

Defenses

Adaptation

Type: Defense/Single Rank

The character can change his defenses to apply against whatever he is hit by. The character has an Adaptation Pool equal to POWER. When the character is struck by an attack, he may move some defenses out of his Adaptation Pool for defenses *only* against that form of attack. *After* the attack is resolved, the character may shift 1 point from the pool to his defenses for each point of damage that he actually took. This action cost no REA and can happen even if the character is unconscious. This defense *stacks* with other Primary Defenses so its effect will be *halved* if the character has other Primary Defenses.

Note: Against Power Blast, as there are so many different forms of Power Blast, the defenses from the Adaptation Pool will *only* apply vs. the type of Power Blast the character is preventing (i.e. if two characters have Power Blast, the points only apply vs. one of them).

These points stay in the defense until the character moves them. Placing points back in the pool is a 5 REA Medium action.

Note: the points in an Adaptation Pool may be divided up against many different attack forms so if a character is taking damage from both Lightning and Fire, he may choose to divide his points however he wishes.

Adaptation is *never* halved or otherwise reduced. It applies vs. any damage, including damage that ignores armor.

To use Adaptation against POWER vs. STAT attacks, the character must buy a Class B rank additional. Against POWER vs. STAT attacks, the character can choose to move $\frac{1}{4}$ his total points of Defense to adapt to the attack. Each 3 full points of POWER moved in this way gives +1 to the Resistance Roll. Unlike the way Adaptation works against normal attacks, however, this happens *before* the roll is made.

Cost: Varies

POWER 4 vs. Energy Attacks or Physical (2 if halved)

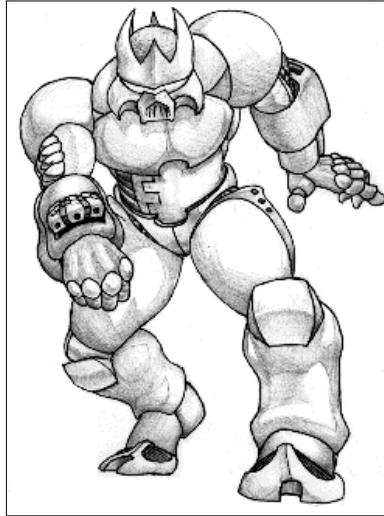
POWER 2 vs. Both (1 if halved)

Ex: Locust has Class E armor (30) and Class E Adaptation vs. Energy (Pool of 20). When she is hit for 36pts of Lightning damage and takes 6 points of damage, she can instantly move 6 of the points into Adaptation vs. Lightning and has 36 Defense vs. that attack. The Pool has 14 points remaining. If she wants to use the Adaptation against POWER vs. STAT attacks, she must buy an additional Class B ability.

Armor

Type: Defense/Single Rank

The character is armored. There are two basic types: Shell Armor and Bio-Armor. Shell Armor is like medieval plate-mail: it's on the outside. It may be a natural shell (like a lobster) or a worn suit of some sort. Bio-Armor represents a different physiology where the character is 'tough all the way through.' Bio-Armor looks, and may even feel like normal skin but under high stress it gets hard and tough.



Either way, Armor has the following attributes: Damage Reduction and Penetration Resistance. Damage Reduction (the amount of damage subtracted by the armor) is equal to POWER. Penetration Resistance is double that.

Device (Shell Armor): +1 POWER above E. Below E, the character gets +1 *point* of Damage Reduction and +2 Penetration Resistance. Suit offers half defense vs. falls (the character hits the inside of the armor). It can be burnt through by Acid. The character must 'change into it.'

Shell Armor (Natural): You get an extra 1pt of armor for having an external shell. Character gets half defense vs. falls, is susceptible to burning effects of acid, etc.

Bio Armor: Armor on the eyes is quartered.

Visor: A5 Ability (available with Bio or Shell Armor): the character has extra vision defense (no quartering on the eyes). The character gets .5 POWER added to rolls against Flash attacks.

Cost: Varies

POWER 3

Ex1: Wind Storm has Class D Bio-Armor for a defense of 27 / 54.

Ex2: Mechlor has an armored suit (Device) of Shell Armor of Class G. He gets 42 / 84 armor for his Class and +1 / +2 for his suit being a device: 43 / 86.

Enhanced Dodge

Type: Defensive Enhancer/Single Rank

You are supernaturally agile! You can dodge bullets, move as to take less damage from explosions, and otherwise fight so that blows that hit have less effect. To buy this ability you must have a 14 or better AGI. You get **[AGI – 10]** subtracted from damage modifiers against you. You also get your full AGI bonus (**[AGI-10]**) against ranged attacks. You get your full dodge against ranged attacks as well as HTH ones (the –4 modifier is not applied).

Additionally, Enhanced Dodge characters get a bonus of **[AGI-10]** to their Defensive Grapple scores because they are harder to hold than normal.

POWER 1

Minimum Value is that of highest Primary Defense +4 or E

Ex1: Arachnid Dude has a 15 AGI and Enhanced Dodge. When Power Lifter, a big strong guy, goes to hit him, he strikes at –5 to hit (normal) but, when he scores a lucky hit by 3 instead of being a +3 Damage Modifier, it's –2! Because Arachnid Dude has Bio Armor of C, this ability cost him G.

Force Field

Type: Defense/Double Rank

Force Fields act like Armor (damage reduction is equal to PWR). When a Force Field is hit, after the damage is resolved *if any damage got through*, the Force Field is reduced by 1/5th the total damage done (not the damage the character took). If no damage gets through but the final damage was more than 1/2 the total damage, then 1/10th of the damage comes off (so against a 30 PWR Force Field, a 16 damage attack will reduce the field by 2pts). Force Fields regenerate at 1pt per minute. They can be reinforced as a 5 REA Medium Action. This adds 1/5 the PWR of the Force Field and cost 1 Endurance (in addition to whatever was spent normally that turn). The Penetration Resistance of a Force Field is 2x remaining PWR.

Force Fields can be expanded to a **[PWR /10]** yard radius. Anyone touching the character will be inside, anyone next to the character will be pushed out. An expanded Force Field has a Grapple (for purposes of entering or leaving it) equal to its PWR/2.

Force Field Grapple: A Force Field may be manipulatable. If the character can shape it (i.e. throw up a wall, grab someone with it, etc.) then the player may buy an additional Grapple Ability with a POWER of 2.5. This allows Super Grapples, is used when the character expands the field, and allows the character to place it at a range. Against attacks, if they are directed at the field, they automatically hit the character. If a character tries to move through the field, he must make a Grapple Roll. With a Success, he is unimpeded. With a Minor Success, it slows his total movement by half (so if he had moved more than half his move, he ends his turn in the field but moves normally after). On a failure, the character is blocked. On a failure by 5 or more the character may be stuck (treat as Held)!



A manipulatable Force Field can be used to create walls of up to POWER / 2 square yards. They may be created up to POWER / 2 yards away from the character. Simple geometric shapes may be created: if the character tries to trap someone within a dome created by the Force Field, treat this as an unmodified roll to hit. The target may try a 'hit the deck' to escape or grapple their way through it, Creating large structures is an 8 REA Long action.

One Way: A Force Field may be made reflective (one-way) as an A ability.

Opaque: If a character can't see out of his Force Field this is a – 2 Rank Defect.

Mixing Force Fields And Armor: Characters can do this (and it's a good idea a lot of the time). In this case, the lowest a Force Field can degrade to is the armor value. However, the two defenses *don't* stack.

Cost: Varies
POWER 4
Grapple Power 2.5



Heightened Agility

Type: Movement and Defensive/Single Rank

You have the ability to jump, dodge, and otherwise move with supernatural agility. It should be noted that this ability is closely related to Enhanced Dodge, which allows you to dodge ranged attacks (and otherwise take less damage from any blow). To have this ability, you must already have Enhanced Dodge—this is an "extended version." With Heightened Agility, you have the following abilities:

- The character can leap POWER / Mass yards straight up and double that distance forward as an 8 REA Long action (if performed immediately after a Move action, the distance of that move is added to the character's jump as a "running jump").
- The character can make acrobatic tumbles and otherwise move quickly in urban environments (this is at the GM's discretion). Under normal conditions (lots of fire-escapes, awnings to spring off of, etc.) the character can move POWER / 2 yards per second. If conditions are bad, half that. The GM should call for an AGI or Acrobatics (+2 if Level 3, +4 if Level 4) to perform a "tricky action."
- When the character performs a Move action, he is at –2 to be hit by ranged attacks and –1 to be hit by HTH attacks.
- The character may improve his dodge score for more REA.

Extra REA	+ to Dodge
+1	+1
+2	+2
+4	+3
+8	+4
+16	+5

Heightened Agility requires the following before it may be purchased:

- You must already have Enhanced Dodge.
- The minimum rank for Heightened Agility is C or the rank of your most expensive Ranged Attack (for dual ranks, take the highest) –1. This means that if you have a Power Vs. Stat attack of E/C, you would have to pay at least a D for Heightened Agility.

POWER 2

Immunity

Type: Defensive Enhancer /Multiple Rank

You are simply immune or invulnerable to certain types of attacks. The cost is based on how common the attack form you are invulnerable to is. When choosing Rare Elements (unusual attacks) you must usually choose *only* one. If you choose more than one, the GM should consider bumping the group up to Uncommon or Common.

It is usually not legal to be immune to a class of attacks the character uses unless that class is 'physical' or 'energy.' Magicians should not be immune to magic, psionics should not be immune to psionic attacks.

Greater Immunity: some attack forms don't just do damage (Magic often uses PWR vs. STAT attacks, as does Psionics). Usually Immunity confers protection against these as well.

Mega Damage Rule: Often a character is 'immune' in name only. The GM should consider applying an arbitrary (high) armor number to a character's immunity. A character may have thousands of points of armor but a direct hit with a nuke will still kill him. It is legal for a character to make the unpleasant discovery that he *can* be hurt by something (but it should be rare and spectacular for this to happen). Additionally, no more than a Major Wound can be sustained this way.

The GM must *always* be consulted before this is taken for a character

Pr = Primary Letter (E)

Sc = Secondary Letter (D)

Category	Invulnerable
All Attacks	4 Pr, 3 ½ Sc
V Common	4 Pr, 3 Sc
Common	4 Pr, 2 Sc
Uncommon	2 Pr
Rare Element	1 Sc

Element	Category
Impunity to Physical Attacks (punches, bullets, kinetic blasts)	Very Common
Impunity to Energy Attacks (lasers, lightning, heat-ray, power blast)	Common
Impunity to Physical, Impact attacks (Punches. Not bullets or knives)	Common
Impunity to Power Blast	Uncommon
Impunity to Metal (Bullets, swords, cars. Not clubs or fists)	Common
Impunity to Fire/Heat (Heat-ray, flame throwers, plasma blasts)	Uncommon
Impunity to Radiation (Radiation Beam and other forms of radiation)	Rare
Impunity to Lightning (or Heat-Ray, or Plasma Blast, or any 1 attack)	Rare
Impunity to Weapons (Guns, Knives, swords, missiles, ray-guns, etc.)	Very Common
Impunity to attacks made by the forces of Evil	Rare*
Impunity to attacks made by people without strong convictions	Very Common
Impunity to magic	Rare*
Impunity to everything EXCEPT silver weapons	Very Common
Impunity to non-magical/not-blessed weapons	Very Common*
Impunity to groups of Rare (4) things may be:	Common

* Depends on nature of the game (GM's discretion)

Cost: Varies

Minimum Value: As listed or E

POWER 1

Invisibility

Type: Defensive Enhancer/Dual Rank

You can turn transparent! When this ability is active the character is unseen. This makes fighting with the character in any way almost impossible. If an opponent 'knows where the character is' (usually because a) the character just attacked or the opponent made a perception roll by 4+ for that turn with an additional -1 per yard distance) then attacks or blocks against the character are at -6. If the opponent does *not* know where the invisible character is then it's even worse (the GM determines if the target is even in the area and then assigns -6 to -10 based on how good the guess was).

The exception is HTH combat. If you're fighting at Short Range with an invisible character, you're at -4 to hit and -4 to block. If you're grappling or have a grab, the target might as well be visible.

Going Invisible is an 8 REA Long action. Dropping the ability is a 0 REA Medium action.

Invisible characters can somehow see normally. The game system assumes that in combat other characters will be aware of when the invisible character is taking his turn, when to block, etc. Out of combat or at a distance where the GM rules others have no idea of what the invisible character is doing, characters may not react to actions the invisible person takes.

If the character has a ranged attack they *cannot* fire while invisible *and* turning off the Invisibility is an 8 REA Long action (as opposed to a 0 REA Medium action) then the character does not pay for the Offense. If anyone is 'waiting' for the character to turn visible ('de-cloak') then they can respond to this. If it's a surprise, everyone can make Tactics or RES rolls at +1 to respond.

Cost: POWER Primary Offense +4 *and* Primary Defense +3

Ex1: Mist has Class C Bio-Armor and Class C Super Strength. She pays G for the Strength and F for the Armor and can turn invisible.

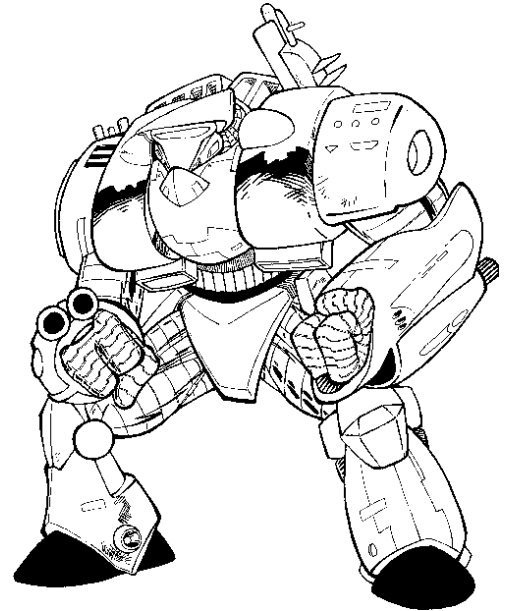
Power Armor

Type: Defense/Dual Rank

You wear a suit of technological battle armor. While many characters like this may use Shell Type armor, Power Armor is different in that it has its own STR (starting at 10) and when your character is hit, the Power Armor takes damage instead of you (mostly).

Power Armor has it's own STC and Damage Points like any machine and they *do* take Penetrating Damage. When you wear it your natural STR and DP mostly don't matter. The damage effects are applied to as detailed below (this is essentially an Alternate Body Type).

You can buy Super Strength or Armor along with Power Armor, but they apply to your character *only* and are not in use when you're wearing the suit (although they could be handy if it gets blown off). If you combine Power Armor with a Force Field, you *always* half the defense value of the Force Field (not the Power Armor).



Chassis

Chassis is the armored body

	Armor Multiplier	DP	STR	BLD
Standard Chassis	¾	10x	3.25x	1x
Heavy Chassis	½	17x	2.25x	7x

Minor Failure (-1 to -4): -1 REA and a Crack (-1 STC)
 Major Failure (-5 to -9): 3 Rolls. Blow 1, Crack and Stun, Blow 2 Crack and Daze, Blow 3 and disabled
 Critical Failure: Suit is disabled.

Advantages of Power Armor:

- You have a POWER .25 hour Life Support unit in the suit. Gas attacks and other environmental factors will not affect you.
- You spend Running Endurance for Sprinting and carrying your maximum load.
- Your pilot will not be hurt unless you are hit, and suffer a Critical Failure. In that case, apply ½ of the damage (minus armor) to your pilot. If the suit is destroyed, additional damage (overkill) will be applied to the wearing character as well.
- Power Armor needs to be repaired. Usually you can repair ¼ of the suit's total DP with a day of work and your lab. This is 1/10 if you are 'on the road.' Regeneration can be bought for the suit for 'self repair.'

Cost is Varied

Example: Infantry Augmentation Suit

Power Chassis:	Class D (Heavy)
Armor:	Class C (Shell)
Power Blast	Class C (Power Cannon)
Lightning	Class C (Electron Stunner)
Jump Jets	Class D

DP 153 (14- STC) Armor: 12 / 24
 STR: 20
 BLD: 63
 Weight: 945 lbs Armor Rating: Light Arms Fire
 Lift: 1500 lbs Speed: 12 y/s (24 MPH Jump)

Power Field

Type: Secondary/Double Rank

The character has a protective field of energy. This is similar to a Force Field except that it is reduced much more quickly. Any damage the character takes is *first* removed from the field and then applied vs. armor. If the attack is Penetrating, it will only roll to Penetrate if the Base Damage is greater than 2x the remaining POWER of the Power Field. Otherwise there is no roll for Penetration. The rate at which the POWER is recovered is based on a second Rank.

No Rank:	Recovery is 1 per minute
A5:	Recovery is one per 30 seconds
A:	Recovery is one per 10 seconds
B:	Recovery is one per 5 seconds
C:	Recovery is 1/10 th per 5 seconds
D:	Recovery is 1 per second (at the end of the turn)

Cost: Varies

Minimum Rank: B

POWER 6

Ex1: Mechlun has a Class D (36) Force Field and a Class D (54) Power Field, his recovery rating is D as well (1 per second). He gets hit for 30 points of damage. His Power Field drops to 24. That second he gets hit again for 30 points. He applies 6 of those against his Force Field and it has no effect. At the end of the turn, he has a 1pt. Power Field back.

Regeneration

Type: Defensive Enhancer/Single Rank

You re-grow damage quickly! Regeneration changes the rate at which you heal from 1/10th per day to a higher rate. If your level is high enough, you may "Burst Heal" which is a sudden healing surge. A Burst Heal is a combat action and recovers the listed percent of Total Damage points. You may Burst Heal once per day per point of CON above 10 (minimum of 1x). Characters gets some pluses to CON rolls against toxin and disease depending on his regeneration. Healing (other than Bust Healing) happens at the end of the turn.

Note: A character that regenerates doesn't lose the effects of combat damage (stunned, dazed, unconscious, etc.) still apply.

Rank	Healing Factor	Burst Heal	vs. Toxin
B	2x per day	N/A	+1
C	4x per day	N/A	+2
D	8x per day	25% 8 REA Long	+3
E	16x per day	50% 5 REA Medium	+4
F	4pts per second	75% 5 REA Medium	+5
G	8pts per second	100% 3 REA Short	+6
H	full re-gen each second	N/A	+7

Super Block

Type: Defensive Enhancer/Single Rank

Block Bullets! Super Block allows you to “buy the ability to block ranged attacks” (or, for that matter, any attack). The block roll is equal to the POWER of your attack and must be equal or less than either your attack roll or your block roll (whichever is higher).

Super Blocks cost 3 REA, like a normal block, and can be used against almost anything (the GM may rule that certain attacks can't be blocked, but usually if you're using an energy source to block with, any incoming attack can be stopped). If you don't base your block roll on a HTH combat skill then your “blocking agent” is your attack power (eye-beams, telekinesis, etc.)

NOTE: This power gets MUCH more expensive if you have a ranged attack since you can attack at range and block incoming attacks (of which there are usually fewer than punches).

If No Ranged Attack: POWER 1.5

If Ranged Attack: POWER 1, Minimum Value is Major Rank

- Character can only block solid objects (Bullets): -3 Rank
- Character cannot block “unusual” attacks (Disintegration, disruption, etc.): -1 Rank (if the GM allows it at all).

Defender

Type: Defensive Enhancer/Single Rank

You can defend *others* with your block. For a 5 REA Short Action you can “throw” your block to deflect an attack aimed at another person (this makes you a popular person in the group). This is extremely expensive.

Cost: POWER 1 (rank -1), Minimum Value is Major Rank

Reflector

Type: Defensive Enhancer/Single Rank

You can not only deflect ranged attacks, but “hit them back.” When you successfully block an attack, you can try to “hit it back.” Your chance to reflect is the difference in ranks +10 (so a Reflect of G, value 12, blocking an attack of C, value 8, has 14- chance to reflect.) Chance to hit is your roll or 9-, whichever is worse. Blocking with intent to reflect is a 4 REA short action. The roll to-hit is 4 REA (instead of 5).

Cost: POWER 1 (rank -2), Minimum Value is Major Rank

Ex1: Amazon has wrist gauntlets that let her block bullets. She has a 15- Karate skill and bases her block roll on that. She pays a B (which would get her an 11 but it goes to a 14- since she only blocks bullets).

Ex2: Harvest Moon uses his eye-beam to block incoming attacks. He has an amazing 17- to hit and spends a G for a 12 (since he has a ranged attack).

Toughness

Type: Secondary Defense/Single Rank

You are extra tough! The POWER of Toughness is added to your Damage Points. You may look normal, even feel normal—but you're much harder to hurt and kill. If a character has another ability (Super Strength) that gives him extra DP, the character only gets the *higher* of the two.

Class	Extra Toughness
A5	+25
A	+30
B	+35
C	+40
D	+45
E	+50
F	+66
G	+84
H	+117
I	+126
J	+150

Ex1: Mastodon has Class E Toughness, giving him +50 extra DP! He also has Class E Super Strength (Enhanced Physique) which gives him +36 DP. Since they don't stack, he only gets the advantage of his Toughness (the +50) since it's higher than the +36 his Super Strength gives him.