Cost: 5

Description: The character covers a target's face with glue, making it impossible for the target to breathe, see, or smell.

Game Information: *Entangle 3d6, 3 DEF, Stops A Given Sense (Sight and Smell/Taste Groups), Entangle And Character Both Take Damage (+¼) (62 Active Points); Set Effect (head only; -1½), Does Not Prevent Use Of Accessible Foci (-1), Cannot Form Barriers (-¼) (total cost: 16 points) plus Energy Blast 2d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Continuous (effect ends when Entangle is broken; +1), Reduced Endurance (0 END; +½) (35 Active Points); Linked (-½) (total cost: 23 points). Total cost: 39 points.*

OPTIONS:

- 1) **Tougher Mask:** Increase to Entangle 4d6, 4 DEF and Energy Blast 3d6. 75 + 52 = 127 Active Points; total cost 20 + 35 = 55 points.
- 2) **Weaker Mask:** Decrease to Entangle 2d6, 2 DEF and Energy Blast 1d6. 50 + 17 = 67 Active Points; total cost 13 + 11 = 24 points.
- 3) **Realistic Suffocation:** The Suffocating Glue Mask causes characters to die from lack of oxygen much more quickly than the rules ordinarily allow (see the *HERO System 5th Edition, Revised* page 424). To simulate realistic strangulation, replace the Energy Blast with this power: Change Environment 1" radius, -1 Temperature Level (remove all breathing gases from the area around the target), Usable As Attack (defense is Life Support [Self-Contained Breathing]; +1), Ranged (+½) (12 Active Points); Only Affects One Person (-½) (total cost: 8 points). This deprives the victim of oxygen, denying him Recoveries and causing him to spend a minimum of 1 END per Phase (and, eventually, STUN and BODY instead). Since it's bought Usable As Attack, the effect moves with the victim as he moves.

U.N.T.I.L. SUPERPOWERS DATABASE		TERMINAL SECURE	
Category ◀ Body Control Powers	Subject ID ◀ Fleshtone	Martinez Scale: 14?	Mode ◀ Visual

SUBJECT ID: FLESHSTONE

“While he’s best known for the horrific injuries he can inflict, this picture shows that the supervillain Fleshtone can do more with his powers than harm. He, Vibron, and several other supercriminals teamed up to commit a series of robberies in Millennium City. The Champions caught up to them during the last robbery and ambushed them. During the attack Vibron was hurt by Nighthawk’s throwing blades, but he and Fleshtone managed to escape from the battle proper. Fleshtone used his powers to heal Vibron’s wounds so the two of them could get away before the Champions caught up to them; a citizen picnicking in the park where they stopped took this picture.

—From a report by UNTIL agent Pamela Wainwright

TENDRIL OF GLUE

Effect: Stretching 5”, Only To Grab And Pull
Target/Area Affected: Self One character
Duration: Instant
Range: Self
END Cost: 5

Description: The character can project a tendril of sticky glue, grab something, and pull it back to himself.

Game Information: *Stretching 5” (25 Active Points); Always Direct (-¼), Cannot Do Damage (-½), Limited Body Parts (arms; -¼), Range Modifier Applies (-¼), Only To Grab And Pull (-½). Total cost: 9 points.*

OPTIONS:

- 1) **Long Tendril:** Increase to Stretching 8”. 40 Active Points; total cost 15 points.
- 2) **Very Long Tendril:** Increase to Stretching 10”. 50 Active Points; total cost 20 points.
- 3) **Short Tendril:** Decrease to Stretching 3”. 15 Active Points; total cost 5 points.
- 4) **Limited Tendril:** Add No Noncombat Stretching (-¼). Total cost: 8 points.
- 5) **Accurate Tendril:** Remove Range Modifier Applies (-¼). Total cost: 10 points.
- 6) **Untiring Tendril:** Add Reduced Endurance (0 END; +½). 37 Active Points; total cost 13 points.

CHAOS AND ENTROPY



The category of Chaos and Entropy Powers gives the character control over the essential forces of decay, disintegration, and disorder on all levels. While the source of such powers is typically something like evil magic or endowment from the Primal Lords of Chaos (as seen in *The Mystic World*), there are plenty of characters who gain powers of this type from an accident, experiment, or just a mutant ability.

While the abilities shown here are at the level of standard *Champions*-level superheroes and supervillains, most demonstrations of these powers are at a much higher level, especially in the case of villains. These tend to be epic villains meant to challenge even entire teams of *Galactic Champions* heroes.

Other power categories with abilities of potential interest to a chaos controller include Acid Powers, Body Control Powers, Cosmic Energy Powers, Dimensional Manipulation Powers, Emotion Control Powers, Luck Powers, Matter Manipulation Powers, Teleportation Powers, Time Powers, and Miscellaneous Powers — in the last case, the Death Touch ability on page 260 of the *UNTIL Superpowers Database* is particularly appropriate.

OFFENSIVE POWERS

AGE MANIPULATION

Effect: Major Transform 3d6 (aging), Partial Transform
Target/Area Affected: One character
Duration: Instant
Range: 395"
END Cost: 8

Description: The character can advance or regress the age of a person, making him into a younger or older version of himself. This may cause related changes as well; for example, a mutant whose powers manifested during puberty loses those powers if regressed to age 5, and a person aged to the point of senility probably loses most if not all of his abilities.

Game Information: Major Transform 3d6 (anything into older/younger/newer version of itself; heals via the application of any time-manipulation or Order-based power), Improved Result Group (+¼), Partial Transform (+½). Total cost: 79 Active Points.

OPTIONS:

- 1) **Greater Manipulation:** Increase to Major Transform 4d6. Total cost: 105 points.
- 2) **Weak Manipulation:** Decrease to Major Transform 2d6. Total cost: 52 points.
- 3) **Easy Manipulation:** Add Reduced Endurance (½ END; +¼). Total cost: 90 points.
- 4) **Effortless Manipulation:** Add Reduced Endurance (0 END; +½). Total cost: 101 points.
- 5) **Tiring Manipulation:** Add Increased Endurance Cost (x3 END; -1). 79 Active Points; total cost 39 points.
- 6) **Ongoing Manipulation:** Decrease to Major Transform 2d6 and add Continuous (+1). Total cost 82 points.

CHAOS OF THE MIND

Effect: Ego Attack 4d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: The character can cloud a target's mind with chaotic images and thoughts, confusing him.

Game Information: Ego Attack 4d6 (40 Active Points); Normal Range Modifier (-½). Total cost: 27 points.

OPTIONS:

- 1) **Greater Chaos:** Increase to Ego Attack 6d6. 60 Active Points; total cost 40 points.
- 2) **Lesser Chaos:** Decrease to Ego Attack 3d6. 30 Active Points; total cost 20 points.
- 3) **Easy Chaos:** Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 33 points.
- 4) **Effortless Chaos:** Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 40 points.
- 5) **Tiring Chaos:** Add Increased Endurance Cost (x4 END; -1½). 40 Active Points; total cost 13 points.
- 6) **Chaos by Sight:** Remove Normal Range Modifier (-½). Total cost: 40 points.

CHAOTIC BLAST

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

Description: The character summons the force of chaos to damage a target.

Game Information: *Energy Blast 9d6 (45 Active Points); No Knockback (-¼). Total cost: 36 points.*

OPTIONS:

- 1) **Stronger Chaos:** Increase to Energy Blast 12d6. 60 Active Points; total cost 48 points.
- 2) **Lesser Chaos:** Decrease to Energy Blast 6d6. 30 Active Points; total cost 24 points.
- 3) **Easy Chaos:** Add Reduced Endurance (½ END; +¼). 56 Active Points; total cost 45 points.
- 4) **Effortless Chaos:** Add Reduced Endurance (0 END; +½). 67 Active Points; total cost 54 points.
- 5) **Tiring Chaos:** Add Increased Endurance Cost (x3 END; -1). 45 Active Points; total cost 20 points.
- 6) **Determined Chaos:** Add Armor Piercing (+½). 67 Active Points; total cost 54 points.
- 7) **Unreliable Chaos:** Add Activation Roll 13- (-¾). 45 Active Points; total cost 22 points.
- 8) **Continued Chaos:** Decrease to Energy Blast 6d6 and add Continuous (+1). 60 Active Points; total cost 48 points.
- 9) **Spreading Chaos:** Add Sticky (+½). 67 Active Points; total cost 54 points.
- 10) **Chaotic Touch:** Add No Range (-½). 45 Active Points; total cost 26 points.

CHAOTIC DESTRUCTION

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

Description: The character imbues the target with the essence of Chaos, causing it to disincorporate, rip apart, tear asunder, or the like.

Game Information: *RKA 3d6 (45 Active Points); No Knockback (-¼). Total cost: 36 points.*

OPTIONS:

- 1) **Stronger Destruction:** Increase to RKA 4d6. 60 Active Points; total cost 48 points.
- 2) **Lesser Destruction:** Decrease to RKA 2d6. 30 Active Points; total cost 24 points.
- 3) **Easy Destruction:** Add Reduced Endurance (½ END; +¼). 56 Active Points; total cost 45 points.
- 4) **Effortless Destruction:** Add Reduced Endurance (0 END; +½). 67 Active Points; total cost 54 points.

5) **Tiring Destruction:** Add Increased Endurance Cost (x3 END; -1). 45 Active Points; total cost 20 points.

6) **Powerful Destruction:** Add Penetrating (+½). 67 Active Points; total cost 54 points.

7) **Unreliable Destruction:** Add Activation Roll 13- (-¾). 45 Active Points; total cost 22 points.

8) **Continued Destruction:** Decrease to RKA 2d6 and add Continuous (+1). 60 Active Points; total cost 48 points.

9) **Spreading Destruction:** Add Sticky (+½). 67 Active Points; total cost 54 points.

10) **Destructive Touch:** Add No Range (-½). 45 Active Points; total cost 26 points.

11) **Painful Destruction:** Add +2 Increased STUN Multiple (+½). 67 Active Points; total cost 54 points.

CONFUSION OF THE SENSES

Effect: Sight and Hearing Group Flash 8d6
Target/Area Affected: One character
Duration: Instant
Range: 225"
END Cost: 4


Description: By creating swirling lights and noises, the character can cause a target's senses of sight and hearing to become confused.

Game Information: *Sight and Hearing Group Flash 8d6. Total cost: 45 points.*

OPTIONS:

- 1) **Greater Confusion:** Increase to Sight and Hearing Group Flash 12d6. Total cost: 65 points.
- 2) **Lesser Confusion:** Decrease to Sight and Hearing Group Flash 4d6. Total cost: 25 points.
- 3) **Easy Confusion:** Add Reduced Endurance (½ END; +¼). Total cost: 56 points.
- 3) **Effortless Confusion:** Add Reduced Endurance (0 END; +½). Total cost: 67 points.
- 4) **Tiring Confusion:** Add Increased Endurance Cost (x3 END; -1). Total cost: 22 points.
- 5) **Organic Confusion:** The effect comes from a direct attack to the target's sensory organs. Decrease to Sight and Hearing Group Flash 6d6 and add AVLD (Power Defense; +¾). Total cost: 61 points.
- 6) **Complete Sensory Confusion:** Change to Sight, Hearing, Smell/Taste, and Touch Group Flash 6d6. Total cost: 45 points.
- 7) **Absolute Sensory Confusion:** Change to Sight, Hearing, Smell/Taste, Touch, Radio, and Mental Group Flash 6d6. Total cost: 55 points.

U.N.T.I.L. SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	Chaos And Entropy Powers	Subject ID	Entropy
		Martinez Scale:	18
		Mode	Visual


DISINTEGRATION

Effect: RKA 1½d6, NND, Does BODY
Target/Area Affected: One character
Duration: Instant
Range: 375"
END Cost: 7

Description: The character causes the target to start falling apart at the molecular level.

Game Information: RKA 1½d6, NND (defense is ED Force Field; +1), Does BODY (+1) (75 Active Points); No Knockback (-¼). Total cost: 60 points.

OPTIONS:

- 1) **Stronger Disintegration:** Increase to RKA 2d6. 90 Active Points; total cost 72 points.
- 2) **Weaker Disintegration:** Decrease to RKA 1d6+1. 60 Active Points; total cost 48 points.
- 3) **Easy Disintegration:** Add Reduced Endurance (½ END; +¼). 81 Active Points; total cost 65 points.
- 4) **Effortless Disintegration:** Add Reduced Endurance (0 END; +½). 87 Active Points; total cost 70 points.
- 5) **Tiring Disintegration:** Add Increased Endurance Cost (x3 END; -1). 75 Active Points; total cost 33 points.
- 6) **Disintegrating Touch:** Add No Range (-½). 75 Active Points; total cost 43 points.
- 7) **Disintegration Variant:** Change NND (+1) to AVLD (Power Defense; +1½). 87 Active Points; total cost 70 points.

EMOTIONAL CHAOS

Effect: Mind Control 8d6, Only To Increase Current Emotions
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: The character has the ability to throw his target's emotions completely out of proportion.

Game Information: Mind Control 8d6 (40 Active Points); Only To Increase Current Emotions (-1), Normal Range (-¼), Normal Range Modifiers (-¼). Total cost: 16 points.

OPTIONS:

- 1) **Greater Emotional Chaos:** Increase to Mind Control 12d6. 60 Active Points; total cost 24 points.
- 2) **Lesser Emotional Chaos:** Decrease to Mind Control 4d6. 20 Active Points; total cost 8 points.
- 3) **Easy Emotional Chaos:** Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 20 points.
- 4) **Effortless Emotional Chaos:** Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 24 points.
- 5) **Tiring Emotional Chaos:** Add Increased Endurance Cost (x4 END; -1½). 40 Active Points; total cost 10 points.
- 6) **Absolute Or Nothing:** Add Mandatory Effect (EGO + 30; -¾). 40 Active Points; total cost 12 points.
- 7) **Chaotic Gaze:** Add Eye Contact Required (-½). 40 Active Points; total cost 13 points.

**SUBJECT ID:
ENTROPY**

"A remarkably level-headed young woman with a camera in her cell phone snapped this picture of Entropy robbing the First Federated Bank. Preferring, as usual, to announce his arrival in a grandiloquent manner, he used his chaos powers to warp, rip, and shatter the doors rather than simply walking through them."

—from a criminal incident report prepared by Sgt. Belinda Andrews, MCPD, which was cc'd to UNTIL

8) Emotional Chaos By Sight: Remove Normal Range (-¼) and Normal Range Modifiers (-¼). 40 Active Points; total cost 20 points.

9) Crowd Of Emotional Chaos: Decrease to Mind Control 6d6 and add Area Of Effect Nonselective (8" Radius; +1). 60 Active Points; total cost 24 points.

ENVIRONMENTAL MAYHEM

Effect: Energy Blast 7d6, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 305"
END Cost: 6

Description: The character causes objects in the environment to strike or otherwise interfere with a target — a small object falls off a shelf or ledge, part of the ceiling collapses, the target takes a corner a little too sharply and runs into the wall, and so forth. It could even extend to an object suddenly flying upward from its location to strike the target. This effect only works in situations where the GM thinks it's appropriate (thus the *OIF* Limitation); sometimes there's nothing around that could hurt an opponent.

As a Side Effect, this power causes minor amounts of damage to the local environment — the breaking of things that fall on the victim and so forth. The GM normally decides exactly what happens, though of course he may take suggestions from the player. Unless it's dramatically appropriate and won't unbalance the game, the damage to the environment should not be significant; it shouldn't, for example, cause an entire building to collapse.

Game Information: *Energy Blast 7d6, Indirect (+¾) (61 Active Points); OIF (environmental objects of opportunity; -½), Side Effects (miscellaneous minor damage to the environment, automatically occurs; -0), Only Does Knockdown (-0). Total cost: 41 points.*

OPTIONS:

1) Greater Mayhem: Increase to Energy Blast 9d6. 79 Active Points; total cost 53 points.

2) Lesser Mayhem: Decrease to Energy Blast 5d6. 44 Active Points; total cost 29 points.

3) Easy Mayhem: Add Reduced Endurance (½ END; +¼). 70 Active Points; total cost 47 points.

4) Effortless Mayhem: Add Reduced Endurance (0 END; +½). 79 Active Points; total cost 53 points.

5) Tiring Mayhem: Add Increased Endurance Cost (x3 END; -1). 61 Active Points; total cost 24 points.

6) Mayhem From Above: The type of attack can consist only of something falling onto the target. Reduce to Indirect (always from above; +½). 52 Active Points; total cost 35 points.

7) Widespread Mayhem: The object striking the target is particularly large, or consists of several small objects that cover a large area. Decrease to Energy Blast 6d6 and add Area Of Effect (6" Radius). 82 Active Points; total cost 55 points.

8) Multiple Mayhem: The target is struck by multiple objects. Add Autofire (5 shots; +½). 79 Active Points; total cost 53 points.

9) Field Of Utter Chaos: All small objects in an area start flying about and swirling around, striking anything in their way. Decrease to Energy Blast 5d6, and add Area Of Effect Nonselective (6" Radius; +¾) and Autofire (5 shots; +1½). 100 Active Points; total cost 67 points.

10) Deadly Mayhem: Change to RKA 2d6+1. 61 Active Points; total cost 41 points.

HAND OF CHAOS

Effect: Telekinesis 30 STR
Target/Area Affected: One character
Duration: Instant
Range: 225"
END Cost: 4

Description: The character can cause a target to suddenly be thrown in some random direction, held in place, or subjected to some similar effect of random movement. The character has no direct control over the exact effect of the power — this may be determined arbitrarily by the GM, or at random — but whatever happens won't be good for the target.

Game Information: *Telekinesis (30 STR) (45 Active Points); Affects Whole Object (-¼), Instant (-½), No Conscious Control (-1). Total cost: 16 points.*

OPTIONS:

1) Stronger Hand: Increase to Telekinesis 40 STR. 80 Active Points; total cost 22 points.

2) Weaker Hand: Decrease to Telekinesis 20 STR. 30 Active Points; total cost 11 points.

3) Easy Hand: Add Reduced Endurance (½ END; +¼). 56 Active Points; total cost 20 points.

4) Effortless Hand: Add Reduced Endurance (0 END; +½). 67 Active Points; total cost 24 points.

5) Tiring Hand: Add Increased Endurance Cost (x3 END; -1). 45 Active Points; total cost 12 points.

6) Steady Hand: Remove Instant (-½). 45 Active Points; total cost 20 points.

7) Controlled Hand: Remove No Conscious Control (-1). 45 Active Points; total cost 26 points.

OBJECT RUINATION

Effect: Dispel Device/Object Powers 16d6
Target/Area Affected: One device/object
Duration: Instant
Range: 300"
END Cost: 6

Description: The character can warp and mold physical objects to break them, ruin their properties and powers, and so forth.

Game Information: *Dispel Device/Object Powers 16d6, any one Device/Object power one at a time (+¼). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Object Ruination:** Increase to Dispel 20d6. Total cost: 75 points.
- 2) **Weak Object Ruination:** Decrease to Dispel 12d6. Total cost: 45 points.
- 3) **Easy Object Ruination:** Add Reduced Endurance (½ END; +¼). Total cost: 72 points.
- 4) **Effortless Object Ruination:** Add Reduced Endurance (0 END; +½). Total cost: 84 points.
- 5) **Tiring Object Ruination:** Add Increased Endurance Cost (x3 END; -1). 60 Active Points; total cost 30 points.
- 6) **Enhanced Object Ruination I:** Decrease to Dispel 14d6 and increase to any two Device/Object powers simultaneously (+½). Total cost: 63 points.
- 7) **Enhanced Object Ruination II:** Decrease to Dispel 12d6 and increase to any four Device/Object powers simultaneously (+1). Total cost: 72 points.
- 8) **Enhanced Object Ruination III:** Decrease to Dispel 10d6 and increase to all Device/Object powers simultaneously (+2). Total cost: 90 points.

RANDOM ACTS

Effect: Mind Control 8d6, No Conscious Control
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 4

Description: The character can create confusion in the decision-making center of the target's brain. When affected by this power, the target will stop what he's doing and perform some random act. The character has no control over the nature of this act; the GM should determine what the target does, influenced but not necessarily dictated by the target's Psychological Limitations and other traits.

Game Information: *Mind Control 8d6 (40 Active Points); No Conscious Control (-1), Normal Range (-¼), Normal Range Modifiers (-¼). Total cost: 16 points.*

OPTIONS:

- 1) **Severely Random Acts:** Increase to Mind Control 12d6. 60 Active Points; total cost 24 points.
- 2) **Mildly Random Acts:** Decrease to Mind Control 4d6. 20 Active Points; total cost 8 points.
- 3) **Easy Random Acts:** Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 20 points.
- 4) **Effortless Random Acts:** Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 24 points.
- 5) **Tiring Random Acts:** Add Increased Endurance Cost (x4 END; -1½). 40 Active Points; total cost 10 points.
- 6) **Gaze of Randomness:** Add Eye Contact Required (-½). 40 Active Points; total cost 13 points.
- 7) **Random Acts By Sight:** Remove Normal Range (-¼) and Normal Range Modifiers (-¼). 40 Active Points; total cost 20 points.
- 8) **A Crowd Of Random Acts:** Decrease to Mind Control 6d6 and add Area Of Effect Nonselective (8" Radius; +1). 60 Active Points; total cost 24 points.

RUINED AIM

Effect: -6 OCV
Target/Area Affected: One character
Duration: Constant
Range: 225"
END Cost: 4

Description: The character causes an opponent to experience such a level of Chaos that his ability to hit targets, whether hand-to-hand or at range, is severely impaired.

This power requires the GM's permission, because it uses the optional rules for negative Combat Skill Levels.

Game Information: *Negative Combat Skill Levels (-6 to opponent's OCV), Ranged (+½). Total cost: 45 points.*

OPTIONS:

- 1) **Badly Ruined:** Increase to -8 OCV. Total cost: 60 points.
- 2) **Not So Badly Ruined:** Decrease to -4 OCV. Total cost: 30 points.
- 3) **Easily Ruined:** Add Reduced Endurance (½ END; +¼). Total cost: 52 points.
- 4) **Effortlessly Ruined:** Add Reduced Endurance (0 END; +½). Total cost: 60 points.
- 5) **Arduously Ruined:** Add Increased Endurance Cost (x3 END; -1). 45 Active Points; total cost 22 points.

SWORD OF CHAOS

Effect: HKA 2d6, Penetrating
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: The character can summon a blade of pure entropy which he can use as a weapon.

Game Information: *HKA 2d6 (up to 4d6 with STR), Penetrating (+½). Total cost: 45 points.*

OPTIONS:

- 1) **Greater Sword:** Increase to HKA 2½d6 (up to 5d6+1 with STR). Total cost: 60 points.
- 2) **Lesser Sword:** Decrease to HKA 1d6+1 (up to 2½d6 with STR). Total cost: 30 points.
- 3) **Light Sword:** Add Reduced Endurance (½ END; +¼). Total cost: 52 points.
- 4) **Effortless Sword:** Add Reduced Endurance (0 END; +½). Total cost: 60 points.
- 5) **Tiring Sword:** Add Increased Endurance Cost (x3 END; -1). 45 Active Points; total cost 22 points.
- 6) **Sword Swings True:** Add Area Of Effect (One Hex Accurate; +½). Total cost: 60 points.
- 7) **Painful Sword:** Add +2 Increased STUN Multiple (+½). Total cost: 60 points.
- 8) **Unstoppable Sword:** Decrease to HKA 1d6 (up to 2d6 with STR) and add AVLD (Power Defense; +1½), Does BODY (+1). Total cost: 60 points.

WARPED BODY

Effect: Drain STR, DEX, CON, and COM 2d6
Target/Area Affected: One character
Duration: Instant
Range: 250"
END Cost: 5

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

Game Information: *Drain STR, DEX, CON, and COM 2d6, any four Characteristics simultaneously (+1), Ranged (+½). Total cost: 50 points.*

OPTIONS:

- 1) **Stronger Warping:** Increase to Drain 3d6. Total cost: 75 points.
- 2) **Weaker Warping:** Decrease to Drain 1½d6. Total cost: 37 points.
- 3) **Easy Warping:** Add Reduced Endurance (½ END; +¼). Total cost: 55 points.
- 4) **Effortless Warping:** Add Reduced Endurance (0 END; +½). Total cost: 60 points.

5) **Arduous Warping:** Add Increased Endurance Cost (x3 END; -1). 50 Active Points; total cost 25 points.

6) **Long-Lasting Warping:** Add Delayed Recovery Rate (points recover at the rate of 5 per Hour; +1). Total cost: 70 points.

7) **Warping Touch:** Remove Ranged (+½). Total cost: 40 points.

8) **Deadly Warping:** The attack affects not only the target's appearance and limbs, but also his vital organs. Add RKA 1d6, AVLD (Power Defense; +1½), Does BODY (+1) (52 Active Points); Linked to Drain (-¼). Total cost: 50 + 42 = 92 points.

DEFENSIVE POWERS

CHAOS SENSES

Effect: various types of Flash Defense
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's senses operate at a chaotic level beyond the understanding of most other people, so his senses aren't as sensitive to overloads and similar damage. The character buys any or all of the powers listed below.

Game Information:

Cost Power

- | | |
|----|--|
| 15 | <i>Chaos Eyes:</i> Sight Group Flash Defense (15 points) |
| 15 | <i>Chaos Ears:</i> Hearing Group Flash Defense (15 points) |
| 15 | <i>Chaos Nose:</i> Smell/Taste Group Flash Defense (15 points) |
| 15 | <i>Chaos Nerves:</i> Touch Group Flash Defense (15 points) |

CHAOTIC BATTLEFIELD

Effect: Defense Maneuver IV
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's sense of his surroundings is not confused by the presence of multiple attackers against him, their location, or similar potential problems.

Game Information: *Defense Maneuver IV. Total cost: 10 points.*

CHAOTIC BODY

Effect:	No Hit Locations
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's body is so chaotically built that any hit in any location is more or less the same as an equal hit anywhere else, and attempts to alter his body have lessened effects.

Because No Hit Locations is normally restricted to automata only, and because not all campaigns use Hit Locations in the first place, the *Chaotic Form* element of this power requires the GM's permission.

Game Information:**Cost Ability**

- 10 *Chaotic Exterior:* Lack Of Weakness (-5) for Normal Defenses and Resistant Defenses
- 10 *Chaotic Form:* No Hit Locations
- 15 *Chaotic Metabolism:* Power Defense (15 points)

CHAOTIC MIND

Effect:	Mental Defense (20 points plus EGO/5)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's mind is such a chaotic jumble that mentalists have a difficult time reading and manipulating it.

Game Information: *Mental Defense (20 points plus EGO/5). Total cost: 20 points.*

OPTIONS:

- 1) More Chaotic:** Increase to Mental Defense (30 points plus EGO/5). Total cost: 30 points.
- 2) Less Chaotic:** Decrease to Mental Defense (10 points plus EGO/5). Total cost: 10 points.
- 3) Tiring Chaos:** Add Costs Endurance (-½). 20 Active Points; total cost 13 points.
- 4) Stubborn Chaos:** Add Hardened (+¼). Total cost 25 points.

ENTROPY POINT DEFENSE

Effect:	Missile Deflection
Target/Area Affected:	Self
Duration:	Constant
Range:	No Range
END Cost:	2

Description: The character can cause incoming attacks to dissipate before they reach him.

Game Information: *Missile Deflection (all Ranged attacks) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

OPTIONS:

- 1) Reaching Point Defense:** Add Adjacent Hexes (+½). 30 Active Points; total cost 20 points.
- 2) Ranged Point Defense:** Add Ranged (+1). 40 Active Points; total cost 27 points.
- 3) Effortless Point Defense:** Remove Costs Endurance (-½). Total cost 20 points.

SHIELD OF ENTROPY

Effect:	Force Field (15 PD, 15 ED, 15 Mental Defense, 10 Flash Defense, 10 Power Defense)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	6

Description: The character surrounds himself with an entropy-generating field, causing any incoming attacks to quickly deteriorate and have reduced effect.

Game Information: *Force Field (15 PD, 15 ED, 15 Mental Defense, 10 Sight Group Flash Defense, 10 Power Defense). Total cost: 65 points.*

OPTIONS:

- 1) Greater Entropy:** Increase to Force Field (20 PD, 20 ED, 20 Mental Defense, 15 Sight Group Flash Defense, 15 Power Defense). Total cost: 90 points.
- 2) Lesser Entropy:** Decrease to Force Field (10 PD, 10 ED, 10 Mental Defense, 5 Sight Group Flash Defense, 5 Power Defense). Total cost: 40 points.
- 3) Easy Entropy:** Add Reduced Endurance Cost (½ END; +¼). Total cost: 81 points.
- 4) Effortless Entropy:** Add Reduced Endurance Cost (0 END; +½). Total cost: 97 points.
- 5) Tiring Entropy:** Add Increased Endurance Cost (x3 END; -1). 65 Active Points; total cost 32 points.
- 6) Diligent Entropy:** Add Hardened (+¼). Total cost: 81 points.
- 7) Very Diligent Entropy:** Add Hardened (x2; +½). Total cost: 97 points.
- 8) Basic Entropy:** Change to Force Field (30 PD, 30 ED). Total cost: 60 points.
- 9) Entropy Field Variant:** Change to Physical Damage Reduction, resistant (50%) (30 points); Costs Endurance (-½) (total cost 20 points) **plus** Energy Damage Reduction, resistant (50%) (30 points); Costs Endurance (-½) (total cost 20 points) **plus** Mental Damage Reduction (50) (20 points); Costs Endurance (-½) (total cost 13 points). Total cost: 20 + 20 + 13 = 53 points.



SUBJECT ID: ENTROPY

“This artist’s rendition shows Entropy using a power we know he possesses, but which has not been captured on film since it’s not an ability he’s likely to use in combat. In effect he somehow focuses on the trillions of probabilities and possibilities available and manipulates the “threads of chaos” (according to Dr. White) to open a “portal” that allows him to view distant locations. Sounds like a crock of nawoz to me, but I can’t deny that it works somehow.”

—Excerpt from the working notes of Agent Ewa Rosiak for an article for the UNTIL Weekly Supercriminal Defense Bulletin

WALL OF ENTROPY

Effect: Force Wall (10 PD/10 ED)
Target/Area Affected: 1 hex
Duration: Constant
Range: 250”
END Cost: 5

Description: The character creates a barrier that stops anything from passing by dissipating all types of energy — and many types of matter.

Game Information: *Force Wall (10 PD/10 ED).*
Total cost: 50 points.

OPTIONS:

- 1) **Stronger Wall:** Increase to Force Wall (12 PD/12 ED). Total cost: 60 points.
- 2) **Weaker Wall:** Decrease to Force Wall (8 PD/8 ED). Total cost: 40 points.
- 3) **Easy Wall:** Add Reduced Endurance (½ END; +¼). Total cost: 62 points.
- 4) **Effortless Wall:** Add Reduced Endurance (0 END; +½). Total cost: 75 points.
- 5) **Tiring Wall:** Add Increased Endurance Cost (x3 END; -1). 50 Active Points; total cost 25 points.
- 6) **Stalwart Wall:** Add Hardened (+¼). Total cost: 62 points.
- 7) **Transparent Wall:** Add Personal Immunity (+¼). Total cost: 62 points.
- 8) **Big Wall:** Add +5” wide. Total cost: 60 points.
- 9) **Retributive Wall:** Add Backlash (+½). Total cost: 75 points.

MOVEMENT POWERS

ENTER THE REALM OF CHAOS

Effect: Extra-Dimensional Movement (to a Chaos dimension)
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character’s ties to Chaos are so complete that he can travel to Beulah, the Realm of Chaos (see *The Mystic World*, page 47); the Qliphothic World (*The Mystic World*, page 48); or some other dimension of Chaos or Entropy fitting the GM’s multiverse.

Game Information: *Extra-Dimensional Movement (to a single location in Beulah, the Qliphothic World, or some equivalent dimension).*
Total cost: 20 points.

OPTIONS:

- 1) **Easy Entrance:** Add Reduced Endurance (½ END; +¼). Total cost: 25 points.
- 2) **Effortless Entrance:** Add Reduced Endurance (0 END; +½). Total cost: 30 points.
- 3) **Tiring Entrance:** Add Increased Endurance Cost (x3 END; -1). 20 Active Points; total cost 10 points.
- 4) **Enter The Realm With Me:** Add x2 Mass. Total cost: 25 points.
- 5) **Let’s All Visit Chaos:** Add x16 Mass. Total cost: 40 points.

6) Gateway To Chaos: Add Area Of Effect (One Hex; +½), Continuous (+1), Usable By One Other (+¼) (55 Active Points); Gate (-½). Total cost: 37 points.

RIDING THE THREADS OF CHAOS

Effect: Teleportation 15"
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character can suddenly appear in a place other than where he just was. This can be achieved by a variety of means, among them stepping through a randomly-occurring worm-hole, stepping through the “chaos dimension” and back, adjusting probability so that he just suddenly appears at his destination, or even altering the very nature of truth and reality itself.

For long-distance forms of this power, a character will usually have at least one memorized location.

Game Information: *Teleportation 20". Total cost: 40 points.*

OPTIONS:

- 1) **Longer Threads:** Increase to Teleportation 30". Total cost: 60 points.
- 2) **Shorter Threads:** Decrease to Teleportation 10". Total cost: 20 points.
- 3) **Easy Threads:** Add Reduced Endurance (½ END; +¼). Total cost: 50 points.
- 4) **Effortless Threads:** Add Reduced Endurance (0 END; +½). Total cost: 60 points.
- 5) **Tiring Threads:** Add Increased Endurance Cost (x3 END; -1). 40 Active Points; total cost 20 points.
- 6) **Long-Distance Thread:** Add x32 noncombat. Total cost: 60 points.
- 7) **Very Long-Distance Thread:** Add MegaScale (1" = 10 km; +½). Total cost: 60 points.
- 8) **Cross Country Thread:** Add MegaScale (1" = 1,000 km; can scale back to 1" = 1 km; +1¼). Total cost: 90 points.
- 9) **Come Ride The Threads With Me:** Add x2 Increased Mass. Total cost: 45 points.
- 10) **Let's Bring The Whole Gang:** Add x16 Increased Mass. Total cost: 60 points.
- 11) **Safe Riding:** Add Position Shift and No Relative Velocity. Total cost: 55 points.
- 12) **Gateway Of Chaos Threads:** Add Area Of Effect (One Hex; +½), Continuous (+1), Usable By One Other (+¼) (110 points); Gate (-½). Total cost: 73 points.
- 13) **Uncontrolled Riding:** The character cannot control exactly where he'll end up when he teleports, except that he won't be inside a solid object. Add Safe Blind Teleport (+¼) and No Conscious Control (-1). 50 Active Points; total cost 25 points.

TUNNEL OF DETERIORATION

Effect: Tunneling 8" through 8 DEF material
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 8

Description: The character works his entropy effect on the ground, causing a tunnel to open up in front of him.

Game Information: *Tunneling 8" through 8 DEF material. Total cost: 40 points.*

OPTIONS:

- 1) **Greater Deterioration:** Increase to Tunneling 12" through 12 DEF material. Total cost: 60 points.
- 2) **Lesser Deterioration:** Decrease to Tunneling 4" through 4 DEF material. Total cost: 20 points.
- 3) **Stronger Deterioration:** Increase to Tunneling 8" through 13 DEF material. Total cost: 55 points.
- 4) **Easy Deterioration:** Add Reduced Endurance (½ END; +¼). Total cost: 50 points.
- 5) **Effortless Deterioration:** Add Reduced Endurance (0 END; +½). Total cost: 60 points.
- 6) **Tiring Deterioration:** Add Increased Endurance Cost (x3 END; -1). 40 Active Points; total cost 20 points.

SENSORY POWERS

IN TUNE WITH CHAOS

Effect: Detect Order/Chaos
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character is able to sense fluctuations in the principles of Order and Chaos in his vicinity.

Game Information: *Detect Order/Chaos (INT Roll) (no Sense Group), Range, Increased Arc Of Perception (360 Degrees). Total cost 20 points.*

OPTIONS:

- 1) **Enhanced Sensing:** Increase to INT Roll +5. Total cost 25 points.
- 2) **Psychic Sensing:** Change to Mental Sense Group (or Mystic Sense Group) and remove Range. Total cost 15 points.
- 3) **Accurate Sensing:** Add Discriminatory. Total cost 25 points.
- 4) **Very Accurate Sensing:** Add Discriminatory and Analyze. Total cost 30 points.
- 5) **Completely Accurate Sensing:** Add Discriminatory and Targeting. Total cost 35 points.

POINTS OF ENTROPY

Effect: Find Weakness 11-
Target/Area Affected: One character
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's sense of entropy reveals points of weakness in a target's defenses.

Game Information: *Find Weakness 11- with all Chaos/Entropy attacks. Total cost: 20 points.*

OPTIONS:

- 1) **Improved Points:** Increase to Find Weakness 13-. Total cost: 30 points.
- 2) **Universal Points:** Increase to Find Weakness 11- with all attacks. Total cost: 30 points.
- 3) **Tiring Points:** Add Costs Endurance (-½). 20 Active Points; total cost 13 points.

VIEWPORT OF CHAOS

Effect: Clairsentience (Sight Group)
Target/Area Affected: Self
Duration: Constant
Range: 1,600"
END Cost: 4

Description: The character can view remote locations. This can be achieved by reaching out through the threads of chaos, opening a small wormhole-like portal, focusing on the one out of a trillion possibilities of light from his target focusing directly on him, or any of numerous other means.

Game Information: *Clairsentience (Sight Group), 16x Range (1,600"). Total cost: 40 points.*

OPTIONS:

- 1) **Mobile Viewport:** Add Mobile Perception Point. Total cost: 45 points.
- 2) **Long-Range Viewport:** The character can remotely view a location nearly anyplace on the planet. Change to:

Cost	Power
45	<i>Viewport of Chaos:</i> Multipower, 45-point reserve
4u	1) <i>Local Viewport:</i> Clairsentience (Sight Group), 16x Range (1,600")
4u	2) <i>Distant Viewport:</i> Clairsentience (Sight Group), MegaScale (1" = 1,000 km, can scale back to 1" = 1 km; +1¼).
- 3) **Multiple Viewports:** Add Multiple Perception Points (up to four at once). Total cost: 50 points.
- 4) **Audio Viewport:** The character can hear as well as see at a distance. Add Hearing Group. Total cost: 50 points.
- 5) **Internal Viewport:** The character cannot see in his own location while using the Power. Add Blackout (-½). 40 Active Points; total cost 27 points.
- 6) **Temporal Viewport:** The character can view through time. Add Precognition and Retrocognition. Total cost: 80 points.

7) **Difficult Temporal Viewport:** As Temporal Viewport, but also add Attack Roll Required (-¼) and Time Modifiers (-½). 80 Active Points; total cost 46 points.

8) **Easy Viewport:** Add Reduced Endurance (½ END; +¼). Total cost: 50 points.

9) **Effortless Viewport:** Add Reduced Endurance (0 END; +½). Total cost: 60 points.

10) **Tiring Viewport:** Add Increased Endurance Cost (x3 END; -1). 40 Active Points; total cost 20 points.

MISCELLANEOUS POWERS

AMORPHOUS HORROR

Effect: Summon Amorphous Horror
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 10

Description: The character can summon an amorphous horror (see page 190 of *The HERO System Bestiary*) from its home dimension to hassle his enemies.

Game Information: *Summon 498-point Amorphous Horror. Total cost 100 points.*

OPTIONS:

1) **Amicable Horror:** The amorphous horror willingly does the character's bidding. How much this costs depends on how willing the amorphous horror serves the character.

Friendly Horror: *Add Friendly (+¼). Total cost: 125 points.*

Loyal Horror: *Add Loyal (+½). Total cost: 150 points.*

Devoted Horror: *Add Devoted (+¾). Total cost: 175 points.*

Slavish Horror: *Add Slavishly Devoted (+1). Total cost: 200 points.*

2) **Multiple Horrors:** The character can summon more than one horror.

Pair Of Horrors: *Increase to 2 498-point Amorphous Horrors. Total cost 105 points.*

Squad Of Horrors: *Increase to 8 498-point Amorphous Horrors. Total cost 115 points.*

Platoon Of Horrors: *Increase to 64 498-point Amorphous Horrors. Total cost 130 points.*

Army Of Horrors: *Increase to 500 498-point Amorphous Horrors. Total cost 145 points.*

Invasion Of Horrors: *Increase to 2,000 498-point Amorphous Horrors. Total cost 155 points.*

3) **Easy Horror:** Add Reduced Endurance (½ END; +¼). Total cost: 125 points.

4) **Effortless Horror:** Add Reduced Endurance (0 END; +½). Total cost: 150 points.

5) **Tiring Horror:** Add Increased Endurance Cost (x3 END; -1). 100 Active Points; total cost 50 points.

6) **Horror Over There:** Add Ranged (+½). Total cost: 150 points.

CHAOTIC VISAGE

Effect: Shape Shift (Sight and Touch Groups)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character's external appearance is constantly shifting and changing. While his appearance is always humanoid, he cannot control what his appearance shifts into.

The GM may prefer to represent this property with a Distinctive Feature (Not Concealable, Major Reaction), either in place of or in addition to this Power.

Game Information: *Shape Shift (Sight and Touch Groups, any humanoid shape), Reduced Endurance (0 END; +½), Persistent (+½) (46 Active Points); Always On (-½), No Conscious Control (-1). Total cost: 18 points.*

OPTIONS:

1) **Chaotic Form:** Add Hearing and Smell/Taste Groups. 58 Active Points; total cost 23 points.

2) **Extremely Chaotic:** The character's shape isn't necessarily humanoid — it can be practically anything. Increase to any shape. 66 Active Points; total cost 26 points.

DISREGARD OF CLUTTER

Effect: Environmental Movement (no penalties in cramped or cluttered spaces)

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 0

Description: The character can move about in a cramped or cluttered space as easily as a wide-open space — the chaos of clutter simply doesn't bother him.

In addition to this ability, the character may also buy certain other forms of Environmental Movement, such as Icewalking and Supreme Balance, to represent his attunement to chaotic conditions.

Game Information: *Environmental Movement (no penalties in cramped or cluttered spaces). Total cost: 3 points.*

FORTUNE OF CHAOS

Effect: Luck 8d6

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The principles of chance and chaos seem to always work in the character's favor.

Game Information: *Luck 8d6. Total cost: 40 points.*

OPTIONS:

1) **Outrageous Fortune:** Increase to Luck 12d6. Total cost: 60 points.

2) **Small Fortune:** Decrease to Luck 4d6. Total cost: 20 points.

3) **Tiring Fortune:** Add Costs Endurance (-½). Total cost: 27 points.

COSMIC ENERGY POWERS



DEFENSIVE POWERS

PLANETARY SHIELD

Effect: Force Wall (30 PD/30 ED), Hardened
Target/Area Affected: One planet
Duration: Constant
Range: 2,625"
END Cost: 0

Description: The character can erect a force field large enough to protect an entire planet. The field keeps anyone from leaving or landing on the planet (except the character himself) unless they first break through the shield.

Game Information: *Force Wall* (30 PD/30 ED), *Hardened* (+¼), *MegaScale* (1" = 100,000 km; +1½), *Personal Immunity* (+¼), *Reduced Endurance* (0 END; +½) (525 Active Points); *Restricted Shape* (sphere; -¼). *Total cost:* 420 points.

OPTIONS:

- 1) **Strong Planetary Shield:** Increase to Force Wall (40 PD/40 ED). 700 Active Points; total cost 560 points.
- 2) **Weak Planetary Shield:** Decrease to Force Wall (20 PD/20 ED). 350 Active Points; total cost 280 points.
- 3) **Personal Planetary Shield:** The character can only use the Shield to protect a planet that he's on, and cannot leave the planet while the Shield remains in place. Remove Personal Immunity (+¼) and add No Range (-½). 487 Active Points; total cost 278 points.
- 4) **Tiring Planetary Shield:** Decrease Reduced Endurance to ½ END (+¼). 487 Active Points; total cost 390 points.
- 5) **Let This World Be Your Prison:** The character can only use the Planetary Shield to trap one person on a planet. He must choose this person when he creates the Shield, and may not change it afterward. Remove Personal Immunity (+¼) and add Persistent (+½) and Only Versus One Specific Individual (-2). 562 Active Points; total cost 173 points.

SENSORY POWERS

TRUE COSMIC AWARENESS

Effect: Various Sensory Powers
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: One trait possessed by many characters with Cosmic Energy powers, particularly those of the "space god" or "cosmic" archetype, is a powerful sensory ability often known as "cosmic awareness." It gives the character the ability to perceive universally — to know what's going on throughout Reality and to see whatever he needs to see.

In *HERO System* terms, there are many ways you can simulate Cosmic Awareness (including the simple form of this power on page 42 of *The UNTIL Superpowers Database*). Listed below are several possibilities; a character can buy some or all of them, as he wishes. But of course, given the potential game balance problems these abilities can create, he has to get the GM's permission before doing so.

In games on the sort of scale where True Cosmic Awareness would be used, the "any area" for Danger Sense can be defined however the GM wishes. The *HERO System 5th Edition, Revised* recommends restricting it to a planetary level. If the GM does this, characters can increase the range as follows: for an additional +5 points, to an entire star cluster (or similar region of the Galaxy); for an additional +5 points, to an entire galaxy; for an additional +5 points, to throughout Reality. (The power described below uses this rule.)

Game Information:

Cost Power

- 63 *Cosmic Awareness (Perceive Everything):* Detect Physical Objects, Energy, and Magic (INT Roll) (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range, Sense, Targeting, Telescopic (+12 versus Range Modifier), Tracking
- 283 *Cosmic Awareness (Cosmic Scale):* MegaScale (1" = 1,000 light-years, can scale down to 1" = 1 km; +4½) for Detect Physical Objects, Energy, and Magic
- 57 *Cosmic Awareness (Threat Awareness):* Danger Sense (any area [all Reality], any danger, sense) (INT Roll)
- 75 *Cosmic Awareness (Sense Weaknesses):* Find Weakness 20- with All Attacks

300 *Cosmic Awareness (Sense Minds)*: Mind Scan
40d6 plus +50 OECV with Mind Scan
Total cost: 778 points.

REALITY AWARENESS

Effect: Detect Plot
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: When the character is puzzled by a turn of events or confused by what's going on during an investigation, he expands his consciousness to perceive all of reality for a split-second. That tells him exactly where to go to find who (or what) he's looking for or to stop a crime from occurring.

Obviously, this power — Detect Plot — is *grossly unbalancing* for any campaign. In most cases, GMs should allow it only for NPCs who won't abuse it, or give it to a character as a temporary ability during a scenario where the character gains vastly increased powers for a short time.

Game Information: *Detect Plot (INT Roll) (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Telescopic (+60 versus Range Modifier) (55 Active Points); Non-persistent (-¼), Instant (-½). Total cost: 31 points.*

OPTIONS:

- 1) **Far Out, Man:** This version of the power works at even greater ranges. Increase to Telescopic (+80 versus Range Modifier). 65 Active Points; total cost 37 points.
- 2) **Accurate Reality Awareness:** Increase to INT Roll +10. 65 Active Points; total cost 37 points.
- 3) **Tiring Reality Awareness:** Using Reality Awareness tends to sap the character's energy. Add Costs Endurance (-½) and Increased Endurance Cost (x3 END; -1). Total cost: 17 points.
- 4) **Slow Reality Awareness:** It takes the character time to scan all of reality to find what he's looking for. Add Extra Time (a minimum of 1 Minute, and sometimes more; -1½). Total cost: 17 points.

MOVEMENT POWERS

COSMIC WORMHOLE

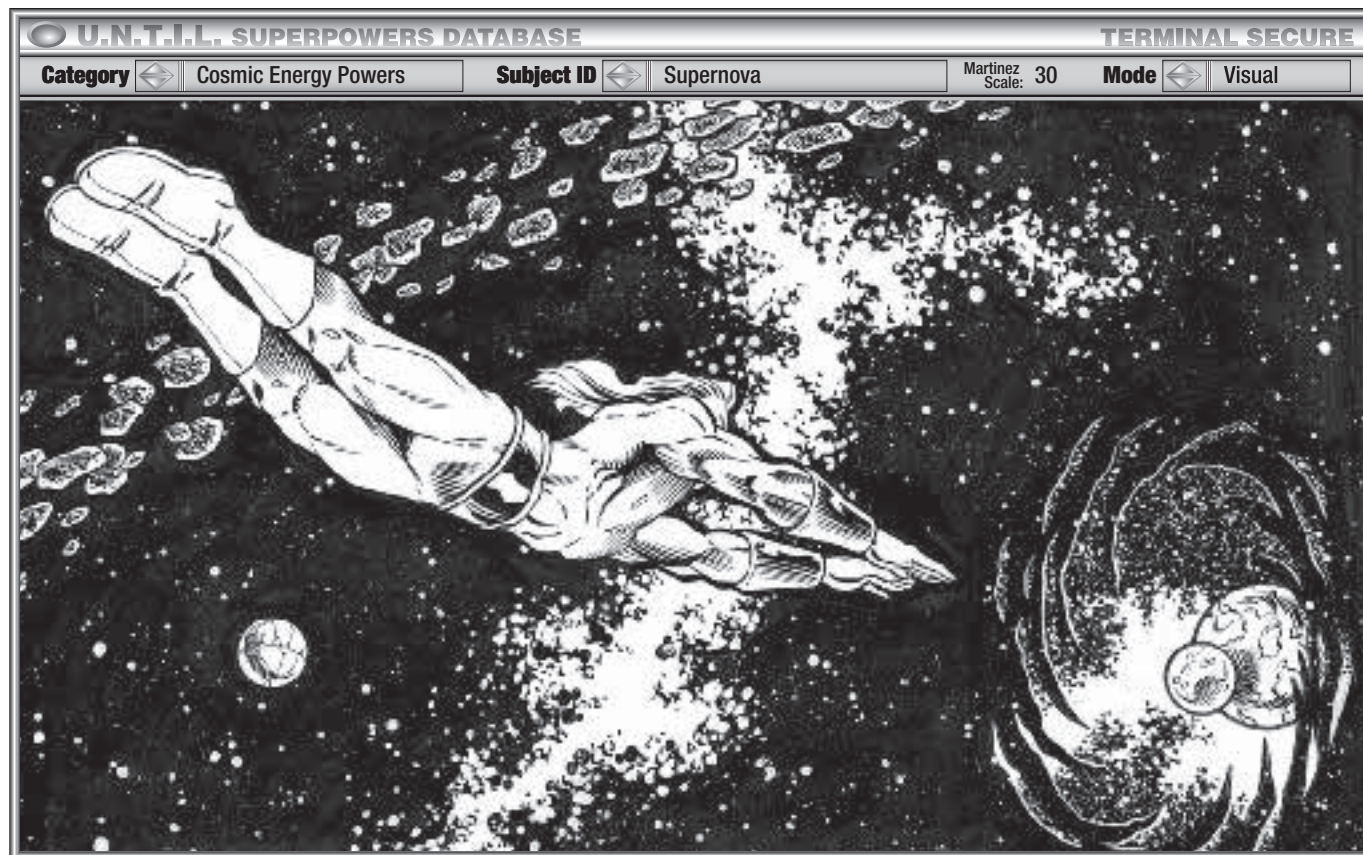
Effect: Teleportation 10", MegaScale, Gate
Target/Area Affected: One hex area
Duration: Constant
Range: No Range
END Cost: 13

Description: The character can open up a wormhole to any planet in the galaxy, or perhaps a little ways beyond. Because of the problems with using Teleportation at long range, the character's destinations are usually memorized locations he's visited in his travels as he's wandered the Galaxy via other means.

Game Information: *Teleportation 10", x8 Increased Mass, Area Of Effect (One Hex; +½), Continuous (+1), MegaScale (1" = 10,000 LY; +4½), Usable Simultaneously (+½) (262 Active Points); Gate (-½). Total cost: 175 points.*

OPTIONS:

- 1) **Strong Wormhole:** Increase to x32 Increased Mass. 337 Active points; total cost 225 points.
- 2) **Weak Wormhole:** Remove Increased Mass. 150 Active Points; total cost 100 points.
- 3) **Intergalactic Wormhole:** The character can create a gate that reaches other galaxies. Increase to MegaScale (1" = 1 million LY; +5). 280 Active Points; total cost 187 points.
- 4) **Sector Wormhole:** The character's wormhole can only reach stars in the general vicinity. Decrease to MegaScale (1" = 100 LY; +4). 245 Active points; total cost 163 points.
- 5) **Larger Wormhole:** Increase to Area Of Effect (24" Radius; +1). 280 Active Points; total cost 187 points.
- 6) **Easy Wormhole:** Add Reduced Endurance (0 END; +½). 280 Active points; total cost 187 points.
- 7) **Tiring Wormhole:** Add Increased Endurance Cost (x2 END; -½). Total cost: 131 points.



SUBJECT ID: SUPERNOVA

“NASA probes captured this picture of an unknown superhuman flying near Mars, using his powers to, apparently, open a wormhole for faster travel through space. Power readings obtained by the probes indicated the being’s power level was off the charts — a not uncommon result for beings able to exist effortlessly in outer space. Captain Chronos has told us the being’s name is Supernova and that he comes from the thirty-first century, but would say no more.”

—from a report by
GATEWAY Com-
mander Rodney Currie

MISCELLANEOUS POWERS

COSMIC POWER RESERVES

Effect:	Endurance Reserve (200 END, 30 REC)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character’s body stores the cosmic power that fuels his powers.

Game Information: *Endurance Reserve (200 END, 30 REC). Total cost: 50 points.*

OPTIONS:

- 1) **Greater Reserves:** Increase to Endurance Reserve (300 END, 30 REC). Total cost: 60 points.
- 2) **Smaller Reserves:** Decrease to Endurance Reserve (150 END, 20 REC). Total cost: 35 points.
- 3) **Faster Recovery:** Increase to Endurance Reserve (200 END, 40 REC). Total cost: 60 points.
- 4) **Much Faster Recovery:** Increase to Endurance Reserve (200 END, 50 REC). Total cost: 70 points.
- 5) **Slower Recovery:** Decrease to Endurance Reserve (200 END, 20 REC). Total cost: 40 points.

CYBERKINESIS POWERS



OFFENSIVE POWERS

CYBERMORPHING

Effect:	Major Transform 3d6 (machines to other machines, or spare parts into machines)
Target/Area Affected:	One machine or collection of spare parts
Duration:	Instant
Range:	No Range
END Cost:	4

Description: The character has the ability to cyberkinetically transmutate one machine into another machine, or a collection of spare parts into a working machine. The GM determines the BODY of the machine or spare parts (see the *HERO System 5th Edition, Revised* rulebook, pages 447-49, for guidelines). The rules for adding or removing abilities with Transform (page 239 of the rulebook) apply. Depending on the situation, the GM may limit the scope of what the character can do with this power based on the material he's got to work with and the degree of similarity between the two machines. For example, a cyberkinetic could Transform a television remote control into an infrared laser pistol, but not into a starter motor.

Game Information: *Major Transform 3d6 (machine into any other type of machine, or spare parts into working machine; heals back by being taken apart or destroyed, or subjected to another use of this power) (45 Active Points); No Range (-½), Limited Target (machines and spare parts for machines; -½). Total cost: 22 points.*

OPTIONS:

- 1) Strong Cybermorphing:** Increase to Major Transform 4d6. 60 Active Points; total cost 30 points.
- 2) Weak Cybermorphing:** Decrease to Major Transform 2d6. 30 Active Points; total cost 15 points.
- 3) Ranged Cybermorphing:** The character can transmutate machines at range. Remove No Range (-½). Total cost: 30 points.

POWER BOOST

Effect:	Succor Machine Powers 6d6
Target/Area Affected:	One machine
Duration:	Constant
Range:	260"
END Cost:	5

Description: The character can increase the power output of any single function of any single machine (even if that machine has multiple components working in tandem, such as jet-boots).

Game Information: *Succor Machine Powers 6d6, any Machine Power one at a time (+¼), Ranged (+½). Total cost: 52 points.*

OPTIONS:

- 1) Strong Power Boost:** Increase to Succor 8d6. Total cost: 70 points.
- 2) Weak Power Boost:** Decrease to Succor 4d6. Total cost: 35 points.
- 3) Power Boost Touch:** The character has to touch a machine to enhance its power. Remove Ranged (+½). Total cost: 37 points.
- 4) Lasting Power Boost:** Change to Aid Machine Powers 3d6. Total cost: 52 points.
- 5) Expanded Power Boost I:** The character can increase the power of all functions of a single machine. Change to Succor Machine Powers 3d6, any two Machine Powers simultaneously (+½). Total cost: 30 points.
- 6) Expanded Power Boost II:** As Expanded Power Boost II, but change to any four Machine Powers simultaneously (+1). Total cost: 37 points.
- 7) Expanded Power Boost III:** As Expanded Power Boost II, but change to all Machine Powers simultaneously (+2). Total cost: 52 points.
- 8) Multiple Machine Boost:** The character can affect all machines in a given area, though only for one function at a time. Decrease to Succor Machine Power 4d6 and add Area Of Effect (4" Radius; +1). Total cost: 55 points.

SENSORY POWERS

INFRARED COMMUNICATION

Effect:	Infrared Perception (Sight Group), Transmit, Only To Communicate With Machines
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: Many electronic devices “communicate” with each other via beams of infrared light — such as a remote control turning a television on and off, or two computers exchanging data via an IR link. The cyberkinetic can perceive such communications, and even communicate with machines himself that way.

Game Information: *Infrared Perception (Sight Group), Transmit (7 Active Points); Only To Communicate With Machines (-1). Total cost: 3 points.*

READ DATA

Effect:	Detect Data In Computer
Target/Area Affected:	Self
Duration:	Persistent
Range:	No Range
END Cost:	0

Description: By touching a computer (or similar electronic media storage device), the character can detect the data inside it. It may take him a long time to sift through all that data to find what he wants, but at least he doesn’t have to turn the computer on, hack through its security programs, and so forth.

Game Information: *Detect Data In A Computer (INT Roll) (Radio Group), Discriminatory, Analyze, Rapid (x10,000). Total cost: 32 points.*

OPTIONS:

- 1) Strong Data-Reading:** Increase to INT Roll +5. Total cost: 37 points.
- 2) Weak Data-Reading:** The character’s ability to differentiate between different types of data isn’t always precise. Remove Analyze. Total cost: 27 points.
- 3) Fast Data-Reading:** Increase to Rapid (x100 million). Total cost: 44 points.
- 4) Slow Data-Reading:** Decrease to Rapid (x100). Total cost: 26 points.

MISCELLANEOUS POWERS

COMPUTER BRAIN

Effect:	+15 INT, Various Talents
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character’s mind functions with computer-like precision, giving him heightened intelligence, increased powers of perception, and various other abilities. A character can buy as many of the listed abilities as he wishes.

Game Information:

Cost Power

3	<i>Calculator Brain:</i> Lightning Calculator
5	<i>Computer-Like Memory:</i> Eidetic Memory
15	<i>Computer-Like Thinking:</i> +15 INT
3	<i>Internal Clock:</i> Absolute Time Sense
4	<i>Text Scanning:</i> Speed Reading

OPTIONS:

1) Computer Access: The character’s heightened intellect only functions when he consciously or subconsciously draws upon the power of nearby computers to enhance his brain. “Computers” in this instance refers to relatively powerful computing devices such as desktops and laptops; smaller computers (PDAs, computer chips in automobile engines) won’t do the trick. Change to:

Cost Power

2	<i>Calculator Brain:</i> Lightning Calculator; Only In Proximity to Computers (-½)
3	<i>Computer-Like Memory:</i> Eidetic Memory; Only In Proximity to Computers (-½)
10	<i>Computer-Like Thinking:</i> +15 INT; Only In Proximity to Computers (-½)
2	<i>Internal Clock:</i> Absolute Time Sense; Only In Proximity to Computers (-½)
3	<i>Text Scanning:</i> Speed Reading; Only In Proximity to Computers (-½)

COPY MACHINE

Effect:	Variable Power Pool to copy the abilities of any machine
Target/Area Affected:	Self
Duration:	Varies
Range:	Touch
END Cost:	Varies

Description: The character has the ability to touch any machine, and “copy” its powers and other abilities (such as Talents). For example, the character could gain the ability to run as fast as a sportscar, smash a building like a wrecking ball, shoot bullets like a gun, and so forth just by touching the object in question. This power resembles Mimicking (USPD 265-266), but mimics the powers of a machine instead of another character.

The character’s newfound powers have all of the same Advantages and Limitations as those of the copied device, except for the *Focus* Limitation (or other Limitation representing the technological nature of the device, such as *Restrained* [at -¼]). This includes any Advantages or Limitations that might apply to the Power because of the target’s nature; for example, if the character touches a sportscar, he can run as fast as that sportscar, but would have to take the Advantage *Reduced Endurance* (0 END; +½) and the Limitation *Turn Mode* (-¼) unless the sportscar’s Ground Movement has the *No Turn Mode* Advantage or the *Costs Endurance* Limitation.

The character may also copy the device’s physical properties to gain its DEF in resistant defense. He should buy Damage Resistance first, until it equals either his natural DEF or the DEF of the targeted object, and buy any extra using Armor.

The character retains the copied powers as long as he wants, until he has to “trade out” something to make room for more. When this happens, the rule is “first in, first out” — all of the properties of the earliest object he mimicked leave at once, and then the next object, until there’s enough room in the pool for the new one. However, if even completely emptying out the pool won’t enable the character to mimic a target’s abilities (as might happen if the character should try to absorb the powers of, for example, a high-tech battlesuit or an extremely powerful vehicle), the power will not activate at all — the old powers don’t even “drop out” of the pool.

Game Information: *Variable Power Pool (Mimic Pool)*, 200 base + 100 control cost; *Requires Successful HTH Attack Roll (-½)*, *VPP Mimics Target’s Powers (-½)*, *Only To Mimic Technological Devices (-½)*, *Powers May Only Be As Powerful As Target’s Powers (-½)*, *No Conscious Control (VPP copies the largest power first, character can activate the VPP but has no control over the powers he gets; -1)*. Total cost: 200 + 25 = 225 points.

OPTIONS:

- 1) Greater Copy Machine:** Increase to 250 base + 125 control cost. Total cost: 250 + 31 = 281 points.
- 2) Lesser Copy Machine:** Decrease to 150 base + 75 control cost. Total cost: 150 + 19 = 169 points.
- 3) Ranged Copying:** Replace Requires Successful HTH Attack Roll with Can Only Copy Powers From Devices Within 10” And LOS (-¼). Total cost: 200 + 27 = 227 points.
- 4) Copy Machine Singular:** The character can only copy the powers of one machine at a time. Add Cannot Retain Copied Powers (when character copies powers, he immediately loses all previously-copied powers; -¼). Total cost: 200 + 23 = 223 points.

MACHINE REPAIR

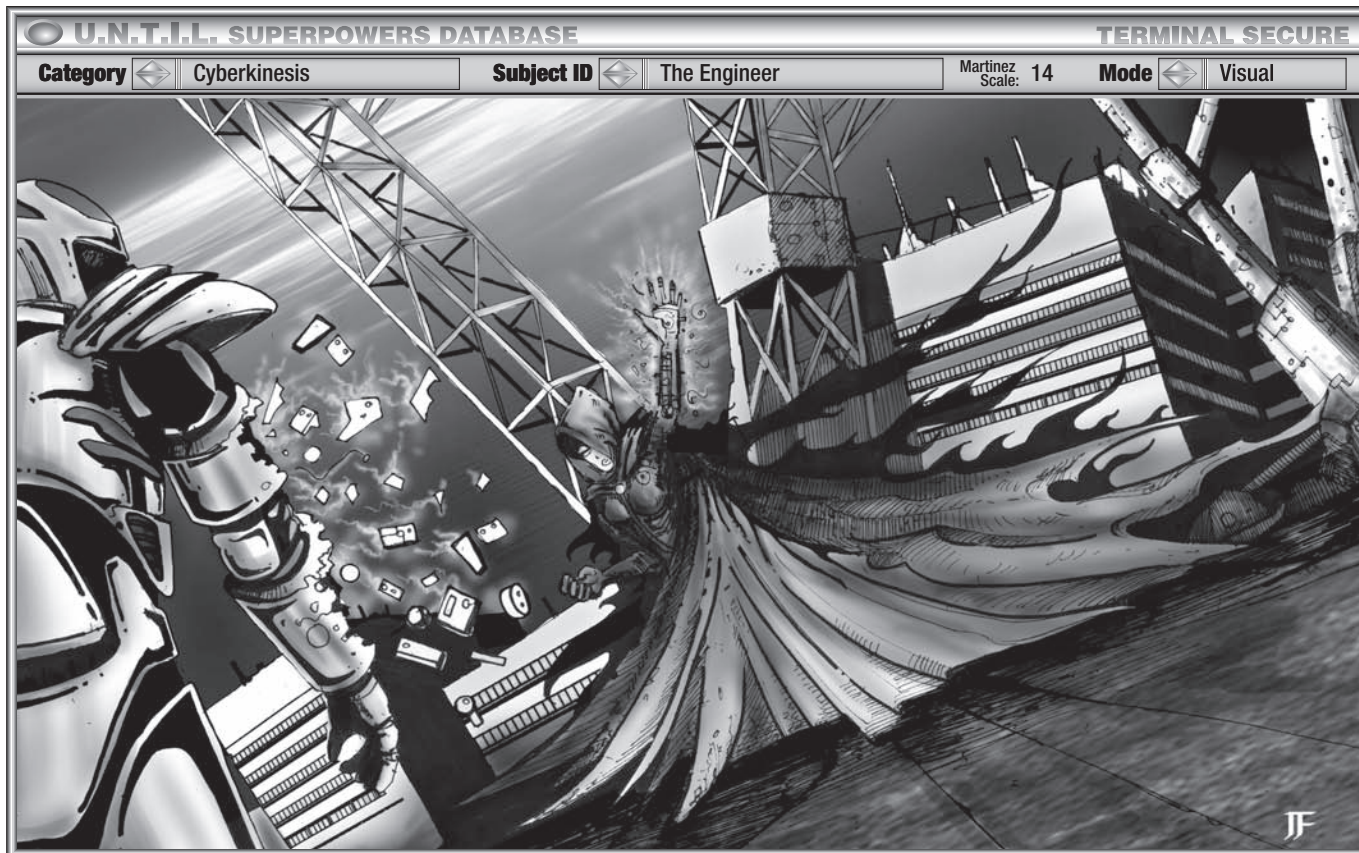
Effect:	Healing BODY 4d6, Machines Only
Target/Area Affected:	One machine
Duration:	Instant
Range:	No Range
END Cost:	4

Description: The character can instantly repair damage done to any machine or technological device. This power only works on mechanical or electronic devices; it wouldn’t work on, for example, organic technology, or technology based entirely on crystals.

Game Information: *Healing BODY 4d6 (40 Active Points); Only Versus Machines (-1)*. Total cost: 20 points.

OPTIONS:

- 1) Strong Machine Repair:** Increase to Healing BODY 6d6. 60 Active Points; total cost 30 points.
- 2) Weak Machine Repair:** Decrease to Healing BODY 3d6. 30 Active Points; total cost 15 points.
- 3) Multiple Machine Repair:** Decrease to Healing BODY 3d6 and add Area Of Effect (4” Radius; +1). 60 Active Points; total cost 30 points.



SUBJECT ID: THE ENGINEER

“A recent battle at a construction site that pitted Defender, Witchcraft, and Nighthawk of the Champions against the Engineer provided a perfect example of the Engineer’s ability to instantly create machinery out of spare parts — or other machines. This leaves armored superheroes such as Defender particularly vulnerable to her abilities. As seen here, she began turning his armor into harmless little toys and scrap parts. Had Witchcraft and Nighthawk not been present to keep her off-balance while Defender made some hasty repairs, it’s likely things would have gone badly for the Champions’ leader.”

—USPD field research notes of Agent Bernardim de Albreuin

CYBERKINETIC CHAUFFEUR

Effect: Summon one motor vehicle built on up to 300 total points, LOS Required
Target/Area Affected: One motor vehicle
Duration: Instant
Range: No Range
END Cost: 15

Description: The character can remotely activate any motor vehicle he can see and cause it to come to him and then obey his commands as he rides in it. The car uses its own DEX and SPD, not the character’s DEX and SPD. The vehicle is totally “loyal” to him, though someone else could physical take control of it away from him (by, for example, leaping into the driver’s seat and grabbing the wheel).

Game Information: *Summon one motor vehicle built on up to 300 total points, Expanded Class (motor vehicles; +½), Slavishly Loyal (+1) (150 Active Points); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½), Character Must Have LOS To Vehicle To Summon It (-½). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Chauffeur:** Increase to one motor vehicle built on up to 500 total points. 250 Active Points; total cost 100 points.
- 2) **Weak Chauffeur:** Decrease to one motor vehicle built on up to 200 total points. 100 Active Points; total cost 40 points.

DARKNESS POWERS



OFFENSIVE POWERS

CONFRONT YOUR INNER SELF

Effect:	Major Transform 6d6 (bad person to good person), Only Versus Persons In Darkness
Target/Area Affected:	One character
Duration:	Instant
Range:	No Range
END Cost:	9

Description: The character's field of Darkness is so potent, so frightening, that the can force evil, mean-spirited, and just plain bad people trapped inside it to examine their inner selves. Thoroughly disgusted by what he sees, the victim immediately has a change of heart and becomes a better person. Some people, however, are too evil to change, and can resist the effect.

In game terms, this effect is a Major Transform of the Spirit. It only affects persons inside the character's own Darkness field; it doesn't work against persons in other types of shadow, shade, or darkness.

Game Information: *Major Transform 6d6 (bad person to good person) (90 Active Points); Limited Target (sentient beings; -¼), All Or Nothing (-½), Only Versus Persons In Character's Darkness (-½), No Range (-½). Total cost: 33 points.*

OPTIONS:

- 1) Stronger Confrontation:** Increase to Major Transform 8d6. 120 Active Points; total cost 44 points.
- 2) Weaker Confrontation:** Decrease to Major Transform 4d6. 60 Active Points; total cost 22 points.
- 3) Ranged Confrontation:** The character doesn't have to touch the target to affect him. Remove No Range (-½). Total cost: 40 points.
- 4) Dark Mirror:** This variant power doesn't actually Transform anyone. It simply confronts the target with a vision of his own evil or selfish conduct in the hope of "scaring him straight." Change to Mental Illusions 18d6 (90 Active Points); No Range (-½), Requires A DEX Roll (assumes DEX Roll of 13-; -¾), Only Versus Persons In Character's Darkness (-½), No Conscious Control (only to force target to visualize his evil/selfish conduct; -1). Total cost: 24 points.

5) Ongoing Confrontation: As long as the target remains within the character's Darkness, the Transform effect continues to work on him. Decrease to Major Transform 3d6, add Continuous (+1), and remove All Or Nothing (-½). 90 Active Points; total cost 40 points.

6) Confrontation Field: This form of the power works in conjunction with the character's Darkness. Every evil or selfish person inside the Darkness field suffers the effects for as long as they remain within the field. The Confrontation effect can cover up to 6", but it's limited to the extent of the character's Darkness field. Change to Major Transform 2d6, Area Of Effect (up to 6" Radius; +1), Continuous (+1) (90 Active Points); Linked (to Darkness; -½), Limited Target (sentient beings; -¼). Total cost: 51 points.

HANDS OF SHADOW

Effect:	Telekinesis (30 STR)
Target/Area Affected:	One character
Duration:	Instant
Range:	225"
END Cost:	4

Description: The character creates a field of dark energy so intense that it develops some physical properties — he can shape the field into a "hand" that can move things around, strike or squeeze them, and perform other tasks.

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

OPTIONS:

- 1) Stronger Hands:** Increase to Telekinesis (40 STR). Total cost: 60 points.
- 2) Weaker Hands:** Decrease to Telekinesis (20 STR). Total cost: 30 points.
- 3) Fine Hands:** The character can shape and control the hands precisely enough to do fine work. Add Fine Manipulation. Total cost: 55 points.
- 4) Lifting Hands:** The hands cannot strike or squeeze objects, but only move them around. Add Affects Whole Object (-¼). 45 Active Points; total cost 36 points.

OBSCURING SHADOWS

Effect: Change Environment 32" radius, -4 to Normal Sight PER Rolls
Target/Area Affected: 32" Radius
Duration: Constant
Range: 225"
END Cost: 4

Description: The character can create darkness over an area — not total darkness, but the kind of darkness one experiences on a moonless night.

Game Information: *Change Environment 32" radius, -4 to Normal Sight PER Rolls, Personal Immunity (+¼). Total cost: 45 points.*

OPTIONS:

- 1) **Larger Shadows:** Increase to 125" radius. Total cost: 57 points.
- 2) **Really Large Shadows:** Increase to 500" radius. Total cost: 70 points.
- 3) **Smaller Shadows:** Decrease to 8" radius. Total cost: 32 points.
- 4) **Moonlit Shadows:** Decrease to -2 to Normal Sight PER Rolls. Total cost: 40 points.
- 5) **Restrictive Shadows:** The character is affected by his own power. Remove Personal Immunity (+¼). Total cost: 36 points.
- 6) **Centered Shadows:** Add No Range (-½). 45 Active Points; total cost 30 points.
- 7) **Effortless Shadows:** Add Reduced Endurance (0 END; +½). Total cost: 63 points.

SHADOW SPHERE

Effect: Force Wall (8 PD/8 ED), Opaque, Only For Englobing
Target/Area Affected: 1" Radius
Duration: Constant
Range: 260"
END Cost: 5

Description: The character can create a globe of quasi-solid shadow that englobes the target, trapping him and preventing him from seeing out (or others from seeing him).

Game Information: *Force Wall (8 PD/8 ED, 2" long), Opaque (Sight Group) (52 Active Points); Only To Englobe (-½). Total cost: 35 points.*

OPTIONS:

- 1) **Strong Sphere:** Increase to Force Wall (12 PD/12 ED). 72 Active Points; total cost 48 points.
- 2) **Weak Sphere:** Decrease to Force Wall (6 PD/6 ED). 42 Active Points; total cost 28 points.
- 3) **Large Sphere:** Increase length of Force Wall to 4". 56 Active Points; total cost 37 points.

DEFENSIVE POWERS

EYES OF DARKNESS

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

Description: The character's eyes are either made of darkness, surrounded by darkness, or in some other way protected by darkness, so bright flashes of light don't bother him so much.

Game Information: *Sight Group Flash Defense (10 points) (10 Active Points); Only Versus Light-Based Effects (-¼). Total cost: 8 points.*

OPTIONS:

- 1) **Strong Eyes:** Increase to Sight Group Flash Defense (15 points). 15 Active Points; total cost 12 points.
- 2) **Lesser Eyes:** Decrease to Sight Group Flash Defense (5 points). 5 Active Points; total cost 4 points.
- 3) **Tiring Eyes:** The power only works when the character puts some effort into it. Add Costs Endurance (-½). Total cost: 6 points.

DENSITY ALTERATION



OFFENSIVE POWERS

ENCUMBRANCE FIELD

Effect:	Change Environment, -5 DCV, -5 to DEX Rolls, -8" Movement
Target/Area Affected:	8" Radius
Duration:	Constant
Range:	645"
END Cost:	5

Description: The character creates a field where everyone is denser than normal, and so suffers the penalties of carrying extra weight even though he had none.

The effects of this power are built using the rules for encumbrance (*HERO System 5th Edition, Revised*, page 379) as guidelines. As it stands, the field affects everyone equally, regardless of STR. If you want to be more "realistic" and account for high STR, reduce each combat effect by 1 for every 5 points of STR a victim has above 10. At the GM's option, this might even qualify for a -¼ or -½ Limitation on the power.

Game Information: *Change Environment 8" radius, Multiple Combat Effects, -5 DCV, -5 to DEX Rolls, -8" Running, Personal Immunity (+¼), Reduced Endurance (½ END; +¼). Total cost: 129 points.*

OPTIONS:

- 1) Larger Encumbrance Field:** Increase to 32" radius. Total cost: 144 points.
- 2) Smaller Encumbrance Field:** Decrease to 2" radius. Total cost: 114 points.
- 3) Easy Encumbrance Field:** Increase to Reduced Endurance (0 END; +½). Total cost: 150 points.
- 4) Tiring Encumbrance Field:** Remove Reduced Endurance (+¼). Total cost: 107 points.

HEAVINESS ATTACK

Effect:	Major Transform 6d6 (normal being into being too heavy to move)
Target/Area Affected:	One character
Duration:	Instant
Range:	30"
END Cost:	9

Description: The character can make another character, or other living being, so heavy that the target cannot move. His weight pins him to the ground, preventing him from doing anything. He can't move, stand up, or use any powers the GM deems depend on the ability to move (including most powers with the Limitations Focus, Gestures, Incantations, and/or Restrained).

For campaigns that want to be "realistic," the GM should make a character who buys this power declare exactly how heavy he can make the target. The GM can then evaluate the target's STR versus his imposed weight to determine if he is, in fact, unable to move (based on the target's lifting capacity, the Encumbrance rules, and so forth). In campaigns where "realism" is less of a concern, assume the character can always make the target too heavy to move, regardless of the target's STR. In either case, the target may do crushing damage to whatever surface he's on (see page 422 of the *HERO System 5th Edition, Revised*).

Characters can only buy this power with the GM's permission. It uses Transform to, in many ways, simulate the effects of an Entangle, which is against the rules. (See *Too Heavy To Move*, USPG page 58, for an example of a similar power built with Entangle.) In this case, the Transform gets around some of the inherent drawbacks of Entangle (such as the fact that it's impossible to build an Entangle the victim can't try to break out of), but that may prove too unbalancing for many campaigns.

Game Information: *Major Transform 6d6 (normal being into being too heavy to move) (90 Active Points; heals back in 1 Hour or through another application of this power); Limited Range (30"; -¼), Limited Target (living beings; -¼). Total cost: 60 points.*

OPTIONS:

- 1) Really Heavy:** Increase to Major Transform 9d6. 135 Active Points; total cost 90 points.
- 2) Less Heavy:** Decrease to Major Transform 4d6. 60 Active Points; total cost 40 points.

3) **Ever-Increasing Heaviness:** The character can't make the target too heavy at first, but over time the power builds to the point where it can stop anything. Decrease to Major Transform 2d6 and add Continuous (+1). 60 Active Points; total cost 40 points.

DEFENSIVE POWERS

BLINK INTANGIBILITY

Effect: +6 DCV
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can reflexively render himself intangible. This makes it much harder for an attacker to strike him successfully; many attacks that would otherwise hit him miss because he phases out of existence right before they hit him, then resolidifies a micro-second later.

Game Information: +6 DCV (30 Active Points); Costs Endurance (-½), Does Not Work While Density Increase Or Desolidification Are Active (-1), Does Not Work Against Affects Desolidified Attacks (-¼). Total cost: 11 points.

OPTIONS:

- 1) **Strong Blink Intangibility:** Increase to +8 DCV. 40 Active Points; total cost 14 points.
- 2) **Weak Blink Intangibility:** Decrease to +4 DCV. 20 Active Points; total cost 7 points.

INTANGIBLE MIND

Effect: Mental Defense (25 points + (EGO/5)), Linked (to Desolidification)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: While he's intangible, the character's mind is so "diffuse" that characters with Mental Powers have trouble "touching" or attacking it.

Game Information: Mental Defense (25 points + (EGO/5)) (25 Active Points); Linked (to Desolidification; -½). Total cost: 17 points.

OPTIONS:

- 1) **Strong Mind:** Increase to Mental Defense (30 points + (EGO/5)). 30 Active Points; total cost 20 points.
- 2) **Weak Mind:** Decrease to Mental Defense (20 points + (EGO/5)). 20 Active Points; total cost 13 points.

SENSORY POWERS

MASS JUDGMENT

Effect: Detect Exact Weight
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 0

Description: The character's sensitivity to mass and density is so great that he can judge the weight of an object or person just by touching it.

Game Information: *Detect Exact Weight (No Sense Group)*. Total cost: 3 points.

OPTIONS:

- 1) **Improved Mass Judgment:** Add +5 to PER. Total cost: 8 points.
- 2) **Analytical Mass Judgment:** The character not only can tell how much the object weighs, but can gather information about why it weighs what it does — where its center of gravity is, what parts (if any) are hollow or have extra-dense fillers, and so on. Add Discriminatory and Analyze. Total cost: 13 points.
- 3) **Ranged Mass Judgment:** Add Range. Total cost: 8 points.
- 4) **Automatic Mass Judgment:** Add Sense. Total cost: 5 points.
- 5) **Tiring Mass Judgment:** Add Costs Endurance (-½). Total cost: 2 points.

DIMENSIONAL MANIPULATION



OFFENSIVE POWERS

DISTANCE DISTORTION ZONE

Effect:	Change Environment (increase the seeming scale of distance within the defined area), additional -6 to Range Modifier
Target/Area Affected:	8" radius
Duration:	Constant
Range:	100"
END Cost:	0

Description: The character can manipulate the fabric of reality to create a zone 8" across that seems like it's actually 80" across to those within it. This affects how long it takes people to cross the area, the Range Modifier they suffer for making Ranged attacks into or through the distance distortion zone, and the like.

This power requires the GM's permission to buy, since it's built using Change Environment in a somewhat unorthodox way. The primary combat effect is to increase the Range Modifier, which costs 4 Character Points for each additional -1 added to the standard Range Modifier. The normal Range Modifier for 8" is -2; that for 80" is -8, so the power adds -6 to the Range Modifier. Of course, the exact modifier suffered by a character firing into, out of, or through the field depends on the relative distance between him and his target; it's not necessarily always going to be -8.

The effect on movement is somewhat more difficult, since the power's supposed to have an absolute effect regardless of the number of inches of movement a character has — the zone basically reduces anyone's ability to move through it to one-tenth of normal. To simulate this, the power imposes -5" on all physical modes of movement (Flight, Gliding, Leaping, Running, Swimming, Swinging, Teleportation, and Tunneling). Following Rule #6 on page 543 of the *HERO System 5th Edition, Revised* core rulebook, the GM should apply this combat effect not as a strict reduction in the inches of movement of anyone in the zone, but as a requirement to cross 80" rather than 8" to get across the zone.

Game Information: *Change Environment (create distance distortion zone making it seem as if 8" is 80") 8" radius, Multiple Combat Effects, additional -6 to Range Modifier, -5" of Flight, Gliding, Leaping, Running, Swimming, Swinging, Teleportation, and Tunneling, Reduced Endurance (0 END; +½) (247 Active Points); Limited Range (100"; -¼). Total cost: 198 points.*

OPTIONS:

- 1) Strong Zone:** Increase to 16" radius. 255 Active Points; total cost 204 points.
- 2) Weak Zone:** Decrease to 4" radius. 232 Active Points; total cost 186 points.
- 3) Safe Zone:** The character doesn't suffer the distortion effect due to his ability to warp the dimensional fabric. Add Personal Immunity (+¼). 289 Active Points; total cost 231 points.

MISCELLANEOUS POWERS

DIMENSIONAL VAULT

Effect:	Extra-Dimensional Movement (to pocket dimension)
Target/Area Affected:	Self
Duration:	Instant
Range:	Self
END Cost:	2

Description: The character controls a "pocket dimension" or other small section of interdimensional space that only he can access and use. Mostly it's just good for storing things, but occasionally it's worth spending time there when he really wants to be alone.

Game Information: *Extra-Dimensional Movement (to a single physical location in pocket dimension). Total cost: 20 points.*

PLANAR REACH

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

Description: The character has the ability to reach into other dimensions and touch, punch, or grab things in them. (He can't necessarily grasp something and "pull" it back into his current dimension, though, unless the GM chooses to allow this.) However, he can't perceive into the other dimension to see what he's touching; that would require a power like Perspective Of The Dimensions (USPD, page 66).

Game Information: *Stretching 1", Transdimensional (any dimension, one at a time; +1). Total cost: 10 points.*

EARTH AND STONE POWERS



OFFENSIVE POWERS

PITFALL

Effect: Tunneling 5", Usable As Attack
Target/Area Affected: One hex
Duration: Instant
Range: 310"
END Cost: 6

Description: The character can cause the earth to open up and form a 1" x 1" pit beneath a target's feet. Unless the target has Flight or Gliding, he falls in; the GM may allow other characters to make DEX Rolls to grab the edge of the pit.

Game Information: *Tunneling 5" through DEF 5 materials, Usable As Attack (does not affect characters with Flight or Gliding; +1), Ranged (+½) (62 Active Points); Only To Form Pits Beneath Targets (-1). Total cost: 31 points.*

OPTIONS:

- 1) Deep Pit:** Increase to Tunneling 8" through DEF 8 materials. 100 Active Points; total cost 50 points.
- 2) Shallow Pit:** Decrease to Tunneling 3" through DEF 5 materials. 52 Active Points; total cost 26 points.
- 3) Suffocating Pit:** The character can close the pit above his target(s), cutting off the air supply. Add Fill In. 87 Active Points; total cost 43 points.
- 4) Easy Pit:** Add Reduced Endurance (0 END; +½). 75 Active Points; total cost 37 points.

STONE HAND

Effect: Telekinesis (30 STR), Physical Manifestation
Target/Area Affected: One character
Duration: Constant
Range: 225"
END Cost: 4

Description: The character creates a hand from the very earth itself to carry things, smash his foes, and so forth.

Game Information: *Telekinesis (30 STR) (45 Active Points); Only Versus Targets Within 2" Of The Ground (-¼), Physical Manifestation (-¼). Total cost: 30 points.*

OPTIONS:

- 1) Stronger Hand:** Increase to Telekinesis (40 STR). 60 Active Points; total cost 40 points.
- 2) Weaker Hand:** Decrease to Telekinesis (20 STR). 30 Active Points; total cost 20 points.
- 3) Stone Arm:** The character can create a column or "arm" of stone large enough to reach nearly anything. Remove Only Versus Targets Within 2" Of The Ground (-¼). Total cost: 36 points.

DEFENSIVE POWERS

THE HEALING EARTH

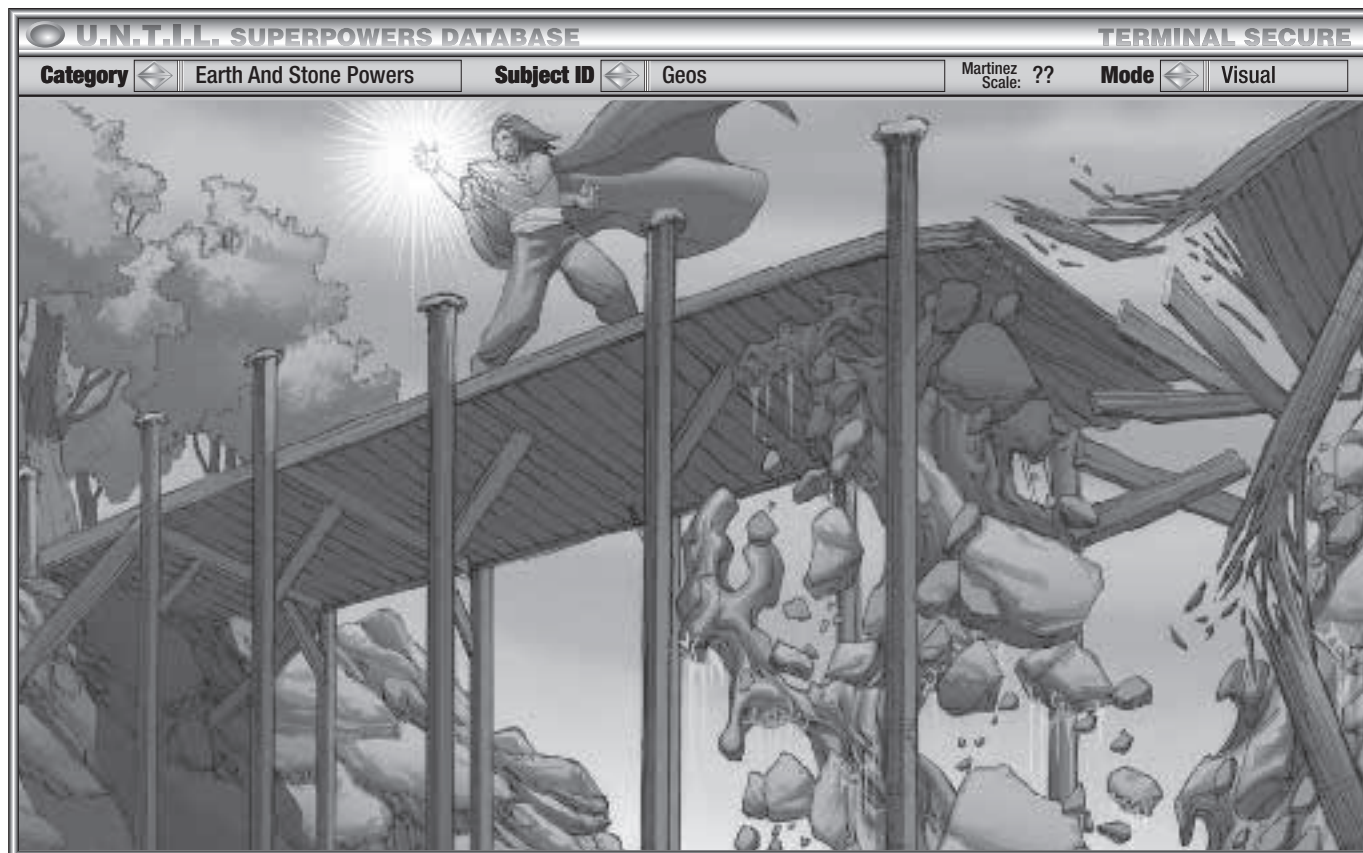
Effect: Healing BODY 3d6 (Regeneration)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's body heals any physical damage done to it as long as he remains in contact with the ground.

Game Information: *Healing BODY 3d6 (Regeneration; 3 BODY per Minute), Reduced Endurance (0 END; +½), Persistent (+½) (60 Active Points); Extra Time + Increased Time Increment (3 BODY/Minute; -1½), Self Only (-½), Only In Contact With The Ground (-¼). Total cost: 18 points.*

OPTIONS:

- 1) Strong Healing:** Increase to Healing BODY 4d6. 80 Active Points; total cost 25 points.
- 2) Weak Healing:** Decrease to Healing BODY 2d6. 40 Active Points; total cost 12 points.
- 3) Faster Healing:** Remove Increased Time Increment. Total cost: 20 points.
- 4) Slower Healing:** Increase Increased Time Increment to (3 BODY/Hour; -2¼). Total cost: 15 points.
- 5) Full Healing:** Add Can Heal Limbs. 70 Active Points; total cost 21 points.



MOVEMENT POWERS

BOULDER RIDING

Effect: Flight 10"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: Using his control over the stuff of the earth, the character can create a "platform" on which he can ride through the air.

Game Information: *Flight 10"* (20 Active Points); *Physical Manifestation* (-¼). Total cost 16 points.

OPTIONS:

- 1) **Faster Boulder-riding:** Increase to Flight 15". 30 Active Points; total cost 24 points.
- 2) **Slower Boulder-riding:** Decrease to Flight 8". 16 Active Points; total cost 13 points.
- 3) **Tiring Boulder-riding:** Moving a boulder with himself on it tires the character out quickly. Add Increased Endurance Cost (x3 END; -1). Total cost: 9 points.
- 4) **Effortless Boulder-riding:** The character's control over earth and stone allows him to move his boulder effortlessly. Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 24 points.
- 5) **Large Boulder I:** The character can move a boulder large enough to carry up to three other human-sized persons with him. Add Usable Simultaneously (up to 4 people at once; +¾) and Persons Affected Must Remain Within 2" Of Character Or Power Stops Working For Them (-½). 35 Active Points; total cost 20 points.
- 6) **Large Boulder II:** As Large Boulder I, but change to Usable Simultaneously (up to 8 people at once; +1). 40 Active Points; total cost 23 points.

SUBJECT ID: GEOS

"This picture shows a supervillain tentatively identified as using the codename Geos; he's active from Chicago westward to Nevada and south to the Mexican border; he's never been seen on the East or West Coasts. Here he can be seen using his powers to shore up a collapsing bridge, thus saving the lives of five people who were on the bridge when a battle between the Peacekeepers and a motley group of villains broke out. The lesson to be learned here: not all villains are unrepentantly evil or selfish; sometimes, with the right appeal to reason or sympathy, you can get them to help you... at least temporarily."

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

GRASP THE EARTH

Effect:	Clinging, Only Versus Earth Or Stone
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	1

Description: The character can hold himself fast against any surface made of earth or stone by making his feet or other body parts meld with them.

Game Information: *Clinging (normal STR +30) (20 Active Points); Costs Endurance (-½), Only Versus Earth Or Stone (-½). Total cost: 10 points.*

OPTIONS:

- 1) Strong Grasp:** Increase Clinging STR to normal STR +45. 25 Active Points; total cost 12 points.
- 2) Not So Strong Grasp:** Decrease Clinging STR to normal STR +15. 15 Active Points; total cost 7 points.
- 3) Easy Grasp:** Remove Costs Endurance (-½). Total cost: 13 points.

MISCELLANEOUS POWERS

THE SUSTAINING EARTH

Effect:	Life Support (Self-Contained Breathing), Only When In Contact With The Ground
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: As long as the character remains in physical contact with the ground, he can draw oxygen from it and doesn't need to breathe.

Game Information: *Life Support (Self-Contained Breathing) (10 Active Points); Only When In Contact With The Ground (-¼). Total cost: 8 points.*

OPTIONS:

- 1) Earth Sustenance:** The character also draws nutrition from the earth. Add Life Support (Diminished Eating: no need to eat). Total cost 3 points; total Active Cost of power 13 points; total cost of power 10 points.

SAND POWERS

SANDSTORM

Effect:	Change Environment, -3 to Sight Group PER Rolls
Target/Area Affected:	16" Radius
Duration:	Constant
Range:	155"
END Cost:	3

Description: The character can create a small but intense sandstorm. While it's not powerful enough to hurt anyone, all the sand in the air makes it difficult to see.

Game Information: *Change Environment 16" radius, -3 to Sight Group PER Rolls. Total cost: 31 points.*

OPTIONS:

- 1) Strong Sandstorm:** Increase to -5 to Sight Group PER Rolls. Total cost: 37 points.
- 2) Weak Sandstorm:** Decrease to -2 to Sight Group PER Rolls. Total cost: 28 points.
- 3) Large Sandstorm:** Increase to 64" radius. Total cost: 41 points.

ELECTRICITY POWERS



OFFENSIVE POWERS

ARC WELDING

Effect:	Major Transform 1d6 (fuse two metal objects together)
Target/Area Affected:	One object
Duration:	Constant
Range:	Touch
END Cost:	1

Description: The character can focus his control of electricity to generate a super-hot arc that welds two metal objects together. He has to know how to do it, though; the power takes the place of equipment, but doesn't provide the necessary skill.

Game Information: *Major Transform 1d6 (two pieces of metal into one, heals back by being broken or separated by force), Continuous (+1), Reduced Endurance (½ END; +¼) (34 Active Points); No Range (-½), Requires A PS: Arc Welder Roll (-¼). Total cost: 19 points.*

OPTIONS:

- 1) Stronger Arc Welding:** Increase to Major Transform 2d6. 67 Active Points; total cost 38 points.
- 2) Weaker Arc Welding:** Decrease to Major Transform ½d6. 22 Active Points; total cost 12 points.
- 3) Ranged Arc Welding:** Remove No Range (-½). Total cost: 27 points.
- 4) Tiring Arc Welding:** Remove Reduced Endurance (+¼). 30 Active Points; total cost 17 points.

CONTROLLABLE CHAIN LIGHTNING

Effect:	Energy Blast 8d6
Target/Area Affected:	4", Any Area
Duration:	Instant
Range:	450"
END Cost:	9

Description: The character can project a bolt of lightning that hits multiple targets in a given area of effect one after the other. The bolt hits the first target, then the second, and so on, and in the process it travels over or around any obstacles or targets the character wishes it to ignore.

Game Information: *Energy Blast 8d6, Area Of Effect (4" Any Area; +1), Selective (+¼). Total cost: 90 points.*

OPTIONS:

- 1) Strong Chain Lightning:** Increase to Energy Blast 10d6 and any 5". Total cost: 112 points.
- 2) Weak Chain Lightning:** Decrease to Energy Blast 6d6 and any 3". Total cost: 67 points.
- 3) Larger Chain Lightning I:** Increase to Area Of Effect (8" Any Area; +1¼). Total cost: 100 points.
- 4) Larger Chain Lightning II:** Increase to Area Of Effect (16" Any Area; +1½). Total cost: 110 points.
- 5) Short-Range Chain Lightning I:** The character can only project his bolt of chain lightning at targets up to 20" away. Add Limited Range (-¼). 90 Active Points; total cost 72 points.
- 6) Short-Range Chain Lightning II:** As Short-Range Chain Lightning I, but change to Reduced By Range (-¼). 90 Active Points; total cost 72 points.
- 7) Tiring Chain Lightning:** Using this power exhausts the character. Add Increased Endurance Cost (x2 END; -½). Total cost: 60 points.
- 8) Ongoing Chain Lightning:** The field of chain lightning lasts as long as the character wants to keep it up and pays END to do so. Add Continuous (+1). Total cost: 130 points.

ELECTRICAL BLOCKING

Effect:	Variable Power Pool for Drain/ Suppress
Target/Area Affected:	One character
Duration:	Instant
Range:	LOS
END Cost:	Varies

Description: By touching another person, the character can project a field of electricity throughout his body that makes it difficult or impossible for the victim to use some of his powers and/or Characteristics.

This is a very powerful ability, one the GM should review and approve before it enters the game. Some GMs may prefer that characters buy a Multipower of pre-defined Electrical Blocking effects instead.

Game Information: *Variable Power Pool (Electrical Blocking Pool), 40 base + 20 control cost; Only For Drains And Suppresses (-1), No Range (-½). 40 + 20 = 60 Active Points; total cost 40 + 8 = 48 points.*

OPTIONS:

- 1) Larger Pool:** Increase to 60 base + 30 control cost. Active Points 60 + 30 = 90; total cost 60 + 12 = 72 points.
- 2) Smaller Pool:** Decrease to 30 base + 15 control cost. Active Points 30 + 15 = 45; total cost 30 + 6 = 36 points.

IONIZE

Effect:	-5 DCV
Target/Area Affected:	One character
Duration:	Constant
Range:	185"
END Cost:	4

Description: The character can electrically charge an opponent's body, making him easier to hit with electrical, magnetic, or metal-based attacks.

This power requires the GM's permission, since it uses the optional rules for Negative Combat Skill Levels.

Game Information: *Negative Combat Skill Levels (-5 to opponent's DCV), Ranged (+½) (37 Active Points); Only Applies Versus Electricity, Magnetism, And Metal Attacks (-½). Total cost: 25 points.*

OPTIONS:

- 1) Heavy Ionization:** Increase to -8 DCV. 60 Active Points; total cost 40 points.
- 2) Light Ionization:** Decrease to -3 DCV. 22 Active Points; total cost 15 points.
- 3) Accurate Ionization:** The character can ionize any target within view, regardless of distance. Add Line Of Sight (+½). 50 Active Points; total cost 33 points.
- 4) Ionize Variant:** This version of Ionize uses Change Environment instead of the optional rule for Negative Combat Skill Levels. Change Environment 8" radius, -5 DCV (40 Active Points); Only Applies Versus Electricity, Magnetism, And Metal Attacks (-½). Total cost: 27 points.

TOUCH OFF

Effect:	RKA 3d6, Requires Explosives
Target/Area Affected:	1" Radius
Duration:	Instant
Range:	335"
END Cost:	7

Description: The character sends a mild pulse of electricity coursing over a person's body. Anything explosive on his person — grenades, gunpowder in bullets, plastic explosives, dynamite — detonates from the heat and the charge. The explosion may hurt other people nearby.

The GM should consider scaling the damage of this power based on the amount of explosive substances present on the target's body. For example, if the target just has a clip full of bullets, maybe he takes a maximum of 1 BODY per bullet or the total rolled on the damage roll, whichever is less.

Technically this power should include a Linked Drain to deprive the target of his Charges (bullets, explosives, and the like). If desired, the GM can build that effect similar to the *Legion Of Attackers* ability on page 154 of *The UNTIL Superpower Database* and add it to this power.

Game Information: *RKA 3d6, Area Of Effect (One Hex; +½) (67 Active Points); Requires Explosive Substances (-1). Total cost: 33 points.*

OPTIONS:

- 1) Bigger Ka-boom:** Increase to RKA 5d6. 112 Active Points; total cost 56 points.
- 2) Smaller Ka-boom:** Decrease to RKA 2d6. 45 Active Points; total cost 22 points.

EMOTION CONTROL



OFFENSIVE POWERS

CRIPPLING DEPRESSION

Effect: Entangle 3d6, 3 DEF, BOECV
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 7

Description: This power allows a character to inflict on another character a depression so profound that it causes quasi-catatonic inability to get up the willpower to do anything. Only strong-willed characters can overcome the effect and break free.

Game Information: *Entangle 3d6, 3 DEF, Based On ECV (Mental Defense applies; +1), Takes No Damage From Physical Attacks (+¼), Works Against EGO, Not STR (+¼) (75 Active Points); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼). Total cost: 43 points.*

OPTIONS:

- 1) **Strong Depression I:** Increase to Entangle 5d6, 5 DEF. 125 Active Points; total cost 71 points.
- 2) **Strong Depression II:** Increase to Entangle 3d6, 6 DEF. 112 Active Points; total cost 64 points.
- 3) **Weak Depression:** Decrease to Entangle 2d6, 2 DEF. 50 Active Points; total cost 28 points.

EMPATHIC PROJECTION FIELD

Effect: Mind Control 12d6
Target/Area Affected: 30" radius around user
Duration: Constant
Range: No Range
END Cost: None


Description: A character with this power can broadcast his current emotional state to everyone around him, causing them to feel the same way he does.

Game Information: *Mind Control 12d6, Telepathic (+¼), Explosion (lose 1d6 of effect per 2"; +¾), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (165 Active Points); No Range (-½), Limited Set Of Commands (only whatever emotion the user feels at the time, -½). Total cost: 82 points.*

OPTIONS:

- 1) **Strong Field:** Increase to Mind Control 16d6. 220 Active Points; total cost 110 points.
- 2) **Weak Field:** Decrease to Mind Control 10d6. 137 Active Points; total cost 68 points.
- 3) **Larger Field:** Increase Explosion to -1d6 per 3" (+1). 180 Active Points; total cost 90 points.
- 4) **Perpetual Uncontrollable Field:** The character always broadcasts his emotions; he can't control himself. Change to Mind Control 14d6 (standard Effect: 42 points), Telepathic (+¼), Explosion (lose 1d6 of effect per 2"; +¾), Mobile (+1), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Persistent (+½) (297 Active Points); Always On (-½), No Range (-½), Limited Set Of Commands (only whatever emotion the user feels at the time, -½). Total cost: 119 points.

U.N.T.I.L. SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	Emotion Control	Subject ID	Hypnos
		Martinez Scale:	6
		Mode	Visual



SUBJECT ID: HYPNOS

“The supercriminals of PSI are particularly dangerous because they often seem to develop new ones over time. The mind controller Hypnos was recently observed to be using his powers to alter the emotions of a small crowd of individuals. UNTIL agents from my command had responded to an alarm and found PSI engaged in a robbery. To cover the group’s escape, Hypnos used his powers to cause nearby onlookers to feel intense rage toward UNTIL personnel. According to the reports of the agents on the scene, Hypnos was clearly affecting his targets’ emotions rather than controlling them directly. Fortunately, the agents were able to subdue the civilians without harming them... but PSI escaped.”

—From a report by Major Richard Kemal to his superiors

SOCIAL CHAMELEON

Effect: +6 with Interaction Skills
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character possesses innate empathic powers that allow him to “attune” himself to anyone he’s interacting with. As a result, he always seems friendly, fascinating, sympathetic, interesting, intimidating, sexy, or whatever else the other person is looking for or is most in need of at the moment.

Game Information: +6 with Interaction Skills. Total cost: 30 points.

OPTIONS:

- 1) **Strong Chameleon:** Increase to +8 with Interaction Skills. Total cost: 40 points.
- 2) **Weak Chameleon:** Decrease to +4 with Interaction Skills. Total cost: 20 points.
- 3) **Active Chameleon:** The character has to actively invoke this power; it’s not a subconscious thing. Add Costs Endurance (-½). 30 Active Points; total cost 20 points.

DEFENSIVE POWERS

CALM Demeanor

Effect: Succor PRE 6d6
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3


Description: A character with this power can enhance his courage and strengthen his will so he can resist the effects of fear and intimidation.

Game Information: Succor PRE 6d6 (30 Active Points); Only To Resist Presence Attacks And Other Attacks Based On Fear (-1), Self Only (-½). Total cost: 12 points.

OPTIONS:

- 1) **Great Calm:** Increase to Succor PRE 9d6. 45 Active Points; total cost 18 points.
- 2) **Lesser Calm:** Decrease to Succor PRE 3d6. 15 Active Points; total cost 6 points.
- 3) **Share The Calm I:** The character can instill the sense of calm in someone else, usually an ally. Remove Self Only (-½). Total cost: 15 points.

ENERGY MANIPULATION



Most characters with energy projection powers have the ability to manipulate a defined type or types of energy phenomena, such as Electricity, Fire/Heat, Ice/Cold, Radiation, or Sonics. However, in the worlds of *Champions*, many other types of energy exist that have no place in real-world physics. These include quasi-defined energies like “pulsar rays” to even more nebulous types such as “cosmic energy.” Some energy projectors have powers based on this “generally”-defined energy, rather than an actual type of energy like Electricity or Fire. In the *Champions* Universe, Sapphire and Pulsar are two examples.

Energy Manipulation represents these sort of “general” energy powers, ones without any specific connection to real-world forms of energy. As such they make good generic “templates” for any sort of energy projector, and could be adopted by characters who control actual forms of energy with a simple change in special effect. Similarly, characters with Energy Manipulation powers can look at other energy-based power sets for powers they can “borrow” and redefine to fit their own backgrounds.

OFFENSIVE POWERS

Characters with Energy Manipulation are well-known (and often well-feared) for their ability to project bolts of energy and otherwise wield their powers for offensive effect and tactical advantage. For the sake of simplicity, the powers in this section are mostly written up using Energy Blast, but you can substitute the equivalent Damage Classes in RKA if you prefer (or in addition, as a slot in a Multipower with the EB-based form of a power).

ENERGY BOLT

Effect:	Energy Blast 10d6
Target/Area Affected:	One character
Duration:	Instant
Range:	250”
END Cost:	5

Description: This most basic of Energy Manipulation powers allows the character to project a bolt of energy powerful enough to cause significant injury.

Game Information: *Energy Blast 10d6. Total cost: 50 points.*

OPTIONS:

- 1) Strong Bolt:** Increase to Energy Blast 12d6. Total cost: 60 points.
- 2) Weak Bolt:** Decrease to Energy Blast 8d6. Total cost: 40 points.

3) Untiring Bolt: The character can project Energy Bolt after Energy Bolt without tiring. Add Reduced Endurance (0 END; +½). Total cost: 75 points.

4) Piercing Bolt I: The character’s Energy Bolt burns so hot and fierce that it cuts through defenses easily. Add Armor Piercing (+½). Total cost: 75 points.

5) Piercing Bolt II: Few characters can resist the effects of the character’s powerful Energy Bolt, regardless of the strength of their defenses. Add Penetrating (+½). Total cost: 75 points.

6) Long-Range Bolt: The character can easily hit distant targets with his Energy Bolt. Add No Range Modifier (+½). Total cost: 75 points.

7) Eyebolt: The character fires his Energy Bolt from his eyes, making it easy to hit even distant targets. Add Line Of Sight (+½). Total cost: 75 points.

8) Multiphasic Bolt: The character’s Energy Bolt contains so many wavelengths of energy that it can even affect intangible targets. Add Affects Desolidified (+½). Total cost: 75 points.

9) Energy Lash: Instead of a bolt, the character’s energy is more in the form of a tendril or whip he can wield by hand. Add Limited Range (10”; -¼). 50 Active Points; total cost 40 points.

10) Pulsed Bolt: The character can fire multiple Energy Bolts at once. Add Autofire (5 shots; +½). Total cost: 75 points.

11) Accurate Bolt: The character rarely misses with his Energy Bolt. Add Area Of Effect (One Hex Accurate; +½). Total cost: 75 points.

12) Multipoint Bolt: The character usually projects his Energy Bolt from his hand, but can do so from any point on his body — eyes, forehead, chest, mouth, you name it. Add Indirect (+¼). Total cost: 62 points.

13) Irresistible Bolt I: Few characters can resist the stunning force of the character’s Energy Bolt. Reduce to Energy Blast 5d6 and add NND (defense is Power Defense; +1). Total cost: 50 points.

14) Irresistible Bolt II: Even characters with Power Defense feel the stunning effects of the character’s Energy Bolt. Reduce to Energy Blast 5d6 and add AVLD (defense is Power Defense; +1½). Total cost: 62 points.

15) Brightbolt: The character’s Energy Bolt is so bright that it can blind as well as injure. Add Sight Group Flash 5d6 (25 Active Points); Linked (-½) (total cost: 17 points). 50 + 25 = 75 Active Points; total cost 50 + 17 = 67 points.

16) Sacrifice Bolt: The power for the Energy Bolt comes from the energy that infuses the character's body, temporarily reducing that energy (and thus his life force). Add Side Effects (character suffers a Drain BODY 1 point for every die of Energy Blast used [*i.e.*, -1 BODY per Energy Blast 2d6], always occurs; -½). 50 Active Points; total cost 33 points.

ENERGY CONE

Effect: Energy Blast 8d6
Target/Area Affected: 9" Cone
Duration: Instant
Range: No Range
END Cost: 8

Description: The character can project a blast of energy in the form of a large cone, thus allowing him to hit many targets at once.

Game Information: *Energy Blast 8d6, Area Of Effect (9" Cone; +1). Total cost: 80 points.*

OPTIONS:

- 1) **Strong Cone:** Increase to Energy Blast 10d6. Total cost: 100 points.
- 2) **Weak Cone:** Decrease to Energy Blast 6d6. Total cost: 60 points.
- 3) **Larger Cone:** Increase to Area Of Effect (18" Cone; +1¼). Total cost: 90 points.

ENERGY HAND

Effect: Telekinesis (30 STR)
Target/Area Affected: One character
Duration: Constant
Range: 225"
END Cost: 4

Description: The character can create a large hand (or talon, or like appendage) out of pure energy. The hand has enough cohesion to pick up and move objects and people without the character having to physically touch them.

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

OPTIONS:

- 1) **Strong Hand:** Increase to Telekinesis (40 STR). Total cost: 60 points.
- 2) **Weak Hand:** Decrease to Telekinesis (20 STR). Total cost: 30 points.
- 3) **Burning Hand:** The character may, if he desires, increase the power of the energy in the hand so that it burns whatever it holds. Add Energy Blast 8d6 (40 Active Points); Linked (Instant Power can be used in any Phase Constant Power is active; -¼), No Knockback (-¼) (total cost: 27 points). 45 + 40 = 85 Active Points; total cost 45 + 27 = 72 points.

ENERGY LEECHING

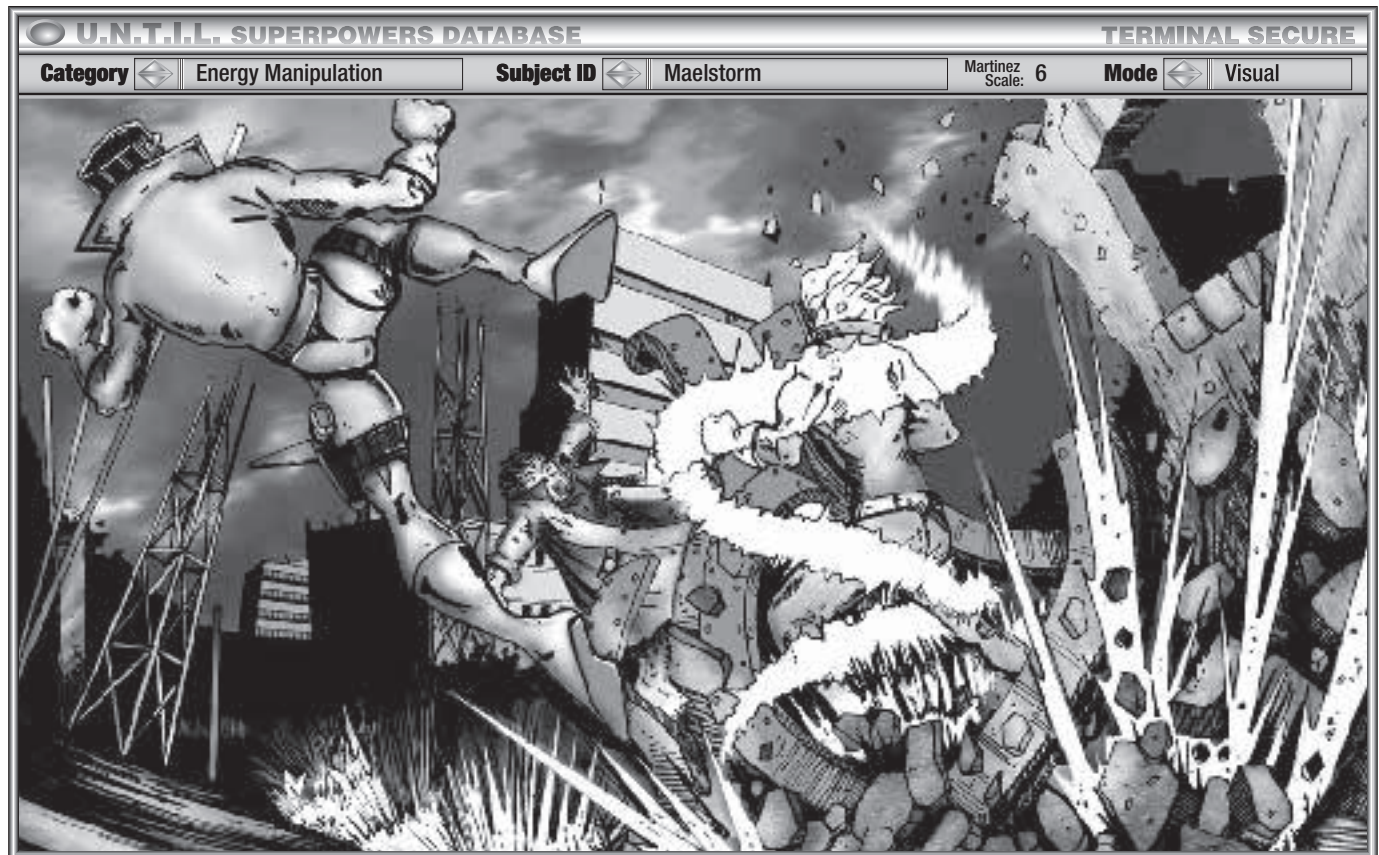
Effect: Drain Energy Powers 3d6
Target/Area Affected: One character
Duration: Instant
Range: 190"
END Cost: 5

Description: The character has the ability to drain the power from other energy powers. Typically this only works against other Energy Manipulation abilities, but at the GM's option it can affect any type of "energy," including forms such as Fire/Heat, Ice/Cold, Electricity, and so forth.

Game Information: *Drain Energy Powers 3d6, any Energy Power one at a time (+¼), Ranged (+½). Total cost: 52 points.*

OPTIONS:

- 1) **Strong Leeching:** Increase to Drain Energy Powers 4d6. Total cost: 70 points.
- 2) **Weak Leeching:** Decrease to Drain Energy Powers 2d6. Total cost: 35 points.
- 3) **Expanded Leeching I:** The character can drain two Energy Powers simultaneously. Change to any two Energy Powers at once (+½). Total cost: 60 points.
- 4) **Expanded Leeching II:** The character can drain four Energy Powers simultaneously. Change to any four Energy Powers at once (+1). Total cost: 75 points.
- 5) **Expanded Leeching III:** The character can drain all Energy Powers simultaneously. Change to all Energy Powers at once (+2). Total cost: 105 points.
- 6) **Long-Lasting Leeching I:** The effects of the character's Leeching last longer than normal. Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). Total cost: 67 points.
- 7) **Long-Lasting Leeching II:** The effects of the character's Leeching last a lot longer than normal. Add Delayed Return Rate (points return at the rate of 5 per 1 Hour; +1). Total cost: 82 points.
- 8) **Leeching Touch:** The character has to touch a source of energy to leech it away. Remove Ranged (+½). Total cost: 37 points.
- 9) **Energy Transfer:** The character doesn't just leech energy away — he absorbs it into himself, thus making himself stronger. Change to Transfer Energy Powers 3d6, any one Energy Power at a time to character's STUN (+¼), Ranged (+½). Total cost: 79 points.

**ENERGY MAELSTROM**

Effect: Energy Blast 8d6, Personal Immunity
Target/Area Affected: 11" Radius
Duration: Constant
Range: No Range
END Cost: 0

Description: The character can surround his body with a swirling maelstrom of deadly energy that harms anyone and anything that comes within about 70 feet of him.

Game Information: Energy Blast 8d6, Area Of Effect (11" Radius; +1), Continuous (+1), Personal Immunity (+¼), Reduced Endurance (0 END; +½) (150 Active Points); No Range (-½). Total cost: 100 points.

OPTIONS:

- 1) **Strong Maelstrom:** Increase to Energy Blast 10d6. 187 Active Points; total cost 125 points.
- 2) **Weak Maelstrom:** Decrease to Energy Blast 6d6. 112 Active Points; total cost 75 points.
- 3) **Wielding The Maelstrom I:** The character isn't limited to keeping the Maelstrom around himself; he can use it on distant targets. Remove No Range (-½). Total cost: 150 points.
- 4) **Wielding The Maelstrom II:** As Wielding The Maelstrom I, but after the character attacks a location with the Maelstrom, he can move the Maelstrom around. Add Mobile (+1). Total cost: 190 points.

ENERGY SHEATH

Effect: Energy Blast 8d6, Damage Shield
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 10

Description: The character can surround his body with a field or "sheath" of energy that harms anyone who touches him, or whom he Grabs.

Game Information: Energy Blast 8d6, Continuous (+1), Damage Shield (+½). Total cost: 100 points.

OPTIONS:

- 1) **Strong Sheath:** Increase to Energy Blast 10d6. Total cost: 125 points.
- 2) **Weak Sheath:** Decrease to Energy Blast 6d6. Total cost: 75 points.
- 3) **Combat Sheath:** The character can inflict his Sheath's damage on other characters by punching or otherwise touching them. Change to Damage Shield (+¾). Total cost: 110 points.
- 4) **Untiring Sheath:** Maintaining his Sheath doesn't tire the character out. Add Reduced Endurance (0 END; +½). Total cost: 120 points.

**SUBJECT ID:
MAELSTROM**

"This photograph shows the supercriminal Maelstrom using his trademark power, a field of energy that swirls around him, affecting everyone and everything nearby. It's not the most powerful such field in the Superhuman World, but it definitely makes things tough on his opponents — here, the martial artist Nightwind and the simian super-scientist Dr. Silverback. It also makes it difficult to restrain or capture him without knocking him out; agents fighting him should be instructed to keep their distance and fight him with blaster rifles until he's been subdued."

—Superhuman Combat Analysis Report (SCAR) filed by Agent Jarno Manninen

ENERGY TENDRIL

Effect: Energy Blast 8d6, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character's control over the energy he generates is so great that he can project a bolt of energy in the form of a tendril that can arc around corners or over obstacles, strike the target from behind, and so forth.

Game Information: *Energy Blast 8d6, Indirect (always originates with character, but can strike target from any angle; +½). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Tendril:** Increase to Energy Blast 10d6. Total cost: 75 points.
- 2) **Weak Tendril:** Decrease to Energy Blast 6d6. Total cost: 45 points.
- 3) **Untiring Tendril:** Generating the Tendril doesn't tire the character out at all. Add Reduced Endurance (0 END; +½). Total cost: 80 points.
- 4) **Piercing Tendril:** The Tendril can penetrate defenses more easily than normal. Add Armor Piercing (+½). Total cost: 80 points.
- 5) **Short-Range Tendril:** The character can only affect targets within 40" with his Tendril. Add Limited Range (40"; -¼). 60 Active Points; total cost 48 points.
- 6) **Multipoint Tendril:** The character can generate the Tendril from any point on his body. Add another Indirect (+¼). Total cost: 70 points.

MEGA-BOLT

Effect: Energy Blast 20d6
Target/Area Affected: One character
Duration: Instant
Range: 500"
END Cost: 22 for all 20d6

Description: By expending a great deal of his personal energy, the character can project a massively powerful bolt of energy.

Game Information: *Energy Blast 8d6 (total cost: 40 points) plus Energy Blast +4d6 (20 Active Points); Increased Endurance Cost (x2 END; -½) (total cost: 13 points) plus Energy Blast +4d6 (20 Active Points); Increased Endurance Cost (x3 END; -1) (total cost: 10 points) plus Energy Blast +4d6 (20 Active Points); Increased Endurance Cost (x4 END; -1½) (total cost: 8 points). Total cost: 71 points.*

OPTIONS:

- 1) **Strong Mega-Bolt:** Add plus Energy Blast +4d6 (20 Active Points); Increased Endurance Cost (x5 END; -2) (total cost: 7 points). Total cost: 78 points.

POWER PUNCH

Effect: HA +5d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 2

Description: The character can use his energy powers to augment the force of his punch. This is Energy damage.

Game Information: *HA +5d6 (25 Active Points); Hand-To-Hand Attack (-½). Total cost: 17 points.*

OPTIONS:

- 1) **Strong Power Punch:** Increase to HA +6d6. 30 Active Points; total cost 20 points.
- 2) **Weak Power Punch:** Decrease to HA +2d6. 10 Active Points; total cost 7 points.
- 3) **Bright Power Punch:** The flare of energy from the character's punch temporarily blinds his opponent. Add Sight Group Flash 4d6 (20 Active Points); No Range (-½), Linked (-½) (total cost: 10 points). 25 + 20 = 45 Active Points; total cost 17 + 10 = 27 points.

POWER-BLAST

Effect: Energy Blast 8d6, Double Knockback
Target/Area Affected: One character
Duration: Instant
Range: 350"
END Cost: 7

Description: The character can project a bolt of energy so powerful that it usually knocks the target head over heels.

Game Information: *Energy Blast 8d6, Double Knockback (+¾). Total cost: 70 points.*

OPTIONS:

- 1) **Strong Power-Blast:** Increase to Energy Blast 10d6. Total cost: 87 points.
- 2) **Weak Power-Blast:** Decrease to Energy Blast 6d6. Total cost: 52 points.
- 3) **Long-Range Power-Blast:** Even better, the character can easily hit distant targets with his Power-Blast. Add No Range Modifier (+½). Total cost: 90 points.

UNIFIED FIELD BOLT

Effect: Energy Blast 10d6, Variable Special Effects (any energy)
Target/Area Affected: One character
Duration: Instant
Range: 375"
END Cost: 7

Description: The character's control over energy is so great that he can alter the type of energy his bolt manifests as from Phase to Phase. While he can't create any physical effects (*i.e.*, any Energy Blast that would work against PD), the entire range of energy effects is open to him — he could project a blast of fire one Phase, a bolt of ice and cold the next, and a sonic bolt the next.

Game Information: *Energy Blast 10d6, Variable Special Effects (any type of energy; +½). Total cost: 75 points.*

OPTIONS:

- 1) **Strong Bolt:** Increase to Energy Blast 12d6. Total cost: 90 points.
- 2) **Weak Bolt:** Decrease to Energy Blast 8d6. Total cost: 60 points.

DEFENSIVE POWERS

ENERGETIC MIND

Effect: Mental Defense (10 points + EGO/5)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The energy that infuses the character's body also infuses his mind, making it more difficult than normal to attack or contact with Mental Powers.

Game Information: *Mental Defense (10 points + EGO/5). Total cost: 10 points.*

OPTIONS:

- 1) **Strong Mind:** Increase to Mental Defense (15 points + EGO/5). Total cost: 15 points.
- 2) **Weak Mind:** Decrease to Mental Defense (6 points + EGO/5). Total cost: 6 points.

ENERGY COHESION

Effect: Power Defense (20 points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's energy powers are so strong and cohesive that they more easily resist the effects of attacks that try to drain or alter them.

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

OPTIONS:

- 1) **Strong Cohesion:** Increase to Power Defense (25 points). Total cost: 25 points.
- 2) **Weak Cohesion:** Decrease to Power Defense (15 points). Total cost: 15 points.

ENERGY POINT DEFENSE

Effect: Missile Deflection (all Ranged attacks)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can reflexively use his energy projection powers to shoot physical missiles out of the air, and block incoming energy bolts with energy bolts of his own.

Game Information: *Missile Deflection (all Ranged attacks) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Point Defense:** The character can also Deflect Ranged attacks at Range. Add Range (+1). 40 Active Points; total cost 27 points.

ENERGY SHIELD

Effect: Force Field (15 PD/25 ED)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can use his energy powers to create a protective field around himself. The field is more effective against energy attacks.

Game Information: *Force Field (15 PD/25 ED). Total cost: 40 points.*

OPTIONS:

- 1) **Strong Energy Shield:** Increase to Force Field (20 PD/30 ED). Total cost: 50 points.
- 2) **Weak Energy Shield:** Decrease to Force Field (12 PD/18 ED). Total cost: 30 points.

ENERGY WALL

Effect: Force Wall (6 PD/10 ED; 3" long)
Target/Area Affected: Varies
Duration: Constant
Range: 220"
END Cost: 4

Description: The character can create a barrier of energy to shield himself (and sometimes his comrades) from attack.

Game Information: *Force Wall (6 PD/10 ED; 3" long). Total cost: 44 points.*

OPTIONS:

- 1) **Strong Energy Wall:** Increase to Force Wall (8 PD/12 ED; 5" long and 2" tall). Total cost: 60 points.
- 2) **Weak Energy Wall:** Decrease to Force Wall (4 PD/8 ED; 3" long). Total cost: 34 points.
- 3) **Larger Energy Wall:** Add +2" length and +1" height. Total cost: 50 points.

EYES OF ENERGY

Effect: Sight Group Flash Defense (15 points)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The energy that infuses the character's body also infuses his eyes, making it more difficult than normal to blind him with bright flares of light and the like.

Game Information: *Sight Group Flash Defense (15 points). Total cost: 15 points.*

OPTIONS:

- 1) **Strong Eyes:** Increase to Sight Group Flash Defense (20 points). Total cost: 20 points.
- 2) **Weak Eyes:** Decrease to Sight Group Flash Defense (10 points). Total cost: 10 points.

MOVEMENT POWERS

ENERGY SWINGLINE

Effect: Swinging 20"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character can create a line of pure energy and use it to swing on.

Game Information: *Swinging 20". Total cost: 20 points.*

OPTIONS:

- 1) **Strong Swingline:** Increase to Swinging 25". Total cost: 25 points.
- 2) **Weak Swingline:** Decrease to Swinging 15". Total cost: 15 points.

POWER-FLIGHT

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

Description: The character can use his energy powers to propel himself through the air.

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

OPTIONS:

- 1) **Strong Flight:** Increase to Flight 25". Total cost: 50 points.
- 2) **Weak Flight:** Decrease to Flight 15". Total cost: 30 points.
- 3) **Swift Flight:** The character can fly at high speeds if necessary. Increase to x8 Noncombat. Total cost: 50 points.
- 4) **Agile Flight:** The character's energy powers provide him with great control over his Flight, allowing him to turn on a dime. Add No Turn Mode (+¼). Total cost: 50 points.

SENSORY POWERS

ENERGIZED EYES

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

Description: Energy infuses the character's eyes, making them more powerful than normal (and even able to see things normal human eyes cannot). The character may buy as many of the powers listed below as he wishes.

Game Information:

Cost Power

- 12 *Augmented Eyes:* +8 versus Range for Sight Group
- 5 *See Infrared Energy:* Infrared Perception (Sight Group)
- 3 *See Sonic Energy:* Ultrasonic Perception (Sight Group)
- 5 *See Ultraviolet Energy:* Ultraviolet Perception (Sight Group)
- 10 *X-Ray Vision:* N-Ray Perception (Sight Group) (cannot see through lead, gold, Force Fields, or Force Walls)

SENSE ENERGY FIELDS

Effect:	Detect Energy Fields, Discriminatory, Range, Sense
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's Energy Manipulation powers attune him to the presence and nature of energy fields in general, allowing him to perceive when energy fields are near. He can distinguish the type of energy (e.g., magnetic, electric, pulson, sonic...), and to some extent the strength and quality of the field.

Game Information: *Detect Energy Fields (INT Roll) (no Sense Group), Discriminatory, Range, Sense. Total cost: 22 points.*

OPTIONS:

- 1) **Strong Sense:** Add +3 PER. Total cost: 25 points.
- 2) **Weak Sense:** Remove Discriminatory. Total cost: 17 points.
- 3) **Enhanced Sense Energy Fields:** The character can tell precisely what sort of energy field he's perceiving, how strong it is, and its general qualities. Add Analyze. Total cost: 27 points.
- 4) **Combat Sense Energy Fields:** The character can use his energy perception to target attacks. Add Targeting. Total cost: 32 points.

5) **Universal Sense Energy Fields:** The character's ability to perceive energy is omni-directional. Add Increased Arc Of Perception (360 Degrees). Total cost: 27 points.

6) **Tiring Sense Energy Fields:** Using this power can tire the character out. Add Costs Endurance (-½). 22 Active Points; total cost 15 points.

MISCELLANEOUS POWERS

BODY OF ENERGY

Effect:	Various powers related to having a body made of energy
Target/Area Affected:	Varies
Duration:	Varies
Range:	Varies
END Cost:	Varies

Description: The character's body is made of pure energy, giving him a variety of powers. The character may buy as many of the powers listed below as he wishes. Any of the other Energy Manipulation powers would also be appropriate.

Game Information:

Cost Power

- 40 *Pure Energy Form:* Desolidification (affected by any form of energy)
- 45 *Pure Energy Form:* Life Support (Total)
- 93 *True Energy Sheath:* Energy Blast 8d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½) (140 Active Points); Always On (-½)
- 53 *True Energy Shield:* Force Field (15 PD/25 ED), Reduced Endurance (0 END; +½), Persistent (+½) (80 Active Points); Always On (-½)

ENERGY ABSORPTION


Effect:	Absorption 8d6 (to STUN)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: The character has the power to absorb any form of energy, using it to increase his own resilience. Typically he Absorbs the power from other superhumans' energy attacks, but he can also Absorb from things like ordinary household current if necessary (see pages 444-45 of the *HERO System 5th Edition, Revised*).

This power write-up assigns the Absorbed points to STUN, but you can specify some other Characteristic or Power if you wish. Endurance, or an Endurance Reserve, is an obvious candidate; so is increasing the power of various attacks.

Game Information: *Absorption 8d6 (energy; to STUN). Total cost: 40 points.*

U.N.T.I.L. SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	Energy Manipulation	Subject ID	Stormfront
		Martinez Scale: 8?	Mode
			Visual



SUBJECT ID: STORMFRONT

“This picture, taken by an agent riding in a Sigurd during a battle between the Champions and a large group of villains in which the heroes contacted UNTIL for support and assistance, shows the supervillain Stormfront. Well-known for his extensive weather-manipulation powers, Stormfront appears to have expanded his portfolio to include limited electricity manipulation. As shown here, during the battle he created a storm, then voluntarily exposed himself to lightning strikes which vastly increased the strength of the lightning bolts he can project from his hands. Agents fighting him should be alert for this tactic; it takes time for him to absorb the thunderbolt’s power, during which he may be vulnerable to counterattack.”

—Excerpt from the
UNTIL Weekly Super-criminal Defense Bulletin

OPTIONS:

- 1) **Strong Absorption:** Increase to Absorption 12d6. Total cost: 60 points.
- 2) **Weak Absorption:** Decrease to Absorption 6d6. Total cost: 30 points.
- 3) **Long-Lasting Power:** The STUN gained from the character’s Absorption fades at a much slower rate than normal. Add Delayed Return Rate (points fade at the rate of 5 per Minute; +¼). Total cost: 50 points.
- 4) **Greater Absorption:** The character’s capacity for Absorption is much greater than normal. Add Can Absorb Maximum Of 72 Points’ Worth Of Energy. Total cost: 52 points.

ENERGY RESERVES

Effect:	Endurance Reserve (100 END, 10 REC)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character’s body stores the energy that fuels his powers.

Game Information: *Endurance Reserve (100 END, 10 REC). Total cost: 20 points.*

OPTIONS:

- 1) **Greater Reserves:** Increase to Endurance Reserve (150 END, 10 REC). Total cost: 25 points.
- 2) **Smaller Reserves:** Decrease to Endurance Reserve (50 END, 10 REC). Total cost: 15 points.
- 3) **Faster Recovery:** Increase to Endurance Reserve (100 END, 15 REC). Total cost: 25 points.
- 4) **Much Faster Recovery:** Increase to Endurance Reserve (100 END, 25 REC). Total cost: 35 points.
- 5) **Slower Recovery:** Decrease to Endurance Reserve (100 END, 5 REC). Total cost: 15 points.

FIRE AND HEAT POWERS



OFFENSIVE POWERS

DESSICATION FIELD

Effect: Drain Water Powers 2d6
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 7

Description: The character can create a tiny “field” of focused heat around a character so intense that it inhibits all of the target’s water-based powers.

Game Information: *Drain Water Powers 2d6, all Water powers simultaneously (+2), Ranged (+½). Total cost: 70 points.*

OPTIONS:

- 1) Intense Dessication:** Increase to Drain Water Powers 3d6. Total cost: 105 points.
- 2) Weak Dessication:** Decrease to Drain Water Powers 1d6. Total cost: 35 points.
- 3) Dessication Touch:** Remove Ranged (+½). Total cost: 60 points.
- 4) Dessication Effect:** The Dessication Field continues to affect the target as long as the character wills it (and pays END). Reduce to Drain Water Powers 1d6 and add Continuous (+1). Total cost: 45 points.
- 5) Dessication Zone:** The character can affect multiple water-powered characters at once. Add Reduce to Drain Water Powers 1d6 and add Area Of Effect (4” Radius; +1). Total cost: 45 points.

FLY IN THE AMBER

Effect: Entangle 4d6, 6 DEF
Target/Area Affected: One Hex
Duration: Instant
Range: 375"
END Cost: 7

Description: The character uses heat to melt the ground underneath his target. After the target sinks in the molten area, the heat is quickly withdrawn causing the target to be trapped in the now hardened ground (but without suffering any significant burns).

Game Information: *Entangle 4d6, 6 DEF, Area Of Effect (One Hex; +½) (75 Active Points); Only Affects Targets On The Ground (-¼), Cannot Form Barriers (-¼). Total cost: 50 points.*

OPTIONS:

- 1) Heavy Amber:** Increase to Entangle 6d6, 6 DEF. Total cost: 60 points
- 2) Slow Cooling:** The character does not completely cool the molten area. Add RKA 1d6, Continuous (+1), Uncontrolled (lasts for 2d6 Segments or until character is freed from Entangle; +½) (37 Active Points); Linked (-½). Total cost: 25 points; total cost for the overall power 50 + 25 = 75 points.

TOUCH OFF

Effect: RKA 3d6, Requires Explosives
Target/Area Affected: 1” Radius
Duration: Instant
Range: 335"
END Cost: 7

Description: The character sends a mild flash of fire coursing over a person’s body. Anything explosive on his person — grenades, gunpowder in bullets, firecrackers, dynamite — detonates from the heat and flame. The explosion may hurt other people nearby.

The GM should consider scaling the damage of this power based on the amount of explosive substances present on the target’s body. For example, if the target just has a clip full of bullets, maybe he takes a maximum of 1 BODY per bullet or the total rolled on the damage roll, whichever is less.

Technically this power should include a Linked Drain to deprive the target of his Charges (bullets, explosives, and the like). If desired, the GM can build that effect similar to the *Legion Of Attackers* ability on page 154 of *The UNTIL Superpower Database* and add it to this power.

Game Information: *RKA 3d6, Area Of Effect (One Hex; +½) (67 Active Points); Requires Explosive Substances (-1). Total cost: 33 points.*

OPTIONS:

- 1) Bigger Ka-boom:** Increase to RKA 5d6. 112 Active Points; total cost 56 points.
- 2) Smaller Ka-boom:** Decrease to RKA 2d6. 45 Active Points; total cost 22 points.

WELDING

Effect:	Major Transform 1d6 (fuse two metal objects together)
Target/Area Affected:	One object
Duration:	Constant
Range:	Touch
END Cost:	1

Description: The character can focus his control of fire to generate a super-hot flame that welds two metal objects together. He has to know how to do it, though; the power takes the place of equipment, but doesn't provide the necessary skill.

Game Information: *Major Transform 1d6 (two pieces of metal into one, heals back by being broken or separated by force), Continuous (+1), Reduced Endurance (½ END; +¼) (34 Active Points); No Range (-½), Requires A PS: Arc Welder Roll (-¼). Total cost: 19 points.*

OPTIONS:

- 1) Stronger Welding:** Increase to Major Transform 2d6. 67 Active Points; total cost 38 points.
- 2) Weaker Welding:** Decrease to Major Transform ½d6. 22 Active Points; total cost 12 points.
- 3) Ranged Welding:** Remove No Range (-½). Total cost: 27 points.
- 4) Tiring Welding:** Remove Reduced Endurance (+¼). 30 Active Points; total cost 17 points.

DEFENSIVE POWERS

NEGATE HEAT SIGNATURE

Effect:	Invisibility to Infrared Perception
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2

Description: By controlling the temperature of his body and his powers, a character can “blend in” with the ambient heat, thus rendering himself invisible to the ability to perceive thermal variations.

This power uses a slight variant of the Invisibility Power. Instead of Invisibility to an entire Sense Group, it uses Invisibility to all forms of a specific Enhanced Sense, regardless of what Sense Group it's assigned to. It uses the cost for a Targeting Sense Group.

Game Information: *Invisibility to Infrared Perception. Total cost: 20 points.*

OPTIONS:

- 1) Easy Heat Signature Control:** The character's control over his heat signature is effortless. Add Reduced Endurance (0 END; +1/2). Total cost: 30 points.
- 2) Precise Heat Signature Control:** Even persons close to the character can't perceive his heat signature. Add No Fringe. Total cost: 30 points.

MOVEMENT POWERS

FIREWALKING

Effect:	Teleportation 20", Only Through Fires
Target/Area Affected:	Self
Duration:	Instant
Range:	Self
END Cost:	4

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

Game Information: *Teleportation 20" (40 Active Points), Only Through Fire (-1). Total cost: 20 points.*

OPTIONS:

- 1) Big Steps I:** Increase to Teleportation 30". 60 Active Points; total cost 30 points.
- 2) Big Steps II:** Add x8 Noncombat. 50 Active Points; total cost 25 points.
- 3) Big Steps III:** The character can step to fires many miles away, provided he can perceive them. Add MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). 80 Active Points; total cost 40 points.
- 4) Short Steps:** Decrease to Teleportation 10". 20 Active Points; total cost 10 points.
- 5) Fiery Road:** The character's comrades can accompany him on his journey, but the departure and arrival points must have fires large enough to contain the entire group (1" of fire per person). Add Usable Simultaneously (up to four people at once; +¾) and Entire Group Must Travel Together (-¼). 70 Active Points; total cost 31 points.
- 6) Fiery Portal I:** The character can open a “portal” from one area of fire to another. People can travel either way through the portal, or fire attacks through them. Change to Teleportation 15", Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼) (82 Active Points); Gate (-½), Only Through Fire (-1). Total cost: 33 points.
- 7) Fiery Portal II:** Like Fiery Portal I, but add MegaScale (1" = 1 km; +¼). 90 Active Points; total cost 36 points.
- 8) Smokewalking:** Like Firewalking, but the character can use 1" of smoke or fire to travel through. He can start in fire and end up in smoke, or vice-versa; he's not restricted to fire-fire or smoke-smoke. Change Only Through Fire to Only Through Fire Or Smoke (-½). Total cost: 27 points.

FORCE POWERS



OFFENSIVE POWERS

DISRUPT FORCE FIELDS

Effect: Suppress Force Field 8d6
Target/Area Affected: One character
Duration: Constant
Range: 200"
END Cost: 4

Description: The character's control over fields and planes of force is so great that he can disrupt protective force-fields around other characters and objects.

Because this power derives from a character's ability to manipulate "force energy," the GM may rule that some special effects of the Force Field Power wouldn't be susceptible to it (for example, a Force Field bought with a Limitation to simulate a character's heightened resistance to a particular type of damage, rather than a "force field" in the literal sense). Alternately, the power may affect such Force Fields at half strength (4d6). If these types of Force Fields occur commonly in the campaign, the GM might even grant the character a Limitation on this power.

Game Information: *Suppress Force Field 8d6.*
Total cost: 40 points.

OPTIONS:

- 1) **Strong Disruption:** Increase to Suppress Force Field 12d6. Total cost: 60 points.
- 2) **Weak Disruption:** Decrease to Suppress Force Field 6d6. Total cost: 30 points.
- 3) **Easy Disruption:** Add Reduced Endurance ($\frac{1}{2}$ END; $+\frac{1}{4}$). Total cost: 50 points.
- 4) **Expanded Disruption I:** The character can disrupt both Force Fields and Force Walls, but not simultaneously. This power requires the GM's approval, since it uses the Varying Effect Advantage in a slightly different way to allow the character to effect either of two Powers, rather than any one power within a given special effect. Add Varying Effect (any one Force Field or Force Wall, one at a time; $+\frac{1}{4}$). Total cost: 50 points.
- 5) **Expanded Disruption II:** As Expanded Disruption I, but the character can affect Force Fields and Force Walls simultaneously. Change to Add Varying Effect (both Force Field and Force Wall simultaneously; $+\frac{1}{2}$). Total cost: 60 points.

MISCELLANEOUS POWERS

PLATFORM

Effect: Force Wall (12 PD, 10" long), Horizontal Only
Target/Area Affected: Varies
Duration: Constant
Range: 240"
END Cost: 5

Description: The character has the power to create platforms, bridges, and other horizontal structures out of pure force. However, these structures collapse if exposed to any Energy damage (such as fire or electricity) or if forced to bear too much weight.

Game Information: *Force Wall (12 PD, 10" long) (48 Active Points); Horizontal Only (-1).*
Total cost: 24 points.

OPTIONS:

- 1) **Strong Platform:** Increase to Force Wall (16 PD). 58 Active Points; total cost 29 points.
- 2) **Weak Platform:** Decrease to Force Wall (8 PD). 38 Active Points; total cost 19 points.
- 3) **Long Platform:** Increase to Force Wall (12 PD, 20" long). 68 Active Points; total cost 34 points.

GRAVITY POWERS



OFFENSIVE POWERS

GRAVITIC DRAG

Effect: Suppress Movement Powers
8d6

Target/Area Affected: One character

Duration: Instant

Range: 250"

END Cost: 5

Description: The character manipulates gravity to interfere with another character's ability to move. In effect, he enhances the gravitic pull on the target to slow him down, maybe even stop him from moving altogether.

Game Information: *Suppress Movement Powers 8d6, any one Movement Power at a time (+¼). Total cost: 50 points.*

OPTIONS:

- 1) **Heavy Drag:** Increase to Suppress Movement Powers 10d6. Total cost: 62 points.
- 2) **Less Drag:** Decrease to Suppress Movement Powers 6d6. Total cost: 37 points.
- 3) **Enhanced Drag:** Decrease to Suppress Movement Powers 6d6, any two Movement Powers simultaneously (+½). Total cost: 45 points.
- 4) **Group Drag:** The character can make everyone in a wide area around him suffer the same diminished movement effect. Decrease to Suppress Movement Powers 6d6 and add Area Of Effect (8" Radius; +1¼) and Personal Immunity (+¼). Total cost: 82 points.

GRAVITIC SHOCK

Effect: Energy Blast 3d6, AVLD (Power Defense)

Target/Area Affected: One character

Duration: Instant

Range: 40"

END Cost: 4

Description: The character can "whipsaw" a target with concentrated gravity, creating an effect similar to the intense "G forces" that can cause jetfighter pilots to black out. (For more information about G forces, including expanded rules, see page 186 of *Star Hero*.)

Game Information: *Energy Blast 3d6, AVLD (Power Defense, or at the GM's option an ED Force Field; +1½) (37 Active Points); Limited Range (40"; -¼). Total cost: 30 points.*

OPTIONS:

- 1) **Strong Shock:** Increase to Energy Blast 4d6. 50 Active Points; total cost 40 points.
- 2) **Weak Shock:** Decrease to Energy Blast 2d6. 25 Active Points; total cost 20 points.
- 3) **Ongoing Shock:** The character can maintain the G force effect until the target passes out. Decrease to Energy Blast 2d6 and add Continuous (+1). 35 Active Points; total cost 28 points.

GRAVITIC VERTIGO

Effect: Suppress DEX 8d6

Target/Area Affected: One character

Duration: Instant

Range: 200"

END Cost: 4

Description: The character manipulates gravity to interfere with the bones and tissues in the target's inner ear so that he can't maintain his balance, doesn't know which way is "up" or "down," and otherwise loses control of his body.

Game Information: *Suppress DEX 8d6. Total cost: 40 points.*

OPTIONS:

- 1) **High Vertigo:** Increase to Suppress DEX 10d6. Total cost: 50 points.
- 2) **Low Vertigo:** Decrease to Suppress DEX 6d6. Total cost: 30 points.
- 3) **Vertigo Sickness:** The vertigo also makes the targets sick and nauseous. Decrease to Suppress 6d6, DEX and CON simultaneously (+½). Total cost: 45 points.

4) **Group Vertigo:** The character can make everyone in a wide area around him suffer the same disorienting effect. Decrease to Suppress DEX 6d6 and add Area Of Effect (8" Radius; +1¼) and Personal Immunity (+¼). Total cost: 75 points.

GRAVITIC VULNERABILITY

Effect: Change Environment (-4 DCV)
Target/Area Affected: 8" Radius
Duration: Constant
Range: 220"
END Cost: 4

Description: The character uses his control over gravity to slow his enemies down, making them easier to hit.

Game Information: *Change Environment 8" radius, -4 DCV, Personal Immunity (+¼). Total cost: 44 points.*

OPTIONS:

- 1) **Greater Vulnerability:** Increase to -6 DCV. Total cost: 56 points.
- 2) **Lesser Vulnerability:** Decrease to -2 DCV. Total cost: 31 points.
- 3) **Larger Field:** Increase to 16" radius. Total cost: 50 points.
- 4) **Vulnerable And Less Accurate:** The power also inhibits the targets' ability to move their arms, aim their attacks, and so forth. Add Multiple Combat Effects and -2 OCV. Total cost: 62 points.
- 5) **Vulnerable, Less Accurate, And Slower:** The power also affects targets' ability to move. As Vulnerable And Less Accurate, but add Running -3". Total cost: 74 points.

MOVEMENT POWERS

PERSONAL GRAVITY BUBBLE

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

Description: The character can create a gravity well in a thin field around himself (or at least his hands and feet) that lets him walk up walls and along ceilings.

Game Information: *Clinging (normal STR) (10 Active Points); Cannot Resist Knockback (-¼), Costs Endurance (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Gravity Bubble:** Increase Clinging STR to normal STR + 15. 15 Active Points; total cost 9 points.
- 2) **Effortless Gravity Bubble:** Remove Costs Endurance (-½). Total cost: 8 points.

SENSORY POWERS

GRAVITY LENS

Effect: Telescopic (+20 PER versus Range Modifier) for Sight Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character uses gravity to bend light so he can easily see things at a distance.

Game Information: *Telescopic (+20 PER versus Range Modifier) for Sight Group (30 Active Points); Costs Endurance (-½). Total cost: 20 points.*

OPTIONS:

- 1) **Strong Lens:** Increase to Telescopic (+24 PER versus Range Modifier). 36 Active Points; total cost 24 points.
- 2) **Weak Lens:** Decrease to Telescopic (+16 PER versus Range Modifier). 24 Active Points; total cost 16 points.

HYPER-CHARACTERISTICS



The Strength And Toughness Powers category represents characters with far more powerful STR (and CON, PD, and ED) than normal — Hyper-Strength Powers, if you will. Similarly, at least some of the Speedster Powers can in some respects be regarded as Hyper-Dexterity and -Speed Powers.

Why should bricks and speedsters get to have all the fun? *Hyper-Characteristics Powers* represent superpowers that derive from having superhumanly powerful versions of some of the other *HERO System Characteristics*, such as INT and COM. In addition to the two categories mentioned above, you can find other powers that could have the special effect of “Hyper-Characteristics” in such categories as Body Control, Mental And Psionic, and Precognitive.

For purposes of *The UNTIL Superpowers Database*, which only covers true superpowers, it's important to distinguish between Hyper-Characteristics and similar abilities that express themselves as Talents or Super-Skills (see *Dark Champions*, pages 106-49). The later two are abilities that non-superpowered characters could buy to represent their superior skills or like abilities — they don't have to be true “superpowers” per se. It's entirely possible that a character with Hyper-Characteristics could have them. For example, a character with Hyper-Intelligence almost certainly has the Talents *Eidetic Memory* and *Lightning Calculator* (among others), and could easily have some of the Sensory Super-Skills from pages 133-38 of *Dark Champions*, such as Deductive Observation. But that doesn't make such abilities superpowers. The abilities described here are true superhuman abilities, or hew more closely to them than to Super-Skills.

Some Hyper-Characteristic Powers involve Required Skill Rolls. It's assumed that a character with Hyper-Characteristic Powers has at least a 25, if not higher, value in the Characteristic in question.

HYPER-DEXTERITY POWERS

QUADRUPLE-JOINTED

Effect:	Stretching 1”, Always Direct, No Noncombat Stretching, Cannot Do Damage
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	1

Description: The character's joints and body are so malleable and flexible that he can actually extend his reach for up to 1”, or otherwise contort his body in ways that would make even the most accomplished yoga practitioner green with envy.

Game Information: *Stretching 1” (5 Active Points); Always Direct (-¼), No Noncombat Stretching (-¼), Cannot Do Damage (-½). Total cost: 2 points.*

HYPER-CONSTITUTION POWERS

IMMUNITY

Effect:	Life Support (Immunity to all terrestrial diseases, poisons, and biological and chemical warfare agents)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's metabolism is so superhumanly strong and efficient that he shrugs off the effects of poisons, drugs, chemicals, and the like.

Game Information: *Life Support (Immunity to all terrestrial diseases, poisons, and biological and chemical warfare agents). Total cost: 20 points.*

OPTIONS:

1) Full-Spectrum Immunity: Increase to all diseases, poisons, and biological and chemical warfare agents (not just terrestrial ones), using the rules from page 14 of *Galactic Champions*. Total cost: 60 points.

HYPER-BODY POWERS

REDUNDANT ORGANS

Effect:	+5 BODY plus +10 BODY, Only To Extend Point Of Death
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's body contains two or more copies of many (if not all) of his vital organs. This makes him hardier and tougher in general, but most importantly it makes him significantly harder to kill. Being shot through the heart is much less traumatic for a hero when he's got a second heart on the other side of his chest to take over and keep the blood pumping, after all...

In game terms, this power is represented in two ways. First, the character has a higher BODY than normal. That's represented here with +5 BODY, but you could buy even more if you like. Second, he has an additional +10 BODY that only count for purposes of determining the "negative BODY" point at which he dies. He doesn't get any extra STUN from this BODY, and it doesn't improve the amount of positive BODY damage he can take before reaching the negatives... but once he reaches the negative BODY range, it takes a lot longer before he dies.

Game Information: +5 BODY (total cost: 10 points) **plus** +10 BODY (20 Active Points); Only To Extend Point Of Death (-1½) (total cost: 8 points). Total cost: 18 points.

OPTIONS:

- 1) Strong Redundant Organs:** Increase to +8 BODY and +13 BODY. 16 + 26 = 42 Active Points; total cost 16 + 10 = 26 points.
- 2) Weak Redundant Organs:** Decrease to +3 BODY and +8 BODY. 6 + 16 = 22 Active Points; total cost 6 + 6 = 12 points.

HYPER-INTELLIGENCE POWERS

Hyper-Intelligence Powers is one of the largest and most flexible groups of Hyper-Characteristic abilities. In addition to the powers listed here, the special effect of "Hyper-Intelligence" could justify buying a wide range of Enhanced Senses, Talents, and Super-Skills.

ANTICIPATION

Effect:	Precognition, Time Modifiers
Target/Area Affected:	Self
Duration:	Constant
Range:	No Range
END Cost:	0

Description: The character's hyper-analytical mind can evaluate the most likely course of actions for people, phenomena, and events around him and predict the outcome with astonishing accuracy. The further forward in time the time period the character analyzes, the less accurate his predictions tend to be.

Game Information: *Clairsentience (Sight and Hearing Groups), Precognition, Reduced Endurance (0 END; +½) (75 Active Points); No Range (-½), Precognition Only (-1), Requires An INT Roll (assumes an INT Roll of 14-; -½), Time Modifiers (-½). Total cost: 21 points.*

OPTIONS:

- 1) Strong Anticipation:** Remove Time Modifiers (-½). Total cost: 25 points.

BATTLE ANALYSIS

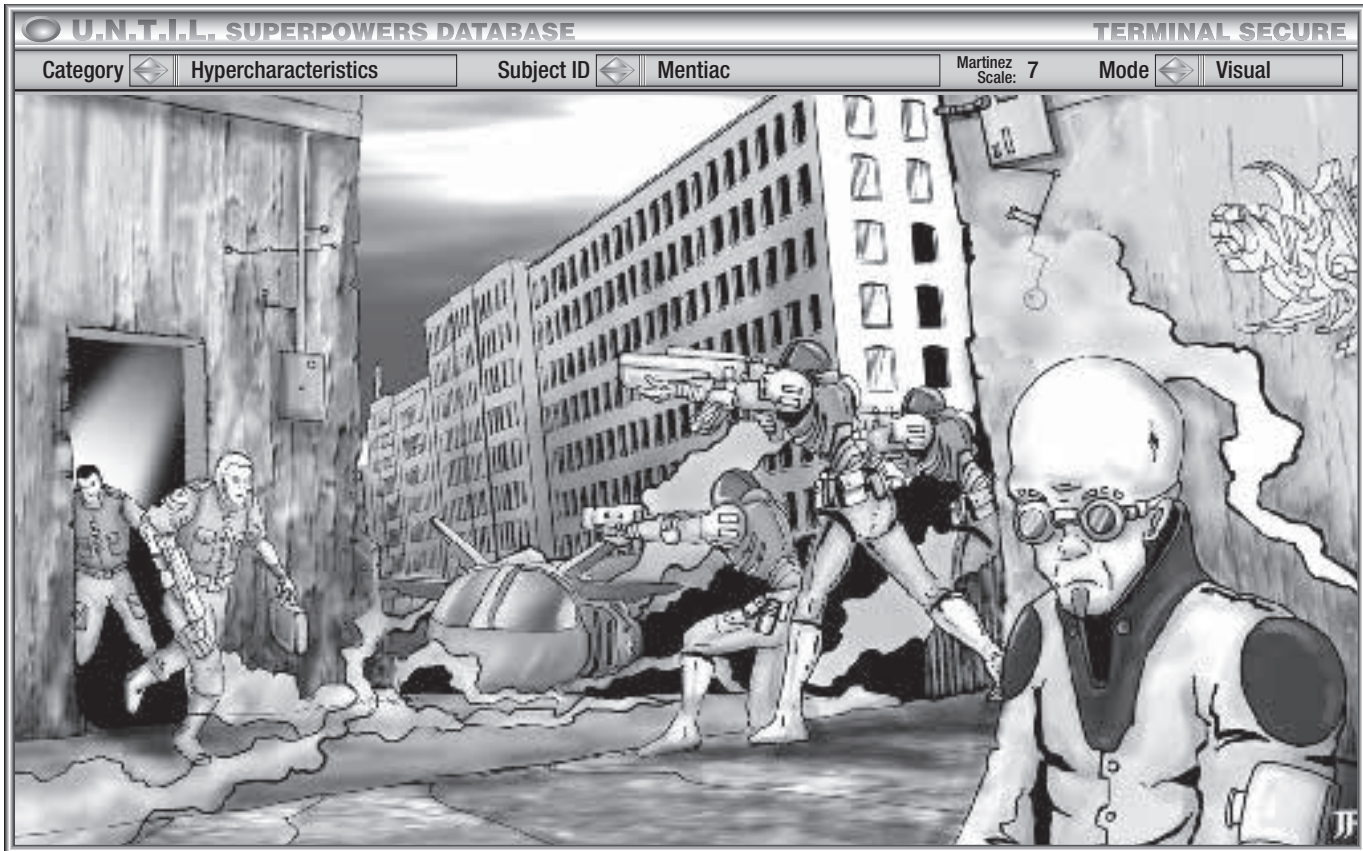
Effect:	+2 SPD, Requires An INT Roll
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's computer-like mind can analyze a combat or crisis situation instantly and devise the best possible course of action, thus allowing the character to maximize his efficiency and act as quickly and decisively as possible. In game terms, he gets +2 SPD if he makes an INT Roll; the character should roll in each Post-Segment 12 period to see if he gets the +2 SPD for the coming Turn.

Game Information: +2 SPD (20 Active Points); Requires An INT Roll (assumes an INT Roll of 14-, Active Point penalty of -1 per 5 Active Points; -1). Total cost: 10 points.

OPTIONS:

- 1) More Accurate Analysis:** Increase to +3 SPD. 30 Active Points; total cost 15 points.
- 2) Less Accurate Analysis:** Decrease to +1 SPD. 10 Active Points; total cost 5 points.



SUBJECT ID: MENTIAC

“Once again, Mentiac’s amazing powers of analysis and prediction were the key to our success. Before the VIPER squad could escape from the heist, we were there waiting for them — they ran out the back door and right into our arms. In addition to making five arrests, we netted a VIPER hovercraft in pristine condition.”

—from a report by Lt. Rodrigo Jimenez

3) Expanded Battle Analysis: The character’s analysis of the situation also allows him to time his actions so that he acts before his enemies. Character also buys Lightning Reflexes (+8 to act first with All Attacks) (12 Active Points); Requires An INT Roll (assumes an INT Roll of 14-, Active Point penalty of -1 per 5 Active Points; -1) (total cost: 6 points). Total cost of ability: 16 points.

LINGUISTIC ANALYSIS

Effect: Universal Translator (INT Roll +4)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character’s ultra-intelligent mind can rapidly analyze even a few spoken or written words, and from them deduce the form and nature of the other words in that language, its grammatical and linguistic forms, and so forth, making him instantly fluent in it.

Game Information: *Universal Translator (INT Roll +4). Total cost: 24 points.*

OPTIONS:

- 1) **More Accurate Analysis:** Increase to INT Roll +6. Total cost: 26 points.
- 2) **Less Accurate Analysis:** Decrease to INT Roll +2. Total cost: 22 points.

LOCATE FLAW

Effect: Find Weakness 15- with All Attacks
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Between his heightened perceptiveness and ability to rapidly process and analyze information, the character can spot flaws and weaknesses in his targets’ defenses... and that lets him take advantage of them.

Game Information: *Find Weakness 15- with All Attacks. Total cost: 50 points.*

OPTIONS:

- 1) **More Accurate Analysis:** Increase to Find Weakness 17-. Total cost: 60 points.
- 2) **Less Accurate Analysis:** Decrease to Find Weakness 14-. Total cost: 45 points.

SYNERGY ANALYSIS

Effect:	+4 Overall, Only When Working With Other People
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: The character can use his Hyper-Intelligence to instantly analyze a situation in which he's working with one or more people to accomplish some mutual task, and then direct his efforts to best complement the others so that they do a better job and/or finish more quickly. This includes most situations in which the character provides a Complementary Skill Roll for another character's Skill Roll.

Game Information: +4 Overall (40 Active Points); Only When Working With Other People (-½). Total cost: 27 points.

OPTIONS:

- 1) More Accurate Analysis:** Increase to +6 Overall. 60 Active Points; total cost 40 points.
- 2) Less Accurate Analysis:** Decrease to +2 Overall. 20 Active Points; total cost 13 points.

THINK FAST

Effect:	+15 with Intellect Skills, Only To Counteract Penalties For Rapid Performance
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: The character's hyper-accelerated thought processes allow him to perform mental tasks much, much faster than most people without sacrificing accuracy or quality.

In game terms, this power consists of a large number of Skill Levels that the character can only use to counteract the penalty for performing a task more rapidly than normal (-3 per step up the Time Chart). The GM decides the base time needed to perform a task with an Intellect Skill, and whether the character can apply these Levels. He may also allow the character to apply them to some Knowledge and Science Skills.

Game Information: +15 with Intellect Skills (75 Active Points); Only To Counteract Penalties For Rapid Performance (-1). Total cost: 37 points.

OPTIONS:

- 1) Really Fast Thinking:** Increase to +21 with Intellect Skills. 105 Active Points; total cost 52 points.
- 2) Not Quite As Fast Thinking:** Decrease to +9 with Intellect Skills. 45 Active Points; total cost 22 points.
- 3) Variant Fast Thinking:** With the GM's permission, characters can buy these Levels as PSLs instead of Skill Levels. Total cost: 45 points.

TRUE EIDETIC MEMORY

Effect:	Retrocognition, Personal History Only
Target/Area Affected:	Self
Duration:	Constant
Range:	No Range
END Cost:	0

Description: The character's memory is absolutely perfect, even compared to an ordinary person with supposed "photographic memory." Anything he's read, seen, or otherwise experienced he can recall instantly and in precise detail. His ability to "see into the past" does not extend to any other events, objects, or people; it only covers his personal history.

Game Information: Clairsentience (Sight, Hearing, and Smell/Taste Groups), Retrocognition, Reduced Endurance (0 END; +½) (90 Active Points); No Range (-½), Personal History Only (see text; -1), Retrocognition Only (-1). Total cost: 26 points.

OPTIONS:

- 1) Weaker Memory:** Add Requires An INT Roll (assumes an INT Roll of 14; -½) and Time Modifiers (-½). Total cost: 20 points.

HYPER-EGO POWERS

IRON WILL

Effect:	Mental Defense (20 points + EGO/5)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: The character's willpower is superhumanly strong — so much so that he can resist the effects of Mental Powers more easily than ordinary people can.

Game Information: Mental Defense (20 points + EGO/5) (20 Active Points); Nonpersistent (-¼). Total cost: 16 points.

OPTIONS:

- 1) Steel Will:** Increase to Mental Defense (25 points + EGO/5). 25 Active Points; total cost 20 points.
- 2) Bronze Will:** Decrease to Mental Defense (15 points + EGO/5). 15 Active Points; total cost 12 points.

HYPER-PRESENCE POWERS

AWE

Effect: +40 PRE
Target/Area Affected: Varies
Duration: Constant
Range: Self
END Cost: 4 to activate

Description: The character's high-godlike bearing and general force of personality make it easy for him to overawe and impress others. Even when he doesn't actively exert his Presence (*i.e.*, make a Presence Attack), people near him tend to adopt attitudes of deference, respect, adoration, and even worshipfulness.

Game Information: +40 PRE (40 Active Points); Costs Endurance (to activate; -¼). Total cost: 32 points.

OPTIONS:

- 1) Truly Awesome:** Increase to +60 PRE. 60 Active Points; total cost 48 points.
- 2) Slightly Less Awesome:** Decrease to +30 PRE. 30 Active Points; total cost 24 points.

SPIN DOCTOR

Effect: +20 with Conversation, Persuasion, and Seduction
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character is so superhumanly likeable, friendly, and persuasive that it's difficult for anyone to resist his charms. His ability to persuade and befriend doesn't quite rise to the level of Mind Control, but it doesn't fall far short, either.

Game Information: +20 with Conversation, Persuasion, and Seduction. Total cost: 60 points.

OPTIONS:

- 1) Strong Spin Doctor:** Increase to +24 with Conversation, Persuasion, and Seduction. Total cost: 72 points.
- 2) Weak Spin Doctor:** Decrease to +16 with Conversation, Persuasion, and Seduction. Total cost: 48 points.
- 3) Expanded Spin Doctor:** No one can resist the character's charms. Change to +20 with all Interaction Skills. Total cost: 100 points.

TERRIFYING MAJESTY

Effect: +40 PRE, Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls

Target/Area Affected: Varies
Duration: Constant
Range: Self
END Cost: 4 to activate

Description: While the character is pretty impressive in most situations, when it comes time to intimidate or terrify someone, his true talents come to the fore. Like the God of the Old Testament, he possesses a majesty and grandeur of personality that is often terrifying in its aspect, and those on whom he turns his baleful glance tremble in fear.

Game Information: +40 PRE (40 Active Points); Costs Endurance (to activate; -¼), Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls (-1). Total cost: 18 points.

OPTIONS:

- 1) Truly Awesome:** Increase to +60 PRE. 60 Active Points; total cost 27 points.
- 2) Slightly Less Awesome:** Decrease to +30 PRE. 30 Active Points; total cost 13 points.

HYPER-COMELINESS POWERS

ALTER APPEARANCE

Effect: Shape Shift (Sight and Touch Groups, any humanoid face)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's control over his own appearance allows him to alter the shape of his face to adopt any appearance desired. In doing this, he can increase or decrease his COM by 5 points (that's 5 points of COM, not 5 Character Points' worth of the Characteristic).

Game Information: Shape Shift (Sight and Touch Groups, any humanoid form), Reduced Endurance (0 END; +½) (34 Active Points); Only Changes The Face (-½). Total cost: 23 points.

OPTIONS:

- 1) True Appearance Alteration:** The character can alter his COM within the campaign range the GM establishes for the Characteristic. Add Makeover. 42 Active Points; total cost 28 points.
- 2) Tiring Appearance Alteration:** Remove Reduced Endurance (+½). 23 Active Points; total cost 15 points.
- 3) Copy Appearance:** The character can not only change his appearance, he can flawlessly copy the facial features of another person. Add Imitation. 49 Active Points; total cost 33 points.

4) **Lasting Appearance Alteration:** Once changed, the character's appearance doesn't revert to his true facial features until he wills it. Even if he's Knocked Out or goes to sleep, his face remains in its altered form. Add Persistent (+½). 46 Active Points; total cost 31 points.

5) **Full Appearance Alteration:** The character can alter the appearance of his entire body, not just his face. Remove Only Changes The Face (-½). Total cost: 34 points.

BEAUTY TOO WONDROUS TO HARM

Effect: Mind Control 14d6, Set Effect (don't hurt me), Only Versus Persons Who Look At Character
Target/Area Affected: 14" Radius
Duration: Persistent
Range: No Range
END Cost: 0

Description: The character's handsomeness/beauty is so great, so exquisite, that no one who looks at him can bear to hurt him or mar his appearance. Not even the most evil person can raise his hand to destroy such beauty.

In game terms, any character who comes within 14" of the character and can perceive his appearance is affected by the Mind Control, which functions like an area-affecting Constant Power. Typically "don't hurt me/mar my appearance" is something the character would be inclined to do (EGO +0) or wouldn't mind doing (EGO +10), but in combat against the character it may rise to something he would normally be against doing (EGO +20).

Game Information: *Mind Control 14d6, Area Of Effect (14" Radius; +1), Reduced Endurance (0 END; +½), Persistent (+½) (210 Active Points); No Range (-½), Set Effect (don't hurt me/mar my appearance; -1), Only Versus Persons Who Look At Character (-½). Total cost: 70 points.*

OPTIONS:

1) **Even Greater Beauty:** Increase to Mind Control 16d6. 240 Active Points; total cost 80 points.

2) **Slightly Lesser Beauty:** Decrease to Mind Control 12d6. 180 Active Points; total cost 60 points.

JUST HOW YOU LIKE'EM

Effect: +20 to Seduction
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4 to activate

Description: The character has the ability to sub-consciously and instinctively read the thoughts and desires of another person and respond by subtly transforming his body to fit that person's physical ideal. For example, suppose the other person likes women with long blonde hair and green eyes. If a female character with this ability was using Seduction on him, her hair would slowly become longer and blonder until it reached just the length and shade the target finds most attractive, and her eyes would gradually become green. The change doesn't take place all at once — it's so gradual and low-key that the person the target of the character's Seduction Skill doesn't consciously realize it's happening. All he knows is that the other person is *really* attractive....

Game Information: *+20 to Seduction (40 Active Points); Costs Endurance (to activate; -¼). Total cost: 32 points.*

OPTIONS:

1) **Strong Seductiveness:** Increase to +24 to Seduction. 48 Active Points; total cost 38 points.

2) **Weak Seductiveness:** Decrease to +16 to Seduction. 32 Active Points; total cost 26 points.

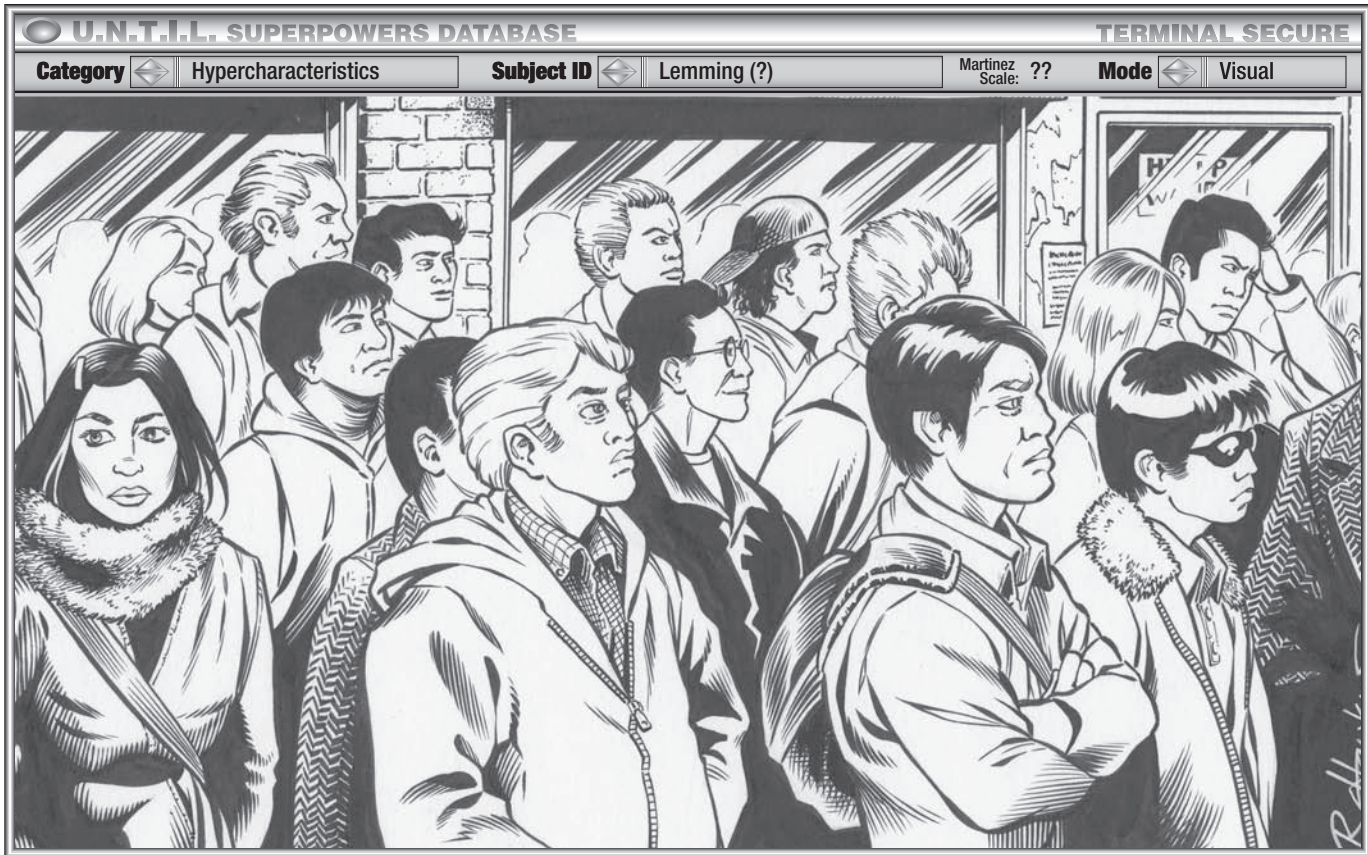
NOWHERE MAN

Effect: Invisibility to Sight Group, No Fringe, Only Works In Crowds
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character has the ability to subtly transform his form and features so that he looks like a completely ordinary, average individual — one who can blend in with a crowd and "vanish." A character who's searching for him can literally stare right at him and not realize that he's the person he (the searcher) is looking for... even though if you compared a picture of him to the "real" character in other conditions, the resemblance between them would be obvious.

In game terms, this power provides a character with Invisibility that only works when he can blend in with crowds of people. The GM determines what constitutes a "crowd" for these purposes — a handful of people isn't enough, but the character doesn't have to be attending a rock concert, either.

Game Information: *Invisibility to Sight Group, No Fringe (30 Active Points); Only Works In Crowds (see text; -1). Total cost: 15 points.*



SUBJECT ID: LEMMING(?)

“According to a confidential informant, one of the people in this picture is actually a superhuman who can subtly blend into crowds to escape from pursuers. Unfortunately, this same power prevents the CI from positively identifying the superhuman, though he claims this person goes by the somewhat odd name of “Lemming.”

—from a report by Sgt. Ivan Kazmarovich

OPTIONS:

- 1) Strong Nowherism:** The character can blend in with crowds all day and not get tired out. Add Reduced Endurance (0 END; +½). 45 Active Points; total cost 22 points.
- 2) Weak Nowherism:** If a searcher can get close enough to the character, he may realize who he is. Remove No Fringe. 20 Active Points; total cost 10 points.

PERSUASIVE BEAUTY

Effect: +10 with Interaction Skills, Only For Pleasant Interaction
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character is so beautiful or handsome, and so socially graceful, that other people instinctively respond to him in a positive way, provided he acts pleasantly toward them. His good looks don't help if he's haranguing someone or trying to force information out of them (*i.e.*, most uses of Oratory or Interrogation), but they're extremely helpful when it comes to convincing people to help him, do him favors, or the like. The GM determines what constitutes “pleasant interaction” for the purposes of this ability.

Game Information: +10 with Interaction Skills (50 Active Points); Only For Pleasant Interaction (-½). Total cost: 33 points.

OPTIONS:

- 1) Really Beautiful:** Increase to +12 with Interaction Skills. 60 Active Points; total cost 40 points.
- 2) Not Quite As Beautiful:** Decrease to +8 with Interaction Skills. 40 Active Points; total cost 27 points.

TERRIFYING VISAGE

Effect: +30 PRE, Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls
Target/Area Affected: Varies
Duration: Constant
Range: Self
END Cost: 0

Description: The character is so horrifically ugly that it's easy for him to frighten or intimidate people. Even other ugly people's ugliness pales beside his own.

Game Information: +30 PRE (30 Active Points); Only To Make Fear-/Intimidation-Based Presence Attacks And Skill Rolls (-1). Total cost: 15 points.

OPTIONS:

- 1) **Truly Ugly:** Increase to +40 PRE. 40 Active Points; total cost 20 points.
- 2) **Slightly Less Ugly:** Decrease to +20 PRE. 20 Active Points; total cost 10 points.
- 3) **Adopt Terrifying Visage:** Fortunately for the character, he's not ugly all the time... he just has the ability to make himself terrifyingly ugly when he needs to be. Add Costs Endurance (to activate; -¼). Total cost: 13 points.

UGLY ENOUGH TO STOP A BUS

Effect: Drain CON 2d6, Always On
Target/Area Affected: 18" Cone
Duration: Persistent
Range: No Range
END Cost: 0

Description: The character is so revoltingly ugly that anyone who sees his face becomes nauseous. Anyone within 18" in a 60-degree cone in front of him is assumed to be able to see his face, but of course people who are blind(ed), who rely on senses other than Sight, and the like are immune to the effect.

Game Information: Drain CON 2d6, Area Of Effect (18" Cone; +1¼), Reduced Endurance (0 END; +½), Persistent (+½) (65 Active Points); Always On (-½), Only Works On People Who Can See Character's Face (-½). Total cost: 32 points.

OPTIONS:

- 1) **Even Uglier:** Increase to Drain CON 3d6. 97 Active Points; total cost 48 points.
- 2) **Not Quite As Ugly:** Decrease to Drain CON 1d6. 32 Active Points; total cost 16 points.

VOICE OF BEAUTY

Effect: Mind Control 8d6, Telepathic, Set Effect (stand quietly and listen to me talk)
Target/Area Affected: 6" Radius
Duration: Constant
Range: No Range
END Cost: 0

Description: The character's voice is so beautiful that it puts nightingales to shame. When he puts his mind to it, he speaks so beautifully that most people who hear him (within 6") can't do anything but stand quietly and listen to him talk. They won't necessarily even remember his words or follow the course of his logic — all they want to do is hear the beautiful sounds pouring from his mouth.

Characters with this power usually buy the *Perfect Pitch* Talent as well.

Game Information: Mind Control 8d6, Telepathic (+¼), Area Of Effect (6" Radius; +1), Continuous (+1), Reduced Endurance (0 END; +½) (150 Active Points); Incantations (throughout; -½), No Range (-½), Set Effect (stand quietly and listen to me talk; -1). Total cost: 50 points.

OPTIONS:

- 1) **Strong Voice:** Increase to Mind Control 10d6. 187 Active Points; total cost 62 points.
- 2) **Weak Voice:** Decrease to Mind Control 6d6. 112 Active Points; total cost 37 points.

YOU LOOK STUNNING

Effect: Energy Blast 4d6, Fully Invisible, STUN Only
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: The character is so beautiful/handsome that when he turns the full force of his attractiveness and charm against a specific person, that person feels faint.

Game Information: Energy Blast 4d6, Invisible Power Effects (fully invisible; +1) (40 Active Points); No Range (-½), STUN Only (-0), Only Works Against Targets Of Appropriate Sexual Orientation (-½). Total cost: 20 points.

OPTIONS:

- 1) **What A Knockout!:** Increase to Energy Blast 6d6. 60 Active Points; total cost 30 points.
- 2) **She's Not All That:** Decrease to Energy Blast 2d6. 20 Active Points; total cost 10 points.

HYPERSENSES



OFFENSIVE POWERS

COMBAT ANTICIPATION

Effect: Lightning Reflexes (+10 to act first with All Attacks)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's senses are so acute that he can perceive what's about to happen and respond to it more quickly than others.

Game Information: *Lightning Reflexes: +10 to act first with All Attacks (15 Active Points); Requires A PER Roll (assumes PER Roll of 12- or 13-; -¾). Total cost: 9 points.*

OPTIONS:

- 1) Strong Anticipation:** Increase to +14 DEX. 21 Active Points; total cost 12 points.
- 2) Weak Anticipation:** Decrease to +6 DEX. 9 Active Points; total cost 5 points.
- 3) Tiring Anticipation:** Add Costs Endurance (-½). 15 Active Points; total cost 7 points.

DEFENSIVE POWERS

DANGER SENSE DODGING

Effect: Armor (20 PD/20 ED), Hardened
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: The character uses his ability to sense danger to track and avoid incoming attacks (though he has to be prepared to do so). If he makes an Acting roll, he can time events so precisely that it looks like the attack hit him, even though at best it only grazed him.

Game Information: *Armor (20 PD/20 ED), Hardened (+¼) (75 Active Points); Requires A Danger Sense Roll (-½), Costs Endurance (-½), Instant (-½). Total cost: 30 points.*

RESILIENT SENSES

Effect: Flash Defense (various types)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's senses are so strong, or so acute, that it's much harder to "blind" or block them. The character may buy some or all of the abilities listed below.

Game Information:

Cost Power

- | | |
|----|---|
| 10 | <i>Resilient Vision:</i> Sight Group Flash Defense (10 points) |
| 10 | <i>Resilient Hearing:</i> Hearing Group Flash Defense (10 points) |
| 10 | <i>Resilient Smell:</i> Smell/Taste Group Flash Defense (10 points) |
| 10 | <i>Resilient Feel:</i> Touch Group Flash Defense |

SENSORY POWERS

I CAN HEAR YOU BREATHING

Effect: Detect Respiration
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character's hearing is so acute that he can perceive the sounds made by living beings when they breathe. Even the sneakiest thief with the highest Stealth roll has to breathe, after all!

Game Information: *Detect Respiration (INT Roll) (Hearing Group). Total cost: 3 points.*

OPTIONS:

- 1) Strong Hearing:** Increase to +3 to PER Rolls. Total cost: 6 points.
- 2) Discriminatory Hearing:** The character's ability to differentiate between different types of respiration tells him whether the being breathing is a man or a woman, a human or some other sentient species, a humanoid or an animal, and so forth. Add Discriminatory. Total cost: 8 points.
- 3) Analytical Hearing:** The character's ability to differentiate types of respiration tells him exactly what sort of species is doing the breathing, and may provide other sorts of information (such as a rough estimate of the being's CON or lung capacity). Add Discriminatory, Analyze. Total cost: 13 points.

ICE AND COLD POWERS



OFFENSIVE POWERS

FREEZE FLESH

Effect: RKA 1d6, AVLD (Power Defense), Does BODY
Target/Area Affected: One character
Duration: Instant
Range: 260"
END Cost: 5

Description: The character freezes a target's flesh so quickly that the cells instantly crystallize and burst. This only works on targets with normal organic chemistry; inorganic targets such as robots or vehicles, characters with Life Support (Safe Environment: Extreme Cold), or certain others with unusual biochemistry are immune.

Game Information: RKA 1d6, AVLD (Power Defense; +1½), Does BODY (+1) (52 Active Points); Only Versus Targets With Normal Organic Body Chemistry (-½). Total cost: 35 points.

OPTIONS:

- 1) **Deeper Freeze:** Increase to RKA 2d6. 105 Active Points; total cost 70 points.
- 2) **Not So Deep Freeze:** Decrease to RKA ½d6. 35 Active Points; total cost 23 points.
- 3) **Easy Freeze:** Add Reduced Endurance (0 END; +½). 60 Active Points; total cost 40 points.
- 5) **Tiring Freeze:** Add Increased Endurance Cost (x2 END; -½). Total cost 26 points.

SUPERCONDUCTIVITY FIELD

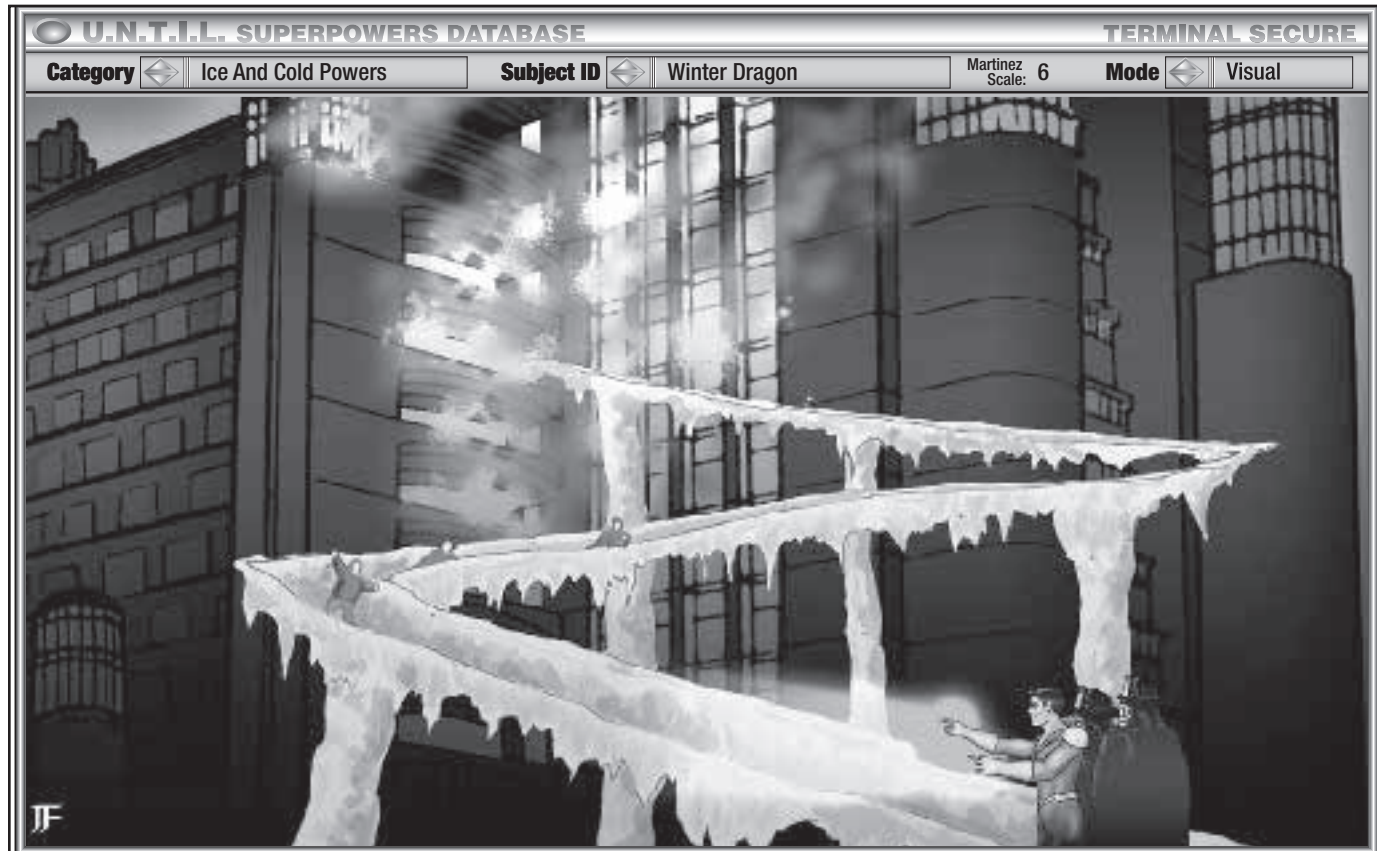
EFFECT Change Environment (-5 DCV against electrical attacks)
Target/Area Affected: 32" radius
Duration: Constant
Range: 250"
END Cost: 5

Description: This power allows a character to reduce the temperature in an area to such an extreme low that the air in the area has a super-conductive effect. This in turn makes anyone in the area more vulnerable to electrical attacks.

Game Information: Change Environment (create superconductive area) 32" radius, -5 DCV (50 Active Points); DCV Loss Only Applies Against Electrical Attacks (-½). Total cost: 33 points.

OPTIONS:

- 1) **Extreme Superconductivity:** Increase to -7 DCV. 60 Active Points; total cost 40 points.
- 2) **Minor Superconductivity:** Decrease to -3 DCV. 40 Active Points; total cost 27 points.
- 3) **Realistic Superconductivity:** This version takes into account the extreme temperatures needed for superconductivity. Add Multiple Combat Effects and -5 Temperature Levels. 70 Active Points; total cost 47 points.
- 4) **Superconductivity Field Variant:** This version of the Superconductivity Field enhances electrical powers instead of making characters easier to hit with them. Change to Aid Electrical Powers 4d6, all Electrical Powers simultaneously (+2), Area Of Effect (18" Radius; +1), Continuous (+1), Ranged (+½). Total cost: 220 points.



SUBJECT ID: WINTER DRAGON

“Contrary to occasional Western propaganda, the superhumans of the Tiger Squad are true heroes (even if they’re often used as pawns by the Chinese government). For example, this picture shows Winter Dragon using his powers to rescue victims trapped in a burning building in Shanghai — by creating an “ice slide” he gave them a quick, easy, safe way to escape the flames.

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

DEFENSIVE POWERS

ICE SLIDE RESCUE

Effect: Gliding 12”, Usable As Attack
Target/Area Affected: 20” long and 4” wide Line
Duration: Constant
Range: 20”
END Cost: 5

Description: The character can use his ice powers to create a slide-like construct that catches people who are falling and lets them slide safely down to the ground. The construct is 20” long and 4” wide, so it can catch multiple people at once.

This power requires the GM’s permission because it uses some unusual constructs. Instead of applying a form of Usable On Others and increasing the number of people the power can affect, it uses a combination of Usable As Attack (so the character controls the creation and location of the slide, and pays the END for it) plus Area Of Effect to define the size of the slide and thus how many people it can catch.

Game Information: *Gliding 12”, Area Of Effect (20” long and 4” wide Line; +1¾), Usable As Attack (+1), Limited Range (20”; +¼) (48 Active Points); Costs Endurance (-½), Physical Manifestation (-¼), Only To Slide People To The Ground (-¼). Total cost: 24 points.*

MISCELLANEOUS POWERS

ICE SCULPTURES

Effect: Major Transform 4d6 (air into ice sculptures)
Target/Area Affected: One sculpture
Duration: Instant
Range: No Range
END Cost: 6

Description: The character can create shapes and sculptures out of thin air by freezing water or water vapor. Each BODY rolled on the Transform dice creates .25 cubic meters’ worth of ice. Typically the shapes are simple — geometric shapes like cubes, spheres, or stairs, vaguely detailed humanoid forms, and the like. If the character makes a PS: Sculptor roll, he can make the sculptures more detailed (the more he makes the roll by, the finer the detail and the more aesthetically pleasing the overall creation).

Game Information: *Major Transform 4d6 (air into ice sculptures; heals back by melting) (60 Active Points); No Range (-½), Uses A PS: Sculptor Roll (see text; -0). Total cost: 40 points.*

OPTIONS:

- 1) **Strong Sculptures:** Increase to Major Transform 6d6. 90 Active Points; total cost 60 points.
- 2) **Weak Sculptures:** Decrease to Major Transform 2d6. 30 Active Points; total cost 20 points.
- 3) **Ranged Sculptures:** The character can create his sculptures at a distance. Remove No Range (-½). Total cost: 60 points.

KINETIC ENERGY POWERS



OFFENSIVE POWERS

KINETIC MISSILE

Effect:	Energy Blast 8d6/RKA 2½d6, OIF (objects of opportunity)
Target/Area Affected:	One character
Duration:	Instant
Range:	30"
END Cost:	4

Description: The character can impart kinetic energy into small objects (pebbles, eating utensils, ball bearings, salt shakers, marbles, pencils...) and cause them to fly toward the target with such speed and force that they inflict severe injuries. Blunt objects do Normal Damage; sharp or pointed ones Killing Damage. The GM may, at his discretion, reduce the damage caused by larger, softer, or more fragile objects.

Game Information:

Cost Power

- 20 *Kinetic Missile:* Multipower, 40-point reserve; all slots OIF (objects of opportunity; -½), Limited Range (30"; -¼), Beam (-¼)
- 2u 1) *Blunt Objects:* Energy Blast 8d6; OIF (objects of opportunity; -½), Limited Range (30"; -¼), Beam (-¼)
- 2u 2) *Sharp Objects:* RKA 2½d6; OIF (objects of opportunity; -½), Limited Range (30"; -¼), Beam (-¼)

Total cost: 24 points

OPTIONS:

- 1) Faster Missiles:** Increase Multipower reserve to 60 points, Slot 1 to Energy Blast 12d6, and Slot 2 to RKA 4d6. Total cost: 36 points.
- 2) Slower Missiles:** Decrease Multipower reserve to 30 points, Slot 1 to Energy Blast 6d6, and Slot 2 to RKA 2d6. Total cost: 17 points.
- 3) Kinetic Volley:** Provided he has enough objects to impart kinetic energy to, the character can fire multiple shots at his target. Increase Multipower reserve to 60 points and add Autofire (5 shots; +½) to both slots. Total cost: 36 points.

MOMENTUM SUBTRACTION

Effect:	Suppress Movement Powers 6d6
Target/Area Affected:	One character
Duration:	Instant
Range:	260"
END Cost:	5

Description: The character's control over kinetic energy, momentum, and similar forces allows him to reduce the velocity of objects or people to decrease the force with which they impact objects. The power does not affect Teleportation, Extra-Dimensional Movement, or some forms of Faster-Than-Light Travel, which do not involve kinetic motion.

Game Information: *Suppress Movement Powers 6d6, any kinetic energy-based Movement Power one at a time (+¼) (37 Active Points); Only Works On People/Objects Currently In Motion (-¼). Total cost: 30 points.*

OPTIONS:

- 1) Greater Subtraction:** Increase to Suppress 8d6. 50 Active Points; total cost 40 points.
- 2) Lesser Subtraction:** Decrease to Suppress 4d6. 25 Active Points; total cost 20 points.
- 3) Momentum-Subtracting Field:** The character can decrease characters' ability to move through a particular area. The character must affect the same type of movement for all targets with any given use of the power, but from use to use he can change the type of Movement Power he can affect. Change to Change Environment 32" radius, -10" movement, Varying Combat Effect (only to change mode of movement power affects) (67 Active Points); Only Works On People/Objects Currently In Motion (-¼). Total cost: 54 points.

SIPHONED PUNCH

Effect:	Energy Blast 12d6 (physical), Only If Someone Is Punching
Target/Area Affected:	One character
Duration:	Instant
Range:	20"
END Cost:	6

Description: The character uses his control over kinetic energy and momentum to tap into the force of a punch being thrown nearby and direct that force injure someone else. He himself could be the target of the punch, but his intended victim cannot be. The target of the punch still takes damage from it; the character's power merely siphons off some of the force of the punch, it doesn't drain it away entirely. The victim takes damage up to 12d6 or the dice of damage in the punch, whichever is less.

Game Information: *Energy Blast 12d6 (physical) (60 Active Points); Only If Someone Is Punching Another Person Within 10" Of Character And Target (-1), Extra Time (character must Hold his Phase and act on same DEX as person throwing the punch; -0), Only Does 12d6 Or Damage Equal To Punch, Whichever Is Less (-0), Limited Range (20"; -¼). Total cost: 27 points.*

OPTIONS:

- 1) Strong Siphoning:** Increase to Energy Blast 14d6. 70 Active Points; total cost 31 points.
- 2) Weak Siphoning:** Decrease to Energy Blast 10d6. 50 Active Points; total cost 22 points.

STOP WHERE YOU ARE

Effect:	Teleportation 1", No Relative Velocity, Usable As Attack, Only To Stop A Moving Character From Moving
Target/Area Affected:	One character
Duration:	Instant
Range:	120"
END Cost:	3

Description: This power is similar to Stop Dead (UNTIL Superpowers Database, page 122), but without the harmful effects. The character simply bleeds off all of the kinetic energy, momentum, and/or inertia that keeps a moving character moving, causing him to stop moving completely in 1" of distance no matter how fast he was moving.

Game Information: *Teleportation 1", No Relative Velocity, Usable As Attack (does not work on characters with Teleportation or dimensional manipulation powers; +1), Ranged (+½) (30 Active Points); Only To Stop A Moving Character From Moving (-¼). Total cost: 24 points.*

OPTIONS:

- 1) Disorienting Stop:** The sudden stop disorients the target. Add Energy Blast 2d6, NND (defense is Teleportation or dimensional manipulation powers;

+1) (20 Active Points); Linked (-½) (total cost: 13 points). 30 + 20 = 50 Active Points total; total cost 24 + 13 = 37 points.

2) Damaging Stop: The sudden stop inflicts injury on the target due to the sudden absorption of momentum. Add Energy Blast 8d6, NND (defense is Teleportation or dimensional manipulation powers; +1) (80 Active Points); Linked (-¼) (total cost: 64 points). 30 + 80 = 110 Active Points total; total cost 24 + 64 = 88 points.

3) Vehicle Stop: The power can affect enough mass to stop most small vehicles. Add x64 mass (6,400 kg). 105 Active Points; total cost 84 points.

TURNABOUT

Effect:	Change Environment (impose Turn Mode)
Target/Area Affected:	One character
Duration:	Constant
Range:	140"
END Cost:	3

Description: A character with this power can use his control over inertia to make it difficult for persons or vehicles to turn or maneuver while moving. If the target (be it a person or vehicle) tries to turn more frequently or sharply than allowed by the Turn Mode rules (*HERO System 5th Edition, Revised* page 367), he must make a DEX Roll at -4. If he fails, either he cannot turn, he doesn't turn far enough, or some other result applies (he slips and falls, he skids out of control, or the like). This applies regardless of the mode of movement used, and even if the mode of movement has the *No Turn Mode* Advantage.

Game Information: *Change Environment 1" radius (impose Turn Mode), -4 to DEX Rolls, Usable As Attack (+1) (28 Active Points); Only Applies If Target Tries To Turn More Frequently/Sharply Than Allowed By Turn Mode Rules (-1), Only Affects One Person (-½). Total cost: 11 points.*

OPTIONS:

- 1) Strong Turnabout:** Increase to -6 to DEX Rolls. 40 Active Points; total cost 16 points.
- 2) Weak Turnabout:** Decrease to -2 to DEX Rolls. 16 Active Points; total cost 6 points.

U.N.T.I.L. SUPERPOWERS DATABASE			TERMINAL SECURE			
Category	Kinetic Energy Powers	Subject ID	Momentum	Martinez Scale: 12	Mode	Visual

DEFENSIVE POWERS

MOVEMENT SHIELD

Effect:	Force Field (40 PD), Hardened, Only While Moving
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: The character harnesses the power of his own motion to create an energy shield around himself that's nearly impenetrable to physical forces. He has to make at least a Half Move each Phase to maintain the Shield; otherwise it stops working immediately.

Game Information: Force Field (40 PD), Hardened (+¼), Reduced Endurance (0 END; +½) (70 Active Points); Only While Moving (see text; -½). Total cost: 47 points.

OPTIONS:

- 1) Strong Shield:** Increase to Force Field (50 PD). 87 Active Points; total cost 58 points.
- 2) Weak Shield:** Decrease to Force Field (30 PD). 52 Active Points; total cost 35 points.
- 3) Variant Shield:** The character's Shield also protects him against energy attacks. Change to Force Field (20 PD/20 ED). 70 Active Points; total cost 47 points.

MOVEMENT POWERS

ADHERENCE

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

Description: The character uses his powers of friction control to stick to walls. Because he's using friction to hold himself up, he can't stick to surfaces with more than ninety degree slopes (such as ceilings) unless there are handholds or some similar way around the problem.

Game Information: Clinging (normal STR) (10 Active Points); Cannot Cling To Surfaces With More Than Ninety Degree Slopes (-1), Cannot Resist Knockback (-¼), Costs Endurance (-½). Total cost: 4 points.

OPTIONS:

- 1) Strong Adherence:** Increase Clinging STR to normal STR +15. 15 Active Points; total cost 5 points.
- 2) Very Strong Adherence:** Increase Clinging STR to normal STR +30. 20 Active Points; total cost 7 points.

SUBJECT ID: MOMENTUM

"The ability to manipulate momentum and inertia can be enormously effective in the hands of a superhuman who knows what he's doing — such as the aptly-named Momentum, depicted here fighting the Champions. When Ironclad punched him, he channeled the force of the impact into Defender, in effect turning one of the heroes against the other!"

—USPD field research notes of Agent Jessica Murrow

LIGHT POWERS



OFFENSIVE POWERS

DISPELLING THE DARKNESS

Effect:	Dispel Darkness to Sight Group 20d6
Target/Area Affected:	One character
Duration:	Instant
Range:	300"
END Cost:	6

Description: The character's powers of light generation are so strong that he can instantly disrupt fields of darkness and shadow, whether it's the quasi-mystic inky blackness created by a superhuman like Shadowdragon or a mere smoke grenade.

Game Information: *Dispel Darkness to Sight Group 20d6. Total cost: 60 points.*

OPTIONS:

- 1) Strong Dispelling:** Increase to Dispel 24d6. Total cost: 72 points.
- 2) Weak Dispelling:** Decrease to Dispel 16d6. Total cost: 48 points.
- 3) Touch Dispelling:** The character can only Dispel Darkness fields that he touches. Add No Range (-½). 60 Active Points; total cost 40 points.

MESMERIZING LIGHTS

Effect:	Drain EGO 3d6, AVLD (Sight Flash Defense), Ranged
Target/Area Affected:	One character
Duration:	Instant
Range:	No Range
END Cost:	5

Description: The character can create a pattern of swirling, hypnotic lights that weakens the will of anyone who looks at it, making that person more susceptible to Mental Powers and other forms of suggestion.

Game Information: *Drain EGO 3d6, AVLD (Sight Group Flash Defense; +¾). Total cost: 52 points.*

OPTIONS:

- 1) Strong Mesmerizing Lights:** Increase to Drain EGO 4d6. Total cost: 70 points.
- 2) Weak Mesmerizing Lights:** Decrease to Drain EGO 2d6. Total cost: 35 points.

3) Distant Mesmerizing Lights: Add Ranged. Total cost: 67 points.

4) Long-Lasting Lights: Add Delayed Return Rate (points return at the rate of 5 per Minute; +¼). Total cost: 60 points.

5) Lasting Lights: Decrease to Drain EGO 2d6 and add Continuous (+1). Total cost: 55 points.

DEFENSIVE POWERS

LASER POINT DEFENSE

Effect:	Missile Deflection (all physical attacks)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	1

Description: The character uses laser beams to destroy incoming projectiles.

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

OPTIONS:

- 1) Improved Laser Point Defense:** Add +5 with Missile Deflection (total cost: 10 points). Total cost: 20 points.
- 2) Ranged Laser Point Defense:** Add Ranged (+1). 30 Active Points; total cost 20 points.

LUCK POWERS



OFFENSIVE POWERS

COMBAT TIMING

Effect:	Lightning Reflexes (+10 to go first with All Attacks)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's control over probabilities and luck affects things so that somehow, he always gets to attack first in combat. Unexpected events (such as stumbling over a pebble at just the wrong moment) or equipment failures give him the edge when it comes to attacking first.

Game Information: *Lightning Reflexes (+10 to go first with All Attacks). Total cost: 15 points.*

OPTIONS:

- Really Lucky:** Increase to +14 to go first with All Attacks. Total cost: 21 points.
- Not Quite So Lucky:** Decrease to +6 to go first with All Attacks. Total cost: 9 points.
- Uncontrollable Combat Timing:** The standard power assumes the character has some control over his luck power and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½) and No Conscious Control (-2). 19 Active Points; total cost 5 points.

LUCKY YOU

Effect:	Major Transform 4d6 (into person with Luck 4d6)
Target/Area Affected:	One character
Duration:	Instant
Range:	No Range
END Cost:	6

Description: The character can use his control over probabilities to make another person nearly as lucky as he is for a short time.

Game Information: *Major Transform 4d6 (ordinary person into person with Luck 4d6, heals back normally) (60 Active Points); Limited Target (humans; -½), Rapid Healing (character heals his REC in Transformed BODY per Hour; -1). Total cost: 24 points.*

OPTIONS:

- Even Luckier:** Increase to Major Transform 5d6. 75 Active Points; total cost 30 points.
- Less Lucky:** Decrease to Major Transform 3d6. 45 Active Points; total cost 18 points.

NOT AS LUCKY AS ME

Effect:	Drain Luck Powers 2d6
Target/Area Affected:	One character
Duration:	Instant
Range:	375"
END Cost:	7

Description: The character is so lucky that he can out-luck even other characters with probability manipulation powers.

Game Information: *Drain Luck Powers 2d6, all Luck powers simultaneously (+2), Ranged (+½). Total cost: 70 points.*

OPTIONS:

- Really Lucky:** Increase to Drain Luck Powers 3d6. Total cost: 105 points.
- Not Quite So Lucky:** Decrease to Drain Luck Powers 1d6. Total cost: 35 points.
- Long-Lasting Luck:** Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). Total cost: 80 points.
- Uncontrollable Luck:** The standard power assumes the character has some control over his luck power and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½) and No Conscious Control (-2). 75 Active Points; total cost 21 points.

UNFORTUNATE IMPRISONMENT

Effect: Entangle 6d6, no DEF, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 350"
END Cost: 7

Description: Structures just inexplicably collapse near the character, burying his enemies in rubble. However, the collapse causes no injury, and anyone can wriggle free of the debris given time. (To cause injury at the same time, use this power as part of a multiple-Power attack with Environmental Mayhem, USPD 130.)

Game Information: *Entangle 6d6, Indirect (always from above; +¼) (75 Active Points); OIF (environmental objects of opportunity; -½), No Defense (-1½), Side Effects (miscellaneous minor damage to the environment, always occurs; -0). Total cost: 25 points.*

OPTIONS:

1) Uncontrollable Unfortunate Imprisonment: The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 90 Active Points; total cost 16 points.

DEFENSIVE POWERS

DIDN'T WORK, DID IT?

Effect: Force Field (15 PD/15 ED/15 Mental/15 Power/15 Sight Group Flash/15 Hearing Group Flash)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's control over probabilities and luck protects him from attacks. Somehow, something always seems to go wrong with the attack, or goes right with his protective measures, so that he suffers less injury or effect (or none!) from the attack.

Game Information: *Force Field (15 PD/15 ED/15 Mental/15 Power/15 Sight Group Flash/15 Hearing Group Flash), Reduced Endurance (0 END; +½). Total cost: 135 points.*

OPTIONS:

- 1) Really Lucky:** Increase to 20 points of defense in all categories. Total cost: 180 points.
- 2) Not Quite So Lucky:** Decrease to 10 points of defense in all categories. Total cost: 90 points.
- 3) Expanded Luck:** The character's luck also makes it difficult for others to find weaknesses

or flaws in his protection. Character also buys Lack Of Weakness (-10 for Normal and Resistant Defenses). Total cost: 20 points; total cost of overall power 155 points.

4) Uncontrollable Luck: The standard power assumes the character has some control over his luck power and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½) and No Conscious Control (-2). 157 Active Points; total cost 45 points.

LUCKY BREAK

Effect: Desolidification, Only To Protect Against Limited Type Of Attack
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4

Description: Even in situations where it seems virtually impossible that the character could avoid harm or escape from a dangerous situation, he gets an incredibly lucky break that saves him. For example, if stuck in a collapsing building or an avalanche zone, he just happens to stand where no debris falls; or multiple enemies could target him with Autofire weapons at point-blank range but miss with every shot.

Unfortunately, the character's luck is not perfect. It will not protect him against attacks or other effects that "saturate" an area, such as fireballs, gas clouds, or anything else the GM believes the character cannot avoid. Furthermore, the character can only use this power to save himself from one dangerous situation per Phase; once he activates it, it won't work again until the character's next Phase.

Game Information: *Desolidification (affected by "saturated" attacks) (40 Active Points); Only To Protect Against Limited Type Of Attack (see text; -1), Instant (-½). Total cost: 16 points.*

OPTIONS:

- 1) Continuing Lucky Break:** The power works for as long as the character pays END. Remove Instant. Total cost: 20 points.
- 2) Persistent Lucky Break:** The power remain in effect all the time, even when the character sleeps. This requires the GM's permission, or the character has to buy Affects Physical World for all of his other abilities. Remove Instant and add Reduced Endurance (0 END; +½) and Persistent (+½). 80 Active Points; total cost 40 points.
- 3) Uncontrollable Lucky Break:** The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 50 Active Points; total cost 10 points.

SOMETHING GOT IN THE WAY

Effect:	Missile Deflection (all Ranged attacks)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: If the character exerts his luck powers, something gets in the way of a ranged attacker. Whether it's a windblown chunk of debris, a chunk of masonry falling in the way, or just someone accidentally jostling the attacker's arm as he fires, something stops the attack from striking home.

Game Information: *Missile Deflection (all Ranged attacks). Total cost: 20 points.*

OPTIONS:

- 1) Really Lucky:** Add +5 OCV with Missile Deflection. Total cost: 30 points.
- 2) I Can Help My Friends, Too:** The character can also use his luck powers to protect his comrades. Add Range (+1). Total cost: 40 points.
- 3) Uncontrollable Luck:** The standard power assumes the character has some control over his luck power and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½) and No Conscious Control (-2). 25 Active Points; total cost 7 points.

SENSORY POWERS

ALARM CLOCK OF LUCK

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

Description: The character is so lucky that no matter how soundly he may be sleeping, if there's something he should hear, he will. Even when he's asleep, sneaking up on him is virtually impossible — something happens to awaken him in time.

Game Information: *Lightsleep. Total cost: 3 points.*

I JUST HAPPENED TO NOTICE...

Effect:	+10 PER Rolls with all Sense Groups
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: The character notices things more readily than other people because he “just happens” to look at the right spot, pay attention to the right voice, or think about the right things to check on.

Game Information: *+10 to PER Rolls with all Sense Groups. Total cost: 30 points.*

OPTIONS:

- 1) Better Noticing:** Increase to +15 PER. Total cost: 45 points.
- 2) Lesser Noticing:** Decrease to +5 PER. Total cost: 15 points.
- 3) Uncontrollable Noticing:** The standard power as written assumes the character has some control over his luck powers and can cause this effect to occur at will. If that's not the case — if the character's luck is an unconscious thing — add Trigger (+¼), Only Works Once Per Scene (-½), and No Conscious Control (-2). 37 Active Points; total cost 11 points.

OOOH, THAT'S GOTTA HURT...

Effect:	Find Weakness 11- with All Attacks
Target/Area Affected:	One character
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's so lucky that he has a knack for hitting his opponents in the weakest or most vulnerable spot.

Game Information: *Find Weakness 11- with All Attacks. Total cost: 30 points.*

OPTIONS:

- 1) Really Lucky:** Increase to Find Weakness 13-. Total cost: 40 points.
- 2) Not Always So Lucky:** Add Requires A Luck Roll (1 level of Luck; -1). Total cost: 15 points.

**SUBJECT ID:
HAZARD**

“The incredible coincidences I experience in this job never cease to amaze me. And beyond that there’s the problem of superhuman luck. What an incredibly versatile power! A recent encounter with the mercenary Hazard, who’s known for his inhuman luck, proved that to me in spades. While on patrol I found him breaking into a building near the courthouse. Hoping I could capture him from ambush before his luck could protect him, I headed in for a knock-out blow. No such luck. He heard me somehow and fled. I pursued, but his luck protected him — as I was swinging off one of the decorative pillars outside the courthouse it broke, trapping me underneath it as it fell. But at least the stairs propped it up just enough that I wasn’t badly hurt.

“I’ll get him next time.”

—from the personal journals of Nighthawk

SHINGUARDS OF LUCK

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

Description: The character’s luck is such that even when he can’t see or hear, he has a knack for not bumping into things. He could walk through a warehouse full of junk and somehow manage to step in just the right places in just the right ways to keep from ever hurting himself by running into or stepping on something harmful. However, he can’t use this ability to attack people.

Game Information: *Spatial Awareness (but remove Targeting) (no Sense Group). Total cost: 12 points.*

MISCELLANEOUS POWERS**AGAINST ALL ODDS**

Effect: Luck 10d6, No Conscious Control
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: Some characters have the ability to survive against seemingly impossible odds. When a character with Against All Odds finds himself in a situation the GM deems hopeless, the power takes effect to give him a fighting chance to succeed (or at least escape!).

This power uses the second option for Luck described on page 199 of the *HERO System 5th Edition, Revised*: when the GM tells the player the power has activated, the player rolls ten dice of Luck. The total on the dice represents points the character can add to or subtract from his rolls for the rest of “the scene” (as defined by the GM) and/or until events reach a dramatically satisfying conclusion for Our Hero (note that this doesn’t necessarily mean total triumph, or even triumph at all; sometimes living to fight another day is a dramatically satisfying thing).

Game Information: *Luck 10d6 (50 Active Points); No Conscious Control (only GM can activate power, but once it’s activated the character controls the use of the “Luck points”; -1), Effect Only Remains For One Scene Or Until Dramatically Satisfying Conclusion Is Reached (-0). Total Cost: 25 points.*

OPTIONS:

1) The Will To Succeed: The character’s ability to come out ahead depends less on sheer luck than on his overwhelming will to succeed when the chips are down. Add Requires An EGO Roll (assuming an EGO of 13-22; $-\frac{3}{4}$). Total cost: 18 points.

2) Fate Is Fickle: The character’s Luck doesn’t always kick in to help him. Even when the GM activates the power, it might not work! Add Activation Roll 11- (-1). Total cost: 17 points.

LUCKY GUESS

Effect: Detect Correct Answer
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 0

Description: When faced with a question he doesn’t know the answer to, the character can, after just a little thought, take a guess that’s usually the correct answer. He doesn’t know why the answer is correct, and he may not know it’s correct until it’s confirmed, but his answers are usually the right ones.

Obviously, this power has the potential to unbalance many games, particularly ones that focus on investigation and character interaction, so characters should get the GM’s approval before buying it.

Game Information: *Detect Correct Answer (INT Roll) (no Sense Group), Discriminatory. Total cost: 15 points.*

OPTIONS:

1) Accurate Guess: Increase to INT +5. Total cost: 20 points.

2) Incredible Guess: Increase to INT +10. Total cost: 25 points.

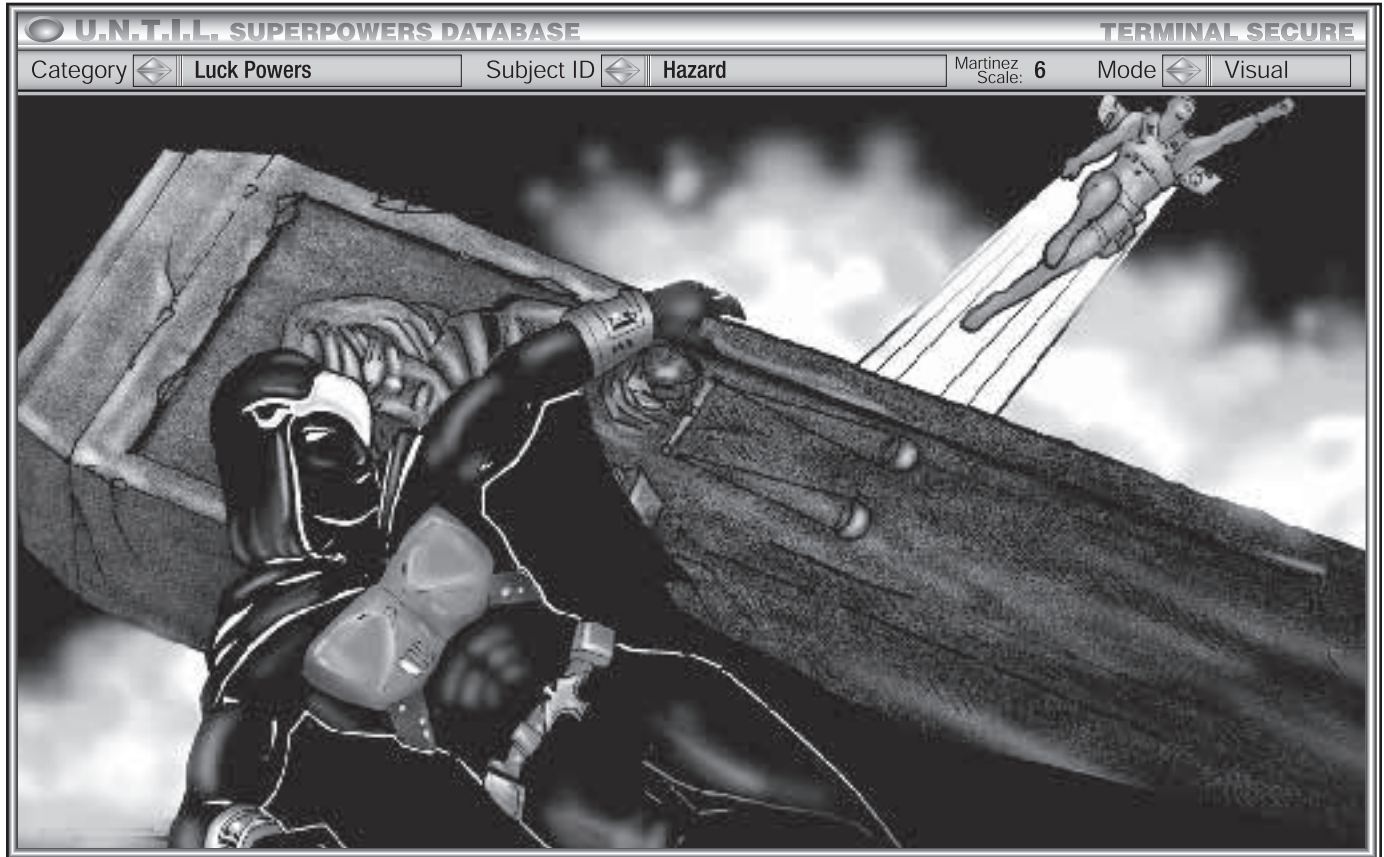
3) That’s My Contribution For The Day: Add 1 Charge (-2). 15 Active Points; total cost 5 points.

PUSHING YOUR LUCK

Effect: Luck +2d6
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 10

Description: In a particularly difficult situation, the character may attempt to put extra effort into manipulating probability in his favor. He must already have at least one die of Luck to buy this power. As usual with Luck, he has no control over the exact results of his effort, or even any assurance it will work.

Game Information: *Luck +2d6 (10 Active Points); Costs Endurance ($-\frac{1}{2}$), Increased Endurance Cost (x10 END; -4). Total cost: 2 points.*



RESCUER

Effect: Summon 350-point superbeing
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 10

Description: In genre fiction, when things go badly for the hero, rescuers tend to show up at just the right moment. Typically the person who arrives is the character's ally or colleague, but could simply be an enemy of the person the character is fighting. The end result — the person who arrives helps the character — remains the same.

As a default, this power assumes the character's rescuer is built on a total of 350 Character Points. You can easily adjust the point total up or down by changing the cost of the power.

Game Information: *Summon one 350-point character (70 Active Points), Arrives Under Own Power (-½). Total cost: 47 points.*

OPTIONS:

- 1) **Guess Who's In The Neighborhood:** The power only works if the Summoned character is close enough to arrive in time, and/or if he can hear the "cry for help." Add Summoned Being Must Inhabit Locale (-½). Total cost: 35 points.
- 2) **It's The Bloomin' Cavalry!:** Increase to eight 350-point characters. 85 Active Points; total cost 57 points.

YOU'RE A WINNER!

Effect: Money (Well Off)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character's amazing luck manifests itself in a most welcome way: he's constantly winning sweepstakes, door prizes, lotteries, and other such prizes. He can support himself quite nicely entirely on his winnings without having to do a lick of work.

Game Information: *Money (Well Off). Total cost: 5 points.*

OPTIONS:

- 1) **Big Winner:** The character routinely wins significant prizes. Increase to Money (Wealthy). Total cost: 10 points.
- 2) **Really Big Winner:** The character routinely wins major lotteries. Increase to Money (Filthy Rich). Total cost: 15 points.

MATTER MANIPULATION



OFFENSIVE POWERS

CREATE BINDINGS

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

Description: The character uses his control over matter to either warp local matter so that it snares his target, or to create a stone-like substance out of thin air around the target. He can also use this power to create protective barriers.

Game Information: *Entangle 6d6, 6 DEF. Total cost: 60 points.*

OPTIONS:

- 1) Strong Bindings:** Increase to Entangle 8d6, 8 DEF. Total cost: 80 points.
- 2) Weak Bindings:** Decrease to Entangle 4d6, 4 DEF. Total cost: 40 points.
- 3) Large Bindings:** The character can create bindings large enough to capture entire groups of people. Decrease to Entangle 5d6, 5 DEF and add Area Of Effect (5" Radius; +1). Total cost: 100 points.

MATTER CREATION ATTACK

Effect: Entangle 6d6, 6 DEF/Energy Blast 9d6, Indirect
Target/Area Affected: One character
Duration: Instant
Range: 300"/280"
END Cost: 6/6

Description: The character can use his power to create matter in offensive ways. First, he can create rock, metal, or similar materials around a target, imprisoning him. Second, he can create chunks of similar material above the target to drop on him and cause injury.

Game Information:

Cost Power

60 *Matter Creation Attack:* Multipower, 60-point reserve

6u 1) *Matter Envelope:* Entangle 6d6, 6 DEF

6u 2) *Matter Dropping:* Energy Blast 9d6, Indirect (always from above; +¼)

Total cost: 72 points.

OPTIONS:

- 1) Strong Power:** Increase reserve to 75 points, Slot One to Entangle 8d6, 7 DEF and Slot Two to Energy Blast 12d6. Total cost: 89 points.
- 2) Weak Power:** Decrease reserve to 50 points, Slot One to Entangle 5d6, 5 DEF and Slot Two to Energy Blast 8d6. Total cost: 60 points.
- 3) Sharp Matter Dropping:** The character can also create sharp or pointed chunks of matter to drop on his foes. Add a third slot, RKA 3d6, Indirect (always from above; +¼). Total cost: 78 points.

MOLECULAR INCOHESION

Effect: RKA 2d6, Armor Piercing, Penetrating (x2)
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 7

Description: The character can remove the cohesion between molecules, thus allowing him to rip, tear, or pull apart an object with ease. Even the toughest materials have little chance against this power.

Game Information: *RKA 2d6, Armor Piercing (+½), Penetrating (x2; +1) (75 Active Points); No Range (-½), Reduced STUN Multiplier (1d6-3; -½), No Knockback (-¼). Total cost: 33 points.*

OPTIONS:

- 1) Strong Incohesion:** Increase to RKA 3d6. 112 Active Points; total cost 50 points.
- 2) Weak Incohesion:** Decrease to RKA 1d6. 37 Active Points; total cost 16 points.
- 3) Easy Incohesion:** Add Reduced Endurance (0 END; +½). 90 Active Points; total cost 40 points.
- 4) Painful Incohesion:** Remove Reduced STUN Multiplier (-½). Total cost: 43 points.
- 5) Really Painful Incohesion:** As Painful Incohesion, but also add Increased STUN Multiplier (1d6+1; +½). 90 Active Points; total cost 51 points.

STUCK ON YOURSELF

Effect:	Entangle 3d6, 6 DEF, Takes No Damage From Attacks, Cannot Be Escaped With Teleportation
Target/Area Affected:	One character
Duration:	Instant
Range:	395"
END Cost:	8

Description: The character can increase the molecular attraction between the target's atoms, causing the target's limbs and extremities to stick to their body. Since there's no actual binding agent save the target itself, the Entangle effect is transparent to attacks. Similarly, the victim cannot escape the effect via Teleportation (since the target carries the attraction effect with him as he moves).

Game Information: *Entangle 3d6, 6 DEF, Takes No Damage From Attacks (+½), Cannot Be Escaped With Teleportation (+¼) (79 Active Points); Cannot Form Barriers (-¼). Total cost: 63 points.*

OPTIONS:

- 1) Strong Attraction:** Increase to Entangle 6d6, 6 DEF. 105 Active Points; total cost 84 points.
- 2) Weak Attraction:** Decrease to Entangle 3d6, 3 DEF. 52 Active Points; total cost 42 points.

SENSORY POWERS

SPEAKING STATUES

Effect:	Retrocognition (Sight and Hearing Groups)
Target/Area Affected:	See text
Duration:	Constant
Range:	No Range
END Cost:	5

Description: This power allows a character to animate a statue, the characters in a painting, or the like so that they can tell him what's happened near them in the past. They have trouble remembering things accurately the further back in time the character asks them to remember, and at the GM's option may have difficulty with human concepts (such as large numbers). Nevertheless, they usually provide valuable information.

Game Information: *Clairsentience (Sight and Hearing Groups), Retrocognition (50 Active Points); Extra Time (1 Turn; -1¼), No Range (-½), Requires Appropriate Artwork (-½), Retrocognition Only (-1), Time Modifiers (-½). Total cost: 10 points.*

OPTIONS:

- 1) Clear Revelation:** The artwork can remember any point in the past with equal clarity. Remove Time Modifiers (-½). Total cost: 12 points.
- 2) Quick Power:** Remove Extra Time (-1¼). Total cost: 14 points.

MISCELLANEOUS POWERS

CLOTH CONTROL

Effect:	Various (see text)
Target/Area Affected:	Varies
Duration:	Varies
Range:	Varies
END Cost:	Varies

Description: The character has broad powers of control over cloth, thread, and textile fibers in general. He can change one type or color of cloth to another, "stitch" clothes together to prevent the person wearing them from moving, or shred clothes.

Note that this power only works against cloth (including artificial fibers like polyester) and objects made from it. It would not work against leather, the rubber soles of shoes, metal buckles, ivory buttons, or the like.

Game Information:

Cost Power

20	<i>Cloth Control:</i> Multipower, 20-point reserve
1u	1) <i>Alter Clothing:</i> Cosmetic Transform 4d6 (one set of clothes into another; heals back through another application of this power); Limited Target (clothes; -½)
1u	2) <i>Confining Stitching:</i> Entangle 2d6, 2 DEF; Only Works Against Persons Wearing Appropriate Clothing (-½)
1u	3) <i>Unstitch:</i> RKA 1d6+1; Only Works Against Cloth (-2)

Total cost: 23 points.

MOLECULAR ADHESION

Effect:	Clinging (STR +30)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: The character uses his control of molecular properties to "stick" to any surface — he can even walk up walls!

Game Information: *Clinging (STR +30). Total cost: 20 points.*

OPTIONS:

- 1) Strong Adhesion:** Increase to Clinging (STR +60). Total cost: 30 points.
- 2) Weak Adhesion:** Decrease to Clinging (normal STR). Total cost: 10 points.

SUBJECT ID:
UNKNOWN

(page 84)

"Black Mask of Vibora Bay recently reported an encounter with an unidentified superhuman criminal who was using matter-manipulation powers to break into the vault at the Seventh National Bank. When confronted, he fled; when Black Mask cornered him at a construction site, he used his powers to wrap her up in metal beams. By the time she wriggled free, he'd escaped.

"Black Mask's description of the supercriminal — a slightly older-looking man in a ragged, hooded cloak and also wearing what seemed to be a high-tech, leathery-looking armor and high-tech bracers of some sort — does not match our records of any known superhuman. The presence of technology raises the question of whether his abilities are natural, but Black Mask believes his powers didn't emanate from the bracers or armor.

"All agents in the region around Vibora Bay are instructed to remain alert for this individual and to contact their informants to seek information about him."

—excerpt from UNTIL's weekly internal information circular



OBJECT CREATION II

Effect: Summon Object built on up to 1,000 Character Points
Target/Area Affected: One object
Duration: Instant
Range: No Range
END Cost: 0

Description: The character's control over matter allows him to instantly create vehicles, buildings, and other such objects that can be defined with Character Points. The GM determines what the character can and cannot create using this power. Since it's similar to a Major Transform that creates objects out of thin air, the GM should apply the rules for such abilities (for example, he shouldn't let a character create an object that would require a Skill to build unless the character has that Skill).

Game Information: *Summon one object built on up to 1,000 Character Points, Expanded Class (any object that can be built or defined with Character Points; +1), Slavishly Loyal (+1), Reduced Endurance (0 END; +½) (700 Active Points); Extra Time (minimum of 1 Minute, and often much longer, depending on the complexity of the object; -1½). Total cost: 280 points.*

OPTIONS:

- 1) Strong Creation:** Increase to Summon one object built on up to 1,500 Character Points. 1,050 Active Points; total cost 420 points.
- 2) Weak Creation:** Decrease to Summon one object built on up to 500 Character Points. 350 Active Points; total cost 140 points.
- 3) Ranged Creation:** The character can create objects at a distance from himself. Add Ranged (+½). 800 Active Points; total cost 320 points.
- 4) Object Duplication:** The character can only create exact duplicates of object available to him. Add Can Only Duplicate Existing, Available Objects (-1). Total cost: 200 points.

MENTAL AND PSIONIC POWERS



OFFENSIVE POWERS

BRAINBURNING

Effect: RKA 2d6, BOECV, Does BODY
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 9

Description: By turning his telepathic powers on a target full-force, the character can literally fry the target's brain, killing him without leaving any outward trace.

Game Information: RKA 2d6, BOECV (Mental Defense applies; +1), Does BODY (+1). Total cost: 90 points.

OPTIONS:

- 1) Strong Burn:** Increase to RKA 3d6. Total cost: 135 points.
- 2) Weak Burn:** Decrease to RKA 1d6. Total cost: 45 points.
- 3) Lasting Burn:** The character can keep assaulting the target's brain without making another ECV Attack Roll as long as he keeps paying END. Add Continuous (+1). Total cost: 120 points.

LOST HIS GRIP ON REALITY

Effect: Major Transform 1 point (make person insane), BOECV
Target/Area Affected: One character
Duration: Constant
Range: LOS
END Cost: 2

Description: The character uses his powers of illusion to make the victim unable to distinguish reality from hallucination. Slowly but surely, this warps the victim's mind until he becomes utterly insane. The insanity usually lasts for at least a month or two before the victim comes to himself.

Game Information: Major Transform 1 point (sentient being into being with the Psychological Limitation Utterly, Gibberingly Insane [Very Common, Total]; heals back normally), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Continuous (+1) (16 Active Points); Limited Target (sentient beings; -¼). Total cost: 13 points.

OPTIONS:

- 1) Faster Loss:** Increase to Major Transform ½d6. 32 Active Points; total cost 26 points.
- 2) Restricted Loss:** This form of the power only works if the character has affected the target with Mental Illusions at the EGO +10 level or higher. Add Linked (victim must be suffering effects of EGO +10 or better Mental Illusion; -½). Total cost: 9 points.

PSI-BLADE

Effect: Ego Attack 4d6, Requires An Attack Roll
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: The character can form a blade of pure psychic energy and use it to attack as he would a sword or dagger — except that it doesn't cut the victim, it inflicts psionic damage that stuns him. In addition to the standard Ego Attack Roll, the character must also make an OCV-based Attack Roll to hit the target. (The GM may, at his option, dispense with the Ego Attack Roll, but this may cause game balance problems.)

Game Information: Ego Attack 4d6 (40 Active Points); No Range (-½), Requires An Attack Roll (-½). Total cost: 20 points.

OPTIONS:

- 1) Strong Psi-blade:** Increase to Ego Attack 6d6. 60 Active Points; total cost 30 points.
- 2) Weak Psi-blade:** Decrease to Ego Attack 3d6. 30 Active Points; total cost 15 points.
- 3) Deadly Psi-blade I:** Add Does BODY (+1). 80 Active Points; total cost 40 points.
- 4) Deadly Psi-blade II:** Change to RKA 2d6, BOECV (Mental Defense applies; +1), Does BODY (+1). 90 Active Points; total cost 45 points.

PSI-DARTS

Effect:	Ego Attack 4d6, Requires An Attack Roll
Target/Area Affected:	One character
Duration:	Instant
Range:	RBS
END Cost:	4

Description: The character can form a “dart” of pure psychic energy and throw it at targets (for these purposes the dart is assumed to have a “weight” of .25 kg). The dart doesn’t cut the victim, it inflicts psionic damage that stuns him. In addition to the standard Ego Attack Roll, the character must also make an OCV-based Attack Roll to hit the target. (The GM may, at his option, dispense with the Ego Attack Roll, but this may cause game balance problems.)

Game Information: *Ego Attack 4d6 (40 Active Points); Normal Range Based On STR (-½), Requires An Attack Roll (-½). Total cost: 20 points.*

OPTIONS:

- 1) Strong Psi-dart:** Increase to Ego Attack 6d6. 60 Active Points; total cost 30 points.
- 2) Weak Psi-dart:** Decrease to Ego Attack 3d6. 30 Active Points; total cost 15 points.
- 3) Deadly Psi-dart I:** Add Does BODY (+1). 80 Active Points; total cost 40 points.
- 4) Deadly Psi-dart II:** Change to RKA 2d6, BOECV (Mental Defense applies; +1), Does BODY (+1). 90 Active Points; total cost 45 points.
- 5) Multiple Psi-darts:** Add Autofire (3 shots; +1¼). 90 Active Points; total cost 45 points.
- 6) Seeking Psi-darts:** The character can throw the darts so that they arc around corners and other obstacles. Add Indirect (always originates from the character, but can strike target from any angle; +½). 60 Active Points; total cost 30 points.

TELEPATHIC TIME STOP

Effect:	Entangle 4d6, 4 DEF, BOECV
Target/Area Affected:	23” Radius
Duration:	Instant
Range:	LOS
END Cost:	0

Description: A character with this power can telepathically “freeze” everyone in a 23” radius area. While frozen, the victims cannot use their senses, or even sense the passage of time; they “wake up” thinking nothing unusual has happened (though they may experience odd physical sensations, such as a funny taste in the mouth, for a few moments). The user of the ability can selectively chose to leave some people “unfrozen” so he can interact with them.

Game Information: *Entangle 4d6, 4 DEF, Stops A Given Sense Group (Sight Group, Hearing Group, Smell/Taste Group, Passage Of Time), Takes No Damage From Physical Attacks (+¼), BOECV (Mental Defense applies; +1), Works Against EGO, Not STR (+¼), Area Of Effect (20” Radius; +1), Selective (+¼), Reduced Endurance (0 END; +½) (340 Active Points); Mental Defense Adds To EGO (-½), Cannot Form Barriers (-¼), Susceptible (to Mental Powers, Uncommon; -¼). Total cost: 170 points.*

OPTIONS:

- 1) Strong Time Stop:** Increase to Entangle 5d6, 5 DEF. 382 Active Points; total cost 191 points.
- 2) Weak Telepathic Time Stop:** Decrease to Entangle 3d6, 3 DEF. 297 Active Points; total cost 148 points.
- 3) Larger Area:** Increase to Area Of Effect (46” Radius; +1¼). 360 Active Points; total cost 180 points.
- 4) Smaller Area:** Decrease to Area Of Effect (4” Radius; +1). 340 Active Points; total cost 170 points.
- 5) Escape Time Stop:** The character uses this power solely to foil pursuit. Remove Selective (+¼). 320 Active Points; total cost 160 points.

DEFENSIVE POWERS

MENTAL DEFLECTION

Effect: Missile Deflection, BOECV
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can deflect mental attacks away from his mind, regardless of how strong they are.

Characters may only buy this power with the GM's permission, because it uses the optional rules on page 210 of the *HERO System 5th Edition, Revised*.

Game Information: *Missile Deflection* (all mental attacks), BOECV (+1) (40 Active Points); Costs Endurance (-½). Total cost: 27 points.

OPTIONS:

1) **Ranged Mental Deflection:** The character can also deflect mental attacks away from his friends and allies. Add Range (+1). 60 Active Points; total cost 40 points.

MISDIRECTED AIM

Effect: +4 DCV, Usable As Attack
Target/Area Affected: One character
Duration: Constant
Range: Self/200"
END Cost: 2/5

Description: The character has the ability to contact attackers' minds telepathically and "nudge" them so their attacks are more likely to miss. He can use this ability for himself, or for another person (in the latter case it's bought Usable As Attack so the character controls how long it remains active, pays the END for it, and can grant the ability to someone without their needing to take any action).

Game Information:

Cost Power

33 *Misdirected Aim:* Multipower, 50-point powers; all Costs Endurance (-½)

1u 1) *Self-Protection:* +4 DCV; Costs Endurance (-½)

3u 2) *Protection Of Another:* +4 DCV, Usable As Attack (defense is declining the power; +1), Ranged (+½); Costs Endurance (-½)

Total cost: 37 points.

OPTIONS:

1) **Strong Misdirection:** Increase reserve to 75 points and both slots to +6 DCV. Total cost: 57 points.

2) **Weak Misdirection:** Decrease reserve to 25 points and both slots to +2 DCV. Total cost: 20 points.

SENSORY POWERS

PERCEIVE PSIONIC TRACES

Effect: Retrocognition
Target/Area Affected: Self
Duration: Constant
Range: No Range
END Cost: 4

Description: When beings with minds inhabit or pass through an area, or handle an object, they leave psionic traces. A skilled mentalist can read these traces and know that someone was present — and if he's mentally encountered the person before, he'll recognize who it is by that person's "mental signature." (Similarly, after reading psionic traces, he can later recognize the same trace in the person's mind if he has mental contact with it.) The longer it's been since the subject was in the area (or handled the object), the harder it is to perceive his psionic trace.

Game Information: *Clairsentience* (Mental Sense Group), *Retrocognition* (40 Active Points); *Retrocognition Only* (-1), *No Range* (-½), *Time Modifiers* (-½). Total cost: 13 points.

OPTIONS:

1) **Strong Power:** Remove Time Modifiers (-½). Total cost: 16 points.

2) **Psychometric Psi-Reading:** This form of the power only works to perceive psionic traces in objects that a person has handled. Add Psychometry (-½) (see USPD, page 168). Total cost: 11 points.

MISCELLANEOUS POWERS

SPEED OF THOUGHT

Effect: +2 SPD, Only For Using Mental Powers
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can use his mental abilities much more quickly than he can move or perform physical tasks. This power requires GM's approval, since it may pose significant game balance problems.

Game Information: +2 SPD (20 Active Points); *Only To Use Mental Powers* (-½). Total cost: 13 points.

OPTIONS:

1) **Greater Speed:** Increase to +3 SPD. 30 Active Points; total cost 20 points.

2) **Lesser Speed:** Decrease to +1 SPD. 10 Active Points; total cost 7 points.

3) **Single-Power Speed:** Change Only to Use Mental Powers (-½) to Only To Use [Single Mental Power] (-1). 20 Active Points; total cost 10 points.

PRECOGNITION POWERS



OFFENSIVE POWERS

PRECOGNITIVE ANTICIPATION

Effect:	Lightning Reflexes (+10 to act first with All Attacks)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: When he's in combat, the character reflexively perceives a microsecond forward in time, allowing him to act and react to the other combatants more swiftly.

Game Information: *Lightning Reflexes: +10 to act first with All Attacks. Total cost: 15 points.*

OPTIONS:

- 1) Strong Anticipation:** Increase to +14 DEX. Total cost: 21 points.
- 2) Weak Anticipation:** Decrease to +6 DEX. Total cost: 9 points.
- 3) Tiring Anticipation:** Add Costs Endurance (-½). 15 Active Points; total cost 10 points.

DEFENSIVE POWERS

ANTICIPATORY SHIELDING

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

Description: The character's precognitive abilities warn him a split-second before a bright light, loud noise, or the like might blind or deafen him, giving him time to shut his eyes and/or cover his ears to protect himself.

Game Information:

Cost Power

- | | |
|----|--|
| 10 | <i>Anticipatory Shielding:</i> Sight Group Flash Defense (10 points) |
| 10 | <i>Anticipatory Shielding:</i> Hearing Group Flash Defense (10 points) |

Total cost: 20 points

OPTIONS:

- 1) Strong Anticipation:** Increase to 15 points of each form of Flash Defense. Total cost: 30 points.

- 2) Weak Anticipation:** Decrease to 7 points of each form of Flash Defense. Total cost: 14 points.

BEEN THERE, DONE THAT

Effect:	+20 PRE, Only To Protect Against Presence Attacks
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character sometimes foresees future events. Since he knows what's going to happen (at least vaguely), it's difficult to shock, impress, frighten, or intimidate him.

The player should roll this power's Activation Roll whenever the character is subjected to a Presence Attack. If the roll succeeds, the character has foreseen this event and reacts appropriately; if it fails, he hasn't foreseen this and doesn't get the benefit of his "defensive PRE."

Game Information: *+20 PRE (20 Active Points); Activation Roll 11- (-1), Only To Protect Against Presence Attacks (-1). Total cost: 7 points.*

OPTIONS:

- 1) Been There, Done Everything:** Increase to +30 PRE. Total cost: 10 points.
- 2) Incomplete Visions:** The character's foresight isn't quite as reliable as he'd like. Change to Activation Roll 9- (-1½). Total cost: 6 points.

PRECOGNITIVE NULL

Effect:	Invisibility to Danger Sense and Precognition
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character is a "precognitive null" — he doesn't exist for precognition purposes. People looking into the future can't see him (though they can see the results of his actions, or the physical effect he leaves on the world as he passes through it); people who have special senses to forewarn them of danger can't "see" him with them.

Game Information: *Invisibility to Danger Sense and Precognition, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½). Total cost: 70 points.*

U.N.T.I.L. SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	Precognition Powers	Subject ID	Classified
		Martinez Scale:	Clas.. Mode
			Visual

IMAGE DELETED — CLASSIFIED BY ORDER OF U.N. COMMAND AUTHORITY

MISCELLANEOUS POWERS

FORESIGHT COMPETENCE

Effect: +4 Overall Skill Levels
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character can use his foresight to improve his ability to use his Skills. If he wants to hide something, he can glance into the future and see where his adversaries are likely to look for it, then use that knowledge to improve his chances to hide that object with Concealment. If he's planting a bomb, he can look into the future to see what types of methods his enemies will try to disarm it, then counteract them in advance when he makes his Demolitions roll. If he's trying to pick a lock, he can look into the future and see all the methods he's tried that failed, making it easier to pick the right method. The possibilities are practically endless.

Game Information: +4 Overall Skill Levels (40 Active Points); Costs Endurance (-½), Extra Time (1 Turn; -1¼), Requires A Precognition Tricks Roll (-½). Total cost: 12 points.

OPTIONS:

- 1) **Strong Foresight:** Increase to +5 Overall Skill Levels. 50 Active Points; total cost 15 points.
- 2) **Weak Foresight:** Decrease to +3 Overall Skill Levels. 30 Active Points; total cost 9 points.

FORESIGHT INVISIBILITY

Effect: Invisible to Sight Group
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character uses his precognitive abilities to hide himself from a person or persons who are looking for him. By glancing a few seconds into the future, he can see where his pursuers will look for him and what they'll do to find him — then all he has to do is be somewhere they're not looking. He could be standing right next to them, but they'll never know it because they're always looking the wrong way. Obviously this works best against one person or a small group; it doesn't work if too many people are looking around trying to find the character. (The GM decides how many is too many; for some size groups he may simply give the members PER Roll bonuses to see the character.)

Game Information: *Invisible to Sight Group (20 Active Points); Doesn't Work Against Large Groups (see text; -¼), Requires A Precognition Tricks Roll (-½). Total cost: 11 points.*

OPTIONS:

- 1) **Easy Foresight:** Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 17 points.

NOTICE!

Image deleted. SEC-MAR was clear about this one during our recent conference call. The civilian "hostage" in this photograph is not all that he appears; the image is to be destroyed.

Do so now before I reassign you to IS-0.

—Gideon H. Jones, Director, Technical Corps

SHAPE ALTERATION



DEFENSIVE POWERS

MUTATING EXTERIOR

Effect:	Lack Of Weakness (-10) for Normal and Resistant Defenses
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	1

Description: The character constantly shifts his exterior form and appearance, making it virtually impossible for attackers to detect any weaknesses in his body. This only applies to innate defenses, such as the character's own PD, ED, and Damage Resistance; it has no effect on worn armors, force fields the character generates, or the like (the Limitation that reflects this should be removed if the character has no non-innate defenses).

Game Information: *Lack Of Weakness (-10) for Normal and Resistant Defenses (20 Active Points); Costs Endurance (-½), Only Applies To Character's Innate Defenses (-¼). Total cost: 11 points.*

OPTIONS:

- 1) Greater Mutating:** Increase to Lack Of Weakness (-15). 30 Active Points; total cost 17 points.
- 2) Lesser Mutating:** Decrease to Lack of Weakness (-5). 10 Active Points; total cost 6 points.

MISCELLANEOUS POWERS

HUMAN LOCKPICK

Effect:	Lockpicking (DEX Roll +5)
Target/Area Affected:	One lock
Duration:	Instant
Range:	Touch
END Cost:	1

Description: The character can extend tiny portions of his finger into a mechanical lock, adjusting the tumblers by feel until it opens.

Game Information: *Lockpicking (DEX Roll +5) (13 Active Points); Costs Endurance (-½), Only Versus Mechanical Key Locks (-1). Total cost: 5 points.*

OPTIONS:

- 1) Precise Lockpick:** Increase to Lockpicking (DEX Roll +10). 23 Active Points; total cost 9 points.
- 2) Simple Lockpick:** Decrease to Lockpicking (DEX Roll). 3 Active Points; total cost 1 point.

SIZE ALTERATION POWERS



DEFENSIVE POWERS

NICE TRY, LITTLE MAN

Effect:	+15 PD and ED versus smaller attackers
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: Smaller beings just don't cause as much harm as those of the character's size.

Game Information: +15 PD (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼) (total cost: 12 points) **plus** +15 ED (15 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼) (total cost: 12 points). Total cost: 24 points.

OPTIONS:

- 1) Even Tougher:** Increase both Characteristics to +20. $20 + 20 = 40$ Active Points; total cost $16 + 16 = 32$ points.
- 2) Weaker Defenses:** Decrease both Characteristics to +10. $10 + 10 = 20$ Active Points; total cost $8 + 8 = 16$ points.
- 3) What Was That, A Mosquito?:** The base power assumes the character's toughness due to size doesn't work as well against Killing Attacks. Some characters don't suffer from that problem. Change to Armor (15 PD/15 ED) (45 Active Points); Only Applies Versus Attackers At Least One Size "Class" Smaller (-¼). Total cost: 36 points.

EXTERNAL SIZE ALTERATION POWERS

Most characters with size alteration powers can only alter their own size. But some have the power to change the size of other people or objects.

Offensive Powers

ENLARGE/REDUCE OBJECTS

Effect:	Major Transform 6d6 (non-living object into same object but different size)
Target/Area Affected:	One object
Duration:	Instant
Range:	No Range
END Cost:	13

Description: The character can increase or decrease the size of non-living objects many hundred times. Typically he does this for utility purposes — to make something easier to carry, for example — but the power has many other applications. Use the rules on pages 447-49 of the *HERO System 5th Edition, Revised* rulebook to determine the BODY of objects.

Game Information: Major Transform 6d6 (non-living object into same object but different size, heals back normally (4 BODY/day) or through another application of this power), Improved Results Group (+¼), Reduced Endurance (½ END; +¼) (135 Active Points); No Range (-½), Limited Target (non-living objects; -¼). Total cost: 77 points.

OPTIONS:

- 1) Strong Enlarge/Reduce:** Increase to Major Transform 8d6. 180 Active Points; total cost 103 points.
- 2) Weak Enlarge/Reduce:** Decrease to Major Transform 4d6. 90 Active Points; total cost 51 points.
- 3) Ranged Enlarge/Reduce:** The character can use this power at range. Remove No Range (-½). Total cost: 108 points.

ENLARGED OBJECT BARRIERS

Effect:	Entangle 6d6, up to 6 DEF, Only To Form Barriers
Target/Area Affected:	Varies
Duration:	Instant
Range:	300"
END Cost:	6

Description: The character can enlarge non-living objects — pebbles and twigs on the ground, for example — to create barriers to foil pursuit or give him cover from attacks.

Game Information: *Entangle 6d6, up to 6 DEF (60 Active Points); OIF (small objects of opportunity; -½), Only To Form Barriers (-1), Defense Depends On Materials Used (-½). Total cost: 20 points.*

OPTIONS:

- 1) Strong Barrier:** Increase to Entangle 8d6, up to 8 DEF. 80 Active Points; total cost 27 points.
- 2) Weak Barrier:** Decrease to Entangle 4d6, up to 4 DEF. 40 Active Points; total cost 13 points.
- 3) Short-Range Barrier:** The character can only create barriers near himself. Add Limited Range (20"; -¼). Total cost: 18 points.
- 3) No-Range Barrier:** The character can only create barriers where he is. Add No Range (-½). Total cost: 17 points.

FALL THROUGH A HOLE

Effect:	Teleportation 5", Usable As Attack, Only To Drop Victim Through Something He's Standing On That Has Holes In It
Target/Area Affected:	One character
Duration:	Instant
Range:	No Range
END Cost:	6

Description: The character can make an object under someone's feet that has holes — such as a subway grating — grow so large the person falls through. The object returns to its normal size immediately thereafter.

Game Information: *Teleportation 5", x8 Increased Mass, Area Of Effect Nonselective (One Hex; +¼), Usable As Attack (defense is Teleportation, Growth, or dimension-manipulating powers; +1) (56 Active Points); Only To Drop Victim Through Something He's Standing On That Has Holes In It (-1), Must Pass Through Intervening Space (-¼), No Noncombat Movement (-¼). Total cost: 22 points.*

OPTIONS:

- 1) Strong Falling:** Increase to Teleportation 8". 70 Active Points; total cost 28 points.
- 2) Weak Falling:** Decrease to Teleportation 3". 47 Active Points; total cost 19 points.
- 3) Ranged Falling:** The character can use this power on targets at range. Add Ranged (+½). 69 Active Points; total cost 28 points.

HIS HEART GREW THREE SIZES THAT DAY

Effect:	RKA 2d6, NND, Does BODY
Target/Area Affected:	One character
Duration:	Instant
Range:	30"
END Cost:	9

Description: The character can enlarge (or perhaps shrink) a living being's heart, causing collapse of the circulatory system, heart attacks, and agonizing death.

Game Information: *RKA 2d6, NND (defense is Power Defense or not having a circulatory system; +1), Does BODY (+1) (90 Active Points); Limited Range (30"; -¼). Total cost: 72 points.*

OPTIONS:

- 1) Strong Power:** Increase to RKA 3d6. 135 Active Points; total cost 108 points.
- 2) Weak Power:** Decrease to RKA 1d6. 45 Active Points; total cost 36 points.
- 3) Ongoing Enlargement:** The character can keep the victim's heart large (or small) until the pain and effects kill the victim. Decrease to RKA 1d6 and add Continuous (+1). 60 Active Points; total cost 48 points.

OBJECT SHRINKING

Effect:	Drain Focus 3d6
Target/Area Affected:	One character
Duration:	Instant
Range:	30"
END Cost:	10

Description: The character can shrink all or part of an object — in game terms, a Focus — so that it becomes unusable. In game terms, this is defined using only a +1 *Variable Effect Advantage*, since while the power affects all the powers in a single Focus at once, it doesn't affect all the powers in all the target's Foci simultaneously.

Game Information: *Drain Focus 3d6, all powers defined as belonging to a single Focus at once (see text; +1), Delayed Return Rate (points return at the rate of 5 per 20 Minutes; +¾), Limited Range (30"; +¼). Total cost: 90 points.*

OPTIONS:

- 1) **Strong Shrinking:** Increase to Drain Focus 4d6. Total cost: 120 points.
- 2) **Weak Shrinking:** Decrease to Drain Focus 2d6. Total cost: 60 points.

PEBBLES INTO BOULDERS

Effect: Energy Blast 8d6
Target/Area Affected: 1" Radius
Duration: Instant
Range: 25"
END Cost: 6

Description: The character can throw a small, harmless object — such as a pebble or a twig — at a target, then enlarge it in mid-flight so it hits with crushing impact!

Game Information: Energy Blast 8d6, Area Of Effect (One Hex; +½) (60 Active Points); OIF (small item of opportunity; -½), Limited Range (25"; -¼). Total cost: 34 points.

OPTIONS:

- 1) **Strong Enlargement:** Increase to Energy Blast 10d6. 75 Active Points; total cost 43 points.
- 2) **Weak Enlargement:** Decrease to Energy Blast 6d6. 45 Active Points; total cost 26 points.
- 3) **Pebbles And Needles:** Sometimes the object the character enlarges in mid-flight is sharp or pointed, so that it pierces and slices instead of crushing the target. Change power to:

Cost Power

- 34 *Enlarged Thrown Objects:* Multipower, 60-point reserve; all OIF (small item of opportunity; -½), Limited Range (25"; -¼)
- 3u 1) *Enlarged Blunt Objects:* Energy Blast 8d6, Area Of Effect (One Hex; +½); OIF (small blunt item of opportunity; -½), Limited Range (25"; -¼)
- 3u 2) *Enlarged Sharp Objects:* RKA 2d6, Area Of Effect (One Hex; +½); OIF (small sharp/pointed item of opportunity; -½), Limited Range (25"; -¼)

Total cost: 40 points.

TINY ENEMIES

Effect: Shrinking, Usable As Attack
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 12

Description: The character can reduce his enemies to about 1 inch in size. However, this does not reduce their inches of movement, STR, dice in attacks, defenses, or the like.

Game Information: Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB), Usable As Attack (defenses are Growth, Power Defense, or Shrinking; +1). Total cost: 120 points.

OPTIONS:

- 1) **Really Tiny Enemies:** Increase to Shrinking (.008 m tall [about .25 inch], .0000063 kg mass, -16 to PER Rolls to perceive character, +16 DCV, takes +24" KB). Total cost: 160 points.
- 2) **Slightly Less Tiny Enemies:** Decrease to Shrinking (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB). Total cost: 80 points.
- 3) **Ranged Shrinkage:** The character can use his power over a short range. Add Limited Range (30"; +¼). Total cost: 135 points.
- 4) **Weakening Shrinkage:** When shrunk, the character's enemies also become weaker and slower. Character also buys:

Cost Power

- 120 *Shrinking Makes You Weak:* Suppress STR and various Attack Powers 10d6 (standard Effect: -30 STR), all Attack Powers and related abilities that would logically become weaker when the user is Shrunk (+2) (150 Active Points); Linked (to Shrinking UAA; -¼), Victim Always Has Minimum Of 0 STR (-0)
- 120 *Shrinking Makes You Slow:* Suppress Movement Powers 10d6 (standard Effect: -30 points), all Movement Powers that would logically become slower when the user is Shrunk simultaneously (+2) (150 Active Points); Linked (to Shrinking UAA; -¼), Victim Always Has Minimum Of 0 STR (-0)

Total cost: 240 (total cost of overall power: 360 points)

Defensive Powers

SHRINKING POINT DEFENSE

Effect:	Missile Deflection (all physical attacks)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	1

Description: The character can make any physical missile fired at him so tiny that they have no effect when they hit him.

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

OPTIONS:

- 1) Skilled Defense:** Character also buys +5 OCV (total cost: 10 points). Total cost: 20 points.
- 2) Slower Defense:** Reduce to Missile Deflection (arrows/projectiles). 10 Active Points; total cost 7 points.
- 3) Expanded Shrinking Point Defense:** The character can use his power to protect his friends as well. Add the Range (+1) Advantage. 30 Active Points; total cost 20 points.
- 4) Easy Shrinking Point Defense:** The character doesn't tire himself out using this power. Remove Costs Endurance (-½). Total cost: 15 points.
- 5) Tiring Defense:** Add Increased Endurance Cost (x4 END; -1½). Total cost: 5 points.

Movement Powers

SHRINK TUNNELING

Effect:	Tunneling 6" through 12 DEF materials, Fill In
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	6

Description: The character can shrink doors, parts of walls, or even grains of dirt and sand to create a tunnel through the ground or a wall. If he wants, he can make the material resume normal size after he passes through (*i.e.*, use the Fill In option), otherwise it remains in existence for anyone to use.

Game Information: *Tunneling 6" through 12 DEF materials, Fill In. Total cost: 58 points.*

OPTIONS:

- 1) Strong Tunneling:** Increase to 20 DEF materials. Total cost: 82 points.
- 2) Weak Tunneling:** Decrease to 8 DEF materials. Total cost: 46 points.
- 3) Shrinking Only:** The character can't make the shrunken materials re-grow. Remove Fill In. Total cost: 48 points.

Miscellaneous Powers

SHRUNKEN ARSENAL

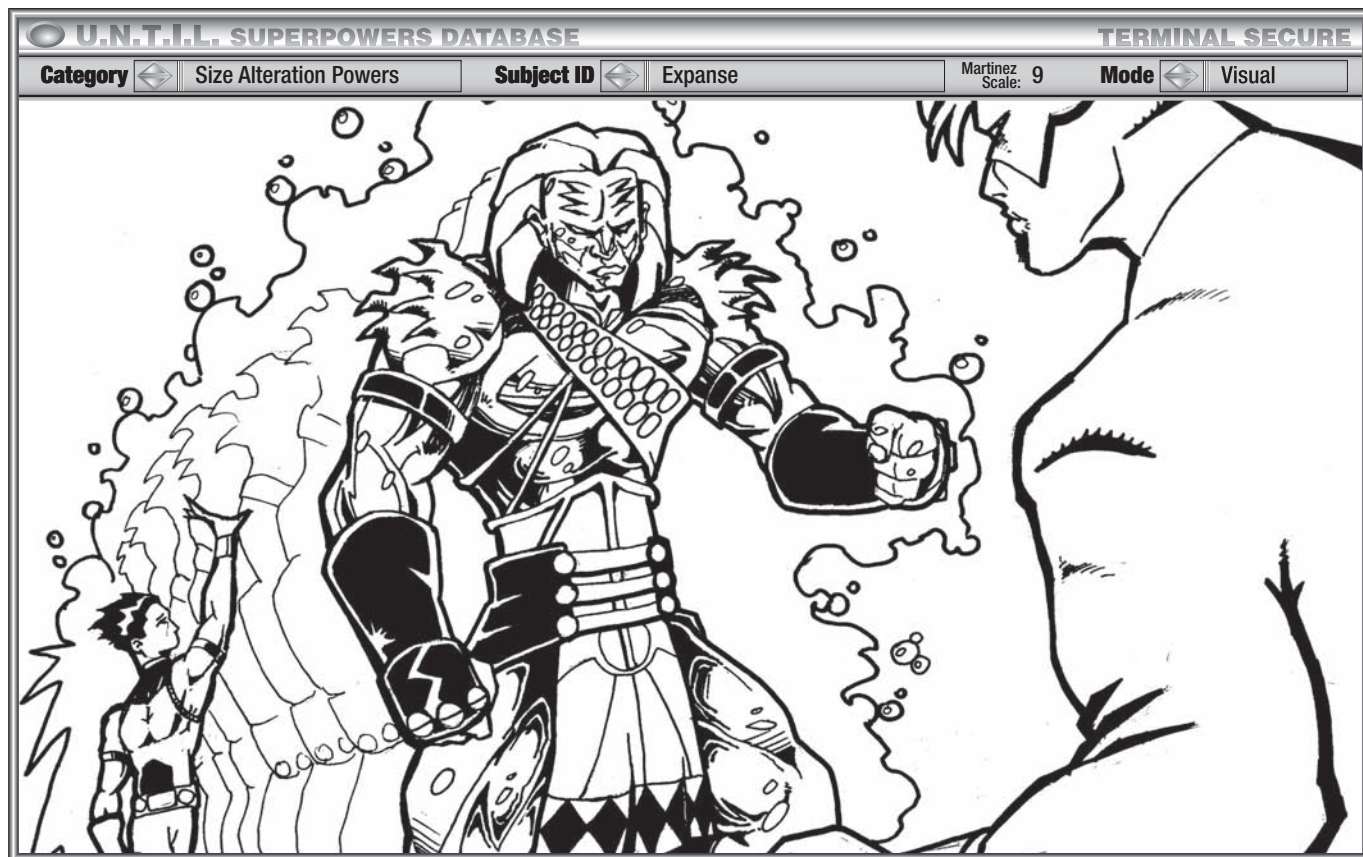
Effect:	Variable Power Pool, 50 base + 25 control cost; Only For Mundane Devices
Target/Area Affected:	Varies
Duration:	Varies
Range:	Varies
END Cost:	Varies

Description: The character carries an arsenal of weapons and devices that he's pre-shrunk so he can fit them in his pockets without any problem. His array of useful devices ranges from guns, to flashlights, to spare sets of clothing. The one restriction is that the objects have to be mundane ones — the sort anyone could buy in a store or make for himself. (At the GM's option, the character can also "create" non-mundane devices that he's obtained during his adventures, such as a Focus he takes from a villain.)

Game Information: *Variable Power Pool, 50 base + 25 control cost; all slots OAF (-1), Only For Mundane Devices (see text; -½). Total cost: 60 points.*

OPTIONS:

- 1) Big Arsenal:** Increase to 80 base + 40 control cost. Total cost: 96 points.
- 2) Small Arsenal:** Decrease to 30 base + 15 control cost. Total cost: 36 points.
- 3) Expanded Arsenal:** The character has gadgeteering skills, or access to someone who does, and so can carry all sorts of devices, not just mundane ones. Remove Only For Mundane Devices (-½). Total cost: 62 points.



SUPERSIZE ME

Effect: Growth, Usable By Other
Target/Area Affected: One character
Duration: Constant
Range: Touch
END Cost: 7

Description: The character can make other persons (or beings) vastly larger. The recipient can control his own size, but becoming larger puts a strain on his body (*i.e.*, costs him END).

Game Information: *Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 [105 feet] m tall, 16 m wide), Usable By Other (+¼) (75 Active Points); Character Cannot Use Power On Himself (-0). Total cost: 75 points.*

OPTIONS:

- 1) **Strong Supersizing:** Increase to Growth (+75 STR, +15 BODY, +15 STUN, -15" KB, 3,200,000 kg, -10 DCV, +10 PER Rolls to perceive character, 64 m [about 200 feet] tall, 32 m wide). Total cost: 94 points.
- 2) **Weak Supersizing:** Decrease to Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m [about 52 feet] tall, 8 m wide). Total cost: 56 points.
- 3) **Controlled Supersizing:** The character with this power, not the recipient of it, controls the ability (and pays the END cost). Change Usable By Other (+¼) to Usable As Attack (defense is Growth, Shrinking, or declining the power; +1). Total cost: 120 points.

SUBJECT ID: EXPANSE

"Sometimes a good little guy can't beat a bad big guy, no matter how strong the good guy is. This was one such case, when Gargantua was able to keep Ironclad on the ropes... until Expanse arrived. Expanse used his powers to make Ironclad as big as Gargantua, giving the hero the edge he needed to win the battle. From a USPD perspective, the notable thing was how easily Expanse's powers worked on Ironclad — there seemed to be no delay, nor any significant disorientation on the hero's part. After Ironclad won, Expanse returned him to normal size, and a medical examination showed no adverse effects from changing size."

—USPD field research notes of Agent Simon Dokembe

SLEEP AND DREAM POWERS



OFFENSIVE POWERS

MORPHEAN ASSAULT

Effect: Ego Attack 4d6, NND
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 8

Description: This power is a variant on Sleep Infliction (USPD pages 185-86). It makes anyone who has to sleep so sleepy they may pass out right then and there.

Game Information: *Ego Attack 4d6, NND (defense is Life Support [Diminished Sleep] or the Dreamshield power; +1). Total cost: 80 points.*

OPTIONS:

- 1) **Strong Assault:** Increase to Ego Attack 5d6. Total cost: 100 points.
- 2) **Weak Assault:** Decrease to Ego Attack 3d6. Total cost: 60 points.
- 3) **Assault Of The Sleepies:** The sleepiness continues to afflict the target until he falls asleep. Decrease to Ego Attack 2d6 and add Continuous (+1). Total cost: 60 points.
- 4) **Easy Assault:** Add Reduced Endurance (0 END; +½). Total cost: 100 points.

MORPHEAN ATTACK

Effect: Minor Transform 6d6 (awake person to sleeping person), All Or Nothing
Target/Area Affected: One character
Duration: Instant
Range: 300"
END Cost: 6

Description: The character has the power to put other people into a gentle slumber. They remain asleep until something awakens them — a loud noise, a bright light in their face, being splashed with water or slapped, and so forth.

This power requires the GM's permission, for two reasons. First, it uses Transform in an unusual way that some GMs may object to, since in large part it duplicates some other powers (such as Ego Attack). Second, some GMs may consider this effect too powerful for a Minor Transform, and prefer to upgrade it to a Major Transform instead. However, since the effects are relatively limited — it's very easy for the character to "heal" back from the Transform — this power shouldn't prove unbalancing, and may make an interesting alternative to the usual means of trying to put someone to sleep. It may also be a tactically better choice for use on characters with high STUN totals, who are very hard to put to sleep instantly with a single Ego Attack or Drain STUN.

Game Information: *Minor Transform 6d6 (awake being to sleeping being; heals back through any means that would awaken character) (60 Active Points); Limited Target (living beings; -¼), All Or Nothing (-½). Total cost: 34 points.*

OPTIONS:

- 1) **Strong Attack:** Increase to Minor Transform 8d6. 80 Active Points; total cost 46 points.
- 2) **Weak Attack:** Decrease to Minor Transform 4d6. 40 Active Points; total cost 23 points.
- 3) **Morphean Touch:** The character has to touch his target to affect him. Add No Range (-½). Total cost: 27 points.
- 4) **Morphean Caress:** The character can use the attack repeatedly if it fails to work the first time. Remove All Or Nothing (-½). Total cost: 48 points.
- 5) **Attack Of The Sleepies:** The victim gets sleepier and sleepier until he falls asleep. Decrease to Minor Transform 4d6, remove All Or Nothing (-½), and add

U.N.T.I.L. SUPERPOWERS DATABASE		TERMINAL SECURE	
Category ◀ Sleep And Dream Powers	Subject ID ◀ Classified	<small>Martinez Scale:</small> Clas..	Mode ◀ Visual
<p>IMAGE DELETED — CLASSIFIED BY ORDER OF U.N. COMMAND AUTHORITY</p>			

Continuous (+1). 80 Active Points; total cost 64 points.

6) Mass Morphean Attack: The character can make a lot of people fall asleep at once. Decrease to Minor Transform 4d6 and add Area Of Effect (4" Radius; +1). 80 Active Points; total cost 46 points.

WAKING NIGHTMARES

Effect: Drain PRE 4d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 6

Description: This power is similar to Waking Dreams (USPD page 186), but it only allows the character to make the victim experience terrifying nightmares.

Game Information: *Drain PRE 4d6, Ranged (+½). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Nightmares:** Increase to Drain PRE 6d6. Total cost: 90 points.
- 2) **Weak Nightmares:** Decrease to Drain PRE 3d6. Total cost: 45 points

YOU'RE FEELING VEEEERRRRY SLEEPY...

Effect: Drain END 4d6
Target/Area Affected: One character
Duration: Instant
Range: 200"
END Cost: 6

Description: When a character uses this power on another character, the victim becomes so fatigued he may have trouble moving, much less performing more strenuous actions. Fortunately, the feeling is only temporary.

Game Information: *Drain END 4d6, Ranged (+½). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Sleepy:** Increase to Drain END 6d6. Total cost: 90 points.
- 2) **Weak Sleepy:** Decrease to Drain END 3d6. Total cost: 45 points.

NOTICE!

Image deleted. We *do not* monitor the dreams of heads of state. We cannot afford another such international incident.

—Gideon H. Jones, Director, Technical Corps

SOLAR AND CELESTIAL



OPTIONS FOR SOLAR STORAGE:

1) Bigger Supply:

Increase to Endurance Reserve (150 END, 10 REC). Total cost: 20 points.

2) Smaller Supply:

Decrease to Endurance Reserve (50 END, 10 REC). Total cost: 10 points.

3) Faster Recovery:

Increase to Endurance Reserve (100 END, 15 REC). Total cost: 17 points.

4) Slower Recovery:

Decrease to Endurance Reserve (100 END, 5 REC). Total cost: 12 points.

OFFENSIVE POWERS

BLACK HOLE BODY

Effect: Telekinesis (100 STR) plus RKA 10d6 NND Does BODY

Target/Area Affected: 38" Radius/Self

Duration: Constant

Range: No Range

END Cost: 0

Description: The character's body can become a "living black hole," or is surrounded by a skintight "black hole field." As a result, any object within 38" is inexorably pulled toward him; when any object contacts him, it's crushed into a singularity by the force of his gravity and killed/destroyed.

Game Information: *Telekinesis (100 STR), Area Of Effect (23" Radius; +1), Reduced Endurance (0 END; +½) (375 Active Points); No Range (-½), Linked (-½), Affects Whole Object (-¼), Only To Pull Objects Directly To Character (-½) (total cost: 136 points) plus RKA 10d6, NND (defense is ED Force Wall; +1), Does BODY (+1), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (750 Active Points); No Knockback (-¼) (total cost: 600 points). Total cost: 736 points.*

OPTIONS:

1) Perpetual Black Hole Body: The character's body is always in black hole form; he can never turn the effect off. Change to: Telekinesis (100 STR), Area Of Effect (30" Radius; +1), Reduced Endurance (0 END; +½), Persistent (+½) (450 Active Points); Always On (-½), No Range (-½), Linked (-½), Affects Whole Object (-¼), Only To Pull Objects Directly To Character (-½) (total cost: 138 points) **plus** RKA 10d6, NND (defense is ED Force Wall; +1), Does BODY (+1), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½) (825 Active Points); Always On (-½), No Knockback (-¼) (total cost: 471 points). Total cost: 609 points.

PLASMA BLAST

Effect: Energy Blast 8d6, Explosion

Target/Area Affected: Explosion

Duration: Instant

Range: 300"

END Cost: 6

Description: The character generates a tiny fusion reaction which releases superhot solar plasma. Then he directs the plasma toward a target. The plasma spreads quickly over a wide area, which makes it possible to affect lots of people with it, but diminishes its effect over range.

Game Information: *Energy Blast 8d6, Explosion (+½) (60 Active Points); Reduced By Range (-¼), Can Be Missile Deflected (-¼). Total cost: 40 points.*

OPTIONS:

1) Strong Plasma Blast: Increase to Energy Blast 10d6. 75 Active Points; total cost 50 points.

2) Weak Plasma Blast: Decrease to Energy Blast 6d6. 45 Active Points; total cost: 30 points.

3) Coherent Plasma Blast: The character has enough control over the plasma he creates to keep it from spreading out too much. Remove Reduced By Range (-¼). Total cost: 48 points.

MISCELLANEOUS POWERS

SOLAR STORAGE

Effect: Endurance Reserve (100 END, 10 REC)

Target/Area Affected: Self

Duration: Persistent

Range: Self

END Cost: 0

Description: The character stores solar energy in his body and uses it to fuel his celestial powers. He can only replenish his power by exposing himself to direct sunlight or starlight.

Game Information: *Endurance Reserve (100 END) (total cost: 10 points) plus Endurance Reserve (10 REC) (10 Active Points); Limited Recovery (only in direct sun/starlight; -1) (total cost: 5 points). Total cost: 15 points.*

SONIC POWERS



OFFENSIVE POWERS

SIREN SONG

Effect: Mind Control 8d6
Target/Area Affected: One character
Duration: Constant
Range: 200"
END Cost: 4

Description: The character can create sounds so haunting, they are hypnotic. He delivers his orders to the victim by words in the sounds (singing or the like).

Game Information: *Mind Control 8d6 (40 Active Points); Does Not Provide Mental Awareness (-¼), Limited Normal Range (20"; -½). Total cost: 23 points.*

OPTIONS:

- 1) **Strong Song:** Increase to Mind Control 9d6. 45 Active Points; total cost 26 points.
- 2) **Weak Song:** Decrease to Mind Control 7d6. 35 Active Points; total cost 20 points.
- 3) **Loud Song:** The character's Song is so loud everyone in the vicinity can hear the noise. Add Noisy (-¼). Total cost: 20 points.
- 4) **Group Song:** The song affects everyone who hears it. Add Area Of Effect (16" Radius; +1½) and change Limited Normal Range (-½) to No Range (-½). 100 Active Points; total cost 57 points.

SOLID SOUND

Effect: Various Attack Powers
Target/Area Affected: Varies
Duration: Varies
Range: Varies
END Cost: Varies

Description: The character has the ability to create constructs out of soundwaves so densely packed that they're effectively solid. If he creates chains or a wall of sound, it can stop people from moving; if he creates a sound-tiger, it can hurt people with its sound-claws. The only restriction on the power is that the character cannot create sound-constructs in areas where sound cannot propagate (such as vacuums), or have them move through such areas.

Game Information:

Cost Power

- 192 *Solid Sound:* Multipower, 240-point reserve; all Not Into/Through Areas Where Soundwaves Cannot Propagate (-¼)
- 4u 1) *Sound Shackles:* Entangle 5d6, 5 DEF; Not Into/Through Areas Where Soundwaves Cannot Propagate (-¼)
- 19u 2) *Sound Creations:* Summon any being or object built on up to 400 Character Points, Expanded Class (anything; +1), Slavishly Loyal (+1); Not Into/Through Areas Where Soundwaves Cannot Propagate (-¼)

Total cost: 215 points.

SONIC DISCOMFITURE

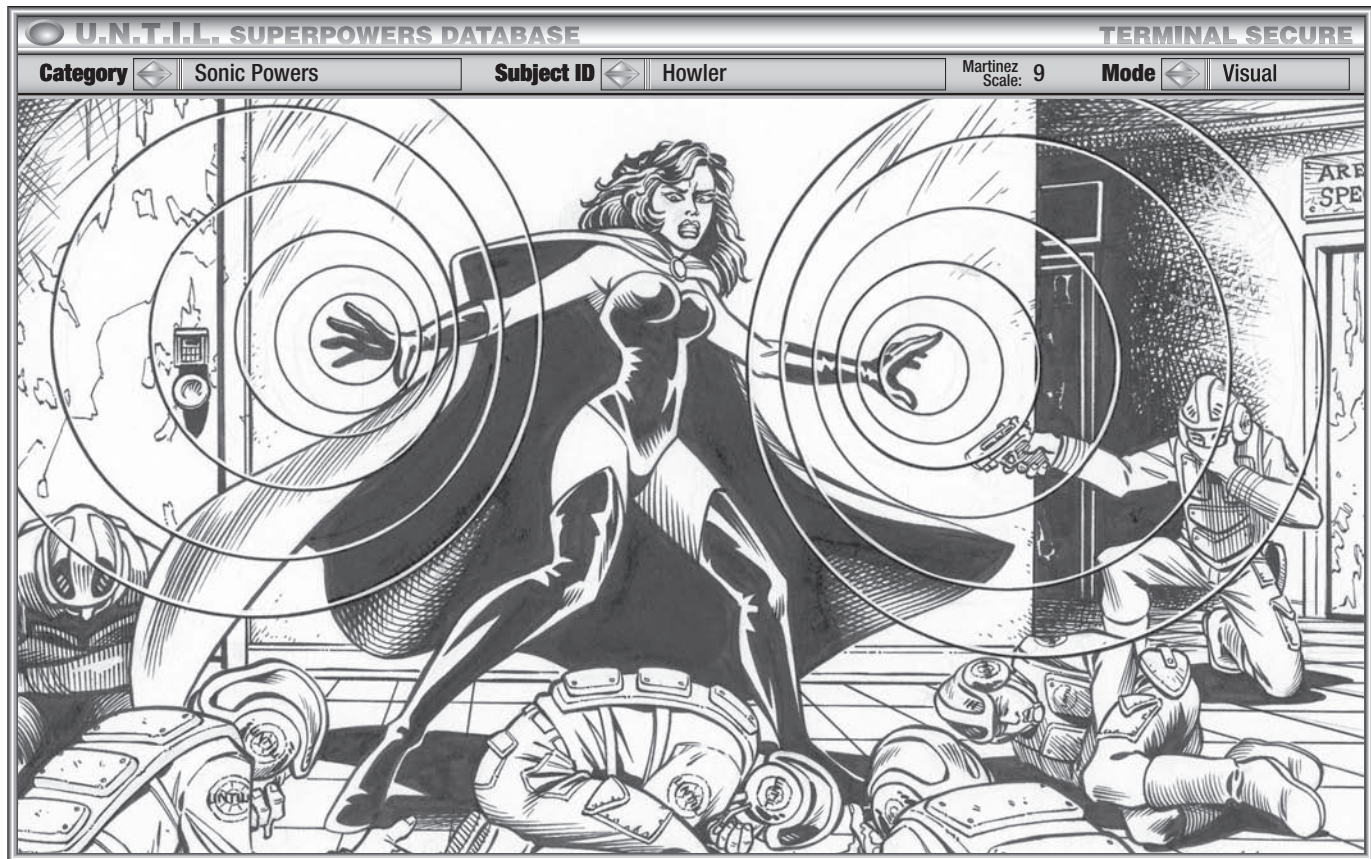
Effect: Drain CON 2d6
Target/Area Affected: 10" Radius
Duration: Constant
Range: 375"
END Cost: 7

Description: The character emits a combination of infrasound and ultrasound that induces feelings of nausea and sickness. After sufficient exposure, targets may vomit, lose control of their bowels, or suffer similarly unpleasant physical effects.

Game Information: *Drain CON 2d6, Area Of Effect (10" Radius; +1¼), Continuous (+1), Ranged (+½) (75 Active Points); Does Not Work In A Vacuum (-¼). Total cost: 60 points.*

OPTIONS:

- 1) **Strong Discomfiture:** Increase to Drain CON 3d6. 112 Active Points; total cost 90 points.
- 2) **Weak Discomfiture:** Decrease to Drain CON 1d6. 37 Active Points; total cost 30 points.
- 2) **Easy Discomfiture:** Add Reduced Endurance (½ END; +¼). 80 Active Points; total cost 64 points.



**SUBJECT ID:
HOWLER**

(page 99)

“By that point, her henchmen were defeated and we had Howler herself surrounded. We thought that was the end of it, but then she let loose with some sort of infrasonic pulse that made all of us completely sick to our stomachs. I’ve never felt so horrible in my life, and almost before I knew it I was on the ground retching... just like everyone else. Then she flew away without so much as a backward glance.”

—Superhuman Combat Analysis Report (SCAR) filed by Agent Richard Delgado

MOVEMENT POWERS

SOUNDWAVE TRAVEL

Effect: Teleportation 20”
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 4

Description: The character can transform himself into pure sound and travel nigh-instantaneously to a location within 20” before reverting to his physical form. He cannot travel to or through areas where soundwaves cannot propagate, such as vacuums.

Game Information: *Teleportation 20” (40 Active Points); Not Into/Through Areas Where Soundwaves Cannot Propagate (-¼). Total cost: 32 points.*

OPTIONS:

- 1) **Strong Power:** Increase to Teleportation 25”. 50 Active Points; total cost 40 points.
- 2) **Weak Power:** Decrease to Teleportation 15”. 30 Active Points; total cost 24 points.
- 3) **Speed Of Sound:** The character can remain in soundwave form for up to a second, allowing him to travel at the speed of sound (assumed to be 750 miles per hour for these purposes, though it actually varies based on the temperature, the medium traveled through, the elevation, and so forth).
Change to:

Cost Power

- 32 *Soundwave Travel:* Multipower, 40-point reserve; all Not Into/Through Areas Where Soundwaves Cannot Propagate (-¼)
- 3u 1) *Short-Range Travel:* Teleportation 20”; Not Into/Through Areas Where Soundwaves Cannot Propagate (-¼)
- 1u 2) *Long-Range Travel:* Teleportation 1”, MegaScale (1” = 168”; +¼); Not Into/Through Areas Where Soundwaves Cannot Propagate (-¼)

Total cost: 36 points.

SPEEDSTER POWERS



OFFENSIVE POWERS

GRAB-AND-DROP

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

Description: A speedster uses this attack against a character or object he's Grabbed. He carries the target as he runs toward or past some large, durable object (typically a wall). At the right moment he lets the victim go so that the victim smashes into the wall, taking damage based not only on the character's STR but the character's velocity. The HA dice simulate the velocity damage; the GM may, if desired, require (or limit) the character to buying a number of HA dice equal to his Combat Movement velocity divided by 3 (similar to Move Through damage).

Game Information: HA +8d6 (40 Active Points); Extra Time (character must spend a Full Phase and make at least a Half Move; -½), Hand-To-Hand Attack (-½), Must Follow Grab (-½). Total cost: 16 points.

OPTIONS:

- 1) **Strong Drop:** Increase to HA +10d6. 50 Active Points; total cost 20 points.
- 2) **Weak Drop:** Decrease to HA +6d6. 30 Active Points; total cost 12 points.

RUBBLE BLAST

Effect: Energy Blast 8d6, OIF (rubble of opportunity)
Target/Area Affected: One Hex
Duration: Instant
Range: No Range (see text)
END Cost: 6

Description: This power uses the turbulence created by the character's ultra-fast movement to attack an opponent. The character makes a Full Move past or through a pile of rubble or like material. As he continues his move, the turbulence of his passage "picks up" a large section of rubble and carries it along in his wake. Then he moves past the target, stopping or turning at just the right moment so that the pile of rubble smashes into the target.

Game Information: Energy Blast 8d6, Area Of Effect (One Hex; +½) (60 Active Points); OIF (rubble of opportunity; -½), Extra Time (character must spend a Full Phase to make a Full Move that takes him past both the rubble and the target; -½), No Range (-½). Total cost: 24 points.

OPTIONS:

- 1) **Strong Blast:** Increase to Energy Blast 10d6. 75 Active Points; total cost 30 points.
- 2) **Weak Blast:** Decrease to Energy Blast 6d6. 45 Active Points; total cost 18 points.

SWEEPING UP

Effect: Sweep Skill Levels: +10 vs. Sweep Modifiers with All Attacks
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: By applying his super-speed, the character can easily hit several targets, or hit one target with multiple attacks.

Game Information: Sweep Skill Levels: +10 versus the Sweep OCV Penalties with All Attacks (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

OPTIONS:

- 1) **Improved Multi-Targeting:** Increase to +16 versus Sweep OCV Penalties. 48 Active Points; total cost 32 points.

2) **Lesser Multi-Targeting:** Decrease to +4 versus Sweep OCV Penalties. 12 Active Points; total cost 8 points.

3) **Ranged Multi-Targeting:** The power applies to ranged attacks instead of hand-to-hand attacks. Change to Rapid Fire Levels: +10 versus Rapid Fire Penalties with All Attacks. 30 Active Points; total cost 20 points.

WHIRLWIND ARMS

Effect: Energy Blast 8d6, Double Knockback

Target/Area Affected: One character

Duration: Instant

Range: 5"

END Cost: 7

Description: The character spins his arms (or one arm) so fast that it creates a blast of air powerful enough to knock a nearby target head over heels.

Game Information: *Energy Blast 8d6, Double Knockback (+3/4) (70 Active Points); Limited Range (5"; -1/4). Total cost: 56 points.*

OPTIONS:

1) **Strong Arms:** Increase to Energy Blast 10d6. 87 Active Points; total cost 70 points.

2) **Weak Arms:** Decrease to Energy Blast 6d6. 52 Active Points; total cost 42 points.

3) **Ongoing Whirlwind:** The character can keep up the whirlwind effect as long as he needs to. Decrease to Energy Blast 6d6 and add Continuous (+1). 82 Active Points; total cost 66 points.

4) **Cone Whirlwind:** The whirlwind can affect everyone near the character. Add Area Of Effect (9" Cone; +1) and change Limited Range (-1/4) to No Range (-1/2). 110 Active Points; total cost 73 points.

DEFENSIVE POWERS

CAN'T HIT ME

Effect: Desolidification, Only To Protect Against Damage, Character Must Move At Noncombat Velocities

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character moves so fast that, when he's at his maximum rate of movement, it's simply impossible to hit him with most attacks. But area-affecting attacks, even ones that don't necessarily hit him dead-on, can still hurt him.

Game Information: *Desolidification (affected by any area-affecting attack that hits the character or that misses him by less than the radius in inches of the area) (40 Active Points); Only To Protect Against Damage (-1/2), Only Works If Character Moves At Noncombat Velocities (-1/2). Total cost: 20 points.*

SPEED TRAP

Effect: Telekinesis (40 STR), Only To Stop Falling Items

Target/Area Affected: One character

Duration: Instant

Range: No Range

END Cost: 6

Description: The character runs around in a tight circle which creates a cushion of air beneath a falling object.

Game Information: *Telekinesis (40 STR) (60 Active Points); No Range (-1/2), Only To Catch Falling Items/Persons (-1). Total cost: 24 points.*

OPTIONS:

1) **Strong Trap:** Increase To Telekinesis (50 STR). 75 Active Points; Total cost 30 points.

2) **Weak Trap:** Decrease To Telekinesis (30 STR). 45 Active Points; Total cost 18 points.

3) **I Can Catch 'Em All:** The character can create a much larger air cushion. Add Area Of Effect (6" Radius; +1). 120 Active Points; total cost 48 points.

MOVEMENT POWERS

MOVING THROUGH DIMENSIONS

Effect: Extra-Dimensional Movement

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 4

Description: The character can move so fast that he can attune the "dimensional frequency" of his body to another dimension, thus crossing from this dimension into that one. The GM may require the character to have Navigation (Dimensional) or some other Skill or source of knowledge to set the dimensional frequency to travel to a specific dimension.

Game Information: *Extra-Dimensional Movement (any location in any dimension) (45 Active Points); Extra Time (1 Turn; -1/4). Total cost: 20 points.*

OPTIONS:

1) **Group Moving I:** Instead of crossing the dimensional barriers by himself, the character can also move at great speed around a group of his friends, changing the dimensional frequency of the area he's running around so everything in it shifts into another dimension with him. Add x8 Increased Weight. 60 Active Points; total cost 27 points.

2) **Group Moving II:** Like Group Moving I, but the character can send other people into another dimension without going himself. Change to Extra-Dimensional Movement (any location in any dimension), x8 Increased Weight, Usable As Attack (+1) (120 Active Points); Extra Time (1 Turn; -1/4). Total cost: 53 points.

SENSORY POWERS

SWIFT OBSERVATION

Effect:	+6 PER with Sight Group
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	1

Description: By speeding himself relative to the world around him, the character can make it seem as if everyone else is standing still (or at least moving incredibly slowly), which gives him the opportunity to observe things carefully.

Game Information: +6 PER with Sight Group (12 Active Points); Costs Endurance (-½). Total cost: 8 points.

OPTIONS:

- 1) Strong Power:** Increase to +8 PER with Sight Group. 16 Active Points; total cost 11 points.
- 2) Weak Power:** Decrease to +4 PER with Sight Group. 8 Active Points; total cost 8 points.

MISCELLANEOUS POWERS

QUICK CHANGE

Effect:	Cosmetic Transform 2d6 (clothing into costume)
Target/Area Affected:	One set of clothes
Duration:	Instant
Range:	Touch
END Cost:	1

Description: The character uses his ability to move at super-speed to change between his street clothes and his costume in the blink of an eye. He must have his costume with him, though it may be worn beneath his street clothing or packed in a container of some sort; he also needs a way to conceal his street clothes after he's changed.

Game Information: *Cosmetic Transform 2d6 (clothing into costume, heals back through another application of this power)* (10 Active Points); *Limited Target (character's own clothes; -½)*. Total cost: 7 points.

QUICKER THAN THE EYE

Effect:	Invisibility to Sight Group, Linked To Movement
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: The character moves so quickly that it's extremely difficult to see him (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active.

Game Information: *Invisibility to Sight Group, Reduced Endurance (0 END; +½)* (30 Active Points); *Linked to Movement (-½)*. Total cost: 20 points.

OPTIONS:

- 1) But I Keep Kicking Up Dust:** The character leaves a trail of dust and debris which makes him easier to spot at short ranges. Apply Bright Fringe (-¼). 30 Active Points; total cost 17 points.
- 2) And Machines Too:** The character moves so fast it's also difficult to pick him up on Radar. Add Invisibility to Radar. 37 Active Points; total cost 25 points.
- 3) But It Takes A Lot Out Of Me:** Remove Reduced Endurance. 20 Active Points; total cost 13 points.

WHIRLING POWERS

The following powers are all appropriate for a character whose abilities derive from his ability to spin his body at tremendous speeds, as if he were a "human top" or "human cyclone." Many of the Speedster Powers in the USPD would also be logical purchases for this sort of character.

SPINNING DODGE

Effect:	+6 DCV, Only While Moving
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	3

Description: As long as the character keeps moving, it's very difficult for attackers to draw a bead on him or clearly discern the outlines of his body.

Game Information: +6 DCV (30 Active Points); *Costs Endurance (-½), Only Works If Character Moved At Least 1" Using Whirlwind Travel In His Most Recent Phase (-½)*. Total cost: 15 points.

OPTIONS:

- 1) Strong Dodge:** Increase to +8 DCV. 40 Active Points; total cost 20 points.
- 2) Weak Dodge:** Decrease to +4 DCV. 20 Active Points; total cost 10 points.

WHIRLWIND DRILL

Effect: Tunneling 4" through DEF 10 material, Only Straight Down
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 4

Description: The character spins himself at high velocity while pointing his feet downward. This turns him into a "human drill," able to create a hole downward through earth and rock. He can only drill straight down, though — and after digging the hole has to climb out it normally.

Game Information: *Tunneling 4" through DEF 10 material (38 Active Points); Only Straight Down (-½). Total cost: 25 points.*

OPTIONS:

- 1) **Faster Drill:** Increase to Tunneling 6". 42 Active Points; total cost 28 points.
- 2) **Slower Drill:** Decrease to Tunneling 2". 34 Active Points; total cost 23 points.
- 3) **Tougher Drill:** Increase to DEF 15 material. 53 Active Points; total cost 35 points.

WHIRLWIND PUNCH

Effect: HA +6d6
Target/Area Affected: 2" (One Hex Doubled)
Duration: Instant
Range: Touch
END Cost: 6

Description: As the character spins, he holds out his fists so that he "punches" anyone standing in his hex or the "ring" of hexes surrounding it. In the interest of common sense and dramatic sense, the GM may forbid a character to use this attack on targets standing beyond his arm's reach (such as people on the outer edge of the ring of hexes).

Game Information: *HA +6d6, Area Of Effect (One Hex Doubled; +¾), Personal Immunity (+¼) (60 Active Points); Hand-To-Hand Attack (-½). Total cost: 40 points.*

OPTIONS:

- 1) **Strong Punch:** Increase to HA +8d6. 80 Active Points; total cost 53 points.
- 2) **Weak Punch:** Decrease to HA +4d6. 40 Active Points; total cost 27 points.
- 3) **Round And Round He Goes....:** The character spins so quickly he can hit each of the targets surrounding him multiple times. Decrease to HA +4d6 and add Autofire (3 shots; +1¼). 65 Active Points; total cost 43 points.

WHIRLWIND THROW

Effect: +30 STR, Only For Throwing
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: After he grabs a person or object, the character can whirl around at great speed and then let go of the character, throwing him much farther and harder than he otherwise could thanks to momentum.

Game Information: *+30 STR (30 Active Points); Extra Time (Full Phase; -½), Only For Throwing (-½), Must Follow Grab (-½). Total cost: 12 points.*

OPTIONS:

- 1) **Strong Throw:** Increase to +40 STR. 40 Active Points; total cost 16 points.
- 2) **Weak Throw:** Decrease to +20 STR. 20 Active Points; total cost 8 points.

WHIRLWIND TRAVEL

Effect: Running +12"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: By slight changes of body orientation, the character can move across the ground at high speed when spinning.

Game Information: *Running +12". Total cost: 24 points.*

OPTIONS:

- 1) **Faster Travel:** Increase to Running +16". Total cost: 32 points.
- 2) **Slower Travel:** Decrease to Running +8". Total cost: 16 points.

WHIRLWIND VISION

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

Description: When spinning, the character is able to easily see around himself in all directions.

Game Information: *Increased Arc of Perception (360 Degrees) for Sight Group (10 Active Points); Only When Using Another Whirling Power (-¼). Total cost: 8 points.*

SPIRIT PROJECTION



Some superhumans have the ability to project their spirits, souls, or general “life force” outside of their bodies to achieve various effects. Also known as Life Force Powers, Bio-energy Powers, or the like, Spirit Projection Powers are often low-key and subtle... but not necessarily ineffective.

In many cases, Spirit Projection Powers are associated with “good,” “holy,” or “sacred” concepts or powers, but they don’t have to be. A character’s ability to separate his spirit from his body could result from a mutation, from mystic powers, or the like; the use of the terms “spirit” and “soul” don’t necessarily have religious connotations.

Because a character only has one spirit, and the spirit can only do one thing at a time, characters often buy Spirit Projection powers in Multipowers, with Lockout or similar Limitations on the slots if appropriate.

OFFENSIVE POWERS

LIFE FORCE BLAST

Effect: Energy Blast 8d6, Personal Immunity
Target/Area Affected: One character
Duration: Instant
Range: 250”
END Cost: 5

Description: The character can project his life force as a bolt of energy. Because it’s his own life force, Reflecting it back, or otherwise using it against him, has no effect.

Game Information: *Energy Blast 8d6, Personal Immunity (+¼). Total cost: 50 points.*

OPTIONS:

- 1) Strong Blast:** Increase to Energy Blast 10d6. Total cost: 62 points.
- 2) Weak Blast:** Decrease to Energy Blast 6d6. Total cost: 37 points.
- 3) Weakening Blast:** Because the character’s using his own life force to power the blast, each blast actually hurts him. Add Side Effects (character takes 1 BODY damage every time he uses power, always occurs; -½). 50 Active Points; total cost 33 points.
- 4) Life Force Touch:** The character cannot project his life force beyond his body; the power only works if he can touch his target and let the life force flow into him. Add No Range (-½). 50 Active Points; total cost 33 points.

LIFE FORCE DRAIN I

Effect: RKA 2d6, Penetrating, No Knockback
Target/Area Affected: One character
Duration: Instant
Range: 225”
END Cost: 4

Description: The character’s control over spirit or life energy allows him to drain that energy from other living beings, killing them.

Game Information: *RKA 2d6, Penetrating (+½) (45 Active Points); Only Works On Living Beings (-½), No Knockback (-¼). Total cost: 26 points*

OPTIONS:

- 1) Strong Drain:** Increase to RKA 3d6. 67 Active Points; total cost 38 points.
- 2) Weak Drain:** Decrease to RKA 1d6. 22 Active Points; total cost 13 points.
- 3) Variant Life Force Drain I:** This form of Life Force Drain is even harder for the target to resist. Change to RKA 2d6, AVLD (defense is Power Defense; +1½), Does BODY (+1). 105 Active Points; total cost 60 points.
- 4) Draining Touch:** The character actually has to touch the target to drain his life force. Add No Range (-½). Total cost: 20 points.

LIFE FORCE DRAIN II

Effect: Drain BODY 4d6
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: This power is similar to Life Force Drain I, but the effects don’t last very long unless the power actually kills the target.

Game Information: *Drain BODY 4d6 (40 Active Points); Only Works On Living Beings (-½). Total cost: 27 points*

OPTIONS:

- 1) Strong Drain:** Increase to Drain BODY 6d6. 60 Active Points; total cost 40 points.
- 2) Weak Drain:** Decrease to Drain BODY 3d6. 30 Active Points; total cost 20 points.
- 3) Draining Blast:** The character can drain the target’s life force at a distance. Add Ranged (+½). 60 Active Points; total cost 40 points.

4) **Extended Drain:** The effects of the Life Force Drain last longer than normal. Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). 60 Active Points; total cost 40 points.

LIFE FORCE TRANSFER

Effect: Transfer 3d6 (target's BODY to character's BODY)
Target/Area Affected: One character
Duration: Instant
Range: No Range
END Cost: 4

Description: This power is similar to Life Force Drain II, but the power gives the drained life force to the character, increasing his own life force for a short time.

Game Information: *Transfer 3d6 (target's BODY to character's BODY) (45 Active Points); Only Works On Living Beings (-½). Total cost: 30 points*

OPTIONS:

- 1) **Strong Transfer:** Increase to Transfer 4d6. 60 Active Points; total cost 40 points.
- 2) **Weak Transfer:** Decrease to Transfer 2d6. 30 Active Points; total cost 20 points.
- 3) **Transferring Blast:** The character can leech the target's life force at a distance. Add Ranged (+½). 67 Active Points; total cost 45 points.
- 4) **Extended Transfer:** The effects of the Life Force Transfer last longer than normal. Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½) for both the "drain" and the "aid" (total of +1 in Advantages). 90 Active Points; total cost 60 points.

SPIRIT ENHANCEMENT

Effect: Aid 3d6, any one physical Characteristic, Only Works On One Person At A Time
Target/Area Affected: One character
Duration: Instant
Range: 185"
END Cost: 5

Description: The character can cause his spirit to "merge" with that of another person and use its spirit energies to augment that person's physical capabilities. Maybe he becomes stronger, or faster, or tougher. Visually, the character's spirit (a ghostly form of himself) flies out of his body and into the target's body. After the Aid takes effect, someone who looks closely may be able to see the character's spirit "overlaid" on the victim.

Because the character only has one spirit to project into and merge with other peoples' spirits, he can only use this power on one person at a time. If he sends his spirit to Aid someone else, it leaves the body of the first victim, and the Aid immediately ceases to affect the first victim.

Game Information: *Aid 3d6, any physical Characteristic one at a time (+¼), Ranged (+½) (52 Active Points); Only Works On One Person At A Time (-½). Total cost: 35 points.*

OPTIONS:

- 1) **Strong Enhancement:** Increase to Aid 4d6. 70 Active Points; total cost 47 points.
- 2) **Weak Enhancement:** Decrease to Aid 2d6. 35 Active Points; total cost 23 points.
- 3) **Short-Range Enhancement:** The character can only project his spirit a certain distance out of his body and still have it retain the power to enhance another person. Change to Limited Range (40"; +¼). 45 Active Points; total cost 30 points.
- 4) **Enhancement Touch:** The character must be able to touch the target to merge spirits with him. Remove Ranged (+½). 37 Active Points; total cost 25 points.

SPIRIT MERGING

Effect: Mind Control 8d6, Only Works On One Person At A Time
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 4

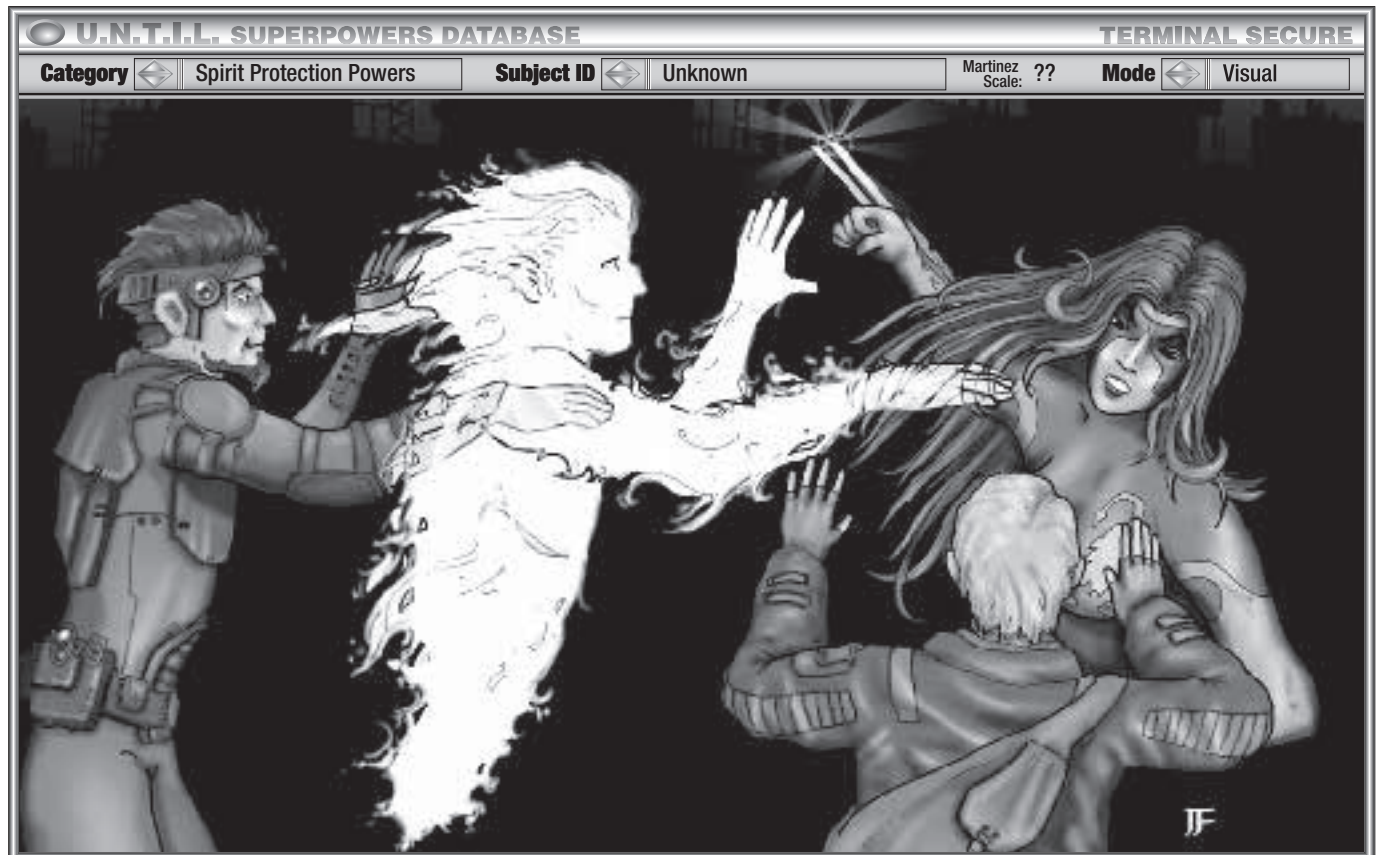
Description: The character can cause his spirit to "merge" with that of another person, thus taking control of the other person's spirit and forcing the victim to do his bidding. Visually, the character's spirit (a ghostly form of himself) flies out of his body and into the target's body. After Mind Control is achieved, someone who looks closely may be able to see the character's spirit "overlaid" on the victim.

Because the character only has one spirit to project into and merge with other peoples' spirits, he can only use this power on one person at a time. If he sends his spirit to Mind Control someone else, it leaves the body of the first victim, and the Mind Control immediately ceases to affect the first victim.

Game Information: *Mind Control 8d6 (40 Active Points); Only Works On One Person At A Time (-½). Total cost: 27 points.*

OPTIONS:

- 1) **Strong Merging:** Increase to Mind Control 10d6. 50 Active Points; total cost 33 points.
- 2) **Weak Merging:** Decrease to Mind Control 6d6. 30 Active Points; total cost 20 points.
- 3) **Short-Range Merging:** The character can only project his spirit a certain distance out of his body and still have it retain the power to control another spirit. Add Limited Normal Range (40"; -½). 40 Active Points; total cost 20 points.
- 4) **Spirit Speech:** The character's spirit can communicate orders directly to the target's spirit without the need for speech. Add Telepathic (+¼). 50 Active Points; total cost 33 points.
- 5) **Merging Touch:** The character must be able to touch the target to merge spirits with him. Add No Range (-½). 40 Active Points; total cost 20 points.

**SPIRIT MOVEMENT**

Effect: Telekinesis (10 STR), Fine Manipulation
Target/Area Affected: One character or object
Duration: Constant
Range: 125"
END Cost: 2

Description: The character can project his spirit outside of his body to move objects without having to touch them. The spirit has as much STR as the character himself does (this example assumes a character with 10 STR), and the same armspan and the like — and since the character only has one spirit to project, he can't manipulate multiple targets at once. Visually, the character's spirit (a ghostly form of himself) leaves his body and picks up and moves the object.

Game Information: *Telekinesis (10 STR), Fine Manipulation (25 Active Points); Restricted "Armspan" (see text; -¼), Can Only Maintain One Use Of Telekinesis At A Time (-½). Total cost: 14 points.*

SPIRIT TOUCH

Effect: Ego Attack 4d6
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: 4

Description: The character can cause his spirit to "touch" that of another person in a way that causes the other person anguish and harm. Visually, the character's spirit (a ghostly form of himself) flies out of his body and touches the target's body.

Game Information: *Ego Attack 4d6. Total cost: 40 points.*

OPTIONS:

- 1) **Strong Touch:** Increase to Ego Attack 5d6. Total cost: 50 points.
- 2) **Weak Touch:** Decrease to Ego Attack 3d6. Total cost: 30 points.
- 3) **Short-Range Touch:** The character can only project his spirit a certain distance out of his body and still have it retain the power to harm another spirit. Add Limited Normal Range (40"; -½). 40 Active Points; total cost 27 points.
- 4) **True Spirit Touch:** The character must be able to touch the target to attack his spirit. Add No Range (-½). 40 Active Points; total cost 27 points.

**SUBJECT ID:
UNKNOWN**

"Agents responding to reports of a superhuman battle in Vienna captured two unknown superhumans on film fighting several members of Eurostar. As shown in the picture, one of the superhumans apparently has the power to project his "spirit" or "soul" or "mind" into other persons to take them over. Visually, the power manifests as a spirit-self leaving his body to merge with the target.

"The cause of the fight, and whether the unidentified supers were heroes or villains, remains unknown. The exact nature of the superhumans' powers, and possible defenses against them, remains unknown. Request analysis of possible tactics by Projects Mind Game and Hermes."

—Superhuman Combat Analysis Report (SCAR) filed by Agent Liliana Mazarello

DEFENSIVE POWERS

PROTECTED SPIRIT

Effect:	Power Defense (15 points)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The strength of the character's spirit makes it difficult for attacks that strike at it, and related forms of attack, to affect him.

Game Information: *Power Defense (15 points). Total cost: 15 points.*

OPTIONS:

- 1) Strong Protection:** Increase to Power Defense (20 points). Total cost: 20 points.
- 2) Weak Protection:** Decrease to Power Defense (10 points). Total cost: 10 points.
- 3) Shared Protection:** The character can use his Spirit Projection powers to protect the spirits of several of his friends. Add Usable Simultaneously (up to eight people at once; +1). Total cost: 30 points.

SPIRIT SHIELD

Effect:	Force Field (8 PD/8 ED/4 Power Defense)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2

Description: The character can wrap himself in a sheath of bio-energy that provides protection against many forms of attack.

Game Information: *Force Field (8 PD/8 ED/4 Power Defense). Total cost: 20 points.*

OPTIONS:

- 1) Strong Shield:** Increase to Force Field (10 PD/10 ED/6 Power Defense). Total cost: 26 points.
- 2) Weak Shield:** Decrease to Force Field (6 PD/6 ED/4 Power Defense). Total cost: 16 points.
- 3) Extended Shield:** If the character carries another person, his Spirit Shield protects that person as well. Add Protects Carried Items. Total cost: 30 points.

SENSORY POWERS

SENSE LIFE FORCE

Effect:	Detect Life Force, Discriminatory, Range, Sense
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character's Spirit Projection powers attune him to the presence and nature of life forces in general, allowing him to perceive when other living beings or manifestations of life force are near. The character can distinguish the type of life force (e.g., human, dog, cockroach...), and to some extent the strength and quality of the life force.

Game Information: *Detect Life Force (INT Roll) (no Sense Group), Discriminatory, Range, Sense. Total cost: 22 points.*

OPTIONS:

- 1) Strong Sense:** Add +3 PER. Total cost: 25 points.
- 2) Weak Sense:** Remove Discriminatory. Total cost: 17 points.
- 3) Enhanced Sense Life Force:** The character can tell precisely what sort of life force he's perceiving, how strong it is, and its general qualities. Add Analyze. Total cost: 27 points.
- 4) Combat Sense Life Force:** The character can use his life force perception to target attacks. Add Targeting. Total cost: 32 points.
- 5) Universal Sense Life Force:** The character's ability to perceive life forces is omni-directional. Add Increased Arc Of Perception (360 Degrees). Total cost: 27 points.
- 6) Tiring Sense Life Force:** Using this power can tire the character out. Add Costs Endurance (-½). 22 Active Points; total cost 15 points.

SPIRIT COMMUNICATION

Effect:	Telepathy 8d6, Only Works On One Person At A Time
Target/Area Affected:	One character
Duration:	Instant
Range:	LOS
END Cost:	4

Description: The character can cause his spirit to “merge” with that of another person, thus allowing him to communicate with that person via “spirit speech” (*i.e.*, Telepathy). Visually, the character’s spirit (a ghostly form of himself) flies out of his body and into the target’s body. After telepathic contact is achieved, someone who looks closely may be able to see the character’s spirit “overlaid” on the victim.

Because the character only has one spirit to project into and merge with other peoples’ spirits, he can only use this power on one person at a time. If he sends his spirit to use Telepathy with someone else, it leaves the body of the first victim, and the Telepathy immediately ceases to affect the first victim.

Game Information: *Telepathy 8d6 (40 Active Points); Only Works On One Person At A Time (-½). Total cost: 27 points.*

OPTIONS:

- 1) Strong Communication:** Increase to Telepathy 10d6. 50 Active Points; total cost 33 points.
- 2) Weak Communication:** Decrease to Telepathy 6d6. 30 Active Points; total cost 20 points.
- 3) Short-Range Communication:** The character can only project his spirit a certain distance out of his body and still have it retain the power to communicate with another spirit. Add Limited Normal Range (40”; -½). 40 Active Points; total cost 20 points.
- 4) Communication Touch:** The character must be able to touch the target to merge spirits with him. Add No Range (-½). 40 Active Points; total cost 20 points.
- 5) Restricted Spirit Communication:** The character’s spirit can only converse with the spirit of the target — it can’t acquire information from the target’s memories, deep thoughts, or the like. Add Communication Only (-¼). Total cost: 23 points.

MISCELLANEOUS POWERS

MANIFESTATION

Effect:	Sight and Hearing Group Images, Set Effect (make spirit visible and audible)
Target/Area Affected:	1” Radius
Duration:	Constant
Range:	30”
END Cost:	1

Description: Most of the time, a spirit a character projects cannot be seen or heard (even if the character would want it to be). But some characters have the power to make their spirits more physically “real” — the spirit becomes visible (usually looking like a version of the character himself made out of energy or some ghostly essence) and can “speak” whatever the character says. However, it cannot hear, nor can the character “see” through its eyes.

Game Information: *Sight and Hearing Group Images, 1” radius (15 Active Points); Limited Range (30”; -¼), Can Only Maintain One Image At A Time (-½), Set Effect (make spirit visible and audible, as described in text; -1). Total cost: 5 points.*

OPTIONS:

- 1) Spirit Link:** The character’s spirit is so strong, and his control of it so profound, that he can see what it “sees” and hear what it “hears.” Add Clairsentience (Sight and Hearing Groups) (30 Active Points); Limited Range (30”; -¼), Linked (-¼). Total cost 20 points; total cost of power 25 points.

SPIRIT FORM

Effect:	Desolidification
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	4

Description: The character can convert his fleshly form to pure life force energy, allowing him to become intangible.

Game Information: *Desolidification (affected by spirit powers or magic). Total cost: 40 points.*

OPTIONS:

- 1) Easy Spirit Form:** The character can assume Spirit Form without tiring himself out. Add Reduced Endurance (0 END; +½). Total cost: 60 points.

SPIRIT SELF

Effect:	Duplication (create 250-point Duplicate), Altered Duplicate, Feedback
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	10 to create

Description: The character's powers of Spirit Projection are so strong that he can separate his spirit from his body, creating a full "second self" that can act independently of him. The Spirit Self is obviously distinct from the character — it has a faded, almost translucent appearance that makes it clear it's a spirit — but it functions as a flesh-and-blood second self.

In game terms, the Spirit Self is a Duplicate built on 250 points (this writeup assumes the original character is built on 350 points). The Spirit Self typically has a range of Spirit Projection powers, often different ones from the character (including Desolidification), so it's bought as an Altered Duplicate. If the character prefers, he can construct the Duplicate so that Altered Duplicate isn't necessary. Since the Spirit Self is just an extension of the character's life force, he suffers any damage it takes, and vice-versa.

Game Information: *Duplication (create 250-point Duplicate), Altered Duplicate (51% or greater difference in abilities; +1) (100 Active Points); Feedback (STUN and BODY damage; -1), Costs Endurance (to create Duplicate; -¼).* Total cost: 44 points.

OPTIONS:

- 1) Stronger Spirit Self:** Increase to 300-point Duplicate. 120 Active Points; total cost 53 points.
- 2) Weaker Spirit Self:** Decrease to 200-point Duplicate. 80 Active Points; total cost 35 points.
- 3) Enhanced Control:** The character's link with his Spirit Self is so strong that the two can easily recombine. Add Easy Recombination (Zero Phase Action at full DCV) and Ranged Recombination (+½). 150 Active Points; total cost 67 points.

SUCCORING SPIRIT

Effect:	Simplified Healing 6d6
Target/Area Affected:	One character
Duration:	Instant
Range:	Touch
END Cost:	6

Description: The character can cause his own powerful life energy to pour forth into the body of an injured person, restoring that person's own life force to a stronger (perhaps even fully healed) state.

Game Information: *Simplified Healing 6d6.* Total cost: 60 points.

OPTIONS:

- 1) Strong Succoring:** Increase to Simplified Healing 7d6. Total cost: 70 points.
- 2) Weak Succoring:** Decrease to Simplified Healing 5d6. Total cost: 50 points.
- 3) Sacrificial Succoring:** By giving of his own life force to heal another, the character suffers a temporary diminishment of that life force. Add Side Effects (character suffers a Drain BODY 1 point for every die of Healing used [*i.e.*, -1 BODY per Healing 2d6], always occurs; -½). 60 Active Points; total cost 40 points.

STRETCHING POWERS



OFFENSIVE POWERS

STRETCHING SLINGSHOT

Effect:	+30 STR, Only For Throwing
Target/Area Affected:	One character
Duration:	Instant
Range:	Touch
END Cost:	3

Description: After the character picks up an object, he stretches his arm around some appropriate object (such as a lamppost or telephone pole), pulls his arm tight so it's like the rubber strip in a slingshot, then uses his arm to throw or fling the object much further, and with much greater force, than he ordinarily could.

Game Information: +30 STR (30 Active Points); OIF (requires appropriate "pivot point" of opportunity; -½), Extra Time (Full Phase; -½), Only For Throwing (-½), Must Follow Grab (-½). Total cost: 10 points.

OPTIONS:

- 1) Strong Throw:** Increase to +40 STR. 40 Active Points; total cost 13 points.
- 2) Weak Throw:** Decrease to +20 STR. 20 Active Points; total cost 7 points.

DEFENSIVE POWERS

MISSILE GRABBING

Effect:	Missile Deflection
Target/Area Affected:	One character
Duration:	Constant
Range:	8"
END Cost:	2

Description: The character can reach out and grab relatively slow-moving physical missiles to keep them from hitting himself, or his friends.

The range for this power depends on the character's inches of Stretching. As built, it assumes Stretching 8".

Game Information: Missile Deflection (non-gunpowder projectiles), Range (+1) (20 Active Points); Costs Endurance (-½), Limited Range (8"; -¼). Total cost: 11 points.

MOVEMENT POWERS

PERSONAL BRACHIATION

Effect:	Swinging 10"
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	1

Description: The character uses his stretchable, malleable limbs as swinglines. He reaches out, grabs a branch, cornice, overhang, flagpole, or the like and swings swiftly to wherever he wants to go. The big difference between this type of Swinging and a version involving an external swingline that it uses the character's own body — if someone attacks the "swingline," the character takes the damage.

Game Information: Swinging 10". Total cost: 10 points.

OPTIONS:

- 1) Faster Brachiation:** Increase to Swinging 15". Total cost: 15 points.
- 2) Slower Brachiation:** Decrease to Swinging 5". Total cost: 5 points.

TELEKINETIC POWERS



OFFENSIVE POWERS

BULLET MANIPULATION

Effect: Missile Reflection
Target/Area Affected: One character
Duration: Constant
Range: 225"
END Cost: 9

Description: The character exerts such powerful telekinetic control that he can alter the trajectory of physical missiles in flight, causing them to strike someone other than himself. He can do this both for physical Ranged attacks aimed at him, and attacks aimed at other people.

This power requires the GM's permission because it directly violates the rule that characters cannot use Missile Reflection at Range.

Game Information: *Missile Deflection (all physical missiles) and Reflection (any target), Range (+1) (90 Active Points); Costs Endurance (-½). Total cost: 60 points.*

OPTIONS:

1) Accurate Manipulation: The character is highly accurate, not just with his ability to deflect attacks, but his ability to target other people with them. Character also buys +10 with Missile Deflection and Reflection (30 Active Points); Costs Endurance (-½). Total cost: 20 points.

PERSONAL COMBAT FIELD

Effect: Force Field (30 PD/20 ED), HA +8d6
Target/Area Affected: Self/One character
Duration: Constant/Instant
Range: Self/Touch
END Cost: 5/4

Description: The character can surround his body with a form-hugging "bubble" of telekinetic energy. The field significantly increases the power of his punches, and protects him from attacks. Visually, it looks as if a field of glowing energy surrounds the character, making him look "bigger" and sort of puffed-up. While the power remains active, he may have trouble fitting into small spaces, sitting on normal-sized chairs, and the like.

Game Information:

Cost Power

50 *Personal Combat Field (Protection):* Force Field (30 PD/20 ED)
 23 *Personal Combat Field (Punches):* HA +8d6 (40 Active Points); Hand-To-Hand Attack (-½), Linked (can be used in any Phase when Force Field is active; -¼)

Total cost: 73 points.

OPTIONS:

1) Strong Field: Increase to Force Field (35 PD/25 ED) and HA +10d6. 60 + 50 = 110 Active Points; total cost 60 + 29 = 89 points.

2) Weak Field: Decrease to Force Field (25 PD/15 ED) and HA +6d6. 40 + 30 = 70 Active Points; total cost 40 + 17 = 57 points.

3) Less Tiring Field: Add Reduced Endurance (½ END; +¼) to both powers. 62 + 50 = 112 Active Points; total cost 62 + 29 = 91 points.

4) Personal Telekinetic Field: The Field doesn't just improve the character's punch, it enhances his Strength in general. Change HA +8d6 to +40 STR. 50 + 40 = 90 Active Points; total cost 50 + 32 = 82 points.

TELEKINETIC BLOCKING

Effect: Variable Power Pool for Dispel/Drain/Suppress
Target/Area Affected: One character
Duration: Instant
Range: LOS
END Cost: Varies

Description: The character has such fine and broad control of his telekinetic powers that he can reach "inside" a person's body to shut off neural pathways, muscles, and the like, thus depriving the target of full control over his abilities... and perhaps the power to use them at all.

This is a very powerful ability, one the GM should review and approve before it enters the game. Some GMs may prefer that characters buy a Multipower of pre-defined Telekinetic Blocking effects instead.

Game Information: *Variable Power Pool (Telekinetic Blocking Pool), 40 base + 20 control cost; Only For Dispels, Drains, And Suppresses (-1). 40 + 20 = 60 Active Points; total cost 40 + 10 = 50 points.*

OPTIONS:

- 1) **Larger Pool:** Increase to 60 base + 30 control cost. Active Points 60 + 30 = 90; total cost 60 + 15 = 75 points.
- 2) **Smaller Pool:** Decrease to 30 base + 15 control cost. Active Points 30 + 15 = 45; total cost 30 + 7 = 37 points.

TELEKINETIC SUMMONING

Effect: Summon one animal built on up to 300 Character Points, Slavishly Devoted

Target/Area Affected: N/A

Duration: Instant

Range: 30"

END Cost: 16

Description: The character can create an animal out of telekinetic force. This being functions just like the animal it resembles, but it's obviously made of telekinetic force rather than flesh and blood, and it does whatever its creator wants.

Game Information: *Summon one animal built on up to 300 Character Points, Expanded Class (any animal; +½), Limited Range (30"; +¼), Slavishly Devoted (+1) (165 Active Points); Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Costs Endurance (to maintain; -¼). Total cost: 82 points.*

OPTIONS:

- 1) **Strong Summoning:** Increase to up to four animals. 192 Active Points; total cost 96 points.
- 2) **Weak Summoning:** Decrease to one animal built on up to 200 Character Points. 110 Active Points; total cost 55 points.

STUCK ON YOU

Effect: Telekinesis (40 STR), Only To Stick Things Together

Target/Area Affected: One character

Duration: Uncontrolled

Range: 100"

END Cost: 0

Description: This power allows the character to stick two things to each other — a character to a wall, a door to its jamb, a weapon to its scabbard, or the like. The effect lasts until someone manages to separate the two objects, or breaks one of them.

Game Information: *Telekinesis (40 STR), Uncontrolled (lasts until something separates the stuck things or breaks one of the stuck things; +½), Reduced Endurance (0 END; +½) (120 Active Points); Only To Stick Things Together (-1), Limited Range (100"; -¼). Total cost: 53 points.*

OPTIONS:

- 1) **Strong Sticking:** Increase to Telekinesis (50 STR). 150 Active Points; total cost 67 points.
- 2) **Weak Sticking:** Decrease to Telekinesis (30 STR). 90 Active Points; total cost 40 points.

DEFENSIVE POWERS**MISDIRECTED AIM**

Effect: +4 DCV, Usable As Attack

Target/Area Affected: One character

Duration: Constant

Range: Self/200"

END Cost: 2/5

Description: The character uses his telekinetic powers to "nudge" attackers so their attacks are more likely to miss. He can use this ability for himself, or for another person (in the latter case it's bought Usable As Attack so the character controls how long it remains active, pays the END for it, and can grant the ability to someone without their needing to take any action).

Game Information:**Cost Power**

- 33 *Misdirected Aim:* Multipower, 50-point powers; all Costs Endurance (-½)
- 1u 1) *Self-Protection:* +4 DCV; Costs Endurance (-½)
- 3u 2) *Protection Of Another:* +4 DCV, Usable As Attack (defense is declining the power; +1), Ranged (+½); Costs Endurance (-½)

Total cost: 37 points.

OPTIONS:

- 1) **Strong Misdirection:** Increase reserve to 75 points and both slots to +6 DCV. Total cost: 57 points.
- 2) **Weak Misdirection:** Decrease reserve to 25 points and both slots to +2 DCV. Total cost: 20 points.

MOVEMENT POWERS**GRASP THE WALL**

Effect: Clinging

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 2

Description: The character uses his telekinesis to "grab" a nearby wall, ceiling, or other surface and hold himself against it.

Game Information: *Clinging (normal STR +30) (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Grasp:** Increase Clinging STR to normal STR +45. 25 Active Points; total cost 17 points.
- 2) **Not So Strong Grasp:** Decrease Clinging STR to normal STR +15. 15 Active Points; total cost 10 points.
- 3) **Easy Grasp:** Remove Costs Endurance (-½). Total cost: 20 points.
- 4) **Unsure Grasp:** Add Cannot Resist Knockback (-¼). Total cost: 11 points.

5) **Skilled Grasp:** Add Requires A Telekinesis Tricks Roll (-½). Total cost: 10 points.

MISCELLANEOUS POWERS

ACTION/REACTION TELEKINESIS

Effect: Stretching 20", Does Not Cross Intervening Space plus +30 STR, Only Works With Stretching
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 12 + 3

Description: Normal Telekinesis has no action/reaction — a character can't use it to, for example, grab onto a moving vehicle and be dragged along. This form of Telekinesis is different, allowing for standard action/reaction results.

Game Information: *Stretching 20", Does Not Cross Intervening Space (+¼) (125 Active Points), No Velocity Damage (-¼), Range Modifier Applies (-¼) (total cost: 83 points) plus +30 STR (30 Active Points); Only Works With Stretching (-1) (total cost: 15 points). Total cost: 98 points.*

OPTIONS:

- 1) **Longer Telekinesis:** Increase to Stretching 24". 150 + 30 = 180 Active Points; total cost 100 + 15 = 115 points.
- 2) **Shorter Telekinesis:** Decrease to Stretching 16". 100 + 30 = 130 Active Points; total cost 67 + 15 = 82 points.

PSYCHOKINETIC LIMBS

Effect: Extra Limbs
Target/Area Affected: Self
Duration: Constant
Range: 25"
END Cost: 1

Description: The character uses his psychokinetic power to manifest multiple "telekinetic limbs" with which to grab or manipulate objects. The limbs typically resemble arms or tentacles of glowing golden light, but the character can change that if he prefers. Typically the character can create no more than his EGO/5 limbs, but the GM may allow more (perhaps +1 limb per point by which the character makes an EGO Roll).

Game Information: *Extra Limbs (5 Active Points); Costs Endurance (to activate; -¼). Total cost: 4 points.*

OPTIONS:

- 1) **Long Limbs Of The Law:** The character's Psychokinetic Limbs can reach objects much further away than his ordinary limbs. Add Stretching 5" (25 Active Points); Limited Body Parts (Extra Limbs only; -¼) (total cost: 20 points). Total cost: 24 points.
- 2) **Effortless Psychokinetic Limbs:** Remove Costs Endurance. Total cost: 5 points.

TELEKINETIC TOUCH

Effect: Range (Touch Sense Group)
Target/Area Affected: Varies
Duration: Constant
Range: Self
END Cost: 0

Description: Some telekinetic characters can "reach out" with their powers and actually feel the environment around them.

Game Information: *Range for Touch Sense Group (10 Active Points); Nonpersistent (-¼). Total cost: 8 points.*

OPTIONS:

- 1) **Tiring Touch:** The character must exert energy to use this ability. Add Costs Endurance (-½). Total cost: 6 points.
- 2) **Targeting Touch:** The character can literally feel where his opponents are at range, and target them with his powers, weapons, or the like. Add Discriminatory and Targeting for Touch Sense Group. 40 Active Points; total cost 32 points.
- 3) **Feeling Around The Corner:** With just a little effort, the character can extend his sense of touch around corners and along winding routes. Change to Clairsentience (Touch Group), Mobile Perception Point (25 Active Points); Perception Point Must Start In Line Of Sight And Can Only Travel Through Open Spaces (-1). Total cost: 12 points.

TELEPORTATION POWERS



OFFENSIVE POWERS

FLOAT LIKE A TELEPORTER, STING LIKE A BEE

Effect: Q **Stretching** 8"
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 5

Description: The character has mastered the ability to teleport to a target within 8", strike, and teleport right back to where he was before the target has a chance to respond. Alternately, the character could teleport to some object within 8", pick it up, and teleport back to where he was standing.

Game Information: *Stretching 8", Does Not Cross Intervening Space (+¼) (50 Active Points); No Noncombat Stretching (-¼), No Velocity Damage (-¼), Instant (-½). Total cost: 25 points*

OPTIONS:

- 1) Long Combat Teleport:** Increase to 12" Stretching. 75 Active Points; total cost 37 points.
- 2) Short Combat Teleport:** Decrease to 4" Stretching. 25 Active Points; total cost 12 points.
- 3) Easy Combat Teleport:** Add Reduced Endurance (0 END; +½). 70 Active Points; total cost 35 points.

TELEPORTATION BOXING

Effect: Energy Blast 6d6
Target/Area Affected: 6" Radius
Duration: Instant
Range: See text
END Cost: 7

Description: The character teleports in and around a group of people, briefly appearing next to each one he's fighting to punch, kick, or otherwise smash him, never staying in one place long enough for anyone to block his attack or strike back. When it's all done, the character teleports right back to where he was when he began the attack.

Game Information: *Energy Blast 6d6, Area Of Effect (6" Radius; +1¼), Selective (+¼) (75 Active Points); Extra Time (Full Phase; -½), Limited Range (center of Area must be within the character's Half Move using Teleportation at Combat velocity; -¼). Total cost: 43 points.*

OPTIONS:

- 1) Tougher Punches, Stronger Kicks:** Increase to Energy Blast 8d6 and Area Of Effect (8" Radius). 100 Active Points; total cost 57 points.
- 2) Punier Punches, Weaker Kicks:** Decrease to Energy Blast 5d6. Total cost: 62 Active Points; total cost 35 points.
- 3) I'll Just Be Going Now...:** Instead of having to Teleport back to where he was standing when he started the attack, the character can Teleport himself somewhere else within 12" of the center of the Area, provided that location is within the range of his Combat move with Teleportation of the point where he began the attack. Add Teleportation 12", Trigger (ending of the Teleportation Boxing attack; +¼) (30 Active Points); Linked (-½), Can Only Teleport To Points Within 12" Of Area's Center And Within A Teleportation Combat Move Of Starting Position (-½) (total cost: 15 points). 75 + 30 = 105 Active Points; total cost 43 + 15 = 58 points.
- 4) Wide-Area Boxing:** Increase to Area Of Effect (12" Radius; +1½). 82 Active Points; total cost 47 points.
- 5) Close-In Boxing:** Decrease to Area Of Effect (3" Radius; +1). 67 Active Points; total cost 38 points.

TRADING SPACES


Effect: Teleportation 15", Usable As Attack plus Teleportation 15", both Only To Trade Places
Target/Area Affected: Self and one other character
Duration: Instant
Range: 15"
END Cost: 8

Description: The character teleports a target to his own location, and himself to the target's location. While this "translocation" power has a wide variety of uses, in combat it's most often used when something bad is about to happen to the character — he "trades places" with the target right before the "something" occurs, thus escaping harm by putting his enemy in harm's way.

With the GM's permission, this power may be used to switch the places of two targets at range using Rapid Fire.

Game Information: *Teleportation 15", Usable As Attack (does not affect characters with teleportation or dimensional powers; +1), Ranged (+½) (75 Active Points); Only To Trade Places (-1), Limited Range (15"; -¼) (total cost: 33 points) plus Teleportation 15" (30 Active Points); Only To Trade Places (-1), Linked (-½) (total cost: 12 points). 75 + 30 = 105 Active Points; total cost 33 + 12 = 45 points.*

U.N.T.I.L. SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	Teleportation Powers	Subject ID	Cheshire Cat
		Martinez Scale:	12
		Mode	Visual



SUBJECT ID: CHESHIRE CAT

“The combination of martial arts prowess with teleportation powers can be a dangerous one, as seen from this photograph, which shows Cheshire Cat demolishing a group of FBI agents in the blink of an eye. He’d teleport next to each one, punch or kick him, then vanish and re-appear beside his next target to repeat the process. That sort of rapid, short-range teleporting requires skill and practice, but Cheshire Cat’s obviously learned to make it work. Countering such powers typically involves a similarly high level of fighting skill, teleportation powers, or carefully watching the villain and timing an attack to take him out during the split-second he’s tangle.”

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

OPTIONS:

- 1) **Long Trade I:** Increase both powers to Teleportation 30” and Limited Range to (30”; -¼). 150 + 60 = 210 Active Points; total cost 67 + 24 = 91 points.
- 2) **Long Trade II:** The character can trade position with virtually anyone he can see. Add MegaScale (1” = 1 km; +¼) to both the inches and the Range of the first power and the inches of the second power. 90 + 37 = 127 Active Points; total cost 40 + 16 = 56 points.
- 3) **Position Trading:** The character and target not only exchange places, but also physical poses and even velocity. Add No Relative Velocity and Position Shift to both powers. 112 + 45 = 157 Active Points; total cost 50 + 18 = 68 points.
- 4) **Easy Trade:** The switch takes relatively little energy. Add Reduced Endurance (½ END; +¼) to both powers. 82 + 37 = 119 Active Points; total cost 36 + 16 = 52 points.

TRANSLOCATING PUNCH

Effect:	Teleport 10”, Usable As Attack
Target/Area Affected:	One character
Duration:	Instant
Range:	Touch
END Cost:	5

Description: The character has mastered the ability to teleport a target away immediately after striking him. When the target hits someone with a HTH attack (such as a punch or kick) he may, if he wishes, aport that person up to 10” away in any direction. The aportation occurs before the determination and occurrence of Knockback (if any), and so may enhance the Knockback effect in some way.

Game Information: *Teleport 10”, Usable As Attack (defense is Teleportation or Extra-Dimensional Movement; +1), Trigger (when character succeeds with a HTH Combat attack and chooses to Teleport target, Trigger immediately automatically resets; +¾) (55 Active Points); No Noncombat Teleport (-¼). Total cost: 44 points.*

OPTIONS:

- 1) **Longer Translocating Punch:** Increase to Teleportation 15”. 82 Active Points; total cost 66 points.
- 2) **Shorter Translocating Punch:** Decrease to Teleportation 5”. 27 Active Points; total cost 22 points.
- 3) **Easy Translocating Punch:** Add Reduced Endurance (0 END; +½). 65 Active Points; total cost 52 points.

DEFENSIVE POWERS

PROTECTIVE APORT FIELD

Effect: Force Field (20 PD/10 ED), Only Versus Ranged Attacks

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3

Description: The character can maintain around his body a field of “teleportation energy” that aports damaging substances and phenomena — bullets, energy bolts, thrown rocks, you name it) — partly or wholly away from him so that they don’t hurt him (or hurt him less than they otherwise would). The field’s more effective against physical attacks.

Game Information: *Force Field (20 PD/10 ED) (30 Active Points); Only Works Against Limited Type Of Attack (ranged attacks; -¼). Total cost: 24 points.*

OPTIONS:

1) **Strong Field:** Increase to Force Field (25 PD/15 ED). 40 Active Points; total cost 32 points.

2) **Weak Field:** Decrease to Force Field (15 PD/5 ED). 20 Active Points; total cost 16 points.

RETURN TO SENDER

Effect: Teleportation 10”, Trigger (when Thrown or Knocked Back)

Target/Area Affected: Self

Duration: Instant

Range: Self

END Cost: 3

Description: This form of defensive teleportation activates automatically whenever another person Throws the character or does Knockback to him. It Teleports him to any place of his choice with 10” of the hex into which he was Thrown or Knocked Back; this may even put him in a tactically advantageous position (such as right behind his attacker). In doing so it instantly re-orientes him, allowing him to get back to his feet without wasting any time.

Game Information: *Teleportation 10”, Position Shift, Trigger (when Thrown or Knocked Back, activating Trigger takes no time, Trigger automatically immediately resets; +1). Total cost: 50 points.*

OPTIONS:

1) **Farther Return:** Increase to Teleportation 20”. Total cost: 90 points.

2) **Shorter Return:** Decrease to Teleportation 5”. Total cost: 30 points.

3) **Easy Return:** Add Reduced Endurance (0 END; +½). Total cost: 62 points.

4) **Restricted Return:** This form of Return To Sender only compensates for the Throw or Knockback — it returns him to the hex he was in when attacked. Change Trigger to (returns character to starting hex when he’s Thrown or Knocked Back, Trigger automatically immediately resets; +¾). Total cost: 44 points.

MISCELLANEOUS POWERS

COME TO ME

Effect: Summon 350-point character

Target/Area Affected: One character

Duration: Instant

Range: Self

END Cost: 16

Description: The character can teleport a specific individual to himself from any location — even other planes of existence.

To use this power, a character must prepare by memorizing the target’s “teleportation signature” — his distinctive physical attributes (exact dimensions, molecular vibrations, spiritual “color,” or the like). This takes time, and requires the character with the power to be in the target’s presence and have the target’s consent. Once the character has made the necessary preparations, he can teleport the character to him quickly. The power only works on one specific person; to use it on other people, the character has to buy it again.

This write-up assumes the target is built on no more than 350 Character Points. You can adjust the target’s cost up or down by altering the cost of the power.

Game Information: *Summon one 350-point character, Loyal (+½), Specific Being (+1), Delayed Effect (+¼) (192 Active Points); Concentration (0 DCV throughout; totally unaware of nearby events; -1½), Extra Time (1 Minute; -1½). Total cost: 48 points.*

TIME POWERS



OFFENSIVE POWERS

STAND THERE WHILE I HIT YOU

Effect: HA +6d6
Target/Area Affected: One character
Duration: Instant
Range: Touch
END Cost: 3

Description: The character speeds up time around himself so he can punch a target dozens, hundreds, or even thousands of times in a split-second. From the character's perspective, it's as if the target has stopped moving and can't do anything but stand there and take it.

Game Information: HA +6d6 (30 Active Points); Hand-To-Hand Attack (-1/2). Total cost: 20 points.

OPTIONS:

- 1) More Punches:** Increase to HA +8d6. 40 Active Points; total cost 27 points.
- 2) Fewer Punches:** Decrease to HA +4d6. 20 Active Points; total cost 13 points.
- 3) Skillful Punch:** The character has to use this power just right or it doesn't work. Add Requires A Time Tricks Roll (-1/2). Total cost: 15 points.

DEFENSE POWERS

TEMPORAL POINT DEFENSE

Effect: Missile Deflection (physical missiles)
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character intercepts incoming physical missiles and instantly ages them until they disintegrate.

Game Information: Missile Deflection (all physical missiles) (15 Active Points); Costs Endurance (-1/2). Total cost: 10 points.

OPTIONS:

- 1) Strong Defense:** Character also buys +5 with Missile Deflection (total cost: 10 points). Total cost: 20 points.

- 2) Ranged Defense:** Add Ranged (+1). 30 Active Points; total cost 20 points.

MOVEMENT POWERS

TIMEGATE

Effect: Extra-Dimensional Movement, Gate
Target/Area Affected: One Hex
Duration: Constant
Range: No Range
END Cost: 8

Description: The character opens up a portal through the time-stream that anyone can move through. People can travel either way through the portal, or fire attacks through it.

Game Information: Extra-Dimensional Movement (any point in the past or the future, cannot physically travel between locations), Area Of Effect (One Hex; +1/2), Continuous (+1), Usable On Others (+1/4), Reduced Endurance (1/2 END; +1/4) (180 Active Points); Gate (-1/2). Total cost: 120 points.

OPTIONS:

- 1) Increased Capacity:** The timegate can handle loads of up to 1,600 kg. Add x16 Increased Mass. 240 Active Points; total cost 160 points.
- 2) Increased Size:** Like Increased Capacity, but the timegate can also handle extra-large objects or persons. Increase to x16 Increased Mass, and Area Of Effect (24" Radius; +1). 320 Active Points; total cost 213 points.
- 3) Effortless Gate:** Increase to Reduced Endurance (0 END; +1/2). 195 Active points; total cost 130 points.
- 4) Tiring Gate:** Remove Reduced Endurance (+1/4). 165 Active Points; total cost 110 points.
- 5) Restricted Gate:** The character's timegate only leads to a specific time period. Change to Extra-Dimensional Movement (any single point in time, cannot physically travel between locations). 120 Active Points; total cost 80 points.

SENSORY POWERS

LOOK AROUND

Effect: Increased Arc Of Perception (360 Degrees) for Sight Group
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 1

Description: The character stops time around himself just long enough to look around in all directions and see what's going on.

Game Information: *Increased Arc Of Perception (360 Degrees) for Sight Group (10 points); Costs Endurance (-½), Instant (-1). Total cost: 4 points.*

MISCELLANEOUS POWERS

ALL THE TIME IN THE WORLD

Effect: +15 with All Non-Combat Skills, Only To Counteract Penalties For Rapid Performance
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 0

Description: The character slows down the passage of time around himself so that he can focus on the task at hand, performing it flawlessly even though, to the rest of the world, it looks like he did several minutes' worth of work in the blink of an eye.

In game terms, this power consists of a large number of Skill Levels that the character can only use to counteract the penalty for performing a task more rapidly than normal (-3 per step up the Time Chart). The GM decides the base time needed to perform a task with a Skill, and whether the character can apply these Levels.

Game Information: *+15 with all Non-Combat Skills (120 Active Points); Only To Counteract Penalties For Rapid Performance (-1). Total cost: 60 points.*

OPTIONS:

- 1) Lots And Lots Of Time:** Increase to +21 with all Non-Combat Skills. 168 Active Points; total cost 84 points.
- 2) Not Quite As Much Time:** Decrease to +9 with all Non-Combat Skills. 72 Active Points; total cost 36 points.
- 3) Tiring Timing:** Using this power tends to tire the character out pretty quickly. Add Costs Endurance (-½). Total cost: 48 points.

BEST POSSIBLE FUTURE

Effect: +2 Overall Skill Levels
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 4

Description: A character with this power can, whenever he chooses, stop time for half a second, scan forward into the timestream to evaluate the possible futures branching out from his current point in time, and choose the best one for him — thus making it more likely he'll succeed at tasks and actions he undertakes.

Game Information: *+2 Overall Skill Levels (20 Active Points); Extra Time (Half Phase; -½), Costs Endurance (-½), Increased Endurance Cost (x2 END; -½). Total cost: 8 points.*

OPTIONS:

- 1) Accurate Futurescanning:** Increase to +4 Overall Levels. 40 Active Points; total cost 16 points.
- 2) Vague Futurescanning:** Decrease to +1 Overall Level. 10 Active Points; total cost 4 points.
- 3) Future Imperfect:** As one thing improves, another must worsen for chroral balance to be maintained. While the timeline the character chooses is of greatest benefit to him, it's not quite so good for someone else. One of the character's friends in the vicinity (or, if there's no friend, a random person other than someone opposing the character) suffers problems at the same time the character's chances for success improve. Add Side Effect (someone in the environment other than the character or his enemies suffers -3 to one roll, chosen by the GM, always occurs; -½). Total cost: 7 points.

VIBRATION POWERS



DEFENSE POWERS

BLURRED DEFENSES

Effect:	Lack Of Weakness (-10) for Normal and Resistant Defenses
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2

Description: The character's vibrations cause his body to blur enough that opponents have a hard time getting a clear enough view of his defenses to find weaknesses in them.

Game Information: *Lack Of Weakness (-10) for Normal and Resistant Defenses (20 Active Points); Costs Endurance (-½). Total cost: 13 points.*

OPTIONS:

- 1) Greater Blurring:** Increase to Lack Of Weakness (-15). 30 Active Points; total cost 20 points.
- 2) Lesser Blurring:** Decrease to Lack Of Weakness (-5). 10 Active Points; total cost 7 points.
- 3) Easy Blurring:** Replace Costs Endurance (-½) with Nonpersistent (-¼). Total cost: 16 points.
- 4) Unstoppable Blurring:** Remove Costs Endurance (-½) and add Inherent (+¼). Total cost: 25 points.
- 5) Tiring Blurring:** Add Increased Endurance Cost (x2 END; -½). Total cost: 10 points.

WATER POWERS



OFFENSIVE POWERS

CRASHING WAVE

Effect: Energy Blast 7d6
 Target/Area Affected: 14" Line
 Duration: Instant
 Range: 50"
 END Cost: 7

Description: The character creates a huge wave of water that washes over a long area, smashing into everyone in it. Unlike most Area Of Effect (Line) powers, the Line in this case shouldn't point away from the character, it should strike perpendicular to him.

Game Information: Energy Blast 7d6, Area Of Effect (14" Line; +1) (70 Active Points); Limited Range (50"; -¼). Total cost: 56 points.

OPTIONS:

- 1) **Strong Wave:** Increase to Energy Blast 10d6. 100 Active Points; total cost 80 points.
- 2) **Weak Wave:** Decrease to Energy Blast 5d6. 50 Active Points; total cost 40 points.
- 3) **Big Wave:** Increase to Area Of Effect (56" Line; +1½). 87 Active Points; total cost 70 points.
- 4) **Easy Wave:** Add Reduced Endurance (0 END; +½). 87 Active Points; total cost 70 points.
- 5) **Powerful Wave:** Add Double Knockback (+¾). 96 Active Points; total cost 77 points.

JUMP IN THE LAKE

Effect: Growth
 Target/Area Affected: Self
 Duration: Constant
 Range: Self
 END Cost: 4

Description: The character can absorb an existing body of water into his own form, adding to his mass and height. He must exert END to maintain the extra mass.

Game Information: Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive character, 16 m [about 52 feet] tall, 8 m wide) (45 Active Points); Requires A Large Body of Water (-1). Total cost: 22 points.

OPTIONS:

- 1) **Jump In The Ocean:** Increase to Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 [105 feet] m tall, 16 m wide). 60 Active Points; total cost 30 points.
- 2) **Jump In The Pond:** Decrease to Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide). 30 Active Points; total cost 15 points.
- 3) **Easy Jump In The Lake:** Once a character has absorbed the water, he doesn't have to spend END to maintain the extra mass. Add Costs Endurance Only To Activate (+¼). 56 Active Points; total cost 28 points.

**SUBJECT ID:
RIPTIDE**

(page 123)

“Riptide’s powers seem to be increasing. As seen in this video clip, she’s now able to project a wave of water large and powerful enough to sweep people and vehicles off an entire street. Two of the MCPD officers caught in the wave suffered significant injuries; a third nearly drowned. After turning her powers on the film crew using the camera from whom this clip was later received, she fled the scene, escaping with a fortune in jewelry.”

—USPD field research notes of Agent Svetlana Petrova

WATERY BLAST

Effect: Drain Fire and Electricity Powers 2d6
Target/Area Affected: One character
Duration: Instant
Range: 50”
END Cost: 8

Description: The character can project a blast of water not to cause physical harm, but to quench fires and short circuit electrical powers and circuits. The water drenches the target, weakening his Fire and Electricity powers.

Game Information: *Drain Fire and Electricity Powers 2d6, all Fire powers simultaneously (+2), Multiple Special Effects (Fire and Electricity simultaneously; +½), Ranged (+½) (80 Active Points); Limited Range (50”; -¼). Total cost: 64 points.*

OPTIONS:

- 1) Strong Blast:** Increase to Drain Fire and Electricity Powers 3d6. 120 Active Points; total cost 96 points.
- 2) Weak Blast:** Decrease to Drain Fire and Electricity Powers 1d6. 40 Active Points; total cost 32 points.

MOVEMENT POWERS**PIPELINE TRAVEL**

Effect: Teleportation 10”
Target/Area Affected: Self
Duration: Instant
Range: Self
END Cost: 2

Description: The character can transform himself into water, travel through pipes or easily-porous substances, and then reform his body up to 10” away. Unless he has some other power that allows him to remain as a mass of water (such as Water Form, USPD 246, or Body Of Water, USPD 248), he reverts to normal form at the end of the Teleportation, which may have deadly consequences (if necessary, the GM can use the Teleportation Damage Table on page 367 of the *HERO System 5th Edition, Revised* rulebook to represent what happens when the character becomes flesh and blood inside a tiny pipe or the like).

Game Information: *Teleportation 10” (20 Active Points); Only Through Water, Objects Meant To Carry Water, Or Easily-Porous Substances (-½). Total cost: 13 points.*

OPTIONS:

- 1) Strong Power:** Increase to Teleportation 20”. 40 Active Points; total cost 27 points.
- 2) Weak Power:** Decrease to Teleportation 5”. 10 Active Points; total cost 7 points.

WAVERIDING

Effect: Flight 10”
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 2

Description: The character’s control over water is so great that he can create a wave or “trail” of water in the air that can carry him.

Game Information: *Flight 10”. Total cost: 20 points.*

OPTIONS:

- 1) Strong Waveriding:** Increase to Flight 15”. Total cost: 30 points.
- 2) Weak Waveriding:** Decrease to Flight 8”. Total cost: 16 points.
- 3) Fast Waveriding:** Add x4 Noncombat. Total cost: 25 points.

WEATHER POWERS



OFFENSIVE POWERS

AMBIENT WEATHER ENHANCEMENT

Effect: Succor Weather Powers 6d6
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character can enhance his weather manipulation powers when he creates an effect that's already present — he can increase his wind powers if it's already windy, his lightning powers become stronger during a thunderstorm, and so forth. The GM may, in his discretion, limit the number of Succor dice the character can apply based on the severity of the ambient weather (e.g., a light breeze would only allow the character to add 1d6 to his wind powers).

Game Information: *Succor Weather Powers 6d6, any four Weather Powers at a time (+1),*

Reduced Endurance (½ END; +¼) (67 Active Points); Only Works On Weather Effects Similar To The Ambient Weather (-1), Self Only (-½). Total cost: 27 points.

OPTIONS:

- 1) Strong Enhancement:** Increase to Succor Weather Powers 8d6. 90 Active Points; total cost 36 points.
- 2) Weak Enhancement:** Decrease to Succor Weather Powers 4d6. 45 Active Points; total cost 18 points.
- 3) Tiring Enhancement:** Remove Reduced Endurance. 60 Active Points; total cost 24 points.
- 4) Tireless Enhancement:** Increase Reduced Endurance to (0 END; +½). 75 Active Points; total cost 30 points.
- 5) Automatic Enhancement:** As Tireless Enhancement, but also add Persistent (+½). 90 Active Points; total cost 36 points.



U.N.T.I.L. SUPERPOWERS DATABASE

TERMINAL SECURE

Category Water Powers Subject ID Riptide Martinez Scale: 5 Mode Visual

WOODS AND PLANT POWERS



DEFENSE POWERS

PHYTOTOXIC IMMUNITY

Effect:	Life Support (Immunity to phytotoxins)
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character is immune to all phytotoxins — that is, all poisons derived from plants.

Game Information: *Life Support (Immunity: phytotoxins). Total cost: 5 points.*

MOVEMENT POWERS

THE WORLDROOT PATH

Effect:	Teleportation 20", Only Through Plants
Target/Area Affected:	Self
Duration:	Instant
Range:	Self
END Cost:	4

Description: This power, suitable for characters whose bodies are made of or formed from vegetation, allows the character to travel instantly from one place to another — provided his target location has enough plants or plant matter to allow him to re-create his body at the target location. Visually, the character's existing plant body collapses or returns to its normal vegetative state, and he reforms using the plants at his target location.

To use this power safely, the character needs a way to perceive whether the target location has enough plants for him to use it safely. If he can't see the target location, and lacks an appropriate Enhanced Sense (such as Detect Plant Life), he can try to Teleport anyway — but if the target location lacks sufficient plant material, he could hurt himself (roll on the Teleportation Damage Table on page 367 of the *HERO System 5th Edition, Revised*). This makes it fairly easy for him to Teleport to most outdoor locations, but much harder to Teleport inside buildings.

Game Information: *Teleportation 20" (40 Active Points); Only Through Plants (-1). Total cost: 20 points.*

OPTIONS:

- 1) Big Steps I:** Increase to Teleportation 30". 60 Active Points; total cost 30 points.
- 2) Big Steps II:** Add x8 Noncombat. 50 Active Points; total cost 25 points.
- 3) Big Steps III:** The character can travel the Worldroot Path for many miles, though he still needs a way to perceive his target location. Add MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1). 80 Active Points; total cost 40 points.
- 4) Short Steps:** Decrease to Teleportation 10". 20 Active Points; total cost 10 points.

MISCELLANEOUS POWERS

NATURE'S BOUNTY

Effect:	Life Support (Diminished Eating: character only has to eat once per week)
Target/Area Affected:	Up to eight people
Duration:	Constant
Range:	No Range
END Cost:	1 to activate

Description: The character can cause a small feast of vegetables and fruits to spring forth — enough to feed eight people for a week (assuming the food is kept fresh), or a larger/smaller group for a proportionately shorter/longer time.

Game Information: *Life Support (Diminished Eating: character only has to eat once per week); Usable Simultaneously (up to eight people at once; +1) (2 Active Points); Costs Endurance (to activate; -¼). Total cost: 2 points.*

PHOTOSYNTHESIS

Effect:	Life Support (Self-Contained Breathing, Diminished Eating)
Target/Area Affected:	Self
Duration:	Inherent
Range:	Self
END Cost:	0

Description: The character is a plant himself, and so survives by photosynthesis. He breathes through all parts of his body, and requires relatively little food.

Game Information: *Life Support (Diminished Eating: only has to eat once per week), Inherent (+¼) (total cost: 1 point) plus Life Support (Self-Contained Breathing), Inherent (+¼) (12 Active Points); Only To Protect Against Choking/Suffocation/Strangulation Attacks (-1) (total cost: 6 points). Total cost: 7 points.*

MISCELLANEOUS POWERS



BALLISTOKINETICS

Effect: Various powers relating to the control of guns and bullets

Target/Area Affected: Varies

Duration: Varies

Range: Varies

END Cost: Varies

Description: The character has the ability to control guns and bullets without necessarily having to touch them. Examples include being an incredibly accurate shot, the ability to prevent a gun's trigger from being pulled, the power to deflect bullets away from himself or others, the ability to load ammunition clips without touching either clip or bullet, and so forth.

Game Information:

Cost Power

- 27 *Incredibly Accurate Shot:* +8 with Ranged Attacks (40 Active Points); Only For OCV With Firearms (-½)
- 24 *Incredibly Accurate Shot:* Targeting Skill Levels: +12 versus Hit Location modifiers with Firearms
- 24 *Incredibly Accurate Shot:* Range Skill Levels: +12 versus Range Modifier with Firearms
- 53 *Ballistodeflection:* Missile Deflection (all physical missiles), Range (+1), +5 OCV (80 Active Points); Costs Endurance (-½)
- 20 *Ballistoredirection:* Reflection for Missile Deflection (can reflect at any target; not usable at range, OCV Levels do not apply) (30 Active Points); Costs Endurance (-½)
- 20 *Ballistokinesis:* Telekinesis (20 STR), Fine Manipulation (40 Active Points); Only Works On Guns And Bullets (-1)

Total cost: 168 points

IMBUE POWER

Effect: Energy Blast 8d6 or RKA 2½d6, OIF (small objects of opportunity)

Target/Area Affected: One character

Duration: Instant

Range: RBS

END Cost: 4

Description: A character with this power can imbue small objects — pebbles, playing cards, figurines, and the like — with deadly energy. After he fills them with energy, he throws them at the target. At high power, an imbued object can kill; at lower levels of power it's potentially deadly, but far more likely to simply stun the victim.

Game Information:

Cost Power

- 23 *Imbue Power:* Multipower, 40-point reserve; all OIF (miscellaneous small objects of opportunity; -½), Range Based On STR (-¼)
- 2u 1) *Low Power:* Energy Blast 8d6; OIF (-½), Range Based On STR (-¼)
- 2u 2) *High Power:* RKA 2½d6; OIF (-½), Range Based On STR (-¼)

Total cost: 27 points.

OPTIONS:

- 1) **Strong Imbuing:** Increase reserve to 45 points, Slot One to Energy Blast 9d6, and Slot Two to RKA 3d6. Total cost: 32 points.
- 2) **Weak Imbuing:** Decrease reserve to 30 points, Slot One to Energy Blast 6d6, and Slot Two to RKA 2d6. Total cost: 21 points.

MACHINE BODY

Effect:	Various
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	Varies

Description: The character's body is partly or wholly a machine. He may be a sentient robot, a person who's replaced his flesh and bone with a colony of nanomachines under his mental control, or the like.

Obviously the special effect of "machine body" could justify a vast array of powers, especially in a world where comic book science and gadgeteering exist. The powers listed here (of which the character may buy as many as he wishes) are just the basic ones — the standard sort of powers virtually anyone with a machine body would have. Many others are possible; see the optional powers for some examples.

Game Information:**Cost Power**

- 20 *Machine Muscles:* +20 STR
36 *Machine Body:* Armor (12 PD/12 ED)

Cost Optional Powers

- 7 *Extensible Arms:* Stretching 3" (15 Active Points); Always Direct (-¼), Limited Body Parts (arms only; -¼), No Noncombat Stretching (-¼), Range Modifier Applies (-¼)
8 *Machine Body:* Damage Resistance (8 PD/8 ED)
60 *Machine Body:* Physical and Energy Damage Reduction, Resistant, 50%
var *Machine Sensory Units:* Just about any Enhanced Sense you want
27 *Merge With The Machine:* Telepathy 8d6 (Machine class of minds) (40 Active Points); No Range (-½)
12 *Self-Repair Mode:* Healing 3d6 (Regeneration; 3 BODY per 1 Minute), Can Heal Limbs; Extra Time + Increased Time Increment (1 Minute; -1½), Self Only (-½)

MANIFESTATION

Effect:	Summon eight 250-point beings (see text)
Target/Area Affected:	Self
Duration:	Instant
Range:	No Range
END Cost:	16

Description: The character has the ability to create, conjure, or otherwise manifest up to eight beings of a particular type, or defined as coming from a specific source. Examples include beings depicted on the cards of the tarot deck, living chessmen, demons whose visages or personal symbols are engraved on a ring or amulet he wears, the Seven Deadly Sins, or the like. The manifestations serve him devotedly.

Game Information: *Summon up to 8 beings built on up to 250 Character Points each, Expanded Class (see text; +½), Slavishly Loyal (+1). Total cost: 162 points.*

OPTIONS:

- 1) Strong Manifestation I:** Increase to 350 points each. Total cost: 212 points.
- 2) Strong Manifestation II:** Increase to up to 16 beings. Total cost: 175 points.
- 3) Weak Manifestation I:** Decrease to 200 points each. Total cost: 137 points.
- 4) Weak Manifestation II:** Decrease to up to 4 beings. Total cost: 150 points.
- 5) Less Loyal Manifestations:** Change Slavishly Loyal (+1) to Devoted (+¾). Total cost: 146 points.
- 6) Even Less Loyal Manifestations:** Change Slavishly Loyal (+1) to Loyal (+½). Total cost: 130 points.
- 7) Barely Loyal Manifestations:** Change Slavishly Loyal (+1) to Friendly (+¼). Total cost: 114 points.
- 8) Not At All Loyal Manifestations:** Remove Slavishly Loyal (+1). Total cost: 97 points.
- 9) Similar Manifestations:** With this form of the power, the Summoned beings have less diversity. Change to Expanded Class (+¼). Total cost: 146 points.
- 10) Uniform Manifestations:** With this form of the power, all the Summoned beings are identical. Remove Expanded Class (+½). Total cost: 130 points.
- 11) Lengthy Manifestation I:** Add Extra Time (Full Phase; -½). 162 Active Points; total cost 108 points.
- 12) Lengthy Manifestation II:** Add Extra Time (1 Turn; -1¼). 162 Active Points; total cost 72 points.
- 13) Attentive Manifestation:** Add Concentration (0 DCV while Summoning; -½). 162 Active Points; total cost 108 points.

MATTER EATER

Effect:	Life Support
Target/Area Affected:	Self
Duration:	Inherent
Range:	Self
END Cost:	0

Description: The character can eat anything he wants to without feeling sick, getting poisoned, or suffering any other ill effects.

In game terms, the ability to eat anything is bought as Diminished Eating, since it frees the character from the need to find normal food and drink. The character can still starve if somehow deprived of all access to any physical matter.

Game Information: *Life Support (Diminished Eating: no need to eat; Immunity: all ingested poisons, diseases, and drugs). Total cost: 13 points.*

PAIN TRANSFERENCE

Effect:	Multipower of Attack Powers plus an Endurance Reserve
Target/Area Affected:	One character
Duration:	Instant/Persistent
Range:	Touch/Self
END Cost:	Varies

Description: The character has the ability to “store up” the pain he experiences and then “feed it back” to anyone he touches. Depending on how much pain (and what type) he chooses to inflict, the effects can range from mildly annoying to utterly lethal. Because he “absorbs” pain this way, the character tends to suffer much less injury from attacks than most people.

Game Information:

- 67 *Pain Transference:* Multipower, 100-point reserve; all No Range (-½) (END provided by Endurance Reserve)
- 7u 1) *Mild Pain:* Energy Blast 10d6, NND (defense is Damage Reduction or Force Field; +1); No Range (-½)
- 4u 2) *Severe Pain:* Energy Blast 20d6; Increased Endurance Cost (x2 END; -½), No Range (-½), No Knockback (-¼)
- 3u 3) *Excruciating Pain:* RKA 6½d6; Increased Endurance Cost (x4 END; -1½), No Range (-½), No Knockback (-¼)
- 10 *Pain Storage:* Endurance Reserve (100 END)
- 117 *Pain Storage:* Endurance Reserve (100 REC), Trigger (whenever character takes STUN and/or BODY damage, automatically immediately resets; +¾) (175 Active Points); Limited Recovery (can only use 1 REC per point of STUN and/or BODY the character suffers; -½)
- 96 *Resistant To Harm:* Physical and Energy Damage Reduction, Resistant, 75%; Only Works Against Limited Type Of Attacks (attacks whose special effects involve or entail the infliction of pain; -¼)

Total cost: 304 points.

REPLICATIVE CLONING

Effect:	Major Transform 20d6 (other person into duplicate of self)
Target/Area Affected:	One character
Duration:	Instant
Range:	Touch
END Cost:	0

Description: A character with this power can touch another person and transform that person into an exact duplicate of himself. The duplicate looks exactly like him, thinks exactly like him, has the same spirit and personality as he does, and has the same powers he has. To effect the change, he must maintain contact with the victim for an Extra Phase; if the victim breaks contact during that time, the power fails to work. The Transform heals back through another application of this power.

Game Information: *Major Transform 20d6 (person into exact physical duplicate of character), Reduced Endurance (0 END; +½) (450 Active Points); No Range (-½), Extra Time (Extra Phase; -¾), Concentration (0 DCV throughout; -1), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Mental Transform; -½) (total cost: 95 points) plus Major Transform (person into exact mental duplicate of character), Based On Ego Combat Value (Power Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½) (825 Active Points); No Range (-½), Extra Time (Extra Phase; -¾), Concentration (0 DCV throughout; -1), All Or Nothing (-½), Limited Target (humans; -½) (total cost: 194 points) plus Major Transform (person into exact spiritual duplicate of character), Reduced Endurance (0 END; +½) (450 Active Points); No Range (-½), Extra Time (Extra Phase; -¾), Concentration (0 DCV throughout; -1), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Mental Transform; -½) (total cost: 95 points). Total cost: 384 points.*

SPRINGFORCE

Effect:	Leaping +20"; +15 PD; Knockback Resistance -10"; Only Reduces Knockback Damage
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2½

Description: The character’s body generates a field of strange, rubbery energy — springforce — with significant reflexive properties. The field has many uses. First and foremost, by generating it around his feet, he can leap prodigious distances. Second, by generating around his entire body, it can protect him against physical impacts (though in doing so it often causes him to take Knockback). Third, if he does take Knockback, it cushions the impact, thus reducing the chance he’ll take damage (but it doesn’t reduce the inches he travels when Knocked Back).

U.N.T.I.L. SUPERPOWERS DATABASE		TERMINAL SECURE	
Category	Miscellaneous Powers	Subject ID	Unknown
		Martinez Scale: ??	Mode
			Visual

SUBJECT ID: UNKNOWN

“In the hands of this unknown superhuman, even trash becomes a lethal weapon. Somehow she can imbue any object — such as soda cans — with energy, then throw them. When an imbued object hits its target (or, possibly, travels a certain distance), it explodes with devastating impact. Based on observation of her during this battle, it seems that the larger the object used, the larger the explosion. Similarly, the more time she spends imbuing an object, the more powerful the blast, though there may be some upper limit on the explosion based on object size.”

—Superhuman Combat Analysis Report (SCAR) filed by Agent Cetawayo Luvale

Game Information:

Cost Power

- 20 *Springforce Leaping*: Leaping +20”
 7 *Springforce Shield*: +15 PD (15 Active Points); Costs Endurance (-½), Side Effects (all physical attacks against character are treated as if they have the Advantage *Double Knockback*, or they do triple BODY for Knockback purposes if they already have that Advantage, always occurs; -½)
 10 *Springforce Cushion*: Knockback Resistance -10” (20 Active Points); Costs Endurance (-½), Only Reduces Knockback Damage, Not Inches Traveled (-½)

Total cost: 37 points.

OPTIONS:

- 1) **Strong Springforce**: Increase to Leaping +25”, +20 PD, and Knockback Resistance -12”. Total cost 25 + 10 + 12 = 47 points.
- 2) **Weak Springforce**: Decrease to Leaping +15”, +10 PD, and Knockback Resistance -8”. Total cost 15 + 5 + 8 = 28 points.

TRUE UNIVERSAL TRANSLATOR

Effect:	Universal Translator and related Detects
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: While Psychic Translator and Linguistic Savant (UNTIL Superpowers Database, page 165) are potent abilities, they suffer from the standard restrictions on the *Universal Translator* Talent. Not so this ability, which allows a character to discern the communicative meaning or intent in virtually anything.

Game Information:

Cost Power

- 20 *Basic UT*: Universal Translator
 3 *UT Lie Detector*: Detect Spoken Falsehood (INT Roll) (Hearing Group)
 5 *UT Body Language I*: Detect Body Language Falsehood (INT Roll) (Sight Group)
 5 *UT Body Language II*: Detect Subject’s Current Emotional State (INT Roll) (Sight Group)
 10 *UT Read Symbolism*: Detect Symbolic Meaning (INT Roll) (Sight Group)
 19 *UT Decipherment*: Cryptography INT +8
 11 *UT Math*: SS: Mathematics INT +8

Total cost: 73 points.

APPENDIX



Hero Games recently published a revised edition of the original *UNTIL Superpowers Database* that corrects typos and errata, updates the page references to refer to the *HERO System 5th Edition, Revised* rulebook, and makes any corrections necessary for the powers to conform to the rules in the *5th Edition, Revised*. So that customers with the first printing of the USPD don't have to buy the book all over again to get the altered powers, this Appendix contains a copy of all powers that were changed in any significant way (*i.e.*, powers with minor typographical or formatting errors aren't included, just ones where point totals or other relevant information changes). Page references are to the original *UNTIL Superpowers Database*, not this book.

PAGE 10 — ACID SHEEN

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

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

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

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

PAGE 15 — MIST CONTROL

Effect: Telekinesis (8 STR) and Dispel Mists 12d6
Target/Area Affected: One character
Duration: Constant/Instant
Range: 220"/225"
END Cost: Varies

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

Game Information:

Cost Power

45 *Mist Control:* Multipower, 45-point reserve
 4u 1) *Mist Manipulation:* Telekinesis (8 STR), Affects Porous (only versus mists), Area Of Effect (2" Radius; +1)
 4u 2) *Mist Dispersion:* Dispel Mists 12d6, any Mist/Smoke/Gas Power one at a time (+¼)

Total cost: 53 points

OPTIONS:

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

PAGE 22 — PROTECTIVE SKIN

Effect: Damage Resistance (8 PD/8 ED)
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

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

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

OPTIONS:

1) **Leathery Skin:** Increase to Damage Resistance (12 PD/12 ED). Total cost: 12 points.

2) **Soft Skin:** Reduce to Damage Resistance (4 PD/4 ED). Total cost: 4 points.

3) **Chitinous Exoskeleton:** Substitute Armor (8 PD/8 ED); Visible (-¼). 24 Active Points; total cost 19 points.

4) Concealing Scales: Add Lack Of Weakness (-5) for Resistant Defenses. Total cost: 5 points; total cost of overall power 13 points.

5) Sharp Scales: The character's scales are sharp, rough, or covered with small spikes; they can hurt people who brush up against him or strike him. Add HKA 1 point, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½) (19 Active Points); Always On (-½), Activation Roll 14- (-½), No STR Bonus (-½). Total cost: 8 points; total cost of overall power 16 points

PAGE 24 — ANIMAL COMMUNICATION

Effect: Telepathy 5d6 (Animal class of minds)
Target/Area Affected: One animal
Duration: Instant
Range: No Range
END Cost: 2

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

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

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

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

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

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

OPTIONS:

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

2) Do Your Friends Know Anything?: Besides talking to the animals that are present, the character can ask the animals to go and check with other animals. The GM can assume that an animal can freely com-

municate with other animals of the same species; this power allows the animals to talk to different species as well. Add Usable Simultaneously (character and one animal; +½), Persistent (to remove need to maintain LOS; +½), Extra Time (it may take a while for the animals to find other animals to talk to and report back; -0). 50 Active Points; total cost 25oints.

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

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

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

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

7) Lost In The Translation: Talking to animals doesn't come naturally to everyone; some characters have to really pay attention to what they're doing. Alternately, the animals don't speak to the character as another adult human would. The animal might only speak in base concepts, like "Green man bad," or might speak like a child, like "That Martian is a mean ol' alien," or might have a short attention span ("There was a Martian here, and he — hey, a ball!"). Add Concentration (½ DCV throughout; -½) and Extra Time (Full Phase; -½). Total cost 7 points.

8) Nice Doggie...: Not every animal will just tell you any old thing just because you speak its language. Sometimes, a character needs to coax information out of them. Add Requires An Animal Handler Roll (-½). Total cost 8 points.

PAGE 30 — SWARM FORM

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

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

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

PAGE 42 — COSMIC AWARENESS

Effect:	Detect Physical Objects and Energy
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

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

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

OPTIONS:

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

PAGE 48 — CYBERTRAVEL

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

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

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

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

OPTIONS:

1) **Cyberspace Road Trip:** The cyberkinetic can bring several of his friends along for the virtual journey. Add Usable Simultaneously (up to 8 people at once; +1). 55 Active Points; total cost 22 points.

PAGE 49 — TECHNOLOGICAL INTUITION

Effect:	Computer Programming, Electronics, and Systems Operation, all INT +3.
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

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

Game Information:**Cost Value**

3	Computer Programming (INT Roll)
3	Electronics (INT Roll)
3	Inventor (INT Roll)
3	Systems Operation (INT Roll)
15	+3 with Intellect Skills

Total cost: 27 points.

PAGE 58 — TOO HEAVY TO MOVE

Effect:	Entangle 6d6, 6 DEF, Takes No Damage From Attacks
Target/Area Affected:	One character
Duration:	Instant
Range:	450"
END Cost:	9

Description: The character increases the density of an opponent to the point where the opponent, dragged down by his own weight, cannot move.

At the GM's discretion, based on the special effect, the victim may cause crushing damage (see Champions, page 162) to whatever surface he's on due to his increased weight. The GM may consider him to weigh 100 tons (what 60 Active Points' worth of STR could lift) or any other weight that seems appropriate.

Game Information: *Entangle 6d6, 6 DEF, Takes No Damage From Attacks (+½) (90 Active Points); Vulnerable (to gravitic attacks; -¼), Cannot Form Barriers (-¼). Total cost: 60 points.*

OPTIONS:

- 1) Heavy, Man:** Increase to Entangle 8d6, 8 DEF. 120 Active Points; total cost 80 points.
- 2) Unbearable Lightness:** Decrease to Entangle 4d6, 4 DEF. 60 Active Points; total cost 40 points.
- 3) Heavy Together:** The character can afflict not just one target, but multiple targets in an 6" radius, with increased weight. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (6" Radius; +1), Selective (+¼). 110 Active Points; total cost 73 points.

PAGE 61 — BANISHMENT

Effect:	Extra-Dimensional Movement, Usable As Attack
Target/Area Affected:	One character
Duration:	Instant
Range:	200"
END Cost:	5

Description: This power allows a character to send a person to another dimension against that person's will. Once there, the victim typically has no way to get back, and thus is effectively removed from the campaign (though eventually he may find a "way home" and return to seek bloody revenge). The character must define which dimension he can send people to when he purchases the power.

As with any Usable As Attack power, this one does not work against a reasonably common set of defenses. These typically include a Force Field "tuned" to the right "frequency" (the GM may require characters to have some knowledge of dimensional physics, or some experience with this power, to properly attune a FF), Power Defense, dimensional-energy based forms of Desolidification, "astral form" Duplication, or the innate ability to move faster than the speed of light (FTL Travel, some forms of MegaScaled movement). However, the player and the GM should add to or change this list as needed to reflect a character's specific origin and special effects.

Since Banishment involves a "stop sign" power with a "stop sign" Advantage, it could easily cause game balance problems in many campaigns. The GM must approve a character's purchase and use of it.

Game Information: *Extra-Dimensional Movement (one location in one defined dimension), Usable As Attack (defenses are as described above; +1), Ranged (+½). Total cost: 50 points.*

OPTIONS:

- 1) Expanded Banishment I:** As with regular Banishment, but the character can send victims to any location in that one dimension. Total cost: 62 points.
- 2) Expanded Banishment II:** As with Expanded Banishment I, but the character can send victims to any location in a related group of dimensions (such as the Nine Hells or the Elemental Planes). Total cost: 87 points.
- 3) Expanded Banishment III:** As with Expanded Banishment II, but the character can send victims to any location in any dimension. Total cost: 112 points.

PAGE 64 — REACH TUNNEL

Effect:	Stretching 8", Does Not Pass Through Intervening Space
Target/Area Affected:	One object/character
Duration:	Instant
Range:	8"
END Cost:	5

Description: The character has the ability to open two portals large enough for his hand — one right next to him, one right next to some object or person. He can then grab the object and bring it to himself through the dimensional "tunnel," or throw a punch.

Game Information: *Stretching 8", Does Not Pass Through Intervening Space (+¼) (50 Active Points); No Velocity Damage (-¼), Range Modifier Applies (-¼). Total cost: 33 points.*

PAGE 66 — DIMENSION-WALKING

Effect:	Extra-Dimensional Movement
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2

Description: The character can travel through dimensional barriers, allowing him to journey from this dimension to another.

Game Information: *Extra-Dimensional Movement (to a single point in a single dimension, chosen when the power is purchased). Total cost: 20 points.*

OPTIONS:

- 1) Multiple Arrival Points:** The character can appear in any location in the one dimension he can travel to. Total cost: 25 points.

2) Multiple Dimensions I: The character can travel to not just one dimension, but a related group of them — such as the Elemental Planes or the Seven Demonic Realms. The GM decides whether the character can reach any dimension he can travel to automatically, or he needs to make a Navigation (Dimensional) or like Skill Roll to reach his intended destination (the latter option may qualify as a Required Skill Roll). However, he can only travel to a single location in each dimension. Total cost: 25 points.

3) Multiple Dimensions II: As Multiple Dimensions I, but the character can travel to the physical location in the other dimensions corresponding to his physical location in his current dimension. Total cost: 32 points.

4) Multiple Dimensions III: As Multiple Dimensions I, but the character can travel to any physical locations in each dimension. Total cost: 32 points.

5) True Dimension-Walking: The character can travel to any dimension, but only to a specified physical location in each one. Total cost: 30 points.

6) True Dimension-Walking II: The character can travel to any dimension, and to the physical locations in the destination dimension corresponding to his physical location in his current dimension. Total cost: 42 points.

7) True Dimension-Walking III: The character can travel to any point in any dimension. Total cost: 45 points.

8) Dimension Gate: The character can establish a two-way “gate” to the other dimension that anyone can use — or even attack through. Change to Extra-Dimensional Movement (to a single point in a single dimension, chosen when the power is purchased), Area Of Effect (One Hex; +½), Continuous (+1), Usable On Others (+¼) (55 Active Points); Gate (-½). Total cost: 37 points.

PAGE 66 — HYPERPERCEPTION

Effect: Detect Physical Objects
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character can extend his senses through a higher dimension (or has a body that at least partly exists in such dimensions), thus allowing him to see through/around mere three-dimensional objects.

Game Information: *Detect Physical Objects (INT Roll +2) (Sight Group), Increased Arc Of Perception (360 Degrees), Telescopic (+10 versus Range Modifier). Total cost: 22 points.*

PAGE 74 — BODY OF METAL

Effect: Armor (18 PD/18 ED), +20 STR, +4 PD/ED, -4” Knockback
Target/Area Affected: Self
Duration: Persistent
Range: Self
END Cost: 0

Description: The character’s body is made of solid metal, giving him great resistance to injury, higher Strength, and the like. He should also take a Physical Limitation to represent the problems caused by weighing approximately 1,600 kg.

Game Information:

Cost Power

43	Armor (18 PD/18 ED), Visible (-¼)
20	+20 STR
4	+4 PD
4	+4 ED
8	Knockback Resistance -4”
Total cost: 79 points.	

OPTIONS:

1) Tougher Metal Body: Increase Armor to 24 PD/24 ED. Total cost for that power 58 points; total cost for suite of powers 94 points.

2) Weaker Metal Body: Decrease Armor to 12 PD/12 ED, STR to +15, PD to +3, ED to +3, and Knockback Resistance to -3”. Total cost: 56 points.

3) Metal Form: The character doesn’t have a body that’s permanently made of metal, but can transform himself into a metal shape. Keep Armor, replace other powers with Density Increase (1,600 kg mass, +20 STR, +4 PD/ED, -4 KB), Reduced Endurance (0 END; +½), Persistent (+½) (total cost: 40 points). Total cost: 83 points.

4) Body Of Metal Variant: Substitute, or add, Physical and Energy Damage Reduction, Resistant, 75%. Total cost: 120 points.

PAGE 76 — BALL LIGHTNING

Effect: Energy Blast 9d6
Target/Area Affected: 5" Radius
Duration: Instant
Range: 450"
END Cost: 9

Description: The character can project a sphere or field of electricity at his enemies, which often lets him hit many of them at the same time.

Game Information: *Energy Blast 9d6, Area Of Effect (5" Radius; +1). Total cost: 90 points.*

OPTIONS:

- 1) **Stronger Ball Lightning:** Increase to Energy Blast 12d6. Total cost: 120 points.
- 2) **Weaker Ball Lightning:** Decrease to Energy Blast 6d6. Total cost: 60 points.
- 3) **Deadly Ball Lightning:** Substitute RKA 3d6. Total cost: 90 points.
- 4) **Lightning Cone:** The character can fill an area in front of him with blasts of lightning. Change to Area Of Effect (10" Cone; +1) and add No Range (-½). 90 Active Points; total cost 60 points.
- 5) **Mini-Ball Lightning:** Instead of projecting one large ball of lightning, the character shoots several smaller balls of electricity. Change Area Of Effect to Area Of Effect (One Hex; +½) and add Autofire (3 shots; +1¼). Total cost: 124 points.
- 6) **Lightning Field:** The character can establish a zone of electrical discharges that hurts anyone who enters it. As long as someone stays in the zone, they take damage. Decrease to Energy Blast 6d6 and add Continuous; this makes the power affect a 6" Radius. Total cost: 90 points.

PAGE 84 — INSPIRE

Effect: Aid 3d6
Target/Area Affected: One character
Duration: Instant
Range: 185"
END Cost: 0

Description: Mind Control isn't the only way to inspire another person; you can achieve much the same effect by increasing various Characteristics. Examples include Inspire Courage (PRE) and Inspire Hatred (EGO, to increase EGO Rolls to withstand something the object of the hatred is doing, like trying to gain information by torturing the character). The GM should interpret "emotion-related Characteristic" carefully, so that characters don't cause game balance problems with this power.

Game Information: *Aid 3d6, any emotion-related Characteristic one at a time (+¼), Ranged (+½) (52 Active Points); Others Only (-½). Total cost: 35 points.*

OPTIONS:

- 1) **Greater Inspiration:** Increase to Aid 4d6. 70 Active Points; total cost 47 points.
- 2) **Lesser Inspiration:** Decrease to Aid 2d6. 35 Active Points; total cost 23 points.
- 3) **Touch Of Inspiration:** The character must touch the person whose emotions he wishes to enhance. Increase to Aid 4d6 and remove Ranged (+½). 50 Active Points; total cost 33 points.
- 4) **Boost Of Self-Confidence:** The character can use his ability to enhance emotions on himself, if necessary. Remove Others Only (-½). Total cost: 52 points.
- 5) **Group Inspiration:** The character can inspire a whole group of people in the same area. Add Area Of Effect (5" Radius; +1), Selective (+¼). 90 Active Points; total cost 60 points.
- 6) **Inspirational Speech:** The character can inspire anyone nearby who hears him. Remove Ranged (+½) and add Area Of Effect (4" Radius; +1) and Incantations (+¼). 75 Active Points; total cost 50 points.
- 7) **Inspirational Memory:** The effects of the character's power last for a long time. Add Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1). 82 Active Points; total cost 55 points.

PAGE 85 — INSTILL FEAR

Effect: Drain PRE 3d6
Target/Area Affected: One character
Duration: Instant
Range: 185"
END Cost: 5

Description: Rather than using the somewhat indirect route of Mind Control, the character can instill fear directly in a victim by reducing his PRE (which makes him far more susceptible to fear-based Presence Attacks).

At the GM's option, characters could build other emotion-affecting powers with this model. For example, Drain EGO might represent the ability to inflict despair and hopelessness.

Game Information: *Drain PRE 3d6, Delayed Return Rate (points return at the rate of 5 per Minute; +¼), Ranged (+½). Total cost: 52 points.*

OPTIONS:

- 1) **Instill Terror:** Increase to Drain PRE 4d6. Total cost: 70 points.
- 2) **Not Quite So Scary:** Decrease to Drain 2d6. Total cost: 35 points.
- 3) **Touch Of Fear:** The character must touch the victim to inflict fear. Increase to Drain 4d6 and remove Ranged (+½). Total cost: 50 points.
- 4) **Lingering Horror:** The victim feels the effects of the fear the character inspires for a long time. Add Delayed Recovery Rate (points return at the rate of 5 per Hour; +1). Total cost: 75 points.
- 5) **Group Panic:** The character can scare a large number of persons in a given area. Add Area Of Effect (6" Radius; +1) and Personal Immunity (+¼). Total cost: 90 points.

PAGE 102 — GRAVITIC POINT DEFENSE

Effect:	Missile Deflection (all physical attacks)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	1

Description: The character can instantly make any physical missile fired at him so heavy that it drops to the ground.

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

OPTIONS:

- 1) Improved Gravitic Point Defense:** Add +4 with Missile Deflection. 35 Active Points; total cost 23 points.
- 2) Expanded Gravitic Point Defense:** The character can use his power to protect his friends as well. Add the Range (+1) Advantage. 30 Active Points; total cost 20 points.
- 3) Easy Gravitic Point Defense:** The character doesn't tire himself out using this power. Remove Costs Endurance (-½). Total cost: 15 points.
- 4) Black Hole Point Defense:** The character can alter gravity to such an extent that he can even Deflect energy attacks. Increase to Missile Deflection (all Ranged attacks). 20 Active Points; total cost 13 points.

PAGE 103 — GRAVITIC SHIELD

Effect:	Force Field (22 PD/18 ED)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	4

Description: The character can manipulate gravitic energy to create a protective field around himself. The field is slightly more effective against physical attacks.

Game Information: *Force Field (22 PD/18 ED). Total cost: 40 points.*

OPTIONS:

- 1) Strong Gravitic Shield:** Increase to Force Field (27 PD/23 ED). Total cost: 50 points.
- 2) Weak Gravitic Shield:** Decrease to Force Field (17 PD/13 ED). Total cost: 30 points.

PAGE 108 — RADAR-SENSE

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

Description: The character possesses a unique, radar-like sense that allows him to sense objects all around him even if he's blinded or deafened. His radar-sense belongs to no Sense Group, making it difficult to disable. However, the presence of large amounts of physical matter around him — such as when he's in a sandstorm, rainstorm, or blizzard — may create "static" that hinders or blinds his radar.

Game Information: *Radar (no Sense Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Range, Sense. Total cost: 32 points.*

OPTIONS:

- 1) Enhanced Radar-Sense I:** Add +3 to Radar-Sense PER Rolls. Total cost: 35 points.
- 2) Enhanced Radar-Sense II:** Add Telescopic (+8 versus Range Modifier). Total cost: 36 points.
- 3) True Radar:** The character has a true radar sense, based on the emission of radio waves. Change to Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees). Total cost: 25 points.

PAGE 113 — ICE FORM

Effect:	Invisibility to Sight Group; Chameleon (-½)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2

Description: The character can transform his body into completely transparent ice, allowing him to become virtually undetectable... as long as he stands still.

Game Information: *Invisibility to Sight Group (20 Active Points); Chameleon (-½). Total cost: 13 points.*

OPTIONS:

- 1) Easy Ice Form:** The character can remain in ice form effortlessly. Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 20 points.
- 2) Body Of Ice I:** The character's body is made of ice permanently. In addition to this power, he should consider taking a Physical Limitation to represent the difficulties his condition imposes. Add Reduced Endurance (0 END; +½), Persistent (+½), and Always On (-½) (40 Active Points; total cost 20 points) **plus** Armor (12 PD/12 ED) (total cost: 36 points). 40 + 36 = 76 Active Points; total cost 20 + 36 = 56 points.
- 3) Body Of Ice II:** Like Body Of Ice I, but the character's body has an even higher degree of resilience. Replace the Armor with Physical and Energy Damage Reduction, Resistant, 50% (total cost: 60 points). 40 + 60 = 100 Active Points; total cost 20 + 60 = 80 points.

PAGE 118 — MIRROR IMAGE

Effect:	Sight and Hearing Group Images, -5 to PER Rolls
Target/Area Affected:	4" Radius
Duration:	Constant
Range:	No Range
END Cost:	4

Description: The character creates an illusion of five duplicates identical to himself. The image also makes it look as if all six “characters” are moving around within the 4” radius of the power, and makes all five duplicates mimic whatever the character does. The illusion even mirrors wounds or other effects received by the character or one image on all six of them. However, if an attack would “kill” one of the images, it simply disappears, leaving the remaining images behind and unchanged.

If an attacker has no way to figure out which of the six is the real person (such as making a Smell-based PER Roll to sniff him out), and no area-affecting attack big enough to cover the 4” radius, the GM should roll 1d6 for each attack. On a 1, the real character gets hit; otherwise, an image takes the blow, leaving the character unharmed.

Game Information: *Sight and Hearing Group Images, -5 to PER Rolls, Increased Size (4" radius; +½) (45 Active Points); Set Effect (-1), No Range (-½). Total cost: 18 points.*

PAGE 137 — ELECTROMAGNETIC RADAR

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

Description: The character can emit pulses of electromagnetic energy, then “read” the pulses as they bounce off objects and return to him to perceive the world around him without having to use his eyes. The presence of large amounts of physical matter around him — such as when he’s in a sandstorm, rainstorm, or blizzard — may create “static” that hinders or blinds this radar. Also, it does not work in an intense magnetic field or other conditions which hinder Radio Group senses.

Game Information: *Radar (Radio Group), Discriminatory, Increased Arc Of Perception (360 Degrees). Total cost: 25 points.*

OPTIONS:

- 1) Enhanced Electromagnetic Radar I:** Add +3 to Radar-Sense PER Rolls. Total cost: 28 points.
- 2) Enhanced Electromagnetic Radar II:** Add Telescopic (+8 versus Range Modifier). Total cost: 29 points.

PAGE 138 — COLD WEATHER ENHANCEMENT

Effect:	Aid 3d6, all Magnetism Powers simultaneously, Only In Cold Conditions
Target/Area Affected:	Self
Duration:	See text
Range:	Self
END Cost:	0

Description: Cold temperatures enhance magnetism. Whenever the character is in cold conditions, his magnetic powers become stronger. “Cold conditions” are defined in two ways. First, any temperature of 40o Fahrenheit (4o Celsius) or below constitutes “cold conditions.” At the GM’s option, the gain may be proportionate to the temperature — the character gains Aid 1d6 from 30-40o F, Aid 2d6 from 20-29o F, and Aid 3d6 at 19o F and below. Second, any time the character is attacked with, or otherwise directly exposed to the effects of an Ice/Cold Power, he experiences “cold conditions”; however, the conditions only last as long as the power remains in effect (in the case of Instant Powers, the Aid applies for the character’s next Full Phase).

In either case, the effect of this power occurs automatically; the character doesn’t have to activate it. The Trigger activates the power once per Minute until the full 18 points’ worth of Aid effect is achieved. Once the character leaves the cold conditions, the effects of this power fade instantly (this also occurs if something, such as direct contact with a Fire/Heat Power, warms the character up). If the character remains in cold conditions, the power keeps Triggering itself every time the Aid effect fades below 18 points.

Game Information: *Aid Magnetism Powers 3d6, all Magnetism Powers simultaneously (+2), Delayed Return Rate (points fade at the rate of 5 per Hour; +1), Trigger (activation requires no action, resets automatically immediately after activation; +1) (150 Active Points); Only In Cold Conditions (effect fades instantly when character leaves cold conditions or is warmed up; -1), Self Only (-½). Total cost: 60 points*

OPTIONS:

- 1) More Efficient Enhancement:** Increase to Aid 4d6. 200 Active Points; total cost 80 points.
- 2) Less Efficient Enhancement:** Decrease to Aid 2d6. 100 Active Points; total cost 40 points.
- 3) Cold Weather Enhancement Variant:** As an alternative, a character can simply buy +20 Active Points; worth of any given power with the Limitation Only In Cold Conditions (-1).

PAGE 150 — PHOBIC MANIPULATION

Effect:	Mental Illusions 10d6, No Conscious Control (greatest fear only)
Target/Area Affected:	One character
Duration:	Constant
Range:	LOS
END Cost:	5

Description: The character can inflict upon the target a convincing illusion of the target's greatest fear. While the character can activate the power at will, he has no control over what it shows the character, and in fact doesn't even know what it shows the character — he just activates the illusion, which then plays out in the victim's terrified mind.

You can use this power as a template for creating similar abilities based on other emotions and the like — such as a target's greatest desire, what the target most covets, or the like.

Game Information: *Mental Illusions 10d6 (50 Active Points); No Conscious Control (only to force target to experience his greatest fear; -1). Total cost 25 points.*

OPTIONS:

- 1) Terrifying Fear:** Increase to Mental Illusions 12d6. 60 Active Points; total cost 30 points.
- 2) Less Terrifying Fear:** Decrease to Mental Illusions 8d6. 40 Active Points; total cost 20 points.
- 3) Uncontrollable Fear:** The character simply activates the illusion and then lets the fear effect run on its own; he need not maintain it or pay any attention to it. Decrease to Mental Illusions 8d6 and add Continuous (+1) and Uncontrolled (turns off if target is affected by or attacked with any other Mental Power; +½). 100 Active Points; total cost 50 points.
- 4) Touch Of Fear:** The character must touch the target to inflict terrifying visions. Add No Range (-½) and Requires A DEX Roll (assumes a DEX Roll of 14-; -½). Total cost: 17 points.

PAGE 154 — TELEPATHY

Effect:	Telepathy 8d6
Target/Area Affected:	One character
Duration:	Constant
Range:	LOS
END Cost:	4

Description: The character has the ability to read the thoughts in another person's mind, or to communicate with another person mentally by projecting his own thoughts into that person's mind. The deeper the character wants to delve into another person's mind, the more likely it is that his attempt to find information will fail.

Game Information: *Telepathy 8d6. Total cost: 40 points.*

OPTIONS:

- 1) Deep Telepathy:** Increase to Telepathy 12d6. Total cost: 60 points.
- 2) Weak Telepathy:** Decrease to Telepathy 6d6. Total cost: 30 points.
- 3) Rapid Telepathy:** The character can search the victim's mind quickly, gathering a lot of information in a short period of time. Add Autofire (5 shots; +1½). Total cost: 100 points.
- 4) Communicative Telepathy:** The character can only communicate telepathically; he cannot search through another person's mind for information. Add Communication Only (-¼). Total cost: 32 points.
- 5) Telepathically Deaf:** The character can broadcast his thoughts to other people, but cannot "hear" their thoughts in return. Add Broadcast Only (-½). Total cost: 27 points.
- 6) Telepathically Mute:** The character can hear the thoughts of other people, but cannot "speak" his thoughts to them in return. Add Receive Only (-½). Total cost: 27 points.
- 7) Hidden Telepathy:** The character's Telepathy is so precise, and his skill with using it so great, that he can often conceal from the victim the fact that he (the character) has read the victim's mind. Add Telepathy +6d6 (30 Active Points); Only To Make Telepathy Undetectable By Victim (-1) (total cost: 15 points). 40 + 30 = 70 Active Points; total cost 40 + 15 = 55 points.

PAGES 156-57 — MIND TRANSFER

Effect:	Major Transform 6d6 (transfer character's mind to victim's body), Side Effects (transfer victim's mind into character's body)
Target/Area Affected:	One character
Duration:	Instant
Range:	LOS
END Cost:	20

Description: The character has the ability to “switch minds” with the target. The character’s mind ends up in the target’s body, while the target’s mind ends up in the character’s body.

If Mind Transfer succeeds, the character shifts his mind into the victim’s body (the “host body”). He retains the following: his own EGO, INT, and PRE Characteristics; all INT-, EGO-, and PRE-based Skills; all Skills which are not necessarily based on INT or EGO but which reflect intellectual learning with no physical skills (for example, Languages transfer; TFs, which require some physical abilities, do not); and all of his mental and psionic powers. However, he retains none of his physical Characteristics or abilities. Instead, he can use all of the host body’s physical Characteristics and abilities (even superpowers), including physical Skills (such as Climbing, Combat Driving, and most types of Skill Level). In some cases the GM may require the character to succeed with EGO Rolls to make the host body function properly, at least for the first few Turns of use.

Meanwhile, the mind that used to inhabit the host body has been shunted to the character’s body. It has the same benefits — it keeps its mental-oriented abilities, but uses the physical abilities of the character’s body. If possible, characters often have themselves restrained before they use this power; that way the victim can’t wander off and harm the character’s body somehow. If either body becomes Stunned or Knocked Out, the mind within it suffers the same effect; if for some reason the character transfers his mind into a body that’s already Stunned or Knocked Out, he instantly suffers the same fate when the transfer succeeds (and the victim’s mind becomes conscious or not Stunned, since it’s now in a conscious and aware body). If either body dies, the mind within it dies as well.

Once the character’s mind is in the host body, he can, if he so desires, use Mind Transfer again to “jump” from the host body to another host body. The mind of host body #2 would then take up residence in host body #1, while the character’s mind occupied host body #2. A character could mentally “jump” through an entire crowd of people this way, possibly leaving a mighty confused group of victims in his wake.

For the purposes of Mind Transfer, SPD is a physical Characteristic. If a change in SPDs is involved, the GM should use the Optional Speed Change rules on page 357 of the *HERO System 5th Edition, Revised*. If the GM does not use those rules, he should adjudicate the situation fairly and not cheat either of the characters involved out of any Phases.

To reverse a Mind Transfer, the character simply uses the power again. For ease of game play, the GM can assume this succeeds unless the victim does not want to leave the character’s body for some reason.

Mind Transfer is a rare, and rarely-used, power. While it is extremely powerful, it poses a lot of dangers for the character — even most heroes find the risk of being trapped outside their own bodies terrifying.

Game Information: *Major Transform 6d6 (transfer character's mind to victim's body; heals back through application of the same power), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼) (202 Active Points); Limited Target (humans; -½), All Or Nothing (-½), Side Effects (transfer victim's mind into character's body, automatically happens; -2). Total cost: 50 points.*

OPTIONS:

- 1) Transfer Touch I:** The character must touch the victim to accomplish a Mind Transfer. Add No Range (-½). Total cost: 45 points.
- 2) Transfer Touch II:** The character must touch the victim skin-to-skin to accomplish a Mind Transfer. Add Skin Contact Required (-1). Total cost: 40 points.
- 3) Tiring Transfer:** The transferral process is particularly tiresome. However, if it works, it leaves the victim’s mind in a body that’s weary. Add Increased Endurance Cost (x2 END; -½). Total cost: 45 points.
- 4) Easy Transfer:** Effecting a Mind Transfer doesn’t tire the character out at all. Add Reduced Endurance (0 END; +½). 247 Active Points; total cost 62 points.
- 5) Slow Mind Transfer:** The character may have to spend a little longer attacking the victim to accomplish the Mind Transfer, but he usually succeeds eventually. Decrease to Major Transform 4d6 and remove All Or Nothing (-½). 135 Active Points; total cost 39 points.
- 6) Mind Shunting:** Some extremely powerful psionics have perfected the ability of “mind shunting” (also called “possession”), in which they project their mind into a host body while ejecting the victim’s mind into some nearby object or “the back of” the host body’s mind where it can do nothing. Change Side Effect to Character’s Body Is Helpless And Incapacitated While Character Uses Mind Shunting (-1). Total cost: 67 points.
- 7) Mind Switch I:** Instead of transferring his mind into someone else’s body, the character can switch the minds of two other people. Remove Side Effects (-2) and add Must Be Rapid Fired (character must attack both targets in the same Phase with this power; -0). Total cost: 101 points.
- 8) Mind Switch II:** As Mind Switch I, but the character must touch each of the victims to accomplish the switch. Change Must Be Rapid Fired to Must Use Sweep (-0) and add No Range (-½). Total cost: 81 points.

PAGE 161-62 — DETECT MINDS

Effect:	Detect Minds
Target/Area Affected:	Self
Duration:	Persistent
Range:	Self
END Cost:	0

Description: The character can sense the presence of other minds near his, making it easy to, among other things, track targets in combat when the character cannot use his eyesight. The character can also tell if the minds he perceives have any mental or psionic powers, including the type of power (or its typical effects) and its rough power level (“much stronger than mine,” “about the same as mine,” and so forth). He can make the same determinations about the target’s INT and EGO. He does not, however, know what the target’s Psychological Limitations are; that requires Telepathy.

Game Information: *Detect Minds (INT Roll) (Mental Group), Discriminatory, Increased Arc Of Perception (360 Degrees), Sense, Targeting. Total cost: 27 points.*

OPTIONS:

- 1) Enhanced Detect Minds:** Increase to INT Roll +3. Total cost: 30 points.
- 2) Precise Detect Minds:** The character’s ability to perceive other minds is so acute that he can discern exactly which mental and psionic powers the target has, including their Active Points or DCs within about +/-10%. He can also determine the INT and EGO of the mind within 1-2 points. Add Analyze. Total cost: 32 points.
- 3) Distant Detect Minds:** The character can perceive minds that are far away with less difficulty than normal. Add Telescopic (+10 versus Range Modifier). Total cost: 32 points.
- 4) Mindhunter:** The character can follow the “mental trail” left by a person’s mind. The trail dissipates over time (impose a -1 to the PER Roll for each step down the Time Chart since the target passed this way), and other minds “crossing the path” of the target mind can also confuse the character’s perceptions (-1 to -5 penalty). Add Tracking. Total cost: 32 points.

PAGE 162 — FINDING

Effect:	Detect Stolen/Lost Item
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: This power allows a character to find an item that a someone has lost, or which has been stolen. He must “attune” himself to the person (this requires 1 Turn concentrating on the person while in the person’s presence), and then can locate missing or stolen items which still carry that person’s “psychic signature.” However, he must be in fairly close proximity to the item to have a respectable chance to perceive it; otherwise the Range Modifier makes the task virtually impossible. The character can only perceive a single person’s objects at a time.

Game Information: *Detect Lost/Stolen Items (INT Roll) (Mental Group), Discriminatory (10 Active Points); Can Only Detect A Single, Attuned, Person’s Items At A Time (-½), Non-persistent (-¼). Total cost: 6 points.*

OPTIONS:

- 1) Enhanced Finding:** Increase to INT Roll +5. 15 Active Points; total cost 9 points.
- 2) Distant Finding:** The character has an easier time finding objects at great distances than the average finder. Add Telescopic (+8 versus Range Modifier). 14 Active Points; total cost 8 points.
- 3) Itemhunter:** The character can follow the “psychic trail” left by a lost or stolen object. The trail dissipates over time (impose a -1 to the PER Roll for each step down the Time Chart since the target passed this way). Add Tracking. 15 Active Points; total cost: 9 points.

PAGE 179 — MICROSIZE

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

Description: The character can shrink to a height of as little as .032 meters (about 1 inch). While at that height, he’s much harder to perceive, or to hit in combat, but he gets knocked around easily if an attack does hit him.

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

OPTIONS:

- 1) **Picosize:** Increase to (.008 m tall [about .25 inch], .0000063 kg mass, -16 to PER Rolls to perceive character, +16 DCV, takes +24" KB). Total cost: 80 points.
- 2) **Miniature Size:** Decrease to (.125 m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB). Total cost: 40 points.
- 3) **Easy Microsize:** Changing size only stresses the character's metabolism while he's doing it; once he stops shrinking, he can remain at reduced height without difficulty. Add Costs Endurance Only To Activate (+¼). Total cost: 75 points.
- 4) **Tiring Microsize:** Remaining at tiny sizes places a significant strain on the character's body. Add Increased Endurance Cost (x2 END; -½). 60 Active Points; total cost 40 points.
- 5) **Small But Slow:** While small, the character can't run very fast. Add Side Effect (reduce Running by -1" per 10 points of Shrinking, to a minimum of 1", always occurs; -½). 60 Active Points; total cost 40 points.
- 6) **Small But Weak:** While small, the character can't exert his full Strength. Add Side Effect (reduce STR by 5 points per 10 points of Shrinking, to a minimum of -30, always occurs; -½). 60 Active Points; total cost 40 points.
- 7) **Let's Get Small:** The character can make his friends tiny, too. Add Usable Simultaneously (up to four people at once; +¾). Total cost: 105 points.

PAGE 183 — GIGANTIC PHYSIQUE

Effect:	+20 CON, No Figured Characteristics, Linked to Growth
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	0

Description: As he grows, the character becomes even harder and more resistant to being stunned than normal growing characters. He gains +5 CON per 15 points of Growth (adjust the cost to suit if the character has less than 60 points' worth of Growth).

Game Information: +20 CON (40 Active Points); Linked (to Growth, gains +5 CON per 15 points of Growth; -¼), No Figured Characteristics (-½). Total cost: 23 points.

OPTIONS:

- 1) **Really Gigantic Physique:** Increase to +40 CON (+10 CON per 15 points of Growth). 80 Active Points; total cost 46 points.
- 2) **And Tougher, Too:** Remove No Figured Characteristics (-½). Total cost: 32 points.

PAGE 183 — ENTER THE MICROVERSE!

Effect:	Extra-Dimensional Movement
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2

Description: The character can shrink down to such tiny sizes that he enters the Microverse — the atomic and sub-atomic level of reality, where a single molecule can be an island, or even a solar system! This effectively means the character is in another reality altogether, since normal-size persons cannot perceive or interact with him in any way. However, he needs special powers (such as the Transdimensional Energy Blasts described above) to affect normal-sized reality, and also a special sense (Spatial Correspondence Detection, below) to keep himself oriented with regard to normal-sized space.

Game Information: *Extra-Dimensional Movement (any location in a single dimension [the Microverse], corresponding to the point character is at in this dimension). Total cost: 22 points.*

OPTIONS:

- 1) **Come See The Microverse:** The character can shrink some of his comrades down and bring them into the Microverse with him. Add x8 Increased Mass. Total cost: 37 points.

PAGE 187 — ENTER THE DREAMZONE

Effect:	Extra-Dimensional Movement
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	2

Description: The character can enter the Dreamzone, the plane of existence where all dreams currently being dreamed exist. While in the Dreamzone, the character can physically interact with dream-beings and dream-objects. This may prove quite dangerous, since the local dreamscape can shift quickly (sometimes in the blink of an eye), and even at the best of times often proves difficult to understand and cope with.

If the character wants to affect the physical world while he's in the Dreamzone, he needs powers with the *Transdimensional Advantage*. He usually also needs some Skill or sense (such as Navigation (Astral), Navigation (Dreamzone), or the like) to orient himself to physical reality, or else he may not emerge from the Dreamzone where he expects to.

Game Information: *Extra-Dimensional Movement (any location in a single dimension [the Dreamzone], corresponding to the point character is at in this dimension). Total cost: 22 points.*

OPTIONS:

- 1) **Dream Vacation:** The character can bring some of his comrades into the Dreamzone with him. Add x8 Increased Weight. Total cost: 37 points.

PAGE 211 — SUPER-STRONG BREATH

Effect: Energy Blast 8d6 Double Knockback, Dispel Fire Powers 8d6, Dispel Gas/Smoke/Mist Powers 8d6

Target/Area Affected: One character

Duration: Instant

Range: 350"/360"/360"

END Cost: 7

Description: The character's super-strong lungs make it possible for him to breathe with great strength, which has a variety of effects. First, he can hit his enemies with a blast of breath that sends them tumbling head over heels. Second, he can blow out raging fires (and Fire-based superpowers) the way normal people blow out candles. Third, he can blow away gases, mists, and smokes (or, in some cases, suck them into his lungs and then blow them out somewhere where they can't cause harm).

Game Information:**Cost Power**

- 48 *Super-Strong Breath:* Multipower, 72-points reserve; all Requires A Strength Tricks Roll (-½)
- 5u 1) *Blast Of Breath:* Energy Blast 8d6, Double Knockback (+¾); Requires A Strength Tricks Roll (-½)
- 5u 2) *Blowing Out Fires:* Dispel Fire Powers 8d6, all Fire powers simultaneously (+2); Requires A Strength Tricks Roll (-½)
- 5u 3) *Blowing Away The Mist:* Dispel Gas/Smoke/Mist Powers 8d6, all Gas/Smoke/Mist powers simultaneously (+2); Requires A Strength Tricks Roll (-½)

Total cost: 63 points.

OPTIONS:

- 1) **Strong Breath:** Increase Multipower reserve to 90 points, slot one to EB 10d6, and the last two slots to Dispel 10d6. Total cost: 78 points.

PAGE 212 — THUNDERCLAP

Effect: Hearing Group Flash 8d6, Explosion, Does Knockback

Target/Area Affected: 24" radius

Duration: Instant

Range: No Range

END Cost: 6

Description: The character claps his hands together with such great strength that he creates a concussive wave of sound and air that deafens everyone near him, and may knock them back. If he's Entangled, or someone Grabs him, he can't use the power because he can't swing his arms for the clap.

Game Information: *Hearing Group Flash 8d6, Explosion (-1d6/3"; +1), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼), Does Knockback (+¼) (60 Active Points); No Range (-½), Extra Time (Full Phase; -½), Restrained (-½). Total cost: 24 points.*

OPTIONS:

- 1) **Louder Thunderclap:** Increase to Hearing Group Flash 12d6. 90 Active Points; total cost 36 points.
- 2) **Softer Thunderclap:** Decrease to Hearing Group Flash 6d6. 45 Active Points; total cost 18 points.
- 3) **Thunderclap Variant:** This version of the power is slightly simpler to work with. Hearing Group Flash 8d6, Explosion (+½), Hole In The Middle (the one hex the character is standing in when he uses the power; +¼) (42 Active Points); No Range (-½), Extra Time (Full Phase; -½), Restrained (-½). Total cost: 17 points.
- 4) **Skillful Thunderclap:** The character has to clap his hands together just right or this power doesn't work. Add Requires A Strength Tricks Roll (-½). Total cost: 20 points.

PAGE 213 — SUPER-LEAPING

Effect: Leaping +28", Leaping +8" MegaScale

Target/Area Affected: Self

Duration: Constant

Range: Self

END Cost: 3/1

Description: The character's leg muscles are so strong that he can leap prodigious distances.

This power is built as if the character has 60 STR.

Game Information:**Cost Power**

- 28 *Super-Leaping:* Multipower, 28-point reserve
- 3u 1) *Basic Super-Leaping:* Leaping +28" (40" forward, 20" upward)
- 1u 2) *MegaLeaping:* Leaping +8", MegaScale (1" = 1 km, leap takes 1 Phase per km; +¼) (20 km forward, 10 km upward)

Total cost: 32 points.

OPTIONS:

- 1) **Strong Legs:** Increase Multipower reserve to 38 points, slot one to Leaping +38", and slot 2 to Leaping +18". Total cost: 44 points.
- 2) **Weak Legs:** Change to Leaping +18" (30" forward, 15" upward), x16 Noncombat. Total cost: 33 points.

PAGE 223 — SHUT YOUR MOUTH

Effect:	Darkness to Hearing Group, Only To Prevent Speech
Target/Area Affected:	One character
Duration:	Constant
Range:	60"
END Cost:	1

Description: The character uses his telekinetic powers to hold a target's mouth shut and tongue motionless, preventing him from speaking.

Game Information: *Darkness to Hearing Group 1" radius, Usable As Attack (defense is Telekinesis, STR greater than the character's Telekinesis STR, a PD Force Field, or anything that hides the target's mouth from the character's view; +1), Ranged (+½) (12 Active Points); Only Affects One Character (-½), Only To Prevent Speech (-1). Total cost: 5 points.*

OPTIONS:

1) **Muzzle:** By holding the target's mouth shut, the character also prevents him from biting. Add

Drain HKA 4d6, Ranged (+½), Delayed Return Rate (points return at the rate of 5 per Minute; +¼) (70 Active Points); Linked (-¼), Only Bite-Based HKAs (-1½), Points Fade Immediately If Darkness Deactivated (-½) (total cost: 21 points). 12 + 70 = 82 Active Points; total cost 5 + 21 = 26 points.

2) **Skillful Shutting:** The character has to grab the target just right or he can't shut the target's mouth. Add Requires A Telekinetic Tricks Roll (-½). Total cost: 4 points.

PAGE 231 — TELEPORTATION SENSE

Effect:	Clairsentience (Sight Group)
Target/Area Affected:	Self
Duration:	Instant
Range:	1,600"/100,000 km
END Cost:	4

Description: The character has an innate sense for where he can teleport to, thus ensuring that he teleports safely.

Game Information:

Cost Power

- 27 *Teleportation Sense:* Multipower, 67-point reserve, all Only To Perceive Teleportation Locations (-1), Instant (-½)
- 2u 1) *Short-Range Sense:* Clairsentience (Sight Group), Targeting, 16x Range (1,600"); Only To Perceive Teleportation Locations (-1), Instant (-½)
- 3u 2) *Long-Range Sense:* Clairsentience (Sight Group), Targeting, MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼); Only To Perceive Teleportation Locations (-1), Instant (-½)

Total cost: 32 points.

PAGE 233 — STOP TIME

Effect:	Extra-Dimensional Movement (stop time)
Target/Area Affected:	Self
Duration:	Constant
Range:	No Range
END Cost:	4

Description: The character can stop time, "freezing" everyone and everything in place (even "stopping" energy such as gravity or fire). He himself remains immune to this effect, and can take whatever actions he wants to.

Obviously this power has *significant* potential for unbalancing the campaign, particularly given its low cost. It requires a great deal of common sense interpretation by the GM, and responsibility on the part of the player, so GMs should evaluate it *carefully* before allowing it in play. In most cases it works better as a "plot device" or NPC's power than as an ability possessed by PCs.

Game Information: *Extra-Dimensional Movement ("travel" to the "dimension" where time is stopped for everyone but the character, to any point in that "dimension" corresponding to his current location in normal space-time). Total cost: 40 points.*

OPTIONS:

1) **Time Manipulation:** The character can do more than just stop time — he can make it run backwards and forwards. This power presents even greater possibilities for abuse than Stop Time, and requires greater oversight by the GM. Add related group of dimensions (various points in time). Total cost: 45 points.

PAGE 236 — TIME TRAVEL

Effect:	Extra-Dimensional Movement (time travel)
Target/Area Affected:	Self
Duration:	Constant
Range:	Self
END Cost:	5

Description: The character can travel through time, instantly reaching any date he desires. Like the Stop Time power, this power can cause significant problems in the game, and requires a lot of reasonable interpretation by the GM.

Game Information: *Extra-Dimensional Movement (any date in history or the future, cannot physically travel between locations). Total cost: 67 points.*

OPTIONS:

1) **Restricted Time Travel:** The character can only time travel within a specific time period (such as only during his lifetime, only in the twentieth century, or only to any May 22nd throughout time). Total cost: 45 points.

2) **Want To Visit 1536?:** The character can take several friends along with him through time. Add x8 Increased Weight. Total cost: 82 points.

3) Time Shift Touch: The character can, by touching another character, send him through time against his will. Add Usable As Attack (defense is Extra-Dimensional Movement, Teleportation, time-manipulation powers, or Power Defense; +1). Total cost: 134 points.

PAGE 252 — WINDRIDING

Effect: Flight 15"
Target/Area Affected: Self
Duration: Constant
Range: Self
END Cost: 3

Description: The character harnesses the wind to pick himself up and fly.

Game Information: *Flight 15". Total cost: 30 points.*

OPTIONS:

- 1) Fast Windriding I:** Increase to Flight 20". Total cost: 40 points.
- 2) Fast Windriding II:** Increase to Flight 18", x8 Non-combat. Total cost: 46 points.
- 3) Slow Windriding:** Decrease to Flight 10". Total cost: 20 points.
- 4) Group Windriding:** The character can bring some of his friends along when he flies. Add Usable Simultaneously (up to 8 people at once; +1) (60 Active Points); Recipients Must Remain Within 4" Of Character (-½). 60 Active Points; total cost 40 points.

PAGE 254 — CHOKING SPORES

Effect: Energy Blast 4d6, NND
Target/Area Affected: One character
Duration: Instant
Range: 4"
END Cost: 6

Description: The character can emit or project a small cloud of spores that make the target cough, choke, and feel ill. The power only has a range of about 26 feet (4"), and won't work at all in windy, rainy, or underwater conditions.

Game Information: *Energy Blast 4d6, NND (defense is Life Support [Self-Contained Breathing]; +1) (40 Active Points); Limited Range (4"; -¼), Not In High Winds, Rain, Or Water (-¼). Total cost: 27 points.*

OPTIONS:

- 1) Powerful Spores:** Increase to Energy Blast 6d6. 60 Active Points; total cost 40 points.
- 2) Mild Spores:** Decrease to Energy Blast 3d6. 30 Active Points; total cost 20 points.
- 3) Incapacitating Cough:** The coughing and choking caused by the spores also make it impossible for the victim to take any other actions. Add Entangle 2d6, 2 DEF, Takes No Damage From Attacks (+½) (30 Active Points); Linked (-½), Cannot Form Barriers (-¼) (total cost: 17 points). 40 + 30 = 70 Active Points; total cost 27 + 17 = 44 points.

4) Blinding Spores: The spores also get into the victim's eyes, stinging and blinding him. Add Sight Group Flash 4d6 (20 Active Points); Linked (-½) (total cost: 13 points). 40 + 20 = 60 Active Points; total cost 27 + 13 = 40 points.

5) Strong Spore Emission: The character's spore-cloud is so compact, and so powerfully projected at the target, that it can work underwater or in windy conditions. Remove Not In High Winds, Rain, Or Water (-¼). Total cost: 32 points.

6) Spore Touch: The character cannot project his spores any distance at all; he must "puff" them right into the target's face. Replace Limited Range (-¼) with No Range (-½). Total cost: 23 points.

7) Spore Cloud: The character can emit a cloud of spores large enough to affect multiple targets. Add Area Of Effect (4" Radius; +1). 60 Active Points; total cost 40 points.

8) Limited Spores: The character can only generate eight spore-clouds a day. Add 8 Charges (-½). Total cost: 20 points.

PAGE 263 — TRANSFERENCE TOUCH

Effect: Multiform (into self with extra powers) plus Transform (person into person with no superpowers or exceptional abilities)
Target/Area Affected: Self/One character
Duration: See text
Range: Touch
END Cost: 22

Description: This power gives the character the ability to temporarily steal all the powers, abilities, skills, and memories of another character. The character "transforms" into a "version" of himself with all his abilities (including this one), plus all the abilities stolen from the target (including any "negative" abilities, such as Disadvantages associated with the powers). The target "transforms" into a version of himself that's an average member of his species, with no superpowers or exceptional abilities, though he retains all his memories. For example, a human victim would have 8 in all Primary Characteristics, no Skill Rolls above an 11-, and so forth. The character can only steal the innate abilities and powers of the victim; he cannot steal abilities derived from technology (Foci) or other "external" powers.

To use this power, the character must touch the target, and the duration of their respective changes varies based on the duration of the contact between them. The change occurs as soon as the character successfully attacks the target. Then, for every Phase (not Segment) the character maintains skin-to-skin contact with the victim, the character retains the victim's powers for 1 Turn (this duration begins running as soon as skin-to-skin contact is broken). At the end of that time, the character automatically reverts back to what he was like before he used the power, and the victim regains all of his stolen abilities and powers. At the GM's option, a lengthy contact (many minutes or hours) might

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result in a permanent transference of abilities; that should be handled as an in-game plot device or “radiation accident.”

In game terms, this power consists of two Linked abilities. The first is a Multiform — the character transforms from his standard self into his standard self with all the abilities and powers of the victim. The Multiform has a cap of 3,000 Character Points’ worth of abilities, meaning the character can potentially absorb the abilities of a single incredibly powerful person, or more than one lesser-powered person at once (to a maximum of eight, the number of Multiforms the character has). If the target has more than 3,000 points’ worth of abilities, or if his abilities would take the character over the 3,000 point limit when added to the ones the character currently has, the power fails to work altogether. The power also fails to work if the Transform of the victim fails to work.

Ordinarily characters should not use Multiform in this “floating” way, without precisely defining the abilities of the alternate form(s). However, allowing a “floating Multiform” is acceptable in this instance because of the other restrictions on the ability. This power also uses an optional rule for Linking two powers to each other.

Obviously, this ability is incredibly powerful, and the GM should allow it into his game only after carefully considering its potential effects on game balance. For a similar ability, see *Mimicking*, below.

Game Information: *Multiform* (assume up to eight different forms which include all the character’s current abilities plus abilities and related Disadvantages absorbed from the victim, with no form or combination of forms totalling more than 3,000 Character Points; Multiforms must have a Physical Limitation specifying that they revert back to the true form after having the powers for 1 Turn per Phase of contact) (615 Active Points); *Linked* (-¼) (total cost: 492 points) **plus** *Major Transform* 15d6 (person into person with no exceptional abilities) (225 Active Points); *Skin Contact Required* (-1), *Linked* (-½), *Limited Target* (living beings; -¼), *All Or Nothing* (-½) (total cost: 69 points). $615 + 225 = 840$ Active Points; total cost $492 + 69 = 561$ points.

OPTIONS:

1) Tiring Transference: Taking on another person’s powers and abilities wears the character even further. Add Costs Endurance (to activate; -½) to Multiform. $615 + 225 = 840$ Active Points; total cost $351 + 69 = 420$ points.

2) Ranged Transference: The character doesn’t have to establish skin-to-skin contact with the victim to steal his abilities, he can do so at range! Remove No Range (-½) and Skin Contact Required (-1) from Transform. $615 + 225 = 840$ Active Points; total cost $492 + 100 = 592$ points.

3) Stunning Transference: The loss of all his powers and exceptional abilities stuns the victim. Apply this damage to his defenses and STUN total before he’s Transformed, then apply whatever damage he took to his new form. Add Drain STUN 12d6 (120 Active Points); *Linked* (-½) (total cost: 80 points). $615 + 225 + 120 = 960$ Active Points; total cost $492 + 69 + 80 = 641$ points.

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