

Paragon

A system for creating and using characters in a modern or post-modern world of superhuman adventurers, using the d20 framework.

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Note: This booklet is not a stand-alone reference. You will need at least the *Player's Handbook* to make proper use of it, and the other 3rd Edition Core Rulebooks would be useful, as well.

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1.0 Character Creation

Characters are created exactly as described in the *PHB*, with four important exceptions:

- 1) New races and classes replace those given in the *PHB*, as described below (but they are used in the normal manner).
- 2) A new type of character trait has been added: Powers. Powers are very similar to Feats, except that they are only available to certain types of characters and are never possessed by normal people. They are described fully in Chapter 2.
- 3) The number of skill points that a 1st level character gets is not based *completely* on her class. Instead, it is based on her race, as noted in the individual race descriptions. She still receives some points based on her class at 1st level; however, the number gained is the same as at any other level, rather than being quadrupled. For example, a Human gets (8 + Int modifier) x 3 points at 1st level, and a Sorcerer gets (4 + Int modifier) points per level. Thus, a Human Sorcerer with an Intelligence modifier of +2 would get 37 points (total) at 1st level and 7 points per level, thereafter (remember that Humans also add +1 skill point per level to the amount they are entitled to, based on class, even at 1st level). All of the other rules for skills and spending skill points apply, as usual, including the rule that characters never start with less than 4 points.
- 4) As an optional rule, a character may be allowed to take a Weakness, which handicaps her in some way but compensates for this by granting extra race-dependent character creation benefits.

1.1 Races

The races from the *PHB* have been replaced by the following: Humans, Aliens, Augmented Humans, Cyborgs and Mutants. The Alien category actually includes an unlimited number of specific races; however, it is generalized, here, for the sake of convenience. Note that, in game terms, a character's "race" has as much to do with the origin of her powers as it has to do with her genetic classification. Technically, a Cyborg is still human; however, for purposes of game mechanics, she is not Human.

Human

The character is, at least genetically, a completely normal human being and has not been augmented mechanically or biologically. Since the vast majority of the world is made up of normal humans, she fits in easily and need not worry about being detected or persecuted as something inhuman. Human adventurers are, of course, the cream of the crop. Most have undergone intensive training to make them the paragons that they are today.

Human Racial Traits

- Medium-size: As Medium-size creatures, Humans have no special bonuses or penalties due to their size.
- Human base speed is 30 feet.
- 1 extra feat at 1st level, because Humans are quick to master specialized tasks and are varied in their talents.
- Intensive Training: An adventuring Human (only) rolls 2d6+6 for each ability score, instead of the usual "4d6 minus low die". This applies only to PCs and special NPCs, not to completely normal Human NPCs (who use the usual system or just 3d6).
- Skill Points at 1st Level: (8 + Int modifier) x 3 for PCs and adventuring NPCs, or (6 + Int modifier) x 3 for completely normal Human NPCs. The former is the highest amount available to any race. In addition, the character receives 1 extra skill point at each class level (including the first), since Humans are versatile and capable.
- Automatic Language: Any single native tongue (English, German, French or whatever). A Human receives bonus languages, based on her Intelligence, if (and only if) her background adequately explains this knowledge (even if it just means she took some French in high school or has Russian relatives).
- Favored Class: Any. When determining whether a multiclass Human suffers an XP penalty, her highest level class does not count. On the negative side, Humans cannot take the Metahuman class *at all*.

Alien

The character is from another planet or dimension and, thus, is not human at all. By default, aliens are assumed to be relatively obvious as such; thus, they can only pass as human beings with great effort, by concealing their abnormalities. Normal people tend to be a frightened of Aliens, although their reaction depends a good deal on their past experience and open-mindedness. In a campaign where the average person is completely unaware of the existence of Aliens, this can be even more problematic. You should decide what your race looks and acts like, based on the choices you make below, but the DM has the final say as to whether or not your creation will be allowed as you have described it. If you do not wish to put a lot of work into creating your character's background, then you should probably not play an Alien – or you should play one of an established type, if the DM has designed such. By default, an Alien is assumed to be organic and to be capable of surviving on Earth without artificial assistance. Any aspect of its existence that has not been altered by a Power is assumed to function in much the same manner as the corresponding human trait (at least for practical, day-to-day purposes). If your race has a specific weakness that creates a regular problem on Earth, then you may be able to gain an extra Racial Advantage (DM's discretion). For example, you might gain a +2 bonus to one ability by taking a –2 penalty on another (but see the notes about ability score equivalencies, on page 24 of the *DMG*). You can also add traits that give very minor advantages, as long as you are also willing to take some that add very minor disadvantages.

Alien Racial Traits

- Variable Size: When a new Alien race is created, you must decide whether they are Small, Medium or Large (other sizes are not allowed for PCs). Medium-size creatures have a base speed of 30 feet and have no special bonuses or penalties due to their size. Small creatures gain a +1 size bonus to Armor Class, a +1 size bonus on attack rolls and a +4 size bonus on Hide checks; however, they have a base speed of 20 feet, must use smaller weapons than humans use, and can lift and carry only three-quarters as much as Medium-size characters. Large creatures gain a -1 size penalty to Armor Class, a -1 size penalty on attack rolls and a -4 size penalty on Hide checks; however, they have a base speed of 40 feet, can use larger weapons than humans use, and can lift and carry twice as much as Medium-size characters. Furthermore, their reach or length is increased from 5 feet to 10 feet, depending on whether they are described as being tall or long, respectively.
- Alien base speed is dependent on size (see above) but may also be modified by a Racial Advantage (see below).
- Racial Advantages: When an Alien is first created, you can choose any three Advantages from the list, below. Furthermore, Aliens are allowed to take the Metahuman class and can use Power Enhancements to improve any of their natural Powers. They cannot generally gain new Powers unless some form of natural metamorphosis occurs.
 - +2 to Strength or Dexterity (can be taken no more than twice for each ability)
 - +3 to Constitution, Intelligence, Wisdom or Charisma (can be taken no more than twice for each ability). Note that an increase in Charisma does *not* make the character look more human (see Humanoid, below).
 - +3 racial bonus to any one skill, or +2 racial bonus to two different skills (if taken repeatedly, cannot give any single skill a bonus of greater than +8)
 - +3 Natural Armor (can be taken up to three times)
 - +10-foot base speed and increase running multiple by 1, i.e. from x4 to x5 or from x5 to x6 (can be taken twice). This may be the result of being quadrupedal, although it is assumed that at least two limbs can still be used to manipulate objects.
 - Humanoid: +2 Charisma (cancels penalty, below) and can pass as a normal human being (at least until blood tests and the like are used).
 - Low-Light Vision, as well as a +1 racial bonus on Search and Spot checks.
 - Darkvision up to 60 feet.
 - Any one of the following feats: Alertness, Ambidexterity, Brachiation, Endurance, Faster Healing, Flyby Attack*, Great Fortitude, Improved Initiative, Improved Swimming, Iron Will, Lightning Reflexes, Multiattack*, Multidexterity*, Multiweapon Fighting*, Resist Disease, Resist Poison, Scent, Toughness, or Track. Prerequisites are ignored for this purpose, *unless* the feat is marked with an asterisk.
 - Any one Standard Power that could have evolved naturally (in a super-powered universe, not our own). This advantage can be taken no more than twice at 1st level. As previously noted, it can only be taken again, with later Power Enhancements, if the character undergoes some sort of metamorphosis (DM's discretion).
- Reduced Charisma, -2. Aliens stand out, and, since they tend not to understand humans on an intuitive level, they are prone to social blunders. Note that this penalty does *not* apply when dealing with members of their own race. It can also be cancelled out with the appropriate Racial Advantage (see above).
- Skill Points at 1st Level: (6 + Int modifier) x 3.
- Automatic Language: Any single native tongue, based on the character's home planet or dimension. An Alien who was raised on Earth could, justifiably, take English or some other local tongue as her native language. An Alien receives bonus languages, based on her Intelligence, and it is strongly recommended that the first of these be a local Human tongue.
- Favored Class: Any one, chosen during creation. When a new Alien race is designed, a single appropriate favored class should be chosen for it. This choice applies to all members of that race.

Augmented Human

While the character is, genetically, a normal human, he has access to at least one unique focus that has bonded to him and grants him awesome powers. Such a focus is usually magical in nature or has been created by a technology so far beyond our own that it appears almost magical. An Augmented Human is not the same as a Cyborg, because his focus can be taken away, without resorting to surgery, leaving him powerless but otherwise unharmed (usually). Nor is he the same as a Gadgeteer, since he is often the only one who can use his focus, despite the fact that he had little or nothing to do with its original creation.

Augmented Human Racial Traits

- Medium-size: As Medium-size creatures, Augmented Humans have no special bonuses or penalties due to their size.
- Augmented Human base speed is 30 feet.
- Unique Focus: When you first create an Augmented Human, you must choose four "levels" worth of Powers, e.g. four Standard, two Improved, two Standard and one Improved, or even one Standard and one Ultra. All of these Powers must be placed in one or more unique foci. A focus of this sort is considered to be virtually indestructible and will not usually work for anyone else (or will work for only a select group of individuals); however, each focus must be relatively obvious and can be taken, depriving the character of his Powers. Thus, each Power will *automatically* have the External Power Reducer, but derives *no* benefit from it. Note that a focus is not the same as a gadget, since it uses the wielder's Energy, level and ability modifiers, regardless of the person or force that created it.
- Skill Points at 1st Level: (6 + Int modifier) x 3.
- Automatic Language: As per Human.
- Favored Class: Warrior. Unlike a normal Human, the Augmented Human can take the Metahuman class; however, all Power Enhancements apply to his focus, rather than to himself.

Cyborg

The character began life as a normal human being but has been altered, through the addition of cybernetic parts. By default, Cyborgs are assumed to have relatively obvious alterations; thus, they can only pass as normal humans by concealing the body areas in question. Normal people tend to be a bit frightened of Cyborgs, although their reaction depends a good deal on their past experience and open-mindedness, as well as on the severity of the changes. When creating a Cyborg, you should decide which body parts have been replaced, based on the Augmentations that you pick, and describe the character accordingly. By default, the cybernetic parts are assumed to be an integral part of the character's body and, thus, are no more (or less) removable than a real limb, i.e. they do not count as any sort of independent or breakable focus. They are also assumed to have some form of built-in repair system that mimics normal healing. If the character's cybernetic parts *cannot* heal on their own but need to be repaired by someone with the appropriate skills and materials, then the DM may wish to grant the character compensation, in the form of an extra Augmentation.

Cyborg Racial Traits

- Medium-size: As Medium-size creatures, Cyborgs have no special bonuses or penalties due to their size.
- Cyborg base speed is 30 feet (but see below).
- Augmentations: When a Cyborg is first created, you can choose any three advantages from the list, below. Furthermore, Cyborgs are allowed to take the Metahuman class, and any Power Enhancement they gain from it can be used, instead, to pick another Augmentation from this list (including new Powers, as long as they can be rationalized).
 - +3 Strength (can be taken only once at 1st level and no more than twice total)
 - +4 Strength but -1 Dexterity (can be taken only once at 1st level and no more than twice total)
 - +2 Dexterity (can be taken only once at 1st level and no more than twice total)
 - +3 Constitution (can be taken only once at 1st level and no more than twice total)
 - +2 Intelligence (can be taken only once at 1st level and no more than twice total)
 - +3 Natural Armor (can be taken up to four times)
 - +10-foot base speed and increase running multiple by 1, i.e. from x4 to x5 or from x5 to x6 (can be taken twice)
 - Natural-Looking Parts: +2 Charisma (cancels penalty, below) and can pass as a normal human being (at least until metal detectors and the like are used).
 - Darkvision up to 60 feet.
 - Any one of the following feats: Alertness, Endurance, Great Fortitude, Improved Initiative, Lightning Reflexes, Quick Draw, Resist Disease, Resist Poison, or Toughness. Prerequisites are ignored for this purpose.
 - Any one Standard Power that could logically be placed in a cybernetic device. This augmentation can be taken only once at 1st level; however, it can be taken again, with later Power Enhancements, at the DM's discretion (which would require that actual physical changes be made to the character's body).
- Reduced Charisma, -2. Cyborgs tend to be ugly and a bit frightening. Furthermore, the change from an organic being to a mechanical one tends to have a detrimental effect on the human psyche, making the cyborg somewhat cold and aloof. Note that this penalty can be cancelled out with the appropriate Augmentation (see above).
- Skill Points at 1st Level: (6 + Int modifier) x 3.
- Automatic Language: As per Human.
- Favored Class: Gadgeteer.

Mutant

While the character was born of the human race, a unique abnormality in her genetic makeup has made her something other than Human. She may look normal or she may look more alien than an Alien, but a thorough medical examination will always reveal her true nature. In many areas, this can be a real problem, since normal human beings tend to distrust Mutants. Note that this category also includes normal humans who have been genetically altered (via weird chemicals, strange energies or even radioactive animal bites), since, after such an experience, they are, essentially, mutants.

Mutant Racial Traits

- Medium-size: As Medium-size creatures, Mutants have no special bonuses or penalties due to their size.
- Mutant base speed is 30 feet.
- Evolved Metabolism: All Mutants gain a +4 bonus on their initial Energy scores (see Chapter 2).
- Optional Charisma Penalty: When you first create a Mutant, you must decide whether or not she looks "normal". If she does, there is no special effect. Otherwise, she gains a -3 penalty to Charisma but also gets to pick an extra Mutation (see below). In either case, she can be detected medically or with advanced "mutant scanners", and this often results in persecution. Note that it is perfectly acceptable to take a "non-human" Charisma penalty, then also take a Mutation that enhances Charisma. This simply means that the character does not look human but is still appealing.
- Mutations: A Mutant gains either three Standard Powers *or* one Standard Power and one Improved Power (your choice). If the Charisma Penalty option has been taken, this can be increased to four Standard Powers, two Standard Powers and an Improved Power, or two Improved Powers. If you wish, you can replace a Standard Power with any one of the following feats: Alertness, Ambidexterity, Brachiation, Endurance, Faster Healing, Great Fortitude, Improved Initiative, Improved Swimming, Iron Will, Lightning Reflexes, Resist Disease, Resist Poison, Scent, Skill Focus, Toughness, or Track. Prerequisites are ignored for this purpose. You can take a Power feat or Metapower feat, (4 + Int modifier) x 3; however, in this case, prerequisites *do* apply.
- Skill Points at 1st Level: (4 + Int modifier) x 3.
- Automatic Language: As per Human.
- Favored Class: Metahuman.

Hybrid Races

If the DM allows it, you can create a character who combines the elements of two races; for example, you could make an Alien Cyborg, Mutant Alien or Mutant Cyborg. By definition, you cannot make a Human hybrid, but any other combination is, theoretically, possible. There are no firm rules for this. You should simply mix-and-match the advantages and disadvantages of each race to come up with a balanced combination. Often, a hybrid will simply count as one race, for most intents and purposes, and will primarily use the other race to explain certain Powers or background details. For example, an Alien Cyborg might count as an Alien for most intents and purposes but replace one or more Alien Advantages with Augmentations. This could allow the character to gain a +4 Strength Augmentation, instead of the usual +2 Strength Racial Advantage, but would also cause the character to suffer from problems associated with both races. For example, the Charisma penalty would now apply at all times, even when dealing with members of the character's own race, and the DM might wish to increase it to -3. In general, strive for balance, and make certain that you run all changes past your DM.

Ability Augmentations and Advantages versus Meta-Abilities

Observant readers may notice that Augmentations and Racial Advantages that improve ability scores are often not as good as Powers that do the same thing. There is a balance-related reason for this. Augmentations and Advantages are considered "natural" and, thus, *cannot* be suppressed by "anti-Powers". On the other hand, ability bonuses that are gained from Powers are not "natural" and, thus, *can* be suppressed by Powers of the appropriate type. A Power that enfeebles people in general would affect both a super-strong Cyborg and a super-strong Mutant; however, a Power that dampens other Powers, such as Nullification, would affect only the Mutant's Power-enhanced Strength, not the Cyborg's Augmented Strength. Of course, if the Cyborg took Meta-Strength as a Power (an Augmentation option), he would be affected in the same manner as the Mutant.

1.2 Classes

The classes from the *PHB* have been replaced by the following: Experts, Gadgeteers, Martial Artists, Metahumans, Rogues, Sorcerers, and Warriors. The Sorcerer class is optional, since it assumes that magic exists in your campaign world, so make certain that your DM allows it before adopting it for your character. There is also a new NPC class, the Extra, that is useful for creating non-adventuring NPCs of limited significance, i.e. your typical "man on the street". While a PC could adopt this class, there would be little benefit in doing so, since it is basically a weaker version of the Expert.

Note that normal firearms are considered to be martial weapons, so anyone who is proficient with all martial weapons is considered to be skilled in firearm usage. Other characters must take the Martial Weapon Proficiency feat to gain proficiency with a general group of firearms, i.e. Pistols, Rifles, Shotguns or Submachineguns. High tech beam weapons and the like generally require Exotic Weapon Proficiency to be used without penalty by *any* character, regardless of class. This also applies to most heavy military weapons, such as grenade launchers.

Expert (Exp)

This is a catch-all class, used to describe a character who has many skills and feats but no other specific abilities. It can be used to create scientists and scholars who are not technically inclined (cf. Gadgeteer), craftsmen, professionals, transport specialists, and so on. While, it is a particularly common class for non-Powered but highly skilled NPCs, it is also useful for creating Human PCs who have trained intensively in specific areas. It can be used to make detectives and spies, if you would prefer extra feats and more specialized skills over sheer numbers of skills and unusual abilities (cf. Rogue).

Hit Die: **d8**.

Class Skills

The Expert can choose any twelve skills to be class skills. One or two of these skills can even be skills exclusive to some other class.

Skill Points at Each Level: 8 + Int modifier

Class Features

All of the following are class features of the Expert.

Weapon and Armor Proficiency: The Expert is proficient in the use of all simple weapons and with light armor but not with shields. Additionally, at 1st level, the Expert can choose a single martial weapon and gain automatic (free) proficiency with it. This can include a class of firearms, such as Pistols or Rifles. Alternatively, if it fits the character's background, the Expert can, instead, take Exotic Weapon Proficiency with a single specific unusual weapon (e.g. bolas, bat...er...boomerangs, etc.).

Skill Versatility: As previously noted, the Expert is able to choose those skills that will be treated as her class skills, rather than having them be mandated by her class.

Bonus Feats: At 2nd level and every three levels thereafter, the Expert gains a bonus feat. These feats are in addition to those that all characters gain every three levels. They may be chosen from any source, but the usual prerequisites apply.

Table 1-1: The Expert

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+1	+1	-
2	+1	+1	+1	+2	Bonus feat
3	+2	+2	+2	+2	-
4	+3	+2	+2	+3	-
5	+3	+2	+2	+3	Bonus feat
6	+4	+3	+3	+4	-
7	+5	+3	+3	+4	-
8	+6/+1	+3	+3	+5	Bonus feat
9	+6/+1	+4	+4	+5	-
10	+7/+2	+4	+4	+6	-
11	+8/+3	+4	+4	+6	Bonus feat
12	+9/+4	+5	+5	+7	-
13	+9/+4	+5	+5	+7	-
14	+10/+5	+5	+5	+8	Bonus feat
15	+11/+6/+1	+6	+6	+8	-
16	+12/+7/+2	+6	+6	+9	-
17	+12/+7/+2	+6	+6	+9	Bonus feat
18	+13/+8/+3	+7	+7	+10	-
19	+14/+9/+4	+7	+7	+10	-
20	+15/+10/+5	+7	+7	+11	Bonus feat

Extra (Ext, NPC Class)

As previously noted, this class can be used to create a non-adventuring NPC, i.e. Joe Average of the modern world. This class is roughly equivalent to the Commoner class, in the *DMG*, although a bit better educated. Typical Extras include bankers, dentists, laborers, lawyers, stock brokers, students, waiters, and so on. Police detectives, private investigators, spies, soldiers and the like are more often Experts, Rogues or Warriors in a comicbook world. Extras can only progress as high as 10th level, and anything beyond 4th level is quite rare. "Normal" people who gain more experience than this are not really normal, any more, and should probably adopt some other class or multiclass combination.

Hit Die: **d6**.

Class Skills

The Extra can choose any six skills to be class skills. At the DM's discretion, one of these can be a skill exclusive to some other class. The Extra also receives any one Profession as a class skill (for a total of seven).

Skill Points at Each Level: 6 + Int modifier

Class Features

All of the following are class features of the Extra.

Weapon and Armor Proficiency: The Extra is proficient with one simple weapon. He is not proficient with any other weapons, armor or shields.

Skill Versatility: As previously noted, the Extra is able to choose those skills that will be treated as his class skills, rather than having them be mandated by his class.

Skill Bonus: At 4th level the Extra gains a +2 bonus with one of his class skills. At 8th level, this bonus can be increased to +4, or he can take a +2 bonus with a different class skill. An Extra who opts for the +4 bonus is usually considered to be a master of his chosen field and may have gained some fame in this regard.

Favored Saving Throw: When the Extra is first created, choose one type of saving throw – Fortitude, Reflex or Will – to be a favored one. It uses the *Favoured Save* column, on the chart below, while the other two use the *Other Saves* column.

Table 1-2: The Extra

Level	Base Attack Bonus	Favoured Save	Other Saves	Special
1	+0	+0	+0	-
2	+1	+1	+0	-
3	+1	+1	+1	-
4	+2	+2	+1	Skill Bonus
5	+2	+2	+1	-
6	+3	+3	+2	-
7	+3	+3	+2	-
8	+4	+4	+2	Skill Bonus
9	+4	+4	+3	-
10	+5	+5	+3	-

Gadgeteer (Gdg)

The Gadgeteer is an inventive genius, who specializes in creating high tech wonders that mimic Powers. His devices often defy explanation and cannot be replicated, except by another Gadgeteer. For this reason, some scientists have theorized that the Gadgeteer possesses a specialized form of psionic power that allows him to bend the laws of physics in a very limited manner, through his gadget focus. Most Gadgeteers consider this to be nonsense and are, frankly, baffled as to why other people cannot understand the technological gimmicks that seem so obvious to them.

Hit Die: **d8**.

Class Skills

The Gadgeteer's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Disable Device (Int), Drive (Dex), Knowledge (mathematics) (Int), Knowledge (research) (Int), Knowledge (superhumans) (Int), Open Lock (Dex), Profession (Wis), Science (all skills, taken individually) (Int), and Search (Int). Craft (Gadgetry) is an exclusive skill.
Skill Points at Each Level: 6 + Int modifier

Class Features

All of the following are class features of the Gadgeteer.

Weapon and Armor Proficiency: The Gadgeteer is proficient in the use of all simple and martial weapons, light armor and medium armor. Furthermore, he gains one additional proficiency at 1st level, for free, from the following list: Armor Proficiency (Heavy), Exotic Weapon Proficiency (any one high tech weapon, e.g. Beam Weapons), or Shield Proficiency.

Tinkering: Even at 1st level, the Gadgeteer has an intuitive understanding of mechanics and electronics that rivals that of more experienced mundane technicians. He gains a +2 insight bonus on any Craft roll made to build or repair a mechanical or electronic device, as well as to Knowledge rolls made to try to figure out what such an object does. Furthermore, he is able to make repairs on devices that use technology exceeding that of the modern world (although the DC may be increased, at the DM's discretion). This is particularly useful for repairing Powered gadgets (his own and other people's) and wounded Cyborgs who lack self-repair capabilities.

Gadgeteering: At 2nd level, the Gadgeteer is able to create a gadget that mimics any Standard Power, allowing him (or whoever carries the gadget) to use it as if the wielder actually possessed the Power in question. Creating a Standard gadget from scratch requires an appropriate workshop, materials worth $(2d6+3) \times \$30$, $2d4+3$ hours and a Craft (Gadgetry) check against a DC of 16. Unless the Gadgeteer has a Wealth level of Poor or lower, he is assumed to start with a workshop, as long as this is his first class; otherwise, it costs $(4d6+36) \times \$100$ to put one together. A "masterwork" workshop costs substantially more – usually about ten times as much – but has the latest cutting edge tools and adds +2 to Craft (Gadgetry) checks. Gadgeteering is too complex and intuitive a task to allow a character to take 10 or take 20; however, if the Gadgeteer is especially cautious and takes twice as long to work on the device, he can add +2 to the Craft check. Conversely, if he is in a hurry, he can halve the time required; however, this increases the DC by +4. If he is willing to cut corners and use cheap materials, he can reduce the cost by one-third; however, this also adds +4 to the DC. He can even combine these options, if he is willing to accept a +8 modifier to the DC. In any event, if the check is failed, the Gadgeteer can try again, with each additional attempt taking half as long and costing half as much (since some of the materials can be salvaged).

Only one such gadget can be in existence at a time; however, it can be disassembled and reconfigured to create a new gadget with a whole new Power. This costs only half as much as creating a gadget from scratch, but takes the usual duration (unless the function is very similar, in which case it takes only half as long, as the DM's discretion).

At 5th level, the Gadgeteer's gadget limit is increased to two – that is, he can now have two Standard gadgets in existence at a time. This limit is increased again at levels 11, 17 and 20, up to a maximum of five. It is perfectly acceptable to combine gadgets into one device, and, in this sense, the limit can be thought of as applying to the Powers, rather than to the gadgets, themselves. In other words, a 5th level Gadgeteer can create two gadgets with Standard Powers, or he can create a single gadget that has two Standard Powers. This can be very convenient but, of course, places all of the Gadgeteer's eggs in one basket, so to speak.

At 8th level, the Gadgeteer can create devices that mimic Improved Powers; however, each such device counts as *two* gadgets for purposes of the character's maximum allowable number of gadgets. Thus, an 8th level Gadgeteer who makes an Improved gadget cannot have any other gadgets at all, but an 11th level Gadgeteer could have both a Standard and an Improved gadget. Improved gadgets cost twice as much as Standard gadgets, take twice as long to create, and have a Craft (Gadgetry) DC of 23.

At 14th level, the Gadgeteer can create devices that mimic Ultra Powers; however, each such device counts as *three* gadgets for purposes of the character's maximum allowable number of gadgets. Thus, a 14th level Gadgeteer who makes an Ultra gadget cannot have any other gadgets at all, but a 17th level Gadgeteer could have both a Standard and an Ultra gadget. Ultra gadgets cost three times as much as Standard gadgets, take three times as long to create, and have a Craft (Gadgetry) DC of 30.

Note: While the notion that a Gadgeteer can only have a fixed number of gadgets in existence at a time may seem a bit silly, it is very much in keeping with the genre and, in any event, is necessary for game balance. If the players desperately need a pseudo-scientific rationale for this, you can assume that gadget is actually only a focus for the psionic talents of the Gadgeteer, himself, and that he can only "maintain" a few at a time. After all, other scientists can almost never replicate a Gadgeteer's work and, in fact, may be baffled as to how it functions at all (especially when built with materials that cost so little, relatively speaking), so something strange must be going on. Keep in mind that this rule can occasionally be waived for the sake of convenience or drama. For example, a Gadgeteer's talent makes a very convenient excuse for a Metahuman to gain a whole new Power with a Power Enhancement, if the DM is agreeable. In this case, the gadget created simply replaces the new Power that would have been gained, anyway, and, thus, does not count against the usual limit. It becomes an extension of its new owner, instead of the Gadgeteer (unless, of course, he *is* the multiclassed Metahuman gaining the new Power).

Using a Gadget: A Gadget's Power behaves in exactly the same manner as a normal Power of the same type, with three important exceptions. For any level-based effects, the Power uses the Gadgeteer level of the person who created the device, *at the time when he created it*, not the character level of the wielder (unless of course they are one and the same). For this reason, Gadgeteers often tinker with their devices, when they go up a level, to "improve" them. Similarly, when calculating the DC of any saving throw made against the Power, the ability modifier cannot exceed the Gadgeteer's Intelligence modifier (although it is not increased to match that number, if the latter is higher). Finally, if the Power requires Energy, it draws that Energy from an internal battery, not from the wielder. A gadget's battery has a number of Energy points equal to 6 plus the Intelligence modifier of the Gadgeteer. This amount is increased by +3 for Improved gadgets or by +6 for Ultra gadgets. If a gadget has more than one Power, total the Energy points to form a single, larger battery, which can be used to fuel all of the Powers in any way the wielder wishes. This is one advantage of placing several Powers in one gadget. A battery may be defined as either "self-recharging" or "rechargeable". In the former case, it automatically regains 1 Energy point per hour (from solar power, cosmic energy, fusion or whatever). In the latter case, it regains Energy only when removed from the device and plugged into a standard electrical socket, although it then does so at a rate of 1 point per fifteen minutes (during which time the device cannot, of course, be used).

Losing Gadgets: The main problem with a gadget is that it can be stolen or damaged. A gadget must always be obvious for it to use its Power, and, once noticed by an opponent, it can be taken away just like any other weapon or object (use the normal rules for disarming attacks and the like). If a gadget is attacked, it has a hardness of 6 and hitpoints equal to 4 plus a certain amount for each Power it contains: 2 for Standard Powers, 3 for Improved Powers and 4 for Ultra Powers. There is one exception to this general rule: Gadgets that are specifically designed to absorb damage (e.g. armor suits) have a hardness equal to 8 plus the AC bonus that they provide to the wearer, if any. Gadgets always get a saving throw against effects that might deal damage to them – even against attacks from which a mundane item would normally get no chance to save. Gadgets use the same saving throw bonus for all saves, no matter what the type, and this bonus is equal to 2 + 1 per Power (regardless of type) + one-quarter of the Gadgeteer's level when he made the device (rounded down). If a gadget's hitpoints are reduced to one-half or less of their normal total, the device no longer functions properly, although, for the sake of drama, the DM may allow it to perform sporadically (as if with the *burnout* or *unreliable* weakness). A damaged gadget can be repaired by any Gadgeteer, using Craft (Gadgetry). The DC is equal to 8 + the damage sustained, but can never exceed 15, in any event. This requires a toolkit, appropriate materials and time. The cost for the materials, as well as the time required, are half as much as they would be when creating such a device from scratch, multiplied by the percentage of damage taken. Thus, a gadget that has lost half its hitpoints will take one-quarter of the usual materials and time to fix. Naturally, a gadget that has lost all of its hitpoints cannot be repaired at all. If a gadget is destroyed, or if the Gadgeteer simply gives it up as a lost cause, then it no longer counts against the creator's limit (although this means that he will have to build a new gadget from scratch, without salvaging parts). Similarly, the Gadgeteer can choose to give up on a gadget that has been stolen. After 6d6 hours, it will cease to function, and the "slot" will be freed up, allowing the Gadgeteer to create a new gadget from scratch.

Gadget Weaknesses: When a gadget is first created, the Gadgeteer can "cut corners" and allow it to have a single weakness. This reduces the cost and time involved to two-thirds of the usual amount and reduces the Gadgeteer's continued investment in the device. A Standard gadget with a weakness counts as only half a gadget; thus, a 2nd level Gadgeteer could take advantage of this rule to maintain two Standard gadgets, instead of one. Similarly, an Improved gadget with a weakness counts as a Standard gadget, and an Ultra gadget with a weakness counts as an Improved gadget. Note that this only applies when calculating the number of gadgets the Gadgeteer can maintain; it does not affect the Crafts (Gadgetry) DC or anything else. The DM must approve of any weakness built into a device and should be fairly strict about this. Some possible examples include:

- *Burnout:* Immediately after the gadget's Power has been used, roll 1d6. On a 1-3, the device burns out spectacularly. The gadget is destroyed, and the wielder must make a Fortitude saving throw (DC 20) or be stunned for one round. For continuous Powers that do not require Energy, the burnout chance must be checked every round, so the gadget will probably not last long.
- *Clumsy:* The device is really large and unwieldy. It weighs 2d6+3 times as much as usual and causes anyone carrying it to suffer from *at least* medium encumbrance, regardless of his Strength or the weight he is actually carrying.
- *Dangerous:* The device gives off some sort of harmful energy, produces toxic gases, tends to short out, or otherwise causes harm to the wielder. Any time that its Power is activated, the wielder takes 1 hitpoint of damage, which cannot be resisted in any manner. For continuous Powers that do not require Energy, 1 point of damage is caused every minute or portion thereof.
- *Fragile:* The device has no hardness and possesses only 1 hitpoint. Any decent hit will destroy it completely.
- *One-Shot:* This can only be applied to a gadget that would normally require Energy. The gadget no longer needs Energy; however, it works only once, for the usual duration. After that, it is considered to be destroyed. This is appropriate for serums that you drink, powders, bombs and the like. Unlike most other weaknesses, this one reduces the time and cost of creating the gadget to one-third, instead of two-thirds.
- *Unreliable:* Any time you try to use the gadget's Power, roll 1d6. On a 4-6, the Power functions normally; otherwise, nothing happens, and your action is wasted (this does not expend any Energy). For continuous Powers that do not require Energy, roll each round to see whether or not the device is working properly.

Table 1-3: The Gadgeteer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Free Proficiency, Tinkering
2	+1	+0	+0	+3	Gadgeteering (1, Standard)
3	+1	+1	+1	+3	-
4	+2	+1	+1	+4	-
5	+2	+1	+1	+4	Gadgeteering (2)
6	+3	+2	+2	+5	-
7	+3	+2	+2	+5	-
8	+4	+2	+2	+6	Gadgeteering (Improved)
9	+4	+3	+3	+6	-
10	+5	+3	+3	+7	-
11	+5	+3	+3	+7	Gadgeteering (3)
12	+6/+1	+4	+4	+8	-
13	+6/+1	+4	+4	+8	-
14	+7/+2	+4	+4	+9	Gadgeteering (Ultra)
15	+7/+2	+5	+5	+9	-
16	+8/+3	+5	+5	+10	-
17	+8/+3	+5	+5	+10	Gadgeteering (4)
18	+9/+4	+6	+6	+11	-
19	+9/+4	+6	+6	+11	-
20	+10/+5	+6	+6	+12	Gadgeteering (5)

Martial Artist (Mar)

Martial Artists are identical to Monks, from the *PHB*, except that they: have Knowledge (philosophy), instead of Knowledge (arcana), as a class skill; need not be Lawful; can multiclass freely; and use d10 for hitpoints. Note that their *ki* strike ability works, to a degree, against Power-based, as well as supernatural, Damage Reduction. In this case, it multiplies the Damage Reduction by two-thirds at 10th level, one-half at 13th level, or one-third at 16th level (drop fractions, in all cases).

Hit Die: **d10**.

Metahuman (Met)

The Metahuman specializes in Power, pure and simple. Not content to simply use the strange gifts that she was born with, she throws herself into intensive training, honing her natural abilities until they reach their fullest potential. For the Metahuman, a Power is not just a tool – it is a finely-tuned instrument, a way of life and a badge of honor, all rolled into one. Many Metahumans become costumed heroes or villains, working alone or in groups, to benefit society or benefit from it. Others join more discreet organizations, with goals ranging from the saintly to the diabolical. Some are simply perfectionists, seeking to maximize their talents and use them to secretly enhance their normal, day-to-day lives. Regardless of their motivations and resulting actions, all Metahumans share one trait: they are defined by their Powers and cannot imagine their lives without them.

Note: This class is only available to characters who possess natural Powers; thus, Humans are excluded from adopting it.

Hit Die: **d8**.

Class Skills

The Metahuman's class skills (and the key ability for each skill) are Concentration (Con), Knowledge (superhumans) (Int), Listen (Wis), Profession (Wis), and Spot (Wis). In addition, the character can choose three other skills that count as class skills; however, these cannot be skills that are exclusive to another class, unless the DM specifically permits it, based on the character's other abilities. For example, a character with animal-related Powers might be allowed to pick Animal Empathy.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the Metahuman.

Weapon and Armor Proficiency: The Metahuman is proficient in the use of all simple weapons and with light armor.

Bonus Feats: At 1st level, the Metahuman gains a bonus Power or Metapower feat, and another is gained at 8th level and 17th level, for a total of three. Prerequisites count, as usual. Note that Power Focus, Greater Power Focus and Weapon Focus (used with a Power) all count as Power feats. These feats are in addition to those gained automatically, every three levels.

Power Enhancements: At 2nd level, the Metahuman gains a Power Enhancement, and another is gained at levels 5, 11, 14 and 20, for a total of five. A Power Enhancement can be used in one of six ways, and the decision of which benefit to take must be made immediately (it cannot be changed later):

- It can be used to improve an existing Power by one step; thus, a Standard Power becomes an Improved Power, or an Improved Power becomes an Ultra Power. Ultra Powers cannot be improved in this manner.
- It can be used to add a Power Amplifier to an existing Power (see section 2.2).
- It can be used to remove a Power Reducer from an existing Power that has one (see section 2.3).

- It can be used to gain a permanent synergy bonus with a related skill. For example, if you possess the Wall-Crawling Power, you could justifiably gain a synergy bonus with Balance (or Climb, for that matter, but that would be a bit overkill). The bonus is +4 for a Standard Power, +6 for an Improved Power, or +8 for an Ultra Power. If the Power is later improved, the synergy bonus automatically improves, as well.
- Aliens and Mutants (only) can, rarely, use it to gain a new Power. This requires the DM's permission, and it must be rationalized by game events. For Aliens, this almost always involves some form of metamorphosis, which is standard for the entire race or at least some specific portion of it (i.e. a character from an established race cannot simply decide to metamorphose when this is not a trait that occurs naturally in her species). For Mutants, this usually involves some sort of extreme stress, genetic tinkering, or exposure to an unusual phenomenon (known, in the vernacular, as a "radiation accident"). In either case, it should be a rare event, permitted only once during the character's entire life.
- Cyborgs (only) can use it to gain a new Augmentation (see Cyborgs, above). This requires the DM's permission, and it must be rationalized by game events, e.g. your Gadgeteer buddy builds you a new cybernetic implant.

Table 1-4: The Metahuman

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+1	+1	+1	Bonus Feat
2	+1	+1	+2	+2	Power Enhancement
3	+2	+2	+2	+2	-
4	+3	+2	+2	+3	-
5	+3	+3	+3	+3	Power Enhancement
6	+4	+3	+3	+4	-
7	+5	+4	+3	+4	-
8	+6/+1	+4	+4	+5	Bonus Feat
9	+6/+1	+5	+4	+5	-
10	+7/+2	+5	+4	+6	-
11	+8/+3	+6	+5	+6	Power Enhancement
12	+9/+4	+6	+5	+7	-
13	+9/+4	+7	+5	+7	-
14	+10/+5	+7	+6	+8	Power Enhancement
15	+11/+6/+1	+8	+6	+8	-
16	+12/+7/+2	+8	+6	+9	-
17	+12/+7/+2	+9	+7	+9	Bonus Feat
18	+13/+8/+3	+9	+7	+10	-
19	+14/+9/+4	+10	+7	+10	-
20	+15/+10/+5	+10	+8	+11	Power Enhancement

Rogue (Rog)

Rogues are as described in the *PHB*, except that they use d8 for hitpoints and have Drive, instead of Use Magic Device, as a class skill. Note that this class can also be used to make private investigators and the like, with the appropriate skill choices (although the Expert class can also be used for this purpose).

Hit Die: **d8**.

Sorcerer (Sor)

As previously noted, the Sorcerer class is optional, since it assumes the existence of magic in your campaign world. Sorcerers are as described in the *PHB*, with the following exceptions:

- They use d6 for hitpoints.
- They have Knowledge (all skills, taken individually) as a class skill. Naturally, Knowledge (arcana) still counts as a class skill, but so do all other Knowledges.
- They receive (4 + Int modifier) skill points per level, instead of (2 + Int modifier).
- Bonus spells are normally based on Charisma, as usual; however, a more intellectual Sorcerer can choose to base them on Intelligence, instead. This choice must be made at 1st level and cannot be changed, thereafter.
- They cannot summon a familiar automatically but may gain access to a ritual during the campaign that would allow this.

Hit Die: **d6**.

Warrior (War)

The Warrior is a combat specialist. If he has Powers, they are probably of the sort that are useful in battle, and even his mundane occupation (if any) probably has something to do with physical confrontation, e.g. soldier, mercenary, police sharpshooter, bodyguard, boxer or even bouncer. While the Warrior lacks the exotic unarmed training of the Martial Artist, he makes up for this with a broad knowledge of weaponry and combat savvy – not to mention, sheer toughness.

Hit Die: **d12**.

Class Skills

The Warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Drive (Dex), Intimidate (Cha), Jump (Str), Profession (Wis), and Swim (Str). He may also choose any single Knowledge skill as a class skill. Demolitions, History, Local, Military Protocol, Streetwise and War are all typical choices, although the character is not restricted to these. Note that, depending on the character's background, he may be allowed to choose any one Sport as a class skill, instead of a Knowledge. Similarly, he may give up Craft to take Spot, if he is a sharpshooter or bodyguard.

Skill Points at Each Level: 2 + Int modifier

Class Features

All of the following are class features of the Warrior.

Weapon and Armor Proficiency: The Warrior is proficient in the use of all simple and martial weapons, as well as all armor (heavy, medium and light) and shields. Furthermore, he gains one additional Exotic Weapon Proficiency at 1st level, for free. This is typically used to gain proficiency with heavy military weaponry; however, it can be applied to a more unusual high tech weapon, if the Warrior has access to such.

Bonus Feats: At 2nd level and every two levels, thereafter, the Warrior gains a bonus feat, which must be chosen from the list, below. Some of the bonus feats available to a Warrior cannot be acquired until the Warrior has gained one or more prerequisite feats; these feats are listed parenthetically after the prerequisite feats. A Warrior can select a feat marked with an asterisk (*) more than once, but it must be for a different weapon each time. A Warrior must still meet all prerequisites for a feat, including ability score and base attack bonus minimums. Note that these feats are in addition to the feat that a character of any class gets every three levels. The Warrior is not limited to the list given here when choosing those feats.

Eligible Feats: Ambidexterity, Blind-Fight (Blindsight, 5-foot Radius), Close-Quarters Fighting, Combat Reflexes (Hold the Line), Dirty Fighting, Dodge (Elusive Brawler, Improved Dodge, Mobility, Spring Attack), Dual Strike, Exotic Weapon Proficiency*, Expert Tactician, Expertise (Improved Disarm, Improved Trip, Knock-Down, Whirlwind Attack), Eyes in the Back of Your Head, Ferocity, Improved Critical*, Improved Initiative (Death Blow), Improved Unarmed Strike (Circle Kick, Feign Weakness, Fists of Iron), Improved Weapon Proficiency, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Sharp-Shooting, Shot on the Run), Power Attack (Cleave, Great Cleave, Improved Bullrush, Improved Sunder, Power Lunge, Sunder), Quick Draw, Rapid Reload, Throw Anything, Two-Weapon Fighting (Improved Two-Weapon Fighting, Off-hand Parry), Weapon Finesse*, Weapon Focus*, Weapon Specialization*, Zen Archery.

Weapon Specialization: On achieving 4th level or higher, as a feat, the Warrior (and only the Warrior) may take Weapon Specialization. Weapon Specialization adds a +2 damage bonus with a chosen weapon. The Warrior must have Weapon Focus with that weapon to take Weapon Specialization. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet, because only at that range can the Warrior strike precisely enough to hit more effectively. The Warrior may take this feat as a bonus feat or as a regular one.

Table 1-5: The Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+1	+1	+0	Exotic Weapon Proficiency
2	+2	+2	+1	+0	Bonus Feat
3	+3	+2	+2	+1	-
4	+4	+3	+2	+1	Bonus Feat
5	+5	+3	+2	+1	-
6	+6/+1	+4	+3	+2	Bonus Feat
7	+7/+2	+4	+3	+2	-
8	+8/+3	+5	+3	+2	Bonus Feat
9	+9/+4	+5	+4	+3	-
10	+10/+5	+6	+4	+3	Bonus Feat
11	+11/+6/+1	+6	+4	+3	-
12	+12/+7/+2	+7	+5	+4	Bonus Feat
13	+13/+8/+3	+7	+5	+4	-
14	+14/+9/+4	+8	+5	+4	Bonus Feat
15	+15/+10/+5	+8	+6	+5	-
16	+16/+11/+6/+1	+9	+6	+5	Bonus Feat
17	+17/+12/+7/+2	+9	+6	+5	-
18	+18/+13/+8/+3	+10	+7	+6	Bonus Feat
19	+19/+14/+9/+4	+10	+7	+6	-
20	+20/+15/+10/+5	+11	+7	+6	Bonus Feat

1.3 Skills

While the basic procedure for acquiring and using skills is unchanged, a number of new skills, new specializations and new uses for old skills have been added, mostly to modernize the characters' options.

New Skills

Since most modern skills are covered, one way or another, through the existing list, only five new skills need to be added: Drive, Pilot, Science, Seamanship, and Sport. However, if you have the *Psionics Handbook*, you may wish to incorporate Autohypnosis and Stabilize Self, as well, since both are in keeping with the genre.

Drive (Dex; may be Trained Only)

You know how to use a modern (or post-modern) mechanical vehicle to get around. When you select this skill, choose the type of vehicle with which you are familiar. Typical options include: all-terrain vehicle, antigravity sled, automobile, bus, commercial transport, construction equipment, hovercraft, hydrofoil, motorcycle, racing car and tracked vehicle.

Check: Typical driving actions don't require checks. You can start a vehicle, drive it around typical streets and deal with normal traffic without a problem. You probably even have some minimal knowledge of how to maintain it – at least enough to know where the fuel goes and how often to change the oil. Driving checks are normally required only when you try to push a vehicle beyond its normal capabilities or move at velocities that are unsafe, based on the environmental conditions. Opposed checks are also common during “chase scenes”, when one vehicle tries to outrun, lose or destroy another. Some example DCs are listed, below, for this sort of thing. Note that no specifics are given for exact speeds and the like, since such values would vary between vehicles and, frankly, do not really affect the game much, anyway (knowing that car A is driving faster and more accurately than car B is usually sufficient, without worrying about each one's actual speed).

Driving Task	DC	
Get a small acceleration boost from a standing start:	12	For many of these, the degree of success may be relevant (<i>DMG</i> , page 91). This is especially true for a sudden acceleration boost, if you are racing against another vehicle that is trying to do the same thing. The driver with the largest degree of success would start with an edge.
Increase velocity 5% beyond expected maximum:	15	
Increase velocity 10% beyond expected maximum:	20	
Dodge an oncoming vehicle at city driving speeds:	12	
Dodge an oncoming vehicle at highway speeds:	16	
Dodge an oncoming vehicle at top speed:	20	
Make sudden 90 degree turn at top speed (safely):	15	
Make sudden 180 degree turn at top speed (safely):	20	
Driving surface is somewhat slick:	+2	
Driving surface is very icy/slippery:	+4	

Special: Because normal automobiles are so common in the modern world, you may use this skill untrained with them; however, the DM may require you to make checks in situations that would not normally require them if you actually possessed the skill, and the DC for those checks may be increased by +1 or +2. This applies to other vehicles, as well; however, in general, the more unusual the vehicle is, the more checks should be required and the larger the DC increase should be. For really bizarre futuristic vehicles that you are completely unfamiliar with, the skill may be Trained Only, at the DM's discretion. Note that, if you possess this skill with one type of vehicle, you can almost always use it with other similar vehicles by making a normal unskilled check, with little or no DC increase. For example, if you possess Drive (automobile), you can make a normal skill check when driving a motorcycle or commercial transport (albeit with no addition for ranks).

Pilot (Dex; usually Trained Only)

You know how to fly an aerial vehicle. When you select this skill, choose the type of vehicle with which you are familiar. Typical options include: ultralight, glider, prop-driven, commercial transport, private jet, jet fighter, helicopter, dirigible, space shuttle, and starship.

Check: Typical piloting actions do not require checks. You can start a vehicle, fly it around, and deal with normal aerial maneuvers without a problem. You probably even have some minimal knowledge of how to maintain the vehicle – at least enough to know where the fuel goes and how to recognize common problems. Pilot checks are normally required only when you try to push a vehicle beyond its normal capabilities, turn or change altitude too quickly, or move at velocities that are unsafe, based on the environmental conditions. Opposed checks are also common during “chase scenes”, when one vehicle tries to outrun, lose or destroy another.

Special: Normally, this skill requires training to be used; however, at the DM's discretion, experience with one vehicle may allow you to pilot a similar vehicle without specific training. In this case, a penalty of –2 to –4 usually applies to skill checks, which will probably have to be made more frequently.

Science (Int; Trained Only)

Like Knowledge, Science encompasses a number of unrelated (or loosely related) skills. It represents a study of some body of modern or post-modern lore that has a firm foundation in the scientific principle. Thus, in a modern, non-magical world, Chemistry is a Science, but Alchemy is not. The same could be said of Astronomy and Astrology, respectively. Of course, this distinction becomes somewhat blurred in a world with costumed superhumans. Note that Science is actually just a variation on the Knowledge skill and is treated in much the same manner; however, it has been differentiated in these rules for the sake of clarity and brevity, since some character classes have access to Science as a class skill without having similar access to Knowledge (or vice versa). Some possible Science specialties include: Anthropology, Archaeology, Astronomy, Biochemistry, Botany, Chemistry, Ecology, Genetics, Geology, Hyperspace Physics, Metallurgy, Meteorology, Nanotechnology, Oceanography, Parapsychology, Physics, Physiology, Psychology, Sociology, Temporal Physics, Xenology and Zoology.

Check: Answering a question within your field of study has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

Retry: Usually, no (at least until you have time to do some research). The check represents what you know, and thinking about a topic a second time doesn't let you know something you never learned in the first place.

Special: An untrained Science check is simply an Intelligence check. Without actual training, a character only knows common knowledge (typical high school science stuff).

Seamanship (Wis)

You know how to pilot water vehicles. Furthermore, you have experience with water travel and understand many of the factors that influence it, such as tidal currents and basic practical meteorology.

Check: Typical sailing actions do not require checks. You can leave port, sail around, and deal with normal aquatic maneuvers without a problem. You probably even have some minimal knowledge of how to maintain the vehicle – at least enough to know where the fuel goes (if appropriate) or fix a ripped sail. Seamanship checks are normally required only when you try to push a vehicle beyond its normal capabilities, turn too sharply, or move at velocities that are unsafe, based on the environmental conditions. Opposed checks are also common during “chase scenes”, when one boat tries to outrun, lose or destroy another. At the DM’s discretion, Seamanship checks can be used to make short-term predictions about the weather and to make educated guesses about the behavior of local tides.

Special: Normally, Seamanship does not require specialization, and it is assumed that you can maneuver most common water vehicles, such as sailboats, motorboats and rowboats. The DM may require that you choose a specialization if you wish to maneuver an archaic sailing vessel or a highly specialized modern vehicle, such as a submarine.

Sport (Str, Dex or Con)

Like the Craft, Knowledge and Profession skills, Sport actually encompasses a number of unrelated (or loosely related) skills. Sport represents a study of a particular athletic activity, usually (though not always) competitive in nature, that is not already covered by another skill, such as Jump, Swim or Tumble. As a rule of thumb, it represents a unified collection of different physical skills that are used together in a particular way (as opposed to a basic, specific physical activity, such as jumping), as well as a knowledge of any rules and regulations that apply to competitions. Some examples include: Badminton, Baseball, Basketball, Bicycling, Curling, Football, Hockey, Rugby, Skateboarding, Skating, Skiing, Snowboarding, Soccer, Surfing, Tennis and Volley Ball. Note that characters with a particular Sport skill also generally possess at least some grasp of related lore, e.g. top records, winning teams, current favorites and so forth. In this sense, the skill can also be used as a trivial Knowledge.

Check: A Sports check usually occurs when you are trying to succeed at a particular goal (e.g. skiing down Granite Mountain in record time) or beat someone else in a direct competition. In the former case, the DM must set the DC, based on the nature of the goal. In the latter case, the check is almost always opposed, and team cooperation often comes into play (see *PHB*, page 62). When using the skill to come up with sports trivia, simply treat it as a Knowledge.

Retry: Highly variable. For a timed competition, retries are not usually allowed (although several checks may be required throughout the duration, anyway). For team games, a failed check may simply indicate a temporary setback, which may or may not affect later checks. For sports trivia, a retry is almost never allowed. The check represents what you know, and thinking about a topic a second time doesn’t let you know something you never learned in the first place.

Special: The key ability for a Sport is usually Dex; however, for some it may be Str or even Con, at the DM’s discretion. When the skill is used to recall sports trivia, the key ability is Int. Note that an untrained skill check is allowed for most Sports to perform the physical actions; however, this does not mean that you have a good grasp of the rules of the game.

New Specializations

Here are a number of new Crafts, Knowledges and Professions that are appropriate for a modern superhero campaign. This list is, by no means, exhaustive; however, it should cover most of the familiar areas that have not already been listed elsewhere.

New Crafts: Architecture, Computer Programming, Cybernetics, Electronics, Engineering, Gadgetry (exclusive to Gadgeteers), Graphic Design, Photography, Robotics, Web Site Design

New Knowledges: Bureaucracy, Criminology, Cryptography, Demolitions, Economics, Folk Lore, Gaming, Law, Literature, Mathematics, Military Protocol, Philosophy, Politics, Pop Culture, Research, Sports, Streetwise, Superhumans

New Professions: Banker, Dentist, Editor, Electrician, Investigator, Mechanic, Pilot (pick general type of vehicle, e.g. helicopter, jet fighter, starship), Plumber, Police Officer, Sales Clerk, Stock Broker, Teacher, Waiter

New Uses for Old Skills

Below are listed a number of activities not described in detail in the *PHB* and the primary skills that should be used to deal with them. A secondary skill is also listed in each case. If you have 5 or more ranks in the secondary skill, then you gain a +2 synergy bonus when using the primary skill to deal with that particular situation.

Activity	Primary Skill	Secondary Skill	Notes
Bribery	Diplomacy	Sense Motive	May be opposed by a Will saving throw
Bugging	Profession (Investigator)	Profession (Electrician)	Other appropriate Professions may replace primary skill
Forensics	Heal	Profession (Investigator)	See page 18 of <i>Defenders of the Faith</i>
Gambling	Knowledge (Gaming)	Bluff	Usually opposed, sometimes by Sense Motive
Sailing	Profession (Sailor)	Science (Oceanography)	Profession may need to be more specialized, e.g. for submarines
Seduction	Bluff	Diplomacy	See page 10 of <i>Sword and Fist</i>
Shadowing	Hide	Bluff	See page 36 of <i>Song and Silence</i>
Streetwise	Knowledge (Streetwise)	Gather Information	Switch primary and secondary when specifically seeking information
Swinging	Climb	Balance	Applies to ropes, chandeliers, webs, etc.

1.4 Feats

While the basic procedure for acquiring and using feats is unchanged, several of the existing feats have been expanded or (in one case) altered, and many new feats have been added.

New Uses for Old Feats

Combat Casting (Combat Activation): Note that this feat also adds +4 to Concentration checks made to activate a Power while on the defensive. For the sake of clarity, you may call this feat Combat Activation, if you wish; however, it is actually the same feat and will work equally well for spells and Powers (in the event that you happen to have both).

Exotic Weapon Proficiency: This feat can be extended to include heavy military weaponry and unusual high tech gadgets. Some possible new specialties include: Beam Weapons, Bola Guns, Energy Blades, Grenade Launchers, Machine Guns (but not Submachineguns, which are covered by Martial Weapon Proficiency), Needlers, Net Guns, Rocket Launchers, and Sonic Weapons. Many of these would be further distinguished by size, e.g. Small Beam Weapons and Medium Beam Weapons would require two different proficiencies, although having one without the other would probably reduce the usual penalty to -2, instead of -4. Since high tech weapons are *generally* designed to be easy to use, this feat can often be taken to cover small groups of them, as in the previous examples. For example, Medium Beam Weapons would cover antimatter rifles, laser rifles and stun rifles, if the three weapons were used in a similar fashion in your campaign. On the other hand, some weapons are quite complex and, in such cases, the proficiency may apply to only a single very specific type of device, as usual.

Greater Spell Focus (Greater Power Focus): You can use this feat to add +4 to the Difficulty Class for all saving throws against the single Power you select to focus on. As usual, you can take this feat multiple times, applying it to a new Power each time. For the sake of clarity, this modified version should be called Greater Power Focus, and, in this case, the prerequisite is Power Focus for the Power in question. Note that the bonus supersedes (does not stack with) the bonus from Power Focus; however, it *does* stack with the bonus from either Bolster Power or Intensify Power (see below).

Martial Weapon Proficiency: As previously noted, normal firearms are considered to be martial weapons, so anyone who is proficient with *all* martial weapons is considered to be skilled in firearm usage. Other characters must take the Martial Weapon Proficiency feat to gain proficiency with a general group of firearms, i.e. Pistols, Rifles, Shotguns or Submachineguns. High tech beam weapons, heavy military weapons and the like generally require Exotic Weapon Proficiency to be used without penalty by *any* character, regardless of class (see above).

Mounted Archery (Vehicular Marksmanship): You can apply this feat to a firearm being used from inside a mechanical vehicle, instead of a bow being used from the back of a living mount (but not both). In this case, the prerequisites are Drive skill and Vehicular Combat, instead of Ride skill and Mounted Combat. For the sake of clarity, this modified version should be called Vehicular Marksmanship.

Mounted Combat (Vehicular Combat): You can apply this feat to mechanical vehicles, instead of living mounts (but not to both). Motorcycles and their futuristic aerial counterparts are the obvious candidates for this feat (most other vehicles are too large and clumsy for this to be practical). In this case, the prerequisite is Drive skill, instead of Ride skill. For the sake of clarity, this modified version should be called Vehicular Combat.

Ride-By Attack (Drive-By Attack): You can apply this feat to mechanical vehicles, instead of living mounts (but not to both). This is usually only practical for motorcycles and other such open vehicles. In this case, the prerequisites are Drive skill and Vehicular Combat, instead of Ride skill and Mounted Combat. For the sake of clarity, this modified version should be called Drive-By Attack.

Skill Focus: The bonus granted by this feat is now +3, instead of +2. This brings it more in line with the other skill-modifying feats, such as Alertness and Athletic that add +2 to two different but related feats.

Spell Focus (Power Focus): You can use this feat to add +2 to the Difficulty Class for all saving throws against the single Power you select to focus on. As usual, you can take this feat multiple times, applying it to a new Power each time. For the sake of clarity, this modified version should be called Power Focus. Note that the bonus does *not* stack with the bonus from Greater Power Focus; however, it *does* stack with the bonus from either Bolster Power or Intensify Power (see below).

Spirited Charge (Reckless Charge): You can apply this feat to mechanical vehicles, instead of living mounts (but not to both). This is usually only practical for motorcycles and other such open vehicles and is not a tactic favored by sane heroes, given the possible repercussions. In this case, the prerequisites are Drive skill, Drive-By Attack and Vehicular Combat, instead of Ride skill, Ride-By Attack and Mounted Combat. For the sake of clarity, this modified version should be called Reckless Charge.

Trample (Run-Down): While it is a rather nasty thing to do, you can apply this feat to mechanical vehicles, instead of living mounts (but not to both). Note this is not a tactic favored by Good heroes. In this case, the prerequisites are Drive skill and Vehicular Combat, instead of Ride skill and Mounted Combat. For the sake of clarity, this modified version should be called Run-Down.

Weapon Focus: Note that it is possible to take Weapon Focus with any Power that requires an attack roll. As usual, the feat adds +1 to all of the attack rolls you make using the selected Power.

New Feats

The new feats listed in the *Monster Manual* – Flyby Attack, Multiattack, Multidexterity and Multiweapon Fighting – are available to characters who possess appropriate body alterations (especially, Aliens). These also appear in *Masters of the Wild*, which includes a number of other useful additions, as well, such as Brachiation, Faster Healing and Scent. In many cases, the DM may wish to relax the usual prerequisites. For Aliens, in particular, the normal prerequisites may be replaced altogether with a single one: “must belong to a given race”. In general, the DM should try to be flexible but logical, in this regard.

In addition, two whole new categories – Power Feats and Metapower Feats – are introduced, herein. Power Feats are similar to General Feats, in most respects, except that they can only be taken by characters who possess one or more Powers. MetaPower Feats are similar to Metamagic Feats, in most respects, but, of course, apply to Powers, instead of spells. For obvious reasons, they are also only available to characters who possess Powers (this prerequisite is assumed in all cases and, thus, is not repeated for each entry). In general, a Metapower Feat enhances an existing Power in some manner but at a cost – usually an increase in Energy consumption or a chance of “burnout”. The use of a Metapower Feat is always optional when a Power is activated. It is possible to enhance a Power with more than one Metapower Feat at a time; however, all of the costs and restrictions are additive and can quickly become quite prohibitive.

Energy Increases: Many Metapower Feats increase the Energy cost of the Power they enhance. The new cost is treated as the normal cost, for all intents and purposes, during that use of the Power. For example, if some effect doubles the Energy cost of the Power, thereafter, this increase applies to the total cost, including the Metapower Feat addition, not just the normal base cost. If you cannot pay the full, increased cost, then you cannot use the Metapower Feat with that Power (or it immediately fails, if the cost suddenly goes up and you cannot pay the difference). When combining more than one Metapower Feat that affects the Energy cost, additions always occur before multiplications; for example, a Power with an Energy cost of 2, enhanced with both Enlarge Power (Energy cost +1) and Maximize Power (double Energy cost), would have a final cost of 6, not 5.

Burnout: Sometimes a Metapower Feat will have a chance of *burnout*, instead of (or in addition to) an increased Energy cost. For the sake of simplicity, Metapower burnout is always treated in the same manner, regardless of the feat that triggered it. The Power works fine for the normal duration of the enhancement; however, immediately thereafter, you must check for burnout. Note that, if the Power is one that has an extendible duration (by paying the Energy cost over again without actually using an action to reactivate the Power), then you must still check for burnout before trying to extend it. If the Power burns out, the extension fails. A burnout check is simply a Constitution check, with a bonus equal to one-third of your level, rounded down, i.e. it is similar to a Fortitude saving throw for a class that does not favor Fortitude (even if your class normally does). The base DC is determined by the feat in question, and it is increased by +2 for an Improved Power or by +4 for an Ultra Power (the DC listed, below, assumes that you are using a Standard Power). A natural roll of 1 always fails, and a natural roll of 20 always succeeds, regardless of modifiers. If you succeed at the check, there is no effect; however, if you fail, your Power burns out and cannot be used again for 3d4 hours (rolled secretly by the DM).

General Feats	Prerequisite	Effect
Adrenal Boost	Con 13+, Wis 13+, Energy 15+	Uses Energy to gain a bonus on some rolls
Adrenal Defense	Adrenal Boost <i>or</i> Dex 13+, Wis 13+, Energy 15+	Uses Energy to increase your defense
Adrenal Speed	Adrenal Boost	Uses Energy to increase your base speed
Adrenal Strength	Adrenal Boost	Uses Energy to increase your Strength
Awesome Presence	Str 13+ <i>or</i> Cha 8-	Intimidates others with your strength or ugliness
Elusive Brawler*	Dodge, Dex 17+	Adds +1 dodge bonus to AC versus all foes in melee
Conviction	Wis 13+	Influences others with your confidence and willpower
Daredevil	None	Grants bonus on especially difficult checks
Famous	None	Adds +3 to some Charisma-based checks
Ferocity*	None	Lets you fight harder when the chips are down
Free Spirit	Wis 13+ <i>or</i> Cha 13+	Adds +4 to saving throws versus domination
Hard to Kill	Toughness <i>or</i> Con 13+, Wis 13+	Increases safety margin when hit points drop below zero
Heart of Heroes	None	Adds +4 to saving throws versus fear
Improved Dodge*	Dodge, Dex 15+	Adds extra +1 dodge bonus to AC versus one foe
Improvised Weapon Prof.*	None	Lets you wield almost any object as a club without penalty
Jacked-In	None	Adds +2 to computer-related checks
Lucky	Character Level 1	Grants extra Fate points
Mimicry	None	Lets you replicate sounds that you have heard

* - This feat can be taken as a Warrior bonus feat.

Power Feats	Prerequisite	Effect
Booster	Will Modifier +3	Adds +2 to Burnout checks
Body Fuel	Inner Strength	Converts ability points to Energy points
Inner Strength	None	Grants extra Energy points
Power Penetration	None	Adds +2 to checks to break through Power resistance
Skill Link	None	Adds +4 to checks with linked skill

Metapower Feats	Prerequisite	Effect	Cost
Bolster Power	None	Adds +2 to saving throw DCs	Burnout (DC 9)
Chain Power	Any Metapower Feat	Arcs Power to other nearby targets	Double Energy <i>and</i> Burnout (DC 9 + targets)
Delay Power	None	Postpones effect for 1 to 5 rounds	+1 Energy
Enlarge Power	None	Doubles the Power's range	+1 Energy <i>or</i> Burnout (DC 12)
Extend Power	None	Doubles the Power's duration	+1 Energy <i>or</i> Burnout (DC 12)
Heighten Power	Character Level 3+	Increases effective level of Power	Burnout (DC 15); Energy based on new level
Hide Power	None	Conceals activation of Power	+1 Energy <i>or</i> Burnout (DC 11)
Intensify Power	Bolster Power	Adds +4 to saving throw DCs	Burnout (DC 11)
Maximize Power	None	Maximizes variable numeric effects	Double Energy <i>or</i> Burnout (DC 13)
Phase Power	Any Metapower Feat	Power affects insubstantial targets	+1 Energy <i>or</i> Burnout (DC 10)
Quicken Power	Character Level 3+	Makes use of Power a free action	+1d3 Energy (may cause failure)
Sculpt Power	Character Level 3+	Changes shape of Power's area	+1 Energy <i>or</i> Burnout (DC 11)
Split Power	None	Does half damage to two targets	+1 Energy <i>or</i> Burnout (DC 11)
Twin Power	Any Metapower Feat	Affects one target two times	+2 Energy <i>and</i> Burnout (12)
Widen Power	Enlarge Power	Increases Power's area of effect	Double Energy <i>or</i> Burnout (DC 13)

Adrenal Boost [General]

You are able to exert yourself beyond your usual limits, burning Energy points to gain an adrenal bonus on some rolls.

Prerequisites: Con 13+, Wis 13+, Energy 15+

Benefit: During your action, you can indicate that you are exerting yourself to gain an adrenal bonus (as a free action). This costs you 1d4+2 Energy points, for the first round, plus 3 more Energy points every round, thereafter. While you are using this feat, you gain a +1 adrenal bonus on melee and throwing attack rolls, melee and throwing damage rolls, Fortitude saving throws, and checks that involve Strength or Constitution (ability checks or skills checks that use one of these as a key ability). Once you cease to pay energy for this feat (by choice or necessity), its effects end immediately. You cannot use this feat again for a number of minutes at least equal to the number of rounds in which it was just used.

Adrenal Defense [General]

You are able to use your great energy to push your defensive abilities past their usual limits.

Prerequisite: Adrenal Boost *or* Dex 13+, Wis 13+, Energy 15+

Benefit: During your action, you can indicate that you are exerting yourself to gain an adrenal defensive bonus (as a free action). This costs you 1d4+2 Energy points, for the first round, plus 3 more Energy points every round, thereafter. While you are using this feat, you add your Dexterity modifier to your Armor Class a second time, with a minimum bonus of +1. For example, if your Dexterity of 15 is giving you an AC of 12, your AC rises to 14. Obviously, this does not apply under conditions that would make you lose your Dexterity bonus to Armor Class (if any). Remember that dodge bonuses (such as this one and that provided by the Dodge feat) stack with each other, unlike most other types of bonuses. Once you cease to pay Energy for this feat (by choice or necessity), its effects end immediately. You cannot use this feat again for a number of minutes at least equal to the number of rounds in which it was just used.

Adrenal Speed [General]

You are able to use your great energy to push your speed past its usual limits.

Prerequisite: Adrenal Boost

Benefit: During your action, you can indicate that you are exerting yourself to gain an adrenal speed bonus (as a free action). This costs you 1d4+2 Energy points, for the first round, plus 3 more Energy points every round, thereafter. While you are using this feat, your base speed is increased by either 10 feet, if you are wearing light armor or no armor and are carrying a light load, or 5 feet, if you are more heavily encumbered. In the former case (only), you also gain a +1 adrenal bonus on initiative checks and Reflex saving throws. Once you cease to pay energy for this feat (by choice or necessity), its effects end immediately. You cannot use this feat again for a number of minutes at least equal to the number of rounds in which it was just used.

Adrenal Strength [General]

You are able to use your great energy to push your strength past its usual limits

Prerequisite: Adrenal Boost

Benefit: During your action, you can indicate that you are exerting yourself to gain an adrenal strength bonus (as a free action). You must immediately make a Will saving throw against a DC of 12. If you fail the check, you lose 1 Energy point to no good effect. If you succeed, subtract 10 from your total and halve the result, rounding down. The final result cannot exceed one-half of your normal Strength score. Your effective Strength is increased by this amount for the duration of the effect. The bonus does not affect attack rolls, but it does affect damage rolls, skill checks, carrying capacity, and all other game mechanics influenced by Strength. You must pay a number of Energy points *each round* equal to the Strength bonus + 2. Once you cease to pay energy for this feat (by choice or necessity), its effects end immediately. You cannot use this feat again for a number of minutes at least equal to the number of rounds in which it was just used.

Example: You try to boost your Strength and roll a total of 17 for the Will saving throw. Your effective Strength is increased by 3, but you must pay 5 Energy points every round to maintain this effect.

Awesome Presence [General]

Because of your impressive physique or terrifying visage, people are intimidated by you and tend to do what you command.

Prerequisite: Str 13+ or Cha 8-

Benefit: You do not apply your normal Charisma modifier to Intimidate checks. Instead, you use either your Strength modifier or the negative value of your Charisma modifier, whichever is greater. If you use your negative Charisma modifier (only), then the end result is increased by +1. The Strength option can only be chosen if you appear genuinely powerful or are demonstrating your awesome might. Thus, if you have defined your Strength as being unnatural for your build, and you normally look inoffensive, then this feat will only apply in situations where you first demonstrate your power in some violent or, at least, noteworthy manner. In any event, the total modifier cannot exceed +10: once you reach a certain size or degree of ugliness, you are really not going to get much scarier. *Examples:* If your Strength is 17 and your Charisma is 11, then your modifier is +3 (based on your Strength modifier). If your Strength is 15 and your Charisma is 4, then your modifier is +4 (based on the negative value of your Charisma modifier, +1).

Bolster Power [Metapower]

You can enhance your Powers so that they are more potent than normal, at the risk of over-exerting yourself.

Benefit: Add +2 to the DC for all saving throws against a Power that has been enhanced with this feat. If you possess Intensify Power, you can choose to use either bonus but not both; however, this bonus *does* stack with a Power Focus or Greater Power Focus bonus.

Cost: Burnout (DC 9)

Special: Note that, unlike Power Focus, this feat is not tied to a particular Power. You can use it with any Power you possess.

Booster [Power]

You are unusually versatile when it comes to modifying your Powers with Metapower Feats.

Prerequisite: Total Will modifier of +3 or more

Benefit: When making a Burnout check, resulting from the use of a Metapower Feat, you add +2 to the roll.

Body Fuel [Power]

You can expand your Energy point total at the expense of your health.

Prerequisite: Inner Strength

Benefit: You can “burn” ability points as Energy points on a 2-for-1 basis, i.e. 2 ability points give 1 Energy point. Burning ability points is a free action, no matter how many you choose to use. Treat reduced ability scores as temporary ability damage.

Chain Power [Metapower]

Your Powers can arc to other targets, in addition to the primary target.

Prerequisite: Any other MetaPower Feat

Benefit: You can chain any Power that specifies a single target and has a range greater than touch. The chained Power affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your character level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer targets than the maximum. If the chained Power deals damage, the secondary targets each take half as many dice of damage as the primary target (rounded down) and can attempt Reflex saving throws for half of the secondary damage (even if no such saving throw is normally allowed). For Powers that do not deal points of damage, the save DCs against arcing effects are reduced by 4.

Cost: Double Energy cost (minimum +1), plus Burnout (DC 9 + the total number of targets, primary and secondary)

Conviction [General]

Because of your wisdom, confidence, and will, people are often inclined to heed your suggestions, both verbal and mental.

Prerequisite: Wis 13+

Benefit: You do not apply your normal Charisma modifier to Intimidate checks; instead, you use your Wisdom modifier. Furthermore, you can use your Wisdom modifier, instead of your Charisma modifier, when calculating mental attack roll modifiers and saving throw DC modifiers for psychic Powers that influence other people's thoughts, such as Mind Control, Paralysis, and Psychic Attack.

Daredevil [General]

You are at your best when things are at their worst and laugh in the face of hopeless odds.

Prerequisite: None

Benefit: You receive a morale bonus on *any* saving throw or skill check that has a DC of 20 or more. This bonus is equal to one-tenth of the DC, minus 1, rounded down, i.e. +1 for 20 to 29, +2 for 30 to 39, and so on.

Delay Power [Metapower]

You can activate Powers that take effect after a short delay of your choosing.

Benefit: A delayed Power doesn't trigger until 1 to 5 rounds after you finish activating it. You determine the delay when activating the Power, and it cannot be changed, once set. The Power triggers just before your turn on the round you designate. Only area, personal and touch Powers may be affected by this feat. Any decisions you would make about the Power (including attack rolls, designating targets or determining or shaping an area) are decided when the Power is first activated. Any effects resolved by those affected by the Power (including saving throws) are decided when the Power triggers. A delayed Power may be negated normally during the delay and can be detected in the area or on the target with abilities that can detect Powers.

Cost: +1 Energy cost

Elusive Brawler [General]

You are adept at dodging multiple attacks in melee combat.

Prerequisites: Dodge, Dex 17+. Note that this feat can be taken as a Warrior bonus feat.

Benefit: You receive a +1 dodge bonus to your Armor Class against all foes who attempt to strike you in melee combat. This bonus also applies against ranged attacks but only if the attacker is visible and within 30 feet. Since dodge bonuses stack with each other, unlike most other types of bonuses, you can combine this feat with Dodge and/or Improved Dodge to gain a +2 or even +3 bonus against a single foe. *Note:* A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Enlarge Power [Metapower]

You can increase the range of your Powers.

Benefit: An enlarged Power has its range doubled. A Power that does not have a range defined by distance cannot have its range increased. A Power that has an area or effect that is determined by its range (e.g. a cone Power) has the dimensions of its area or effect increased proportionally.

Cost: +1 Energy cost or Burnout (DC 12) – your choice. For Powers that do not normally have an Energy cost, only the Burnout option is available. If the Power has no Energy cost and is persistent (i.e. can function indefinitely), the boost lasts for 1 minute per character level (after which, you must check for Burnout).

Extend Power [Metapower]

You can increase the duration of your Powers.

Benefit: An extended Power lasts twice as long as normal. Powers with a concentration, instantaneous or permanent duration are not affected by this feat, nor will it work with Powers that can be used continuously, because they are persistent with no Energy cost or because they allow you to extend the duration simply by paying additional Energy, without reactivation.

Cost: +1 Energy cost or Burnout (DC 12) – your choice. For Powers that do not normally have an Energy cost, only the Burnout option is available.

Famous [General]

You are recognized almost everywhere you go and have a good reputation with most people whom you meet.

Prerequisite: None

Benefit: You get a +3 bonus on all Charisma-based skill checks in situations where you would be recognized and your reputation would be relevant. You should define the scope of your reputation when you take this feat, and it can be as broad or as narrow as you like, since there will be advantages and disadvantages, either way. If your fame applies to only a select group of people, then the bonus will come up less often, but you will be able to blend in relatively easily when it is in your best interests to do so, e.g. a famous physicist, recognized mainly by his peers. If your fame applies to a larger group, then the bonus will come up frequently, but you will find it difficult, if not impossible, to blend into the crowd, when you do not wish to be recognized, e.g. a famous actor, who shows up regularly in the tabloids.

Ferocity [General]

When you are backed into a corner, your true spirit shines through, and your ferocity is terrible to behold.

Prerequisite: None

Benefit: Whenever your hit points are reduced to less than one-quarter of their normal value, you gain a +1 morale bonus on all attack rolls, damage rolls, Fortitude saving throws, and Intimidate checks.

Free Spirit [General]

Your mind is your own, and your spirit is not easily restrained. You are unusually adept at slipping out of mental bondage.

Prerequisite: Wis 13+ or Cha 13+

Benefit: You gain a +4 bonus to all saving throws made to resist direct mental control or restraint, e.g. Mind Control, Paralysis, brainwashing, and similar effects. This is considered to be an inherent bonus, of sorts, and, thus, will stack with most other bonuses. It does *not* apply to coercion that targets your emotions, rather than your intellect, e.g. Telepathy, Heart's Desire, Intimidation, fear effects, and so on.

Hard to Kill [General]

You cling to life with great tenacity and are capable of surviving wounds that would slay lesser mortals.

Prerequisite: Toughness or Con 13+, Wis 13+

Benefit: When you are reduced to negative hit points, you do not actually die until your score reaches -15 or lower, instead of -10. Furthermore, your chance of stabilizing each round, unaided, is increased from 10% to 20%.

Special: You can take this feat more than once, up to a maximum of four times. Each time, the safety margin is increased by 5 points, and the stabilization chance is increased by 10%. Thus, if you were to take this feat four times, you would not die until your hit points reached -30, and you would have a 50% chance of stabilizing, unaided, each round.

Heart of Heroes [General]

You are unusually brave and are not daunted by trials that would shake lesser spirits.

Benefit: You gain a +4 bonus to all saving throws made against fear effects (including attempts to resist the Intimidate skill). This is considered to be an inherent bonus, of sorts, and, thus, will stack with morale bonuses and the like.

Heighten Power [Metapower]

With great effort, you can temporarily boost your Powers so that they behave as if they were improved by one level.

Prerequisite: Character Level 3+

Benefit: This feat allows you to use a Standard Power as an Improved Power or an Improved Power as an Ultra Power. It has no effect on Ultra Powers, nor can it be used twice in a row on a Standard Power to make it behave as an Ultra Power. For the duration of the enhancement, the Power uses the rules for its improved form in all respects, including any additional abilities, increased saving throw DCs, and so on. Unfortunately, a Power stressed in this manner often burns out afterwards.

Cost: Burnout (DC 15). Note that the Burnout DC modifier is based on the new level, not the normal one, and, thus, will always be increased by +2 or +4, as appropriate. The Energy cost for the Power is also increased, as appropriate for the new level, rather than the normal one. If the Power has no Energy cost and is persistent (i.e. can function indefinitely), the boost lasts for 1 minute per character level (after which, you must check for Burnout).

Hide Power [Metapower]

You can activate Powers without a telltale display.

Benefit: A Power can be activated without one associated display characteristic chosen by you when you take the feat: auditory, material, mental, olfactory, tactile or visual (see Chapter 2).

Cost: +1 Energy cost or Burnout (DC 11) – your choice. For Powers that do not normally have an Energy cost, only the Burnout option is available.

Special: You can take this feat multiple times, each time choosing a different display characteristic to hide while activating a given Power.

Improved Dodge [General]

You have become even more adept at dodging blows.

Prerequisites: Dodge, Dex 15+. Note that this feat can be taken as a Warrior bonus feat.

Benefit: During your action, you can designate an opponent and receive a +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. Since dodge bonuses stack with each other, unlike most other types of bonuses, you can combine this feat with the normal Dodge feat to gain a +2 bonus against a single foe or a +1 bonus against two different foes. *Note:* A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses. This feat can be taken as a Warrior bonus feat.

Improvised Weapon Proficiency [General]

You are adept at using almost any object that you can carry as a makeshift club.

Prerequisite: None

Benefit: You make melee attack rolls with the weapon normally, as long as you are using it as a club. You still suffer a -2 penalty when attempting to use an object that counts as greater than medium encumbrance. Note that even a real weapon can be used in this fashion; however, its damage will generally be reduced, since it will be based solely on the object's mass.

Normal: A character who uses an improvised weapon as a club suffers a penalty of between -2 and -6 on attack rolls, depending on the mass of the object.

Inner Strength [Power]

You have more Energy points than normal.

Benefit: You gain +2 Energy points.

Special: A character may take this feat multiple times, each time gaining a number of Energy points equal to the previous Inner Strength gain +1, i.e. 3 points the second time, 4 points the third time, and so on.

Intensify Power [Metapower]

You can enhance your Powers so that they are far more potent than normal, at the risk of over-exerting yourself.

Prerequisite: Bolster Power

Benefit: Add +4 to the DC for all saving throws against a Power that has been enhanced with this feat. This supersedes (does not stack with) the bonus from Bolster Power. You can choose to use either bonus but not both.

Cost: Burnout (DC 11)

Special: Note that, unlike Power Focus, this feat is not tied to a particular Power. You can use it with any Power you possess.

Jacked-In [General]

You are a wizard when it comes to using, creating and hacking into computer networks and programs.

Prerequisite: None

Benefit: You get a +2 bonus on all Craft (computer programming) checks and Knowledge checks related to using and hacking computer networks. For example, in the *Vancouver: 2020* campaign, this would be Knowledge (global nets).

Lucky [General]

You were born blessed. For some reason, things just seem to work out for you, especially when the chips are down.

Prerequisite: Character level 1 (you must take this feat during character creation or not at all).

Benefit: If the optional Fate rules are being used, you gain 2 extra Fate points at the beginning of each new story, for a total of either 5 or 6 (if you are Human). If the optional Fate rules are not being generally used, they are now used, just for you; however, in this case, you gain only a *total* of 3 Fate points at the start of each new story, regardless of your race, and you cannot regain points during a story.

Maximize Power [Metapower]

You can boost your Powers so that they operate to their fullest potential.

Benefit: All variable numeric effects of the Power are maximized. A maximized Power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on, as appropriate. For example, a Power that normally causes 3d6 damage would automatically deal 18 points. Saving throws and other opposed rolls are not affected, nor are Powers without random variables.

Cost: Double Energy cost or Burnout (DC 13) – your choice. For Powers that do not normally have an Energy cost, only the Burnout option is available.

Mimicry [General]

Your versatile voice gives you an uncanny knack for replicating sounds that you have heard.

Prerequisite: None

Benefit: You are able to mimic the voice of another person with great accuracy. This allows you to make a Disguise check (trained or untrained), with a +4 bonus, to fool people with your voice, rather than your appearance. The usual -2 modifier for mimicking a different sex applies, as do the modifiers for familiarity (see page 67 of the *PHB*). You can also mimic other sounds, such as animal calls and noises produced by inanimate objects. The DC for this depends on the complexity and volume of the sound and must be set by the DM. In this case, the +4 bonus still applies, and you are able to copy sounds that would normally be difficult or impossible for a person without this feat.

Phase Power [Metapower]

You can alter your Powers so that they affect insubstantial targets.

Prerequisite: Any other Metapower Feat

Benefit: Any Power enhanced with this feat can affect insubstantial, ethereal, astral and out-of-phase targets normally; however, it cannot affect normal, material targets at the same time (you have to pick which will be affected when the Power is activated). It does not grant any special ability to *perceive* such targets, nor does it affect targets that are simply gaseous – only those that are “out of tune” with the material plane.

Cost: +1 Energy cost or Burnout (DC 10) – your choice. For Powers that do not normally have an Energy cost, only the Burnout option is available. If the Power has no Energy cost and is persistent (i.e. can function indefinitely), the alteration lasts for 1 minute per character level or until you voluntarily turn it off (after which, you must check for Burnout).

Special: If the Power in question *normally* works on insubstantial targets, instead of material ones, then this feat can be used to make it affect material targets.

Power Penetration [Power]

Your Powers are especially potent, breaking through any form of Power resistance more readily than normal.

Benefit: You get a +2 bonus when making a check to see if you can break through any form of Power resistance.

Quicken Power [Metapower]

You can activate a Power with a moment's thought.

Prerequisite: Character Level 3+

Benefit: Activating a quickened Power is a free action. You can perform another action, even activate another Power, in the same round that you activate a quickened Power; however, you can only activate one quickened Power per round. A Power that takes more than one full round to activate cannot be quickened.

Cost: +1d3 Energy cost. The roll is made *after* you decide to use the feat, and the Power fails if you lack sufficient Energy, causing the loss of only 1 Energy point.

Sculpt Power [Metapower]

You can alter the shape of a Power's area.

Prerequisite: Character Level 3+

Benefit: You can modify an area Power by changing the area's shape. The new area must be chosen from the following list: cylinder (10-foot radius, 30 feet high), 40-foot cone, four 10-foot cubes, or a ball (20-foot radius spread). The sculpted Power works normally in all respects except for its shape.

Cost: +1 Energy cost or Burnout (DC 11) – your choice. For Powers that do not normally have an Energy cost, only the Burnout option is available. If the Power has no Energy cost and is persistent (i.e. can function indefinitely), the change lasts for 1 minute per character level (after which, you must check for Burnout).

Skill Link [Power]

One of your Powers gives you a boost when using a normal skill.

Benefit: Choose a skill that is somehow related to one of your Powers – for example, Balance if you have the Wall-Crawling Power or Diplomacy if you have some sort of mind-manipulating Power. As long as your Power is functioning normally, you gain a +4 synergy bonus with the skill in question. This bonus is negated if your Power is somehow nullified or suffers burnout or if your Energy is reduced to 0 (even if the Power in question does not normally use Energy).

Special: You can take this feat multiple times, but its effects do not stack. Each time you take the feat, it applies to a new skill. Note that it *does* stack with Skill Focus and other such feats, as long as the bonus granted is not also a synergy bonus.

Split Power [Metapower]

You can affect two targets with a single blast.

Benefit: You can split a Power that normally specifies a single target (but not area effects and the like), so that it affects two targets, instead. Only Powers that deal physical damage at a range can be affected by this feat. The split Power affects any two targets that are both within the Power's range and within 30 feet of each other. Each target takes half as much damage as normally indicated (rounded down). If desired, you can even have both rays attack the same target (although this is more flashy than cost effective).

Cost: +1 Energy cost *or* Burnout (DC 11) – your choice. For Powers that do not normally have an Energy cost, only the Burnout option is available.

Twin Power [Metapower]

You can use your Powers to affect a single location or target twice in the same round.

Prerequisite: Any other Metapower Feat

Benefit: Activating a Power altered by this feat causes the Power to take effect twice, as if you were simultaneously activating the same Power two times on the same location or target. Any variables in the Power (such as targets, shaping the area and so on) apply to both of the resulting Powers. The target suffers all of the effects of both Powers individually and receives a saving throw for each, if appropriate. In some cases, failure of both of the target's saving throws results in redundant effects, e.g. being mind-controlled twice. In such cases, both results should simply be treated as a single effect, with no special bonus (the bonus is, in effect, that the target had to succeed at two saving throws, instead of one, to resist the Power).

Cost: +2 Energy cost, plus Burnout (DC 12). Since the Power is, effectively, being used twice, the normal Energy cost must be paid twice (with the total increased by +2, as previously noted).

Widen Power [Metapower]

You can increase the area of your Powers.

Prerequisite: Enlarge Power

Benefit: You can alter a burst, emanation or spread Power to increase its area. Powers that do not have an area of one of these three sorts are not affected by this feat. Any numeric measurements of the Power's area increase by one-half. For example, a blast that normally has a 20-foot radius spread now has a 30-foot radius spread.

Cost: Double Energy cost *or* Burnout (DC 13) – your choice. For Powers that do not normally have an Energy cost, only the Burnout option is available.

1.5 Character Weaknesses (Optional)

With the DM's permission, your character can take a new kind of trait, known as a Character Weakness or, simply, Weakness. While this is considered to be an optional rule, it is highly recommended, since it is very much in keeping with the genre.

A Weakness causes some sort of problem for your character on a semi-regular basis. As a rule of thumb, a Weakness that comes up frequently should be relatively mild, whereas one that comes up only rarely may be quite dangerous. A number of sample Weaknesses are listed, below, to get you started, but you should not feel restricted by this list. In general, the best sort of Weakness is one that fits in well with your character's background. If you do decide to take a Weakness – especially, if you decide to create a new one, not listed below – make sure that you clear it with your DM first. The severity of a Weakness may be affected by other aspects of the campaign and, thus, may not turn out quite the way you expected.

From a gaming point of view, Weaknesses are not entirely a bad thing. Aside from the opportunities for roleplaying that they provide, they also compensate the character by providing a specific benefit during character creation. This benefit is determined by the character's race, as indicated below. Note that this applies only during character creation: a Weakness that is obtained as the result of events *during* the game does not generally provide any sort of compensation.

Human: You may choose from two options: you can either take an additional feat of any type (prerequisites apply, as usual) *or* you can re-roll any one ability score (usually, your lowest), using 2d6+6, as usual. If you get a higher number, keep it. If you get an equal or lower number, simply increase the score in question by +1 (in other words, you must improve the score by at least one point). While it is not really "cost effective" to do so, you can even "re-roll" a score of 18+, in this manner. In this case, don't bother rolling – just add +1 to the score. Note that you can do this *before* choosing where your ability scores will be placed, if you wish, to take best advantage of the increased value.

Alien: Choose one extra Racial Advantage *other than a Power*. See section 1.1 for the list.

Augmented Human: You may choose from two options: you can either add a Power Enhancement (but *not* a new Power) to one of your foci, or you can re-roll any one ability score, as per a Human (including the fact that you get to use 2d6+6 for this particular roll). Power Enhancements are described under the Metahuman class, in section 1.2.

Cyborg: Choose one extra Augmentation *other than a Power*. See section 1.1 for the list.

Mutant: Choose one extra Mutation (which *can* be a Power). See section 1.1 for the list.

There is no reason that you could not take more than one Weakness, if it suits your image of the character; however, you only gain the benefits described above for the first *two* (with one exception, described in section 1.6). No matter how many Weaknesses you take, you can never gain more than two of the benefits noted above. Of course, the DM may allow you to take two unusually mild or uncommon Weaknesses in lieu of a normal one, in which case a single benefit would, in effect, be compensating for both Weaknesses.

Sample Weaknesses

Note: Several of the psychological Weaknesses, listed below, can be ignored by making a Will saving throw. Due to the nature of these very personal demons, a special rule applies to all such saving throws: a natural roll of 1 to 4 *always* indicates failure, regardless of modifiers. Thus, there is always at least a 20% chance that a psychological Weakness will take hold.

Ability Penalty: Reduce one of your ability scores by 2 points (for Strength, Dexterity or Constitution) or by 3 points (for Intelligence, Wisdom or Charisma). You should try to come up with some explanation for this reduction; for example, a Constitution reduction might indicate some sort of chronic malady, whereas a Charisma reduction might indicate that the character is really ugly or abrasive (and should be role-played accordingly).

Accidental Change: Under stress, you sometimes transform into some other creature, with a shape that is radically different from your own. In general, you must make a Will saving throw to avoid changing, when you do not wish to do so. The DC depends on the severity of the stress and ranges from 8 (having someone mildly annoy or embarrass you) to 18 (suddenly taking enough damage to put your life in serious jeopardy). If you *want* to change, without the appropriate stimulus, then you must make a Will saving throw against a DC of 15 to do so. In either case, the transformation lasts for 3d6 minutes after the situation that triggered it has ended. Deliberately trying to retain the change after this time is quite difficult and requires another Will saving throw against a DC of 20. The transformation occurs in one of two ways, chosen by you when the Weakness is first gained:

- A *controlled* form has all of your usual abilities and traits and is under your direction. It may have a different gender and/or race and may even have a slightly different personality; however, it is not so altered that new ability scores or Powers are in order. The form is still basically you – it just *looks* different. The main disadvantage of this Weakness is the sheer inconvenience: it makes having any sort of normal life difficult, if not impossible.
- An *uncontrolled* form is tougher than you and should be designed by the DM. It may not have any of your abilities, but it will certainly have some of its own (including at least as many Powers, if not more). In general, you have little control over this form, and the character becomes an NPC, controlled by the DM, temporarily. Since some small portion of your personality remains, you can make a Will saving throw to guide the form when it tries to take actions that you would normally oppose. The DC depends on the action in question, from 8 (a normally pacifistic character about to kill someone) to 18 (a person of typical morals about to steal some mundane object of little consequence). This version of the Weakness has the same disadvantage as the controlled version, plus the danger that you will stir up serious trouble accidentally. On the positive side, it can occasionally save your skin, when you transform into a tougher form in a perilous situation.

This Weakness is not usually available to Humans or Cyborgs – at least not without a really good explanation. On the other hand, a more or less normal Human with a super-powered uncontrolled alter ego can make for an interesting character.

Bad Luck: You are cursed, plain and simple. Whenever the DM makes a random check to see if something bad happens to a specific person in your group, the chance of that person being *you* is doubled. For example, if the DM decides that a trap will affect one person in your three-person group, he would normally roll 1d3 to determine the victim. Because you are involved, however, he will roll 1d4, with two of the chances applying to you and only one chance applying to each of your allies. If the DM needs something unpleasant to happen to someone in the group to get the story rolling, the victim will be you, more often than not. Finally, once per adventure, the DM should make certain that something rotten happens to you. It should not be directly lethal and often won't even cause physical harm, but it will always be inconvenient, at best. Often, this will simply be a large penalty (-4 or greater) to a saving throw, attack roll, Power burnout check or similar roll. Note that this Weakness is not recommended for people with thin skins, since you will have to accept being abused on a regular basis, without allowing yourself to feel persecuted. Frankly, you *are* being persecuted, and you brought it on yourself by taking this Weakness.

Bad Reputation: For some reason, the public detests you. This weakness usually applies to your costumed heroic identity, not to your mundane alter ego; however, it can work for both, in some situations. You probably have at least one nemesis in a position of power (often a media representative), who makes your life difficult. This person is probably not out to destroy *you* – just your reputation. He may even feel that his ire is entirely deserved; indeed, it may *be* deserved, depending on your background. In any event, normal people seldom want anything to do with you, and those in a position of authority almost never trust you. You receive an average penalty of -2 on all Charisma-related checks, especially for Diplomacy and Gather Information, although the actual modifier, in a given circumstance, may vary between -0 and -4. Occasionally, this reputation is useful, in that the penalty can become a bonus when making Intimidation checks, depending on the target and the situation. Of course, taking advantage of this bonus often makes you appear every bit as bad as they say you are...

Berserker: Your temper is uneven, at best, and volcanic, at worst. Whenever someone angers, humiliates or harms you, you must make a Will saving throw to avoid flying into a berserk frenzy. The DC is based on the stimulus, ranging from 8 (minor embarrassment) to 18 (actually being damaged). If you fail the check by only 1 or 2 points, you manage to retain some control and can restrict your abuse to the nearest inanimate object. If you fail it by more than 2 points, you immediately attack the source of your irritation, using either your bare fists or your most powerful attack (your choice), ignoring any defensive feats and Powers. In either case, you can try to make a Will saving throw each round, after the first, to regain control. The DC is the same as for the first roll, but drops by 1 each round, as long as the situation does not get any worse, from your point of view. A really close friend who tries to calm you down may grant you a bonus, between +2 and +4, at the DM's discretion. Note that this is not the same as the rage ability, and it does not grant any of the benefits of that particular trait. It can certainly be combined with that ability, if you don't mind the fact that your frenzies are more likely to cause serious damage.

Code of Honor: You follow a very specific code of honor that restricts your choices and influences your actions. You must define your code, in as much detail as possible, when you take this Weakness, and it must be broad enough to affect your actions in minor ways on a regular basis or in major ways occasionally. For example, if you follow a code of honor typical of a samurai or noble knight, you can never lie or cheat, back down from a worthy challenge, take unfair advantage of a situation, or allow innocent "peasants" under your protection to come to harm. The DM should make certain that your code will actually restrict your character in some manner. A "thief" s code of honor" – i.e. never steal from another thief – is really too minor to count as a true Weakness. A code against killing would only count if you not only avoided killing others but also went out of your way to prevent situations in which they could accidentally be killed. In general, this Weakness should mainly come up during role-playing situations; however, if the DM feels that you are not following your code, he can force you to make Will saving throws when you wish to act against it and/or suffer morale penalties when you fall short of your ideal.

Dark Secret: You have some terrible secret that would utterly change your life if it was revealed to others. Perhaps you were responsible for a death, betrayed a previous ally or organization, or belonged to some insidious secret order. You will go to great lengths to protect your secret and will sometimes let other goals slide when pursuing them threatens to expose you. The DM should make certain to include the occasional situation that threatens your secrecy, so that you are forced to deal with it. On the other hand, he should not be too casual about revealing your secret without appropriate drama – in the genre, these things generally drag on for a very long time, if not indefinitely. If your secret is somehow revealed, you may have to trade this Weakness in for another one, such as Bad Reputation. Your character might even end up in prison or otherwise removed from the game, at least temporarily. In general, though, the problem with a dark secret is not what will happen if it is revealed but what you will do to *prevent* it from being revealed.

Dependence: You require the regular presence of some condition or substance, in much the same way as a normal person requires food and water. When you take this Weakness, you must also pick the condition or substance and decide how often you require it. In general, things that are rare, expensive, illegal or otherwise hard to come by should only be needed occasionally (once every few days or even once a month). Things that are common and easy to acquire should be needed much more frequently (at least once a day, and usually more often). If you do not have access to this condition or substance, you begin to suffer ill effects on a regular basis, at time intervals no greater than those set for the dependence, itself. The severity of these effects varies and should be treated as a third balancing factor when designing this Weakness. It may involve hit point damage (lethal or subdual), ability score damage, or just check penalties. For example, if you must breathe water (a very common substance) for at least an hour per day (a relatively moderate requirement), the penalty for avoiding it will probably be quite severe – say, 1d6 subdual damage per hour, thereafter, which cannot be healed until the requirement has been met and which becomes lethal damage once your hit points reach zero. On the other hand, if you have an illegal and expensive drug addiction that must be dealt with every day or two, the effect should be more inconvenient than lethal, e.g. ability score damage, which cannot drop the score below half of its usual value, or increasing check penalties. As usual, the DM should examine your choices and decide whether or not they are severe enough to warrant taking this as a genuine Weakness. Note that this Weakness is seldom appropriate for Human characters, unless it represents some sort of addiction.

Flashbacks: At some time in your past, you suffered a traumatic experience, and, in moments of extreme stress, you may relive that event in your mind, distracting you and preventing you from reacting appropriately to your current situation. When you choose this Weakness, you must decide what events in your past gave birth to the problem, the nature of the resulting flashbacks, and the type of situation that triggers them. You must also decide whether the flashbacks cause you to freeze up (the most common case) or actually lose all grip on reality and react in an inappropriate manner to the real situation (the less common, more extreme possibility). For example, if you were trapped in a fire and nearly killed, as a child, you might relive the situation, when confronted by fire-filled environments and fire-related Powers, causing you to freeze up. Note that a "trauma" is usually unpleasant, but need not be so. If your character was whisked away to Faerie and never quite re-adapted to life on Earth, then the flashbacks might actually be pleasant -- although no less distracting. In general, the more extreme your reaction is, the less often it should occur, and vice versa. When presented with a triggering situation, you must make a Will saving throw. The DC is set, as an additional balancing factor, when the Weakness is chosen, and should reflect the severity of the original trauma, i.e. merely unpleasant events will have low DCs (usually, between 8 and 12), whereas truly horrific events will have high ones (usually between 13 and 18). If you make the saving throw, you can act normally for 2d6 rounds, although you must make the check again, at the end of this time, if the stimulus continues. If you fail the roll, then you freeze up or act inappropriately, as defined by the Weakness and the situation. You are always affected for at least one round; however, after that, you can make a similar roll each round to try to regain control.

Irrational Attraction: For some reason, you are irrationally attracted to a particular type of person, object, place, activity or situation. When presented with the object of your attraction, you must make a Will saving throw or devote your total attention to it, ignoring everything else, short of obvious, immediate danger (and sometimes even that). The DC is set by the DM, depending on how interesting the stimulus would be to your character, and is usually around 12 (although it may vary from 8 to 18). Some possible objects of attraction include: appealing members of the opposite sex, unusual technology, appreciative audiences, justice, pranks, riddles, gems, cats, birds and so on. This Weakness is particularly common for supervillains, who may pattern their crimes around their particular obsessions.

Irrational Aversion: For some reason, you really detest a particular type of person, object, place, activity or situation. When presented with the object of your aversion, you must make a Will saving throw or devote your total attention to causing some sort of mischief to it – or to the person who forced you to deal with it. You will ignore everything else, short of obvious, immediate danger (and sometimes even that). The DC is set by the DM, depending on how provocative the stimulus would be to your character, and is usually around 12 (although it may vary from 8 to 18). Some possible objects of aversion include: police officers, media representatives, bullies, mutants, environmentally unfriendly companies, chaos, being late and so on. Note that this is not the same as a Phobia, since you tend to react with hostility (or, at least, gleeful malice), instead of fear.

Old Age: Your character begins the game late in life, in the Old Age bracket (which is between 53 and 69, inclusive, for Humans). As such, he suffers a penalty of -3 on Strength, Constitution and Dexterity but also gains a +2 bonus on Intelligence, Wisdom and Charisma.

Phobia: You suffer from an irrational fear of a particular creature, object, environment or activity. When you first pick this Weakness, you must also decide on the target of your fear and the severity of your reaction. In general, an object that you will encounter regularly should trigger a less severe reaction than one that you will encounter only rarely. When faced with the source of your fear, you suffer a -1 morale penalty on attack rolls and fear-related saving throws. Furthermore, when you *first* encounter the subject, you must immediately make a Will saving throw to avoid backing away or fleeing in panic (depending on the situation). If you cannot flee, you will either cower or react violently, as per the Berserker Weakness (even chances of each). The DC for the Will saving throw depends on the severity of your fear and, thus, is set when you first pick the Weakness (usually between 8 and 18). It may be modified by the DM, in unusual situations; for example, a person who is afraid of normal spiders will almost certainly have to deal with a higher DC when confronting giant spiders. Some sample phobias and typical DCs listed below. Note that the DM may modify the base DC if a particular stimulus is more or less common in his own campaign.

Phobia	Fear Of...	DC	Phobia	Fear Of...	DC
Acrophobia	heights	13	Gephyrophobia	crossing bridges	12
Agoraphobia	open spaces	12	Hematophobia	blood	14
Aichmophobia	sharp objects	12	Hoplophobia	weapons	11
Arachnophobia	spiders	12	Mythophobia	lying	11
Astrophobia	storms	12	Ophodiophobia	snakes	14
Bathophobia	depths	13	Pyrophobia	fire	13
Brontophobia	loud noises	11	Rupophobia	filth, infection	11
Claustrophobia	enclosed spaces	13	Taphophobia	being buried	14
Cynophobia	dogs	12	Technophobia	machines	11
Eisoptrophobia	mirrors	11	Thalassophobia	oceans	14
Entomophobia	insects	11	Toxicophobia	being poisoned	12
Gatophobia	cats	12	Zoophobia	wild animals	13

Physical Limitation: You suffer from a physical handicap that sometimes makes your life difficult. For example, you might have a bad knee that reduces your base speed from 30 feet to 20 feet, or you might have crippling arthritis in your hands that gives you a variable penalty, between -0 and -4, when performing activities that require manual dexterity (such as disabling devices, opening locks and playing musical instruments). As a rule of thumb, the limitation should be no worse than those listed here, unless you have some Power or other trait that allows you to partially compensate for it. On the other hand, if your other abilities allow you to *entirely* compensate for it, all of the time, then this is not really a Weakness.

Susceptibility: You suffer from an extreme negative physical reaction when confronting a particular stimulus that does not bother most people. This is an allergy, of sorts, although it tends to be stranger and more stressful. When you choose this Weakness, you must decide what causes this reaction and how severe it will be. If the stimulus is relatively uncommon and/or requires actual physical contact or ingestion, the reaction should be fairly severe, e.g. actual damage. If it is common and/or can affect you from a distance, then the reaction should be less extreme, e.g. ability score damage and check penalties. Here are a few examples:

- -1 Dexterity, Intelligence and Wisdom from ingesting alcohol (equivalent to a single "spiked" beverage). Each such quantity, after the third one, causes 1d6 damage, instead, and triggers progressively paranoid aggressive behavior.
- -2 Strength and -2 penalty on all rolls (due to discomfort) when in direct contact with iron. The penalties disappear 1d4 rounds after the iron is removed.
- 1 point of Constitution damage per hour when forced to breathe typical inner city air pollution. This will not reduce the Constitution score below one-half of its usual value, rounded down. The points will not return until you are able to breathe fresh air and, even then, must be healed normally.
- 1 point of subdual damage per round when within 30 feet of a meteoric metal, which is rare but is known to be your nemesis. This becomes lethal damage once your hit points reach zero.
- 1 point of lethal damage per round when in direct contact with the aforementioned meteoric metal.

Vulnerability: When affected by a particular form of energy, you suffer more harm than usual. Note that this differs from a Susceptibility, in that a Vulnerability generally applies to a stimulus that would also affect normal people (just not as severely). You must choose one type of attack when you first pick this Weakness. The usual energy types (acid, cold, electricity, fire, kinetic, radiation and sonic) are all acceptable choices, as are the following: disease, poison, illusions, mental control, transformations, and specific materials (e.g. iron, plastic, wood, etc.). If the attack causes actual damage (to hit points or to an ability score), then that damage is increased by half, rounding up. If the attack causes some other effect that is resisted by a saving throw, then the saving throw DC is increased by +4. The DM may allow you to take a rare vulnerability that has a more extreme effect; for example, you might take double damage or suffer a +8 DC modifier against magnetic attacks. On the other hand, he may reduce the effect, a little, if the attack is quite common; for example, you might take an extra one-third (instead of one-half) damage against kinetic attacks or some of the common materials previously noted (such as wood and plastic). This depends a good deal on the frequency of the attack in your particular environment. If the DM almost never uses sonic attacks, then "sonic" would count as a rare vulnerability. On the other hand, if your arch-rivals, the Green Serpents, all carry sonic disruptors, then "sonic" would count as a common vulnerability.

1.6 Wealth and Equipment

Obviously, characters in a modern campaign will acquire and use wealth in a manner very different from their medieval fantasy counterparts. The economy is a good deal more complex, and there are many more goods and services available to those who can afford them. In particular, most characters will have jobs and will not count on adventuring as a source of income.

With all of this in mind, the following system is recommended for keeping track of money. Rather than worrying about each dollar earned and spent, a player can simply note that her character has a particular *wealth level*. As long as her normal living expenses and purchases remain typical of that level, it is not usually worth worrying about the details. Only if the character tries to spend beyond her means will her limits become a factor.

A character's initial wealth level is determined by her race, rather than her class, as indicated below. This has been done both for balance purposes and to remain faithful to the genre.

Human:	Comfortable
Alien:	Roll 2d4: 2-3 = Poor, 4-6 = Lean, 7-8 = Average
Cyborg:	Average
Mutant:	Lean

If you want your character to have a higher wealth level, you can take a Weakness, as described in section 1.5, specifically for that purpose. This increases your wealth by two levels, e.g. from Lean to Comfortable. This is the *only* time that you can gain more than two benefits by taking multiple Weaknesses (that is, it does not count toward the usual "two benefit" limit described in section 1.5). In fact, if you are willing to take more than one Weakness, you can raise your Wealth level repeatedly in this manner (but not above Filthy Rich), and it has no effect on the single race-specific benefit that you can claim by taking yet another Weakness.

Conversely, you can take Poverty as a normal Weakness, in place of one of those described earlier. Simply lower your wealth by three levels (but not below Dead Broke). This counts as a normal Weakness in every respect (again, see section 1.5).

If you only want to modify your wealth by a *single* level, up or down, you can do so, without resorting to Weaknesses. However, there are three criteria that you must meet to be eligible for this alteration:

- It must suit your background.
- You must get your DM's permission.
- You may have to accept certain consequences. For *reduced* wealth, this is a *good* thing: you do not get to count it as a Weakness, but you are assumed to have more free time on your hands and are less likely to have your job interfere with your life as an adventurer. This is particularly appropriate if your job meshes well with an adventuring lifestyle, e.g. if you are a newspaper reporter, a photographer, or a P.I. For *increased* wealth, you may have to put up with some inconveniences to make up for the fact that you are getting a minor perk for free. This usually involves you having to spend extra time working at your business or protecting its interests, being on call, or otherwise having your time be dictated by factors that are out of your hands. In the interests of fairness, the DM should be careful to make sure that you are not "getting something for nothing".

In game terms, your wealth level has two main effects:

- 1) *It determines your initial property.* The chart, below, shows the sort of property you can expect to own, especially with regards to living space and vehicles. You get this for free. In addition, you begin with miscellaneous property and pocket cash equal to *four times your normal weekly income* (again, see below). This money can be used to buy equipment, as described below, subject to the DM's approval – or, more accurately, it represents the value of the equipment you are assumed to have already purchased when the game begins.
- 2) *It determines your ability to make unusual purchases during the game.* The chart, below, shows the amount of "discretionary money" that you have available, on a weekly basis, to purchase unusual things (such as superhero-related equipment). It is broken down into three categories:
 - Normal:** Under normal circumstances, you can always get your hands on this much cash, with little or no notice. This assumes that you haven't already bought something else unusual, this week, but, beyond this, you are not inconvenienced at all. If your wealth is Lean or better, you are probably ferreting away between 50% and 100% of this amount in the bank, each week, as well (possibly more, if you are really rich).
 - Stress:** You can get your hands on this much cash, with little notice, as long as you haven't already bought something else unusual and are not worried about diverting any money into savings, this week. You are somewhat inconvenienced, in that you must watch your budget for the rest of the week. If you try to use this much cash for more than two consecutive weeks, your standard of living may begin to suffer. In any event, your bank account is not growing during this time.
 - Crisis:** This assumes that you are pooling every spare dime, calling in debts and practically living on sandwiches for the week (relatively speaking). You may have to dip into your savings, assuming that you have any (which is why the increase from Stress to Crisis is more significant for those with a wealth of Lean or better, who are assumed to have bank accounts). You cannot generally operate at this level for two consecutive weeks, unless you start liquidating your property, and those with a wealth level of Dead Broke or Poor do not even have this option.

Despite the fact that these guidelines would allow you to keep track of all of your income and expenses somewhat accurately, it is not really a good idea to waste time doing it. Unless the character is consistently trying to live beyond her means, you should generally only pay attention to such things when it will benefit the story to do so.

Wealth Level	Weekly Discretionary Money*			Typical Starting Property
	Normal	Stress	Crisis	
Dead Broke	\$0	\$1	\$1.50	The clothes on your back.
Poor	\$3	\$4.50	\$6	Minimal furnishings in a small, run-down rented apartment; a battered bicycle
Lean	\$6	\$12	\$18	Basic furnishings in a rented apartment or small house; a motorcycle or old car
Average	\$8	\$20	\$32	An average house (mortgaged) or small house (paid for), with typical furnishings (television, stereo, etc.); a normal automobile (mostly paid for) or motorcycle (paid for)
Comfortable	\$25	\$60	\$100	A large house (mortgaged) or average house (paid for), with good furnishings; two normal automobiles or one expensive one (paid for)
Well Off	\$100	\$250	\$500	A mansion (mortgaged) or large house (paid for), with extensive furnishings; two or more vehicles of your choice (within reason), possibly including a boat
Wealthy	\$400	\$1000	\$2000	A mansion (paid for), with impressive furnishings; any vehicles you like (within reason), possibly including a small plane and/or yacht
Very Wealthy	\$1500	\$4000	**	A large estate with extensive property and breath-taking furnishings, plus one or more smaller "summer cottages"; any vehicles you like, including a corporate jet and possibly a large yacht
Filthy Rich	\$5000	**	**	Anything the DM will let you get away with – a huge estate with secret headquarters underneath, plus multiple businesses, would not be unreasonable at this level

* - In each case, the number is multiplied by (10 + Wisdom modifier), e.g. the actual Normal value for an Average wealth level will be \$96, if you have a Wisdom modifier of +2. Remember that this assumes you are trying to raise the money all at once, with little or no notice, and it should only be considered for unusual purchases. The average person with a decent job can buy a television set with little effort, by just setting aside a little money here and there, and a filthy rich person can do much the same thing to buy a new limousine!

** - As long as the character is not doing this every week, assume that he can buy anything short of a mansion, under these circumstances.

Equipment

It should be assumed that characters have access to any equipment that is commonly available in the modern world. The prices for most items can be found readily enough by checking an appropriate catalog and, thus, will not be repeated here. Weapons and armor, because they have specific game functions, should be treated somewhat differently and, thus, are examined more closely, herein. In particular, the cost for each item must factor in game balance, as well as the tendency for such devices to appear in a comicbook world (generally, more frequently than they would here). In general, while firearms are relatively common, armor is not, at least in comparison to a fantasy world. However, there is no reason that a character could not acquire a suit of Kevlar to protect himself (indeed, given a superhero's dangerous line of work, this might be wise).

The charts, below, give a sampling of possible weapons and armor. Many of these are taken from the *DMG*, with only minor changes; however, they have all been included here for the sake of convenience. Note that not all of these items may be readily available in a particular campaign, so make sure that you check with your DM before casually buying an antimatter rifle.

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
<i>Small Martial Weapons</i>						
Pistol, Revolver	450	1d10	x3	100 ft.	3¼ lb.	Piercing
Cartridge, Revolver (20)	5	-	-	-	½ lb.	-
Pistol, Light Semi-Automatic	600	1d8	x3	80 ft.	2½ lb.	Piercing
Clip, Light Pistol (15)	4	-	-	-	½ lb.	-
Pistol, Heavy Semi-Automatic	900	1d10	x3	120 ft.	4 lb.	Piercing
Clip, Heavy Pistol (9)	3	-	-	-	½ lb.	-
<i>Medium Martial Weapons</i>						
Rifle, Bolt Action, Heavy (Military)	1400	2d6	x3	200 ft.	10 lb.	Piercing
Rifle, Bolt Action, Hunting	800	1d12	x3	150 ft.	7 lb.	Piercing
Cartridge, Rifle (20)	8	-	-	-	½ lb.	-
Rifle, Semi-Automatic (Military)	1800	2d6	x3	250 ft.	10½ lb.	Piercing
Clip, Rifle (30)	10	-	-	-	½ lb.	-
Shotgun	600	3d4*	x2	10 ft.	8 lb.	Piercing
Shells, Shotgun (20)	8	-	-	-	½ lb.	-
Submachinegun	800	1d10	x3	80 ft.	9½ lb.	Piercing
Clip, Submachinegun (32)	10	-	-	-	½ lb.	-
<i>Small Exotic Weapons</i>						
Blaster Pistol	2000+	2d8	x2	60 ft.	3 lb.	Sonic
Energy Pack, Blaster Pistol (20)	20+	-	-	-	½ lb.	-
Hand Needler	1800+	3d4*	x3	30 ft.	2½ lb.	Piercing
Cylinder, Hand Needler (8)	15+	-	-	-	½ lb.	-
Laser Pistol	1500+	2d6	19-20/x2	100 ft.	2 lb.	Light (Fire)
Energy Pack, Laser Pistol (30)	20+	-	-	-	½ lb.	-
Stun Pistol	1200+	2d6**	x2	20 ft.	2 lb.	Electricity (Subdual)
Energy Pack, Stun Pistol (12)	15+	-	-	-	½ lb.	-

Weapon	Cost	Damage	Critical	Range Increment	Weight	Type
<i>Medium Exotic Weapons</i>						
Antimatter Rifle	4000+	6d6	x2	15 ft.	10 lb.	Special
Energy Pack, Antimatter Rifle (2)	40+	-	-	-	1 lb.	-
Blaster Pistol, Heavy	2500+	2d10	x2	80 ft.	6 lb.	Sonic
Energy Pack, Heavy BP (20)	25+	-	-	-	½ lb.	-
Blaster Rifle	3000+	3d8	x2	100 ft.	10 lb.	Sonic
Energy Pack, Blaster Rifle (20)	25+	-	-	-	½ lb.	-
Flamer	2500+	3d6†	x2	10 ft.	8 lb.	Fire
Fuel Pack, Flamer (10)	20+	-	-	-	1 lb.	-
Laser Rifle	2500+	3d6	19-20/x2	200 ft.	7 lb.	Light (Fire)
Energy Pack, Laser Rifle (30)	25+	-	-	-	½ lb.	-
Needler	3000+	4d4*	x3	60 ft.	7½ lb.	Piercing
Cylinder, Needler (12)	20+	-	-	-	½ lb.	-
Stun Rifle	1500+	2d6+2**	x2	30 ft.	6 lb.	Electricity (Subdual)
Energy Pack, Stun Rifle (16)	20+	-	-	-	½ lb.	-
<i>Large Exotic Weapons</i>						
Antimatter Rifle, Heavy	5000+	6d8	x2	20 ft.	15 lb.	Special
Energy Pack, Heavy AR (2)	40+	-	-	-	1 lb.	-
Blaster Rifle, Heavy	3600+	3d10	x2	120 ft.	12 lb.	Sonic
Energy Pack, Heavy BR (16)	30+	-	-	-	½ lb.	-
Grenade Launcher	4000	na*	na*	200ft.	12 lb.	Varies*

* - See description for more information.

** - Subdual damage only.

† - Damage dealt in a 5-foot wide stream, extending to the maximum range.

Grenade-Like Weapon	Cost	Blast Damage	Radius	Range Increment	Weight
Dynamite	20	3d6*	5 ft.	10 ft.	1 lb.
Grenade, Flash	30	Blinding*	30 ft.*	10 ft.	1 lb.
Grenade, Fragmentation	50	6d6	20 ft.	10 ft.	1 lb.
Grenade, Smoke	25	Smoke*	20 ft.*	10 ft.	1 lb.
Grenade, Sonic	40	4d6**	40 ft.*	10 ft.	1 lb.

* - See description for more information.

** - Subdual damage only. Varies by range (see description).

Note: Grenade-like weapons require no proficiency to use.

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure	--- Speed --- (30 ft.)	(20 ft.)	Weight*
<i>Light Armor</i>								
Reflec Body Suit	500+	+0†	+8	-0	5%	30 ft.	20 ft.	2 lb.
Concealable Kevlar Vest	325	+2	+8	-0	5%	30 ft.	20 ft.	3 lb.
Standard Kevlar Vest	300	+3	+6	-0	10%	30 ft.	20 ft.	5 lb.
Flak Jacket	250	+4	+4	-2	20%	30 ft.	20 ft.	12 lb.
<i>Medium Armor</i>								
Heavy Kevlar Vest	600	+5	+3	-4	25%	20 ft.	15 ft.	25 lb.
Heavy Flak Jacket	350	+6	+3	-3	25%	20 ft.	15 ft.	18 lb.
Combat Infantry Dress	750+	+7	+2	-4	30%	20 ft.	15 ft.	40 lb.
<i>Heavy Armor</i>								
Full Body EOD Armor	900	+8	+0	-7	40%	20 ft.**	15 ft.**	35 lb.
Powered Armor	10000+	+10	+1‡	-4‡	40%	20 ft.**	15 ft.**	30 lb.‡
Heavy Powered Armor	30000+	+12	+0‡	-6‡	50%	20 ft.**	15 ft.**	40 lb.§

* - Armor fitted for small creatures weighs only half as much.

** - While running, you move at only triple speed, instead of quadruple.

† - Provides a saving throw bonus of +4 against energy attacks, rather than an AC bonus. Can be worn over other light armor.

‡ - This assumes that the armor is worn and fully powered. Its actual weight, if carried, is 120 pounds. If the power fails while you are wearing it, the Maximum Dex Bonus is -2 (i.e. you will receive a Dex penalty of at least -2), the Armor Check Penalty is -10, and your Speed is halved.

§ - This assumes that the armor is worn and fully powered. Its actual weight, if carried, is 200 pounds. If the power fails while you are wearing it, the Maximum Dex Bonus is -3 (i.e. you will receive a Dex penalty of at least -3), the Armor Check Penalty is -12, and your Speed is quartered.

Note: Most forms of modern armor provide benefits beyond the basic AC addition. See the individual descriptions for more information.

Martial Weapons

Pistol, Revolver: A revolver fires once per round, maximum, but it can fire between five and seven times (depending on the make) before it needs reloading (a full round action). The damage for a revolver can vary and is actually more dependent on the ammunition than on the gun, itself. The example entry is for a typical .44 caliber, such as a Smith & Wesson M29.

Pistol, Light Semi-automatic: A semi-automatic pistol has a rate of fire equal to the attacker's number of attacks. The clip size varies between guns, but 9-shots is fairly typical for a light weapon. Reloading a clip is a standard action. The damage can also vary, based on the ammunition. The example entry is for a typical 9 mm, such as a Beretta 92.

Pistol, Heavy Semi-Automatic: A semi-automatic pistol has a rate of fire equal to the attacker's number of attacks. The clip size varies between guns, but 9-shots is fairly typical for a heavy weapon. Reloading a clip is a standard action. The damage can also vary, based on the ammunition. The example entry is for a typical .44 caliber, such as an IMI Eagle.

Rifle, Bolt Action: A bolt action (repeater) rifle fires once per round, maximum, but it can fire between two and six times (depending on the make) before it needs reloading (a full round action). The heavy rifle listed above is typical of the sort that were once common in various militaries, such as the M1 Garand or 8mm Mauser '98k. The lighter rifle represents the sort of weapon that the average person has easy access to, for hunting, as well as older rifles, such as the Winchester '94.

Rifle, Semi-Automatic (Military): A semi-automatic rifle has a rate of fire equal to the attacker's number of attacks. The clip size varies between guns, but 30-shots is fairly typical. Reloading a clip is a standard action. The example entry is for a weapon such as an AK-47. The well-known M16 is similar but uses 20-shot clips. Many newer rifles, such as the Heckler & Koch PSG1, have better, more accurate range (double the usual range increment) but tend to cost at least twice as much.

Shotgun: The shotgun deals 3d4 points of damage to a target in the first range increment, 2d4 to a target in the second range increment, and 1d4 to *anyone* in a 5-foot wide path beyond that distance, out to maximum range. Beyond the first range increment, shot counts as a fragmentation weapon and, thus, is affected by flak jackets and the like. A shotgun can fire once per round, maximum, but it can fire between two and five times (depending on the make) before it needs reloading. Reloading up to two shells is a standard action. Reloading more shells is a full-round action.

Submachinegun: A submachinegun can be used to fire single shots or bursts. In single-shot (semi-automatic) mode, it can be used to attack more than once per round, if the user has the ability to make multiple attacks (in the same manner as a semi-automatic pistol or rifle). In burst (automatic) mode, it can be used to fire up three bullets in a single action, each of which is rolled as a separate attack (which can result in a lot of lead flying, if the shooter has multiple attacks). Assuming that the bullets are all aimed at one target, each attack roll gets a penalty equal to the total number of bullets fired during that single action, i.e. -2 for two shots or -3 for three shots. If the weapon is used to strafe – i.e. the shots are spread over several nearby targets – then the penalty is increased by 1 every time you switch targets. For example, if you fire one shot at target A and two shots at target B, your penalty for target A is -3, and your penalty for target B is -4 (for both shots). Strafing is only possible as long as there is no more than 10 feet of distance between any two *consecutive* targets (although the first and last targets could, in effect, be up to 20 feet apart, in a three-shot burst aimed at three different people). Submachinegun clips vary in size: the 32-shot example above is for the well-known Uzi 9mm. Reloading a clip is a standard action.

Exotic Weapons

Most of these weapons are not readily available to the average person and may not be available *at all* in some campaigns. With one obvious exception, they are particularly suitable for Alien characters who come from more advanced cultures. The descriptions, below, note which version of the Exotic Weapon Proficiency feat applies to each weapon (see section 1.4).

Antimatter Rifle: The antimatter rifle is a devastating short-range weapon that can be fired no more than once per round. Its battery holds only two shots and can be reloaded as a standard action. It uses the Exotic Weapon Proficiency (medium beam weapons) feat.

Antimatter Rifle, Heavy: This is simply a heavier version of the *antimatter rifle*, described above, which causes more damage and has somewhat better range. It uses the Exotic Weapon Proficiency (large beam weapons) feat.

Blaster Pistol: The blaster pistol generates a sonic pulse that strikes with impressive concussive force. The damage caused is physical, as the resulting vibrations literally tear the target apart, from the inside out; thus, being deaf provides no special defense against this attack. On the other hand, since the force must pass through some sort of medium (usually, air), the weapon is useless in a vacuum. A blaster pistol uses a lot of energy and can only fire 20 times before its energy pack burns out. Reloading is a standard action. The weapon has a rate of fire equal to the attacker's number of attacks. It uses the Exotic Weapon Proficiency (small sonic weapons) feat.

Blaster Pistol, Heavy: This is simply a heavier version of the *blaster pistol*, described above, which causes more damage and has better range. It uses the Exotic Weapon Proficiency (medium sonic weapons) feat.

Blaster Rifle: This is simply a rifle version of the *blaster pistol*, described above, which causes more damage and has better range. It uses the Exotic Weapon Proficiency (medium sonic weapons) feat.

Blaster Rifle, Heavy: This is simply a heavier version of the *blaster rifle*, described above, which causes more damage and has slightly better range. Although it uses the same type of energy pack, it consumes power at an accelerated rate and, thus, can fire only 16 shots before requiring a reload. It uses the Exotic Weapon Proficiency (large sonic weapons) feat.

Flamer: The flamer can only be fired once per round and must be reloaded after firing ten times. Reloading is a standard action. In effect, this weapon is a more portable high-tech flamethrower. It uses the Exotic Weapon Proficiency (flamer) feat.

Grenade Launcher: The grenade launcher can fire any of the grenades, described below, using its range, but must be reloaded each time it fires, requiring a standard action. It is a tube set on a metal tripod and equipped with a sighting mechanism. A single grenade easily slips into the tube. This weapon uses the Exotic Weapon Proficiency (grenade launcher) feat.

Hand Needler: This hand weapon uses a high-powered magnetic field to fling a barrage of small, vicious metal needles, that tend to shred anything they hit. A hand needler deals 3d4 points of damage to a target in the first range increment, 2d4 to a target in the second range increment, and 1d4 to *anyone* in a 5-foot wide path beyond that distance, out to maximum range. Beyond the second range increment, the needles count as a fragmentation weapon and, thus, are affected by flak jackets and the like. A hand needler can fire once per round, maximum, using 8 “packets” from a cylinder before requiring a reload, which takes a standard action. It has a built-in battery, to provide the necessary electrical power, which must be recharged after about 24 shots. It uses the Exotic Weapon Proficiency (needler) feat.

Laser Pistol: Laser pistols are small, light-weight weapons that fire 30 times before they need to be reloaded and have a rate of fire equal to the attacker’s number of attacks. Reloading is a standard action. Lasers are tightly focused beams of light and, as such, are affected by things that affect light. Highly reflective surfaces may reduce or negate their effectiveness, and some types of induced darkness may block them completely. Thick smoke or fog disperses the beam, adding a –2 attack penalty (over and beyond the usual concealment modifier) and halving the damage. The laser pistol uses the Exotic Weapon Proficiency (small beam weapons) feat.

Laser Rifle: Laser rifles fire 30 times before they need to be reloaded and have a rate of fire equal to the attacker’s number of attacks. Reloading is a standard action. This weapon uses the Exotic Weapon Proficiency (medium beam weapons) feat. See the *laser pistol*, above, for more general information on lasers.

Needler: This is simply a larger version of the *hand needler* (see above), which has 12 shots per cylinder, provides better range and tends to do more damage. It uses the Exotic Weapon Proficiency (needler) feat.

Stun Pistol: A stun pistol fires an electrical burst, rather like ball lightning, that scrambles the neurological impulses of any living target, causing subdual damage (only). It has little effect on most inanimate objects but can wreak havoc with computers and other electronic devices. It has a rate of fire equal to the attacker’s number of attacks and can get 12 shots from an energy pack (which takes a standard action to reload). It uses the Exotic Weapon Proficiency (small beam weapons) feat.

Stun Rifle: This is simply a larger version of the *stun pistol* (see above), which has 16 shots per energy pack, provides better range and tends to do a bit more subdual damage. It uses the Exotic Weapon Proficiency (medium beam weapons) feat.

Grenade-Like Weapons

Dynamite: This short, thin cylinder of explosive must be lit before it is thrown or set. Lighting the dynamite is a standard action. The delay that occurs before the dynamite explodes depends on the length of the fuse (fuses are generally marked for duration). The explosive has a blast radius of 5 feet and deals 3d6 points of fire damage. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Grenade, Flash: A flash grenade looks like a narrow egg on a 1-foot long stick with small fins (the stick and part of the wider back of the “egg” pops off, when it lands, revealing a crystal lens and magnesium alloy coil). If thrown, it uses its range increment, but, if launched from a grenade launcher, it uses that weapon’s range increment. The moment it lands or hits its target, this weapon emits a bright flash that can blind anyone in the vicinity. Each victim must make a Fortitude save to resist being blinded. The DC is 18 within a 10-foot radius, but drops to 16 between 11 and 20 feet and to 12 between 21 and 30 feet (there is no effect beyond 30 feet). Even if the saving throw is successful, a victim within 10 feet of the flash will always be blinded for at least one round. On a failed roll, blindness lasts for 2d6+3 rounds. A blind character moves at half speed, suffers a 50% miss chance in combat, loses any Dexterity bonus to AC, can be attacked with a +2 bonus, and suffers a –4 penalty on most Strength- and Dexterity-based skills. While flash grenades do not actually explode, they do burn out after one use and, thus, cannot be re-used without repairs that are usually more trouble than they are worth. Note that flash grenades may not be available in realistic campaigns and are probably not easily obtained by normal people, in any event.

Grenade, Fragmentation: A fragmentation grenade looks like a large egg on a 1-foot long stick with small fins. If thrown, it uses its range increment, but, if launched from a grenade launcher, it uses that weapon’s range increment. Fragmentation grenades are advanced antipersonnel explosives that deal damage that is half piercing damage and half fire damage in a 20-foot radius. Those caught within the blast radius can make a Reflex save (DC 20) to take half damage.

Grenade, Smoke: A smoke grenade looks like a squat cylinder on a 1-foot long stick with small fins. If thrown, it uses its range increment, but, if launched from a grenade launcher, it uses that weapon’s range increment. One round after it lands or hits its target, this non-damaging explosive emits a cloud of smoke in a 20-foot radius, that persists in still conditions for 1d3+6 rounds and in windy conditions for 1d3+1 rounds. Visibility within the smoke is limited to 2 feet. Everything within the cloud has 90% concealment.

Grenade, Sonic: A sonic grenade looks like a wide arrowhead on a 1-foot long stick with small fins. If thrown, it uses its range increment, but, if launched from a grenade launcher, it uses that weapon’s range increment. One round after it lands or hits its target, this weapon emits a sonic pulse that causes subdual damage (only) to everyone in the immediate vicinity. The damage is 4d6 within a 10-foot radius, but drops by 1d6 for every 10 feet, thereafter, i.e. 3d6 between 11 and 20 feet, 2d6 between 21 and 30 feet, or 1d6 between 31 and 40 feet (the maximum radius). Those affected by the pulse can make a Fortitude save (DC 20) to take half damage. While sonic grenades do not actually explode, they do burn out after one use and, thus, cannot be re-used without repairs that are usually more trouble than they are worth. Note that sonic grenades may not be available in more realistic campaigns and are probably not easily obtained by normal people, in any event.

Armor

Combat Infantry Dress: CID consists of a chemically coated fiber mesh jacket, with steel and plastic plate inserts. It is typical of the armor worn on a post-modern (or comicbook) battlefield and is not generally available to normal civilians. It provides all of the usual benefits of a *heavy Kevlar vest* (see below) but has a better AC bonus. It also provides protection against fragmentation weapons, in the same manner as a *flak jacket* (see below), and it grants a +2 saving throw bonus against chemical-based attacks. Different versions of the CID helmet may provide other benefits, such as air filtration, radio communication, thermal imaging, laser targeting/range-finding, and so forth. These are not included in the cost noted above and can easily increase it by half again.

Flak Jacket: Flak jackets are actually designed to stop fragments, rather than bullets; however, they provide some general protection, as indicated by the AC bonus. Against fragmentation weapons (including fragmentation grenades, as well as shotguns and needlers beyond a certain range, but not normal guns) a flak jacket reduces the damage taken by 1 point per die. For example, a fragmentation grenade would do 6d6-6 damage to a person wearing a flak jacket. Note that flak jackets are generally hot and uncomfortable.

Flak Jacket, Heavy: This is simply a heavier version of the standard *flak jacket*, described above, that has a better AC bonus but is even more uncomfortable to wear.

Full Body EOD Armor: This Kevlar-based armor is generally used by the U.S. Army's Explosive Ordnance Disposal teams and, thus, may not be readily available to normal civilians. While it provides good all-round protection, it is rather cumbersome and not really designed to be worn on a regular basis. It provides all of the usual benefits of a *heavy Kevlar vest* (see below) but has a better AC bonus. Furthermore, it has a layer of fire-retardant material that provides a +2 saving throw bonus and 4 point damage reduction against fire-based attacks (i.e. damage caused by fire is reduced by 4, down to a minimum of zero).

Kevlar Vest, Concealable: This is the type of vest typically worn by politicians and other people who wish to remain protected without looking like they are going to great lengths to do so. It can easily be worn under a typical suit jacket or similar clothing. Kevlar is specifically designed to stop high-impact piercing attacks, by spreading and absorbing the force of the blow. While it provides some general protection, in the form of the indicated AC bonus, its real advantage applies only to firearms and similar high-impact piercing weapons. Against these, it provides damage reduction of 2 (i.e. it reduces the damage caused by 2 points, down to a minimum of zero) and then converts half of the remaining damage (rounded down) into subdual damage. For example, if a character wearing a concealable Kevlar vest is struck by a bullet for 9 points of lethal damage, he ends up taking only 4 points of lethal damage and 3 points of subdual damage.

Kevlar Vest, Heavy: This is a heavier version of the standard Kevlar vest, which has been reinforced with steel or ceramic inserts, protecting vital areas. It is generally only available to military personnel and cannot be readily concealed. It provides the same benefits as a *concealable Kevlar vest* (above) but has a better AC bonus and increased 4-point damage reduction.

Kevlar Vest, Standard: This is typical of the modern U.S. military's general issue protective vest. It is similar to the *concealable Kevlar vest*, described above, except that it is bulkier. It cannot be easily hidden and is designed to be worn over other clothing. It provides a slightly better AC bonus and has increased 3-point damage reduction against firearms, but it functions as previously described in every other respect.

Powered Armor: This high-tech armor does not exist in the real world and may not be readily available in every comicbook world, either (check with your DM). Basically, it is a massive suit of powered plate armor, which provides impressive protection, as well as numerous other benefits – as long as it is fully powered. If something goes wrong with the power supply, however, it can become a cumbersome death trap. Aside from the large AC bonus, noted above, powered armor provides total damage reduction of 5, i.e. any damage taken, from any physical source, is reduced by 5 points, down to a minimum of zero. This has no effect on purely mental attacks, of course. The suit has a self-contained air supply that lasts about two hours, so, while it is being used, the wearer is completely immune to drowning, suffocation, and gas-based attacks. It also provides a +2 saving throw bonus against acid, cold, fire and chemical attacks. As long as it is running properly, the suit grants the wearer a +4 bonus to Strength and compensates for its great weight, reducing it by more than two-thirds, as previously noted. Furthermore, the armor effectively turns each of the wearer's arms into light clubs, allowing him to make "unarmed" attacks that do (1d4 + enhanced Strength modifier) damage with each hit, subdual or lethal. Many suits of powered armor have additional built-in gadgets, such as two-way radios, vision-enhancing scopes (infrared, radar or sonar), energy detectors, and so forth; however, these are not included in the noted cost.

Powered Armor, Heavy: This suit is similar to standard *powered armor* (above), except that it is much bulkier, provides a better AC bonus, and grants the wearer +6 Strength, instead of +4, as long as it is powered. It automatically comes equipped with attachments and a power supply for mounted energy weapons; however, the weapons, themselves, are not included in the noted cost. Clever gadgeteers have been known to modify these suits to allow powered flight and other such enhancements.

Reflec Body Suit: This high-tech suit of light-weight armor is specifically designed to reflect energy-based attacks. It provides a +4 saving throw bonus against such attacks but grants no AC bonus. It can be worn over other sorts of armor to provide this protection; however, it is useless if worn *under* other armor or clothing.

2.0 Powers

Powers are the heart of this system and the genre that it simulates. They represent all of the weird and wonderful paranormal abilities that superheroes manifest and that often seem to defy the laws of physics. Although they are acquired in a manner similar to feats, as described in Chapter 1, they are available only to certain characters and are never possessed by normal people (although otherwise normal people may acquire gadgets that emulate them). Many of the effects of Powers mimic those of spells, as described in the *PHB*, and, thus, will seem familiar; however, a Power can generally be used repeatedly, as long as the character has enough Energy to sustain it.

Energy

Characters with Powers have a new score called Energy, which is measured in points. These points are used to fuel Powers and, thus, tend to go up and down in a manner similar to hit points. Like hit points, they cannot *normally* go above their original score (their *potential*); unlike hit points, they can *never* drop below zero. Energy points are really only of use to characters with Powers; thus, they normally only need to be calculated for such characters. Theoretically, however, they are possessed by *all* people, and the DM may wish to note them for non-Powered characters, for those rare occasions when this may become relevant (for example, when dealing with abilities that can drain Energy or grant Powers to normally non-Powered characters).

At 1st level, a character's potential Energy score is equal to 12 plus his Constitution modifier plus his Wisdom modifier. Mutants gain a +4 bonus on this score. It automatically increases by 1 point per character level, thereafter. Thus, a 3rd level non-Mutant character with a Constitution of 15 and a Wisdom of 9 would have 15 Energy points (12 + 2 for level + 2 for Con – 1 for Wis). Characters with the Inner Strength feat gain additional Energy points, as described for that feat (see section 1.4).

Energy points are “spent” as described for the individual Power and can never go below zero. Generally, if you do not have enough Energy to sustain a particular Power, then you cannot use it, although characters with the Body Fuel feat can circumvent this limit, to a degree. The loss of Energy points essentially indicates fatigue, and these points can be regained simply by resting. Assuming that a character is resting or performing only light activity, she regains Energy points, every hour, equal to 4 plus her Constitution modifier plus one-half of her level, rounded down (minimum of 1). If she is performing moderate activity, this amount is halved, and, if she is performing strenuous activity, it is quartered (in both cases, fractions are retained). If she is actually sleeping or meditating, it is doubled. When timing becomes important, the DM should prorate the recovery over shorter or longer periods of time; indeed, this can become necessary when the character's hourly recovery rate is only a fractional amount. Thus, a 3rd level character with a Constitution of 12, who is resting or performing only light activity, will recover 6 Energy points per hour, or 1 Energy point every 10 minutes. Conversely, a 1st level character with a Constitution of 7, performing strenuous activity, will recover only one-half of an Energy point per hour, or one point every two hours.

The “Second Wind” Rule (Optional)

If the DM permits this optional rule, a character who has run out of Energy and is in a tense situation can declare that she is “getting her second wind”. This can be done only once per day but is a free action. She rolls 1d6 and immediately recovers that much Energy. Unfortunately, she also suffers from long-term fatigue, which, in game terms, means that she takes an equal amount of subdual damage. As usual, this damage can knock her out, if it (added to any other she has already taken) exceeds her current hit points. Note that high-level characters recover such small quantities of subdual damage quite rapidly and, thus, will probably want to use this trick on a semi-regular basis. This is quite in keeping with the genre.

Activating a Power

Some Powers are in effect all of the time and are treated as natural abilities for the character in question; most, however, must be activated to be of any use. Activating a power requires a moment of concentration and is usually a standard action. Depending on the Power in question, there may or may not be an Energy cost associated with it, and the Energy used may sustain it for only a moment or for an extended duration. Aside from this one very important difference and several minor ones, described below, activating a Power is often very similar to casting a spell. For the sake of brevity, the explanations, below, will often refer to the appropriate spell-related sections of the *PHB* (see, in particular, Chapter 10, pages 147 to 152).

Activation Time

You can activate a Power with an activation time of 1 action as a standard action, just like making an attack (see *Cast a Spell*, on page 125 of the *PHB*, since the rules are virtually identical). A Power that takes a full round to activate is a full-round action. It comes into effect just before the beginning of your turn in the round after you begin activating the Power. You can then act normally, after the Power has kicked in. A Power that takes 1 minute to activate comes into effect just before your turn, 1 minute later. For each of those ten rounds, you are activating a Power as a full-round action. Some Powers do not need to be activated at all. They are on all of the time and require no Energy. Powers of this sort are denoted by a Duration of *Persistent* and have no Activation Time listed, since none applies.

Range

Powers use exactly the same range categories as spells, i.e. Personal, Touch, Close, Medium, Long, Unlimited or nonstandard (expressed in feet). See Chapter 10 of the *PHB* (page 148) for more information.

Aiming a Power

All of the notes on aiming spells, in Chapter 10 of the *PHB* (pages 149 and 150), apply equally well to aiming a Power. While the text in question deals specifically with spells, Powers are treated in exactly the same manner. Note that Chapter 3 of the *DMG* also provides some useful information and diagrams for area effects.

Saving Throw

Most harmful Powers allow an affected target to make a saving throw to avoid some or all of the effect. The Saving Throw line in a Power description defines which type of saving throw the Power allows and describes how saving throws against the Power work. The usual possibilities apply, as described in Chapter 10 of the *PHB* (page 150), i.e. Negates, Partial, Half, None, Disbelief, (Object), and (Harmless).

Saving Throw Difficulty Class: Unless otherwise noted in a Power's description, a saving throw against one of your Powers has a DC equal to 10 + one-third of your character level (rounded down) + your relevant ability modifier. This is increased by +2 for an Improved Power or by +4 for an Ultra Power. The "relevant ability modifier" depends on the Power and is always noted, in square brackets, on the Saving Throw line, e.g. Will negates [Cha]. For gadgets that mimic Powers, the level is based on the Gadgeteer level of the person who created the device, *at the time he created it*, rather than on the character level of the wielder. Furthermore, the ability modifier cannot exceed the Gadgeteer's Intelligence modifier, although it can certainly be lower. Because of these restrictions, it is usually a good idea to note the Gadgeteer's level and Intelligence modifier, in parentheses, when describing one of his creations, e.g. Sonic Blast Gun (Lev 10, Mod +4).

Succeeding at a Saving Throw: A target that successfully saves against a Power without obvious physical effects feels a hostile force or a tingle but cannot deduce the exact nature of the attack. This applies to many purely mental Powers, but certainly not to visible blasts of energy and the like. You do not sense when targets succeed at saving throws against effect and area Powers.

Voluntarily Giving Up a Saving Throw: A target can voluntarily forgo a saving throw and willingly accept a Power's result. Even a character with a special resistance to Powers can suppress this if she wants to.

Items Surviving After a Saving Throw: See page 150 of the *PHB*. Technological items are affected by Powers (or not affected by them) in much the same manner that magic items are affected by spells. Note that special gadgets, with Powers, count as magic items, in the sense that they are always granted a saving throw, even when not being carried (see page 176 of the *DMG*, as well as the *Losing Gadgets* portion of the Gadgeteer entry in section 1.2).

Power Resistance

While it is far less common than Spell Resistance, Power Resistance does exist (often as a Power). It is a special defensive ability. If your Power is being resisted by a target with PR (Power Resistance), you must make a character level check (1d20 + your total character level) at least equal to the target's PR for the Power to affect that target. The defender's PR is like an Armor Class against Powers. Note that this resistance is over and above any saving throw that would normally be allowed for the Power and is made before the saving throw is rolled (since the latter may become unnecessary). The terms "object" and "harmless" mean the same as for saving throws. A target with PR must voluntarily drop the resistance in order to receive the effects of a Power, noted as harmless, without the level check described above. The *DMG* has more details on spell resistance, and Powers map directly to spells for purposes of this discussion.

Keep in mind that Power Resistance and Spell Resistance are two completely different defenses. PR is useless against spells, just as SR is useless against Powers. This is true even if a particular Power appears to mimic a spell or vice versa. Regardless of the end result, the *source* of the effect determines the applicable resistance type.

The Power's Result

Once you know which targets or areas are affected, and whether any eligible targets have made successful saving throws (if any), you can apply whatever results the Power entails, as defined in the descriptive text.

Duration

Once you have determined who is affected and how, you need to know for how long. A Power's Duration line tells you how long the energy of the Power lasts. Possible durations include the following categories: timed duration; instantaneous; permanent; concentration; subjects, effects and areas; touch Powers and holding the charge; discharge; dismissible (D); and persistent. With the exception of persistent, each of these duration types is described in Chapter 10 of the *PHB*, under *Duration* (pages 150 and 151). While the text in question deals specifically with spells, Powers with durations work exactly the same way. A duration entry of *Persistent* indicates that the Power is on all of the time and does not use up Energy. It is as natural to the character as walking or breathing and requires no effort to maintain. For this reason, persistent Powers lack the usual Activation Time entry and usually lack the Energy Cost entry, as well.

Display

When Powers are activated, secondary displays often accompany the primary effect. The Power display may be auditory, material, mental, olfactory, tactile, and/or visual. No Power's secondary display is significant enough to create consequences for the character, allies or opponents during combat. The main effect, in game terms, is simply that the display indicates that a Power is being used and, usually, who is using it.

If multiple Powers with similar displays are in effect simultaneously, the displays do not necessarily become more intense. Instead, the general display remains much the same, though with minute spikes in intensity. A Search check (DC 10 + 1 per additional Power in use) reveals the exact number of simultaneous Powers in play.

A Power's display is often unique to the character in question. When a Power is first chosen, the display associated with it should also be determined, as it will not usually change and, in fact, acts as a sort of signature for the character in question. This is particularly important for Powers that give you some latitude about the general type of display produced. For example, one fairly common entry on the Display line is *Any Three*. In this case, you get to pick three different types of display and determine their exact natures. You might decide, for example, that your electricity-based Energy Blast creates a flickering gold arc (visual), causes the air to crackle (auditory) and gives off the smell of ozone (olfactory). On the other hand, a sound-based Energy Blast might be invisible but cause a shrill whining sound (auditory), make people's skin crawl (tactile) and cause nearby objects to vibrate loose dust and grit (material). Just remember that the display cannot cause any significant game effects on its own; for example, the dust and grit vibrated loose by the sonic attack would not be sufficient to blind a foe or obscure a target.

Auditory (Au): The Power produces some sort of sound, which may last only momentarily (for instantaneous Powers) or for the duration of the effect. Brief sounds are generally loud and can easily be heard at least 100 feet away. Extended sounds are usually quieter but can still be perceived clearly within at least 30 feet. Examples: low hum, annoying buzz, sharp crackle, sudden thunderclap, breezy whoosh, coughing sputter, octave-spanning whine, etc.

Material (Ma): The Power leaves behind tangible but harmless debris, either throughout its area of effect or between the character and his target. The material generally disappears within a few minutes, melting, vaporizing or being blown away. Examples: flakes of frost, thin smoke or steam, silvery dust, ectoplasmic goo, etc.

Mental (Me): The Power triggers a mental impression, affecting everyone within either 30 feet or the Power's area of effect, whichever is larger. Although such impressions may be mistaken as genuine perceptions (and, thus, as another type of display), they are entirely illusory. Examples: the ringing of tiny bells, a few notes from a nearly-forgotten tune (different for each person), a whiff of lilacs, a momentary warm flash, the sense that someone has "walked over your grave", etc.

Olfactory (Ol): The Power produces a distinct aroma, which may be pleasant, foul or anything in between (although never bad enough to trigger nausea or any other such game effect). The scent is usually perceptible to anyone within at least 30 feet and lasts for the duration of the Power. Brief smells are generally sharp and difficult to miss, and they may even affect the sense of taste (since the two senses are directly related). Extended smells are usually more subtle and can be mistaken as natural occurrences (although this effect may be muted by the absence of other related sensory phenomena). Examples: the acrid tang of smoke, the cloying smell of decay, the refreshing smell of a spring breeze, a clinging odor of garlic, etc.

Tactile (Ta): The Power causes everyone within either 30 feet or its area of effect, whichever is larger, to feel a tactile sensation for the duration of the effect. Brief sensations, caused by instantaneous Powers, are often very distinct and sometimes annoying. Extended sensations are usually more vague and difficult to identify. Note that the tactile sensations produced are genuine, not illusory, caused by an actual interaction between the Power's energy and the subject (cf. *Mental*, above). Examples: the sudden pervasive chill caused by a cold- or negative energy-based Power, the barely perceived but teeth-grinding irritation of an ultrasonic effect, the stomach-turning sense of pressure caused by a subsonic effect, the sense of spidery fingers crawling over your skin, etc.

Visual (Vi): This is the most common display. The Power produces a visible effect that readily identifies the character who used it. Examples: the flash of an energy blast, the glowing curtain of a force field, the inky obscurity of a darkness field, the rainbow corona of a mental Power linking the user to the target, etc.

Other Displays: If the DM permits it, you may be able to choose a more unusual display type that can only be detected by special senses; for example, your electrical blast could, justifiably, produce static on radio frequencies (although not enough to jam them), detectable by someone with Radio Hearing. In general, this should only be permitted for Powers that have two or more display types, and at least one of these *must* be apparent to a person with normal senses.

Concentration

To activate a Power, you must concentrate. If something interrupts your concentration, you must make a Concentration check or lose the invested Energy points, to no good effect. The more distracting the interruption and the more complex the Power that you are trying to activate, the higher the DC is. If you fail the check, you lose the Energy points, just as if you had activated the Power, but nothing actually happens.

In general, Powers can be treated as spell-like abilities, although they are, in fact extraordinary abilities. In most cases, activating a Power works just like casting a spell, for purposes of the restrictions that apply. There is one important difference: armor does not hinder the activation of a Power. In all other cases, activating a Power follows the rules for casting a spell. For example, if you activate a non-attack Power within an opponent's threatened area, you draw an attack of opportunity from that opponent. This does *not* apply to attack Powers that cause obvious, dangerous effects, i.e. energy blasts, touch attacks and other Powers that act as weapons and, thus, effectively make you armed. Since anyone viewing you perceives a credible threat, they are obliged to treat the Power just as if it were a weapon. This mirrors the rules for touch spells in the *PHB* (page 125) but applies to ranged Power attacks, as well. Basically, if the opponent believes that your Power is an effective weapon, he will treat it like one.

Situations (other than armor) that interrupt spells also generally interrupt the activation of a Power. The descriptions for each of these interruptions are presented in Chapter 4 (page 65) and Chapter 10 (pages 151 and 152) of the *PHB*. In all cases, when calculating a Concentration DC, the spell level is replaced by a modifier, based on the complexity of the Power: Standard +0, Improved +2 or Ultra +4. In general, it is easier to concentrate on a Power than on a high level spell.

Character and Power Level

A Power's parameters often depend on the level of the character activating it. This is especially true of range and duration. For this purpose, always use your actual character level (i.e. the total of all the levels you possess in all classes), just as you do when checking for new feats and ability increases. You can always choose to use a Power at a lower character level than normal; however, you can not activate it at a higher level than your own, and all level-dependent features must be based on the same character level. Remember that a gadget that mimics a Power uses the Gadgeteer level of the person who created it, at the time that he created it, rather than the character level of the wielder.

On a related note, most Powers have levels, just like characters do, except that they are not numeric. Instead, each Power is rated as Standard, Improved or Ultra, which is an indication of its versatility, complexity and raw strength. You can never activate a Power at a higher level than you possess, unless you use the Heighten Power feat (see section 1.4); however, you *can* activate a Power at a lower level. For example, if you possess the Improved version of a Power, you can use it in Standard form (to reduce any check DCs and, possibly, the Energy cost), but you cannot use it in Ultra form.

Power Failure

If you try to activate a Power in conditions where the characteristics of the Power (range, area, etc.) cannot be made to conform, the Power fails and any Energy points invested in it are wasted. For instance, if you try to use telepathy on an android that only looks like a living human, the Power fails, because the unliving machine is the wrong sort of target for the Power. A Power can also fail if your concentration is broken (see above).

Special Power Effects

Certain Power effects deserve further clarification, e.g. the definition of an "attack", the effects of bonus types and descriptors, and so on. These effects all work in exactly the same manner as they do for spells, as described in Chapter 10 of the *PHB* (pages 152 and 153). In particular, remember that bonuses of a particular type generally do not stack, regardless of their source. A +4 morale bonus provided by a spell, combined with a +5 morale bonus provided by a Power, does *not* result in a +9 morale bonus. Instead, only the best bonus applies (+5, in this case).

Powers and Magic

It is important to remember that Powers and spells are completely different and unrelated, even when their results appear similar. A *dispel magic* has no more effect on a Power than a Power-nullifying gadget has on a magical *wall of ice*. In general, spells and Powers simply do not interact with each other at the root level of casting and activation.

On the other hand, the physical effects and manifestations that are *created* by spells and Powers certainly can and do interact. Although a Power-nullifier may not get rid of a magical *wall of ice*, a Power-based fire blast will damage it just as readily as a normal fire would (if not more so). The key to determining how spells and Powers interact (or do not interact) is to distinguish between cause and effect. Spells and Powers that target a particular *cause* or *source* generally do not interact with other types of causes/sources. Thus, anti-magic does not work on Powers, and anti-Powers do not work on magic. On the other hand, spells and Powers that target a particular *effect* (i.e. the physical end result of a spell or Power) can interact with that effect in much the same manner as a natural phenomena of a similar type. Thus, fire spells work on Power-created ice, and Power-based fire blasts work on magically-created ice. Once the ice has been created (effect), the energy source that created it (cause) becomes irrelevant.

Those who have access to the *Psionics Handbook* may wish to refer to page 39 for more thoughts on distinguishing between Powers and magic. While the text, therein, refers specifically to psionics, rather than comicbook Powers, many of the ideas are applicable to both.

Power Classification

For the sake of convenience, Powers are classed using the schools from the *PHB* (see, in particular, pages 156 to 158 of Chapter 10). Obviously, within the game-world, there is no actual connection between the Powers and the various schools of magic; however, for purposes of game mechanics, it can sometimes be handy to compare spells and Powers on this level. Also, since a number of specific rules, scattered throughout many Core Rulebooks and supplements, use this classification scheme, it is simply more convenient to retain it, so that the interaction between these rules and the Power rules, herein, are easier to figure out.

2.1 Sample Powers

A large number of sample Powers are described, below, using a consistent format, similar to that used for spells. This list is by no means exhaustive – merely representative. Hundreds of issues of hundreds of different comics have acted as fertile ground for the creation of innumerable superhuman abilities. This section includes some of the perennial favorites, as well as a few less common Powers that make good examples, if only because of their quirkiness. This list should give you a good foundation, but you should feel free to add to it, creating new Powers, based on those of your favorite characters or purely on your own ideas. These Powers should give you a feel for balance and an idea of how to describe paranormal phenomena in terms of game mechanics.

Hit Dice: The term “Hit Dice” is used synonymously with “character levels” for effects that affect a number of Hit Dice of creatures. Creatures with only Hit Dice, not levels, effectively have character levels equal to their Hit Dice.

Character Level: A power’s parameters often depend on character level. Creatures with no classes have a character level equal to their Hit Dice unless otherwise specified.

Creatures and Characters: “Creatures” and “characters” are used synonymously in the Power descriptions.

Powers that Look Like Spells: A Power with the same name as a spell in the *PHB* generally has the same effect as that spell. The difference is that Powers are extraordinary abilities (see page 71 of the *DMG*) and have a non-magical source.

Power Format

As previously noted, each Power description follows the same format. Note, however, that not all entries will be present in every description, since some parameters are not applicable to some Powers. In particular, persistent Powers, which do not require activation, have no Activation Time listed and seldom have an Energy Cost.

Name: This is the name by which the Power is generally known. A Power might be known by other names, depending on its specific parameters and the character who is using it. For example, a generic Energy Blast is more likely to be known as a Fire Blast, if it shoots fire, or Sonic Blast, if it is sound-based. Similarly, Wall-Crawling might be known Magnetic Adhesion, if you have defined the power to be electromagnetic in nature.

School, Subschool and Descriptors: This is as described in the *PHB* (pages 156 to 158 and 171). As previously noted, schools are included merely for the sake of convenience and clarity and do not represent an actual connection between the Powers and similar-appearing spells. More than one school may be listed, if the Power in question has several distinct uses.

Display: This gives the type of display that accompanies the activation of a Power. As described above, the possibilities are: Au (auditory), Ma (material), Me (mental), Ol (olfactory), Ta (tactile) and Vi (visual). It is up to you to decide exactly what each one represents for your particular Power. Often, an entry will simply read *Any Three* or something to that effect. In such cases, you get to pick not only the specific display but also the general type(s), subject only to the numeric minimum (which is usually three).

Activation Time: How long it takes to activate the Power, as described above. Remember that this entry will be absent for persistent Powers.

Range: The maximum distance from you at which the Power can affect a target, as described above.

Target/Area: The number of creatures, dimensions, volume, weight, and so on that the Power effects. See *Aiming a Power*, above, for more information. If the target is you, you do not receive a saving throw, and Power Resistance does not apply. The Saving Throw and Power Resistance headings are omitted from such Powers.

Duration: How long the Power lasts, as described above. Remember that persistent Powers are always in effect; thus, they have no Activation Time and rarely have an Energy Cost. Theoretically, a persistent Power that does not *usually* have an Energy cost *could* have one when used in an unusual manner; however, this seldom comes up in the examples, below.

Saving Throw: Whether a Power allows a saving throw, what type of saving throw it is, and the effect of a successful save. See above for more information. Remember that a saving throw against one of your Powers has a DC equal to 10 + one-third of your character level (rounded down) + your relevant ability modifier (+2 for Improved or +4 for Ultra), and that the relevant ability modifier will be noted in square brackets, with the other saving throw information.

Power Resistance: Whether Power Resistance (PR) applies to this Power (it usually does). See above for more information.

Energy Cost: The Power’s activation cost, in Energy points. This will usually be listed in one of two ways, either as a single number or as three numbers separated by slashes, e.g. 1/1/2. In the former case, the same Energy cost applies no matter how you use the Power. In the latter case, the Energy cost varies, depending on the version of the Power you are using – Standard, Improved or Ultra (in that order). Occasionally, this line will include additional information, if the Power’s Energy usage is somehow atypical. In particular, some Powers have a notation of *Continuous*. This means that the Power can be used indefinitely, as long as you continue to pay the Energy cost at set time intervals, based on the Duration. When the noted Duration expires, you need not activate the Power again to continue using it – just pay the Energy cost again as a free action. You do not usually need to be within the Power’s normal range limit to renew it in this manner (unless the description says otherwise); however, you *do* generally need to be in range to alter the way in which that Energy is being *used*.

Descriptive Text: This portion of the Power description details what the Power does and how it works. If one of the previous portions of the description includes (“see text”), this is where the explanation is found. As previously noted, most (although not all) Powers come in three “versions” or “levels” of strength, versatility and/or complexity – Standard, Improved and Ultra. The descriptive text explains the differences between each one, for the Power in question. In addition, the descriptive text for *some* Powers includes one or more entries for Amplifiers. These are enhancements that are unique to the Power in question and that can be obtained as explained in section 2.2. In general, they allow the character to use that Power (and only that Power) as if with a unique Metapower Feat. Many Power descriptions make reference to “the seven standard energy types”. This refers to those five energy types recognized by the Core Rulebooks – *acid*, *cold*, *electricity*, *fire* and *sonic* – plus two more: *kinetic* and *radiation*. *Kinetic* energy is the brute force inherent in attacks made with fists, swords, guns and the like (i.e. “physical” or “non-energy” attacks, although the latter is something of a misnomer). It also includes falling damage. *Radiation* refers to hard radiation or any other damaging energy that is derived from nuclear reaction – in a comicbook world, most attacks not covered by one of the other six energy types, including the ever-popular “cosmic rays”.

Powers

The Powers herein are presented in alphabetical order.

Absorption

Abjuration

Display: Any One (usually Vi)

Range: Personal

Target/Area: You

Duration: Persistent

When you first gain this Power, you must choose one of the seven standard energy types, since the Power only works against it. When you are struck by a damaging attack that uses this form of energy, you can absorb some or all of it, harmlessly. This Power is triggered only by energy levels that are high enough to cause actual damage and has no effect on low levels of ambient energy, so you do not, for example, absorb sunlight or the warmth in a room. The maximum amount of energy absorbed each round is dependent on the level of your Power (see below). This limit applies from the end of your turn until the beginning of your next turn. Any energy that exceeds this limit causes damage to you, as usual. For every two full points of energy damage absorbed, you recover one Energy point (drop fractions). Normally, your Energy score cannot exceed its maximum potential, and any excess points are lost; however, see Ultra, below, for an exception to this rule. Note that this Power can be gained more than once, if you wish to absorb more than one type of energy.

Standard: Your Absorption limit is 12 points per round, or 8 points for kinetic energy (since it is so much more common).

Improved: Your Absorption limit is 24 points per round, or 16 points for kinetic energy (since it is so much more common).

Ultra: Your Absorption limit is 36 points per round, or 24 points for kinetic energy (since it is so much more common).

Furthermore, you are able to retain Energy points in excess of your normal potential (an exception to the usual rule that your temporary score cannot exceed your potential score). Once your Energy score has reached its normal maximum, you can choose to let any extra absorbed Energy points be lost or retained. If you retain them, you must use them during your very next turn or begin to suffer harm. At the end of that turn, you suffer 1 hit point of damage, which cannot be resisted in any manner, for every Energy point you still have in excess of your normal potential. This continues every round until you either use up enough Energy to drop your score back down to acceptable levels (you can no longer simply disperse it) or you pass out from the damage and release all of the energy in one harmless flash (dropping your Energy score to zero).

Amplifiers:

Energized Regeneration: As long as you have energy in your “battery”, you slowly regenerate. In game terms, as long as your Energy score is at its maximum safe level (exactly) and you are not performing strenuous activity, you recover 1 hit point per level per hour. This benefit is lost during any hour in which your Energy score fluctuates or you perform strenuous activity.

Safe Overload: You do not take damage when your Energy score exceeds its normal potential; however, now your score cannot exceed *twice* its normal potential through the use of this Power (any excess points are lost). Note that, even with this Amplifier, you still cannot *recover* Energy points over your normal limit – you can only absorb energy to exceed it. Obviously, this Amplifier is only of use if you have the Ultra version of the Power.

Animal Affinity

Divination, Enchantment (Compulsion) [Mind-Affecting]

Display: None

Activation Time: 1 action (for control only)

Range: Close (25 ft. + 5 ft./2 levels) for Standard and Improved, Medium (100 ft. + 10 ft./level) for Ultra

Target/Area: One or more animals

Duration: Persistent, for most aspects; Concentration, up to 1 minute/level, for control

Saving Throw: None, for most aspects; Will negates [Cha], for control (see text)

Power Resistance: Yes

Energy Cost: None, for most aspects; 1, Continuous, for control

You have a natural affinity with animals that allows you to communicate with and influence them. The scope of your Power depends on its level, as noted below. Usually, this Power only works on creatures of the “animal” type, as defined in the *Monster Manual*, with an Intelligence score of 1 or 2; however, the Improved and Ultra versions expand this boundary.

Standard: You can sense the presence of any normal animal within range and also have an intuitive understanding of its current emotions. You have Animal Empathy as a class skill, regardless of your class, and gain a +4 insight bonus with it. By concentrating, you can cause a single animal to feel any emotion you wish – for example, calming it, enraging it or making it respect you. The animal can make a Will saving throw to negate this effect. Over time, you will probably attract one or more animal “followers”, as described under the *animal friendship* spell (DM’s discretion).

Improved: As per the Standard version, with the following changes:

- Beasts can also be affected, and the Intelligence range is now from 1 to 4.
- Your insight bonus for Animal Empathy is increased to +6.
- You can control the emotions of more than one animal at a time, up to one per level. You can still only *initiate* control over one animal at a time, adding them to the group one by one (and paying the Energy cost for each one).

Ultra: As per the Standard version, with the following changes:

- Beasts, magical beasts and vermin can also be affected, and the Intelligence range is now from 0 to 6. Keep in mind that vermin are seldom clever conversationalists and have only limited emotions, as well.
- You can now actually speak with an animal, as well as sense its emotions (as per the *speak with animals* spell). This does not require any special concentration or Energy and is performed as easily as talking in any other language that you know.

Animal Affinity (continued):

- Your insight bonus for Animal Empathy is increased to +8.
- You can influence the emotions of many animals at once, up to one per level. The Energy cost is 1 per animal per duration interval (1 minute/level). Unlike the Improved version, the Ultra version lets you contact all of the animals at once, rather than adding them into the group one at a time.
- The range is increased, as noted above.

Alternate Version:

Single Animal Type: If you wish, you can define this Power, when you first obtain it, so that it works only on one general type of animal, e.g. canines, felines, birds of prey, etc. In return for limiting the scope of the Power, you gain an automatic single level increase in it, i.e. if it is Standard, it becomes Improved, or, if it is Improved, it becomes Ultra.

Aquatic Adaptation

Transmutation

Display: None (although the physical changes are often obvious)

Range: Personal

Target/Area: You

Duration: Persistent

You are perfectly suited for aquatic life. Your body can draw oxygen from water as easily as it can from air (although you do not lose the ability to breathe air), and it has external changes that make swimming easier, such as streamlining and webbed digits. Swim is always considered to be a class skill for you, and you gain a competence bonus with it, based on your Power level.

Your actual swimming speed is also affected, as noted below. You possess low-light vision and, thus, can see twice as far as a normal human in conditions of poor illumination. You are not bothered by “normal” cold temperatures, as long as they remain above freezing, or by the pressure of the ocean depths, though you are still harmed by cold- and pressure-based attacks.

Standard: Your competence bonus for Swim is +4. You swim at one-half of your land speed as a move equivalent action or at three-quarters of your land speed as a full-round action.

Improved: Your competence bonus for Swim is +6, and your swimming speed is exactly the same as your land speed. You possess basic sonar, as described under Meta-Sense.

Ultra: Your competence bonus for Swim is +8, and your swimming speed is half again as fast as your land speed. You possess basic sonar, as described under Meta-Sense and gain a +2 morale bonus on attack rolls and saving throws made underwater.

Amplifier:

Hyper-Swimming: Your swimming speed, based on your Power level, is doubled. This Amplifier can be taken repeatedly, doubling your speed each time, e.g. x2 the first time, x4 the second time, x8 the third time, and so on.

Astral Projection

Necromancy

Display: None

Activation Time: 1 full round

Range: Personal

Target/Area: You

Duration: 1 minute/level (D) for Standard, 3 minutes/level (D) for Improved, or 10 minutes/level for Ultra

Energy Cost: 1/1/2, Continuous

You are able to free your spirit from your physical body and project your consciousness into the Astral Plane. During this time, your body is left in a state of suspended animation and is, thus, helpless. Your spirit forms a new body on the Astral Plane, with a Strength score equal to your Charisma (+2 for Ultra), a Dexterity score equal to your Intelligence, and a Constitution score equal to your Wisdom (+2 for Ultra). Normally, none of your possessions go with you; however, it is rumored that certain magical artifacts are able to make the transition with their wielder. While your astral body cannot interact with creatures on the Material Plane, it can freely interact with other astral denizens and seems entirely solid to them. Your astral body is connected to your physical body by a silvery cord. If this cord is broken, you are killed; however, destroying the cord is very difficult. If your astral body is killed, the cord instantly snaps back to your material body, leaving you alive but comatose. You must make a Will saving throw (DC 20) to awaken, with one try allowed per hour. If your material body is slain, your spirit is trapped in the Astral Plane, left to wander the void forever (or, at least, until story events allow some sort of escape).

By drawing closer to the Material Plane and entering what is commonly known as the Ethereal Plane, you can sense what is occurring there, although you still cannot interact directly with material creatures. You can see and hear into the Material Plane in a 60-foot radius, though material objects block sight and sound, and your other senses do not function at all. You can also use Telepathy to communicate with anyone whom you can see, although any saving throw made against unwanted contact, in this situation, receives a +4 bonus. For this purpose, your Telepathy Power level cannot exceed your Astral Projection Power level – which may cause some Amplifiers to work poorly or fail altogether. You can travel quite quickly through the Ethereal Plane, while monitoring the corresponding Material Plane location, at a rate equal to your Intelligence score, in miles per minute. More information on the Ethereal Plane can be found in the *PHB* (page 201), the *DMG* (page 76), and the *Manual of the Planes* (pages 53 to 59).

Note: This Power is quite different from the spell described in the *PHB* and has been designed to more accurately reflect the comic book version of astral projection (which tends to link the Astral and Ethereal Planes). On the other hand, most of the usual rules regarding the Astral Plane, itself, can be used directly (see the *Manual of the Planes*, in particular). It is entirely up to the DM to decide whether or not a character can use this Power to travel to other dimensions, based on the scope of the campaign. At the very least, it provides an excellent means of spying on the Material Plane.

Astral Projection (continued):

Standard, Improved and Ultra: The Power's level affects its duration and Energy cost, as noted above, and also limits the level at which you can use Telepathy to interact with material creatures. Furthermore, Ultra Astral Projection grants you a +2 bonus to the Strength and Constitution scores of your astral body.

Amplifiers:

Astral Armor: While you are on the Astral Plane, you are able to conjure a suit of armor and/or shield for your astral body. This can take any form you wish, but the Armor Class bonus is always based on your Power level: +3 for Standard, +5 for Improved, or +8 for Ultra.

Astral Sight: By using one action to shift your visual focus, you can view creatures in the Astral and Ethereal Planes and, thus, make Spot and Search checks against them. This Amplifier grants no special ability to see creatures that are simply invisible. It has no Energy cost and is considered to be an inherent talent; thus, it cannot normally be nullified by anti-Power effects.

Astral Weapon: While you are on the Astral Plane, you are able to conjure a melee weapon for your astral body. This can take any form you wish (swords are popular), but the damage is always based on your Power level: 1d6 for Standard, 1d8 for Improved, or 1d10 for Ultra.

Boost

Transmutation

Display: Any One (usually Vi)

Activation Time: 1 action

Range: Touch for Standard or Improved, or Close (25 ft. + 5 ft./2 levels) for Ultra

Target/Area: One creature

Duration: 1 minute/level (D) for Standard, 3 minutes/level (D) for Improved, or 10 minutes/level (D) for Ultra

Saving Throw: None

Power Resistance: Yes

Energy Cost: 1/1/2, Continuous

When you first gain this Power, you must choose one of the six ability scores for it to affect: Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma. This Power allows you to boost that ability score in yourself or another person. The amount of the increase and many of the Power's other parameters depend on the Power's level (see above and below). The ability bonus grants all of the usual benefits for the ability in question. You can use this Power more than once on the same target; however, the total increase cannot be greater than the maximum amount that could be rolled, i.e. 5 for Standard, 6 for Improved or 8 for Ultra. Note that this Power can be taken more than once if you wish to boost more than one ability.

Standard: The ability increase is 1d4+1.

Improved: The ability increase is 1d4+2. The duration is also increased, as noted above.

Ultra: The ability increase is 2d4. The duration, range and Energy cost are also increased, as noted above.

Alternate Versions:

Boost Any: You can boost any ability score, rather than a specific one. This causes the Power to be treated as if it were one level higher for purposes of obtaining it, *only*. In other words, you could not take this version if you were only eligible for a Standard Power. You could take it as an Improved Power (using up two "slots", so to speak), but it would count as Standard Boost, granting only 1d4+1 points, having Standard duration and so on. You could also take it as an Ultra Power (using up three "slots", so to speak), but it would count as Improved Boost, granting only 1d4+2 points, having Improved duration and so on. You would never be able to make a 2d4 increase or gain the Ultra range and duration, since this would require you to use up four "slots" – which is not allowed for any Power.

Boost Power: You can use this Power to improve other Powers, *instead* of ability scores. All of the usual parameters, listed above, still apply, except that the ability bonus becomes a one level Power increase, i.e. from Standard to Improved, or from Improved to Ultra. Ultra Powers cannot be increased in this manner. You can use this ability more than once on the same target to boost several Powers or to boost one Standard Power twice. There are two important restrictions that apply to this altered version. First, you cannot use it on yourself – only on other people. Second, the boosted Power *must* be used at full strength or not at all. Normally, you have the option to use a Power at a reduced level, to conserve Energy, decrease damage, and so forth; however, with a boosted Power, you do not have this option – it's all or nothing.

Brawn

Transmutation

Display: None

Range: Personal

Target/Area: You

Duration: Persistent

You are incredibly strong, capable of lifting tremendous weight and dealing out terrible damage with your bare fists. This Power is similar to Meta-Strength but is more specialized and grants a small Damage Reduction bonus, as well. At any given level, it adds far more Strength points than Meta-Strength; however, it comes with a catch. From this point on, your melee attack roll bonus is based on either your Strength modifier or your Dexterity modifier, whichever is *lower*. In other words, your Strength is superhuman, but your combat skills are relatively normal (or even sub-normal, if you are clumsy). This is a *very* common situation in comicbooks. Of course, if you have a decent Dexterity score, you may be good at both hitting *and* damaging foes.

Note: At first glance this may seem like a rather odd "Power"; however, its inclusion is absolutely essential if one is going to accurately simulate comicbook strength with a system that uses Strength, instead of Dexterity, to represent one's ability to hit an opponent in melee. The alternative would be to scale super-Strength to match the other abilities (as the Meta-Ability Power does), which would, effectively, disallow the muscle-bound types typical of the genre.

Brawn (continued):

Standard: Your Strength is increased by 10 points. You also gain 2 points of Damage Reduction against kinetic attacks, only, which is stackable with any other Damage Reduction you take (see below).

Improved: Your Strength is increased by 20 points. You also gain 4 points of Damage Reduction against kinetic attacks, only, which is stackable with any other Damage Reduction you take (see below).

Ultra: Your Strength is increased by 30 points. You also gain 6 points of Damage Reduction against kinetic attacks, only, which is stackable with any other Damage Reduction you take (see below).

Amplifiers:

Extra Boost: This simply gives you an extra +10 bonus to your Strength and an extra 2 points of kinetic DR, over and above the normal bonus for your Power level. In effect, this Amplifier really just adds an extra "virtual level" to the Brawn Power, beyond the Ultra level, allowing you to get a total bonus of +40 Strength and +8 DR. Obviously, this Amplifier is best added to the Ultra level of the Power.

Groundstrike: By striking the ground with your fists or foot, you can send a shockwave rippling through it, like a small earthquake. This is considered to be an instantaneous attack that requires one action and uses 1 Energy point. The shockwave is treated as a cone attack (see page 149 of the *PHB*), with a range equal to your Brawn-modified Strength score, in feet (excluding any Lifter bonus). Anyone in the affected area is knocked to the ground, prone, and suffers kinetic subdual damage equal to 1d3 plus your Strength modifier, minus 1 point per 5 feet of distance, or portion thereof. For example, if your Strength score is 43, you have a range of 43 feet, and a person 18 feet away would suffer 1d3+12 points of subdual damage. A successful Reflex save halves the damage and allows the victim to retain his footing. Note that soft, spongy ground may lessen the effect or reduce the saving throw DC, at the DM's discretion. Also note that this trick tends to wreak havoc with your environment. The ground or floor will end up cracked, things will be knocked over, and brittle objects will suffer real, not subdual, damage. Of course, that may sometimes be exactly what you want. Your Brawn level must be Improved or better to take this Amplifier.

Lifter: Your Strength bonus is increased by an extra +5 points per Power level but only for purposes of lifting and moving objects (which includes using them as weapons). For example, if you have Improved Brawn, your Strength bonus will be +20 for most purposes but +30 for purposes of determining your carrying capacity. Note that the bonus derived from Extra Boost, above, does count as a level, so a character with Ultra Brawn and both of these Amplifiers would have a total Strength bonus of +40/+60.

Chameleon

Transmutation

Display: None (although the results are obvious)

Activation Time: Free Action

Range: Personal

Target/Area: You

Duration: Instantaneous

Energy Cost: None

You are able to change your coloration to suit your surroundings, so that you blend in and are difficult to spot. In game terms, this Power grants a large bonus to Hide checks, especially when you remain perfectly still. While this may not appear as potent as true invisibility, it does have the advantage that it works on *all* forms of vision, even at the Standard level, and can affect other senses, as well, at the higher levels. Blending into the background is a free action and costs no Energy; however, it can only be performed once per round. This means that, while moving at normal speed or faster, you tend to shift in and out of focus, and your Hide bonus is halved. Unless you have the proper Amplifier, this Power works only on you, not on your gear, so you must wear little or no clothing (nothing more elaborate than a skimpy swimsuit) if you wish to avoid having your Hide bonus halved (or quartered, if you are also moving). Note that several gadgeteers have come up with special materials that adapt to such abilities and, thus, can be worn freely, without crippling your Chameleon Power.

Standard: Exactly as described above. Under optimum conditions, you receive a +8 circumstance bonus on all Hide checks.

Improved: As for Standard, except that the Hide bonus is increased to +12. Furthermore, your Power now works on unusual forms of vision that do not rely on light, such as radar and sonar (usually, because your body absorbs or refracts low levels of the energy type in question).

Ultra: As for Improved, except that your Power now mutes *all* perceptions of you. Thus, the +12 bonus applies when hiding from *any* sense (even smell) and also adds to Move Silently (although, as usual, it is halved, once you start to move at normal speed or faster).

Amplifiers:

Hide Gear: Your Power also conceals your clothing and any equipment that you carry, up to 10% of your own body mass.

Transparent: Your Power works automatically and instantly, with no lag while you are moving. In effect, you appear to be transparent. Your Hide bonus is not reduced when you move, although your clothing and equipment can still give you away. Depending on your Power level, this Amplifier may also grant you a circumstance bonus on your Armor Class: +0 for Standard, +1 for Improved, or +2 for Ultra. Any effect that reduces your Hide bonus (e.g. wearing or carrying heavy gear) negates this AC bonus completely. If you do *not* want to appear transparent, you must use an action to shut this Power *off*. Turning it back on again is a free action that must be performed during your own turn.

Clairsentience

Divination

Display: None

Activation Time: 1 action

Range: See text

Target/Area: One locale

Duration: 1 minute/level (D)

Saving Throw: None

Power Resistance: Usually, No (but see text)

Energy Cost: 1/1/2, Continuous

This Power enables you to concentrate upon a locale and hear or see almost as if you were there. When you first take this as a Standard Power, you must decide whether it grants visual or auditory sensing (i.e. whether it is Clairvoyance or Clairaudience, respectively); however, later levels of the Power will expand your repertoire. In any event, distance is not a factor, but the locale must be known – a place familiar to you or an obvious one (such as behind a door, around a corner, in a copse of trees and so on). The Power does not allow enhanced senses to work through it. If the chosen locale is pitch black, you see nothing; if it is in a vacuum, you hear nothing. Lead sheeting or anti-Power fields block the Power, and you sense that the Power is so blocked. The Power functions only on the plane of existence that you are currently occupying.

Standard: Just as described above. You must decide whether you possess Clairvoyance or Clairaudience.

Improved: You possess true Clairsentience (combined Clairvoyance/Clairaudience) and, thus, can both see and hear events at a distance.

Ultra: You can extend *all* of your senses out to a distant locale. You can see and hear events, as usual, but you can also smell anything that a person in the area would smell, as well as touch or even taste things. You do not actually physically interact with the area, so your touch cannot be felt by others, nor can it push or pull things.

Amplifiers:

Combat Precognition: Your ability to extend your senses slightly into the future allows you to predict and react to your opponents' tactics. Against each foe, you gain an insight bonus equal to your Wisdom modifier, reduced by that person's Dexterity modifier, with a minimum final bonus of +1. For example, you will gain a +2 bonus, if your Wisdom is 17 and your foe's Dexterity is 12. This bonus is increased by +2 for Improved or by +4 for Ultra. It applies to your Armor Class, as well as to all Reflex saving throws made against that enemy's Powers. If you would be unable to use your Dexterity bonus because you are restrained or otherwise hindered, then this bonus is lost, as well. It is *not* lost if you are simply caught flat-footed (in a sense, you are never caught *completely* flat-footed, as long as this Amplifier is in effect). Using this Amplifier costs 1 Energy point per minute (regardless of your Power level) and prevents the use of any other form of Clairsentience during that time.

You must already possess the Precognition Amplifier to take this one.

Precognition: You can extend your senses not only through space but also through time, to perceive the future. As usual, you must focus on a particular location or target (which may even be you), and your senses extend out to only about 30 feet around that focus. For every round that you concentrate, doing nothing else, you can extend your senses forward up to one hour into the future. In this manner, you can "rewind" or "fast forward" events that will occur around your target, in your mind. How far forward you can see is limited only by the duration of your concentration; for example, if you concentrate for 1 minute (10 rounds) you can see up to 10 hours into the future. Unfortunately, the future is not as stable as the past and is constantly shifting, as events in the present influence what is to come. As a result, the accuracy of your vision will decrease as you try to move forward in time. The base chance of your vision being accurate and relevant to you is 60% for Standard, 75% for Improved, or 90% for Ultra. This drops by 2% per hour, e.g. to 59% if you have Improved Clairsentience and try to see 8 hours ahead. The DM makes the roll and will give you useful clues as to what is coming, if it is successful. If the roll fails, then he will describe a different possible future that will probably not come to pass. Remember that, even if your information is accurate, it may not be complete. You only see events that actually happen in the targeted area and have no particular sense of their context. Thus, you might see one of your allies seem to turn against you but will not necessarily know why. Also, the future may be influenced by your actions; thus, if you act on what you have seen and later try to use this Power again, it is very possible that you will gain a whole new vision. Note that you must use your Power to gain this benefit, so you must expend Energy; furthermore, the usual Energy cost is increased to 2/3/4.

Note: This is arguably one of the most complicated and potentially troublesome Powers that could exist in a superhero campaign. If, as a DM, you do not wish to deal with it, you should feel free to restrict or completely disallow it. If you do disallow it, then Combat Precognition should no longer require it as a prerequisite; indeed, Combat Precognition will, effectively, act as its replacement.

Psychometry: By touching an object, you can use your Power to gain a sense of its history. Simply put, when you are in contact with a given object, your Clairsentience can be used to see into the past – but only the past of that object, including its environment, for about 30 feet around it. For every round that you concentrate, doing nothing else, you can extend your senses back up to one hour into the past. In this manner, you can "rewind" or "fast forward" events that have occurred around the object, in your mind. How far back you can see is limited only by the duration of your concentration; for example, if you concentrate for 1 minute (10 rounds) you can see up to 10 hours into the past. In rare cases, when it will enhance the story, the DM may allow you to gain fleeting visions of far more distant events that were somehow significant or emotionally traumatic. For example, if an ancient obsidian blade was used to sacrifice an Aztec princess, you might gain a momentary impression of this event, even though it occurred ages ago. Note that you must use your Power to gain this benefit, so you must pay the usual Energy cost.

Clairsentience (continued):

Sensitivity: Your extrasensory perception gives you unusual insight into the “world of the unseen”. You are allowed to make normal Listen, Search and Spot checks against spirits, demons and other such paranormal entities, as well as dimensional gates and other such phenomena, even if they would normally be invisible. Note that this Power provides no special ability to see *normal* creatures that are invisible – only those that are somehow “out of tune” with the natural environment. Also note that you must use your Power to gain this benefit, so you must pay the usual Energy cost.

Shared Vision: By touching someone, you can allow her to experience the same distant events that you are experiencing, in the same manner. If she does not wish to receive these visions, she can resist with Power Resistance (but not with a saving throw). You can share your awareness with as many people as you are touching; however, only the first one is free. For each one after the first, you must pay the Energy cost over again.

Contagion

Necromancy

Display: Vi

Activation Time: 1 action (see text)

Range: Touch (see text)

Target/Area: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates [Con, +2 DC for disease (see text)]

Power Resistance: Yes

Energy Cost: 1

Your touch is potentially deadly to other living creatures. This is due to either a disease or a poison that your body produces, and you must decide which one, when you first take the Power, since your choice will determine the Power's effects and, possibly, the victims' saving throw bonuses, as well. Either way, this Power has no effect on inanimate objects. You must make actual physical contact with your target's flesh, so this Power will not work through an active force field. Unless your opponent's armor has been specifically defined as being completely air-tight, it is assumed that at least a small amount of skin is accessible through it; thus, you can make a normal unarmed attack to see if you can get through artificial armor. In this case, the armor bonus *does* apply to the AC for your touch attack, since it may get in your way. On the other hand, natural armor simply counts as flesh and, thus, provides no defense against you. Since your touch is clearly deadly, your “unarmed” attack does *not* draw an attack of opportunity from your opponent. Assuming that you strike your foe, you do normal unarmed damage, plus affect him as specified below. If you fail to hit your foe, your Power is still considered to be “charged”, so you do not need to pay the Energy cost again until it has been “discharged”. While the activation time for this Power is considered to be 1 action, you can activate it as part of the melee attack that delivers it. In other words, you do not need to spend two actions to activate the Power and then use it – one action will both prepare the toxin and deliver it. On the other hand, this is not considered to be a free action, so you cannot combine it with other non-attack actions.

Standard: If your touch is poisonous, it causes initial damage of 1d6 hit points on the victim's first turn after it is has been delivered, followed by 1d6 hit points of secondary damage, one minute later (saving throws apply to both, as usual).

Alternatively, you can replace each 1d6 of damage with 1d3 points of ability damage, if you wish (you must choose this option and the ability that will be affected when you first gain the Power). If your touch causes disease, it will be cackle fever, filth fever, mindfire, red ache or the shakes (chosen when the Power is first gained; see pages 74 and 75 of the *DMG*). Unlike the normal version of the disease, however, this version has an incubation period measured in hours, instead of days. Also, the saving throw DC is calculated as usual for a Power, rather than being based on the type of disease, and is increased by +2. In effect, a disease touch is slower acting than a poison touch but is harder to resist.

Improved: If your touch is poisonous, it causes initial damage of 2d4 hit points on the victim's first turn after it is has been delivered, followed by 2d4 hit points of secondary damage, one minute later (saving throws apply to both, as usual).

Alternatively, you can replace each 2d4 of damage with 1d4 points of ability damage, if you wish (you must choose this option and the ability that will be affected when you first gain the Power). If your touch causes disease, it can be any disease listed on page 75 of the *DMG*, except mummy rot (chosen when the Power is first gained or enhanced from the Standard level).

See Standard, above, for notes on the incubation period and saving throws.

Ultra: If your touch is poisonous, it causes initial damage of 2d6 hit points on the victim's first turn after it is delivered, followed by 2d6 hit points of secondary damage, one minute later (saving throws apply to both, as usual). Alternatively, you can replace each 2d6 of damage with 1d6 points of ability damage, if you wish (you must choose this option and the ability that will be affected when you first gain the Power). If your touch causes disease, it can be any one from the list on page 75 of the *DMG*, except mummy rot, and you can change it each time that you use the Power (you are a walking breeding ground for noxious germs). See Standard, above, for notes on the incubation period and saving throws.

Amplifiers:

Hyper-Immune System: You are highly resistant to the type of toxin that your body produces. If your Power creates poison, then you get a saving throw bonus against all poisons: +4 for Standard, +6 for Improved, or +8 for Ultra. If your Power creates disease, then you get a saving throw bonus against all diseases: +6 for Standard, +8 for Improved, or +10 for Ultra.

Spray Attack: Your attack range with this Power is no longer limited to Touch. It can be used on any target within Close range (25 ft. + 5 ft./2 levels), just like a normal ranged attack. Of course, unlike the touch version (which you can still perform), this one causes no damage beyond what the Power itself produces.

Damage Reduction

Abjuration

Display: None

Range: Personal

Target/Area: You

Duration: Persistent

When you first gain this Power, you *may* choose one of the seven standard energy types for it to work against, but you need not do so. When you are struck by a damaging attack that uses your chosen form of energy (or *any* physical attack, if you did not specify an energy type), you reduce the damage by a certain amount (down to a minimum of zero) and only take the remaining damage as actual hit point loss. The points deflected by your Damage Reduction are dispersed, harmlessly. Note that, if the attack allows a saving throw, it is made *before* your Damage Reduction is applied. The maximum amount of energy absorbed from each attack is dependent on the level of your Power (see below) and varies according to how broad your chosen defense is (narrow defenses reduce damage by a greater amount). Note that this Power is essentially the same as the supernatural ability of the same name, described in the Core Rulebooks.

Standard: Your Damage Reduction limit is 4 points per attack for all attacks, 12 points per attack for one energy type (other than kinetic), or 8 points per attack for kinetic energy (since it is so much more common).

Improved: Your Damage Reduction limit is 8 points per attack for all attacks, 24 points per attack for one energy type (other than kinetic), or 16 points per attack for kinetic energy (since it is so much more common).

Ultra: Your Damage Reduction limit is 12 points per attack for all attacks, 36 points per attack for one energy type (other than kinetic), or 24 points per attack for kinetic energy (since it is so much more common).

Amplifier:

Shared Defense: You are capable of protecting *one* other person at a time with your Power. You must touch the person in question, and she gains your Damage Reduction. Your own defense is not weakened while you are protecting another person in this manner, but you must pay 1 Energy point per minute to maintain the effect.

Damage Resistance

Abjuration

Display: None

Range: Personal

Target/Area: You

Duration: Persistent

When you first gain this Power, you *may* choose one of the seven standard energy types for it to work against, but you need not do so. When you are struck by a damaging attack that uses your chosen form of energy (or *any* physical attack, if you did not specify an energy type), you multiply the damage by a certain fraction and reduce the total by this amount. You suffer only the remaining damage (rounding fractions up); the points resisted by your Power are dispersed, harmlessly. Note that, if the attack allows a saving throw, it is made *before* your Damage Resistance is applied. In fact, with the single exception of Absorption, Damage Resistance is always applied as your *last* defense, if you possess other similar Powers. The fraction of damage that you take from each attack is dependent on the level of your Power (see below) and varies according to how broad your chosen defense is (narrow defenses reduce damage by a greater amount). For example, if you have Standard Fire Resistance and are hit by a 15-point fire attack, you suffer only 8 points of damage; however, you are affected normally by all other types of attack.

Note that, in comparison to Damage Reduction, this Power provides less protection against weaker attacks (since some damage will get through) but greater protection against stronger attacks (since the fractional reduction always applies, with no upper limit). This Power is of particular use to the DM when creating opponents who can be harmed readily enough but take an awful lot of abuse before being knocked out (as an alternative to simply piling on the hit points).

Standard: Your Damage Resistance is one-sixth for all attacks, one-half for one energy type (other than kinetic), or one-third for kinetic energy (since it is so much more common).

Improved: Your Damage Resistance is one-third for all attacks, three-quarters for one energy type (other than kinetic), or one-half for kinetic energy (since it is so much more common).

Ultra: Your Damage Resistance is one-half for all attacks, total for one energy type (other than kinetic), or three-quarters for kinetic energy (since it is so much more common). Total Damage Resistance against a given energy is usually called an Immunity, i.e. Fire Immunity, Cold Immunity, etc.

Amplifier:

Shared Defense: You are capable of protecting *one* other person at a time with your Power. You must touch the person in question, and she gains your Damage Resistance. Your own defense is not weakened while you are protecting another person in this manner, but you must pay 1 Energy point per minute to maintain the effect.

Darkness

Evocation [Darkness]

Display: Vi, plus Any One (usually Me or Ta)

Activation Time: 1 action

Range: Personal

Target/Area: Sphere, centered on you, with a 20-ft. radius for Standard, 40-ft. radius for Improved, or 60-ft. radius for Ultra

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Saving Throw: None

Power Resistance: No

Energy Cost: 1/1/2, Continuous

Darkness (continued):

This Power causes darkness to radiate out from you, to a radius dependent on the Power's level. Not even creatures that can see in the dark (such as those with darkvision) can see in this area, although non-visual senses, such as sonar, are unaffected. Normal lights do not work, nor do light-based Powers of a lower level, e.g. a Standard light-based Power would not work in an Improved Darkness field. Dark- and light-based Powers of the same level tend to cancel each other out, leaving whatever light conditions normally prevail in the overlapping area. Note that you have no special ability to see in your own darkness.

Standard, Improved and Ultra: The Power's level modifies its parameters, as noted above, and indicates its ability to resist competing light-based Powers.

Amplifiers:

Range: The Darkness field need not be centered on you. You can pick any point that you can see within Medium range (100 ft. + 10 ft./level) and center the sphere on that point. By concentrating and using an action, you can move the sphere up to 30 feet per round. Otherwise, it remains where it was placed until the duration expires or you dispel it.

Self Immunity: You can see through your own Darkness field or through any Darkness field that has a level equal to or lower than that of your Power (e.g. a Standard or Improved Darkness field, if you have Improved Darkness). This grants no special ability to see through normal darkness.

Drain

Transmutation

Display: Any One (usually Vi)

Activation Time: 1 action

Range: Touch for Standard or Improved, or Close (25 ft. + 5 ft./2 levels) for Ultra

Target/Area: One creature

Duration: 1 minute/level (D) for Standard, 3 minutes/level (D) for Improved, or 10 minutes/level (D) for Ultra

Saving Throw: Fortitude half [Wis]

Power Resistance: Yes

Energy Cost: 1/1/2, Continuous

When you first gain this Power, you must choose one of the six ability scores for it to affect: Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma. This Power allows you to reduce that ability score in another person. The amount of the decrease and many of the Power's other parameters depend on the Power's level (see above and below). The ability penalty affects all of the usual modifiers for the ability in question, e.g. a damaged Dexterity score reduces Reflex saves and AC. You can use this Power more than once on the same target; however, the total decrease cannot be greater than the maximum amount that could be rolled, i.e. 5 for Standard, 6 for Improved or 8 for Ultra. Note that this Power can be taken more than once if you wish to drain more than one ability.

Standard: The ability decrease is 1d4+1.

Improved: The ability decrease is 1d4+2. The duration is also increased, as noted above.

Ultra: The ability decrease is 2d4. The duration, range and Energy cost are also increased, as noted above.

Alternate Versions:

Drain Any: You can drain *any* ability score, rather than a specific one. This causes the Power to be treated as being one level higher for purposes of obtaining it, *only*. In other words, you could not take this version if you were only eligible for a Standard Power. You could take it as an Improved Power (using up two "slots", so to speak), but it would count as Standard Drain, affecting only 1d4+1 points, having Standard duration, and so on. You could take it as an Ultra Power, but it would count as Improved Drain, affecting only 1d4+2 points, having Improved duration, and so on. You would never be able to make a 2d4 decrease or gain the Ultra parameters, since this would require you to use up four "slots" (which is not allowed for any Power).

Drain Power: You can use this Power to reduce other Powers, *instead* of ability scores. All of the usual parameters, listed above, still apply, except that the ability penalty becomes a one level Power decrease, i.e. an Ultra Power becomes an Improved Power, or an Improved Power becomes Standard Power. Standard Powers cannot be decreased in this manner. You can use this ability more than once on the same target to drain more than one Power or to drain one Ultra Power twice.

Duplication

Conjuration (Creation)

Display: None (although the results are obvious)

Activation Time: 1 action

Range: Personal

Target/Area: You

Duration: 2 rounds + 1 round/level (see text)

Energy Cost: 3/6/9, Continuous

You are able to create one or more perfect duplicates of yourself. Each duplicate is exactly like you, possessing all of your abilities, skills, feats, and Powers *except* for Duplication. If you are wounded, each duplicate is also wounded, to exactly the same degree. Even your clothing and equipment is replicated, up to 10% of your body mass. While you do not actually control the duplicates (the DM does), they all share your views and goals and, thus, will tend to do anything that you would be willing to do. You have a very limited telepathic bond with each duplicate – enough to know where he is and what sort of shape he is in. You cannot communicate through this bond, however, and, thus, will have to discuss any plans you wish to make. You can "absorb" a duplicate at any time by simply touching it (no saving throw). It will also disappear when you stop paying Energy for it but, if you allow this to occur without absorbing it, you suffer 1d6 points of subdual damage. If a duplicate is killed before you can absorb it, you suffer the *permanent* loss of 1 Constitution point (with a possible corresponding loss of hit points). When you recombine with your duplicates, your memories merge, so you will know everything they experienced. Obviously, this benefit is lost if you simply allow the duplicate to vanish or die without absorbing him.

Duplication (continued):

Standard, Improved and Ultra: Your Power level simply determines the number of duplicates that you can create at a time: one for Standard, two for Improved, or three for Ultra.

Amplifiers:

Instant Mob: You can create as many duplicates as you wish, limited only by the amount of Energy that you have available. Each duplicate cost 3 Energy points for the usual duration. This Amplifier can only be taken with Ultra Duplication.

Share Life: You can give up some of your life force to create duplicates that are more stable and much less draining on your Energy. Your hit points are divided as evenly as possible between you and all of your duplicates (with any extra points going to you), so each of you is much more vulnerable to damage. On the other hand, the duration is increased to 1 minute/level, and the Energy cost is reduced to 1/2/3, Continuous (or 1 point per duplicate, with the Instant Mob Amplifier). You do not regain your hit points until you have absorbed your duplicates and, even then, you regain only those points they currently have available. If you allow a duplicate to simply vanish, you suffer the hit point loss as *real* damage (which can then be healed normally). If one is killed, you suffer this damage and also lose 1 point of Constitution, as usual.

Telepathic Bond: The mental bond between you and your duplicates allows two-way communication; thus, you can freely converse and make plans without anyone being the wiser. Your telepathic range is 500 feet per point of Intelligence. If timing becomes important, assume that mental communication occurs at about three times the speed of verbal communication.

Element Control

Transmutation

Display: Au, Vi (appropriate to element in question)

Activation Time: 1 action

Range: Close (25 ft.+5 ft./2 levels) for Standard, Medium (100 ft.+10 ft./level) for Improved, Long (400 ft.+40 ft./level) for Ultra

Target/Area: Appropriate element, in a volume of 2000 cubic feet per level (S) for Standard, 4000 cubic feet per level (S) for Improved, or 8000 cubic feet per level (S) for Ultra

Duration: Concentration, up to 3 rounds/level for Standard, 1 minute/level for Improved, or 3 minutes/level for Ultra

Saving Throw: None

Power Resistance: None

Energy Cost: 1/2/3, Continuous

When you first gain this Power, you must choose one of the four standard elements for it to affect: air, earth, fire or water.

Within a given area, based on your character level and Power level (as indicated above), you can manipulate the element in question, causing it to move, change shape and so forth. For example, if you are 4th level and have Standard Earth Control, you can control all of the normal earth within an 8000 cubic-foot area. This is equivalent to eight 10-foot x 10-foot x 10-foot cubes (placed in any manner you wish), a single 20-foot x 20-foot x 20-foot cube, or a sphere with a radius of a bit less than 12½ feet. Note that the area of effect is a volume of the element in question, not an immobile location, so you can move the element away from its original position as long as it remains within your range (you lose control the moment it leaves the Power's range). The speed at which an element can be moved is dependent on the element in question and the Power's level. A Standard Power moves fire and water at (18 + 2/level) feet per turn, but air can be moved four times as quickly, and earth moves only half as fast. While you can shape the element into any form you wish, you may have to make an appropriate Craft check if you want to produce a real work of art. You cannot affect elements that are an integral part of some other object, so you cannot, for example, use Water Control to suck all of the moisture out of a person or Earth Control to decompose a metal alloy. Other than these general effects, the Power may also have other effects, based on the element in question:

Air: Air is of little use as a construction material; however, it can be accessed almost anywhere on earth and, of course, is necessary to human survival. If you create a vacuum around a person, by moving all of the air away, that person will be forced to vacate the area or begin suffocating (see *DMG*, page 88). Conversely, you can use breezes to blow away noxious gases, smoke, fog and the like. In game terms, do not worry about a volume of wind's Strength score. Instead, use *Table 3-17: Wind Effects*, from page 87 of the *DMG*. As previously noted, air moves four times as fast as other elements. This means that, by about 5th level, you can start to create wind conditions that are Strong or worse with the Improved version of this Power (or sooner, for the Ultra version). To figure out the speed of the wind (or anything else, for that matter) in miles-per-hour, just divide the feet-per-round speed by 8.8, e.g. 44 feet per round is equal to 5 mph.

Earth: Earth moves at only half the usual speed; however, it tends to drag everything right along with it. Anyone caught in the area of effect must make a Balance check opposed by the earth's Strength (see below) or be knocked to the ground and dragged along. Even if a person makes the save, he will tend to get moved along with any earth he is standing on, but at least he will retain some control of the situation. If a person is on otherwise stable ground, trying to resist a "wave" of earth that is approaching him, the Balance check is replaced by an opposed Strength versus Strength check. For purposes of pushing, moving, and knocking down objects, a volume of earth controlled by this Power is considered to have a Strength score equal to 7 + 3/level (maximum 50), +5 for an Improved Power or +10 for an Ultra Power. Of all the elements, earth is the most useful for building rough objects, since it may retain its form, to some degree, even after the Power's duration expires (as long as the form is stable).

Fire: Fire is of limited use as a construction material, since it will only hold its form as long as you concentrate on it and requires a constant supply of oxygen to avoid being extinguished. Furthermore, its Strength is almost non-existent – only 1 + half of your character level (rounded down), +1 for an Improved Power or +2 for an Ultra Power. On the other hand, fire is the one element that can damage a foe directly (see page 86 of the *DMG*) and, when it is shaped into other forms, it is probably the most visually impressive and intimidating element. This Power is also handy for *extinguishing* fires, since you can accomplish this by simply moving the fire into the air and away from its fuel.

Element Control (continued):

Water: Water is of limited use as a construction material, since it will only hold its form as long as you concentrate on it (unless frozen). On the other hand, it makes nearly as good a mover as earth and does so at a better speed. It can knock people over and drag them along, as explained for earth. Its Strength score for this purpose is considered to be $6 + 2/\text{level}$ (maximum 40), +4 for an Improved Power or +8 for an Ultra Power. Water can be used as a weapon, in as much as surrounding a person with water will allow the possibility of drowning (see page 85 of the *DMG*).

Note: If two people try to manipulate the same volume of a given element, the character with the higher Power level wins out but has his effective Power level reduced by one. If the two Power levels are equal, the effects are cancelled out, and no one gains control of the element.

Standard, Improved and Ultra: The Power's level simply modifies its parameters, as noted above. The speed at which you can move an element is increased to $(26 + 4/\text{level})$ feet per turn for the Improved version and to $(32 + 8/\text{level})$ feet per turn for the Ultra version.

Elongation

Transmutation

Display: None (although the results are generally obvious)

Range: Personal

Target/Area: You

Duration: Persistent

You are able to elongate your body parts and even reshape them to a limited degree. You can squeeze through narrow openings and contort yourself into all manner of bizarre shapes. You can allow your limbs to bend like wet clay or stiffen them at will, making you somewhat resistant to physical damage. The exact limits of your Power depend on its level, as described below. Note that your increased ability to resist damage only works against kinetic energy and is treated in exactly the same manner as the Damage Reduction Power (see above).

Standard: You can stretch to increase your reach by one step, i.e. from 5 feet to 10 feet for a Medium-sized character. As usual, this increases the size of the area that you threaten. Outside of combat, you can use this to grab objects that are up to 10 feet away or step over objects that are up to 10 feet tall. You can avoid 10-foot drops by simply stepping down the entire distance. By flattening yourself, you can slip through spaces that are only 3 inches wide. You have Escape Artist as a class skill, regardless of your class, and gain a +4 competence bonus with it. You have Damage Reduction of 2 against kinetic energy, which is raised to 4 when resisting falling damage (only). Finally, you gain a +2 bonus on all grapple checks.

Improved: You can stretch to increase your reach by two steps, i.e. from 5 feet to 15 feet for a Medium-sized character. As usual, this increases the size of the area that you threaten. Outside of combat, you can use this to grab objects that are up to 15 feet away or step over objects that are up to 15 feet tall. You can avoid 15-foot drops by simply stepping down the entire distance. By flattening yourself, you can slip through spaces that are only 2 inches wide. You have Escape Artist as a class skill, regardless of your class, and gain a +6 competence bonus with it. You have Damage Reduction of 4 against kinetic energy, which is raised to 8 when resisting falling damage (only). Finally, you gain a +4 bonus on all grapple checks.

Ultra: You can stretch to increase your reach by three steps, i.e. from 5 feet to 20 feet for a Medium-sized character. As usual, this increases the size of the area that you threaten. Outside of combat, you can use this to grab objects that are up to 20 feet away or step over objects that are up to 20 feet tall. You can avoid 20-foot drops by simply stepping down the entire distance. By flattening yourself, you can slip through spaces that are only 1 inch wide. You have Escape Artist as a class skill, regardless of your class, and gain a +8 competence bonus with it. You have Damage Reduction of 6 against kinetic energy, which is raised to 12 when resisting falling damage (only). Finally, you gain a +6 bonus on all grapple checks.

Amplifiers:

Parachuting: If you are performing no other actions, you can flatten yourself out to increase your air resistance. This allows you to glide down virtually any distance safely. While dropping, you can move as far forward, in whatever direction you wish, as you do down; however, you have no more control over your flight than this and cannot increase your elevation.

Rocket Punch: You can harden your fist and then launch it forward, as if it were spring-loaded, to make a more powerful unarmed attack. Unless your opponent is looking directly at you, this will automatically count as a flanking attack and, thus, gets a +2 attack bonus. Furthermore, your unarmed damage is increased to 1d4 for Standard, 1d6 for Improved or 1d8 for Ultra (instead of the usual 1d3), and half again is added to your damage bonus for Strength (if any), rounding down. As usual, your unarmed attack does subdual damage. Remember that, due to your stretching ability, you can effectively make this attack at a range, against a foe who cannot necessarily make an unarmed attack against you.

Empathy

Divination, Enchantment (Compulsion) [Mind-Affecting]

Display: Me

Activation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels) for Standard or Improved, or Medium (100 ft. + 10 ft./level) for Ultra

Target/Area: One living creature for Standard or Improved, or one living creature/level for Ultra

Duration: Concentration, up to 1 minute/level (D) for Standard or Improved, or 10 minutes/level (D) for Ultra (see text)

Saving Throw: Will negates [Cha]

Power Resistance: Yes

Energy Cost: 1/2/3, Continuous

You can detect the surface emotions of any single creature you can see that is in range. You can sense basic needs, drives and feelings. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and so on can all be sensed. Incidentally, this gives you a +10 insight bonus on Sense Motive checks.

Empathy (continued):

Standard: Exactly as described above.

Improved: You now have the ability to influence emotions, as well as detect them. This talent is commonly called Telempathy.

You can cause a single living creature that fails its Will saving throw to feel any one emotion that you wish, e.g. loyalty, fear, hatred, etc. This feeling lacks any legitimate focus, so the subject may not always react in a predictable manner. For example, making a subject feel loyalty might make him feel loyal toward you or it might strengthen his loyalty to someone else (which could be a bad thing, if that person is an enemy). For this reason, it is usually a good idea to plant a more generally applicable emotion, such as fear, hope or despair. The emotion lasts for the duration of the effect, even if you cease concentration. Refer to the *emotion* spell (page 199 of the *PHB*) for some ideas on how this Power might affect the subject.

Ultra: As per Improved, but with better range and duration. In addition, you can now affect more than one subject, up to one per level. Every person must be within range, and the emotion that you plant must be the same for each one. Your duration is also divided by the number of people that you are influencing; for example, if you manipulate five, the duration is only 2 minutes/level (D). Scattering emotions such as hate or rage throughout a mob often results in a riot. Doing the same with friendship or hope can create a productive atmosphere of cooperation.

Amplifier:

Heart's Desire: You may use this talent on any subject whom you are already scanning with Empathy. If you make a Sense Motive check (DC equals subject's Wisdom, and the usual +10 bonus does not apply), you gain a sense of the person's greatest desire or motivation, even if that person is not contemplating it at the time and does not really understand it, himself. This is not always a concrete image, so much as an uncanny intuition. For example, you might sense that a person is driven by greed or that he wants to be admired by others. What you do with this information is up to you. As a rule of thumb, clever use of it will give you an insight bonus of at least +4 on related Diplomacy and Bluff checks.

Energy Blast

Evocation [by energy type]

Display: Any Three (see text for suggestions)

Activation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target/Area: One creature or object

Duration: Instantaneous

Saving Throw: Reflex half [Dex] (object)

Power Resistance: Yes (object)

Energy Cost: 1/1/2

When you first gain this Power, you must choose one of the seven standard energy types. You are able to project a bolt of this energy as a damaging attack, using a normal ranged attack roll. The blast has a range increment of 100 feet (Standard), 150 feet (Improved) or 200 feet (Ultra) but has a maximum range as noted above. It has a normal threat range and critical damage multiplier, i.e. 20/x2. The damage caused is two dice at 1st level, plus one extra die for every two character levels, thereafter. The type of die is based on the Power level: d4 for Standard, d6 for Improved, or d8 for Ultra. At even character levels (only), the damage is increased by +1. Thus, the damage progression for a character with Improved Energy Blast would be: 2d6 at 1st level, 2d6+1 at 2nd level, 3d6 at 3rd level, 3d6+1 at 4th level, 4d6 at 5th level, and so on. The target can halve this damage with a successful Reflex save, as usual. Aside from the damage caused, the blast will have a special effect, determined by its energy type, as described below.

Acid: An Acid Blast does only half damage against a target who is wearing artificial armor of any sort; however, against *any* foe, it automatically causes damage again, on the following round, equal to half the amount generated by the original attack.

Thus, on the average (and ignoring saving throw effects), an Acid Blast does only 75% damage to an armored foe (50% on the first round, 25% on the second) but 150% damage to an unarmored foe (100% on the first round, 50% on the second).

Suggested Display: Vi, plus any two of Au, Ma or Ol.

Cold: Whenever a Cold Blast strikes a target for full damage (i.e. the Reflex save is failed), the victim must immediately make a Fortitude saving throw against the same DC or suffer 1 point of Dexterity damage. A Cold Blast is capable of making inanimate objects brittle: it does only half damage against most materials but ignores hardness altogether. Under conditions of extreme heat (e.g. in a desert), Cold Blasts tend not to work as well: reduce the damage die by one step, so that Standard uses 1d3, Improved uses 1d4 and Ultra uses 1d6. Finally, if a Cold Blast is focused on a level surface, that surface becomes slippery (a per *grease*, page 210 of the *PHB*). **Suggested Display:** Ta, plus any two of Au, Ma or Vi.

Electricity: An Electrical Blast passes through metal with ease and, thus, ignores metal armor (do not count it for AC purposes). This also means that you can hit a target automatically by sending your blast through a metal conductor that he is touching (for example, if you are both holding the same metal wire or walking on the same metal catwalk). In this case, however, the damage is halved for every full 20 feet of distance between you, e.g. the damage would be quartered over a distance of 50 feet. If an Electrical Blast is used underwater, it loses its range and, instead, affects *everyone* within a 20-foot radius sphere (including you), doing half damage. **Suggested Display:** Vi, plus any two of Au, Ol or Ta.

Fire: When you first gain your Power, you must define it as Fire Blast, Heat Blast or Light Blast, since each one has a different set of effects:

Fire Blast: Fire can ignite combustible materials, as indicated on page 86 of the *DMG*. It can never do subdual damage (unlike most other damaging Powers) and is completely useless underwater. On the other hand, a Fire Blast is considered to have a width of 3 feet and, thus, has a very limited area effect (wide enough that you may, occasionally, strike more than one target with the same blast). **Suggested Display:** Vi, plus any two of Au, Ma, Ol or Ta.

Energy Blast (Fire, continued):

Heat Blast: Unlike a Fire Blast, a Heat Blast can do subdual damage. It is not considered to be hot enough to ignite most materials, and it does only half damage underwater. Whenever a Heat Blast strikes a target for full damage (i.e. the Reflex save is failed), the victim must immediately make a Fortitude saving throw against the same DC or suffer 1 point of Strength damage, due to heat exhaustion and fatigue. *Suggested Display:* Ta, plus any two of Au, OI or Vi.

Light Blast: A Light Blast can be focused into a tight beam or a slightly wider one. A tight beam is treated as a laser in every respect: it has a threat range of 19-20, instead of 20, but can be blocked by reflective surfaces. It cannot do subdual damage. A wide beam can *only* do subdual damage but it tends to dazzle the target. Whenever a wide-beam Light Blast strikes a target for full damage (i.e. the Reflex save is failed), the victim must immediately make a Fortitude saving throw against the same DC or suffer a -2 penalty on all vision-related checks (including attack rolls) for 1d4 rounds. *Suggested Display:* A Light Blast always has only one display (Vi, of course); however, this display is always very obvious and can never be hidden, even with the Hide Power feat (otherwise, it would have no effect).

Kinetic: A Kinetic Blast has no special effect, since it already has the advantage that most defensive Powers that work specifically against it tend to be weaker than those that work specifically against other energy types (see Absorption, Damage Reduction and Damage Resistance, for example). *Suggested Display:* A Kinetic Blast has only two possible displays: either Au and Ta, if you fire bolts of pure kinetic energy, or Ma and Vi, if you conjure and throw actual physical objects, such as stones, ice spears, and so on.

Radiation: A Radiation Blast ignores most forms of armor that are not specifically designed to block it; thus, it usually counts as a ranged touch attack, rather than a normal ranged attack (see page 125 of the *PHB*). On the other hand, it is blocked *completely* by radiation suits and similar protective garments that *are* designed with it in mind. Although a Radiation Blast can be used to make a subdual attack, half of the damage caused is always lethal. There is also a more subtle problem associated with this attack form: normal people tend to be rather nervous around anything “radioactive”. Thus, it can be hard for a character with this Power to build up a good reputation. Even for a villain, this can be a problem, since it means that the authorities tend to go a bit overkill when it comes to imprisoning you. *Suggested Display:* Any three, other than Me.

Sonic: A Sonic Blast is completely useless in a vacuum but does an extra point of damage, for every die, underwater (e.g. a 3d6+1 sonic attack would do 3d6+4 underwater). Sonic attacks are especially good against inanimate objects: halve the hardness of most objects and treat brittle ones (only) as if they had been affected by a *shatter* spell (see page 250 of the *PHB*). Note that most of the damage caused by a sonic attack is physical (vibratory); thus, being deaf does not protect one against it. Nevertheless, whenever a Sonic Blast strikes a target for full damage (i.e. the Reflex save is failed), the victim must immediately make a Fortitude saving throw against the same DC or suffer a -2 penalty on all hearing-related checks for 1d4 rounds. *Suggested Display:* Au, Ta and either Ma or Vi.

Standard, Improved and Ultra: The Power's level simply modifies its range increment and damage die type, as noted above.

Amplifiers:

Cone: You can spread your Energy Blast so that it creates a cone. This reduces the range to Close (25 ft. + 5 ft./2 levels) but allows you to make an area effect attack and, thus, avoid having to make an attack roll (i.e. the blast is treated as a normal cone spell, such as *cone of cold* – see page 149 of the *PHB*). Using this Amplifier increases the base Energy cost by +2.

Energy Substitution: Pick one other type of Energy. Your Energy Blast can now do damage of this type or the type you originally selected (determined each time you use the Power). This Amplifier can be taken more than once, if you want to have a really versatile selection of energies from which to choose.

Explosive: You can cause your Energy Blast to explode, in a spherical radius, at some distant point you specify. This reduces the range to Medium (100 ft. + 10 ft./level) but allows you to make an area effect attack with a 20-foot radius spread and, thus, avoid having to make an attack roll (i.e. the blast is treated as a normal spread spell, such as *fireball* – see page 149 of the *PHB*). Using this Amplifier increases the base Energy cost by +2.

Fan: You can spread your beam so that it affects a much wider area. The range is reduced dramatically, to only 10 feet plus 1 foot/level, and the damage roll is halved (rounding down); however, the blast now covers a semicircular burst, as per a *burning hands* spell (see page 181 of the *PHB*). This means that you can affect more than one target and that you do not need to make an attack roll for any of them.

Personal Immunity: You are completely immune to your own Energy Blast and can never be harmed by it. This is particularly handy if you make frequent use of explosive attacks; however, it also protects you from strange Powers that reflect your own energy back at you or mimic your Powers. Note that this does not provide you with any special defense against similar attacks that come from some other source – only from your own attacks and copies or reflections of them.

Wide-Beam: You can increase the width of your Energy Blast – not enough for it to count as an area effect, but enough to make it hard to avoid. Your target's AC bonus for Dexterity (if any) is halved, and the Reflex saving throw DC is increased by +2.

Entangle

Conjuration (Creation)

Display: Vi, plus Any One

Activation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels) for Standard or Improved, or Medium (100 ft. + 10 ft./level) for Ultra

Target/Area: One creature or object

Duration: 10 minutes + 1 minute/level for Standard, 20 minutes + 2 minutes/level for Improved or Ultra

Saving Throw: Reflex partial [Dex] (see text)

Power Resistance: No

Energy Cost: 1/1/2

You have the ability to entangle your foes, preventing them from moving or attacking. You should define the method that you use to do this, which may be sticky threads, gobs of glue, engulfing earth, binding ice, animated plants or any other phenomenon that would achieve the same end result. To entangle an opponent, you must make a ranged touch attack (see

Entangle (continued):

page 125 of the *PHB*). If you succeed, the target must make a Reflex saving throw. A successful save indicates that he is only partially entangled: he suffers a –2 penalty on attack rolls and a –4 penalty to effective Dexterity, he can only move at half speed, and, if he attempts to activate a Power or cast a spell, he must make a Concentration check (DC 15). If he fails the saving throw, he is completely entangled: he cannot attack or move at all and is considered to be helpless (see page 133 of the *PHB*). He can execute purely mental actions but must make a Concentration check for Powers and spells, as previously noted. An entangled target can break loose by spending 1 round and succeeding at a Strength check (DC 20 for a full entangle or 15 for a partial entangle) or Escape Artist check (DC 25 for a full entangle or 17 for a partial entangle). In both cases, the DC may be increased, depending on the level of the Power (see below). If the target is only partially entangled or if he has some method of causing damage without moving, he can try to break out of the entangling material by damaging it. It has a basic hardness (elasticity, actually) of 2 and 6 hit points; however, this may be increased, depending on the level of the Power (see below). Note that not all attacks may be appropriate, depending on the type of entangle. Sharp weapons (including claws) are good against webs, plants and the like, whereas energy attacks may be better against glue blobs (DM's discretion). An ally can try to free the target by damaging the entangling material, in much the same manner. This requires an attack roll against a base AC of 5, and, unfortunately, the entangled character takes half of the damage done to the entangle (after hardness, rounding down). If left alone, the entangling material will eventually dissolve or disperse on its own, as indicated by the Power's duration, so eventual escape is assured, even for a target who seems hopelessly mired.

Standard: Exactly as described above.

Improved: As described above, except that the entangle is tougher, with a hardness of 3 and 8 hit points. The DC for the Strength check is higher (24 for a full entangle or 18 for a partial one), as is the DC for the Escape Artist check (30 for a full entangle or 20 for a partial one).

Ultra: As described above, except that the entangle is even tougher, with a hardness of 4 and 10 hit points. The DC for the Strength check is higher (28 for a full entangle or 21 for a partial one), as is the DC for the Escape Artist check (35 for a full entangle or 23 for a partial one).

Amplifiers:

Area Effect: You can use your Power to cover an area with adhesive material. This is treated in exactly the same manner as a web spell (see page 271 of the *PHB*), except for the range and duration (which are as noted above). Because the adhesive layer is somewhat thinner than usual, the strength of the entangle is always considered to be Standard, regardless of your Power level (i.e. hardness of 2, 6 hit points). Using this Amplifier increases the base Energy cost by +1.

Instant Freedom: You can instantly free any target who has been entangled by your Power, simply by thinking about it (a free action). This Amplifier is usually taken with bindings that make use of animated materials, such as earth or plants.

Sensory Shutdown: The entangle covers the target's eyes and ears, thus blocking vision and hearing. A partial entangle gives the target a –4 penalty on all related checks; a full entangle effectively renders the target blind and deaf.

Sticky: If you wish, you can make your entangle sticky. You must decide this when you make the attack roll, before seeing the result. Anyone who touches a target covered with a sticky entangle may become trapped, as well. Make the usual Reflex saving throw, but “downgrade” each result by one step, i.e. success negates, failure indicates a partial entangle. This is particularly effective with entangles placed on objects or small areas (up to a 5-foot radius “puddle”, without the Area Effect Amplifier). It also means that the DM should keep track of where a missed entangles lands, since it may cause havoc later.

Extra Limbs

Transmutation

Display: None (although the change is obvious)

Range: Personal

Target/Area: You

Duration: Persistent

You have two extra limbs, which must be defined as either two arms or two legs. An extra pair of arms does not grant you any extra attacks, in and of itself; however, it does give you access to related feats, such as Multiattack and Multiweapon Fighting. It also adds +4 to your effective Strength for purposes of climbing, making grapple checks, and determining carrying capacity. An extra pair of legs adds +10 feet to your base speed and increases your running multiple by 1, e.g. from x4 to x5. It also gives you a +4 bonus on checks made to see if you can retain your footing under difficult circumstances. This Power can be taken more than once to gain additional limbs. If you use it to gain more than one extra pair of the same type of limb, however, all of the numeric bonuses for each additional pair are halved (e.g. four extra arms add +6 to effective Strength, not +8). For obvious reasons, this Power has no Improved or Ultra levels.

Note: Unlike most Powers, Extra Limbs cannot be negated, nullified or suspended. The additional limbs are considered to be entirely natural and, thus, are not susceptible to such effects.

Flash

Conjuration (Creation), Evocation [Light], or Transmutation

Display: Any One (usually Vi, but possibly Me for mental attacks or OI for chemical sprays)

Activation Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels) for Standard, or Medium (100 ft. + 10 ft./level) for Improved or Ultra

Target/Area: One living creature

Duration: 1 minute/level for Standard, 3 minutes/level for Improved, or 10 minutes/level for Ultra

Saving Throw: Fortitude, Reflex or Will negates [Dex or Wis] (see text)

Power Resistance: Yes

Energy Cost: 1

Flash (continued):

You are able to temporarily blind a single target. The method used to do this must be defined when you first choose the Power, since it will affect the type of saving throw that will be used to resist it. Usually, the attack involves a blinding flash of light (Reflex); however, other possible methods include chemical sprays (Fortitude), neural disruption (Will) or even opaque goo (Reflex). For physical phenomena, you must make a ranged touch attack to strike your target (see page 125 of the *PHB*). For mental phenomena, you must make a special ranged attack roll, which has a base modifier equal to one-half of your level (rounded down) and uses your ability modifier for Charisma instead of Dexterity. Your opponent's "AC" is equal to 10 + her Charisma modifier + one-quarter of her character level (rounded down) and may be increased if she possesses any sort of mental protection (see Telepathy). If you succeed, the target is allowed to make a saving throw of the appropriate type. Physical attacks use your Dex modifier for the saving throw DC; mental attacks use your Wis modifier. If the target fails the saving throw, she is blinded for the duration of the Power. The *DMG* has details on the effects of blindness. In a nutshell, the victim suffers a 50% miss chance in combat, loses any Dexterity bonus to AC, grants a +2 bonus to attackers' attack rolls, moves at half speed, and suffers a -4 penalty on most Strength- and Dexterity-based skills.

Standard, Improved and Ultra: The Power's level simply modifies its parameters, as noted above. In addition, the Improved version adds +2 to the attack roll, and the Ultra version adds +4.

Amplifiers:

Area Effect: You can use your Power to blind everyone in a spherical area, centered on you. The radius is 10 feet + 1 foot/level for Standard but is doubled for Improved and tripled for Ultra. This allows you to affect everyone in the area, without the need for attack rolls. Note that, unless you are immune to your own Power, you will be affected, as well. Using this Amplifier increases the base Energy cost by +2.

Instant Recovery: You can instantly free any target who has been blinded by your Power, simply by thinking about it (a free action). This Amplifier is usually only logical for mental attacks.

Personal Immunity: You cannot be blinded by your own Power. This is especially useful if you have the area effect Amplifier but is also handy when you encounter someone you can reflect or mimic Powers. You also gain a +4 saving throw bonus when attempting to resist blindness caused by any other source.

Wide-Angle: You can increase the width of your Flash – not enough for it to count as an area effect, but enough to make it hard to avoid. Your target's AC bonus for Dexterity (if any) is halved, rounding down, and the Reflex or Fortitude saving throw DC is increased by +2. Obviously, this Amplifier is only of use with physical Flash attacks.

Flight

Transmutation

Display: Any One, or None for Gliding and Winged Flight

Activation Time: 1 action, or None for Gliding and Winged Flight

Range: Personal

Target/Area: You

Duration: 10 minutes/level (D), or Persistent for Gliding and Winged Flight

Energy Cost: 1, Continuous, or None for Gliding and Winged Flight

You can fly at a speed and with a maneuverability rating determined by your Power level (see page 69 of the *DMG* for information on maneuverability). Using Flight requires as much concentration as walking, so you can attack and use other Powers normally. You can charge but not "run", and you cannot carry more weight than your maximum load plus any armor. Encumbrance has a serious impact on flying, so you move at two-thirds speed with medium encumbrance or one-third speed with heavy encumbrance. Should the duration expire while you are still aloft, the Power slowly fails, dropping you 60 feet per round for 1d6 rounds. If you have not reached the ground by the end of this time, you fall the rest of the way. Since negating a Power effectively ends it, you fall immediately if the Flight Power is disrupted. Note that, since this is telekinetic flight, you can activate it even when you are bound or otherwise hindered (cf. *Winged Flight*, below).

Standard: Base speed of 60 feet per round. Your maneuverability is considered to be Average for most purposes; however, you are able to hover and, thus, have no minimum forward speed.

Improved: Base speed of 90 feet per round, with Good maneuverability. You gain a +2 bonus on any related skill checks.

Ultra: Base speed of 120 feet per round, with Perfect maneuverability. You gain a +4 bonus on any related skill checks.

Alternate Versions:

Gliding: You can not actually fly – only glide. The Power's Duration becomes Persistent, the Energy cost drops to 0, and the Activation Time becomes irrelevant, since the only way you can activate the Power is by leaping from a height. You do have control over your direction, however, and can move as far forward as you do down (up to your maximum speed). If you manage to catch an updraft, you can double this distance and may even be able to slowly gain altitude, at the DM's discretion. This usually requires a Balance check, with a DC set by the DM (between 10 and 20). As long as you are conscious and not somehow immobilized, you can fall virtually any distance safely. Even if you are unconscious or immobilized, you take only half damage from falls. Gliding is affected even more severely by encumbrance than flight: you fall twice as quickly (and, thus, halve your forward distance) with medium encumbrance and cannot glide at all with anything heavier.

Winged Flight: You have large wings and cannot fly without them. On the negative side, your Power will not work if you are bound or otherwise hindered, or if your all-too-obvious wings are injured. On the positive side, the Power's Duration becomes Persistent, the Energy cost drops to 0, and the Activation Time becomes irrelevant. You are assumed to be abnormally fast and maneuverable for your size, so your Flight Power works normally in every other respect.

Amplifiers:

Grant Flight: By touching another living creature, you can grant it the ability to fly in exactly the same manner that you do. There is no saving throw, although Power Resistance applies, as usual; however, this is hardly a problem, since the target has complete control over the ability. You must pay the Energy cost for the Power (even if you have Persistent Flight), and it is not considered to be Continuous, in this case (which means that you have to touch the person again to renew it).

Flight (continued):

Hyper-Flight: Your flight speed, based on your Power level, is doubled; however, your maneuverability is unaffected. This Amplifier can be taken repeatedly, and the multiple is doubled each time, thereafter, e.g. x2 the first time, x4 the second time (for a total multiple of x8, i.e. 2 x 4), x8 the third time (for a total multiple of x64, i.e. 2 x 4 x 8), and so on. To put this into perspective, by about the third multiple (x64), a character with Ultra Flight would be traveling in excess of Mach 1 (around 873 mph, in fact). Thankfully, this Amplifier also grants you the ability to breathe and survive when traveling at such incredible velocities.

Persistent Flight: You can fly as easily as you can walk. The Power's Duration becomes Persistent, the Energy cost drops to 0, and the Activation Time becomes irrelevant.

Force Field

Evocation [Force]

Display: Any One (usually, Vi)

Activation Time: 1 action

Range: Personal

Target/Area: You

Duration: 5 rounds/level (D) for Standard or Improved, or 1 minute/level (D) for Ultra

Energy Cost: 1, Continuous

You can protect yourself with a field of pure force energy, which adds to your AC and also reduces the damage that you take from physical hits (as indicated below, based on your Power level). The AC bonus is considered to be a shield bonus and, thus, does not stack with other shield bonuses. The decrease in damage is identical to general purpose Damage Reduction (see above), except that you must pay Energy to maintain it. Since a force field acts as a physical barrier between you and harm, it does count against touch and ranged touch attacks (unlike most AC bonuses). It also makes you completely immune to attacks that require skin-to-skin contact, such as Contagion, and acts as artificial armor when resisting Acid Blast and other acid attacks. It does not protect you at all from gaseous attacks (otherwise, you would not be able to breathe).

Standard: AC bonus +2, Damage Reduction 4.

Improved: AC bonus +4, Damage Reduction 8.

Ultra: AC bonus +6, Damage Reduction 12.

Alternate Version:

Single Energy Only: Usually, a force field works against all of the seven standard energy types (although not against mental attacks). If your force field works only against one particular type of energy, the AC bonus is *doubled* and the Damage Reduction is *tripled*. This applies even to kinetic energy, since force fields tend to work particularly well against it.

Amplifiers:

Force Bubble: You can extend your Force Field so that it protects other people, as well. This gives it a spherical radius, centered on you, of up to 8 feet for Standard, 12 feet for Improved, or 16 feet for Ultra, although you can make it smaller if you wish. Note that the ground will block the lower half of the field, so, unless you are flying, you will actually end up with a dome. A person trying to pass through the force bubble must do enough damage to it to force his way in. For this purpose, the bubble's hardness is equal to its AC bonus, and its hit points are equal to its Damage Reduction. Since the field rejuvenates itself instantly, someone trying to get in must do all of the required damage in a single round – anything less is useless. Note that damaging the field in this way only creates a momentary hole in the field and does not bring the whole thing down. Using this Amplifier increases the base Energy cost by +1. Furthermore, because the field is spread more thinly, the AC bonus and Damage Reduction values are halved. With a lot of effort, you can strengthen your field so that it works at *full* Power over the whole area, but this increases the base Energy cost by +2, instead of +1.

Force Shape: You can project your Force Field outward so that it forms a simple object with a volume no greater than 8 cubic feet for Standard, 16 cubic feet for Improved, or 32 cubic feet for Ultra. The object must appear no more than 5 feet/level away from you and, if you ever move beyond this range, the field instantly collapses. The object has hardness equal to the Power's AC bonus and hit points equal to its Damage Reduction. It can only be "broken" by reducing its hit points to zero (which disperses the field). The object in question cannot be much more complicated than a table or chair – simple geometric shapes are the easiest to create. This Amplifier can be used to create pillars underneath you or another person to lift the subject up. For this purpose, the field is considered to have a Strength score equal to its Damage Reduction plus your Wisdom (this counts as an over-head lift). For example, if your Wisdom is 12, your Standard Force Field would have an effective Strength of 16 and could, thus, lift 230 pounds. To exert this force, the pillar must be at least one foot across each dimension; thus, the height is typically 8 feet for Standard, 16 feet for Improved, or 32 feet for Ultra. If the target does not wish to be lifted, he can simply leap away by making a Reflex saving throw against a DC of 12. This Amplifier does not add to the Energy cost of the Power, but you cannot create a field to protect yourself while you are using Force Field in this manner.

Force Wall: You can project your Force Field outward so that it forms a wall, with the nearest section up to 5 feet/level away from you. If you ever move beyond this range, the field collapses. The wall has no real thickness, but you decide its other two dimensions, within the limits set by your Power level: 400 square feet for Standard, 900 square feet for Improved, or 1600 square feet for Ultra. For example, if you have the Improved Power, you could create a 30-foot by 30-foot wall or a 15-foot by 60-foot wall. The wall provides the usual protection of a full-strength Force Field of the appropriate Power level; however, that protection only applies to attacks made *through* the wall. Thus, if the wall is in front of you, attacks from the side or from behind you are not hindered in any way. If someone tries to move through the wall, the rules described under *Force Bubble*, above, apply. Using this Amplifier increases the base Energy cost by +1.

Multi-Tasking: This Amplifier simply allows you to use your Power for more than one thing at a time, although you must still activate and pay for each use separately. This allows you to protect yourself with your Force Field while creating a Force Shape, for example. Obviously, the Amplifier is only of use if you possess one or more of the other Force Field Amplifiers.

Growth

Transmutation

Display: None (although the results are obvious)

Activation Time: 1 full round for Standard, 1 action for Improved or Ultra

Range: Personal

Target/Area: You

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Energy Cost: 1/2/3, Continuous

You can instantly grow to a larger size. Your Power level determines your maximum size, but you can shift to any size in between your normal size and this limit, throughout the duration of the Power. Each change in size requires one action. An increase in size affects your AC, attack bonus, Hide skill, reach, weapon usage, and lifting, as explained in the *PHB* and summarized below. In the case of this Power, it also increases your Strength and base movement speed and gives you Damage Reduction against all energy types (as per the Power of the same name). Note that the Strength bonus works in the same manner as that provided by the Brawn Power. This means that, while you are gaining the benefit, you use the *lowest* of either your Strength modifier or your Dexterity modifier for your attack rolls.

Standard: Your size limit is Large, which allows you to multiply your height by 2 and your weight by 8. While Large, you have a –1 attack roll and AC modifier, a –4 Hide check modifier, face/reach of 5 ft. by 5 ft./10 ft., the ability to wield large weapons in one hand, and twice the usual carrying capacity for your (modified) Strength. At this level, the Power also grants you +10 Strength, a +10 increase to your base speed, and general purpose Damage Reduction of 2.

Improved: Your size limit is Huge, which allows you to multiply your height by 4 and your weight by 64. While Huge, you have a –2 attack roll and AC modifier, a –8 Hide check modifier, face/reach of 10 ft. by 10 ft./15 ft., the ability to wield huge weapons in one hand, and four times the usual carrying capacity for your (modified) Strength. At this level, the Power also grants you +20 Strength, a +20 increase to your base speed, and general purpose Damage Reduction of 4.

Ultra: Your size limit is Gargantuan, which allows you to multiply your height by 8 and your weight by 512. While Gargantuan, you have a –4 attack roll and AC modifier, a –12 Hide check modifier, face/reach of 20 ft. by 20 ft./20 ft., the ability to wield gargantuan weapons in one hand, and eight times the usual carrying capacity for your (modified) Strength. At this level, the Power also grants you +30 Strength, a +30 increase to your base speed, and general purpose Damage Reduction of 6.

Amplifier:

Grow Others: You can use this Power on other people, up to Close (25 ft. + 5 ft./2 levels) range. If the person is unwilling, he is allowed a Fortitude [Con] saving throw to negate the effect, and Power Resistance applies, as well. You control the size of the subject and, as usual, must spend an action, each time, to alter it.

Healing

Conjuration (Healing)

Display: Any One (usually, Vi)

Activation Time: 1 action

Range: Touch

Target/Area: Creature touched

Duration: Instantaneous

Saving Throw: Will half [Wis] (harmless) (see text)

Power Resistance: Yes (harmless)

Energy Cost: 1/2/3

By laying your hand on a living creature, you channel positive energy that cures damage, as indicated by your Power level. Since undead are powered by negative energy, this Power deals damage to them, instead of curing their wounds. An undead creature can attempt a Will save to take half damage.

Standard: You cure 2d8 points of damage, +1 per character level (maximum +5).

Improved: You cure 4d8 points of damage, +2 per character level (maximum +20).

Ultra: You cure all of the damage that the subject has taken. If this Power is used on an undead target, the creature will be obliterated, unless it makes its saving throw, in which case it will lose half of its current hit points (rounded down).

Amplifiers:

Neutralize Poison: You can use your Power to neutralize poison, as per the spell of that name (see page 232 of the *PHB*). Even the Standard level will cure any normal poison; however, to neutralize a Power-based poison (e.g. one inflicted by Contagion), your Power level must be at least equal to that of the Power that produced the toxin. For example, Standard Healing cannot neutralize the poison produced by Improved Contagion, although Improved and Ultra Healing can.

Remove Disease: You can use your Power to cure diseases and kill parasites, as per the spell of the same name (see page 244 of the *PHB*). Your Power level limits the severity of the diseases that you can affect. Standard lets you cure common ailments that are not *normally* life threatening, e.g. the common cold, the flu, rashes, and diseases caused by Standard Contagion. If used on a chronic condition, it only cures the current episode and does not prevent a relapse. Improved lets you cure more serious ailments that may be life threatening, e.g. malaria, scarlet fever, typhoid and diseases caused by Improved Contagion. In this case, chronic diseases are *usually* removed for good, unless they have genetic origins. Ultra lets you cure *any* disease, leaving the patient in perfect health. Even chronic conditions are permanently eradicated and genetic abnormalities are repaired, leaving the patient no more susceptible to future bouts of the same ailment than anyone else (and, perhaps, a good deal less so, if the disease in question can be resisted through gradual immunity). If this Power is used on large parasites – i.e. ones with actual hit point scores – it does damage in the same manner as it would to undead (see above). Removing diseases is somewhat taxing, and *doubles* the base Energy cost.

Healing (continued):

Restore Ability: You can use your Power to heal damaged ability scores. Standard Healing restores 1d4+2 points of temporary damage on a single ability, but it cannot restore points that have been permanently drained. Improved Healing restores 2d4 points of temporary ability damage, and this can be spread out over more than one ability. Alternatively, it can heal a single point of permanent ability damage. Ultra Healing restores all temporary damage for all abilities, or up to three points of permanent damage on a single ability. Healing temporary damage is relatively easy, but healing permanent damage *doubles* the base Energy cost. While level draining is rare in a comicbook world, this Power can also be used to deal with it. Improved Healing counts as a *restoration* spell, for this purpose, and Ultra Healing counts as *greater restoration*. In both cases, the base Energy cost is *tripled*.

Hyperspeed

Transmutation

Display: None

Activation Time: None or Free Action (see text)

Range: Personal

Target/Area: You

Duration: Persistent or 1 round/level (D) (see text)

Energy Cost: None or 1, Continuous (see text)

You are able to move at incredible speeds. At the lowest level, this Power simply increases your ground speed and gives bonuses to initiative and Reflex saving throws. These effects are Persistent and cost no Energy. At higher levels, the Power grants extra actions and an AC bonus, in a manner similar to *haste*. These effects have a continuous Energy cost and must be activated, but doing so is considered to be a free action, as long as you do it at the very beginning of your turn.

Standard: Your base movement speed is doubled and, thus, increased to 60 feet for most Medium creatures. This also doubles your maximum distance with running jumps. You gain a +2 haste bonus on initiative checks and a +1 haste bonus on Reflex saving throws.

Improved: Your base movement speed is tripled and, thus, increased to 90 feet for most Medium creatures. This also triples your maximum distance with running jumps. You gain a +4 haste bonus on initiative checks and a +2 haste bonus on Reflex saving throws. Furthermore, by expending energy, you can increase your speed even more, so that you gain an extra partial action each round and a +4 haste bonus to your AC (which is lost whenever you would lose your dodge bonus). This also lets you jump one and a half times as far (on top of your usual bonus). These effects are functionally identical to those produced by a *haste* spell (see page 212 of the *PHB*).

Ultra: Your base movement speed is quadrupled and, thus, increased to 120 feet for most Medium creatures. This also quadruples your maximum distance with running jumps. You gain a +6 haste bonus on initiative checks and a +3 haste bonus on Reflex saving throws. Furthermore, by expending energy, you can increase your speed even more, so that you gain an extra turn each round and a +6 haste bonus to your AC (which is lost whenever you would lose your dodge bonus). This also lets you jump twice as far (on top of your usual bonus). The extra turn is taken at an initiative step 10 lower than your normal roll – or after everyone else, if this results in a negative score. For example, if you roll 18 for initiative, you will get a turn on the 18 count and again on the 8 count. Each turn is a normal, full turn and is not restricted to partial actions, as is usually the case with *haste*. If you delay your first turn so that it would take place at the same time as or after your second turn, it is lost.

Amplifiers:

Haste Others: You can grant your increased speed to others within Close (25 ft. + 5 ft./2 levels) range (although the target need not remain within this range, thereafter). This takes 1 action. If the person is unwilling, he is allowed a Fortitude [Con] saving throw to negate the effect, and Power Resistance applies, as well. The subject gains all of the benefits of your Power, at whatever level you choose to grant it (up to your own), for 1 round/level (D), but not the benefit of any Amplifiers. The Energy cost is 1/2/3, Continuous. You can grant your Power to more than one person at a time, but each extra person takes an additional action and adds +1 to the Energy cost, e.g. 2/3/4 for the second person, 3/4/5 for the third person, and so on.

Hyper-Running: Your running multiple (x4 for most unencumbered characters) is doubled, which also doubles your maximum distance with a running jump. This Amplifier can be taken repeatedly, and the multiple is doubled again each time, thereafter, e.g. x2 the first time, x4 the second time, x8 the third time, and so on. To put this into perspective, by about the third multiple, a Medium-sized unencumbered character with Ultra Hyperspeed would be traveling around 3840 feet per round (120 x 4 x 8), or around 436 mph. If he took yet another multiple, he would break the sound barrier. Thankfully, this Amplifier also grants you the ability to breathe and survive when traveling at such incredible velocities.

Imitation

Transmutation

Display: None (although the results are obvious)

Activation Time: 1 full round for Standard, 1 action for Improved or Ultra

Range: Personal

Target/Area: You

Duration: 1 minute/level (D) for Standard, 3 minutes/level (D) for Improved, or 10 minutes/level (D) for Ultra

Energy Cost: 1, Continuous

You are able to alter your appearance to resemble other creatures, within limits set by your Power level. This does not grant you any of the creature's abilities or mannerisms – only your appearance and voice are changed. If you use this Power to create a disguise, you get a bonus on your Disguise check, based on your Power level, as long as you have been able to view your subject for a number of minutes equal to or greater than the bonus. Reduce the bonus, accordingly, if you have less time, and multiply it by two-thirds (rounding down) if you have only a photograph to work with. Note that you need not mimic an existing person – you can simply make arbitrary changes to your own appearance, if you wish.

Imitation (continued):

Standard: You are limited to human forms of the same gender and cannot decrease or increase your height by more than six inches. Furthermore, your mass remains the same, so, if you reduce your height, you must increase your bulk, and vice versa. The Disguise bonus is +8 if the person you are mimicking fits these criteria and is about the same weight as you (within 5%). If the difference between your mass and that of your subject is more extreme, the bonus drops to +4 (at best).

Improved: You are still limited to human forms, but you can now change your gender and alter your mass by up to half, either way, e.g. if you weigh 160 pounds, you can assume any form between 80 and 240 pounds. Height is no longer a factor – only mass. The Disguise bonus is +10.

Ultra: You can assume any form that is more or less humanoid, as long as it does not possess extra body parts. You can quarter your mass or double it, e.g. if you weigh 160 pounds, you can assume any form between 40 and 320 pounds. As with the Improved version, height is not a factor – only mass. The Disguise bonus is +12.

Amplifiers:

Alter Clothes: Any clothing that you are wearing changes with you and, thus, can be included in the disguise. The total mass of the clothing and similar paraphernalia cannot exceed 10% of your own mass, and its mass is included with your own for purposes of determining your lower and upper changing limits. If you are wearing no clothes at all, you can produce them out of your own skin, although each object is physically attached to you at some point. This Amplifier is only available if you have Imitation at the Improved or Ultra level.

Extra Limbs: When you change form, you can grow an extra pair of limbs, as long as the type of creature you are mimicking normally possesses them. These do not count toward your normal mass limit. Extra arms and legs are treated as described under the Extra Limbs Power. Wings grant you Standard Flight, as described under the Flight Power (winged version). This Amplifier is only available if you have Imitation at the Ultra level. You can take it more than once, if you want to be able to mimic a really wide range of subjects.

Invisibility

Evocation [Light] or Illusion (Glamer)

Display: None (other than the obvious Vi)

Activation Time: 1 action

Range: Personal

Target/Area: You

Duration: 1 minute/level (D) for Standard, 3 minutes/level (D) for Improved, or 10 minutes/level (D) for Ultra

Saving Throw: None or Will negates [Wis] (see text)

Power Resistance: No or Yes (see text)

Energy Cost: 1/2/2, Continuous

You are able to vanish from sight, along with whatever gear you are carrying. When you first gain this Power, you must choose either normal Invisibility or Mental Invisibility. Invisibility allows you to bend light waves, so that they go around you. It works automatically (no saving throw or Power Resistance) and can even fool machines; however, it has no effect on any other senses (including forms of vision other than normal sight, low-light vision and darkvision). It functions, in all respects, as an *invisibility* spell (see page 218 of the *PHB*). On the other hand, Mental Invisibility allows you to block other peoples' perceptions of you. It works only on living creatures and allows a Will saving throw each time a viewer first encounters you (normally once, but possibly more often if you leave the area, then return). Note that a successful saving throw only makes you visible to the person who made it, not to everyone else. Unlike normal Invisibility, Mental Invisibility affects *all* of the target's senses. On some level, he probably detects that you are there; however, his mind does not acknowledge your presence. Aside from this one important difference, the end result is also similar to the effect produced by an *invisibility* spell, including the fact that objects you pick up vanish, as well.

Standard: Exactly as described above. As usual, the effect ends if you make an "attack" (see page 218 of the *PHB*).

Improved: As described above, except that the effect does not end if you make an attack, and the duration is increased.

Ultra: As described above, except that the effect does not end if you make an attack, and the duration is increased.

Furthermore, the Power's scope is broadened. Ultra Invisibility works on *all* forms of sight, including infrared vision, ultraviolet vision, x-ray vision and so forth. Ultra Mental Invisibility not only blocks the viewer's perception of your presence but also makes him forget he saw you in the first place, as long as you vanish within one round of having met him (assuming, of course, that he fails his saving throw). If you attack him, he will remember that you are there but will still not perceive you.

Amplifiers:

Ranged Invisibility: You can use your Power to make a single object or creature, other than yourself, invisible, as long as it is within Medium (100 ft. + 10 ft./level) range. You can affect more than one subject in this manner; however, each one requires a separate activation and Energy expenditure. There is no saving throw against this effect, but Power Resistance will negate it. To take this Amplifier, you must already have Shared Invisibility.

Shared Invisibility: Your Power also works on any person who is touching you, as long as you pay the Energy cost over again for each such individual. It only requires one activation to hide yourself and everyone else affected. There is no saving throw to avoid being included in this effect, but Power Resistance will negate it (as will simply breaking contact).

Invulnerability

Transmutation

Display: None

Range: Personal

Target/Area: You

Duration: Persistent

Invulnerability (continued):

You are highly resistant to most forms of physical damage. When you are affected by a physical attack that normally allows a Fortitude saving throw for half damage, a successful roll prevents you from taking any damage whatsoever. In effect, you have Evasion with regards to Fortitude, rather than Reflex, saving throws. When you are affected by any other form of physical attack that causes hit point loss without allowing a Fortitude saving throw (including attacks that allow other types of saving throws), you are allowed to make a Fortitude saving throw to resist the attack. If you succeed, all of the damage caused is converted to subdual damage. The DC is based on the damaging Power in question, as usual, or is equal to the final damage caused (after any other appropriate saving throws, Damage Reduction, or other defensive Powers have been applied) for non-Power attacks. Note that, unless you have this Power at the Ultra level, it has no effect on attacks that already cause subdual damage. When you first take this Power, you must choose one general type of attack that is *not* affected by it, e.g. respiratory ailments (drowning or any other form of suffocation), fire/heat, electricity, etc. You do not gain the benefits of this Power against your specific Achilles' heel – not even the Fortitude saving throw bonus for the Improved and Ultra versions.

Standard: Exactly as described above.

Improved: As described above, but you also gain a +4 inherent bonus on *all* Fortitude saving throws.

Ultra: As described above, except that the inherent bonus on Fortitude saving throws is increased to +6. Furthermore, your Power now works against subdual damage. If you make a successful Fortitude saving throw, you take no damage, whatsoever, from an attack that normally causes subdual damage.

Amplifier:

Shared Defense: You are capable of protecting *one* other person at a time with your Power. You must touch the person in question, and she gains your Invulnerability. Your own defense is not weakened while you are protecting another person in this manner, but you must pay 1 Energy point per minute to maintain the effect.

Leaping

Transmutation

Display: None

Range: Personal

Target/Area: You

Duration: Persistent

Your jump distances and maximums are increased by a multiple, based on your Power level. For example, if you have Standard Leaping, your running jump is 10 ft. + 2 ft./1 point above 10, with a maximum distance of Height x 12. Your standing high jump is 4 ft. + 1 ft./4 points over 10, with a maximum distance of Height x 2. For leaps of maximum horizontal distance, the jump reaches its peak (one-fourth the horizontal distance) at the halfway point. Note that long jumps may take more than one round to perform. Assume that a character can move a total distance in one round equal to his maximum running speed, including any other Powers. If the jump is farther than this, divide the distance by this amount to see how many rounds it takes.

Standard: You jump twice as far, and your maximum is doubled. You receive a +8 competence bonus to Jump checks.

Improved: You jump four times as far, and your maximum is quadrupled. You receive a +12 competence bonus to jump checks and a +2 competence bonus to Balance checks.

Ultra: You jump eight times as far, and you have no height-based maximum. You receive a +16 competence bonus to jump checks and a +4 competence bonus to Balance checks.

Amplifier:

Leaping Charge: You can use your phenomenal jumping ability to make charging attacks. Once you have designated a particular target, make your Jump check, as usual, to be sure that you reach him. If it is successful, you can make a normal charge attack against the opponent you designated as part of the same action (remember that a charge attack grants you a +2 attack roll bonus but inflicts a –2 AC penalty for one round). If your charge attack is successful, you inflict normal damage plus your Strength multiplier, all multiplied by two. If you have Improved Leaping, add 1d4 to this total, and, if you have Ultra Leaping, add 2d4 (after the doubling, in both cases).

Life Support

Transmutation

Display: None

Range: Personal

Target/Area: You

Duration: Persistent

You are able to survive under conditions that would be hazardous to most living creatures and/or ignore some biological needs. This Power is unusual, in that it provides a large number of options, and you choose which ones you want when the Power is first gained or later enhanced. The number of options you get depends on your Power level, and the choices are:

- *Ageless:* You do not age and, thus, are immortal, barring accidental death or disease.
- *Need not breathe.* You have no need for oxygen. Since you do not breathe, you are immune to gaseous attacks that affect respiration (although not blinding attacks, corrosives and the like).
- *Need not drink.* You either do not require water, or you draw enough out of your environment for your needs.
- *Need not eat.* You do not require food of any sort, since you draw energy from some ambient environmental source.
- *Need not sleep.* You do not sleep and, thus, have a lot more free time on your hands.
- *Disease Resistant.* You are completely immune to natural diseases and to Contagion-based diseases that are produced by a Power level that is *less than* your Life Support level, e.g. Standard Contagion, if you have Improved Life Support.
- *Poison Resistant.* You are completely immune to natural poisons and to Contagion-based poisons that are produced by a Power level that is *less than* your Life Support level, e.g. Standard Contagion, if you have Improved Life Support.

Life Support (continued):

- *Pressure Resistant.* You are immune to natural low- and high-pressure extremes but not to pressure-based attacks. If you do not breathe, you can function in space without a suit (though temperature extremes and radiation can still be a problem).
- *Radiation Resistant:* You are immune to natural ambient radiation, although not to radiation-based attacks.
- *Temperature Resistant:* You are immune to natural low and high temperature extremes between -99°C (-146°F) and 99°C (211°F) but not to heat- and cold-based attacks.

Standard: Choose any three options.

Improved: Choose any six options.

Ultra: Choose all ten options. Short of deliberate violence, you are practically indestructible.

Amplifier:

Shared Life Support: Your Power also works on any person who is touching you, as long as you pay 1 Energy point for each such individual. It only requires one action to protect everyone involved, and the effect lasts 1 minute/level (the Energy cost is continuous). There is no saving throw to avoid being included in this effect, but Power Resistance will negate it.

Light

Evocation [Light]

Display: Vi, plus Any One (usually Me or Ta)

Activation Time: 1 action

Range: Personal

Target/Area: Sphere, centered on you, with a 20-ft. radius for Standard, 40-ft. radius for Improved, or 60-ft. radius for Ultra

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Saving Throw: None

Power Resistance: No

Energy Cost: 1/1/2, Continuous

This Power causes light to radiate out from you, to a radius dependent on the Power's level. The light is equivalent to full daylight and can impair the vision of creatures that are susceptible to this. It has no other special effect on creatures that are harmed by sunlight, such as vampires. Dark-based Powers of a lower level do not function in this area (e.g. a Standard dark-based Power would not work in an Improved Light field). Light- and dark-based Powers of the same level tend to cancel each other out, leaving whatever light conditions normally prevail in the overlapping area.

Standard, Improved and Ultra: The Power's level modifies its parameters, as noted above, and indicates its ability to resist competing dark-based Powers.

Amplifiers:

Purifying Light: Your light is treated as *true* sunlight for purposes of harming creatures that are susceptible to this energy.

Range: The Light field need not be centered on you. You can pick any point that you can see within Medium range (100 ft. + 10 ft./level) and center the sphere around that point. By concentrating and using an action, you can move the sphere up to 30 feet per round. Otherwise, it remains where it was placed until the duration expires or you dispel it.

Mental Illusion

Illusion (Figment), possibly Illusion (Glamer) and/or Illusion (Phantasm) with the proper Amplifiers

Display: As appropriate for illusion

Activation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target/Area: Visual figment that cannot extend beyond one 10-ft. cube (S) for Standard, four 10-ft. cubes (S) for Improved, or four 10-ft. cubes + one 10-ft. cube/level (S) for Ultra

Duration: Concentration for Standard, Concentration + 3 rounds for Improved, 1 minute/level (D) for Ultra

Saving Throw: Will disbelief [Int] (if interacted with)

Power Resistance: No

Energy Cost: 1/1/2, Continuous for Ultra (only)

You are able to project the illusion of an object, creature, or force into the minds of those around you. While concentrating, you can move the image within the limits of the size of the effect. See page 158 of the *PHB* for more information on illusions. Note that illusions created with this Power have no physical reality, whatsoever, and, thus, are not detected by machines.

Standard: The illusion is purely visual, with no sound, smell, texture or temperature. It is basically similar to the figment created by a *silent image* spell.

Improved: The illusion has sound, smell, and limited thermal aspects and, thus, affects most senses. It presents no physical obstacle, however, and, thus, does not fool the sense of touch, beyond feeling a bit warm or cold from a distance. It is otherwise similar to the figment created by a *major image* spell.

Ultra: The illusion affects all senses, fully, although it will vanish if struck forcefully. At this level, the illusion will follow a script without you having to concentrate on it and will last for as long as you continue to provide it with Energy. The illusion can include intelligible speech, if you wish. This figment is basically similar to that created by a *persistent image* spell.

Amplifiers:

Illusory Disguise: You can layer your illusion over top of another creature, object or place, so that it conceals the true nature of the subject (within the limits of your area). In effect, the figment becomes a glamer. While it is possible to do this in a crude manner with any illusion, this Amplifier allows the illusion to move outside of its initial area, since the subject becomes the center of a mobile area effect. Furthermore, the illusion reacts in a manner consistent with the subject, even when you are not concentrating on it (although this is really only a meaningful advantage with the Improved and Ultra versions). For example, if the subject lifts his arm, the illusion will follow suit. If this Amplifier is used to copy an existing person, it grants a bonus on the Disguise check, exactly as described for Imitation, above (including the fact that the bonus varies, based on the Power level).

Mental Illusion (continued):

Selective Illusion: Normally, this Power affects every living creature in the area. With this Amplifier, however, you can selectively remove individuals from its influence, so that as many or as few creatures as you wish perceive the illusion.

Shadow Attack: You can use your Power to create illusionary attacks. This allows you to create objects or creatures that cause damage when they attack, although they will still vanish if struck in return. It can also be used to project illusionary energy beams and the like, although the attack must be instantaneous, so that the target does not have time to examine its insubstantial nature. Also, any normal saving throws apply, so the target may end up getting two – for example, one Will and one Reflex, for an illusionary Energy Blast. The damage caused is appropriate for the attack in question, up to a maximum of 2 points/level, and is *always* subdual damage. For obvious reasons, this Amplifier can only be taken with the Ultra version of the Power.

Meta-Ability

Transmutation

Display: None

Range: Personal

Target/Area: You

Duration: Persistent

This is actually a collection of six Powers, one for each ability, i.e. Meta-Strength, Meta-Dexterity, and so on. You must pick a different one each time you take this Power. The ability in question is increased, as appropriate, for the level of the Power (see below). You gain all of the usual benefits for the ability increase, which is treated as a completely natural addition, in *almost* every respect. The one difference is that, since this is a Power, it can be negated by effects that negate Powers, such as Nullification. For this reason, you should be careful to keep track of how much of your ability score is “natural” and how much is “Power-based”, in case the latter portion is temporarily lost.

Standard: Strength or Dexterity is increased by +3; Constitution, Intelligence or Wisdom is increased by +4; Charisma is increased by +5.

Improved: Strength or Dexterity is increased by +6; Constitution, Intelligence or Wisdom is increased by +8; Charisma is increased by +10.

Ultra: Strength or Dexterity is increased by +9; Constitution, Intelligence or Wisdom is increased by +12; Charisma is increased by +15. Furthermore, you gain one talent or knack associated with the ability in question. You can create any appropriate talent, subject to the DM's approval, but these are the default options:

Meta-Strength: Your Strength is treated as being 5 points higher for purposes of lifting and carrying weights *only*. Using your Strength at this heightened level costs 1 Energy point per minute. Other possible options: you count as being one size category larger for purposes of grapple checks (so Medium characters get a +4 bonus, as if Large); you count as being one size category larger when determining the type of weapon you can wield (and how you can wield it).

Meta-Dexterity: Reflex is considered to be a favored saving throw for you, regardless of your class, i.e. your base Reflex modifier is equal to 2 + one-half of your class level, rounded down. Other possible options: you gain a +4 bonus on initiative checks (stackable with Improved Initiative); your cat-like grace gives you a +4 competence bonus on Balance checks.

Meta-Constitution: Fortitude is considered to be a favored saving throw for you, regardless of your class, i.e. your base Fortitude modifier is equal to 2 + one-half of your class level, rounded down. Other possible options: you gain the Endurance feat for free; when a critical hit or sneak attack is scored on you, there is a 50% chance that it will turn out to be a normal hit, after all (i.e. your flesh has moderate fortification, as described on page 181 of the *DMG*).

Meta-Intelligence: You have an eidetic memory and can quickly and easily memorize pages of text, photographs and so forth. The DM should give you an Intelligence check whenever you want to recall a specific piece of information. The DC should range from 10 (a piece of information the character should remember but the player forgot) to 25 (a page of foreign text, copied letter by letter, despite the fact that you do not understand the alphabet). Other possible options: internal clock (you always sense the precise passage of time and can even wake up at a specified moment); mathematical genius (you can make calculations with lightning speed and gain a +4 competence bonus on math-related checks).

Meta-Wisdom: Will is considered to be a favored saving throw for you, regardless of your class, i.e. your base Will modifier is equal to 2 + one-half of your class level, rounded down. Other possible options: Mental Shield (as per Standard Telepathy, below, but with none of the Power's other advantages); paranormal intuition (as *augury*, once per day).

Meta-Charisma: You gain a +2 competence bonus on any two skills that have Charisma as their key ability. Furthermore, people tend to assume that you are someone important and treat you accordingly (DM's discretion). Other possible options: paranormal appeal (as *charm person*, once per day); you gain the Leadership feat for free, regardless of your level.

Amplifiers:

Extra Boost: This simply gives you an extra bonus, of the usual value, to your ability score, over and above the normal bonus for your Power level, i.e. an extra +3 Strength or Dexterity, +4 Constitution, Intelligence or Wisdom, or +5 Charisma. Obviously, this Amplifier is most “cost effective” when used on an Ultra Power, since, at any lower level, you would be better off to simply increase the level of the Power, itself (and, thus, work toward the special talent, at the Ultra level). In effect, this Amplifier really just adds an extra “virtual level” to the Meta-Ability Power, beyond the Ultra level, allowing you to get a total bonus of +12 to Strength or Dexterity, +16 to Constitution, Intelligence or Wisdom, or +20 to Charisma.

Extra Talent: This Amplifier simply allows you to pick an extra talent, appropriate to your Meta-Ability. For example, if you originally chose “eidetic memory” for your Meta-Intelligence, you can now take “internal clock”, as well. For obvious reasons, this Amplifier can only be taken with an Ultra level Meta-Ability.

Meta-Senses

Transmutation

Display: Usually None (see text)

Range: Personal

Target/Area: You

Duration: Persistent

At least one of your senses is preternaturally keen. Each level of this Power grants you a bonus that may be applied to checks made with a single sense or may be split up between more than one sense, as you wish (defined when you first gain or enhance the Power). For example, if you have Standard Meta-Senses, you could gain a +6 bonus to vision, or a +4 bonus to vision and a +2 bonus to hearing. Perhaps more importantly, this Power gives you access to a large number of Amplifiers that improve your senses in unusual ways or grant you entirely new ones. Each Amplifier has a prerequisite sense, and, to take it, you must have added a bonus of at least +3 to that sense, using this Power. If the prerequisite is “Any”, then the only requirement is that you have at least Standard Meta-Senses (of any sort). At the DM’s discretion, prerequisites can be replaced by racial bonuses that perform the same function. Thus, a race with a +3 (or more) bonus to hearing could take Sonar, even without this Power.

Important Note: While there is a Spot skill for vision, a Listen skill for hearing and a Search skill that applies to any sense, under the appropriate circumstances, there are no skills for smell, taste, touch or other more exotic senses. If you use Meta-Senses to gain a bonus with one of these senses, you can also take a new skill for the appropriate sense. Furthermore, that skill is always considered to be a class skill for you. This is particularly important for some Amplifiers, such as Radar Hearing, that would otherwise have no associated skill and, thus, would have to rely on a basic Wisdom roll.

Standard: Your total bonus is +6.

Improved: Your total bonus is +12.

Ultra: Your total bonus is +20. Alternatively, you can simply define this as a +4 bonus to *all* senses, including any beyond the usual five that humans possess.

Amplifiers:

Darkvision: You can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and you can function just fine with no light at all. *Prerequisite:* Vision

Infrared Vision: You can see heat the way most people see light. This allows you to see in the dark but only to perceive creatures and objects that are not at room temperature (cold objects appear dark, while warm objects appear bright). This does not allow you to perceive color or fine detail. This sense can also be used to detect when a warm body has been in contact with a cooler object – for example, when a person has been sitting in a chair or walked across a cool floor. Note, however, that heat signatures last for only a short time (based on the relative temperature difference). *Prerequisite:* Vision

Low-Light Vision: You can see twice as far as a normal human in starlight, moonlight, torchlight, and similar conditions of poor illumination. You retain the ability to distinguish color and detail under these conditions. *Prerequisite:* Vision

Microscopic Vision: By taking one action to refocus your eyes, you can view any object within six inches at 10x magnification. It takes another action to “reset” your vision to normal (otherwise, you are effectively blind, past six inches). This Amplifier can be taken repeatedly, multiplying the magnification by 10x each time, e.g. 100x the second time, 1000x the third time, etc.

Prerequisite: Vision

Radar: You are able to emit radio waves and translate the echoes that return to you into a three-dimensional mental picture of your surroundings. In effect, you can “see” in total darkness and cannot be blinded as long as your radar sense is operating normally. This also allows you to use Radar, a unique skill, to make Spot checks. Radar does not grant color vision, nor does it allow you to read print or pick up other very fine details. Unlike most other Meta-Senses, it has a display: radio waves, which can be readily sensed by anyone with Radar or Radio Hearing and may be noted by someone using an appropriate radio device. Note that this Amplifier does not grant you the ability to hear other radio waves particularly well – just your own emissions and those of other creatures using the same Power. *Prerequisite:* Any

Radio Hearing: You are able to tune into radio waves (AM, FM and police band) to listen to broadcasts. You can also detect the presence of radio waves created by radar. Note that, despite the name, this Power does not rely on your sense of hearing but on a unique exotic sense that translates the radio waves into sound-like perceptions. If you possess both Radar and Radio Hearing, then it is assumed that you can communicate via radio waves, up to about a quarter of a mile. *Prerequisite:* Any

Ranged Sense: One of your senses that normally does not work at a range (e.g. taste, touch or some more exotic sense) can now be focused on targets up to 60 feet away. It takes one action to refocus your sense in this manner, but it automatically goes back to normal the moment you stop concentrating on it. *Prerequisite:* the sense being extended

Sensitive Touch: Your sense of touch is so acute that you can “read” print with your fingertips, by sensing the minute differences in the heat signatures of the different colors on the page. Your ability to sense the vibrations made by an approaching person makes you difficult to surprise, allowing you to use a Touch check (with any associated bonuses) in place of a Listen check. You can listen to music by touching a speaker or eavesdrop on conversations on the other side of a wall by touching it, in much the same manner. You can even sense the heat left behind by a person sitting on a chair, several minutes after that person has left. *Prerequisite:* Touch

Sonar: You are able to emit high-frequency sound and translate the echoes that return to you into a three-dimensional mental picture of your surroundings. In effect, you can “see” in total darkness and cannot be blinded as long as your sense of hearing is operating normally. This also allows you to use Listen (with any associated hearing bonuses) to make Spot checks. Sonar does not grant color vision, nor does it allow you to read print or pick up other very fine details. Unlike most other Meta-Senses, it has a display: Au, which can be readily sensed by anyone with Sonar or Ultrasonic Hearing and vaguely sensed (DC 20) by anyone with normal hearing. Note that this Amplifier does not grant you the ability to hear other ultrasonic sounds particularly well – just your own “pings” and those of other creatures using the same Power. *Prerequisite:* Hearing

Meta-Senses (continued):

Telescopic Vision: By taking one action to refocus your eyes, you can view any object beyond one foot at 2x magnification. It takes another action to “reset” your vision to normal (otherwise, you receive a –2 penalty on all vision-related rolls, including attack rolls). This Amplifier can be taken repeatedly, multiplying the magnification by 2x each time, e.g. 4x the second time, 8x the third time, etc. Each doubling of your magnification halves your penalty for firing weapons long range (round up, so it cannot drop below –1). For example, if you have 2x Telescopic Vision, your range penalty is –1 for the second range increment, –2 for the third range increment, –3 for the fourth range increment, and so on. If you have 4x Telescopic Vision, your range penalty is –1 for the second and third range increments, –2 for the fourth and fifth range increments, and so on.

Prerequisite: Vision

360-degree Vision: Your peripheral vision is total – you can see in every direction, without turning your head. Positional bonuses (e.g. for flanking) are halved against you, rounding down, although they are not negated completely, since you still cannot react in every direction at once. You are very difficult to surprise and, thus, will seldom be caught flat-footed, unless your opponent is invisible or otherwise concealed. Note that human eyes are simply not made to see in this manner, so you may have to modify your character’s description substantially to justify taking this Amplifier. *Prerequisite:* Vision

Tracking Scent: You possess the Scent ability, as described on page 81 of the *DMG*. When tracking, you can replace the usual Wisdom check with a Smell check (assuming that you have taken that skill). *Prerequisite:* Smell

Subsonic Hearing: You can hear very low frequency sounds, beyond the normal range of human hearing. This is of limited use in the human world (although some animals communicate in this manner); however, it does grant you a +4 bonus to hear large objects approaching from a distance and may allow you to make Listen checks to pick up on meteorological and geological phenomena, e.g. approaching storms and imminent earthquakes. *Prerequisite:* Hearing

Ultrasonic Hearing: You can hear very high frequency sounds, beyond the normal range of human hearing. This allows you to hear dog whistles, Sonar emissions and the like. If you also possess Sonar, then you are able to communicate using ultrasonic frequencies, so that only other people with Ultrasonic Hearing can hear you. *Prerequisite:* Hearing

Ultraviolet Vision: You are able to see into the ultraviolet end of the spectrum. This allows you to see in the dark, as per Darkvision, as long as UV light is available. Outside, even the stars will provide sufficient illumination; however, this sense will work poorly, if at all, in areas where UV radiation is not present in sufficient quantities (e.g. in a cave). You are also able to see energy emissions that enter the UV range, to detect the presence of radiation, for example. *Prerequisite:* Vision

X-Ray Vision: By taking one action to refocus your eyes, you can see through most materials, as if they were not there (they appear to be only filmy, translucent shadows). It takes another action to “reset” your vision to normal (otherwise, you receive a –2 penalty on all vision-related rolls, including attack rolls). In general, your visual checks receive a +1 DC modifier for every foot of material that you must penetrate; however, this modifier will increase dramatically when dealing with unusually dense materials (penetrating lead is nearly impossible). *Prerequisite:* Vision

Mind Control

Enchantment (Compulsion) [Mind-Affecting]

Display: Me

Activation Time: 1 full round

Range: Close (25 ft.+5 ft./2 levels) for Standard, Medium (100 ft.+10 ft./level) for Improved, Long (400 ft.+40 ft./level) for Ultra

Target/Area: One living creature

Duration: Concentration, up to 1 round/level for Standard, 3 rounds/level for Improved, or 1 minute/level for Ultra

Saving Throw: Will negates [Cha]

Power Resistance: Yes

Energy Cost: 1/2/3, Continuous

You can control the actions of another living creature. You must first establish a telepathic link with the subject’s mind, and the subject can resist with a Will saving throw. If a common language is shared, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can communicate only basic commands, such as “come here”, “go there”, “fight” and “stand still”. You know what the subject is experiencing, in a general way, but you do not receive any direct sensory input from him. Subjects resist this control, and those forced to take actions against their nature receive a new saving throw with a bonus of +0 to +5, depending on the type of action required. Obviously, self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and the subject are on the same plane. You need not see the subject to control him – only to make initial contact. Certain Powers and spells, such as *protection from evil*, can prevent you from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or dispel it.

Standard, Improved and Ultra: The Power’s level modifies its parameters and increases the saving throw DC, as usual.

Amplifiers:

Lingering Control: You do not need to concentrate to maintain control over your subject, although you must still do so to change his orders. When you quit concentrating on the Power, your subject will continue to carry out his last instructions throughout the level-based duration. If he finishes a particular task, he will be free to do whatever he wishes, thereafter, unless he has been given instructions to the contrary. At any time during the duration, you can concentrate for one or more actions to re-establish control and give new instructions.

Multiple Subjects: You can control several people at once, up to one per character level, without disrupting your concentration, although you can still only *initiate* control over one person at a time. You must pay the full Energy cost for each subject.

Possession: You can experience everything that your subject is experiencing, through your telepathic link. It takes one full round to shift your senses into your subject or back out again. While you are “borrowing” your subject’s senses, you become disassociated from your own body, which is, thus, helpless.

Mirage

Evocation [Light]

Display: Vi

Activation Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Target/Area: Mirage that cannot extend beyond one 10-ft. cube (S) for Standard, four 10-ft. cubes (S) for Improved, or four 10-ft. cubes + one 10-ft. cube/level (S) for Ultra

Duration: Concentration for Standard, Concentration + 3 rounds for Improved, 1 minute/level (D) for Ultra

Saving Throw: None

Power Resistance: No

Energy Cost: 1/1/2, Continuous for Ultra (only)

You can manipulate light to create optical illusions. While concentrating, you can move the image within the limits of the size of the effect. Mirages created with this Power are real manifestations of light energy and, thus, can fool machines and be recorded (cf. Mental Illusion). They can also block laser beams of an equal or lower Power level, create opaque objects that impair vision and do anything else that light is capable of doing. They have no solid substance, however, and cannot be intensified to the point where they would cause actual damage (e.g. a laser beam mirage is bright but harmless). There is no saving throw to disbelieve this effect, since the image is actually there; however, anyone who tries to touch it will instantly notice its insubstantial nature. Striking a mirage does not harm it – the attack simply passes through it, unhindered (unless also light- or dark-based and of an equal or lower level). Note that a Mirage uses ambient light in the environment and cannot alter than *average* level of that light, i.e. it can only manipulate existing light, not create or destroy it. This means that you cannot use the Power to simply make an area darker or brighter, although, with some effort, you might be able to “shift around” the light to darken one part of your area, while making another part brighter. On the other hand, Mirage can be used to counter light- and dark-based Powers within its area, forcing them to conform to its visual presence or to environmental norms (as in the laser example, previously mentioned). Light- and dark-based Powers of a lower level do not function properly in this area. For example, Standard Darkness could not be used to conceal an Improved Mirage, at least from someone within the area of the Mirage. On the other hand, someone *outside* of a large Darkness field might not see a smaller Mirage completely surrounded by it. Powers of the same level tend to cancel each other out, leaving whatever light conditions normally prevail in the overlapping area.

Standard, Improved and Ultra: The Power's level modifies its parameters, as noted above, and indicates its ability to resist competing light- and dark-based Powers.

Morphing

Transmutation

Display: None (although the results are usually obvious)

Activation Time: 1 full round for Standard, or 1 action for Improved or Ultra

Range: Personal

Target/Area: You

Duration: 1 minute/level (D) for Standard, 3 minutes/level (D) for Improved, or 10 minutes/level (D) for Ultra

Energy Cost: 3, Continuous

You are able to assume the form of any inanimate object that you have ever seen, subject only to mass restrictions, based on your Power level. Your clothing and equipment, up to 10% of your own body mass, is absorbed in the change. As an object, you gain any appropriate level of hardness but keep your own hit points. If you turn into the right sort of gadget, other people may be able to use your Powers (using your Energy score, level and ability modifier). For example, if you also possess Energy Blast, you could turn into a laser rifle, so that someone else could fire you, probably doing substantially more damage than usual for that type of weapon. You also possess any mundane properties of the object in question; so, if you turn into chainmail, a person could gain an AC bonus by wearing you. In this case, any attack that you deflect (i.e. that would have hit the person, if not for the defensive bonus you provided) may cause damage to you, if it gets through your hardness. Note that, while assuming an inanimate form, your senses are very limited, as indicated by your Power level.

Standard: The object's mass must be no less than 1/8 and no greater than 4 times your own, e.g. between 24 pounds and 768 pounds for a 192-pound man. You have only a vague sense of touch and, thus, know very little of what goes on around you.

Improved: The object's mass must be no less than 1/32 and no greater than 16 times your own, e.g. between 6 pounds and about 1½ tons for a 192-pound man. Your sense of touch is only slightly muted, and you can hear some of what goes on around you, through vibrations (-4 on Listen checks).

Ultra: The object's mass must be no less than 1/128 and no greater than 64 times your own, e.g. between 24 ounces and about 6 tons for a 192-pound man. Your touch and hearing operate normally, and you have a vague sense of the amount of light that is around you – enough to know whether it is day or night and to “feel” shadows. While the DM may permit you to make Spot checks, you will receive a penalty of at least -10 on them.

Amplifiers:

Partial Change: You can restrict the change to a single arm, so that you “grow” a tool, melee weapon or shield in place of your hand. A tool behaves in the usual fashion and is treated as masterwork item at the Ultra level. A melee weapon can be any type you wish, but the maximum damage is always based on your Power level: 1d6 for Standard, 1d8 for Improved, or 1d10 for Ultra. A shield adds a deflection bonus to your AC, based on your Power level: +1 for Standard, +2 for Improved, or +3 for Ultra. Obviously, you can only change a given limb into one thing at a time, and, if you want to change both arms (into a sword and shield, for example), you must use the Power twice (which doubles the Energy cost).

Morphing (continued):

Mimic Material: You can copy the material of an object without copying its form, simply by touching it. In this way, you can gain the hardness, texture and coloration of that object but still act more or less normally. The only catch is that your body becomes more dense. This means that your Dexterity is reduced by one-half on your hardness score (rounded down), and you are liable to sink in water (apply the full hardness as a Swim penalty). Of course, if you mimic a substance with a lower density, this situation will be reversed: you will gain no hardness but will suffer no Dexterity penalty and may get substantial bonuses to Swim checks, at the DM's discretion (at least, for purposes of simply staying afloat). This Amplifier is difficult to perform, so the duration is decreased to 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra. Furthermore, the maximum hardness that you can copy is dependent on your Power level: 6 for Standard, 12 for Improved, or 18 for Ultra.

Object Possession: Rather than assume a new inanimate form, you can simply allow yourself to be absorbed into an existing one, subject to your usual mass restrictions. This has two advantages. First, your hit points and those of the object are merged, to create one larger score. When you later separate from the object, any damage is prorated accordingly; for example, if you have 20 hit points and possess an object with 10, then take 6 points of damage, you will lose 4 hit points and the object will lose 2. Second, all of your senses operate normally, regardless of your Power level. You can even see normally, since your spirit is doing the viewing, rather than your material body.

Mutation

Transmutation

Display: Any Two (one is usually Vi)

Activation Time: 1 action

Range: Touch for Standard or Improved, or Close (25 ft. + 5 ft./2 levels) for Ultra

Target/Area: One creature

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Saving Throw: Fortitude negates [Con]

Power Resistance: Yes

Energy Cost: 2/3/4

You are able to stimulate and temporarily modify the gene sequences that trigger mutation in other living creatures (not yourself). The target is allowed to make a Fortitude saving throw to resist the effect, but, if he fails, he is somehow transformed. His race is changed to Mutant for the duration of the effect, although none of the usual benefits and disadvantages apply, beyond the fact that he can be detected as a Mutant. He also gains a single Power, with a Power level equal to your Mutation Power level. The Power that is gained is unpredictable and can either be chosen by the DM or determined randomly, using the chart at the end of this section. There is a 50% chance that some Weakness will also appear, again determined by the DM. The general type can be found by rolling 1d10, if the DM wishes: 1-2 = Ability Penalty; 3-4 = Berserker; 5 = Dependence; 6 = Physical Limitation; 7-8 = Susceptibility; or 9-10 = Vulnerability. Furthermore, there is a 50% chance that the target's appearance will change dramatically. This gives the usual -3 Charisma penalty, as described under Mutants, but also either pushes the Power up by one level (if it is Standard or Improved) or grants an Amplifier chosen by the DM (if it is Ultra). Using this Power a second time on the same target, while the first mutation is still in place, has no effect. Using it again on the same target, once the effect has worn off, often triggers the same combination of mutations that were generated the first time. There is an 80% chance of this occurring; otherwise, minor variations in the environment or the target, himself, influence the outcome and cause it to "randomize", once again. For this reason, the DM should keep track of what sort of changes first occurred in any character who is liable to be exposed to this Power on a regular basis, since that result is likely to come up again frequently.

Standard, Improved and Ultra: The Power's level affects its range, duration, and Energy cost, as noted above, and also determines the level of the Power that will be gained.

Amplifiers:

Extended Duration: The duration of your Power is increased to 1 minute/level (D) for Standard, 3 minutes/level (D) for Improved, or 10 minutes/level (D) for Ultra. The Energy cost is increased by +1 but now allows continuous maintenance, i.e. it becomes 3/4/5, Continuous.

Malign Mutation: You can choose to use your Power on a target in such a way that he does not gain any favorable benefit. He still checks for a Weakness and Charisma penalty, as usual, but no Power is gained. Of course, since there is only a 50% chance of each disadvantage appearing, this Power may do nothing at all to the target.

Natural Armor

Transmutation

Display: Vi (armor is obvious)

Range: Personal

Target/Area: You

Duration: Persistent

You have natural armor that provides a bonus to your AC. As usual, a natural armor bonus can stack with any other AC bonus, except, of course, another natural armor bonus. The armor is assumed to be obvious and difficult to hide (but see below).

Standard: Your natural armor bonus is +4.

Improved: Your natural armor bonus is +8.

Ultra: Your natural armor bonus is +12.

Amplifier:

Hidden Armor: Your armor is not obvious and, thus, has no display. Either you have extremely dense, tough flesh, or your armor is internal, just beneath the skin. Either way, you look completely normal but are much tougher than you look.

Natural Weaponry

Transmutation

Display: Vi (weapon is obvious)

Range: Personal

Target/Area: You

Duration: Persistent

You possess natural weapons, such as large claws or fangs. You do additional damage in “unarmed” combat (based on your Power’s level) and can do lethal damage, instead of subdual damage. Because your weapons pose an obvious threat, their use does not provoke an attack of opportunity. Depending on how you have defined your weapons, you may be able to take the Multiattack or Two Weapon Fighting feat. For example, if you have claws, you could take Two Weapon Fighting to attack with both hands. If you have fangs, a spiked tail or some other secondary weapon, as well, you could take the Multiattack feat.

Note: Your natural weapons work in exactly the same manner as they would for an animal. This means that, if you possess more than one type of attack, you must define one as primary and the other(s) as secondary. Primary attacks receive your full Strength bonus for damage; secondary attacks receive only one-half of your Strength bonus, rounded down. For example, if you have two clawed hands defined as your primary attack and one bite defined as your secondary attack, the claws would *each* get the full Strength bonus, but the bite would get only one-half of the bonus. If you have multiples of one type of attack – e.g. a pair of clawed hands and nothing more – then all attacks of that type are considered primary.

Standard: You possess either a single weapon that does 1d6 damage (e.g. a fierce bite) or two weapons that do 1d4 damage each (e.g. clawed hands).

Improved: You possess either a single weapon that does 2d4 damage (e.g. a spiked tail that is not prehensile enough to count as an extra limb) or two weapons that do 1d6 damage each (e.g. clawed hands).

Ultra: You possess *one* of the following combinations:

- a single terrible weapon that does 2d6 damage (e.g. a large morningstar-like tail)
- two weapons that do 2d4 damage each (e.g. really vicious clawed hands)
- two primary weapons that do 1d6 and a secondary weapon that does 1d4 (e.g. clawed hands and fangs), or
- two primary weapons that do 1d4 and a secondary weapon that does 1d8 (e.g. clawed hands and a spiked tail)

Amplifier:

Hidden Weapons: Any natural weapons that you possess are not obvious and, thus, have no display, as long as you are not using them. This usually applies to a weapon that is retractable. While a given weapon is being used, it *is* visible, and preparing it for use (e.g. unsheathing your claws) is a free action.

Penetrating Attack: Your natural weapons are particularly tough and good at damaging non-living objects. Treat the hardness of any object they strike as being 4 lower for Standard, 6 lower for Improved, or 8 lower for Ultra (minimum 0).

Nullification

Abjuration

Display: Any Two (one is usually Vi)

Activation Time: 1 action

Range: Touch for Standard, Close (25 ft. + 5 ft./2 levels) for Improved, or Medium (100 ft. + 10 ft./level) for Ultra

Target/Area: One living creature with Powers

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Saving Throw: Fortitude negates [Wis] (see text)

Power Resistance: Yes (see text)

Energy Cost: 1/2/3

You can attack another character’s Power directly, possibly negating it. Only one Power is affected at a time. You can choose one that you know the target possesses, if you wish; otherwise, Nullification will automatically target whichever one of his Powers has the highest level (determined randomly, in the case of a tie). The target must make a Fortitude saving throw to resist the effect. The usual DC is modified by +/-2 per level difference between your Nullification and the Power being nullified, e.g. by +2 if you have Improved Nullification and are targeting a Standard Power, or by –4 if you have Standard Nullification and are targeting an Ultra Power. This is in addition to the modifiers that always apply for Improved and Ultra Powers. If the target fails the saving throw, his Power instantly stops working. Even persistent Powers and Meta-Abilities can be negated in this manner. The negation lasts for the duration noted above but terminates instantly if the distance between you and the target ever exceeds Long (400 ft. + 40 ft./level) range. You need not concentrate to maintain the effect, but you must remain within the indicated range. You can use this Power more than once on the same target to negate multiple Powers; however, each use requires a separate activation and Energy cost. Note that Power Resistance *does* resist Nullification; however, it can be targeted by the Power and, thus, removed, to make negating other Powers easier.

Standard, Improved and Ultra: The Power’s level modifies its parameters and influences the saving throw DC, as previously noted.

Amplifiers:

Blanket Negation: You can use this Power to negate more than one Power at a time on the *same* target. When you activate Nullification, you must decide how many Powers you will try to negate and pay the full Energy cost for each and every Power. Only one activation is required, and the target makes only one saving throw to resist the effect – it is all or nothing. The saving throw DC is decreased by 1 for every extra Power, after the first, and the Power-comparison modifier is based on the *strongest* Power being negated. *Example:* You have a level of 4, Wisdom of 15, and Improved Nullification, so the base DC to resist your Power is 15. You try to use it to negate three of your target’s Powers, two of which are Standard and one of which is an Ultra. The level-comparison is based on the Ultra Power, so the save DC is reduced by –2. It is then reduced by an extra –2, since you are trying to affect three Powers, making the final DC 11. You might want to take the Power Focus feat before trying to do things like this on a regular basis...

Nullification (continued):

Lingering Negation: You do not need to remain within range of your target for the negation to continue – once the Power has been activated, its effects will linger, no matter where you are. Furthermore, the Energy cost is now Continuous, which means that you can prolong the effect beyond the normal duration by simply paying the Energy cost over again.

Paralysis

Enchantment (Compulsion) [Mind-Affecting]

Display: Any Two (one is usually Vi)

Activation Time: 1 action

Range: Touch for Standard, Close (25 ft. + 5 ft./2 levels) for Improved, or Medium (100 ft. + 10 ft./level) for Ultra

Target/Area: One living creature

Duration: 1 round + 1 round/level (D)

Saving Throw: Will negates [Cha]

Power Resistance: Yes

Energy Cost: 1/2/2

You are able to force a subject to freeze in place and, thus, become helpless. The subject is aware and breathes normally but cannot take any physical actions (even speech). He can, however, execute purely mental actions, such as using mental Powers that do not need to be physically directed. A winged creature that is paralyzed cannot flap its wings and falls. A swimmer cannot swim and may drown.

Standard, Improved and Ultra: The Power's level modifies its parameters and increases the saving throw DC, as usual.

Alternate Version:

Physical Paralysis: This Power may be defined as *physical*, using some form of contact poison, spray or gaseous attack. The Power now requires a ranged touch attack for the Improved and Ultra levels (the regular touch attack for Standard is unchanged), but the Energy cost is reduced to 1 for all Power levels and the duration is increased to "3 rounds + 1 round/level". The saving throw is changed to "Fortitude negates [Con]".

Amplifier:

Multiple Subjects: You can paralyze several people at once, as long as all are within range. You must pay the full Energy cost for each subject, and the DC is decreased by –1 for every extra target, e.g. three subjects would each reduce the DC by –2.

Phasing

Transmutation

Display: Vi

Activation Time: 1 action

Range: Personal

Target/Area: You

Duration: 1 round/level (D) for Standard, 3 rounds/level (D) for Improved, or 1 minute/level (D) for Ultra

Energy Cost: 1, Continuous

You can become insubstantial at will, by putting your molecules "out of phase" with your environment. While insubstantial, you are still visible, although somewhat transparent (+2 on Hide checks). You can walk through most solid objects as if walking through air, although your Power level limits the hardness that you can penetrate in this manner. Most non-mental attacks pass right through you, so, in effect, you have Damage Resistance, as per the Power of the same name (again, based on your Power level). Since you cannot be touched, you cannot be affected by attacks that require physical contact, such as Contagion. On the other hand, you cannot initiate physical attacks, yourself. Mental attacks and light-based blinding attacks affect you normally and can be used normally by you. Also, you can make normal physical attacks against other people who are also phasing, and vice versa – you are solid to each other. Note that you cannot breathe while you are inside a solid object, so this limits the length of time you can spend in one. If you solidify inside a solid object, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet that you so travel. The object or creature also takes 1d6 damage, which cannot be resisted by hardness or any form of artificial protection (although other damage-reducing Powers work normally).

Standard: You have three-quarters Damage Resistance against solid kinetic attacks and one-half Damage Resistance against all other non-mental energy attacks. You can pass through a hardness of 8 or less, but any level of Force Field can block you, just as if you were solid.

Improved: You have total Damage Resistance against solid kinetic attacks and three-quarters Damage Resistance against all other non-mental energy attacks. You can pass through a hardness of 16 or less, but an Improved or Ultra Force Field can block you, just as if you were solid (a Standard Force Field has no effect).

Ultra: You are completely immune to non-mental attacks (total Damage Resistance) and can pass through any material, regardless of its hardness. Only an Ultra Force Field can block you – Standard and Improved Force Fields have no effect.

Amplifiers:

Airwalking: Gravity has no hold over you, while you are phasing, so you can walk across empty spaces or climb upward or downward, as if using invisible stairs. Ascending or descending is not easy, so you move at only half speed, while doing so, and cannot perform any other action more complicated than talking. On the other hand, walking parallel to the earth is simple, and you can move at full speed, performing any actions that could normally be combined with movement.

Phase Others: By touching another person, you can cause him to phase out along with you. You can affect any and all people who are touching you, but you must pay the Energy cost for each one, and the effect ends the moment you lose contact. You must make a touch attack to grab an unwilling subject, and he is entitled to a Fortitude [Con] saving throw to resist the effect. Because this is an unnatural attack that is difficult to consciously resist, the saving throw DC is increased by +2.

Phasing (continued):

Short Circuit: By passing through an electronic device, while phasing, you can cause it to short out. The object takes 2d6 damage, which cannot be resisted by hardness. Special gadgets and, in particular, computer AIs, are allowed to make a Fortitude [Int] saving throw to take half damage from this effect.

Power Mimicry

Transmutation

Display: Any One (usually, Vi)

Activation Time: 1 action

Range: Touch for Standard or Improved, or Close (25 ft. + 5 ft./2 levels) for Ultra

Target/Area: One living creature with Powers

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Saving Throw: None

Power Resistance: Yes

Energy Cost: 1/2/3

You are able to copy the Powers of other characters so that you can use them yourself. You must touch your target (or succeed with a ranged touch attack for the Ultra level) and overcome any Power Resistance (there is no saving throw). If you succeed, you can copy *one* of your target's Powers. You can choose one that you know the target possesses, if you wish; otherwise, Power Mimicry will automatically copy whichever one of his Powers has the highest level (determined randomly, in the case of a tie). The level of the Power will be either the same as his or your level in Power Mimicry, whichever is lower. For example, if you are using Improved Power Mimicry and his Power level is Standard, yours will also be Standard. If his is Improved or Ultra, yours will be Improved. At any give time, you can mimic as many Powers as you have Power levels to handle, but only one can be targeted at a time, with each copying attempt requiring a separate activation and Energy expenditure. For example, if you have Ultra Power Mimicry, you can copy three Standard Powers, a Standard Power and an Improved Power, or an Ultra Power. Note that you only mimic the Power, itself, so its parameters are based on your level, abilities, and so forth, not the target's.

Standard, Improved and Ultra: The Power's level modifies its parameters and limits the total number of Power levels you can mimic at once, as described above.

Amplifiers:

Blanket Mimicry: You can copy more than one Power at a time from the *same* target. When you activate Power Mimicry, you must decide how many Power levels you will try to copy and pay the full Energy cost. Only one activation is required, and you need only make one touch or ranged touch attack. You can copy Powers in any order you wish, if you know which ones the target possesses, subject only to the restriction that you must copy as much of a Power as possible before moving on to another one. In other words, if you use this Amplifier with your Ultra Power to try to copy three of your target's Powers – Improved Brawn, Improved Flight and Standard Damage Reduction (in that order) – you will not end up with Damage Reduction, at all (only Improved Brawn and Standard Flight). If you do not choose which Powers to mimic, Power Mimicry takes the one with highest level and works down from there, as usual.

Extra Level: You can retain one extra level. For example, if you have Ultra Power Mimicry, you can copy four Power levels with this Amplifier, instead of three, e.g. four Standard Powers, or two Improved, or a Standard and an Ultra, etc. This Amplifier can be taken repeatedly, up to a maximum of twice for Standard, three times for Improved, or four times for Ultra.

Power Theft: When you copy a Power, your target loses it for as long as you have it. If you only copy part of a Power, than he loses as much as you copied, e.g. if you use Standard Power Mimicry to copy Ultra Energy Blast, you end up with Standard Energy Blast, and your target ends up with Improved Energy Blast. Using this amplifier adds +1 to the base Energy cost and also grants the target a Fortitude saving throw [Con]. If he makes it, your Power fails completely, but the Energy is lost. Keep in mind that, as with most other Amplifiers, this one is optional – you need not use it every time.

Power Resistance

Abjuration

Display: Me or Vi (but only when it interacts with a Power – see text)

Activation Time: None or 1 action (see text)

Range: Personal

Target/Area: You

Duration: Persistent or 1+ rounds/level (D) (see text)

Energy Cost: None or 1, Continuous (see text)

You gain Power Resistance (PR) based on your Power level. In order to affect a creature who has PR, a Power wielder must roll the creature's PR or higher on 1d20 + character level. A creature with PR may voluntarily lower it to accept the Power. When you first gain this Power, you must decide whether your PR is activated or persistent. Activated PR works against *all* Powers, regardless of their source or type, but must be activated, has a limited duration, and requires Energy. Persistent PR is always on and has no Energy cost; however, it works only against one general type of Power, which you must choose. Some options include: any one of the usual seven energy types, mental Powers (e.g. Mental Illusion, Mind Control, Telepathy), Power-affecting Powers (e.g. Nullification, Power Mimicry, Suppression), non-ranged touch attacks, Powers in gadgets, etc. Make sure that your DM approves your choice. Normally, this Power has no display; however, when it successfully resist another Power, there is a barely perceptible flash of light (for physical Powers) or buzz of psychic "static" (for mental Powers).

Standard: Your PR is equal to 10 plus one-half of your character level (rounded down). Duration: 1 round/level (D)

Improved: Your PR is equal to 11 plus your character level. Duration: 1 round/level (D)

Ultra: Your PR is equal to 13 plus your character level. Duration: 2 rounds/level (D)

Power Resistance (continued):

Amplifier:

Shared Defense: You are capable of protecting *one* other person at a time with your Power. You must touch the person in question, and she gains your Power Resistance while you are in contact. Your own defense is not weakened while you are protecting another person, but the usual activation, duration and Energy cost apply, even if your Power is persistent.

Probability Control

Abjuration

Display: None

Activation Time: 1 action for Standard, free action for Improved and Ultra (see text)

Range: Medium (100 ft. + 10 ft./level) for Standard and Improved, Long (400 ft. + 40 ft./level) for Ultra

Target/Area: One living creature

Duration: One dice roll within the following round (see text)

Saving Throw: Will negates [Wis] (may be harmless – see text)

Power Resistance: Yes (may be harmless – see text)

Energy Cost: 1/2/3

You can alter probability so that a single action that involves a dice roll is more or less likely to occur. At the basic level, this Power allows you to modify the chance of an event occurring by an amount based on your Power level, increasing it to assist the target (who may be you) or decreasing it to hinder him. In the latter case, the target can resist the effects with Power Resistance and/or a Will saving throw. Note that, in its unamplified form, this Power affects the *chance* of an event occurring (i.e. the actual DC or effective AC, in most cases), *not* the dice roll, itself. This means that it is not of much use for damage rolls and the like, that have no clearly defined chance of success or failure, and does not increase the probability of rolling a threat or automatic failure. Even with Amplifiers, this Power can never be used to influence long-term character creation rolls, such as those made to determine hit points.

Standard: You can influence probability by 20% of the possible maximum, rounded down, with a minimum modifier of +/-1, i.e. +/-20 on 1d100, +/-4 on 1d20, +/-2 on 1d12 or 1d10, +/-1 on 1d8, 1d6, or 1d4, etc. At this level, activating your Power uses an action, but the effect can be held "in reserve" until the *end* of your next turn. This means that you can affect any single dice roll that arises during that time, including one of your own rolls, if it comes up during this turn or your very next one.

Improved: You can influence probability by 30% of the possible maximum, rounded down, with a minimum modifier of +/-1, i.e. +/-30 on 1d100, +/-6 on 1d20, +/-3 on 1d12 or 1d10, +/-2 on 1d8, +/-1 on 1d6 or 1d4, etc. At this level, activating your Power counts as a free action and can be done at any time, even during someone else' s turn, to affect a particular roll *just before* it is made. You can still only use the Power once during the entire round, i.e. from the beginning of one of your turns until just before the start of your next one.

Ultra: You can influence probability by up to 40% of the possible maximum, rounded down, with a minimum modifier of +/-2, i.e. +/-40 on 1d100, +/-8 on 1d20, +/-4 on 1d12 or 1d10, +/-3 on 1d8, +/-2 on 1d6 or 1d4, etc. At this level, activating your Power counts as a free action and can be done at any time, even during someone else' s turn, to affect a particular roll *just before* it is made. Furthermore, the Power can be used as often as you wish, limited only by your available Energy, but never more than once per roll.

Amplifiers:

Affect Action: You can effect an action directly, rather than altering its probability indirectly. In game terms, this means that you can modify the actual die roll, rather than just the chance. This allows you to affect damage rolls and increase the probability of getting an automatic failure or threat. At the Ultra level, you could even use this Power twice to turn a roll into a threat and then turn that threat into a critical result. The bonus or penalty is considered to be a *luck* modifier, and it can never reduce a roll below 1. Using this Amplifier does not increase the Energy Cost of the Power; however, it *does* reduce the effect by one step, in every respect. Thus, an Ultra level Power used with this Amplifier would have Improved Activation Time, modify a 1d20 roll by +/-6, and so forth. Obviously, this Amplifier is of no use if you have only the Standard Power.

After the Fact: You can choose to apply the effects of your Power *immediately after* a roll has been made, once you have seen the result, instead of using it "blind", before you see the result. Obviously, this greatly enhances the chance that your Power will only be used in a meaningful manner. Once you have made the change, the new result applies in all respects, and the DM should describe the situation accordingly, i.e. from the point of view of an observer, the event occurs in its modified form, only – it does not change retroactively. For secret rolls that you would not normally see, the DM need only tell you whether the roll is about to succeed or fail, without your intervention – he need not tell you its exact value (although he should not abuse this rule by making secret rolls overly common). This means that there is still some risk involved in using your Power, since it may not alter the outcome by a large enough margin. Note that, at the Standard level, the effect can be held "in reserve", as usual. On other words, you can use an action to activate your Power, then hold off the effect for up to one full round, until an appropriate time to apply it comes up. Using this Amplifier increases the Energy Cost by +1, i.e. to 2/3/4.

Psychic Attack

Illusion (Phantasm) [Mind-Affecting]

Display: Me

Activation Time: 1 action

Range: Close (25 ft.+5 ft./2 levels) for Standard, Medium (100 ft.+10 ft./level) for Improved, Long (400 ft.+40 ft./level) for Ultra

Target/Area: One living creature

Duration: Instantaneous

Saving Throw: Will half [Wis]

Power Resistance: Yes

Energy Cost: 1/1/2

Psychic Attack (continued):

You can attack the mind of your foe directly, flooding it with painful and disorienting impressions. You must make a special ranged attack roll, which has a base modifier equal to one-half of your level (rounded down) and uses your ability modifier for Charisma instead of Dexterity. It may gain a bonus, based on your Power level. Your opponent's "AC" is equal to 10 + his Charisma modifier + one-quarter of his character level (rounded down) and may be increased if he possesses any sort of mental protection (see Telepathy). Range increments do not apply to this attack, although the maximum range is limited by the Power level, as noted above. If you "hit", the attack causes subdual damage (only), which can be halved with a successful Will saving throw. This damage cannot be reduced except by defenses that are specifically designed to block mental attacks. If the total, after the saving throw, exceeds the target's Wisdom score, he is also stunned for one round and cannot act during that time.

Standard: The subdual damage caused is 1d6 at 1st level, plus 1d6 for every four character levels, thereafter. Between levels when full dice are gained, the damage is increased by +1 every two levels. Thus, the damage progression for a character with Standard Psychic Attack is: 1d6 at 1st and 2nd level, 1d6+1 at 3rd and 4th level, 2d6 at 5th and 6th level, 2d6+1 at 7th and 8th level, 3d6 at 9th and 10th level, and so on.

Improved: The subdual damage caused is 2d4 at 1st level, plus 1d4 for every two character levels, thereafter. At even character levels (only), the damage is increased by +1. Thus, the damage progression for a character with Improved Psychic Attack would be: 2d4 at 1st level, 2d4+1 at 2nd level, 3d4 at 3rd level, 3d4+1 at 4th level, 4d4 at 5th level, and so on. At this level, you also gain a +2 bonus on the mental attack roll.

Ultra: As for Improved, using d6, instead of d4, and with an mental attack roll bonus of +4, instead of +2.

Amplifiers:

Deadly Mind: You can cause lethal damage with your Psychic Attack, instead of subdual damage. It still does not work on non-living targets, however.

Psychic Blade: You can focus your psychic power to produce a blade of pure mental energy that envelops and thrusts out from one hand. This changes the display of your Power to "Me and Vi" (you can choose the color of your blade, which is translucent and looks rather like a frozen flame). The range is changed to "Touch", the duration becomes "1 round/level (D)", and the Energy cost is altered to "2, Continuous". You can use your Psychic Blade to attack in melee combat, just as if it were a real blade, using your normal melee attack modifiers, instead of the special Charisma-based roll, noted above. The Psychic Blade ignores armor and, thus, counts as a touch attack; however, mental defenses do work against it. If it hits a foe, it does damage as usual for the Power, including the reduction with a successful saving throw and the possible stun. Your Strength bonus does not add to the damage, and, as usual, the Power has no effect on non-living targets. Note that the blade is an obvious weapon, so you are considered armed and, thus, do not provoke attacks of opportunity. It counts as a light weapon and can be used with Weapon Finesse.

Psychic Scream: You can cause your Psychic Attack to affect everyone within a 20-foot spherical radius, centered on you. This avoids the need for an attack roll, although the saving throw still applies. You are not affected by your own "scream", but everyone else in the area is – including your allies. Using this Amplifier increases the base Energy cost by +2.

Reflection

Abjuration

Display: None (although the results are generally obvious)

Range: Personal

Target/Area: You

Duration: Persistent

When you first gain this Power, you must choose one of the seven standard energy types, since the Power only works against it. When you are struck by a damaging attack that uses this form of energy, you can reflect some or all of it. This Power is triggered only by energy levels that are high enough to cause actual damage and has no effect on low levels of ambient energy, so you do not, for example, reflect flashlight beams. The maximum amount of energy reflected each round is dependent on the level of your Power (see below). This limit applies from the end of your turn until the beginning of your next turn. Any energy that exceeds this limit causes damage to you, as usual. The damage that you reflect returns to the person or object that attacked you and acts exactly like a second attack of the same type, except that this "attack" is a free action, and you do not have to expend any Energy to do it. Note that this Power can be gained more than once, if you wish to reflect more than one type of energy.

Example: Let's say that you have Electricity Reflection at the Standard level and are hit by an Electricity Blast that does 32 points of damage. First, you make your usual Reflex saving throw to halve the damage (since the saving throw represents you actually getting out of the way of the attack). Remember that you can always choose to pass on the saving throw, if you feel certain that your defenses can handle the attack, but this decision must be made before you know what the damage is going to be. Assuming that you make the saving throw, you would normally take 16 points of damage; however, 12 points are reflected. You take only 4 points, which may be reduced even more by other defenses. The remaining 12 points are reflected back at the original attacker. You would make a normal Electrical Blast attack against him (using your level, ability modifiers, and so forth, instead of his), except that, if you hit, you would not roll the damage – it would automatically be 12. He would then be allowed the usual saving throw to halve the damage, and so forth. Note that it is possible for two people with the same sort of Reflection to bounce an attack back and forth repeatedly; however, the half damage saving throw will eventually cause the energy to dwindle away to nothing. In cases where this does not occur after three "bounces" per person, the DM can simply assume that the energy disperses harmlessly and end the impasse in this manner.

Standard: Your Reflection limit is 12 points per round, or 8 points for kinetic energy (since it is so much more common).

Improved: Your Reflection limit is 24 points per round, or 16 points for kinetic energy (since it is so much more common).

Ultra: Your Reflection limit is 36 points per round, or 24 points for kinetic energy (since it is so much more common).

Reflection (continued):

Amplifiers:

Aimed Attack: You do not have to reflect the energy back at your attacker – you can send it at anyone or anything you like, within range. The resulting “attack” still counts as a free action.

Explosive Reflection: You can cause the reflected energy to scatter in every direction, instead of bouncing back at a specific target. This halves the reflected damage (rounding down) but causes it to affect everyone within 20 feet of you, friend or foe. If the Power that caused the damage normally allows a saving throw, then it applies to this explosive attack, as well.

Regeneration

Conjuration (Healing)

Display: None (although the results may be obvious)

Range: Personal

Target/Area: You

Duration: Persistent

Your body heals wounds much faster than that of a normal person, at a rate dependent on your Power level. Unamplified, this Power acts exactly like Fast Healing (see page *DMG*, page 76), except for the generally slower healing rate.

Standard: You recover 1 hit point per level per 2 hours of light activity, and, thus, heal twelve times faster than the average human. This amount is halved if you perform strenuous activity or increased by half again if you undergo complete bed rest. The total can be prorated for shorter periods of time, e.g. if you are 5th level, you recover 1 hit point for every 24 minutes of light activity. You heal subdual damage even faster, as described for regular damage with Improved Regeneration.

Improved: You recover 1 hit point per level per 10 minutes of light activity, and, thus, heal well over a hundred times faster than the average human. This amount is halved if you perform strenuous activity or increased by half again if you undergo complete bed rest. The total can be prorated for shorter periods of time, e.g. if you are 5th level, you recover 1 hit point for every 2 minutes (20 rounds) of light activity. You heal subdual damage even faster, as described for regular damage with Ultra Regeneration.

Ultra: You recover 1 hit point per level per minute of light activity, and, thus, heal well over a thousand times faster than the average human. This amount is halved if you perform strenuous activity or increased by half again if you remain completely immobile, taking no actions. The total can be prorated for shorter periods of time, e.g. if you are 5th level, you recover 1 hit point for every 12 seconds (2 rounds) of light activity. You heal subdual damage even faster, at a rate of 1 hit point per level per round of light activity (reduced or increased, according to your activity, as usual), e.g. 5 hit points per round, at 5th level.

Alternate Version:

Powered Regeneration: Your Regeneration requires Energy to work and consumes it at a rate determined by your Power level, i.e. 1 point per two hours (Standard), 1 point per 10 minutes (Improved), or 1 point per minute (Ultra). This occurs whether you want it to or not, even while you are unconscious. If you have the Regenerate Ability Damage Amplifier, it consumes Energy at the same rate, as long as you have ability damage. If you have the Regrowth Amplifier, it costs 1 Energy point per day, but you *can* shut this off or use it only occasionally (which increases the total time required, accordingly). Note that Energy points being used for this are “locked up” as long as the Power is in effect and cannot be recovered normally; thus, you may want to skip a day now and then, to recover the lost Energy points, before doing more Regrowth. True Regeneration simply consumes Energy at the rate determined by your Power level, as usual, and the other Amplifiers are unaffected by this change. As compensation for this fairly serious disadvantage, you can increase your Power level by one step (if it is Standard or Improved) or take any one of the Amplifiers for free.

Amplifiers:

Disease Resistant: Your body resists disease and, thus, grants you a large saving throw bonus against it: +8 for Standard, +12 for Improved, or +16 for Ultra. This applies to all normal diseases and to Contagion with a Power level equal to or less than that of your Regeneration. If the Contagion level is higher than your Regeneration level, the bonus is halved for each level of difference, e.g. it would drop to +2 (one-quarter) if you have Standard Regeneration and are trying to resist Ultra Contagion.

Poison Resistant: As per Disease Resistant, except that the bonus applies to poison.

Regenerate Ability Damage: Your Power also affects ability damage. This means that, instead of healing 1 point per day of light activity, you heal 1 point per two hours (Standard), 1 point per 10 minutes (Improved), or 1 point per minute (Ultra). As usual, this is doubled with complete bed rest. Strenuous activity halves your healing but does not make it impossible.

Regrowth: Given time, you can regrow lost organs and limbs. With Improved Regeneration, it takes about 2 days to regrow a finger or toe, 10 days to regrow a hand or foot, a month to regrow a whole arm or leg, or 2 weeks to regrow a relatively small, complex organ, such as an eye. You can only take this Amplifier if you have Regeneration at the Improved or Ultra level, and, at the Ultra level, the required time is halved.

Toxin Resistant: As per Disease Resistant, except that the bonus is halved and applies to both disease and poison.

True Regeneration: Your Power acts like true Regeneration, as described on page 81 of the *DMG*, instead of Fast Healing. In particular, this means that you treat most forms of damage as subdual damage, and you heal that damage *very* quickly. You must pick at least two attacks that deal normal damage to you – fire and acid are the most common. You can only take this Amplifier if you have already taken the Regrowth Amplifier, which also means that your Regeneration must be at least Improved. Note that your Regrowth is much faster with this Amplifier (change days to minutes) and allows you to re-attach severed limbs, as described in the *DMG*.

Shapeshifting

Transmutation

Display: None (although the results are obvious)

Activation Time: 1 full round for Standard, 1 action for Improved or Ultra

Range: Personal

Target/Area: You

Duration: 1 minute/level (D) for Standard, 3 minutes/level (D) for Improved, or 10 minutes/level (D) for Ultra

Energy Cost: 2, Continuous

You are able to assume the form of another living creature – even one that is not humanoid (cf. Imitation). The range of forms you can take is based on your Power level. You gain all of the creature's natural (non-magical, non-Powered) abilities; for example, you can fly, if you are a bird, or breathe water, if you are a fish. You keep your own Powers, as long as they do not require a different physique, e.g. Winged Flight would be lost, if you turn into a dog. Your physical abilities (Str, Dex, Con) are the same as those of the creature in question, modified by any Brawn and/or Meta-Ability bonuses you may have, but your mental abilities (Int, Wis, Cha) and hit points are your own. The change does not affect your equipment or clothing (which may be ruined), unless you have the appropriate Amplifier. It is important to note that this Power grants you the form that you would have had if you had been born as one of the creatures in question. Thus, if you are a female human, you will be a female wolf. If you are a short human, you will be a short elephant (relatively speaking). Each time you assume the form of a given creature, it will always be the same form (again, cf. Imitation). This means that Shapeshifting is virtually useless for purposes of creating a disguise: if you try to assume a human form, it will always be your own.

Standard: You can assume the form of any single natural creature that has a mass of no less than 1/8 and no greater than 4 times your own, e.g. between 24 pounds and 768 pounds for a 192-pound man. You must choose this form when you gain the Power, since it will not change.

Improved: You can assume several different forms that have a mass of no less than 1/32 and no greater than 16 times your own, e.g. between 6 pounds and about 1½ tons for a 192-pound man. All of the forms must be drawn from a general type, e.g. birds, reptiles, fish, land mammals, aquatic mammals, dinosaurs, pterosaurs, etc. You must choose this type when you gain the Power, since it will not change. You are limited to animals that you have actually seen, in the flesh (or, at least, "in the bone", in the case of extinct animals).

Ultra: You can assume the form of any natural creature that has a mass no less than 1/128 and no greater than 64 times your own, e.g. between 24 ounces and about 6 tons for a 192-pound man. You do not need to pick a particular type when you gain the Power, since you can assume the form of *any* animal that you have actually seen, as noted above.

Amplifiers:

Alter Clothes: Any equipment and clothing that you are wearing changes with you. The total mass of the clothing and similar paraphernalia cannot exceed 10% of your own mass, and its mass is included with your own for purposes of determining your lower and upper changing limits.

Fast Change: You can change form as a free action; however, you can still only do it once per round.

Persistent Change: The Energy cost is increased to 3; however, the duration is now Instantaneous. You retain the new form, indefinitely, until you pay the Energy to assume a new one (including your own). Note that, as with most Amplifiers, you choose whether or not you wish to use this one each time you activate the Power. Once you have made the decision, however, you must abide by it until you regain your true form.

Shrinking

Transmutation

Display: None (although the results are obvious)

Activation Time: 1 full round for Standard, 1 action for Improved or Ultra

Range: Personal

Target/Area: You

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Energy Cost: 1/1/2, Continuous

You can instantly shrink to a smaller size. Your Power level determines your minimum size, but you can shift to any size in between your normal size and this limit, throughout the duration of the Power. Each change in size requires one action. A decrease in size affects your AC, attack bonus, Hide skill, reach, weapon usage, and lifting, as explained in the *PHB* and summarized below. In the case of this Power, it also decreases your Strength and base movement speed; however, you now have the option of using your Dexterity modifier, instead of your Strength modifier, for melee attack rolls (i.e. you effectively have Weapon Finesse with any melee weapon that you use).

Standard: Your size limit is Small, which allows you to divide your height by 2 and your weight by 8. While Small, you have a +1 attack roll and AC modifier and a +4 Hide check modifier. Your face/reach is 5 ft. by 5 ft./5 ft. You can only wield smaller weapons normally (Medium weapons require two hands), your Strength is reduced by –2 (down to a minimum of 3), and your carrying capacity is only three-quarters of what it would be for a Medium-sized character, based on your modified Strength. Your base speed is 20 feet per round.

Improved: Your size limit is Tiny, which allows you to divide your height by 4 and your weight by 64. While Tiny, you have a +2 attack roll and AC modifier and a +8 Hide check modifier. Your face/reach is 2½ ft. by 2½ ft./0 ft. You can only wield very small weapons normally (Small weapons require two hands), your Strength is reduced by –4 (down to a minimum of 2), and your carrying capacity is only one-half of what it would be for a Medium-sized character, based on your modified Strength. Your base speed is 15 feet per round.

Shrinking (continued):

Ultra: Your size limit is Diminutive, which allows you to divide your height by 8 and your weight by 512. While Diminutive, you have a +4 attack roll and AC modifier and a +12 Hide check modifier. Your face/reach is 1 ft. by 1 ft./0 ft. You can only wield the tiniest weapons (even a dagger requires two hands), your Strength is reduced by –6 (down to a minimum of 1), and your carrying capacity is only one-quarter of what it would be for a Medium-sized character, based on your modified Strength. Your base speed is 10 feet per round.

Amplifiers:

Density Increase: You can shrink without losing mass, which causes your density to increase dramatically. Your weight does not change, and your Strength is not reduced. You do not get the ability to use your Dexterity modifier for melee attacks (unless, of course, you have Weapon Finesse). In addition, you receive Damage Reduction (as per the Power of the same name) against all non-mental attacks: 2 for Standard, 4 for Improved and 6 for Ultra. Using this Amplifier adds +1 to the base Energy cost.

Shrink Others: You can use this Power on other people, up to Close (25 ft. + 5 ft./2 levels) range. If the person is unwilling, he is allowed a Fortitude [Con] saving throw to negate the effect, and Power Resistance applies, as well. You control the size of the subject and, as usual, must spend an action, each time, to alter it.

Silence

Illusion (Glamer)

Display: Au

Activation Time: 1 action

Range: Personal

Target/Area: Sphere, centered on you, with a 20-ft. radius for Standard, 40-ft. radius for Improved, or 60-ft. radius for Ultra

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Saving Throw: None

Power Resistance: No

Energy Cost: 1, Continuous

This Power causes silence to radiate out from you, to a radius dependent on the Power's level. Within this area, all sound is stopped. Conversation is impossible, spells with verbal components cannot be cast, and no noise, whatsoever, enters, issues from, or passes through the area. A sound-based Power (such as Sonic Blast) will not function in this area, unless it has a higher Power level than the Silence field, e.g. only an Ultra Sonic Blast can get through an Improved Silence field. Competing sonic Powers of the same level tend to cancel each other out, leaving whatever sound conditions normally prevail in the overlapping area. Thus, a Sonic Blast can be used to negate a Silence field of the same level, and vice versa, if only momentarily. Note that you have no special ability to hear or make yourself heard in your own silence.

Standard, Improved and Ultra: The Power's level modifies its parameters, as noted above, and indicates its ability to resist competing sound-based Powers.

Amplifiers:

Range: The Silence field need not be centered on you. You can pick any point that you can see within Medium range (100 ft. + 10 ft./level) and center the sphere on that point. By concentrating and using an action, you can move the sphere up to 30 feet per round. Otherwise, it remains where it was placed until the duration expires or you dispel it.

Self Immunity: You can hear through your own Silence field or through any Silence field that has a level equal to or lower than your Power's (e.g. a Standard or Improved Silence field, if you have Improved Silence). Furthermore, you can allow your own voice (or other sounds you produce) to be heard by people in the affected area, if you wish. This means that, if you possess other sound-based Powers, they do not compete with your Silence field and function normally.

Skill Mimicry

Transmutation

Display: Any One (usually, Vi)

Activation Time: 1 action

Range: Touch for Standard or Improved, or Close (25 ft. + 5 ft./2 levels) for Ultra

Target/Area: One living creature

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Saving Throw: None

Power Resistance: Yes

Energy Cost: 1/2/3, Continuous

You are able to copy the skills of other characters so that you can use them yourself. You must touch your target (or succeed with a ranged touch attack for the Ultra level) and overcome any Power Resistance (there is no saving throw). If you succeed, you can copy *one* of your target's skills, gaining up to 8 ranks per Power level (i.e. 8 ranks for Standard, 16 ranks for Improved, or 24 ranks for Ultra). You can copy a skill that you know the target possesses, if you wish; otherwise, Skill Mimicry will automatically copy whichever one of his skill has the highest number of ranks (determined randomly, in the case of a tie). If you also possess the skill, the ranks do *not* stack – only the highest value is used. At any give time, you can mimic as many skill ranks as your Power level can handle, but only one skill can be targeted at a time, with each copying attempt requiring a separate activation and Energy expenditure. For example, if you have Improved Skill Mimicry, you can copy 4 ranks of Climb, 5 ranks of Jump, and 7 ranks of Move Silently, but this would require three separate attempts, with three separate Energy expenditures. Note that you only mimic the actual skill *ranks*, so the total value for your skill is based on *your* key ability and other modifiers, not the target's.

Standard, Improved and Ultra: The Power's level modifies its parameters and limits the total number of ranks you can mimic at once, as described above.

Skill Mimicry (continued):

Amplifiers:

Blanket Mimicry: You can copy more than one skill at a time from the *same* target. When you activate Skill Mimicry, you must decide how many ranks you will try to copy and pay the full Energy cost. Only one activation is required, and you need only make one touch or ranged touch attack. You can copy skills in any order, if you know which ones the target possesses, subject only to the restriction that you must copy as much of a skill as possible before moving on to the next one. In other words, if you use this Amplifier with your Improved Power to copy three of your target's skills – Climb, Jump and Move Silently (in that order) – you will not end up with Move Silently, at all, if your target has 8 ranks in Climb and 8 (or more) ranks in Jump. If you do not choose which skills to mimic, Skill Mimicry takes the one with highest rank and works down from there, as usual.

Extra Ranks: You can retain 8 extra ranks. For example, if you have Ultra Skill Mimicry, you can copy 32 ranks with this Amplifier, instead of 24. This Amplifier can be taken repeatedly, up to a maximum of twice for Standard, three times for Improved, or four times for Ultra.

Skill Theft: When you copy a skill, your target loses it for as long as you have it. If you only copy part of a skill, then he loses as much as you copied, e.g. if you use Standard Skill Mimicry to copy 10 ranks of Hide, you end up with 8 ranks, and your target ends up with 2. Using this amplifier adds +1 to the base Energy cost and also grants the target a Fortitude saving throw [Con]. If he makes it, your Power fails completely, but the Energy is lost. Keep in mind that, as with most other Amplifiers, this one is optional – you need not use it every time.

Suppression

Abjuration

Display: Any Two (one is usually Ta)

Activation Time: 1 action

Range: Personal

Target/Area: Sphere, centered on you, with a 20-ft. radius for Standard, 30-ft. radius for Improved, or 40-ft. radius for Ultra

Duration: 1 round/level (D) for Standard, 3 rounds/level (D) for Improved, or 1 minute/level (D) for Ultra

Saving Throw: Fortitude negates [Wis] (temporarily – see text)

Power Resistance: Yes (see text)

Energy Cost: 1/2/3, Continuous

You can create a spherical zone, centered on yourself, in which Powers do not operate properly. When a person first tries to use a Power of any sort in the zone (even if he is just using the modifier of a Meta-Ability), he must make a Fortitude [Wis] saving throw. If he succeeds, the Power operates normally for its standard duration (indefinitely for persistent Powers). At the end of that time, he must make the saving throw again, if he wishes to reactivate the Power or extend its duration with Energy (for continuous Powers). If he fails a saving throw, the Power in question and all others that he attempts to use, thereafter, are suppressed. This continues until your Suppression is turned off or the subject leaves the area of effect. If he enters the zone again, later, the saving throw procedure begins anew. A suppressed Power is reduced in level by an amount based on your Suppression level. Standard Suppression reduces an Ultra Power to an Improved one or an Improved Power to a Standard one and negates Standard Powers altogether. Improved Suppression reduces an Ultra Power to a Standard one and negates all others. Ultra Suppression simply negates every Power it affects. Note that Suppression affects *every* Power in its area, indiscriminately – even your own (other than itself, of course), which can result in you having to make a saving throw against your own Power. While Power Resistance will work against Suppression, you must first check to see whether the Power Resistance, itself, is suppressed (it cannot protect itself).

Standard, Improved and Ultra: The Power's level modifies its parameters and determines the number of Power levels that are suppressed, as described above.

Amplifiers:

Personal Immunity: Your own Powers are not affected by your Suppression (although they can be by someone else's).

Ranged Effect: Instead of centering the spherical area on yourself, you can center it on some other location within Medium (100 ft. + 10 ft./level) range. Once the zone has been positioned, it cannot be moved without reactivating the Power. You must stay within range to maintain the zone; otherwise, it will instantly vanish.

Telekinesis

Transmutation

Display: Any One (usually, Me or Vi)

Activation Time: 1 action

Range: Close (25 ft.+5 ft./2 levels) for Standard, Medium (100 ft.+10 ft./level) for Improved, Long (400 ft.+40 ft./level) for Ultra

Target/Area: See text

Duration: Concentration, up to 1 round/level (D), or Instantaneous (see text)

Saving Throw: Will negates [Int] (object) (see text)

Power Resistance: Yes (object) (see text)

Energy Cost: 1/2/3; Continuous with sustained force option, only (see text)

You can move objects or creatures (including yourself) by concentrating on them. The Power can provide either a gentle, sustained force or single short, violent thrust (your choice).

Sustained Force: A sustained force moves a creature or object up to 20 feet per round. The maximum weight that you can move depends on your Power level, as noted below. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with Power Resistance. This version of the Power lasts up to one round per character level, but it ends if you cease concentration (which causes the subject to fall or stop). The weight can be moved vertically, horizontally, or both. It cannot be moved beyond your range, and the effect ends if it is forced beyond this limit. An object can

Telekinesis (continued):

be telekinetically manipulated, as if with one hand. For example, a lever or rope can be pulled, a key can be turned and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, although fine actions such as these require Intelligence checks against a DC set by the DM.

Violent Thrust: Alternatively, the telekinetic energy can be expended in a single round. You can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. The total weight that you can hurl is dependent on your Power level, as noted below. You must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack plus your Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point of damage per 25 pounds (for less dangerous objects, such as a barrel) to 1d6 points of damage per 25 pounds (for hard, dense objects, such as a boulder). Creatures who fall within the weight capacity of the Power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the Power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6) per 150 pounds of force.

Standard: Your maximum weight is 5 pounds per character level.

Improved: Your maximum weight is 25 pounds per character level.

Ultra: Your maximum weight is 100 pounds per character level.

Amplifiers:

Force Field: You can use your Power to create a Force Field around yourself. This is exactly like the Power of the same name, except for the duration and Energy cost (which are as noted above, for Telekinesis). The level of your Force Field is the same as the level of your Telekinesis, e.g. Improved Telekinesis creates an Improved Force Field. Since this Force Field requires concentration, you cannot use your Telekinesis Power to do anything else while it is in effect.

Lifter: Your maximum weight limit is multiplied by four, but only for purposes of slowly lifting an object and moving it 5 feet per round. You cannot use this option to make a violent thrust, nor will it work on an unwilling living target (although it could be used to drag an object away from such a target). While you could use this Power to drop an object on a person, the victim would be allowed a Reflex save to get out of the way (DC 12 if he sees it coming or 20 if he is caught off-guard). This Amplifier can be taken up to three times, with each time multiplying your limit by four, e.g. x 4 the first time, x 16 the second time, or x 64 the third time. If you have Ultra Telekinesis, taking this Amplifier three times would allow you to lift over three-quarters of a ton (1600 pounds) per character level!

Sustained Levitation: Regardless of how much weight you can normally lift telekinetically, you can always lift yourself and levitate with a speed based on your Power level: 30 for Standard, 60 for Improved, or 90 for Ultra. Furthermore, this use of your Power has a duration of 10 minutes/level and an Energy cost of only 1, Continuous. Levitating in this manner requires only as much concentration as walking, so you can still perform other actions (even use this Power to do other things).

Telepathy

Divination (Abjuration with Mental Shield)

Display: Me

Activation Time: 1 action

Range: Close (25 ft.+5 ft./2 levels) for Standard, Medium (100 ft.+10 ft./level) for Improved, Long (400 ft.+40 ft./level) for Ultra

Target/Area: One living creature

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: Will negates [Wis] (see text)

Power Resistance: Yes

Energy Cost: 1/1/2, Continuous

You are able to contact the minds of other living creatures. Unwilling subjects are allowed a Will saving throw to resist your intrusion. The DC for that saving throw receives a special +2 circumstance modifier if you are in physical, skin-to-skin contact with your subject. Depending on your Power level, you may be able to read thoughts, send thoughts, or conduct deep mental probes. This Power also grants you access to a large number of useful Amplifiers. Telepathy operates at about three times the speed of verbal communication and transcends language, so you and your subject do not need to share a common tongue.

Standard: At this level, you can read surface thoughts, so you only have access to what the target is thinking about at the moment. You cannot probe any deeper, and you cannot transmit your own thoughts. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that you can pick up (see *detect thoughts*, on page 194 of the *PHB*, for more information). Scanning surface thoughts is quite subtle, so, if the target fails his saving throw, he will probably not even notice you. If he makes it, he will have a vague sense that something strange just happened. The ability to read minds is also the ability to detect them, so you can scan an area around you to see how many minds are present. This takes a full round and does not allow a saving throw; however, Power Resistance still applies and may render the target “invisible” to the scan.

Improved: You can still only read surface thoughts, as described above; however, you can now send thoughts, as well, allowing two-way communication. This is the minimum level required for many of the Amplifiers, listed below.

Ultra: You can both receive and send thoughts, as described above; however, you are now capable of conducting deep probes, as well. This allows you to access the subject’s memories, subconscious and other “hidden” thoughts. Mental probes are neither easy nor subtle. If you wish to try to slip in undetected, you must allow your subject a second Will saving throw and must make one yourself, as well (DC 14 + your subject’s Wis modifier, reduced by 2 with skin-to-skin contact). If you fail, this indicates that your mental grip is too tenuous, and you lose contact altogether. If you succeed and he fails, then you can poke around without him being aware of what you are doing. If you both succeed (or if you did not attempt to be subtle, in the first place), then you can conduct the probe, but your subject will sense your presence and will probably try to resist you. In this case, he is allowed to make another saving throw every time you try to drag out a piece of information that he really wants to hide or force him to confront a memory that he would much rather leave buried. If he succeeds on one of these saving throws, contact is forcefully broken, and you take 1 point of subdual damage.

Telepathy (continued):

Amplifiers:

Borrow Senses: You can experience everything that your subject is experiencing, through your telepathic link. It takes one full round to shift your senses into your subject or back out again. While you are “borrowing” your subject’s senses, you become disassociated from your own body, which is, thus, helpless. Note that you cannot exert any control over your subject’s actions in this manner – you are simply along for the ride.

Gestalt: You can add additional people into your mental link without disrupting your concentration. As long as you are using your Power to do this (and only this), you can keep adding people, one at a time, as long as you have enough Energy to set up each link. You can communicate freely with each person, and they can communicate with each other, through you. Note that this Amplifier works especially well with Mind Link, below, since it allows you to set up telepathic networks that you can dip in and out of and that other people can make use of, even when you are not concentrating. Your Telepathy level must be Improved or better to take this Amplifier.

Improved Range: Your level-based range applies only when first making contact with your subject. After that, it is unlimited.

Mental Shield: You are able to raise a Mental Shield, with a duration of 1 minute/level and an Energy cost of 1, Continuous.

This provides protection for your mind, making you less susceptible to a number of mental Powers. The bonus granted is +4 for Standard, +6 for Improved, or +8 for Ultra Telepathy. How the bonus is used depends on the Power that attacks you. For Powers that require a mental attack roll (i.e. mental Flash and Psychic Attack), the bonus adds to your “AC”. For all other mental Powers (i.e. Empathy, mental Invisibility, Mental Illusion, Mind Control, Paralysis and Telepathy), the bonus acts as a saving throw modifier. In either case, the bonus is halved, if the level of the attacking Power exceeds your Telepathy level.

Mind Bond: You no longer need to concentrate to maintain a telepathic link with your subject – only to communicate through or otherwise make use of that link. Your Power remains “tuned” to the subject for as long as the duration lasts, and you can slip in and out of concentration to make use of it as often as you wish. This also means that you can use other Powers while maintaining the link, including Telepathy, itself (to contact other people for example).

Mind Link: If you use your Telepathy to establish a link with a willing ally, the duration of your Power is increased to 10 minutes/level. This automatically fails if the target is unwilling. Normally, you can maintain only one Mind Link at a time, and you must concentrate on it; however, the Gestalt and Mind Bond Amplifiers will alleviate this problem substantially.

Mind Scan: You can extend your ability to detect thoughts so that you can find a particular mind over a much greater distance.

You must have had previous telepathic contact with the mind in question and must activate your Telepathy in the usual manner. If the person is within range, you will detect her presence, her condition (e.g. healthy, wounded, sick, poisoned, dying), and her approximate location (direction and distance, within 3d6 yards). If the person is not in range or is dead, you detect nothing. Your range is based on your character level and Power level: 1 mile per level for Standard, 10 miles per level for Improved, or 100 miles per level for Ultra. This Amplifier can be taken a second time (only) to multiply the range by 10.

Slip of the Mind: You can cause the subject of your telepathic link to perceive one thing in a different manner, for just a few seconds. For example, you could cause the subject to mistake you (visually) for someone else or to think that something cold is actually very hot. The subject is allowed an extra Will save to resist this influence. If he succeeds, he does not break telepathic contact, but he will see through the ruse and will almost certainly be made aware of your presence. While this effect normally lasts for no longer than one round, the subject may accept it much longer, if nothing contradicts his belief. For example, if he drops the “very hot” object, he will probably continue to assume that it is hot until he tries to touch it again.

If you possess Ultra Telepathy, you can also use this Amplifier to alter one recent memory in a specific way. You must already be probing the subject’s memories, and, if he is aware that you are doing so, he automatically resists the attempt with an extra saving throw (which may forcefully break contact, as explained above). Assuming that you are not stopped, you can make one change to a memory that you have already scanned. It must be a memory related to events within the last one day per level. For example, you could make the subject believe that the red car he saw yesterday was blue, or that he had a tuna sandwich for lunch, today, instead of a chicken salad sandwich. This effect lasts indefinitely, until the subject encounters a contradiction (e.g. he sees the car again or realizes that he is allergic to tuna), at which point his memory returns to normal. In general, the longer and more complex an event is, the sooner a contradiction will come up. For example, leaving the subject with the impression that he visited the dentist, yesterday, instead of the police, would be permitted with this Amplifier, since it only requires you to alter one basic fact. However, as soon as the subject begins examining the memory, he will quickly realize that he cannot fill in any details about a dentist’s office but has many other details, floating around in his head, that seem to be connected with a police station. Such a change would probably last only minutes, at best.

Regardless of how this Amplifier is used, it always costs 1 Energy point, over and above any other Telepathy costs. Your Telepathy level must be Improved or better to take this Amplifier, and the second option only works with the Ultra level.

Telepathic Shout: You can use your Telepathy to send a stunning telepathic shout at any one creature within range. This use of your Power is instantaneous and has an Energy cost of 1. The target must make the usual Will saving throw or be stunned for 2 rounds (3 for Ultra). A stunned character cannot act and loses any Dexterity bonus to AC, while attackers get a +2 bonus on attack rolls made against him. Your Telepathy level must be Improved or better to take this Amplifier.

Teleportation

Transmutation [Teleportation]

Display: Any Two (usually Au and either Ta or Vi)

Activation Time: 1 action

Range: Personal for Standard, Personal and Touch for Improved or Ultra

Target/Area: You for Standard, You and touched objects or willing creatures for Improved or Ultra

Duration: Instantaneous

Saving Throw: None and Will negates [Dex] (object)

Power Resistance: No and Yes (object)

Energy Cost: 1/2/3

Teleportation (continued):

You can instantly transport yourself and, perhaps, others to some distant location. The maximum distance you can traverse and the maximum load you can carry are both determined by your Power level, as indicated below. As with all Powers where the range is personal and the target is you, you need not make a saving throw, nor is PR applicable to you. Since any person you wish to take with you must be willing, saving throws and PR do not apply to them, either. Only objects held or in use (attended) by another person receive saving throws and PR. You must either see your destination or have some clear idea of its location and layout. You cannot simply teleport into the villainous mastermind's stronghold, if you do not know where that stronghold is, what it looks like, or what is in it. The clearer your mental image, the more likely the teleport works. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible (a fact that is known and used by those involved in designing superhuman detention centers). Teleportation is instantaneous travel through the astral plane. Anything that blocks astral travel also blocks teleportation (a less well-known fact, but one that is also put to use by some people who have a vested interest in preventing superhuman intrusion or escape). To see how well teleportation works, roll d% and consult the table on page 264 of the *PHB*. Also refer to that page for more information on familiarity and teleportation mishaps. Note that you do not need to make this roll if you can actually see your destination (and know exactly where it is, if viewing it through a device) – the teleport is automatically successful in this case.

Standard: You can only teleport yourself, plus any basic clothing and equipment that you are wearing or carrying (up to 5% of your own mass, e.g. 8 pounds for a 160-pound man). Your range is Long (400 ft.+40 ft./level).

Improved: You can teleport yourself and any objects or willing creatures you are touching, up to 20 pounds per level. Your range is 1 mile per character level.

Ultra: You can teleport yourself and any objects or willing creatures you are touching, up to 50 pounds per level. Your range is 10 miles per character level.

Amplifiers:

Blink: You can use your Power to *blink*, exactly as per the spell of the same name. This lasts 1 round/level (D) and costs 3 Energy points. The usual weight restriction for the Standard level applies.

Gateway: By making a normal teleport and paying three times the usual Energy cost (i.e. 3/6/9), you can create a dimensional gateway that links your starting location with your destination. Anyone who passes through either end of the portal (friend or foe) automatically ends up on the other side. The gateway lasts for one full round (i.e. from the end of your turn to the start of your next one); however, you can extend this duration by paying 1 Energy point for each round, thereafter.

Hostile Teleport: You can bring along unwilling, as well as willing, passengers. You must still touch your target and go along with him. He is allowed a Will [Dex] saving throw to resist the effect, and PR applies, as usual. Your Teleportation level must be Improved or better to take this Amplifier.

Increased Range: Your maximum range, based on your Power level, is multiplied by 10. This Amplifier can be taken repeatedly, multiplying the total by 10 each time, i.e. x 100 the second time, x 1000 the third time, and so on. Once your range reaches around 8000 miles, you can teleport anywhere on Earth. Note that this is really only “cost effective” with Ultra Teleportation.

Porter: The maximum load that you can carry, based on your Power level, is multiplied by four. Furthermore, if your Power is Improved, you can always bring along *at least* one willing passenger for every two full character levels, regardless of weight (although they may not be able to bring anything with them). This is increased to one passenger per character level, for Ultra. Note that these passenger minimums do not *add* to your regular load – they *replace* it, in appropriate situations.

Summons: Instead of teleporting to something, you can teleport it to you. The target must be within your usual level-based weight allowance and range, and you must be able to see it somehow (using a video camera, clairvoyance or some other indirect means of remote viewing is acceptable). As usual, a living target must be willing (unless you have the Hostile Teleport Amplifier), and attended objects are allowed a saving throw to resist the effect. Assuming that the teleport succeeds, the target appears safely within five feet of you. Small objects can be teleported directly into your hand, so this is an excellent way to filch things. A character who has been teleported without warning will be disoriented during his next round, suffering a –2 penalty on all rolls. Using this Amplifier increases the base Energy cost of the Power by +1.

Teleport Link: By studying your current location very carefully for about a minute and attuning yourself to it, you can create a mental link to that area. Thereafter, any time you try to teleport to it, you are automatically successful (no roll is required). If you have the Summons Amplifier you can also use this to attune yourself to an object that you are touching for at least a minute (but not to a living creature). Thereafter, you can summon that object to you, even if you cannot see it, as long as it is in range. There is a limit to the number of places and objects you can create links to at a time, equal to 5 + your Intelligence modifier (minimum 3). If you have reached your limit and wish to create a new link, you must give up an old one.

Transfer

Transmutation

Display: Any One (usually Ta or Vi)

Activation Time: 1 action

Range: Touch for Standard or Improved, or Close (25 ft. + 5 ft./2 levels) for Ultra

Target/Area: One creature

Duration: 3 rounds/level (D) for Standard, 1 minute/level (D) for Improved, or 3 minutes/level (D) for Ultra

Saving Throw: Fortitude half [Wis]

Power Resistance: Yes

Energy Cost: 2/3/4, Continuous

When you first gain this Power, you must choose one of the six ability scores for it to affect: Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma. This Power allows you to reduce that ability score in another living creature and transfer the lost points to your own score. The number of points that can be transferred depends on your Power level. The score penalty (for your target) and bonus (for you) affects all of the usual modifiers for the ability in question, e.g. a damaged Dexterity score reduces Reflex saves and AC. You can use this Power more than once on the same target; however, the total effect cannot be

Transfer (continued):

greater than the maximum amount that could be rolled, i.e. 4 for Standard, 6 for Improved or 8 for Ultra. You cannot gain more than this amount and no single subject can lose more than this amount. You can use this Power to drain *other* subjects, even once you have gained as many points as you are allowed; however, the excess points are not transferred to you and are simply lost. Note that this Power can be taken more than once if you wish to affect more than one ability, but you cannot take it more than once for any single ability. This Power normally transfers points between two scores of the same type, e.g. if you drain Strength, you gain Strength. However, there is no reason that it could not affect two different abilities, as long as you define the Power accordingly when you first gain it, e.g. drain Strength to gain Dexterity.

Standard: The number of ability points transferred is 1d4.

Improved: The number of ability points transferred is 1d6. The duration and Energy cost are also increased, as noted above.

Ultra: The number of ability points transferred is 1d8. The duration, range and Energy cost are also increased, as noted above.

Alternate Version:

Transfer Any: You can Transfer points from any ability score to any other ability score, rather than between two specific abilities.

This causes the Power to be treated as if it were one level higher for purposes of obtaining it, *only*. In other words, you could not take this version if you were only eligible for a Standard Power. You could take it as an Improved Power (using up two “slots”, so to speak), but it would count as Standard Transfer, affecting only 1d4 points, having Standard duration and so on.

You could also take it as an Ultra Power (using up three “slots”, so to speak), but it would count as Improved Transfer, affecting only 1d6 points, having Improved duration and so on. You would never be able to make a 1d8 Transfer or gain the Ultra range and duration, since this would require you to use up four “slots” – which is not allowed for any Power. Note that the maximum number of points you can transfer applies to *all* the abilities you affect, not to *each* one.

Amplifier:

Aid Others: Instead of transferring the drained ability points to yourself, you can transfer them to some other individual within range. As usual, that person cannot gain more total points than the maximum amount that could be rolled; however, since this limit applies to the subject, rather than to the Power, itself, you can transfer additional points to someone else. In other words, with Standard Transfer you can boost *each* subject's score by a maximum of 4. You can even use this Power to transfer points from yourself to someone else. By later draining a third person to replenish your lost points, you can effectively transfer points between two individuals over a period of time, and, in doing so, avoid possible range restriction problems.

Tunneling

Transmutation

Display: None (although the results are generally obvious)

Range: Personal

Target/Area: You

Duration: Persistent

Energy Cost: None or 1 per minute (see text)

You are able to dig through relatively dense non-living substances at a phenomenal rate. In effect, you have a new form of movement, similar to burrowing (from the *Monster Manual*). The maximum hardness that you can tunnel through is dependent on your Power level, as is your base speed. Normally, this Power has no Energy cost; however, if you are tunneling through material that has a hardness equal to or greater than one-half of your maximum allowable value, you must expend 1 Energy point every minute. Furthermore, such dense materials halve your base speed. The tunnel you create has a diameter equal to your height and is not particularly stable. If you wish to reinforce it so that others can use it safely, you must move at half speed. If you wish to bury it in so that others cannot follow you, this also halves your speed (this may not be possible with all materials).

Standard: You can tunnel through materials with a hardness of 4 or less and have a base speed of 10 feet.

Improved: You can tunnel through materials with a hardness of 6 or less and have a base speed of 20 feet.

Ultra: You can tunnel through materials with a hardness of 8 or less and have a base speed of 30 feet.

Amplifiers:

Burn the Bridge: If you wish, you can fill in your tunnel behind you just as fast as you create it (your speed is not halved).

Furthermore, anyone trying to figure out where the hole was (or that there even was one) must make a Search roll to spot any tell-tale signs, with a DC equal to 10 plus one-half of your character level, rounded down (+2 for Improved or +4 for Ultra, as usual). Note that you must be careful how you define your Power, if you wish to use this Amplifier. It is difficult to imagine how it could be applied to stone, if you just dig quickly (matter transmutation or something similar makes a better explanation).

Darkvision, Radar and Sonar: These three Amplifiers, which are described under Meta-Senses, are also available as Amplifiers for Tunneling.

Subterranean: You are ideally suited to living beneath the earth and are quite comfortable there. While traveling underground, you receive a competence bonus on Intuit Direction checks, based on your Power level: +4 for Standard, +6 for Improved, or +8 for Ultra. Furthermore, you can use this skill to sense your depth beneath the ground. You are not bothered at all by enclosed spaces or by having hundreds of feet of earth over your head and receive a +4 morale bonus in the unlikely event that you ever have to make a saving throw against any sort of related fear. Indeed, you feel much more secure under the earth and receive a +1 morale bonus on attack rolls and saving throws against fear while in a subterranean setting. You require only about half as much oxygen as a normal person your size and have a +2 “racial” bonus on saving throws made to resist air contaminants.

Tremorsense: While you are in contact with the earth, you can automatically sense the location of anything else within 60 feet that is also touching the ground, as long as the target is moving or making any sound louder than a whisper. Under these circumstances, you are virtually impossible to surprise. You cannot automatically identify the target – you simply know that it is there, roughly how large it is, and how quickly it is moving.

Universal Translator

Divination

Display: None

Range: Personal

Target/Area: You

Duration: Persistent

You possess an intuitive ability to understand communication, in all of its myriad forms. Even at its most basic level, this Power allows you to converse with another person, even if you have never heard his language before. At higher levels, you can translate writing, decrypt coded messages, and so forth. Regardless of your Power level and class, Decipher Script, Innuendo, Read Lips, and Speak Language are always class skills for you.

Standard: You are able to draw meaning out of any conversation, even if you do not understand the language being used. You must be able to see, as well as hear, each speaker (to pick up on body language). Of course, if sign language is being used, you need only see your subjects. Almost immediately, you begin to understand the general nature of what each person is saying. After about five minutes, you begin to pick up the nuances and are capable of replying, in a stilted manner, as well. After about ten minutes, you can freely converse with your subjects. At this level, your Power only works with other sentient beings of your same general type. It does not work with truly alien beings, nor does it allow you to translate written works. Within about fifteen minutes after having completed your conversation, the knowledge begins to fade from your mind, so you do *not* retain the language as a skill. At this level, your intuitive understanding of language grants you a +4 insight bonus when using Decipher Script or any other skill that involves *thorough* translation, over the long-term (as opposed to your hyper-translation ability, previously described).

Improved: As per Standard, but you need not see your subject (unless, of course, sign language is being used). This means that you can make sense of a telephone conversation or a recorded message. At this level, you are also able to translate written works very quickly. You are allowed to make untrained Decipher Script checks, and the DC is reduced by 5 (thus, ranging from 15 to 25). You do not necessarily pick up all of the details – just the gist of the message. You cannot decipher messages that have been deliberately obscured, in this manner, although you can attempt to decode them normally, with a substantial bonus. At this level, your intuitive understanding of language grants you a +8 insight bonus when using Decipher Script or any other skill that involves *thorough* translation, over the long-term (as opposed to your hyper-translation ability, previously described).

Ultra: As per Improved, except that you can now rapidly decode messages that have been deliberately encrypted, as well. Furthermore, when you converse with someone directly, translating on the fly (as described for Standard), you *do* retain the knowledge you have gained. As long as the conversation lasts at least fifteen minutes, you gain 1 rank in the Speak Language skill, for free, and learn the appropriate language. Note that your vocabulary may not be very good at this point, and your accent and dialect will almost certainly mimic that of the person you were speaking with; however, the groundwork will be there, allowing you to converse in that language later, without resorting to this Power again. In this way, a well-traveled person may soon know dozens of languages. At this level, you may also use your Power to translate truly alien languages – even those that use senses other than vision and hearing (as long as you possess the sense in question). In this case, however, you do *not* automatically retain the knowledge and gain the Speak Language rank (although it makes a good justification for taking it when the you advance a level). At this level, your intuitive understanding of language grants you a +12 insight bonus when using Decipher Script or any other skill that involves *thorough* translation, over the long-term (as opposed to your hyper-translation ability, previously described).

Amplifiers:

Instinctive Orator: You possess a great ability to get your message across, regardless of the medium of communication. This grants you an insight bonus to Diplomacy, Innuendo and art- and writing-related Craft checks (e.g. painting, poetry, sculpture and so on), based on your Power level: +2 for Standard, +4 for Improved, or +6 for Ultra. Furthermore, this Amplifier allows you to use the Innuendo skill even when you are not physically present, by letting your creations stand in for you. In this case, the DC is based not only on the complexity of the message but also on how well you know the intended recipient. You could, for example, use this Amplifier to pass a secret message through an otherwise ordinary letter, as long as you know enough about the intended recipient to make certain that he will be able and willing to “read between the lines”. Of course, anyone can *attempt* to do this, but you possess the instincts necessary to do it to an uncanny degree – to create a work that appears to be one thing to most people but calls out a very different message to one specific person.

Wall-Crawling

Transmutation

Display: None (although the results are generally obvious)

Range: Personal

Target/Area: You

Duration: Persistent

You are able to climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. Your base speed is dependent on your Power level, and you can increase it by hustling or running, as usual. Under normal circumstances, you never have to make Climb checks, since you do it as easily as most people walk across the floor. In situations where movement becomes especially difficult – that is, in the same sort of situations that would make walking across a floor difficult for a normal person (e.g. slippery surfaces) – you make any appropriate checks just as if you were on the floor. Thus, they will more often be Dexterity or Balance checks than Climb checks. Of course, failing such a check while hanging from a skyscraper generally has much more dire consequences than failing it while on the ground. Encumbrance can be something of a problem when you are climbing, and your effective Strength may be reduced, based on your Power level. The adhesion Strength, noted below, replaces your own Strength, *if it is lower*, for purposes of determining your carrying capacity and modified speed. It also acts as

Wall-Crawling (continued):

your effective Strength for purposes of resisting being dragged off a wall, regardless of whether it is lower or higher than your normal Strength score (i.e. it is, in effect, your “stickiness”).

Standard: Your base climbing speed is 15 feet, and your adhesion Strength is 8.

Improved: Your base climbing speed is 20 feet, and your adhesion Strength is 16.

Ultra: Your base climbing speed is either 30 feet or your normal ground-based speed, whichever is higher, and your adhesion Strength is 24.

Amplifiers:

Slick: You are able to reverse your Power in some manner so that you become less “sticky”, rather than more so. This grants you a circumstance bonus to Escape Artist checks and on checks to avoid being grappled, based on your Power level: +4 for Standard, +8 for Improved, or +12 for Ultra. Of course, this prevents you from using your Power normally, and the modifier acts as a *penalty* on Climb checks.

Sticky Fingers: Your adhesion Strength is increased by +8. Furthermore, you can use your adhesion Strength in place of your normal Strength when trying to prevent someone from grabbing something away from you. Frankly, a really strong opponent who is trying to grab something from you is more likely to haul you along with it.

Trail Blazer: When you are climbing up a wall (not along a ceiling), you can leave a trail behind you for others to follow. This costs 1 Energy point per 60 feet or portion thereof. Depending on how your Power has been defined, this could be an actual line of some sort, holes punched into the wall by claws, a trail of sticky goo, or some sort of weird adhesion field. In any event, any person (friend or foe) who follows this trail up the wall uses a Climb DC based on your Power level: 15 for Standard, 10 for Improved, or 5 for Ultra. This can only improve the situation, so, if the normal DC would be lower, use it, instead. This effect lasts for as long as seems sensible to the DM. Energy fields disperse fairly quickly (3 rounds/level), and goo will dry out or wash away over time, but holes punched in the wall are unlikely to disappear any time soon.

Random Powers

On occasion, the DM may need to choose a Power randomly. This is particularly common if a PC possesses the Mutation Power, but it is bound to come up, now and then, even under other circumstances. The chart, below, can be used to fill this need. It uses percentage dice to determine a general Power type, although you must stick pick any specific parameters.

Dice Roll	Power	Dice Roll	Power	Dice Roll	Power	Dice Roll	Power
01	Absorption	26	Elongation	56	Light	80-81	Psychic Attack
02	Animal Affinity	27-28	Empathy	57	Mental Illusion	82	Reflection
03	Aquatic Adaptation	29-33	Energy Blast	58-62	Meta-Ability	83-85	Regeneration
04	Astral Projection	34-35	Entangle	63-65	Meta-Senses	86	Shapeshifting
05	Boost	36-37	Extra Limbs	66	Mind Control	87	Shrinking
06-10	Brawn	38	Flash	67	Mirage	88	Silence
11	Chameleon	39-43	Flight	68	Morphing	89	Skill Mimicry
12	Clairsentience	44-45	Force Field	69	Mutation	90	Suppression
13	Contagion	46	Growth	70-72	Natural Armor	91-92	Telekinesis
14-17	Damage Reduction	47	Healing	73-74	Natural Weaponry	93-95	Telepathy
18-19	Damage Resistance	48-49	Hyperspeed	75	Nullification	96	Teleportation
20	Darkness	50	Imitation	76	Paralysis	97	Transfer
21	Drain	51	Invisibility	77	Phasing	98	Tunneling
22	Duplication	52-53	Leaping	78	Power Mimicry	99	Universal Translator
23-25	Element Control	54-55	Life Support	79	Power Resistance	100	Wall-Crawling

2.2 Power Amplifiers

An Amplifier is an enhancement that is unique to a particular Power. In general, it allows you to use that Power (and only that Power) in a special way, as if with a unique Metapower Feat. You can take an Amplifier for a Power that you already possess any time that you would be entitled to a Power Enhancement. This is usually the result of gaining a level in the Metahuman class (or some other similar class, not included in this booklet), but could also be compensation for taking a Power Reducer (see the following section). It might even come from some other special source, as permitted by the DM.

It is important to remember that each Amplifier affects only the specific Power to which it is “attached”. Even if a different Power you possess allows access to the same Amplifier, this does not mean that you can use the two together, without taking the Amplifier twice. For example, the Area Effect Amplifier is available for several Powers; however, just because you have it for Entangle does not mean that you can also use it with Flash (in fact, the results are not quite the same for each Power, anyway). Also, remember that, unless otherwise noted in the Amplifier’s description, the use of an Amplifier is always optional. This becomes particularly important for Amplifiers that increase the Energy cost of the Powers they improve.

Most Amplifiers are unique to the Power that they enhance and are described in section 2.1. There are four, however, that can be applied to a large number of Powers (still only one at a time), so these are included in this section, below. Most of these mimic existing Metapower feats, with the advantage that they do not increase the Power’s cost (or have other unpleasant side-effects) and the disadvantage that they only enhance a single Power. If there is some doubt as to whether a given Amplifier can be used with a specific Power or what the effects will be, the DM always has the final say.

Affects Insubstantial: The Power can be used to affect insubstantial targets, including those that are phasing, ethereal or astral. It does not grant any special ability to *perceive* such targets, nor does it affect targets that are simply gaseous – only those that are “out of tune” with the material plane. At any given moment, the Power can affect either substantial or insubstantial targets, not both.

Note: If your Power *only* affects insubstantial targets and not substantial ones (in other words, this Amplifier is on all of the time), then this does not count as an Amplifier or as a Reducer. It is simply a free special effect.

Increased Duration: The Power’s duration is doubled. Powers with a concentration, instantaneous or permanent duration cannot have this Amplifier, nor will it work with Powers that can be used continuously, because they are persistent with no Energy cost. This Amplifier cannot be taken for any Power that already has a unique duration-related Amplifier of its own. Barring any of these restrictions, it can be taken repeatedly, with each time doubling the previous duration, i.e. x 2 the first time, x 4 the second time, x 8 the third time, and so on.

Note: Unlike the Extend Power feat, this Amplifier *can* be used to increase the duration of a continuous Power, i.e. one that allows you to extend its use simply by paying additional Energy, without reactivation. In effect, you simply pay Energy less often to maintain the effect. However, it can only be taken *once* with each such Power.

Increased Range: The Power’s range is doubled. A Power that does not have a range defined by distance cannot have its range increased, although, at the DM’s discretion, a Power with a range of “Touch” can have its range increased to “Close (25 ft. + 5 ft./2 levels)”. Such a Power would still require a ranged touch attack roll. A Power that has an area or effect that is determined by its range (e.g. a cone Power) has only the length of its area or effect increased, not the width. This Amplifier cannot be taken for any Power that already has a unique range-related Amplifier of its own. Barring any of these restrictions, it can be taken repeatedly, with each time doubling the previous range, i.e. x 2 the first time, x 4 the second time, x 8 the third time, and so on.

Reduced Energy Cost: The base Energy cost for the Power is halved. This includes any adjustments for Amplifiers and the like that are specifically noted as increasing the “base Energy cost”. Since fractions are rounded up, the final cost can never drop below 1. For this reason, the Amplifier may not be of much use with many Standard Powers; however, it is very handy for higher level Powers and those that have expensive enhancements or options. For obvious reasons, it is useless with Powers that have no Energy cost. This Amplifier can only be taken once for any given Power, and it is considered to be active at all times (it is not optional, like most other Amplifiers).

2.3 Power Reducers

In many respects, a Power Reducer is the opposite of a Power Amplifier. It is a weakness that is unique to a particular Power. In general, it forces you to use that Power (and only that Power) in a particular way, which is less effective than the same Power in its unaltered state. When you first create your character, you can take Power Reducers for any or all of your Powers, if you wish, but this is not mandatory. A Reducer may also be applied to a Power at some later time; however, this is rare and always at the discretion of the DM. It usually only occurs as the result of unusual story events.

So, why would anyone *want* to take a Reducer? Aside from letting you further define your character in an interesting and unique manner, a Reducer also grants you compensation, in the form of a Power Enhancement. If you apply a Reducer to a given Power, you can also, simultaneously, apply an Enhancement. You may apply a many Reducers as you want to a particular Power, within reason; however, no matter how many you accept, you still only get one Enhancement for that Power, in return. The DM always has the last word as to whether or not a particular combination will be allowed and what its precise effects will be.

Power Enhancements are exactly as described for the Metahuman class, in section 1.2, except that only the first, second and fourth options are available. Thus, you can improve an existing Power’s level by one step, add a Power Amplifier (see the previous section), or gain a skill synergy bonus. You cannot add a new Power, nor can you remove a different Reducer.

Fourteen standard Reducers are described below. Note that not all of these are appropriate for all Powers. You are free to make up other Reducers, as long as they are roughly similar in scope and are permitted by your DM. Remember that a Reducer that does not create a genuine problem for your character should not grant you a Power Enhancement. For example, taking Persistent with Flight would hardly make your character’s life any more difficult (quite the opposite). At the DM’s discretion, you may be able to take two relatively weak Reducers in place of one normal one, but the total effect must be at least as problematic as any single Reducer listed below.

Burnout: Immediately after the Power has been used and its duration has expired, roll 1d6. On a 1-2, it burns out and cannot be used again until you have had at least eight hours of rest. For continuous Powers that allow you to extend the duration by paying Energy, without activating the Power again, you must still check for Burnout at the end of each duration increment (i.e. each time you spend Energy on the Power). This Reducer cannot be taken with Powers that are persistent and do not need to be activated.

Concentration: The Power requires concentration to use; thus, you cannot perform any other complex activities while using it. In effect, it has “concentration” added to its duration entry. Obviously, this Reducer cannot be added to Powers that already have concentration as part of their duration, persistent Powers that do not require activation, or Powers that do not have a finite duration that is greater than instantaneous.

External: The Power is not part of you; instead, it is in a gadget, keyed to a particular location, or otherwise externalized. This means that, under the right circumstances, it can be taken away from you or neutralized by removing you from it (in the case of a location). This Reducer is usually taken with Powers that are in gadgets, as described under Gadgeteer, in section 1.2. A gadget-Power with this Reducer works in a similar manner, with two important exceptions. First, the gadget's level and any modifiers are keyed to *you*, not to the Gadgeteer. As with any normal Power, this one improves as you do, despite the fact that it is external. It is considered to be a very personal focus and probably will not even work for other people. Second, this gadget is either very difficult to destroy or can be replaced fairly easily. In general, losing it will be a major inconvenience and may cause you to lose your Power for a week or so; however, it should not be a total and irrevocable disaster.

Increased Energy Cost: The base Energy cost of the Power is tripled. This includes any adjustments for Amplifiers and the like that are specifically noted as increasing the "base Energy cost". If the Power normally has no Energy cost, it becomes 1, continuous. If it is normally persistent, it now has an activation time of 1 action and a duration of 1 minute/level (D), i.e. you must pay 1 Energy per minute to maintain it. The DM should be careful which Powers he allows to work with this Reducer. In particular, it cannot be applied to any Power that already has an alternate version that uses Energy in a different manner (e.g. Power Resistance or Regeneration).

Limitation: Your Power does not work under certain circumstances or against certain targets, or, perhaps, it only works in certain circumstances or against certain targets. In general, this should allow the Power to work between one-half and two-thirds of the time. For example, your Power might work only against men (or women), only at night (or during the day), when your Energy is at two-thirds or more of its potential maximum, or when your hit points are at one-third or less of their potential maximum. Because this is such an open-ended Reducer, the DM should be especially careful to make certain that it is used fairly and correctly for the character and the Power in question. Taking "only usable in fires" may be a serious handicap for most people, but it is not a big problem if you can generate fire, yourself, and are immune to it.

Limited Use: Regardless of the Energy cost of the Power, it can only be used a certain number of times each day. In effect, it only has a certain number of "charges". If the Power normally has an Energy cost, this Reducer gives you the option of changing that cost to zero. This applies only to the Power, itself, not to any Amplifiers or other enhancements. If you do this, then you can use the Power 3 times per day. If you still have to pay the Energy cost, as well, then you can use the Power 4 times per day. If the Power normally has no Energy cost, then you can use it 5 times per day. For a persistent Power, this means that it is no longer persistent. It now has an activation time of 1 action and a duration of 1 minute/level (D). Note that Powers that normally have a continuous Energy cost also have a continuous charge cost, i.e. you can expend charges to keep the Power going past its normal duration, without reactivating it. This also applies to Powers that were originally persistent. Regardless of how many charges you have each day, you regain all of them after eight hours of rest.

Painful: Instead of using up Energy, your Power does subdual damage to you. For example, if your Power would normally use 1 Energy point per minute, it now causes 1 point of subdual damage per minute, instead. Obviously, this Reducer can only be taken with Powers that normally have an Energy cost.

Persistent: Your Power is always on in a way that is inconvenient, at best, and dangerous, at worst. The base Energy cost of the Power is reduced to zero (although you must still pay Energy to use any Amplifiers that require it), and the duration becomes "Persistent". The DM should be especially careful with this Reducer to make certain that it is a genuine disadvantage, without making the character unplayable. As previously noted, persistent Flight is an advantage, not a disadvantage. Persistent Energy Blast requires that you have some sort of gadget or gimmick that allows you to turn it off, now and then, or the character will be unplayable; however, this "crutch" must be vulnerable to loss, or it would not really be a disadvantage. An example of a good use would be Persistent Contagion. Since the Power requires skin-to-skin contact, the problem can be alleviated by wearing gloves and covering up thoroughly; however, the character must still be very careful when dealing with other people and will probably become somewhat reclusive.

Recharge: Your Power requires time to recharge between uses. Once you have finished using it, you cannot use it again for at least twice as long. For example, if you use Telekinesis for three minutes (probably by expending extra energy to extend the duration), you must wait at least six minutes before using it again. For instantaneous Powers, you must wait one round between each use; for example, Energy Blast with Recharge can only be used every other round. Obviously, this Reducer cannot be taken with a Power that is persistent and does not have a discrete duration. The DM may wish to disallow this Reducer or increase the recharge time for some Powers. For example, this is really not a big problem with a Power such as Clairsentience, so the DM may wish to double the recharge time, in this case.

Side Effect: When you use your Power, something bad usually happens – how bad depends on how often it happens. For example, if the Side Effect occurs every time that you use your Power, then it should only be an annoyance, e.g. your skin starts to glow, making it pretty much impossible to hide or appear normal. If your Side Effect has a two in three chance of occurring, then it will be more serious but still not disastrous, e.g. you suffer a –1 on all rolls for the next 1d4 rounds, due to dizziness or nausea. If your side effect has only a one in three chance of occurring, it will be quite serious and possibly dangerous, e.g. you suffer half the damage your Power just did to your opponent, with no defenses, or your Energy drops to zero. As usual with an open-ended Reducer, the DM should make certain that the combination provides a genuine disadvantage, without making the character unplayable. Basically, this Reducer should force the character to think twice before using his Power needlessly.

Touch Only: Your Power's range is reduced to Touch, which means that you must make a touch attack roll to use it on a target who is neither willing nor helpless. Obviously, this Reducer can only be applied to a Power that has a range of greater than Touch to begin with.

Uncontrolled: Your Power seems to have a mind of its own. It occasionally activates without your direction, at unexpected and often inconvenient times. The DM should use this to further the story; for example, Uncontrolled Clairsentience can be used to pass on information, through maddeningly cryptic visions, and Uncontrolled Shapeshifting can cause all sorts of interesting mischief. Depending on the Power in question, the DM may allow you to trade predictability for convenience. For example, if you always Shapehifft to a particular form during the night, when you are under stress, or when your hit points drop below a certain point, you will be able to recognize when and how this Reducer will affect you and plan accordingly. On the other hand, once it kicks in, it might last for quite a while.

This Reducer also makes it harder to activate your Power when you *do* want it to work (although not so hard as it would be with an Unreliable Power, over the long run). You must make a Will saving throw any time you want to activate it, and, regardless of your modifier, a natural roll of 1 always fails. The DC is set by the DM when the Reducer is first taken, based on how inconvenient the involuntarily activation is (so that it acts as a balancing factor). For example, involuntarily Clairsentience is not that great an inconvenience, so the DC would be 12. On the other hand, involuntary Shapeshifting is a pretty big problem on its own, so the DC would be only 8.

If you wish, you can take a more extreme version of this Reducer and call it *Completely Uncontrolled*. In this case, the Will save to voluntarily activate your Power rises substantially, to 25 (although a natural 20 always succeeds). The vast majority of the time, your Power will only activate when *it* decides to. This is particularly appropriate for Clairsentience, Telepathy, and other such information-gathering Powers. In return for taking such a crippling Reducer, you may take *two* Power enhancements, instead of one.

This Reducer (in either form) cannot be taken with persistent powers that do not need to be activated.

Unreliable: Sometimes your Power just doesn't work when you want it to. Whenever you try to activate it, roll 1d6. On a 1 or 2, nothing happens, and you do not expend any Energy; however, the activation time is still wasted. This Reducer cannot be taken with persistent powers that do not need to be activated, *unless* the Power in question grants you some advantage that only comes up occasionally, in situations beyond your control (e.g. most defensive Powers). In this case, the roll should be made whenever that Power would normally provide the benefit in question. This is especially appropriate for defensive Powers, such as Damage Reduction and Natural Armor, since it can be used to simulate protection that does not cover your whole body and, thus, does not defend against some attacks.

Weak: Your Power lacks punch. When you calculate its saving throw DC, your level and positive ability modifier do not count; thus, the DC is simply 10 for Standard, 12 for Improved or 14 for Ultra. A negative ability modifier *does* count. This Reducer can only be taken with Powers that allow a saving throw that the target would actually *want* to make (i.e. not Boost or Healing).

3.0 Game Mechanics

Most of the rules governing game mechanics are unchanged from the *PHB* and *DMG*. A few specific areas have been "fine tuned", so that they are better suited to the cinematic world of comicbook superheroes.

Powers and Subdual Damage

Unless specifically noted to the contrary in a Power's description, any damage that it causes can be either normal or subdual, at the user's discretion. If you do not specifically state which one you are using, subdual damage is assumed. As usual, unarmed attacks always cause subdual damage, unless you have a class-related ability that allows other options. By default, archaic melee weapons do normal damage; however, you can choose to do subdual damage, instead, by using the "flat" of the weapon and accepting a -4 penalty on your attack roll, as described in the *PHB*. Archaic ranged weapons, firearms and explosives always do normal damage. Admittedly, it is not very *realistic* that a 6d6 Energy Blast can do subdual damage, when a 1d10 handgun can only do lethal damage – but it is *authentic*, for the genre.

Healing

In the modern world, heroes cannot simply run off to the nearest cleric to get healed, after every battle. While Powers that heal damage *do* exist, they are relatively rare, and most characters will not have access to them. All too often, a wounded character will have to rely on natural healing, as described on page 129 of the *PHB*. On the bright side, medicine has come a long way, and modern hospitals provide a partial substitute for clerical magic. Proper hospital treatment, with complete bed rest, allows you to recover twice your character level in hit points, each day. Of course, going to a hospital is not always a wise option for a hero who is trying to maintain a secret identity.

Active Defense (Optional)

There has been some concern that higher level characters do not gain defensive abilities as quickly as they do offensive ones, resulting in fights that degenerate into "hit point battles". This is not a problem in the *Paragon* rules so much as it is in the core d20 combat rules, which do not allow experienced combatants to use their additional actions defensively. Feats compensate for this, to a degree – remember the Adrenal Defense, Improved Dodge and Elusive Brawler feats, in particular. The "fighting defensively" option (page 124 of the *PHB*) also helps, since it allows you to gain a +2 dodge bonus by taking a -4 penalty on all attacks made during a given round. Still, there is a sense that this is not quite enough – that the system still does not accurately simulate the genre. For this reason, the following option is suggested.

During any given round, you can choose to make an *active defense* (equivalent to a parry or all-out dodge). You must give up one of your attack actions to do so, which means that this rule is especially useful to high levels characters, who are allowed more than one attack each round. The benefit gained applies only to a *single* attack made against you, and, if none occurs before your next round, the action is *wasted*. The exact effect depends on the nature of the attack you are trying to avoid:

- If it is a melee attack, including an attack wherein you and your foe are both unarmed or only you are armed, you get to add one-half of the *total* attack bonus you have given up to your AC, including any bonuses for Weapon Focus and the like (drop fractions). This is, in effect, a parry.
- If you are defending against a ranged attack, you gain a bonus to your AC equal to one-half of the *base* attack bonus you have given up (without Strength, Weapon Focus or other modifiers) plus your Dexterity modifier, if any. This is, in effect, a desperate dodge.

If you are unarmed and your foe is armed, you must also use the desperate dodge option, unless you have Improved Unarmed Strike or some form natural weaponry. Parrying a weapon with your fist is generally a bad idea, unless you are skilled in such maneuvers. Note that, in both cases, the benefit is lost any time you would lose your Dexterity bonus to Armor Class (if any).

Example: Myrmidon is an 8th level Warrior and, thus, has a base attack bonus of +8/+3. He has a Strength modifier of +4 and a Dexterity modifier of +3, and he has Weapon Focus (lasersword). If he uses active defense to parry a melee attack with his lasersword, he gains an AC bonus of either +6 (13/2) or +4 (8/2), depending on which attack he gives up. If he uses active defense to dodge a ranged attack, he gains an AC bonus of either +5 (11/2) or +3 (6/2), again depending on which attack he gives up. If he is caught without his lasersword, and his foe is armed, only the dodge option is open to him.

If you possess more than one attack, you can give up more than one, so that you will be protected against multiple attacks; however, the benefit can only be applied once to each attack made against you. For obvious reasons, this option cannot be used in the same round that you use the "fighting defensively" option; however, its benefits *do* stack with those obtained from the Adrenal Defense, Dodge, Improved Dodge and Elusive Brawler feats (these simply indicate that you are better at it than most people).

Improvised Weapons and Thrown Objects (Optional)

Your Strength-based carrying capacity determines how well you can use an improvised weapon, based on its mass. To allow for the effects of superhuman Strength, the base range increment has been changed from 10 feet to a number of feet equal to 5 plus one-half of your Strength score, rounded down, e.g. 20 feet for a Strength of 30.

Light Encumbrance: The object can be thrown, with your standard range increment and the usual -4 improvised weapon penalty. The object can be used as a melee weapon with a -2 improvised weapon penalty.

Medium Encumbrance: The object can be thrown, with one-half of your standard range increment, rounded down, and the usual -4 improvised weapon penalty. The object can be used as a melee weapon with a -4 improvised weapon penalty.

Heavy Encumbrance: The object cannot be thrown, at all, but can still be used as a melee weapon, with a -6 improvised weapon penalty. This penalty cannot be reduced below -2, even with the Improvised Weapon Proficiency feat.

Greater than Heavy Encumbrance: The object cannot be used as a weapon. It is remotely possible that it could be dropped on someone, if it is no greater than twice your heavy limit, since that still allows you to heft the item (barely).

The base damage caused by an improvised weapon depends on its mass and, thus, on its standard Size level. The chart below notes the damage at each Size level and also gives a few examples of appropriate objects. These are listed in approximate order of mass, from least to greatest. As usual, your Strength modifier adds to this damage. The threat range for an improvised weapon is only 20, and a critical hit scores x2 damage. Usually, an improvised weapon can simply be treated as a club, causing bludgeoning damage.

Size	Weight	Damage	Examples
Fine	less than 1/8 lb.	1d2-1	pencil, small rock
Diminutive	1/8 lb. - 1 lb.	1d2	golf ball, rock, knife
Tiny	1 lb. - 8 lbs.	1d4	baseball, bag of flour, shotgun
Small	8 lbs. - 60 lbs.	1d6	shotput, chair, sack of grain
Medium	60 lbs. - 500 lbs.	2d4	large desk, human adult, refrigerator
Large	500 lbs. - 2 tons	2d6	motorcycle, large lamp post, car
Huge	2 tons - 16 tons	2d8	bus, semi-truck, jet fighter
Gargantuan	16 tons - 125 tons	2d10	heavy tank, blue whale, Boeing 747
Colossal	more than 125 tons	2d12	largest airplanes, trawler, destroyer

If these numbers seem a bit low at the higher Size levels, remember that the force behind the blow is as dependent on the attacker's Strength score as on the object, itself. A character with enough Brawn to use even the smallest Colossal object as a weapon will have a damage bonus of *at least* +20 and, thus, do 2d12+20 damage, for an *average* of 33 points – enough to turn most low-level characters into grease spots!

Knockback (Optional)

When staggering bolts of pure energy start flying around a battlefield populated by beings who can toss cars as weapons, characters tend to be sent sprawling in every direction. This phenomenon is called knockback, and it can occur whenever a character takes a great deal of damage from a single *physical* blow. Mental attacks do not cause knockback, nor do area effect attacks that do not have an element of physical force (although explosions certainly do).

To determine whether or not knockback comes into play for a particular attack, first calculate the damage that the target takes, normally, applying all of his usual defenses. If he is underwater, halve the result. If his size is greater than Medium, halve the result for each extra step, e.g. a Large character would halve it, a Huge character would quarter it, and so on. Conversely, if the target's size is less than Medium, double the result for each extra step, e.g. a Small character doubles it, a Tiny character quadruples it, and so on. If the final result is 6 or more, knockback may occur.

A Strength check is required to avoid knockback, with a DC equal to 6 + the modified damage caused. Note that a character with the Wall-Crawling Power can substitute his adhesion Strength for his normal Strength, if it is higher, and if he is on the ground. If he is on a wall or ceiling, he *must* use his adhesion Strength (any other climber divides his normal Strength score by three, rounding down, and the end result cannot exceed 8). If the Strength check fails, the character is knocked back a number of feet equal to 10 plus the modified damage caused. In this case, he must make a Balance check against the same DC, to see if he rolls with the punch and lands on his feet or ends up prone, on the ground. If his unexpected flight causes him to collide with an obstacle, the Balance DC is increased by +5. Furthermore, for every 10 extra feet he *should* have flown, past the obstacle, he takes 1d6 kinetic subdual damage. If he crashes into a living creature, it also takes the damage and must make the same Balance check. Inanimate objects take the abuse as normal damage, but hardness applies, as usual.

Example: During a battle with an energy-projecting supervillain, you are hit by an attack that causes 28 points of damage, after defenses. The damage is halved, for purposes of determining knockback, since your size is Large but you are not underwater. With a final result of 14, knockback is clearly a possibility. You must make a Strength check against a DC of 20. Assuming that you fail it, you are knocked back 24 feet. If you do not run into anything, you will have to make a Balance check, with the same DC of 20, to see if you retain your footing. On the other hand, if you are knocked back into a wall, the Balance DC is increased to 25. Furthermore, if you hit that wall within the first 4 feet of your flight, you will take 2d6 points of subdual damage, since you should have gone at least 20 more feet. If you hit that wall within the first 5 to 14 feet of your flight, you will take 1d6 points of subdual damage, since you should have gone at least 10 more feet.

Option #1 (more conservative and closer to original version 1.1 method): The modified damage must be at least 10 points, instead of 6, to cause knockback. This will reduce the number of rolls required and speed up combat substantially. Furthermore, the DC is equal to 2 + the modified damage caused, and the distance is only two-thirds as far, rounded down. Thus, in the example above, the modified damage of 14 would result in a DC of 16, instead of 20, and 16 feet of knockback, instead of 24 feet.

Option #2 (more flamboyant and guaranteed to cause havoc): The base knockback distance is increased by 1 foot for every point by which you fail the Strength check. In the example above, if you roll a 12 on your Strength check, you will go flying 32 feet, instead of 24.

Starting at Higher Level (Optional)

While a 1st level PC created using these rules will be significantly tougher than a normal person, he will still be a rather weak sort of superhero (especially, with regards to his hit points). In fact, in comicbook terms, he will have more in common with the superhero's sidekick or with the mutant that has some potential but who still has to be rescued by the Z-Men, when push comes to shove. This is no accident – the system was designed to allow for the creation of exactly this sort of character – but it may not be what you are looking for. There is nothing wrong with playing a group of inexperienced heroes; in particular, it gives the campaign a grittier, more realistic feeling. However, the players may be expecting a bit more out of their characters and may be disappointed when they realize that even normal people with reasonable equipment can pose a serious threat to their health.

With this in mind, the DM may wish to consider allowing the players to start their characters at a level higher than 1st. Specifically, 3rd level is suggested as an alternative, since it grants each character an extra feat, allows him to get a sampling of his class features (or try out a multiclass combination), and, most importantly, gives him enough hit points to feel somewhat secure when dealing with normal thugs and other such "extras". It also creates a clear distinction between the heroes of the comic and the powered but inexperienced acquaintances they occasionally have to rescue. Still, you should keep in mind that this is only an *optional* rule, and its application is really just a matter of taste.

Fate (Optional)

This system should definitely be regarded as optional and will not be appropriate for all campaigns. For those who really want to simulate the "four-color feel", though, it works well. In comics, heroes often seem to display great reserves of endurance, both physical and mental, when they need them most – even beyond those granted by their superhuman Powers. On the other hand, they often have bad luck the rest of the time. In general, they seem to have a rather peculiar relationship with Fate, and this system tries to simulate that.

At the beginning of a new story, each hero is given 3 Fate points, except for Humans, who get 4. These points can be spent any time the hero wishes (although no more than one at a time) and should be used by the end of the adventure, since they do not "carry over" when it comes time to get more. A Fate point can be used in one of three ways:

- To get a +4 luck bonus on any saving throw, skill check or ability check. You must claim this bonus *before* making the roll.
- To turn a solid hit into a glancing blow. When you have just taken damage and have already applied all of your other defenses, you can spend 1 Fate point to halve any remaining hit point loss (rounding down).
- To automatically stabilize your condition when you are a dying. This raises your hit points to 0, so that you are disabled.

Villains get Fate points, as well, and have one extra way in which they can use them. By spending 2 Fate points, a villain can turn an ambiguous demise into a successful escape. This only works if the villain has been killed (or, rather, *seems* to have been killed) in a way that cannot be confirmed with absolute certainty. It will turn out that he is badly wounded or otherwise seriously inconvenienced but manages to escape. Master criminals usually keep 2 Fate points in reserve, with this in mind.

Extra Fate points can be earned *during* a story in one of three ways:

- If a character performs some deed that is *truly* heroic (or diabolical) and of *epic* proportions, he immediately gains 1 Fate point. This should be a relatively rare occurrence, reserved for memorable events. If the DM is giving this reward out more often than once every three or four adventures, he is probably being *too* generous.
- During the first part of an adventure, the DM can award 1 Fate point to a character whom he has been obliged to abuse, for the sake of the story. For example, if a character is forced into a situation where he will be captured, with little hope of avoidance, because it is *essential* to the rest of the story, the DM *may* award that character 1 Fate point as compensation (it is never mandatory). This also simulates the fickle favor of Fate, as it is represented in many comics.
- Once, during the entire story, a character who has no Fate points left, can go "in the hole". He gets to spend 1 Fate point, as usual. After that, however, his luck sours. This can have one of several effects, depending on the DM's wishes:
 - One opposing villain gains 2 Fate points, or two villains gain 1 Fate point each.
 - The hero gets a -1 luck penalty on *all* saving throws, skill checks and ability checks for the rest of the story.
 - Something bad happens to the character, as determined by the DM. This is especially useful if the DM needs to have something bad happen to *someone* to further the story but is not sure who to pick on.

Challenge Ratings and Experience Points

Superhuman characters, created using the rules in Chapter 1, are substantially stronger than normal people at any given level. In effect, they should have an Effective Character Level (ECL) adjustment, as explained in the *Manual of the Planes*, *Oriental Adventures*, and elsewhere. Given that the rest of the rules are scaled to *superhuman* characters, however, it would be a bit “messy” to apply an ECL adjustment to every single character. Given the variability of Powers, it would be imprecise, at best, anyway. Thus, it is recommended that, when playing in this genre, the DM reverse the process and reduce the effective Challenge Rating of normal people by two steps. Reduce it by only one step for Sorcerers, since they have very unusual abilities. Remember, too, that NPC classes, such as the Extra, in this booklet, reduce the CR by one step, as well. For levels below 1, the CR steps are (in order of decreasing strength): 1/2, 1/3, and 1/4. Some examples should help clarify this.

	--- Class Levels ---					
	1	2	3	4	5	10
Normal Human Extra	1/4	1/3	1/2	1	2	7
Normal Human Rogue	1/3	1/2	1	2	3	8
Superhuman Extra	1/2	1	2	3	4	9
Superhuman Warrior	1	2	3	4	5	10

This change will also serve the DM well when it comes time to hand out experience points. In comics, the heroes battle hoards of thugs on a regular basis but do not “go up a level” every other issue because of it. Using this system, a typical thug (1st level normal human Extra) will only have a CR of 1/4 and, thus, will only be worth about 75 XP to a 1st level superhero. On the other hand, supervillains will be pretty much on par with the hero and, thus, will net him substantially more XP, which is as it should be. Keep in mind, that a superhero does not have to *kill* a villain to gain the XP; in fact, given the genre, the DM may wish to penalize “heroes” who behave in this manner, by reducing XP awards. The superhero must simply *defeat* his opponents. How you define “defeat” depends on the situation. For most criminals, it usually means subduing them and handing them over to the authorities. For tough supervillains, it may simply mean thwarting his current scheme and forcing him to flee.

Appendix A:

New Ability Score Generation Options

The following are possible alternatives to the usual method of generating ability scores. The first ties the procedure more closely to the character's race, at the expense of flexibility (at least in some cases). The second allows the player to *choose* her ability scores and, thus, gives a great deal of control, but makes high or low scores uncommon. Note that it is entirely up to the DM to decide which method will be used in his campaign – the original, in Chapter One, or one of these two.

Method A

The player does *not* roll 4d6, discounting the lowest, six times and place the result wherever she chooses. Instead, she rolls a variable number of dice, depending on her race and the ability in question, as indicated below. This will result in a tendency for her to get higher scores in some abilities and lower scores in others, as appropriate to her race. Note that, in the following entries, a different method of abbreviating dice roll types must be used, since you do not actually total *all* of the dice but first remove one or two that rolled poorly. To distinguish between these rolls and normal rolls, “K3” (for “Keep 3”), is placed after each. Thus, “4d6K3” means that you roll 4d6 but keep only the three *best* results, discounting the lowest – i.e. the standard method of rolling abilities. Numbers can be added to these rolls, just as they can be with normal rolls. For example, “5d6K3+2” means that you roll 5d6 but keep only the three best results, discounting the two lowest, then add 2 points to the total. Your score would range from 5 to 20, but the average would be skewed upward, to 15.43 (instead of 12.50, for 3d6+2).

Human: Just use the original method, as described in version 1.0, i.e. roll 2d6+6 six times and place the scores wherever you wish. *Advantages:* Total flexibility and the best average scores for all of the races (13). *Disadvantages:* None. Versatility and higher than average ability scores are a Human's main perks.

Alien: Choose two best abilities, one worst ability, and three normal abilities. After you have made this decision, roll 5d6K3 for the two best, 3d6 for the worst, and 4d6K3 for the other three. Note that the decision may already have been made for you, if you are creating a member of a previously established Alien race. *Advantages:* Maximum flexibility in deciding which abilities will *probably* be best (and worst). Scores that average quite high (13.43) in the best areas. *Disadvantages:* No flexibility in deciding where the *actual* scores will be placed. Marginally, the lowest average scores overall (12.35).

Cyborg: Roll 5d6K3+2 for Strength, 4d6K3+2 for Con, 4d6 for Dexterity and Intelligence, and 3d6 for Wisdom and Charisma. *Advantages:* The highest average scores, overall, for the non-Human races (12.53), with the best rolls typically ending up in useful areas that would be expensive to increase with Powers. *Disadvantages:* No flexibility, whatsoever.

Mutant: 5d6K3 for Constitution. Roll 4d6K3 five times, and place the results as you wish. In other words, Mutants use the original system, except that they roll 5d6K3 once and *must* place that result in Constitution. *Advantages:* Quite a bit of flexibility, since five out of six scores are placed where you wish. *Disadvantages:* No particularly noteworthy scores, other than Constitution (which is mandatory). Marginally, the second worst average, overall (12.44).

Method B

Ability scores are not rolled at all. Instead, you receive either 75 points (for Humans) or 60 points (for all other races) and must use these points to “purchase” your ability scores, using the costs indicated on the chart, below. Note that negative costs actually give you points back to spend on other abilities. This system has three advantages. First, it gives you a lot of control. Second, it ensures a much higher degree of balance between characters, especially since different abilities have different costs, corresponding with their utility in the game (e.g. Strength costs more than Charisma). Third, it prevents a character from getting “free Powers” by rolling especially well. Given that Standard Meta-Dexterity, for example, adds +3 to Dexterity, a person who simply rolls 16 for Dexterity has, in effect, gained a free Power, as compared to someone who rolls a 13.

Of course, there are also disadvantages. Ability scores will tend to be more average, since a player who wants a very high score in one ability must suffer badly elsewhere (or moderately everywhere). This might be considered bad by some or good by others, but, either way, it alters the variable range that is typical of randomly generated ability scores. For this reason, the system is also somewhat unrealistic.

When using this method to generate scores for a Human or Augmented Human character, a Weakness does not grant an ability score re-roll. Instead, it gives 15 extra points to spend on ability scores. As usual, you cannot do this more than twice, so you can never gain more than 30 points, in this manner.

Score	Str or Dex	Con, Int or Wis	Cha	Score	Str or Dex	Con, Int or Wis	Cha
3	-39	-32	-25	11	5	4	3
4	-32	-26	-20	12	10	8	6
5	-26	-21	-16	13	15	12	9
6	-20	-16	-12	14	21	17	13
7	-15	-12	-9	15	27	22	17
8	-10	-8	-6	16	34	28	22
9	-5	-4	-3	17	41	34	27
10	0	0	0	18	49	41	33

Appendix B: Sample Characters

This section gives statistics for a number of “extras” that superheroes are likely to run into, during the course of the game. Remember that these are simply examples, and the DM should feel free to alter or add to them, to suit his own campaign. Four superhero-level characters are also included, at the end of the section, to give you some examples of how the character creation system can be put to use. These are all 3rd level characters, and, thus, are suited for inclusion in a new campaign, with minimal alteration, if you are using the *Starting at Higher Level* option, from Chapter 3. With this in mind, background and descriptive material has been kept to a minimum and left deliberately open-ended, to make such inclusion easier.

Young Beat Cop: Human Exp1; CR 1/3; Medium-size humanoid; HD 1d8+4; hp 12; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex); Atk +1 melee (1d4+1, nightstick) or +1 ranged (1d10, revolver); AL Variable (usually LG or NG); SV Fort +2, Ref +2, Will +1; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Diplomacy +1, Drive (automobile) +3, Gather Information +2, Intimidate +1, Knowledge (criminology) +1, Knowledge (local) +2, Knowledge (streetwise) +2, Listen +2, Profession (police officer) +4, Search +2, Sense Motive +2, Spot +2, Swim +2; Martial Weapon Proficiency (pistols), Point Blank Shot, Toughness

Possessions: Nightstick, revolver

Veteran Cop: Human Exp2 / War2; CR 2; Medium-size humanoid; HD 2d8+2d12+7; hp 32; Init +4 (Improved Initiative); Spd 30 ft.; AC 10; Atk +4 melee (1d4+1, nightstick) or +4 ranged (1d10, revolver); AL Variable (usually LG, NG or LN); SV Fort +4, Ref +2, Will +3; Str 12, Dex 11, Con 12, Int 11, Wis 13, Cha 11.

Skills and Feats: Bluff +1, Climb +2, Diplomacy +1, Drive (automobile) +3, Gather Information +3, Intimidate +2, Jump +2, Knowledge (criminology) +2, Knowledge (local) +4, Knowledge (streetwise) +3, Listen +5, Profession (police officer) +8, Search +3, Sense Motive +5, Spot +6, Swim +2; Alertness, Exotic Weapon Proficiency (grenade launcher or small beam weapons), Improved Initiative, Point Blank Shot, Toughness, Weapon Focus (revolver)

Possessions: Nightstick, revolver, shotgun (in the trunk of his police car)

Police Detective: Human Exp2; CR 1/2; Medium-size humanoid; HD 2d8; hp 12; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex); Atk +1 melee (1d3 subdual, fist) or +2 ranged (1d8, pistol); AL Variable (usually LG or NG); SV Fort +1, Ref +2, Will +3; Str 11, Dex 12, Con 11, Int 13, Wis 12, Cha 10.

Skills and Feats: Diplomacy +4, Drive (automobile) +3, Gather Information +6, Heal +2, Intimidate +1, Knowledge (criminology) +5, Knowledge (local) +3, Knowledge (streetwise) +3, Listen +4, Profession (investigator) +6, Profession (police officer) +6, Search +5, Sense Motive +4, Spot +5; Alertness, Martial Weapon Proficiency (pistols), Point Blank Shot, Trustworthy

Possessions: Light semi-automatic pistol

Experienced Police Sharp-Shooter: Human Exp1 / War2; CR 1; Medium-size humanoid; HD 1d8+2d12; hp 21; Init +2 (Dex); Spd 30 ft.; AC 12 (Dex); Atk +2 melee (1d3 subdual, fist) or +5 ranged (2d6, rifle); AL Variable (usually LG or NG); SV Fort +3, Ref +4, Will +2; Str 12, Dex 14, Con 11, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +3, Concentration +3, Drive (automobile) +3, Gather Information +1, Hide +4, Intimidate +1, Jump +2, Knowledge (criminology) +1, Knowledge (local) +1, Knowledge (streetwise) +1, Listen +2, Move Silently +4, Profession (police officer) +6, Search +2, Sense Motive +2, Spot +6; Exotic Weapon Proficiency (grenade launcher or medium beam weapons), Far Shot, Point Blank Shot, Precise Shot, Weapon Focus (rifle)

Possessions: Semi-automatic rifle

Private Investigator: Human Exp2; CR 1/2; Medium-size humanoid; HD 2d8+2; hp 14; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3 subdual, fist) or +2 ranged (1d8, pistol); AL Variable (usually NG, CG or TN); SV Fort +2, Ref +1, Will +3; Str 11, Dex 11, Con 12, Int 12, Wis 13, Cha 10.

Skills and Feats: Bluff +1, Diplomacy +1, Drive (automobile) +2, Gather Information +4, Hide +2, Intimidate +1, Knowledge (criminology) +2, Knowledge (local) +4, Knowledge (streetwise) +4, Listen +3, Move Silently +2, Open Lock +1, Profession (investigator) +6, Search +4, Sense Motive +4, Spot +4; Alertness, Martial Weapon Proficiency (pistols), Shadow, Weapon Focus (semi-automatic pistol)

Possessions: Light semi-automatic pistol

Veteran Private Investigator: Human Exp4; CR 2; Medium-size humanoid; HD 4d8+4; hp 25; Init +4 (Improved Initiative); Spd 30 ft.; AC 10; Atk +3 melee (1d3 subdual, fist) or +4 ranged (1d10, pistol); AL Variable (usually NG, CG or TN); SV Fort +3, Ref +2, Will +5; Str 10, Dex 11, Con 12, Int 13, Wis 14, Cha 10.

Skills and Feats: Appraise +2, Bluff +2, Diplomacy +1, Drive (automobile) +3, Gather Information +6, Hide +2, Intimidate +2, Knowledge (criminology) +2, Knowledge (local) +6, Knowledge (streetwise) +6, Listen +5, Move Silently +2, Open Lock +2, Profession (investigator) +9, Search +5, Sense Motive +6, Spot +6; Alertness, Improved Initiative, Martial Weapon Proficiency (pistols), Shadow, Weapon Focus (semi-automatic pistol)

Possessions: Heavy semi-automatic pistol

Typical Soldier: Human War1; CR 1/3; Medium-size humanoid; HD 1d12+1; hp 13; Init +1 (Dex); Spd 30 ft.; AC 14 (+1 Dex, +3 Kevlar); Atk +2 melee (1d4+1, knife) or +2 ranged (2d6, rifle); AL Variable (usually LG, NG, LN or TN); SV Fort +2, Ref +2, Will +0; Str 12, Dex 12, Con 12, Int 10, Wis 10, Cha 10.
Skills and Feats: Climb +4, Drive (automobile) +3, Intimidate +2, Jump +3, Knowledge (military protocol) +2, Knowledge (warfare) +1, Profession (soldier) +4, Spot +1, Swim +3; Endurance, Exotic Weapon Proficiency (any one), Point Blank Shot
Possessions: Military-issue standard Kevlar vest, semi-automatic rifle, knife

Veteran Soldier: Human War4; CR 2; Medium-size humanoid; HD 4d12+4; hp 35; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 14 (+1 Dex, +3 Kevlar); Atk +5 melee (1d4+1, knife), +5 ranged (2d6, rifle), or +5 ranged (1d10, pistol); AL Variable (usually LG, NG, LN or TN); SV Fort +4, Ref +3, Will +2; Str 12, Dex 12, Con 12, Int 11, Wis 12, Cha 11.
Skills and Feats: Climb +3, Drive (automobile) +3, Drive (tracked vehicle) +2, Heal +2, Intimidate +3, Jump +3, Knowledge (demolitions) +1, Knowledge (military protocol) +3, Knowledge (warfare) +1, Listen +3, Profession (soldier) +6, Spot +4, Swim +3, Tumble +2; Alertness, Endurance, Exotic Weapon Proficiency (any one), Improved Initiative, Improved Unarmed Strike, Point Blank Shot
Possessions: Military-issue standard Kevlar vest, semi-automatic rifle, heavy semi-automatic pistol, knife

Young Gang Member: Human Ext1; CR 1/4; Medium-size humanoid; HD 1d6; hp 6; Init +1 (Dex); Spd 30 ft.; AC 11 (Dex); Atk +0 melee (1d4, knife) or +0 ranged (1d4, thrown knife); AL Variable (usually TN or CN); SV Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con 11, Int 10, Wis 10, Cha 10.
Skills and Feats: Bluff +1, Climb +1, Drive (automobile, motorcycle) +2, Gather Information +1, Hide +2, Intimidate +1, Knowledge (gangs) +2, Knowledge (local) +2, Knowledge (streetwise) +3, Listen +1, Move Silently +2, Open Lock +2, Spot +1; Martial Weapon Proficiency (pistols), Simple Weapon Proficiency
Possessions: Knife

Gang Leader: Human Ext3; CR 1/2; Medium-size humanoid; HD 3d6+3; hp 16; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d4+1, knife) or +2 ranged (1d10, revolver); AL Variable (usually TN, CN or NE); SV Fort +2, Ref +1, Will +1; Str 12, Dex 10, Con 12, Int 10, Wis 11, Cha 11.
Skills and Feats: Appraise +1, Bluff +1, Climb +2, Drive (automobile, motorcycle) +2, Gather Information +2, Hide +1, Intimidate +3, Knowledge (gangs) +4, Knowledge (local) +3, Knowledge (streetwise) +4, Listen +1, Move Silently +1, Open Lock +2, Spot +1; Martial Weapon Proficiency (pistols), Simple Weapon Proficiency, Weapon Focus (revolver)
Possessions: Knife, revolver

Veteran Street Fighter: Human War3; CR 1; Medium-size humanoid; HD 3d12+3; hp 28; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (Dex); Atk +4 melee (1d6+1, nunchaku), +4 melee (1d4+1, knife), +4 ranged (1d10, revolver), or +4 ranged (1d4+1, thrown knife); AL Variable (usually TN, CN or NE); SV Fort +3, Ref +3, Will +1; Str 13, Dex 13, Con 12, Int 10, Wis 10, Cha 11.
Skills and Feats: Balance +2, Climb +3, Drive (automobile, motorcycle) +2, Intimidate +3, Jump +4, Knowledge (local) +1, Knowledge (streetwise) +2, Listen +1, Move Silently +2, Spot +1, Swim +2, Tumble +3; Dirty Fighting, Dodge, Exotic Weapon Proficiency (nunchaku), Improved Initiative, Power Attack
Possessions: Nunchaku, knife, revolver

Typical Thug: Human Ext1; CR 1/4; Medium-size humanoid; HD 1d6+1; hp 7; Init +0; Spd 30 ft.; AC 10; Atk +2 melee (1d3+2 subdual, fist) or +0 ranged (1d10, revolver); AL Variable (not Good); SV Fort +1, Ref +0, Will -1; Str 14, Dex 10, Con 12, Int 9, Wis 9, Cha 9.
Skills and Feats: Climb +3, Drive (automobile) +1, Intimidate +2, Jump +3, Knowledge (gangs) +1, Knowledge (local) +2, Knowledge (streetwise) +2, Listen +0, Profession (any one) +1, Spot +0; Martial Weapon Proficiency (pistols), Simple Weapon Proficiency
Possessions: Revolver

Tough Thug: Human War2; CR 1/2; Medium-size humanoid; HD 2d12+5; hp 23; Init +0; Spd 30 ft.; AC 10; Atk +5 melee (1d3+3 subdual with optional +1d4, fist) or +2 ranged (1d10, revolver); AL Variable (not Good); SV Fort +3, Ref +1, Will +0; Str 16, Dex 11, Con 13, Int 9, Wis 10, Cha 10.
Skills and Feats: Climb +4, Drive (automobile) +2, Intimidate +3, Jump +4, Knowledge (gangs) +1, Knowledge (local) +1, Knowledge (streetwise) +2, Listen +0, Profession (any one) +1, Spot +0; Exotic Weapon Proficiency (any one), Fists of Iron, Improved Unarmed Strike, Toughness
Possessions: Revolver; may have an exotic weapon, supplied by employer (as per proficiency)

Cat Burglar: Human Rog3; CR 1; Medium-size humanoid; HD 3d8; hp 17; Init +2 (Dex); Spd 30 ft.; AC 12 (Dex); Atk +2 melee (1d3 subdual, fist); SA Sneak attack +2d6; SQ Evasion, uncanny dodge (Dex bonus to AC); AL Variable (usually TN or CN); SV Fort +1, Ref +5, Will +2; Str 10, Dex 14, Con 10, Int 12, Wis 12, Cha 11.
Skills and Feats: Appraise +2, Balance +5, Bluff +1, Climb +4, Disable Device +4, Escape Artist +3, Gather Information +1, Hide +6, Jump +6, Knowledge (local) +2, Knowledge (streetwise) +2, Listen +5, Move Silently +6, Open Lock +10, Profession (electrician) +4, Search +5, Sense Motive +2, Spot +5, Tumble +6; Acrobatic, Dodge, Skill Focus (Open Lock)
Possessions: Masterwork thieves' tools; may have gear for climbing and for dealing with electronic locks and alarms

Doctor: Human Exp1; CR 1/3; Medium-size humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d3 subdual, fist); AL Variable (usually Good); SV Fort +1, Ref +1, Will +2; Str 10, Dex 11, Con 10, Int 13, Wis 12, Cha 10.
Skills and Feats: Concentration +3, Diplomacy +2, Drive (automobile) +2, Heal +8, Knowledge (any one, usually a hobby) +3, Knowledge (local) +2, Listen +3, Profession (doctor) +5, Science (biochemistry) +4, Science (physiology) +5, Search +3, Sport (golf) +3, Spot +4; Alertness, Skill Focus (Heal)
Possessions: Cell phone and/or pager; may have doctor's bag or first aid kit

Entertainer: Human Ext1; CR 1/4; Medium-size humanoid; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Atk -1 melee (1d3-1 subdual, fist); AL Variable (seldom Evil); SV Fort +0, Ref +0, Will +0; Str 9, Dex 11, Con 10, Int 10, Wis 10, Cha 14.
Skills and Feats: Bluff +5, Concentration +1, Diplomacy +6, Disguise +4, Drive (automobile or motorcycle) +3, Gather Information +4, Knowledge (local) +1, Knowledge (pop culture) +4, Listen +1, Perform (any four) +9, Profession (any one) +1; Skill Focus (Perform), Trustworthy
Possessions: Cell phone

Hapless Citizen: Human Ext1; CR 1/4; Medium-size humanoid; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d3 subdual, fist); AL Variable (seldom Evil); SV Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.
Skills and Feats: Craft or Profession (any one) +7, Craft or Profession (any one) +2, Drive (automobile or motorcycle) +2, Knowledge (any one, job-related) +3, Knowledge (any one, usually a hobby) +2, Knowledge (local) +2, plus any three other skills at +2 (one class, two cross-class); Skill Focus (appropriate Craft or Profession), plus any other one
Possessions: Possibly a cell phone or pager

Investigative Reporter/Photographer: Human Ext2; CR 1/3; Medium-size humanoid; HD 2d6; hp 9; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3 subdual, fist); AL Variable (usually NG, CG, TN or CN); SV Fort +0, Ref +0, Will +1; Str 10, Dex 11, Con 10, Int 12, Wis 11, Cha 12.
Skills and Feats: Bluff +2, Craft (journalism or photography) +6, Craft (journalism or photography) +2, Diplomacy +4, Drive (automobile or motorcycle) +1, Gather Information +7, Knowledge (history or geography) +2, Knowledge (local) +4, Knowledge (politics) +2, Knowledge (pop culture) +2, Knowledge (research) +4, Listen +3, Search +3, Sense Motive +2, Spot +4; Alertness, Trustworthy
Possessions: Camera and/or note-keeping paraphernalia (e.g. notepad, laptop computer); possible a cell phone or pager

Mad Genius: Human Gdg5; CR 3; Medium-size humanoid; HD 5d8; hp 26; Init +0; Spd 30 ft.; AC 10; Atk +1 melee (1d3-1 subdual, fist) or +2 ranged (2d6/19-20, laser pistol); SQ Gadgeteering (2, Standard), tinkering; AL Variable (usually Chaotic); SV Fort +1, Ref +1, Will +5; Str 9, Dex 11, Con 10, Int 19, Wis 12, Cha 9.
Skills and Feats: Appraise +6, Concentration +5, Craft (computer programming) +10, Craft (electronics) +9, Craft (gadgets) +15, Disable Device +10, Drive (automobile) +1, Gather Information +0, Knowledge (any one, usually a hobby) +6, Knowledge (mathematics) +10, Knowledge (research) +9, Knowledge (superhumans) +9, Listen +2, Open Lock +3, Science (any one) +11, Science (any one) +9, Science (any one) +8, Science (any one) +7, Science (any one) +5, Search +7, Spot +3; Chink in the Armor, Exotic Weapon Proficiency (small beam weapons), Expertise, Skill Focus (Craft: Gadgets)
Possessions: Laser pistol, laptop computer, two gadgets (each with one Standard Power, Lev 5, Mod +4, Energy 10)

Occult Dabbler: Human Sor1; CR 1/2; Medium-size humanoid; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d3 subdual, fist); AL Variable; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 12.
Skills and Feats: Alchemy +4, Bluff +2, Concentration +2, Craft or Profession (any one) +5, Drive (automobile) +1, Knowledge (arcana) +4, Knowledge (folk lore) +4, Knowledge (local) +2, Knowledge (research) +2, Science (parapsychology) +3, Scry +2, Spellcraft +3
Possessions: Miscellaneous crystals, amulets and other occult paraphernalia
Spells Known (cast 5/4): 0 – Detect Magic, Light, Mage Hand, Read Magic; 1 – Identify, Protection from Evil

Scientist: Human Exp1; CR 1/3; Medium-size humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 10; Atk +0 melee (1d3 subdual, fist); AL Variable (seldom Evil); SV Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 14, Wis 12, Cha 10.
Skills and Feats: Concentration +3, Craft (computer programming, electronics or other related) +3, Drive (automobile) +1, Gather Information +2, Knowledge (any one, usually job-related) +5, Knowledge (any one, usually a hobby) +4, Knowledge (local) +3, Knowledge (research) +6, Listen +3, Science (any one) +9, Science (any one) +6, Science (any one) +3, Search +4, Spot +5, plus any one other skill at +2 or two at +1 (cross-class); Alertness, Skill Focus (appropriate Science)
Possessions: Palmtop or laptop computer; possibly a cell phone

Taxi Driver: Human Ext1; CR 1/4; Medium-size humanoid; HD 1d6; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 11 (Dex); Atk +0 melee (1d3 subdual, fist); AL Variable (seldom Evil); SV Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 11, Cha 10.
Skills and Feats: Concentration +3, Drive (automobile) +8, Knowledge (local) +4, Knowledge (politics) +1, Knowledge (sports) +3, Knowledge (streetwise) +2, Listen +1, Profession (mechanic) +2, Spot +2; Improved Initiative, Skill Focus (Drive)
Possessions: Cell phone or radio

Humbug (Michael Edward Foster)

Race: **Human** Class: **3rd level Gadgeteer (CR 3)** Alignment: **NG** Wealth: **Very Wealthy**
 Gender: **M** Size: **Medium** Height: **5'11"** Weight: **168 lbs.** Build: **Slender but fit**
 Age: **23** Skin: **Fair** Eyes: **Blue-gray** Hair: **Auburn, wavy**

Distinguishing Features & Costume: *Humbug's "costume" is his battlesuit, which is blue-gray with silver trim and has a vaguely beetle-like appearance, due to the bug-like "eyes" and slightly enlarged back (housing the sonar and other sonic equipment and the on-board computer).*

Personality: *Serious and soft-spoken, but firm when his principles are at stake ("a very earnest young man"); tends to let loose more when in the guise of his adventuring alter ego, using this as an emotional outlet; fascinated by technology and enjoys talking with others who have similar interests; secretly wants a chance to get out into space; a bit shy around beautiful women; has a bit of a crush on Amanda, the daughter of his chief legal adviser, Norman Trent.*

Background: *As a youth, Michael seemed to have everything. He was born into wealth, and he soon proved to be a genius, as well. He was sent to the best private schools and immersed himself in the wonders of technology. His luck began to change in his mid-teens, when his mother, Anne, passed away, and his father, Jason, withdrew into his own work. As Michael approached adulthood, his father hoped to groom him to take over the corporation, but he was much more interested in pursuing a scientific career, so the gap between them grew even larger. Eventually, Michael decided to patch things up between them, but, as Fate would have it, there was an explosion at the factory the very same day he arrived to meet with his father. Jason was killed, and Michael nearly died, as well, trying to save him. To honor his father's memory, Michael took over his position. While absorbing as much as he could about the job, in his usual studious fashion, he discovered clues that led him to a terrible revelation: the explosion was no accident but had been engineered by a rival corporation. He vowed revenge and put his genius to work to help him accomplish this goal. He designed a battlesuit with sonic-based weaponry and sensors and went after the people who had killed his father. As an inexperienced crime fighter, he was only able to apprehend the thugs who had actually performed the deed but could find no solid proof linking them to the rival corporation. To this day, he is still trying to find that proof, but he has broadened his protectorate to include any who seek justice and have so far been denied it.*

Str	10/14	(+0/+2)	HP	20	(3d8+3)
Dex	13	(+1)	AC	21	(+1 Dex, +10 powered armor)
Con	12	(+1)	Init	+1	(Dex)
Int	19	(+4)	Spd	20 feet	(powered armor) or 30 feet (without armor)
Wis	14	(+2)	SV	Fort +2, Ref +2, Will +5	(+2 versus acid, chemicals, cold and fire, with powered armor)
Cha	11	(+0)	Atk	+3	melee (1d4+2 , armored fist) or +1 melee (1d3 subdual, fist), +2 ranged (3d4 , Sonic Blast gadget)

Skill	Total	Ability	Ranks	Misc	Skill	Total	Ability	Ranks	Misc
Appraise.....	5	4	1	0	Knowledge (research).....	7	4	3	0
Concentration	5	1	4	0	Knowledge (superhumans).....	6	4	2	0
Craft (computer program).....	9	4	5	0	Listen.....	5	2	1	2
Craft (electronics)	10	4	6	0	Open Lock.....	3	1	2	0
Craft (gadgetry).....	13	4	6	3	Profession (corporate CEO)....	4	2	2	0
Diplomacy.....	1	0	1	0	Science (physics).....	10	4	6	0
Disable Device.....	9	4	5	0	Science (metallurgy).....	9	4	5	0
Drive (automobile).....	3	1	2	0	Science (chemistry).....	8	4	4	0
Gather Information.....	1	0	1	0	Search.....	5	4	1	0
Knowledge (business).....	5	4	1	0	Sense Motive.....	3	2	1	0
Knowledge (mathematics).....	7	4	3	0	Spot.....	5	2	1	2

Languages: English, French, German, Japanese, Spanish

Class Abilities: Free Proficiency, Gadgeteering (1, Standard), Tinkering

Feats: Alertness, Armor Proficiency (heavy), Exotic Weapon Proficiency (small sonic weapons), Skill Bonus (gadgetry)

Weaknesses: Flashbacks (large fires and explosions trigger memories of his father's death and his inability to prevent it), Irrational Aversion (hates the people who killed his father and will go out of his way to cause trouble for them)

Possessions: Powered Armor (total Damage Reduction 5, self-contained two-hour air supply, two-way radio, sonar, plus other benefits noted above), with built-in gadget that provides Standard Sonic Blast (Lev 3, Mod +4, Energy 10).

Creation Notes: *Although Michael is assumed to have built his battlesuit, himself, the basic powered armor that it was designed around had to be "purchased", using his initial funds (note his very high Wealth). In general, the DM should allow Gadgeteers to mix and match their inventions with items that have been purchased with Wealth, in this manner. This helps to make up for the fact that all of their "Powers" are in devices that can be lost. Michael took advantage of the rule that allows you to improve your Wealth by one step if it suits your background and will create problems for you (since his company is under "siege" from its rival and consumes a lot of his time, this is quite appropriate). He also increased his Wealth by two levels by taking a Weakness (the other Weakness pushed his Intelligence past 18).*

Drin Graevl Dees

Race: **Alien (Lochanti)** Class: **3rd level Rogue (CR 3)** Alignment: **CG** Wealth: **Lean**
 Gender: **M** Size: **Small** Height: **3'4"** Weight: **46 lbs.** Build: **Wiry (but furry)**
 Age: **37** (equivalent to 24) Skin: **Dark blue-gray** Eyes: **Gold** Hair: **Silver-gray fur with dark gray streaks**

Distinguishing Features & Costume: *Drin looks rather like a bipedal raccoon, without the mask coloration and with four arms and largish, fan-like ears. The extra limbs detract a little from what the average human might otherwise consider to be a "cute" appearance, since they make him seem a bit spidery. He has no real costume, since it is impossible to conceal his form, but he often wears a simple sleeveless jumpsuit, made of a mottled blue material.*

Personality: *Inquisitive and friendly; a bit of a trickster (likes to play the part of the "naïve alien" or "dumb beast" to catch people off-guard); has a little trouble with the concept of personal property (is used to thinking in terms of communal property), although not as big a problem as he sometimes pretends; very loyal to people he adopts into his "clan"; has a soft heart, especially when it comes to children; likes music; likes eating and does so frequently (high metabolism); dislikes thunderstorms; dislikes bullies; sometimes misses his home planet and feels guilty about not being there to help his people.*

Background: *On his home planet of Lochanta, Drin was the local equivalent of a prince and would have some day been a king, if his land had not been invaded by the insect-like Chot-Cra. Things being what they were, he ended up becoming the leader of a rebel movement, instead. While trying to steal one of his enemies' starships, he was discovered and forced to flee with his prize. During the resulting chase, his ship was damaged, and the jump engines malfunctioned, sending him light years off-course. He ended up crash-landing in the Pacific Ocean and only survived because some passing Micronesian sailors found him. He spent a few days with them, recuperating, and then made his way to Australia. There, it became clear that Earth, on the average, lacked the technology needed to get him home. He realized that he would have to find someone special to either build a ship for him and/or retrieve the one that he had lost. Thus, he began contacting people in "paranormal circles", trying to find someone who could help him, and eventually ended up working with several superheroes in North America. He now sees that their cause is not unlike his own, and he has decided to help them out, while he is trying to get home. Unfortunately, as the months pass, he is getting no closer to his goal and finds himself concentrating more and more of his energy on protecting his adopted "clan".*

Str	8	(-1)	HP	20	(3d8+3)
Dex	20	(+5)	AC	16	(+1 size, +5 Dex)
Con	12	(+1)	Init	+5	(Dex)
Int	12	(+1)	Spd	20 feet	
Wis	13	(+1)	SV	Fort +2, Ref +8, Will +2	
Cha	10	(+0)	Atk	+6	melee four times (1d4-1 subdual each, tlahlot sticks), +8 ranged (1d4-1 subdual, thrown tlahlot stick)

Skill	Total	Ability	Ranks	Misc	Skill	Total	Ability	Ranks	Misc
Balance	10	5	5	0	Knowledge (music).....	2	1	1	0
Bluff	1	0	1	0	Listen	9	1	4	4
Climb	7	1	6	0	Move Silently	8	5	3	0
Diplomacy.....	1	0	1	0	Open Lock	7	5	2	0
Disable Device.....	3	1	2	0	Profession (starship pilot)	2	1	1	0
Escape Artist.....	8	5	3	0	Search	3+	1	2	0-4
Hide	10	5	1	4	Spot	5	1	2	2
Intuit Direction.....	3	1	2	0	Tumble.....	10	5	5	0
Jump.....	3	-1	4	0	Wilderness Lore	2	1	1	0

Languages: Lochantae, English

Class Abilities: Evasion, Sneak Attack +2d6, Traps, Uncanny Dodge (Dex bonus to AC)

Feats: Multidexterity, Multiweapon Fighting, Weapon Finesse (tlahlot sticks)

Racial Traits:

- Small size (+1 AC and attack rolls, +4 Hide, base speed 20 feet, three-quarters normal carrying capacity)
- -2 Charisma (except when dealing with members of the same race)
- +2 Dexterity
- Free Multidexterity feat
- Extra Limbs (two arms, granting +4 Strength for climbing, making grapple checks, and determining carrying capacity)
- Standard Meta-Senses: +4 Hearing, +2 Vision
- Favored Class: Ranger

Weaknesses: Thalassophobia (fear of large bodies of water; racial)

Possessions: Four tlahlot sticks (Lochanti weighted batons; damage 1d4 subdual, critical x2, range increment 10, weight 1 lb., type bludgeoning)

Creation Notes: *Notice that a racial Weakness was used to gain an extra racial advantage; thus, both would apply to other Lochanti. It is a good idea to use this sort of symmetry with alien races, since it allows you to create other members of the same race without running into balance problems (i.e. having an extra advantage with no automatic corresponding Weakness, or vice versa). Drin is also a good example of how to balance a potentially abusive ability (four attacks) with reduced efficiency (low damage) – or, conversely, how to alleviate a potentially crippling ability (low Strength) with a useful set of Powers and feats. Of course, he isn't really meant to be a combat-oriented character, but he can hold his own – especially if he gets in a sneak attack.*

Lockdown (Dana Elise Ward)

Race: **Cyborg** Class: **3rd level Warrior** (CR 3) Alignment: **LN (Good tendencies)** Wealth: **Average**
 Gender: **F** Size: **Medium** Height: **5'8"** Weight: **170 lbs.** (originally, 134 lbs.) Build: **Athletic**
 Age: **26** Skin: **Lightly-tanned** Eyes: **Pale blue** Hair: **Platinum blond, longish** (often in topknot or pony tail)

Distinguishing Features & Costume: *Dana's right arm and both of her legs have been replaced by cybernetics, which are relatively obvious. Her right eye has also been replaced; however, it looks and behaves normally. She has no costume, per se, but wears a Kevlar vest when "working". She often wears a trenchcoat to conceal her physical abnormalities, as well as her Kevlar and bastard sword.*

Personality: *Cool, analytical, and efficient; seldom speaks unless she has something meaningful to say; has no patience for gratuitous violence and tries to stop it in as quick and thorough a manner as possible (often becoming rather ruthless, herself); prefers to keep "civilians" at arm's length and well out of the way of any fighting; distrusts the military but prefers to maintain a civil relationship with other authorities (unfortunately, they do not always respond in kind).*

Background: *Dana was originally a file clerk, working in a top secret military installation. When she was badly injured in an automobile accident, she agreed to undergo a series of experimental operations that her employers had been working on and ended up becoming a cyborg. She was trained in combat, specifically to battle superhuman menaces, and equipped with an experimental neural scrambler, designed to suppress mutant powers. While poking around the base, practicing her infiltration skills, one day, she overheard the head researcher discussing her accident and realized that he had somehow arranged the entire thing. Furious, she stormed out of the base and never returned. For a while, she worked as a bodyguard for the eccentric millionaire, Dorian Brand. During this time, the military made several attempts to capture her; however, with the help of Brand, she was eventually able to reveal their activities to the public, and the operation was shut down by the government. Shortly after that, her employer was killed, when he accidentally got involved in an altercation between two superhumans. Dana brought them both to justice but was not satisfied with this. She decided to continue the work the military had originally intended for her and became a bounty hunter, specializing in the apprehension of violent metahumans.*

Str	19	(+4)	HP	31	(3d12+6)
Dex	12	(+1)	AC	17	(+1 Dex, +3 natural, +3 Kevlar vest)
Con	14	(+2)	Init	+5	(+1 Dex, +4 Improved Initiative)
Int	10	(+0)	Spd	40 feet	x5 running multiple
Wis	11	(+0)	SV	Fort +4, Ref +3, Will +1	
Cha	10	(+0)	Atk	+7	melee (1d3+4 subdual, fist) or +7 melee (1d10+4/19-20 , bastard sword)

Skill	Total	Ability	Ranks	Misc	Skill	Total	Ability	Ranks	Misc
Climb.....	6	4	2	0	Knowledge (administration).....	2	0	2	0
Craft (computer program).....	1	0	1	0	Listen.....	1	0	1	0
Craft (cybernetics).....	1	0	1	0	Move Silently.....	2	1	1	0
Drive (automobile).....	2	1	1	0	Open Lock.....	2	1	1	0
Hide.....	2	1	1	0	Profession (file clerk).....	2	0	2	0
Intimidate.....	2	0	2	0	Swim.....	5	4	1	0
Jump.....	6	4	2	0	Tumble.....	2	1	1	0

Languages: English

Class Abilities: Bonus Feats, Free Exotic Weapon Proficiency

Feats: Exotic Weapon Proficiency (bastard sword), Improved Initiative, Improved Unarmed Strike, Power Attack

Augmentations (16 Energy):

- +3 Strength
- +3 Natural Armor
- +10 base speed, with x5 running multiple
- Standard Suppression (Amplifier: Ranged Effect; Reducer: Increased Energy Cost)

Weaknesses: Code of Honor (will not allow innocent "civilians" to come to harm because of her and will trade her life for theirs without hesitation; will not allow violent criminals to escape justice or eye-for-an-eye retribution; will immediately turn herself in if she is ever responsible for an innocent death; will never betray an employer, even if that employer is involved in some illegal activity, unless he betrays her or harms an innocent; always keeps her word, once it is given but is careful about who she gives it to)

Possessions: Standard Kevlar vest (AC +3, Damage Reduction 3 versus high-impact piercing weapons), bastard sword

Creation Notes: *Dana is pretty much a classic cyborg character but with a twist: a Power augmentation that levels the playing field when she tangles with tougher mutants. She has the potential to become quite powerful; however, this is balanced, somewhat, by the fact that she currently has no way to gain new augmentations (she is not a Gadgeteer, herself, and does not know anyone who is). After "buying" her Kevlar vest, she had only had \$20 left; however, I let her have the sword, anyway, since she is a 3rd level character, and she used up one of her feats to get access to it. As a rule of thumb, the DM can be somewhat lenient when allowing a character to take a piece of equipment that requires a specific feat or skill (in game terms, "spending" an ability option is much more meaningful than spending money).*

Nightshade (Michelle Leanne Collins)

Race: **Mutant** Class: **2nd level Metahuman / 1st level Martial Artist (CR 3)** Alignment: **NG** Wealth: **Lean**
 Gender: **F** Size: **Medium** Height: **5'6"** Weight: **120 lbs.** Build: **Willowy**
 Age: **19** Skin: **Indigo** Eyes: **Yellow (no pupils)** Hair: **Pale silver-blue, longish and silky**

Distinguishing Features & Costume: *Michelle's pointed ears, angular features and willowy build give her an inhuman, elven appearance. Her costume is a simple dark violet tunic that allows maximum maneuverability.*

Personality: *Surprisingly cheerful and friendly, given her background, although prone to occasional moments of doubt, that she keeps to herself; energetic; intuitive; occasionally impatient; compassionate, especially to the poor; likes animals; nervous about driving, despite her sonar (prefers to get around under her own power); can't stand unsolved mysteries.*

Background: *Michelle was born with two strikes against her, being both an obvious mutant and blind. Her parents abandoned her almost immediately, and she was raised in an orphanage. She had a very difficult childhood but, fortunately, soon learned that her mutation was able to compensate for her visual impairment to a large degree. When she was in her mid-teens, she started getting into a lot of trouble and committed several petty thefts. During one of these outings, she ran afoul of some much nastier criminals and was nearly killed. An unusual man named Rune rescued her and set about reforming her. He helped her hone her powers and taught her martial arts skills, always reminding her of her responsibility to society. Only much later did she learn that, despite his formidable skills, he was also blind and had no mutant powers to compensate for it. With her mentor's encouragement, Michelle has recently entered university, although she is not yet certain what her ultimate goals will be. In her off-hours, she continues to hone her skills and puts them to use as a crime fighter. Since her appearance is difficult to disguise, she tries to avoid letting people get a good look at her. Given her power and stealth, this is seldom a problem.*

Str	10	(+0)	HP	22	(2d8+1d10+3)
Dex	18	(+4)	AC	15	(+4 Dex, +1 Wis)
Con	12	(+1)	Init	+4	(Dex)
Int	10	(+0)	Spd	30 feet	
Wis	13	(+1)	SV	Fort +4, Ref +8, Will +5	
Cha	12	(+1)	Atk	+5	melee (1d6 subdual, fist), +5 ranged (1 each, shuriken – up to 3 per attack)

Skill	Total	Ability	Ranks	Misc	Skill	Total	Ability	Ranks	Misc
Balance	6	4	2	0	Listen	7	1	2	4
Climb	2	0	2	0	Move Silently	6	4	2	0
Concentration	2	1	1	0	Open Lock	5	4	1	0
Escape Artist	5	4	1	0	Smell	4	1	1	2
Hide	5	4	1	0	Spot (Sonar)	6	1	1	4
Intimidate	2	1	1	0	Swim	1	0	1	0
Jump	2	0	2	0	Tumble	6	4	2	0

Languages: English

Class Abilities: Bonus Metapower Feat, Evasion, Power Enhancement, Stunning Attack, Unarmed Strike (Flurry of Blows)

Feats: Heighten Power, Power Focus (Contagion), Weapon Finesse (unarmed)

Powers (20 Energy):

- Standard Contagion (causes 1d3 Strength initial and secondary damage; DC 14)
- Improved Darkness
- Standard Meta-Dexterity
- Standard Meta-Senses (+4 Hearing, +2 Smell; Amplifier: Sonar)

Weaknesses: Charisma Penalty, Physical Limitation (Blind)

Possessions: 10 shuriken

Creation Notes: *Nightshade's blindness counts as a Weakness, despite her Sonar, since it does not allow her to see color or fine detail (she must use touch to read, for example). Without her Sonar to compensate partially for it, blindness would be an especially problematic Physical Limitation and would probably have to be balanced in some other way (as described under the Physical Limitation description).*

Appendix C: FAQ

(updated: 06/13/02)

This section of the booklet has been set aside for future expansion, so that questions and answers of general interest and applicability can be added, as time goes by. If you have any questions or comments, please contact me, using the address given at the front of this document, and I will try to address them. General observations are welcome, too – especially ones that would be of interest to other people reading this document. If you specifically do *not* want your musings included in this section, please tell me as much in your correspondence.

Q: *Are there any maximum values for abilities?*

A: Not as such, no. I wanted to keep the system open-ended to cover as many comic characters as possible. Having said this, there are some practical upper limits, based on the character creation process: Strength 60, Dexterity 30, Constitution 34, Intelligence 34, Wisdom 34, Charisma 38. This assumes that you start with an 18, in the appropriate ability, then max it out with levels of Meta-Ability (as well as Brawn, for Strength). What this does not include is any bonus a character might have for an Augmentation or Racial Advantage (usually between +2 and +6) or for character level (level/4, rounded down). So, if you really want to see the upper limits, add around +9 to the Strength and Dexterity values, noted above, and around +11 to the rest. Of course, only a very lucky, very high level character would be able to actually reach one of those upper limits, since it would take many Augmentations, Racial Advantages, Powers, Amplifiers and/or character levels to do it with even a single score.

Q: *How come Augmentations and Racial Advantages seem weaker than Meta-Abilities? For example, why would an Alien take a +2 Dexterity bonus when he can take Meta-Dexterity and get a +3 bonus?*

A: Check out the *Ability Augmentations and Advantages versus Ability-Boosting Powers* paragraph, at the end of section 1.1. Remember that Meta-Abilities can be shut down by anti-Powers. Augmentations and Racial Advantages can't. Furthermore, in answer to the second question specifically, both the Alien and the Cyborg are restricted in the number of Powers they can take. Thus, the Alien in your example would have to decide whether he really wanted to gain a +3 Meta-Dexterity bonus (which can be nullified) at the expense of some other Power or a +2 natural Dexterity bonus (which is relatively secure) that does not use up a Power "slot".

Q: *What's up with the weird Brawn and Meta-Ability Amplifier, Extra Boost? It just seems to do more of the same thing as the Power levels.*

A: The problem with Brawn and Meta-Ability is that, the way I envisioned them, they required a four-tiered improvement system, rather than the three-tiered one that worked so well with every other Power. It occurred to me, though, that, since an Amplifier is pretty much equivalent to a Power level (at least in terms of character advancement), I could solve the problem with this trick. I do not recommend doing it with many other Powers, though: in general, the Ultra versions are usually quite tough enough.

Q: *Is the favored saving throw bonus associated with Ultra levels of Meta-Dexterity, Meta-Constitution and Meta-Wisdom retroactive? In other words, if my character is a 4th level Gadgeteer, with 3 previous levels as a Warrior, does the Meta-Wisdom bonus apply to the 3 Warrior levels, as well? If it doesn't, then the talent does not seem very useful, since Gadgeteer already has Will as a favored save.*

A: Yes, the bonus is retroactive – or, to look at it another way, a saving throw bonus should always reflect the current state of the character. Just total up the bonuses for each class, as usual. In the above example, the character's base Will bonus would be +7, i.e. +4 for the Gadgeteer level and +3 for the Warrior level. This is much the same as it would be for any multiclassed combination, wherein Will was a favored save for both classes, e.g. 4th level Cleric / 3rd level Wizard. As for the bonus not benefiting the Gadgeteer portion of your class: remember that you do not *have* to take the default talent. Each Ultra Meta-Ability has two other options, and you are free to make up more (subject to the DM's approval).

Q: *Is the Improved version of Healing broken? It heals twice as much damage, but you have to pay twice as much Energy to use it. Why not just use Standard Healing twice and save a Power "slot"?*

A: Because Standard Healing will take two actions, instead of one – which can make all the difference, in combat. Also, Improved Healing has a higher maximum for its character level-based points (it tops out at 10th level, whereas Standard Healing tops out at 5th), which makes it much more useful at the higher levels, when it is more likely to come up. Then, too, if you have any of the Amplifiers, they generally work much better with Improved Healing than they do with Standard Healing. Once you add up all of these advantages, it seems about right, especially for higher level characters who have lots of Energy to burn.

Q: *If I have both Imitation and Shapeshifting, does this increase my range of possible masses?*

A: Absolutely. The two proportions are multiplied together, so, if you have Improved Imitation (range: ½ to 1½) and Standard Shapeshifting (range: 1/8 to 4), you can turn into something with a mass between 1/16 and 6 times your own. There is also another perk to having both Powers: you can use Shapeshifting to take a non-human form, then use Imitation to assume variations of it. Imitation is noted as only allowing you to assume humanoid forms, but this is not strictly accurate: it actually allows you to assume forms of the *same type* as your own (which is usually humanoid). Thus, if you normally use Shapeshifting to turn into a big brown dog, you can use Imitation to turn into a little black dog or any sort of dog, for that matter (subject only to the usual mass restriction). Of course, you would have to pay the Energy cost for both Powers to do this. And, before anyone asks: this also applies to Growth and Shrinking. Thus, with the right combination of Powers, you could turn into a tiny insect or a giant brachiosaurus.

Q: *If the Ultra version of a Power adds range to a Power that normally requires touch (like Boost or Drain), do you have to make an attack roll?*

A: Yes, but it is a ranged touch attack roll, as described on page 125 of the *PHB*. In general, an Amplifier-based increase in range has no effect on whether or not you have to make an attack roll.

Q: *Do characters with innate powers, like Energy Blast, count as being armed? In other words, if a mutant uses an Energy Blast in melee, does he draw an attack of opportunity? And, when he is facing unarmed foes, does he gain an attack of opportunity when they attack him?*

A: A character with an Energy Blast is, effectively, armed. To paraphrase the *PHB*, an Energy Blast "is considered to be an armed attack and therefore does not provoke attacks of opportunity when it is discharged on an armed opponent. It provides you with a credible threat that the defender is obliged to take into account just as if it were a weapon." You will not draw an attack of opportunity from an armed foe if you use your Energy Blast in melee, and you will get to make an attack of opportunity if an unarmed foe tries to strike you (unless, of course, he has Improved Unarmed Strike). See page 140 of the *PHB* for more information on this. Note that the monk example is directly analogous to this situation. For obvious reasons, Improved Unarmed Strike is a very useful feat in a supers campaign, especially if you are a "brick".

Q: *If you have several defenses that decrease damage, in what order are they applied?*

A: In general, always apply defenses that actually get between you and the attack first, followed by defenses that try to redirect the damage, followed by defenses that reduce the damage you take, followed by Powers that do something strange with the remaining damage. If the attack allows a saving throw of its own, this comes between the first and second defense types. This means that, for an optional saving throw, you have to decide whether or not you are going to roll it *before* you are sure how your remaining Powers will deal with the result (particularly relevant if you have Absorption and/or Reflection). In terms of the most common defensive Powers, this means that the order goes as follows, from first to last: Force Field, saving throw, Reflection, Damage Reduction, Damage Resistance, Invulnerability, and, finally, Absorption.

Q: *Isn't there a bit of a problem with long duration Powers (Ultras, especially), in that you sometimes recover Energy faster than you use it?*

A: That's kind of a side effect of making the Powers improve as you go up in level (the situation you are describing almost never happens when your character level is low). I wanted it to work this way, since that's the way the rest of the d20 system works (especially the spells), but it does sometimes make a Power's duration really long at high level. I would suggest the following rule, which is, in fact, the one I use myself. When you spend Energy on a Power, that Energy is "locked in" for as long as the duration is maintained. Thus, you cannot recover that amount of Energy until you turn off the Power and give yourself a breather. This makes sense and also works well in game terms. In particular, it keeps people from maintaining high level Continuous Energy effects indefinitely (although high level characters with lots of Energy to burn can still maintain them for quite a while, which is as it should be).

Q: *Is Kinetic energy the same thing as the Force type that seems to pop up once in a while for spells?*

A: Not exactly, but it's close enough for most purposes. I avoided using the term "Force", because I wanted it to be clear the Kinetic energy covers a lot of other things, as well, e.g. bullets, falls, etc. Also, while the Force type comes up occasionally with spells, I don't recall ever seeing it actually defined anywhere, and it is not usually included on the list of standard energy types. In general, Kinetic energy is assumed to encompass Force; however, Force does not necessarily encompass all forms of Kinetic energy (in game terms). When figuring out the interaction between spells and Powers, however, the two are pretty much interchangeable.

Q: *Where are the androids and robots?*

A: That's a good question, which, unfortunately, does not have a quick answer. I had originally intended to include Androids/Robots as another "race"; however, the more I examined them, the more I realized that they would require a whole new approach to character creation. Androids do not eat, drink, breath or sleep – which means that they start off with a bunch of Powers, right from square one. They also tend to be physically tougher than humans and have all sorts of weird senses. More Powers. While some of this could be balanced by their inability to heal damage, this would not really be in keeping with the genre (most comic robots have some sort of self-repair ability which is at least as good as human healing). It might also be a disproportionate hassle in a combat-oriented game. Then there is the AI problem. What if the DM does not want it in his campaign? Keep in mind that the presence of true AI in the game-world would radically affect a lot more things than just the one character. Finally, there's the problem of roleplaying. How do you roleplay an entity that is not even alive, let alone human? Personally, I'm kind of tired of the anthropomorphized robots that are typical of the genre (and other genres, as well).

A lot of games cheat, when it comes to these problems, and some stories do, as well. I decided that I would sooner leave androids out altogether than do that. This decision was further reinforced by the fact that they would simply take up too much room in the book, if I wanted to do them properly – a completely disproportionate amount of space, given that they would probably be used only rarely. Thus, the space consideration became the final arbiter.

So, what about the androids and robots? Well, if you *really* want to put them in your campaign, I would suggest the following as tentative "official" rules.

Robots are simply gadgets. In d20 terms, they are constructs and, thus, lack many of the traits associated with living creatures. As the DM, you can give them whatever statistics seem appropriate, since players can't play them, anyway. *Androids*, on the other hand, have true AI and, thus, are characters. Players *can* play them, if you don't mind the extra work. To keep things simple, an Android should be treated as a Cyborg – in effect, its entire body has been "replaced" by cybernetics. There are, however, a few differences:

- An android does not need to eat, drink, breathe or sleep; however, it does require some sort of power "recharge" on a regular basis, or it will simply shut down. I would suggest having the recharge take about two hours a day and require appropriate equipment. This balances the life support advantages, with the reduced time (compared to a good night's sleep) compensating for the special equipment that is needed. Androids do not age, but their parts can wear out, over time. In any event, this is unlikely to become a concern during the relatively short duration of a typical campaign (I have never understood games that charge through the nose for abilities that will never come up during play, like Unaging).
- Androids are assumed to have some sort of internal self-repair system that emulates human healing.
- If you want to give Androids a little extra flavor during character creation, do not roll their abilities. Instead, use the Standard Point Buy system described in the *DMG* (page 19), but give the character 28 points to play around with. In effect, the Android will get to buy Strength and Dexterity at a small discount (compared to the other races), but this is in keeping with the genre.
- As another flavor element, let the Android take two Weaknesses that each give a benefit, instead of one. This is similar to what Mutants get, with their "suffer socially to get an extra perk" option.
- To help balance out all of the little advantages, assume that the Android can be located with metal detectors and other such scanners and has no legal rights whatsoever.

This should not be considered to be a definitive treatise of Android creation; however, it should give you enough ideas to get you started.

Q: So, why haven't you released this under the Open Gaming License?

A: Because, unlike a lot of people who have been using the OGL, I have actually read it and made some attempt to understand it (I don't guarantee success, but at least I have tried). Far too many people are simply slapping it on the end of their document without realizing that something in said document is creating an instant breach of contract. Specifically, in the case of this booklet, I was concerned about clause 7, to do with the use of Product Identity. It forbids an OGL user from including any Product Identity or implication of compatibility in his work, without the express permission of the owner of that Product Identity. Think about that for a moment. Technically speaking, this means that you cannot even include a line like "this has the same effect as an XYZ spell (see page ### of the *PHB*)", since the specific book and page number reference would put you in breach of contract. Keep in mind that I originally wrote this booklet for my own use and that of other local gamers. I was not about to go through it, line by line, removing every single reference to a WotC book and, in doing so, actually make life *harder* for my readers. To give myself fair credit, the second consideration was actually the more important one: as a reader, myself, I *like* page references and anything else that makes my life easier.

Ironically, this would not have been a problem in "ye good olde days", prior to the OGL. A few page number references and even an occasional brief quotation would fall under the heading of "fair use" and be over-looked by even the most hungry legal shark (assuming, of course, that I didn't try to sell the result). Once I attach the OGL to my document, however, I am agreeing to abide by very strict rules – some even more strict than those that would have applied if I had left it off.

Now, realistically, WotC is no more likely to come after me for such a trivial breach of contract that they would be without the OGL – but, if they did choose to do so, they would be in a much better position to follow through, since I have accepted liability by including the OGL. Much worse, in my mind, is the fact that *someone else*, not even connected with WotC, could also hassle me if they copied some of my work under the OGL and then realized that they had committed a breach of contract via *my* breach in contract. Or someone could hassle them, and lead them to hassle me... etcetera, ad nauseum. Don't believe me? Take a look at the FAQ on the OGL web page. It confirms that using the OGL opens you up to legal problems from *three* different possible sources, rather than the usual one. If I screw up, other people who copy me can blame their screw-ups on me, months later. Frankly, I just don't need that kind of hassle, especially when I am simply releasing a free booklet, out of the goodness of my heart, knowing that it will probably actually *cost* me money over the long run...

Having said all of this, I still think the OGL is a neat idea. I have used it with other articles, that don't require specific references, and will almost certainly use it again. I just think that people have to be more careful how they use (and misuse) it. I could be wrong, but I suspect that WotC would probably rather people *didn't* use it at all rather than use it *incorrectly*.

Pax!